SKIRMISH BATTLE ROYALE MINIATURE GAME

MERIDION

RULEBOOK

FIRST EDITION



2 – 4 PLAYERS · 60 MINUTES · AGES 14+

LEVEL 50



MERIDION

RULEBOOK

Battle royale miniatures skirmish game · 2 to 4 players

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MERIDION

THE SPECTACLE OF SURVIVAL



For decades now, the world has lain buried beneath a thick layer of toxic smoke.

Humanity survives in the Spikes, gigantic towers that rise above the pollution. Vertical cities where millions of people share a single structure, yet live in completely different worlds.

Up in the heights, where the sun still shines, the elites enjoy clean air, unimaginable privileges and medical treatments that can extend life by decades. Up there, even time can be bought.

Beneath the smoke, existence has a different price.

Millions of people survive crammed between factories, pipes and rusting machinery. They have never seen the sky. They breathe through filters and work endless shifts in brutal conditions. Losing an arm in a factory is not a tragedy: it is an interruption to production. A steel prosthesis, a few welds, and back to work.

Whoever is born below, dies below.

But the elites had two problems: too much power, too much time, and absolutely nothing to do with either. Meanwhile, on the lower levels, desperation fed a population that was getting harder and harder to control.

The solution was Meridion.

An abandoned city, devoured by pollution and turned into the arena for the most ruthless spectacle ever conceived.

Each season, groups of fighters are dropped from the heights onto its ruins. Their only equipment is an old thruster pack on their backs. No weapons. No armor. Everything they need to survive they must find among the rubble, or take from their enemies.



Thousands of cameras follow every move. Millions of spectators watch from above. Bets are placed, deaths are celebrated, and massacres are turned into entertainment.



But in Meridion, surviving the others is not enough.

Every participant has a device implanted in the back of the neck, known as The Leash. Outside the safe zone, the implant causes devastating pain and internal damage that ends up killing anyone who defies it.

As the fight goes on, the safe zone shrinks. The streets become traps. Hiding places stop being safe. The survivors are forced closer to one another.

Until only one band is left standing.

PROLOGUE · MERIDION

The most outstanding winners are offered the ultimate reward: the Ascent. A new life above the smoke, among those who have never had to fight for breath.

No one who has ascended has ever contacted the lower levels again.

No one knows what really happens up there.

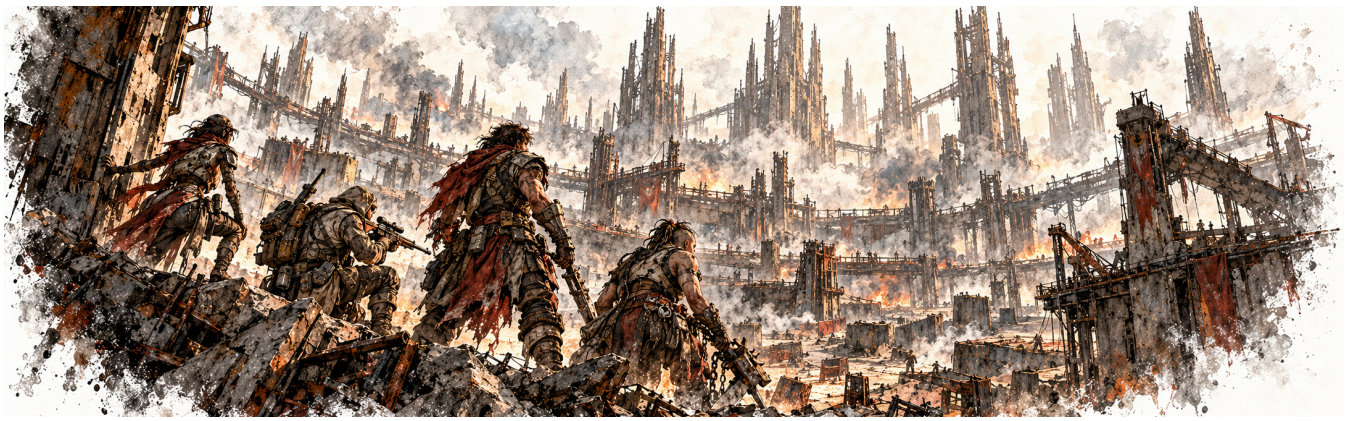
And yet, every season the lists of applicants grow longer.

