FOR WHAT REMAINS

SKIRMISH TACTICS APOCALYPSE

FOR WHAT REMAINS
— SKIRMISH TACTICS APOCALYPSE —

A tactical skirmish game set in a post-apocalyptic near future

CONTENTS

30 - 45 minutes

ages: 12+

1-2 players

**DVG**
Dan Verssen Games

Digital Capricorn Studios

INTRODUCTION

For What Remains is a tactical skirmish wargame set in a post-apocalyptic near future.

There are two ways to play **For What Remains**: skirmishes and campaigns. Skirmishes are standalone games played for a single victory, with no lasting repercussions. Campaigns are a series of skirmishes linked together to form a larger narrative. For campaign play, reference The Semipalatinsk Legacy: Streets of Ruin campaign guide that came with this game.

Special rules for solitaire play are found at the end of this book.

COMPONENTS
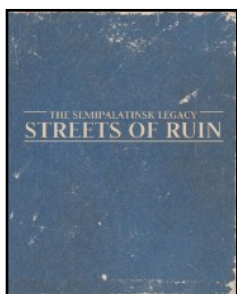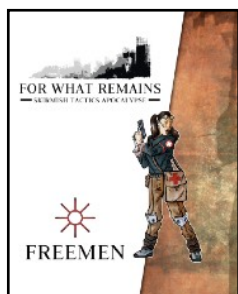
Campaign Guide	Faction Guides (2)	AI Reference Sheet	Ability Reference Sheets (2)	Battleground Tiles (12)
Character Reference Cards (10)	AI Activation Cards (10)	Character Counters (60)	ActionTokens (60)	Faction Action Tokens (2)
Ability Tokens (2)	EMP Artifact Token (1)	Scavenge Tokens (6)	Ability Templates (2)	Dice (5) / Action Bag (1)
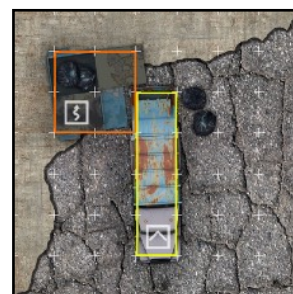
GAME LAYOUT

Action Token Exhausted Area

Action Bag

Reference Cards

Action Token Supply

LIFE IN THE APOCALYPSE

Jacob rolled onto his back and pointed a shotgun at the vaguely humanoid shape standing over him. Before he could pull the trigger,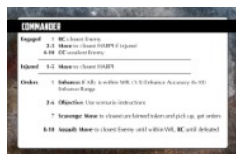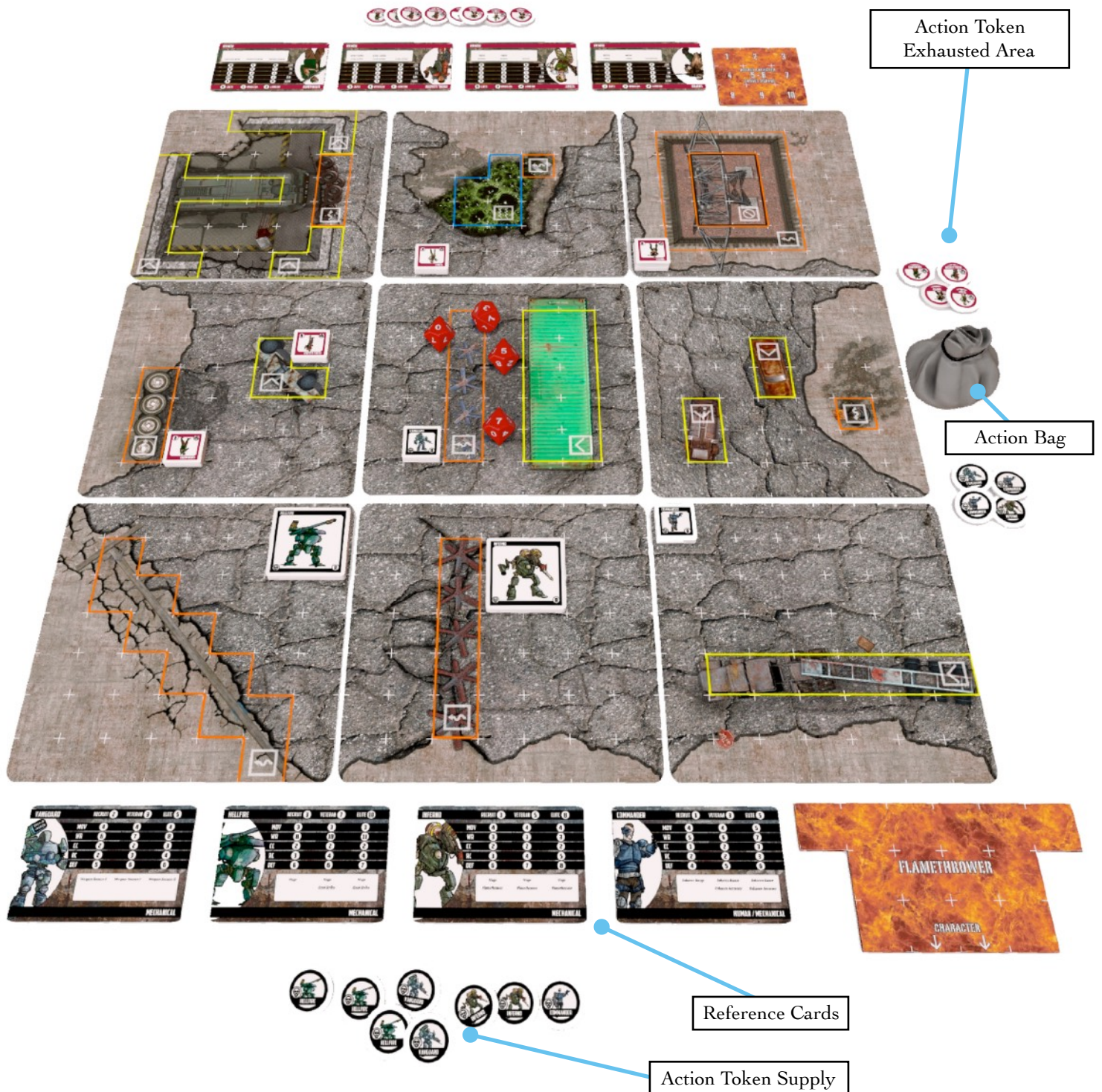 the creature, whose rust-colored skin looked like an other-worldly fusion of flesh, earth, and hundreds of obsidian shards, slapped the gun from Jacob's trembling hands with inhuman strength. Weaponless, Jacob held his hands up defensively as the monster straddled the man and stared down at him with faceted emerald-colored eyes, raising two stump-ended arms above its head.

Jacob closed his eyes and tensed for what he knew would be a finishing blow from the creature. Instead, the crack of a gun rang through the abandoned streets, causing Jacob to open his eyes hopefully. A greenish liquid oozed from the fresh bullet hole in the creature's forehead, and the monstrosity collapsed to the ground, temporarily pinning Jacob beneath its dense mass.

"That's the last of 'em near as I count. Get up, Jake. We need to scram before more catch our scent."

"No one knows how it got to this point, and no one cares. The world is too harsh to look into the past."

