



UPHEAVAL

URBAN CAMPAIGNS IN THE ÆTHERVERSE

BASED ON THE RULES FOR ÆTHERVERSE: THE INFINITE SCI-FI MINIATURES GAME

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Corporal Nolan climbed the stairs into the damaged radar tower for a better view of the action. The decaying wooden steps below his feet creaked and groaned with each step, and the entire tower seemed to sway with the force of his movement. It would be good cover, he knew, but a ruined city like this one was a sniper's dream. Only another sniper could locate you if you were good. He reached the top and set his rifle on the window sill. Now it was a race to locate the enemy sniper before his head joined Johnson's in the easterly winds.

Ian stayed perfectly still under his camouflage as he searched the town with his magnifying goggles for any threats. He checked all the obvious places: hills, on top of flat roofs, in broken windows. He couldn't see anyone, so he motioned for the squad to move into the city. Within moments three squads, totaling forty men, were pouring over the wrecked walls and destroyed pillars of the once-great capital city. His glance shifted. Was that radar tower still intact enough to support a sniper? Ian looked closely at it, and caught a glint of light from inside the highest window.

Nolan swept the town with his scope, checking every niche for threats. He thought he could make out a humanoid figure looking in his direction, but it could just as easily have been a bush. He continued his sweep.

Silently, the special ops squad emerged from their cover and rushed forward, deeper into the enemy-controlled city, staying alert for any movement among the rubble. One soldier accidentally tripped on a piece of rubble, and the entire squad instinctively fell to the ground. As soon as they did, a shot rang out from behind them, and a body slumped out of the damaged radar tower just ahead of them, hit the ground, and was still.

"Let's move!" The cry rang out across the squad, and the Special Forces pushed into the road. Another shot, and another body was soon hanging out of a window down the road. The squad leader then spotted a few enemy soldiers on top of a building down the street, but it was too late. Their heightened position gave them plenty of time to spot them coming, and in a matter of seconds, four special ops soldiers lay dead on the ground. The remainder of the units split up, and headed in opposite directions from their former position. One group rounded a corner, spotted a small contingent behind makeshift battlements, and took cover just as the troops opened fire. After the fire stopped, they inched out from behind the cover of the burnt-out building, picked their targets, and made four more widows.

The sergeant did not like what was happening. He had already seen his two best snipers turn into bloody mush, and his grunts were no match for the battle-hardened forces the invading forces seemed to be boasting. He called out for a full forward rush. They didn't have the tactical advantage, but they had a numerical advantage. With a little luck and the element of surprise, they could just pull this one off. He ordered five more men to take a lookout position on top of a nearby building, with weapons free. Maybe he could get out of this one. Then again, maybe he could just ask the soldiers that had to be SpecOps to kindly put down their weapons.

The commando in charge of the special ops squad searched each building for threats, until noticing a small group of five men standing out like flag poles on top of one of the buildings around the corner. With barely a whisper he slid his silenced rifle out from behind the structure, and took careful aim. The only sound was that of lifeless bodies falling to the floor.

Great, now his lookouts were dead. Two more of his men fell to the ground down the road. He turned to look behind him, and he saw his men stupidly standing out in the open, fodder for the special ops forces who would no doubt be coming out of the woodwork in a few moments.

He called for his men to take cover, but it wouldn't do any good. He had lost the momentum and for that he would pay, one way or another. Down the street he could see humanoid figures moving back and forth behind small piles of wreckage. He opened fire, but in vain. He wouldn't know if he had hit anyone, and he'd be crazy to venture down there to find out.

Behind him, he caught the sight of his men firing randomly into buildings, down the street, up in the air. More figures were moving around behind the rubble, and four muzzle flashes appeared. Four more men went down. He turned around and began to run. He rounded a corner, and retreated to the fall-back position. Another five fell dead behind him. He dove behind cover, and slowly backed out into the main street of the once-great city.

He saw a silver glint coming from a bush on the edge of town.

The sergeant wondered what it was, thought of his wife back home, and was dead.