Because when your whole life has been a sentence, even Meridion can look like an opportunity.

CHAPTER 1

WELCOME TO MERIDION

THE SPIKES · THE ARENA · THE LEASH · WHAT NOBODY SAYS OUT LOUD · THE ORIGINS



THE SPIKES

The world is riddled with Spikes: vertical, needle-shaped megastructures that pierce the toxic fog, packed with millions of people and indistinguishable from one another except to those who live and die inside them.

Inside each one there are two worlds, one above the other, with no possible contact between them.

The Uppers live on the high floors, above the pollution layer. There the air is clean, sunlight arrives unfiltered and technology can stretch life as far as money allows. They have never set foot on the lower levels. They probably never will. They watch the Lowers through screens, in real time, as entertainment.

The Lowers live submerged in a layer of industrial smoke that hasn't lifted in decades. No sunlight. Recycled water and air you can't breathe without filters. Down there, metal isn't fashion: it's survival. Steel parts are grafted on to keep working, filters are implanted to withstand the toxins, and some families have spent generations secretly rewriting their own DNA. Those born at the bottom of the Spikes die at the bottom of the Spikes.

Except for those who enter Meridion.

THE ARENA

The Uppers created Meridion to solve two problems at once: too many dangerous people piling up on the lower levels, and too much free time on the upper ones.

Meridion is a ruined arena, surrounded by pollution, where fighters from below battle one another while the safe zone closes in. Every clash is broadcast. Every season has its rankings. And at the end of each season, the best receive the one thing nobody on the lower levels has ever had: the **Ascent**, a permanent place on the upper floors.

The Uppers had something to watch again. The Lowers, something to fight for.

Everybody won. That's the official version.

THE LEASH

Before entering the arena, every fighter has a chip implanted at the base of the skull. Those from below call it **The Leash**.

As long as the fighter stays inside the safe zone, the chip does nothing. Outside it, the chip punishes them from within, and armor is useless against it. Round by round, every other round, the safe zone narrows and pushes everyone toward the same point. At its edge lies the **Storm**, a front of concentrated pollution that marks how far the patience of the Uppers extends.

WHAT NOBODY SAYS OUT LOUD

Some suspect the Ascent is a lie. That those who go up simply disappear. That Meridion is not an opportunity, but an elegant way of eliminating the most dangerous people from below before they truly organize.

Nobody has been able to confirm it.

Nobody who has ascended has ever given a sign of life again.

THE ORIGINS

Fighters come to Meridion from every corner of the lower zone. There are no fixed sides in the arena: a band may bring together people of very different origins, united only by the need to survive until the next round.

- **Ironborns.** Metalworkers who toil among furnaces and presses. Cast-iron plating, respirators and spare limbs. **Origin rule · Cast-iron plating.** Their ARM without armor is **4** instead of 3 (5.4.4). Worn armor gives its normal ARM.
- **Scrappers.** Scavengers, thieves and hustlers with no fixed loyalties. They live off what they find.
- **Bled.** Those who have spent too long in the pollution. Their bodies changed, and the line between human and something else is already blurred.
- **Hollow.** Those who gave themselves over to technology until barely anything organic remained. Cold and efficient. **Origin rule · Targeting visor.** When they **Aim** (5.1.3), the Aim die becomes **+2D10** instead of +1D10, split between Attack and Damage as usual. With the Sniper rifle it totals **+3D10**.
- **Syndicate.** The organized crime of the lower zone: the only ones with hierarchy and resources.
- **Feral.** Those who gave up everything. No implants, no organization, no plan. Pure survival.
- **Covenant.** A closed sisterhood of women who have spent generations rewriting their DNA. Their modifications show: bluish skin and eyes that are entirely black. **Origin rule · Reflexes and strength.** When they **Charge** (5.2.1), they roll **+1D10** more MELEE ATK and, if they win the exchange, their weapon deals **+1D10 damage**. These add to the Charge's +1D10.