Medic | Freemen Coalition
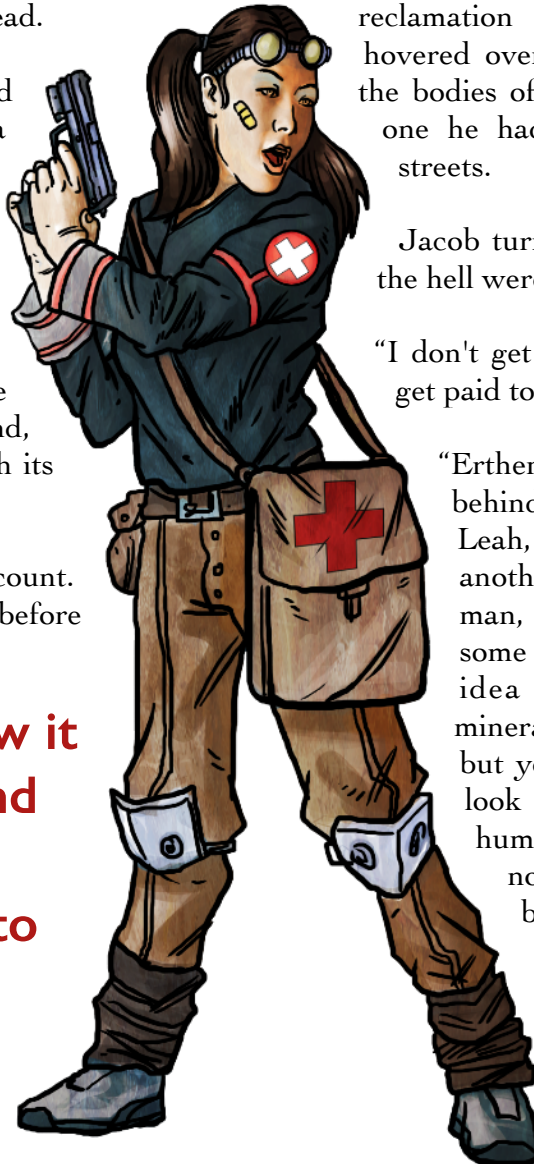
Jacob rolled his head to the side and saw a middle-aged man carrying a still-smoking rifle walking toward him. Splotches of green blood dotted the man's clothes and he strode with the purpose of a trained soldier. Jacob caught his breath and scrambled out from under the creature's body, rising to his feet and taking in the battlefield scene. Skeletal frames of high-rises, with every window broken or cracked, lined the ancient pavement, the entire area long ago abandoned to the slow reclamation of nature. An eerie silence hovered over the area, and Jacob noted the bodies of dozens of creatures like the one he had just seen die littering the streets.

Jacob turned to the other man. "What the hell were those things, Sarge?"

"I don't get paid to name 'em, son. Just get paid to kill 'em."

"Erthen," shot a female voice from behind Jacob. He turned and saw Leah, the team's medic, helping another soldier to his feet. "Half man, half rock. During the War, some folks thought it'd be a good idea to fuse humans to raw minerals. Not sure how they did it, but you see the result. They don't look human and they don't think human. They're something else now. They might be monsters, but they hurt and they die just like you and me."

"And if we don't get the hell out of here, we're all gonna find out just how easily we die," barked the middle-aged man. "Those things tend to move in bigger groups than what we just faced. There's probably more out there. We got the fuel, now lets leave this piece of the past to rot."

The small group quickly made their way from the battlefield, sticking to the back alleys and side streets that they had followed on their trek into the necropolis. Several minutes passed in near silence as the group did their best to glide through the streets unseen. Suddenly, the group's leader held his fist up, and the rest of the team stopped in their tracks. Jacob looked past his friends and saw a metallic barrel roughly the size of a refrigerator with one large robotic arm and several antennas extending from the main body hovering in the street ahead of the party.

"Combine scout!" the Sergeant muttered under his breath.

Leah moved to his side and whispered, "What are they doing this far north? I don't like this, Mark."

The middle-aged man nodded in agreement. "I'm not sure what those bastards are up to, but if they want this city, they can have it. We've pretty much picked it clean anyway. I don't think it's seen us, so if we just backtrack we should…"

From the alley behind the group, a cyborg stepped out from the shadows. "You are trespassing in and stealing from land claimed by the World Alliance and enforced by the Combine. You have the right to surrender. If you relinquish this right, you will be summarily judged."

Mark pulled his team into a tight circle. "I'm not sure how many 'bots this guy has with him, but the Combine isn't known for fighting fair. I'll do what I can to draw their fire. You guys take the fuel and rush past the scout. These guys can't keep up with you once you get to the hills outside of town. Now go!"

The man pulled his rifle from waist, loading a new round in the chamber as smoothly as a trained professional, aimed it at the cyborg, and said, "The War's over. Stop trying to win it," before pulling the trigger and rushing at the half-man, half-machine.

"The World Alliance is the future, and the Combine ensures that future."

Commander | Combine

FACTIONS

There are six major factions that vie for control and survival. Each faction is formed from like-minded individuals that band together for a common cause.

Freemen Coalition: The Freemen Coalition is a loose-knit band of human rebels who specialize in guerrilla warfare.
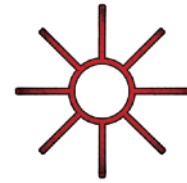
Combine: The Combine is the government that rules over much of what is left of the world.

Echo: Echo is a faction led by a secretive cabal of humans with psychic powers.

Erthen: Erthen are a biologically developed race formed from a mixture of human, mineral, and organic matter.

Order of the New Dawn: The Order of the New Dawn are creatures from the strange subterranean realm known as the Basement.

Soldiers of Light: The Soldiers of Light are humans who believe the fall of mankind was brought about due to a dependence on technology.

CHARACTERS

Character Reference Card: Character cards are used to reference a character's critical information.

Character Counter: Character counters represent characters on the battleground.

Action Tokens: Action tokens are used to determine when a character can take an action during the game. [p 12]

Character Type: A descriptor for the character.

Level: Each character has three levels: Recruit, Veteran, and Elite. In campaigns, all characters begin as Recruits and gain levels over time.

Designator: There are two copies of each character. The designators on the counters are used to differentiate the characters if both are used in the same skirmish.

Value: The point value of a character reflects their overall power and is used during the setup process to determine character selection.

Health: When a character is injured in combat, you flip their counter to the injured side. [p. 13]

Move: Move is the maximum number of spaces a character can move in a turn. [p. 18]

Weapon Range: Weapon Range is the maximum number of spaces that a character can make a Ranged Combat attack. [p. 14]

Close Combat: Close Combat is a character's skill in hand-to-hand combat. This is the number of dice rolled when the character makes an attack against an adjacent character. [p. 17]

Ranged Combat: Ranged Combat is a character's skill with ranged weapons and area attacks. This is the number of dice rolled when the character makes a ranged attack. [p. 14]

Defense: Defense represents a character's ability to defend itself against all types of attacks. This number is the target attackers try to exceed on their attack rolls. [p. 13]

Abilities: Each character has unique abilities. [p. 20]