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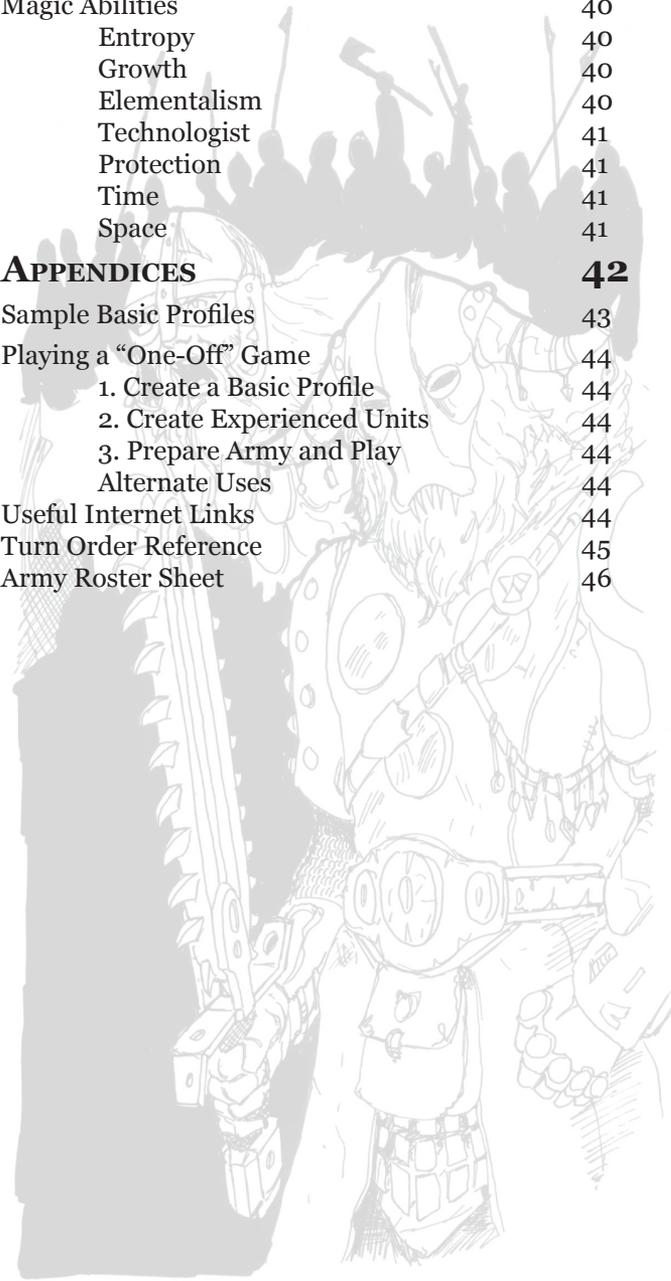
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3. RULES OF PLAY

UNIT ACTIVATION:

Aetherverse: Upheaval uses a weighted, random initiative to determine what order players may move units during the action phase. The easiest way to do this is to use a deck of playing cards, and assign one suit to each player.

An easy alternative to cards is to use counters (whether glass beads or paper chits). Simply determine which player is which color of counter or chit. Count out a number of counters equal to each player's number of units, and toss them into a cup. Draw a counter when required to determine player order.

Each player counts his units and takes one card for each unit they're fielding in the battle. Shuffle each player's cards together, and when the rules say to determine the "next activation", flip over the top card. That player gets to activate a unit next.

At the end of each phase, be sure to remove a counter for any units that have been totally removed as casualties. Since these units can no longer be activated, they no longer count towards determining player order. Return all "living" cards to the deck and begin the next phase.

1: START OF TURN

Units get their orders from their leaders, and prepare to move across the battleground. Muscles tense, weapons are readied, ammo checked.

Nothing happens during the *start of turn* phase, but it is listed for reference and to give a start point for each turn.

2: ACTION PHASE

Troops move across the battlefield, ducking behind cover, racing for objectives. They provide covering fire, snipe at stragglers, and fire their weapons to make the enemy abandon their position.

Determine which player gets to activate a unit first (by flipping over the top card of the deck). When a player gets to activate a unit, they simply select one of their units and declare that they will act with that unit. Each unit may only be activated once in an action phase, and a player must activate a unit each time they are chosen unless they have no remaining unactivated units.

When a unit is activated, its controlling player may perform up to two of these actions with the unit:

A: Move

B: Move Again ("Run", can only be performed after a *move* action, and can only be performed if the unit's Armor Value is less than its TEK)

C: Shoot (a model cannot shoot a *heavy* weapon and move in the same turn)

D: Charge (can't be performed in the same turn as shooting; a unit *charges* a distance equal to its MOV)

E: Take Cover (until the unit is activated again, the unit may re-roll any failed *Cover* saving roll; can only be selected as a second or only action)

Units that are falling back at the start of the action phase must continue to do so when activated. Move them their move distance towards their deployment zone. Units that are falling back may shoot *assault* and *light* weapons but may only do so after moving.

Models that are falling back may attempt to move around enemy troops that are between them and their table edge. If they cannot do so and end up closer to their edge at the end of the move, they become pinned.

You may also choose to "pass" with the unit, performing no actions.