IN THE GAME

A model's origin defines its look and its story. Covenant, Ironborns and Hollow also have an **origin rule**, which applies to all their fighters (the Leader too). You can mix origins in your band: each fighter uses only the rule of their own origin. The other origins have no rule.



CHAPTER 2

FUNDAMENTALS

2.1 HOW THE GAME IS PLAYED · 2.2 WHAT YOU NEED · 2.3 A FIGHTER'S PROFILE · 2.4 DICE AND POOLS · 2.5 MEASURING DISTANCES · 2.6 THE MODEL AS A CYLINDER · 2.7 LINE OF SIGHT · 2.8 SIMULTANEOUS EFFECTS



This chapter explains what MERIDION is about, what you need to play, and the basic ideas used throughout the rest of the manual: fighter profiles, dice, measurements and line of sight.

2.1 HOW THE GAME IS PLAYED

In MERIDION, each player controls a **band** of four fighters who jetpack down onto the arena. All of them start **unarmed**: no weapons, no armor and no gear. Everything they need, they will have to find in the caches scattered across the table or tear from the fallen.

Meanwhile, the safe zone closes every other round. Anyone outside it when the round ends takes damage from the implant, and the further the game advances, the smaller the space where you can survive.

The last band with at least one conscious fighter wins.

A GAME IN A FEW LINES

1. The table is set up with terrain and **Loot** markers.
2. Each player secretly chooses where their band drops and deploys it.
3. The **Epicenter** is drawn: the point toward which the safe zone will close.
4. **Rounds** are played. In each round, players take turns activating their models one at a time.
5. At the end of each round, those outside the safe zone take damage and then the zone shrinks (if it is due).
6. The game ends when only one band remains.

2.2 WHAT YOU NEED

- **Miniatures.** Four per player in the Standard format (a Leader and three Archetypes; see Chapter 8), on round **32 mm** bases.
- **A square table, preferably 100 × 100 cm / 40 × 40"**. A larger table can be used if the game calls for it (8.5). Anyone playing in inches should choose a table 40", 50" or 60" per side.
- **Terrain.** Buildings, ruins, walls, containers. The more height and obstacles, the better. With the **MERIDION Builder** you can design your own buildings and print them.
- **Ten-sided dice (D10).** At least ten per player. It helps if each player has dice of a different color.
- **A tape measure** in centimeters or inches.
- **Loot markers**, two per model in play.
- **One Epicenter marker.**
- **Status markers** for Stunned, Immobilized, Unconscious, Overwatch and Smoke.
- **One small die per fighter**, to keep track of its melee responses (5.2.5).
- **Pen and paper**, or each model's control panel, to note HP, ammo, charges and Inventory.

ABOUT MEASUREMENTS
All distances in the manual are given in centimeters and inches. Pick one system before starting and use it throughout the game.

2.3 A FIGHTER'S PROFILE

Each fighter has a **profile** with six attributes:

ATTRIBUTE	WHAT IT REPRESENTS
MELEE ATK	Melee attack. It is the number of dice rolled in a melee combat.
RANGED ATK	Ranged attack. It is the number of dice rolled when shooting or throwing a grenade.
HP	Hit Points. They represent how much damage a fighter can withstand. At 0 the fighter becomes Unconscious; if it accumulates enough damage, it can die (5.4.1).
AP	Activation Points. They are the resource a fighter spends to perform actions during its activation.
MOV	Movement. It indicates the distance covered for each AP spent on moving.
ARM	Armor. Each damage die must exceed this value to cause a wound.