Classification: A category that can influence the effects of abilities. Some characters have more than one classification. A character with multiple classifications can be effected by an ability that targets any of their classifications. If the effects of an ability on a character are in conflict because of multiple classifications, the first classification always takes precedence.
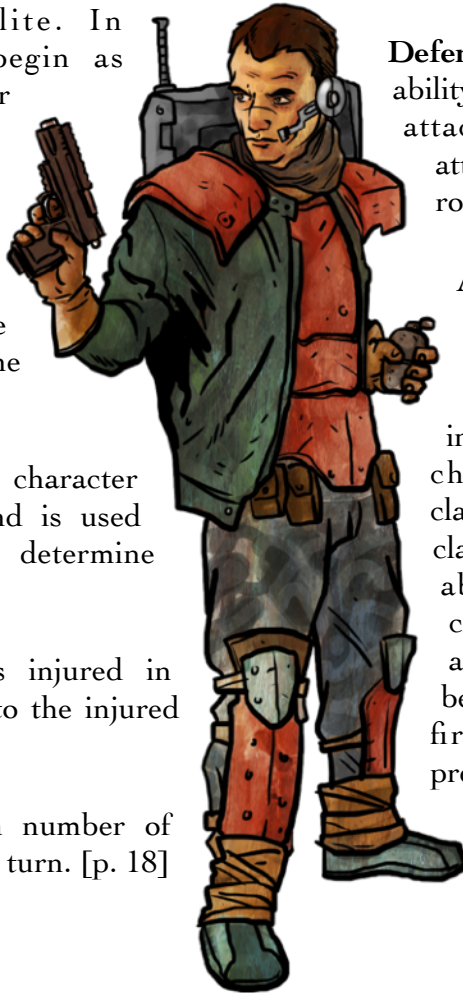
Rebel Leader | Freemen Coalition

CHARACTER / COMPONENTS

Each character has a reference card, character counters, and action tokens. There are two copies of each character, which can be differentiated with their designator. For example, each copy of the Freemen Coalition faction's Rebel Leader has three counters (for Recruit, Veteran, and Elite level) and three action tokens. One Rebel Leader reference card is used for both Rebel Leaders.

Character Counters

Character Type
Level
Designator

Recruit level counter, healthy and injured sides shown.

Veteran and Elite counters, healthy counter side shown.

Alternate designator, recruit level counter.

Action Tokens

Designator
Character Type

Action Tokens for each of the different Rebel Leaders.

Character Reference Card

Level and Value

Character Type

REBEL LEADER

	RECRUIT 1	VETERAN 3	ELITE 5
MOV	4	5	5
WR	5	6	7
CC	1	2	3
RC	2	2	3
DEF	4	5	6

Move
Weapon Range
Close Combat
Ranged Combat
Defense
Abilities

Inspire Move — Inspire Move — Inspire Move
Inspire Attack — Inspire Attack

HUMAN

Classification

SETUP

Each skirmish begins with the setup process.

1. Factions: Decide which faction each player will control.

2. Scenario: Decide what scenario will be used for the skirmish or create a new scenario. For your first game, we suggest using the Kill Them All scenario. [p. 11]

3. Skirmish Points: Decide how many skirmish points to use. Skirmish points are used during the character selection process for purchasing characters. Players can choose any skirmish point value, but recommendations are provided here.

Skirmish Points	Game
10	First play and low-level characters
15	Low-level characters
20	Mid-level characters
25	High-level characters
30	Epic game

4. Battleground: Battlegrounds are formed by combining nine battleground tiles. To construct a battleground, each player rolls one die. The player with the highest roll chooses a tile and places it on the play area. Players then alternate taking turns placing tiles. Each tile must be placed alongside a tile already in play. This continues until a battleground of 3x3 tiles has been assembled. All touching sides of the tiles must match.

5. Scavenge Tokens: Players often place one or more scavenge tokens on the battleground as instructed in the scenario. Each player rolls one die. The player with the highest roll places a scavenge token first and then players alternate placing scavenge tokens. Scavenge tokens cannot be placed within two spaces of the edge of the battleground.

6. Starting Areas: Each player rolls one die. The player with the highest roll picks their starting side of the battleground. The other player starts on the opposite side of the battleground. Characters can be placed anywhere along the edge of the battleground, within two spaces of the edge.

7. Character Selection: Players use their skirmish points to purchase characters. When a player purchases a character, they spend skirmish points equal to the level of the character they are purchasing. They take the character's matching counters up to the level they purchased and the three matching action tokens. Character selection is secret and has the following limitations:
• Must choose at least three characters;
• Cannot choose more than six characters.

8. Character Placement: The player that chose their starting side of the battleground places all of their characters in their starting area first. Then their opponent places their characters. Stack a character's counters so that the highest level counter is on top. For example, an Elite Rebel Leader would have their Elite counter on top, then their Veteran counter, and their Recruit counter on the bottom. Make sure that all the counters begin with their healthy side face up in the stack.

9. Skirmish begins: Begin the first round of gameplay.

SETUP / EXAMPLE BATTLEGROUND

Starting Area

Players begin on opposite sides of the battleground. Characters can be placed anywhere along the edge of the battleground, within two spaces of the edge.
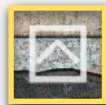
Starting Area

SETUP / TERRAIN AND SCAVENGING

Terrain: Terrain types include: clear, blocking, difficult, elevated, and water. Each space on the battleground consists of only one type of terrain.
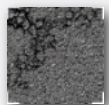
Clear Terrain: free of obstructions and serves as the default elevation of the battleground. Clear Terrain spaces do not have borders.

Blocking Terrain: blocks line of sight for Ranged Combat and prevents movement. Blocking Terrain has black borders and a "Do Not Enter" symbol.
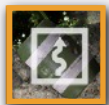
Difficult Terrain: each space of Difficult Terrain costs 2 Move to enter. Difficult Terrain grants characters a +1 to Defense when attacked by Ranged Combat. Difficult Terrain has orange borders and a "Curved Path" symbol.
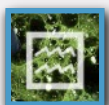
Water Terrain: each space of Water Terrain costs 2 Move to enter. Water Terrain has blue borders and a "Wave" symbol.

Elevated Terrain: costs 2 Move to climb up and 2 Move to climb down. This amount is not increased, even if a character climbs down into Difficult or Water Terrain. If a character is on normal elevation and makes a Close Combat attack against a character on Elevated Terrain, the character on Elevated Terrain receives a +1 to Defense. Ranged Combat attacks can pass through Elevated Terrain only if both the attacker and target are on Elevated Terrain.

Scavenging: The world is brutal and unforgiving. Weapons, fuel, food, and potable water are the keys to survival. Items that can be scavenged during skirmishes are represented by scavenge tokens.

Characters can pick up a scavenge token if they are standing on the space with the token. Characters must spend 1 point of movement during a Move action to pick up or drop the token. If two characters are adjacent, they can transfer the scavenge token by one of the characters spending 1 point of movement. If a character is defeated, the scavenge token is placed on the battleground in the space where the character died. A character can only carry one scavenge token at a time.

Players typically earn victory points for each scavenge token in their possession during a skirmish.

SETUP / SCENARIO: KILL THEM ALL

This scenario, "Kill Them All," serves as an introduction to **For What Remains**. After you become familiar with the rules of the game, you can use the scenarios found in the campaign guide.

Overview: This is a straight-forward, fight-to-the-death skirmish. The goal is to defeat as many opponent characters as possible, while also scavenging for limited gear.

Battleground: Use the default battleground creation rules.

Scavenge Tokens: Each player places one scavenge token on the battleground. Use the default scavenge token placement rules.

Starting Areas: Use the default starting area rules.

Select and Place Characters: Use the default character selection and placement rules.

Victory

Either player wins by scoring 5 victory points or defeating all of their opponent's characters.

Victory Points
Characters: Award 1 victory point for each defeated character.
Scavenge Tokens: Award 1 victory point for each scavenge token in a character's possession. If a character loses possession of the scavenge token, the victory point is lost until a character claims the scavenge token again.