2.1: MOVING

A unit may move up to its move rate (usually equal to 6") when given a move action. The player moves each model in the unit up to its MOV. At the end of the entire unit's move, the unit must be completely within coherency. If they are not, they become pinned. A unit that is not in coherency at the start of its move must move and attempt to get into coherency (unless they are pinned).

In order to move, a unit must not have any enemy models in base-to-base contact with a model in their unit.

Any models that fired heavy weapons prior to moving may not move (and models that move may not fire heavy weapons afterwards).

Units with models moving through difficult terrain have their MOV halved (to a minimum of 1", rounded down). Personalities are unaffected by this unless they have attached models. *Mounted* models (including personalities) have a maximum move distance of 2" through difficult terrain. If their movement rate is reduced enough by this to prevent the unit from making it to the difficult terrain, move the unit up to the edge of the terrain (as long as this does not exceed their normal MOV). They may move no further.

Flying models ignore all terrain when moving, but may not begin or end their move inside difficult or impassible terrain.

No concern is given for the direction a model is facing. They are not required to face any specific direction when moving, or to shoot in a particular direction. Models may be rotated at any time for any reason.

A player may not move models into base-to-base contact with any enemy models during a move action: they must use a *Charge* action in order to enter melee combat.

"RUNNING"

A unit that selects *Move Again* for their second action simply may perform a second move action, which follows all of the rules for moving as specified above. A unit may not perform a "run" action if their armor value is lower than their TEK.

Measuring:

Players may make a measurement at any time they wish for any reason. There is no limit on when they may measure a distance on the table (except when they are intentionally taking a long time to stall the game).

4. CAMPAIGN RULES

ADVANCED CAMPAIGN OPTIONS

These options may be agreed upon by players at the beginning of the campaign. They should not be “turned on and off” during the course of a campaign.

Seasoned Units: each player gains 50-100XP that they may use to create any number of already-experienced units with at the start of a campaign. This lets players jump right into a campaign with customized units that have a bit of flavor added to them already.

Cinematic Play: All models have double the number of Wound Points that they would normally have. This creates tougher units capable of taking more damage and plays out a little more like an action film where heroes don't quite go down as quickly as more “realistic” play.

Knockdown Shots: When shooting at a target, a to-wound roll that equals but does not exceed the target's WL knocks down the target instead of wounding them. Huge models cannot be knocked down and instead shrug off such wounds under this option.

Place a knocked down model on its side. It must expend a move action to stand up and it cannot shoot or charge (and its unit cannot charge) until it has stood up. A knocked down model gains +3 to *Cover*.

Any wound or “Knockdown” result on an already prone model automatically kills the model. Prone models in a unit involved in melee are automatically killed by any hits assigned to them.

Battle Conditions: Each game will have extra conditions randomly placed into the battle.

Before each battle, each player rolls a d10 and consults the following Random Battle Effects list. The specified effect is added to the game.

1. *Carnivorous plants:* The player chooses a single scary looking plant from the available terrain and places it anywhere on the battlefield at least 12” away from any building. Roll a d10” for any unit that begins or ends an activation with a model within 6” of the plant. On a roll of 1, the unit suffers a single DAM 4 attack.
2. *Tunnel system:* There is a hidden tunnel system discovered under the battlefield. Each player may place a single tunnel entrance (a door, crater, man hole) anywhere on the battlefield. Any unit that begins its activation with all models within 3” of a tunnel entrance may use the tunnel. Move them to the other tunnel entrance, placing all models in the unit within 3” of that entrance. The unit may not shoot or charge when using a tunnel.
3. *High winds:* *Flying* units suffer -2” to their MOV.
4. *Dense woods:* Each player may choose an additional stand of trees and place them anywhere on the battlefield.
5. *Command Coordination Center:* There is a previously unknown command and control center available on the battlefield. The player chooses a



small bunker and places it anywhere within 12” of the center of the table. Any player controlling a unit inside the bunker has all his units gain +2 MOR and +2 to any shooting to-hit rolls.

6. *Minefield:* Each player may place a 3” x 3” template anywhere on the battlefield: these are minefields. Any unit whose models move through the minefield during a move action risks being blown up. At the end of a move that passed through the minefield, the unit that did so suffers 1d10 minus 5 (to a minimum of zero) DAM 6 hits.
7. *Night cover:* All *elite* units in both armies gain the *Infiltrators* ability for this battle.
8. *Ætherstorms:* Fierce dimensional storms erupt in the area, causing electro-magnetic disturbances. Any ranged weapons carried by units with TEK 6 or greater suffer -1 DAM for this battle.
9. The player rolls twice again on this list. Ignore any subsequent “nine” rolls for this player.
10. The player may choose any other result on this list then rolls again.