All fighters start from the same **base profile**:

MELEE ATK	RANGED ATK	HP	AP
3D10	2D10	6	6
MOV	**ARM**	**INVENTORY**	
5 cm / 2"	3	4 slots	

When an attack attribute is written with "D10", such as **3D10**, it indicates how many dice are rolled. A fighter with MELEE ATK 3D10 rolls three ten-sided dice when fighting in melee.

The Leader and the Archetypes modify this base profile (Chapter 8).

2.4 DICE AND POOLS

MERIDION only uses ten-sided dice, abbreviated in this manual as **D10**. "Roll 3D10" means roll three ten-sided dice.

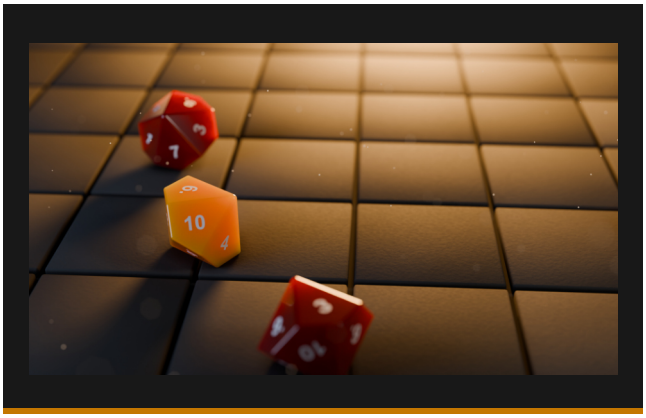
HOW TO READ A D10

The faces of a ten-sided die are usually numbered **0 to 9**. In MERIDION, **the 0 face counts as 10**: it is the highest result you can roll, not the lowest.

DICE FACE	1	2	3	4	5	6	7	8	9	0
Value in the game	1	2	3	4	5	6	7	8	9	10

So the lowest possible result is a 1 and the highest is a 10. Some dice have a 10 printed instead of the 0: they are worth exactly the same.

EXAMPLE
A fighter rolls 3D10 and the dice show 0, 6 and 2. Its results are 10, 6 and 2: the 0 is its best die.



The only exception is the **1D100** roll (tens/units), which is used only for Loot and is read differently (6.4).

POOLS

The set of dice a fighter rolls to resolve an action is called a **pool**. Game circumstances can add dice to or remove dice from that pool, but **they never modify the result rolled on a die**. For example, aiming adds a die to the attack pool and shooting at long range removes one.

Opposed rolls are resolved in two ways, depending on the type of action.

SHOOTING AND THROWING: THE HIGHEST DIE

When a fighter shoots or throws a grenade, the attacker and the defender roll their pools and **only the highest die of each is compared**. If the attacker's is higher, it hits. **On a tie, the defender wins.**

EXAMPLE
Vein shoots with 3D10 and rolls 8, 5 and 2. Her target is in Cover and defends with 2D10: it rolls 7 and 7. Vein's 8 is compared with the defender's 7: the shot hits. The other dice do not count.

That is why each additional die increases the chances of getting a high result.

MELEE: ALL THE PAIRS

In melee combat, both fighters roll at the same time and **sort their dice from highest to lowest**. Then they are compared in pairs: the highest of one against the highest of the other, the second against the second, and so on.

- Each pair won is a **success**.
- If a pair ties, nobody wins that success.

- If a fighter has more dice than its opponent, the dice left without a pair **do not count**.

Whoever scores more successes wins the exchange.

> **EXAMPLE**
> A Warrior fights with 4D10 against a fighter with 3D10.
>
> Warrior: 9, 7, 4, 1. Opponent: 8, 7, 6.
>
> Pairs: 9 against 8 (success for the Warrior), 7 against 7 (tie) and 4 against 6 (success for the opponent). The Warrior's 1 has no pair and does not count.
>
> Result: one success each. The exchange is a tie.

There is one special case: when a defender can no longer respond with its weapon, it **fends off** the attack with a single die. This is explained in the melee section (5.2.5).

RE-ROLLING DICE

Some abilities allow re-rolling a die. **No die can be re-rolled more than once**, even if several effects allow it, and the second result always counts, even if it is worse.