Sentinel | SoL

GAMEPLAY

Once you have completed the scenario setup, you are ready to begin play. A skirmish is divided into rounds of play. Each round, players:

1. select the action tokens they want to use for the round and place them in the action bag,
2. draw the action tokens from the bag and discard them to activate their characters,
3. recover action tokens in the exhausted action token area (skip this step for the first round of a skirmish),
4. place the discarded action tokens in the exhausted area.

Select Action Tokens: At the beginning of the skirmish, players will have three action tokens for each of their characters in their action token supply. Players use these action tokens to determine which characters will take actions during the current round. Each player secretly selects a number of action tokens equal to the number of characters they have on the battleground and places them in the action bag. Players keep their remaining action tokens in their supply secret by placing them face down.

Draw Action Tokens and Activate Characters: Once the actions tokens have been placed in the action bag, characters begin taking actions. One player draws an action token from the action bag. The character matching the action token may take one action. Once that character's action is complete, one of the players draws another action token from the bag and the character matching the action token can take an action. This continues until all action tokens have been drawn from the bag. When action tokens are drawn from the bag, they are discarded face up near the bag.

Recover Action Tokens (skip this step for the first round of a skirmish): Action tokens in the exhausted action token area are moved to each player's action token supply.

Exhaust Action Tokens: Action tokens that were used during the round are now moved to the exhausted action token area. They will not be available during the next round.

Round Example

Peyton and Hope are controlling the Freemen Coalition and Combine factions, respectively, in a 10 skirmish point match. Peyton has selected four characters while Hope has selected five characters.

In the first round, Peyton can select four action tokens to place in the action bag because she has four characters on the battleground. She has all twelve actions tokens associated with her characters in her action token supply to choose from. She selects three Sniper action tokens and one Rebel Leader action token. She places all four action tokens in the action bag. Hope places five action tokens in the action bag because she has five characters on the battleground.

Hope draws from the action bag and pulls a Sniper action token. Peyton performs a Move action with the Sniper. Hope then draws an action token that matches one of her characters and takes an action with the character. Hope then draws another Sniper token, and Peyton takes another action with her Sniper.

This continues until all action tokens have been drawn. There are no action tokens in the exhausted action token area because it's the first round. Had there been, the players would have moved the action tokens to their supplies. The action tokens that were drawn from the action bag during the round are moved to the exhausted action token area.

The next round begins.

GAMEPLAY / ACTIONS

When a character is activated with an action token, they can take one action. Actions include:

- Close Combat
- Ranged Combat
- Move
- Ability
- Forfeit an Action

Attack: Characters make a Close or Ranged Combat attack roll against a target character's Defense. The attacking character rolls a number of dice equal to their Close or Ranged Combat attribute. If at least one die rolled is higher than the target's Defense, the target is injured. A target is only injured once, no matter how many successes are rolled.

Defense: Defense represents a character's ability to defend itself against Close and Ranged Combat attacks. Characters can receive Defense bonuses from abilities and a variety of battleground modifiers. [Terrain, p. 10]

Health: Each counter associated with a character's level has two states: healthy or injured. At the beginning of a skirmish, all characters begin with full health. For example, a Veteran Rebel Leader would have a Veteran counter stacked on top of their Recruit counter, and both would have their healthy side face up. When the Rebel Leader is injured, their Veteran counter is flipped over to their injured side. If the Rebel Leader is injured again, the Veteran counter would be removed. If they were injured again, the Recruit counter would be flipped to their injured side. And if the Rebel Leader was injured a fourth time, the Recruit counter would be removed and the Rebel Leader would be defeated.

Characters use their attributes and abilities based on their top counter on the battleground. For example, at the beginning of a skirmish, a Veteran Rebel Leader would use their Veteran-level attributes and abilities. However, if the Rebel Leader is injured twice and the Veteran counter is removed, the Rebel Leader would use their Recruit attributes and abilities.

Defeat and Action Tokens: If a character's counters are removed from the battleground, they have been defeated. Take action tokens matching the character from the exhausted action token area and the action token supply and remove them from the game. Any action tokens matching the character in the action bag have no effect when they are drawn, and are removed from the game. When a character is defeated, it means the player has one fewer character on the battleground and therefore will use one less action token per round.

Vengeance (Faction Action Token)

When a character is defeated, immediately take the Faction Action Token (the action token with the faction symbol on both sides) and place it in the action token supply for the player whose character was defeated. The player can use the action token as if it was one of their other action tokens, placing it in the action bag. When the Faction Action Token is drawn, the player can take an action with any of their characters. However, the Faction Action Token is not discard as normal. Instead, it is removed from the game unless another character is defeated. If another character is defeated, the Faction Action Token goes back into the supply. A player can only ever have one Faction Action Token, even if multiple characters are defeated in a round.

Ranged Combat: Ranged Combat is a character's skill with ranged weapons and area attacks.

Weapon Range: Characters can make Ranged Combat attacks at a distance equal to or less than their Weapon Range, but not against adjacent characters, unless the adjacent characters are on different elevations. Shooting up to Elevated Terrain and down from Elevated Terrain does not modify the Weapon Range.

Line of Sight: Line of sight is determined by drawing an imaginary line from the center of the attacking character's space to the center of the target character's space.

Terrain Modifiers: Ranged Combat attacks are subject to terrain modifiers. Any Ranged Combat attack that passes through any part of a space with Difficult Terrain adds a +1 to the target's Defense. These effects are not cumulative. However, terrain modifiers are added to character modifiers, if applicable. [Terrain, p. 10]

Character Modifiers: Ranged Combat attacks are subject to character modifiers. Any Ranged Combat attack that passes through any part of a space with an enemy or ally character adds a +1 to the target's Defense. These effects are not cumulative. However, character modifiers are added to terrain modifiers, if applicable.

Adjacent
Characters are adjacent if they are orthogonal (side by side) or diagonal (corner to corner) to each other.

Blocking and Elevated Terrain: Ranged Combat attacks may not pass through Blocking Terrain. Ranged Combat attacks can pass through Elevated Terrain only if both the attacker and target are on Elevated Terrain. Elevated Terrain allows characters to use Ranged Combat against enemy characters on normal elevations and ignore the modifier for Ranged Combat through characters and Difficult Terrain (the only exception is the terrain modifier still applies if the target is standing in a Difficult Terrain space). Characters on normal elevation receive the same benefits when attacking characters on Elevated Terrain. [Terrain, p. 10]
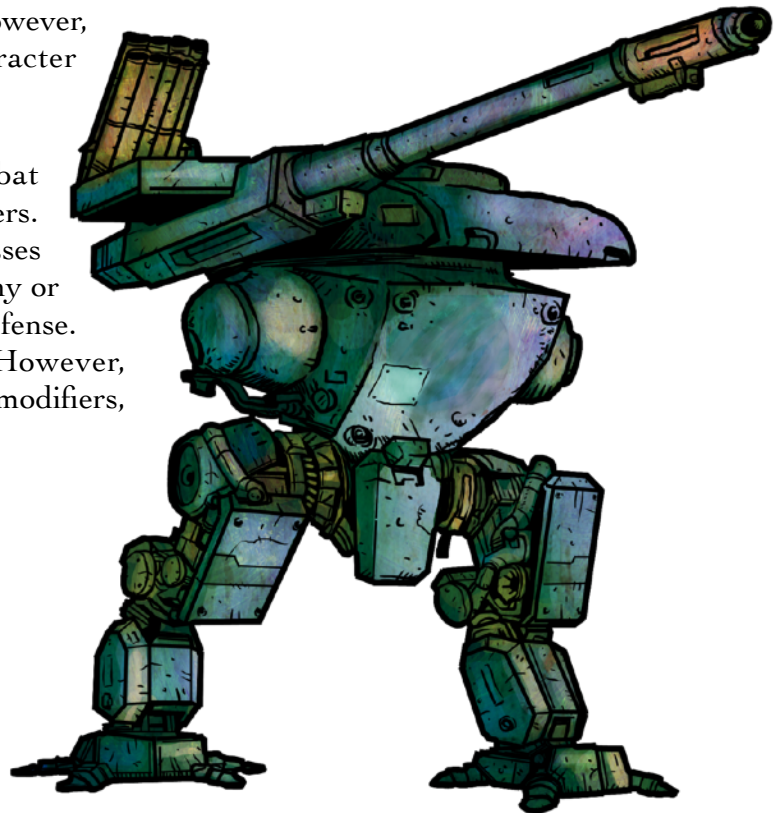
Hellfire | Combine

