Print and build guide / Base Game 0.22

Print at Actual size / 100%. Tiles are 90 × 90 mm; encounter, item and skill cards are 44 × 60 mm; character and objective cards are 63 × 88 mm. Test duplex long-edge printing on one sheet before printing a full deck, or glue fronts and backs separately.

The full set has 71 tiles, 120 encounters, 16 Starter items, 18 skill cards, five characters and twelve objectives. Mission 2 has 28 mission cards and a 72-card assembled deck. Keep the Starter items, skill cards, objective decks and Elite separate. Build the encounter deck from the Mission Book for the chosen mission and difficulty.

Use round figure tokens, standees or compatible miniatures. The unchanged figure/token sheets include 56 figure tokens or standees, 240 HP tokens and 95 status markers. The additional 0.20 marker sheet has 13 markers. Add five ordinary D6s and a mission CLOCK marker.

Each full kit includes all ten supplied PDFs byte for byte. The other edition is in Alternative-edition-PDFs. Illustrated booklets have 48 / 44 / 8 A5 pages for the Rulebook / Mission Book, Volume 1: Base Set / Prelude. The existing booklet guide remains valid. The Quick reference is two-sided A4. Quick action cards fold at the shared edge.

Give each soldier the starting items on the current character card. Spectre V2 Pathfinder and Spectre V2 Sentinel are the updated armour names. The Plasma Axe does D6+3 with Penetration and Dismember; the Shotgun has accuracy +2. Use the updated Field Medic skill and Ranged tactics Elite card.

Campaign Mode is in Mission Book C.0–C.9. Objective rewards are for a Victory. Follow the current books for every rule and setup.

Unchanged 0.20/0.21 components retain their original filenames and bytes. Use the replacement 0.22 sheets wherever present; do not also print the superseded fronts. Unchanged matching backs remain compatible. Free for personal, non-commercial use only.