2.5 MEASURING DISTANCES

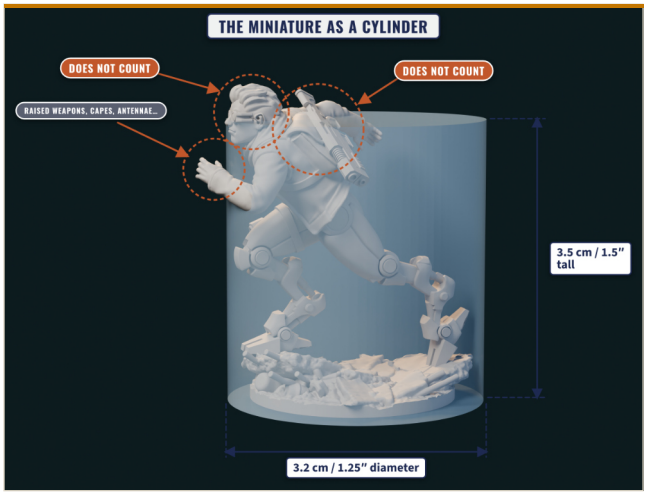
- Distances are measured **between the nearest edges of the bases**.
- **The Leash** is measured to the **center of the fighter's base**. For **grenades**, range is measured from the center of the thrower's base to the target point, and the effect radius from the point where the grenade finally lands.
- You may measure at any time, even before deciding what to do.

2.6 THE MODEL AS A CYLINDER

To determine what a fighter sees and whether it is in Cover, each model is treated as a **cylinder**. With the standard 32 mm base, the cylinder is **3.2 cm in diameter and 3.5 cm / 1.5" tall**, whatever the model's pose.

Raised weapons, capes, antennas and any other detail of the sculpt **do not count**. Only the cylinder matters.

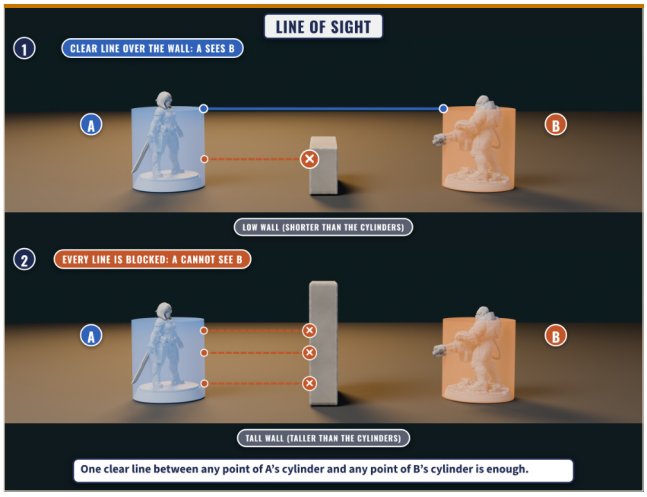
> **WHY A CYLINDER**
> MERIDION is designed to be printed at home, and the same miniature can have different poses and bases at each table. With the cylinder, seeing or not seeing depends on the terrain and the position, never on how the model was sculpted.



2.7 LINE OF SIGHT

A fighter **sees** another if a straight line can be drawn from **any point of its cylinder** to **any point of the other's cylinder** without terrain blocking it completely.

- There is no facing: fighters see in all directions.
- Intervening models, friendly or enemy, **do not block** sight, but give the target **Cover** (5.1.5).



2.8 SIMULTANEOUS EFFECTS

Sometimes several effects must be resolved at the same time; for example, two fighters on Overwatch may want to shoot the same enemy. In that case, the effects of the **active player** are resolved first and then those of the other players, following Initiative order. At the end of the round, when there is no active player, Initiative order is followed directly.

Each player decides the order in which to resolve their own effects.

CHAPTER 3

THE ROUND

3.1 INITIATIVE · 3.2 ALTERNATING TURNS · 3.3 ACTIVATION AND ACTIONS · 3.4 END OF THE ROUND



The game is divided into **rounds**. In each round, all fighters in play activate once.