GAMEPLAY / RANGED COMBAT

- If the Commander makes a Ranged Combat attack against the Scout, the Scout gets a terrain modifier bonus to Defense because the attack passes through Difficult Terrain;
- If the Commander makes a Ranged Combat attack against the Rebel Leader, the Rebel Leader gets terrain and character modifier bonuses to Defense because the attack passes through Difficult Terrain and a character;
- The Commander cannot make a Ranged Combat attack against the Medic because the attack passes through Elevated Terrain.

- If the Rebel Leader makes a Ranged Combat attack against the Commander, the Commander gets terrain and character modifier bonuses to Defense because the attack passes through Difficult Terrain and a character;
- The Rebel Leader cannot make a Ranged Combat attack against the Hellfire because they are adjacent.

- If the Scout makes a Ranged Combat attack against the Commander, the Commander gets a terrain modifier bonus to Defense because the attack passes through Difficult Terrain.
- The Scout cannot make a Ranged Combat attack against the Hellfire because the attack passes through Elevated Terrain.

- The Medic cannot make a Ranged Combat attack against the Commander because the attack passes through Elevated Terrain.
- The Medic can make a Ranged Combat attack against the Hellfire even though they are adjacent because they are on different elevations.

- The Hellfire can make a Ranged Combat attack against the Medic even though they are adjacent because they are on different elevations.
- The Hellfire cannot make a Ranged Combat attack against the Scout because the attack passes through Elevated Terrain.
- The Hellfire cannot make a Ranged Combat attack against the Rebel Leader because they are adjacent.

GAMEPLAY / AREA ATTACKS

Area Attacks abilities are a subset of Ranged Combat. When a character makes an Area Attack, the attack affects multiple spaces, as outlined by the ability description. After determining the affected area, the attacking player makes a separate Ranged Combat attack against each target in the area. Area Attacks ignore character and terrain penalties except when a character is in Difficult Terrain. Unlike normal Ranged Combat attacks, Area Attacks can affect targets adjacent to the attacker.

The Commander is unaffected by the flamethrower ability because the Elevated Terrain blocks the Inferno's line-of-sight.

The Medic is unaffected by the Inferno's flamethrower ability because she is on Elevated Terrain.

The Rebel Leader gets a terrain modifier bonus to Defense because he is standing in Difficult Terrain.

COMMANDER

MEDIC

REBEL LEADER

SCOUT

FLAMETHROWER

The Scout is affected by the flamethrower ability because Area Attacks can target adjacent characters.

The Inferno's flamethrower ability template (outlined in blue) has been placed. The Combine player has chosen to target the elevation level the Inferno is on; therefore, characters on Elevated Terrain are unaffected.

INFERNO

GAMEPLAY / CLOSE COMBAT

Close Combat: Close Combat is a character's skill in hand-to-hand combat. Characters are in Close Combat when they are adjacent to an enemy character. Close Combat attacks are not affected by Difficult Terrain. If a character is on normal elevation and makes a Close Combat attack against a character on Elevated Terrain, the character on Elevated Terrain receives a +1 to Defense.

The Commander can make a Close Combat attack against the Rebel Leader.

The Rebel Leader can make a Close Combat attack against the Commander or the Hellfire.

The Medic can make a Close Combat attack against the Hellfire.

The Hellfire can make a Close Combat attack against the Medic or Rebel Leader. Unlike normal, the Medic does not receive a +1 Defense for being on Elevated Terrain because the Hellfire is Huge [p. 20]

GAMEPLAY / MOVEMENT

A character can move a number of spaces equal to or less than their Move attribute. Moving diagonally counts as one space.

Movement and Allied Characters: A character can move through a space with an ally character, but cannot end their movement on the same space as an ally.

Movement and Enemy Characters: A character's move ends if they enter a space adjacent to an enemy character. If a character begins their turn adjacent to an enemy character, the character can move freely around the enemy. A character cannot move through an enemy character.

Withdrawing from Close Combat: When a character moves away from and is no longer adjacent to an enemy character, the enemy character can make a free, immediate Close Combat attack against the withdrawing character. If more than one enemy character would be granted a free attack from the withdrawing character, each character makes their own Close Combat attack. The Close Combat attack cannot include any abilities.

Movement and Terrain: Movement is modified based on terrain type as follows [Terrain, p. 10]:

- 2 Move to enter a Difficult Terrain space;
- 2 Move to enter a Water Terrain space;
- 2 Move to climb up or down Elevated Terrain;
- Cannot occupy Blocking Terrain.

Psion | Echo

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GAMEPLAY / MOVEMENT

The Rebel Leader spends 5 Move:
• 2 to enter a Difficult Terrain space;
• 1 to enter a Clear Terrain space;
• 2 to enter a Difficult Terrain space;
• The Rebel Leader must stop when he moves adjacent to an enemy character.

REBEL LEADER

The Commander spends 4 Move:
• 2 to climb up an Elevated Terrain space;
• 2 to climb down an Elevated Terrain space.

COMMANDER

HELLFIRE

MEDIC

The Medic spends 2 Move:
• 2 to climb up an Elevated Terrain space.

When the Medic moves away from the Hellfire, the Hellfire gets a free, immediate Close Combat attack.

GAMEPLAY / ABILITIES

Each character has unique abilities. Rules for abilities are described in detail in Faction Guides. **For What Remains** is an exception based game. That means that special rules for abilities always overrule the general rules presented in this rulebook. If the effects of two abilities are ever in conflict, the ability that benefits the defender trumps the ability that benefits the attacker.

Each ability consists of three components: the ability name, type, and description. The ability type provides a guide as to the key attribute used for the ability. For example, the Stalker ability is a Move ability. This means that to use the ability, the character must take a Move action.

Some abilities combine two types of actions. For example, the Ambush ability is a Move - Ranged Combat action. Characters can use these types of abilities with a single action. Some abilities, such as Inspire Attack, are classified as Special abilities. These abilities still require an action to be used, but they are not associated with attributes. Characters can only use one ability at a time.

Passive Abilities: Some ability types include the Passive classification, such as Stealth. Passive abilities are always in effect. Characters do not have to take actions to benefit from these abilities.