3.1 INITIATIVE

At the start of each round, each player rolls 1D10. The player with the highest result acts first; the next highest acts after, and so on. If there is a tie, only the tied players re-roll among themselves.

3.2 ALTERNATING TURNS

Following Initiative order, each player **activates one of their models**, their choice among those not yet activated that round. When they finish, it is the next player's turn, who activates one of theirs, and so on.

If a player has already activated all their models, they are skipped and the others continue alternating until no model is left to activate.

EXAMPLE
Ana rolls an 8 for Initiative and Luis a 3. Ana activates her Marksman. Then Luis activates his Leader. Ana activates her Medic, Luis his Runner, and so on until all models have been activated. If Luis loses a fighter, at the end of the round Ana will activate her last model without Luis having another one left to activate.



3.3 ACTIVATION AND ACTIONS

When you activate a fighter, you have **6 AP** (Activation Points) to spend on actions. You may perform actions in

any order you like and repeat the same action several times, as long as you have enough AP.

AP you do not spend are lost when the activation ends. They are not saved for the next round.

ACTION TABLE

ACTION	COST	WHERE IT IS EXPLAINED
Move	1 AP	4.1
Aim	1 AP	5.1.3
Shoot	Depends on the weapon	5.1.1
Reload	1 AP	5.1.6
Charge	Movement + cost of one attack	5.2.1
Melee attack	Depends on the weapon (2 or 3 AP)	5.2.3
Disengage	2 AP	5.2.7
Throw grenade	2 AP	5.3.1
Search or pick up Loot	1 AP	6.4
Interact (open or close a door…)	1 AP	4.5
Use a MEDIKIT (per HP)	2 AP	5.4.7
Heal without a MEDIKIT (Medic only, per HP)	2 AP	8.3
Take an item out of the Inventory (switching between equipped weapons is free)	1 AP	6.1
Put on / change armor	2 AP	5.4.4
Equip carrying gear	1 AP	6.2
Drop an item	1 AP	6.3
Pass an item to an ally in contact	1 AP	6.3
Finish off or strip an Unconscious enemy	1 AP	5.4.2
Overwatch	Reserves the remaining AP	5.1.7

EXAMPLE
A fighter activates with 6 AP. It moves three times (3 AP), searches a cache and finds a pistol (1 AP), equips it at no cost (6.1) and shoots (2 AP). It has spent all 6 AP and its activation ends.

TIP
An activation covers a lot, but not everything. Before moving, think about where you want to end up: in Cover, inside the safe zone and, if possible, in an elevated position.

3.4 END OF THE ROUND

When all models have been activated:

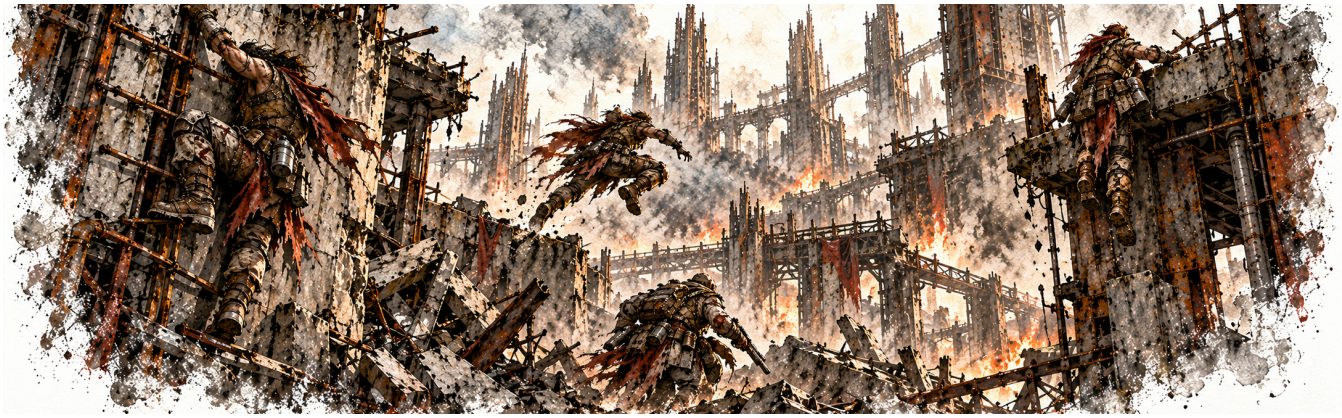
1. **The Leash damage.** Each fighter outside the **current** safe zone takes The Leash damage (7.2).
2. **The safe zone shrinks** to its new radius (7.1), on odd rounds from round 3 onward.
3. **Each Unconscious fighter loses 2 HP** (5.4.2).
4. A new round begins: all fighters regain their melee **responses** (5.2.5) and Initiative is rolled.