Ability Name	Ability Type	Description
Ambush	Move - Ranged Combat	The Scout can Move and then make a Ranged Combat attack or make a Ranged Combat attack and then Move. The Scout cannot Move, make a Ranged Combat attack, and then Move again.
Inspire Attack	Special	The Rebel Leader can give a **Human** character within Weapon Range and in line of sight a free, immediate Close Combat or Ranged Combat action. The granted action cannot include the use of any ability. The Rebel Leader can only Inspire a character of the same level or lower.
Stalker	Move	The Scout can Move through Difficult Terrain and Water Terrain with no increase to Move cost.
Stealth	Defense [Passive]	The Sniper receives a +2 Defense against Ranged Combat attacks when in Difficult Terrain instead of the typical +1.

Sample Abilities from the Freemen Coalition Faction

GAMEPLAY / HUGE CHARACTERS

"Huge" is an ability shared by multiple characters. The Huge ability is associated with the size of a character. Huge characters occupy 4 spaces and have special rules as outlined below.

Movement: When moving a huge character, choose one space as the point of origin for the movement and use it to count how many spaces the character moves. A huge character must end their move with all four of their spaces on the same elevation level. Huge characters can move through Difficult and Water Terrain and climb up and down Elevated Terrain with no movement penalties, unlike normal characters.

Enemy Characters on Elevated Terrain: If a Huge character is on normal elevation and makes a Close Combat attack against an enemy character on Elevated Terrain, the target of the attack does not receive the typical +1 Defense bonus unless the target is also a Huge character.

Ranged Combat Attacks: Any space of a huge character's token can be the point of origin for a Ranged Combat attack. Any space of the huge character's token can be the target of an attack.

Ranged Combat attacks against huge characters are not subject to terrain modifiers. Ranged Combat attacks from a huge character are subject to terrain modifiers only if a target is normal size and standing in a Difficult Terrain space. Ranged Combat attacks from and against huge characters are subject to character modifiers only if the attack passes through another huge character.
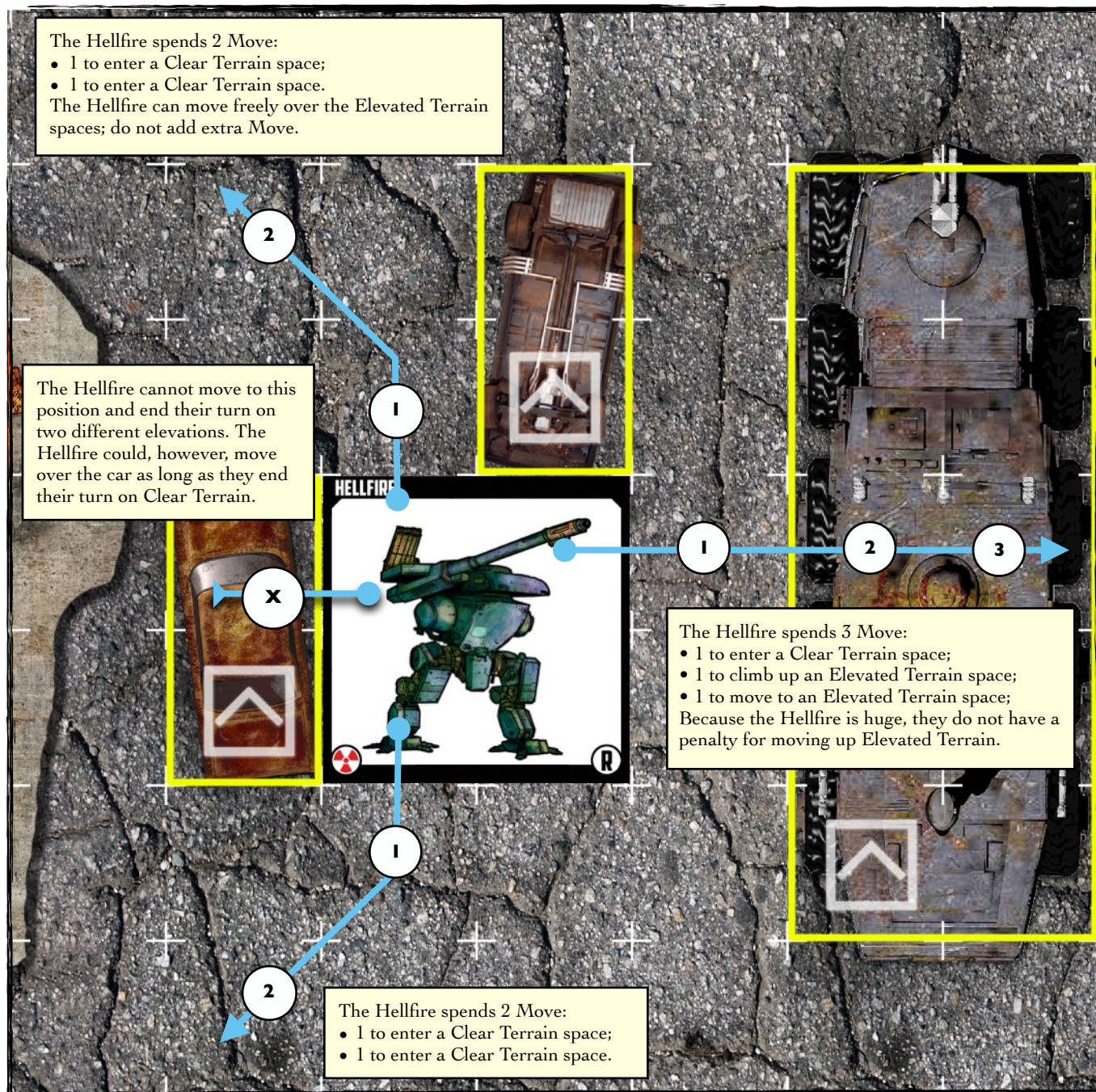
Scavenge Tokens: If a Huge character is carrying a scavenge token and is defeated, the player controlling the Huge character decides in which space to place the scavenge token.

Starting Areas: If Huge characters are unable to start within two spaces of the edge of the battleground, place them as close to the edge as possible.

Tremor | Erthen

The Hellfire spends 2 Move:
- 1 to enter a Clear Terrain space;
- 1 to enter a Clear Terrain space.

The Hellfire can move freely over the Elevated Terrain spaces; do not add extra Move.

The Hellfire cannot move to this position and end their turn on two different elevations. The Hellfire could, however, move over the car as long as they end their turn on Clear Terrain.

HELLFIRE

The Hellfire spends 3 Move:
- 1 to enter a Clear Terrain space;
- 1 to climb up an Elevated Terrain space;
- 1 to move to an Elevated Terrain space;

Because the Hellfire is huge, they do not have a penalty for moving up Elevated Terrain.

The Hellfire spends 2 Move:
- 1 to enter a Clear Terrain space;
- 1 to enter a Clear Terrain space.

SOLITAIRE PLAY

To play **For What Remains** solitaire, use the instructions provided in this rulebook with the additions below and in the campaign guide. The campaign guide provides information for scenarios, to include the AI character selection and the battleground configuration.

When playing solitaire, there are two changes to the game:

- Action tokens for the solitaire AI, and
- The AI activation system.

Action Tokens: The player manages their action tokens as described on page 11 without any changes. However, the AI uses a modified system for choosing action tokens.

Select Action Tokens: The number of action tokens used by the AI per round is determined by difficulty level:

- **Easy:** Number of characters on the battleground +1
- **Moderate:** Number of characters on the battleground +2
- **Difficult:** Number of characters on the battleground +3

Shuffle all of the AI's actions tokens together and place a number equal to the difficulty level in the action bag.

Exhaust Action Tokens: The AI's action tokens are not exhausted. Instead, as they are drawn from the action bag they are immediately shuffled back into the AI's action token supply.

Faction Action Token: Do not use the Faction Action Token for the AI. When one of the AI's characters is defeated, there are no special rules.

Round Example

Ricardo is playing against the AI on Moderate difficulty. Ricardo is controlling the Freemen Coalition in a 10 skirmish point scenario in The Semipalatinsk Legacy: Streets of Ruin campaign guide. The campaign guide instructs Ricardo on the AI's character selection and battleground configuration. Ricardo spends his 10 skirmish points to select four characters.

In the first round, Ricardo selects four action tokens to place in the action bag, because he has four characters on the battleground. He has all twelve actions tokens associated with his characters in his action token supply to choose from. He selects three Sniper action tokens and one Rebel Leader action token. He places all four action tokens in the action bag. The scenario instructs Ricardo to play with five Combine characters. Because Ricardo is playing on Moderate difficulty, he randomly selects seven action tokens from the Combine action token supply and places them in the action bag (five for the characters on the battleground + 2 for Moderate difficulty).

Ricardo draws pulls a Sniper action token from the action bag. He performs a Move action with the Sniper. Ricardo then draws an action token that matches one of the Combine characters. Ricardo uses the AI activation system to determine the Combine character's actions, and then Ricardo immediately shuffles the Combine action token back into the AI's action token supply.

This continues until all action tokens have been drawn. Ricardo has no action tokens in the exhausted action token area because it's the first round. Had there been, Ricardo would have moved the action tokens already in the exhausted action token area to his action token supply. Ricardo's action tokens that were drawn from the action bag during the round are moved to the exhausted action token area.

The next round begins.

SOLITAIRE PLAY / ACTIVATION SYSTEM

Each character in **For What Remains** has a unique AI activation card, which provides instructions for how to play the character when their action token is drawn. Each activation card is broken into three sections: Engaged, Injured, and Orders.

To determine what action a character will take, you start from the top of the activation card and work your way down, until the character takes an action. A detailed description of each action is provided on the AI reference sheet.

Engaged: First, check to see if the character is engaged. A character is engaged if they are adjacent to an enemy character. If they are engaged, roll one die and check the result.

Injured: If the character is not engaged, check to see if they are injured. A character is injured if their top counter is flipped to their injured side. If they are injured, roll one die and check the result. If the result is higher than the number range listed or if the character cannot perform the action, move on to orders.

Orders: If a character does not perform an engaged or injured action, they will perform an order. Roll one die and check the result. Typically orders last until the character completes the order. For example, if a character's order is "Scavenge: Move to the closest unclaimed token and pick up, get orders" the character will begin the order and will continue to follow this order over multiple activations until they have picked up a scavenge token. At that point, a roll is made to determine the character's new orders. When a die roll results in an order that is not applicable, skip the order and go to the next highest order. For example, if you were using a Combine Commander with the activation card below and rolled a 3 for their order, they would be directed to complete a scenario-specific objective. However, if the scenario didn't have a unique objective, or if the character could not complete the objective, they would shift to the next higher result. In this case, they would try to scavenge. If all scavenge tokens had been claimed, they would assault.

COMMANDER

Engaged	1	**RC** closest Enemy
	2-3	**Move** to closest HARPI if injured
	4-10	**CC** weakest Enemy
Injured	1-5	**Move** to closest HARPI
Orders	1	**Enhance**: If Ally is within WR: (1-5) Enhance Accuracy (6-10) Enhance Range
	2-6	**Objective**: Use scenario instructions
	7	**Scavenge**: **Move** to closest unclaimed token and pick up, get orders
	8-10	**Assault**: **Move** to closest Enemy until within WR, **RC** until defeated

HOW THINGS CAME TO BE

On 19 September 1957, a nuclear weapon called Plumbbob Rainier was detonated 275 meters below ground at the Nevada Test Site in the United States. This was the first nuclear test conducted by the US where the explosion was entirely contained underground, producing no fallout. It was also the first nuclear detonation to open a gateway to the Netherscape, an alternate dimension more commonly referred to as the Basement.

The US sent in teams of investigators and military special forces to determine the nature of the Basement. The teams learned the Basement was not of this world or reality. The nuclear detonation had torn a hole through a fragile veil that separated the two dimensions. Later research revealed that brief alignments between the dimensions had allowed beings to cross between the two dimensions in the past, but only for short periods. This led to creatures of the Basement being mistaken for demons, ghosts, and monsters throughout Earth's history.

19 September 1957
US creates first gate to the Basement. Begins investigations.

February 1958
The first US team is sent into the Basement to begin mapping.

1959 - 1963
Major nuclear powers learn about the Basement and begin creating their own gates.

1961
First chimera identified.

5 August 1963
Limited Test Ban Treaty signed.

1960s - 1980s
Nuclear powers race to gain access to the Basement and secure resources.

June 1990
First contact with a Nethermancer. Most of the investigation team is killed in the encounter.

10 September 1996
Comprehensive Test Ban Treaty Signed.

September 1998
A heavily armed expedition team captures a Nethermancer, though half the team is killed and the other half eventually becomes chimeras. A young but brilliant biokineticist, Bruno Pontecorvo, proposes a project to fuse the Nethermancer's genetics with humans. The proposal is denied.

Dust raised by *Plumbbob Rainier*

HOW THINGS CAME TO BE

Efforts to explore and map the Basement proved difficult and deadly. The physical features of the Basement changed unpredictably with each new expedition, and scientists deduced the dimension was psycho-reactive. Metals and minerals unique to the Basement were found, leading to increased interest. Additional nuclear tests were conducted. Some were for routine testing of nuclear weapons, but most were attempts to duplicate the conditions for creating a gateway to the Basement.

During expeditions in the Basement, many different creatures were discovered. These monsters were avoided whenever possible, but if any were engaged in combat and captured they were brought back to the surface for examination. Scientists realized the physiology of these Nether-beasts would not allow them to live on the Earth's surface for extended periods.

9 October 2006
North Korea conducts its first underground nuclear test.

25 May 2009
North Korea conducts second underground nuclear test.

12 February 2013
North Korea conducts third underground nuclear detonation. Creates a gate to the Basement.

January 2014
North Korean exploration team - accompanied by a diplomatic delegation - makes contact with a Nethermancer cabal.

September 2021
Final plans are made for the alliance between North Korea, Algeria, Pakistan, Iran, and the Nethermancers.

January 2022
Nether-beasts emerge en masse on Earth's surface. Truth of the Basement becomes public knowledge.

April 2022
United States, Canada, Australia, most of Europe, and China form the World Alliance. A secretive agency called Department B initiates PROJECT CAPRICORN. Bruno Pontecorvo becomes director of Department B's research and development group.

August 2022
The World Alliance issues an order to identify and imprison all chimera. Bands of vigilante "clean people" begin roaming the streets, hunting the "impure."

Carnage | Order of the New Dawn

HOW THINGS CAME TO BE

Eventually the secret leaked out and other nuclear powers discovered the truth of the Basement. Nuclear testing increased worldwide. Atmospheric, exoatmospheric, and underwater tests were all conducted with the intention of trying to open a gate to the Basement; all met with failure. Only contained, underground tests were successful.

In 1963, all nuclear powers signed the Limited Test Ban Treaty, pledging to refrain from testing nuclear weapons in the atmosphere, underwater, and in outer space. Ostensibly this was for safety reasons. However, the truth is the nuclear powers were focusing their efforts on accessing the Basement and its apparent riches. Explorers also discovered they could enter gateways to the Basement on one part of Earth and exit through a gateway elsewhere on Earth. This led nations to seek secret access points into other countries. While most of the world watched the Space Race from the late 1950s through the 1970s, the real war for supremacy was being waged by the world's foremost super powers to discover the truths of the Basement.
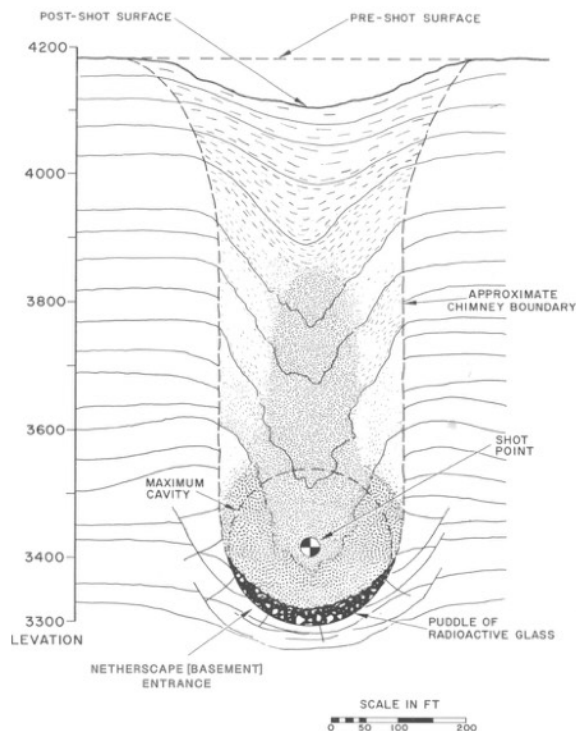
November 2022
Department B's experimental quick reaction force, Tactical Response Unit (TRU) Echo, leads the first major successful campaign into the Netherscape.

12 December 2022
A strategic nuclear weapon is used by Russia against a horde of Nether-beasts massing along the Russia-Kazakhstan border. First use of nuclear weapon during the war.

May 2023
Bruno Pontecorvo presents Report 696, mocked by his detractors as Report 666, in which he posits that mankind cannot counter the Nether-beasts with a conventional response. Pontecorvo proposes the development of a new race of creatures specifically designed to operate in the Basement.

August 2023
Department B operatives infiltrate the highest levels of theWorld Alliance government and authorizes Project 696. Pontecorvo works with genetic engineers to develop a race of humanoids made from human, mineral, and organic matter fused with genetic makeup of Nether-beasts. These creatures are called ***Erthen*** and are sent to the front line battles in the Netherscape.

2024
The first Armored Robotic Manned Systems (ARMS) are developed by the Combined Forces of the World Alliance. Cybernetic enhancements are also developed.

Netherscape entrance schematic

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HOW THINGS CAME TO BE

The ties between the two dimensions were strengthened with each new gateway created. This gave Nether-beasts the ability to live for longer periods of time on the Earth's surface.

Many of the specialized teams sent into the Basement began experiencing strange illnesses. Eventually it was discovered the Basement could lead to permanent mutation, with humans taking on Nether-beast characteristics. These people were dubbed chimera. Some humans were able to deal with their mutations, while others succumbed to the Basement's derangements.

Intelligent humanoids (called Nethermancers) were discovered - first by the Chinese, but eventually by most of the nuclear powers. Nethermancers possessed the ability to communicate telepathically with humans, but it was clear their intentions were hostile. Some early attempts were made to reason and negotiate with the Nethermancers, but all these attempts came to disastrous ends.

Nethermancer | Order of the New Dawn

2025

Major monotheistic religions announce that the End of Times has begun. A religious movement forms across the world, denouncing mankind's reliance on technology and lack of faith in God. This movement evolves overtime and eventually a militant splinter group becomes the *Soldiers of Light*.

July 2026

Bruno Pontecorvo takes over as Director of Department B. TRU Echo creates secret laboratories on the highest levels of the Basement and begins work on a project called ETERNAL LIGHT, which is focused on the development of psychic and psionic abilities.

2026

The World Alliance and Department B launch Operation ODIN'S HAMMER. In a single day, thousands of Erthen march into the Basement. The operation continues for six months, with Erthen seeking out and destroying Nether-beasts. For the World Alliance, the operation is a massive success. For the Erthen, it is a massacre.

2027

After years of being used as fodder, the Erthen revolt against the World Alliance and establish biospheres under the Earth's surface. They also destroy most of TRU Echo's secret laboratories.

2028

Algeria and Pakistan become failed states. Iran re-aligns itself with the World Alliance. North Korea and the Nethermancers escalate warfare and gain the upper-hand in most theaters of the war.

HOW THINGS CAME TO BE

By the 1990s most of the nuclear powers realized the dangers of the Basement outweighed the potential gains. The Comprehensive Test Ban was signed by most of the nuclear powers in 1996. Only North Korea continued to conduct underground nuclear tests into the 2000s. In 2013, North Korea made contact with a powerful cabal of Nethermancers who ruled over large swaths of the Basement. For the first time, humans successfully negotiated with Nethermancers.

A deal was struck, whereby the North Koreans worked with their allies - which included radicals from Algeria, Pakistan, and Iran - to create more gates. Thousands of Nether-beasts crossed through the gates and worked in concert with their human allies.

Nations across the world came together to battle the threat. The US, Canada, Australia, much of Europe, and China formed the World Alliance. During the early years of what came to be called the Final War, the World Alliance initiated a series of programs under the umbrella term PROJECT CAPRICORN. Some of these programs dated back to early research on the Basement, while others were advanced military weapon systems.

In the end, the World Alliance resorted to nuclear weapons in order to defeat the Nether-beasts. While almost all the gates to the Basement were closed, most of Earth and mankind was destroyed.

The year is 2035. The world lies in ruin. The remnants of humanity fight amongst themselves as well as against the surviving Nether-beasts and the creations that emerged from PROJECT CAPRICORN, struggling to emerge as the victors in a desperate fight for survival.

2030
On the verge of a catastrophic loss, the World Alliance resorts to widespread use of nuclear weapons. Most gates to the Netherscape are destroyed. The main threat is defeated, but little of humanity remains.

2031
Remnants of the World Alliance establish a loose knit federation of citadels. They are ruled under martial law by the *Combine*.

2031
The Combine discovers Bruno Pontecorvo's secrets and begins hunting him and remaining TRU Echo personnel as outlaws.

2032
Surviving members of TRU Echo go into hiding and refer to themselves as *Echo*. Bruno Pontecorvo is mortally wounded, but his consciousness lives on through the secrets of Project ETERNAL LIGHT. He continues to lead Echo.

2033
Large scale revolts erupt against the Combine. Although scattered and possessing little command and control capability, these groups establish a viable rebellion. They are collectively called the *Freemen Coalition*.

2035
After years in hiding following the World Alliance's nuclear assault, Nether-beasts begin to reemerge from the few remaining gates to the Basement. They join forces with the remaining elements of the Nethermancers who had allied with the North Koreans. Their goal is to eradicate humanity so they can establish a new home. They call themselves the *Order of the New Dawn*.