Order matters: first, anyone who ended the round outside the zone that applied **during that round** is punished, and only then does it close. Nobody takes damage from a shrink they have not yet had a chance to avoid: when the zone closes, everyone has the next round to get back inside.

CHAPTER 4

MOVEMENT

4.1 MOVING · 4.2 DIFFICULT TERRAIN · 4.3 BUILDINGS, STAIRS AND CLIMBING · 4.4 OBSTACLES AND JUMPS · 4.5 DOORS AND WINDOWS · 4.6 FALLS



4.1 MOVING

For every **1 AP** spent on movement, a fighter travels up to **5 cm / 2"** in any direction. A fighter may spend several AP in a row to cover more distance and change direction during the move.

There is no run action: to go farther, spend more AP.

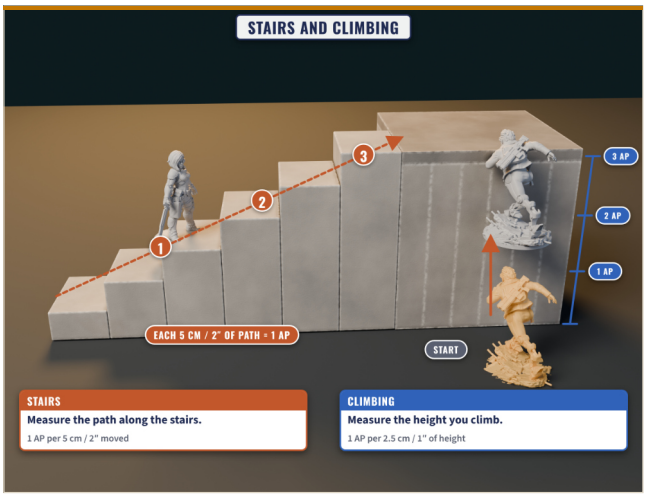
- A fighter can move through **allies**, but not through **enemies**.
- A fighter can never end a move on top of another base.
- **A fighter cannot enter base contact with an enemy by moving normally.** To reach base contact, the fighter must make a **Charge** (5.2.1). The only exception is **Unconscious** enemies: a fighter can move into base contact with them without charging (5.4.2).

4.2 DIFFICULT TERRAIN

Rubble, water, undergrowth, or any area the players declare as difficult terrain before the game starts slows movement. Inside these areas, movement costs double: **2 AP for every 5 cm / 2"**.

4.3 BUILDINGS, STAIRS AND CLIMBING

- Inside buildings, fighters move normally, except in areas that have been declared difficult.
- **Stairs** are traveled along their actual path: measure the distance moved along them.
- To **climb** a wall or ledge with no stairs, the fighter spends **1 AP for every 2.5 cm / 1" of height**.



4.4 OBSTACLES AND JUMPS

- **Obstacles** up to **2.5 cm / 1"** high, such as fences or low walls, are crossed at no additional cost.
- A horizontal **jump** of up to **5 cm / 2"**, between two rooftops for example, is part of normal movement and needs no roll.
- **Gaps wider than 5 cm / 2" cannot be jumped.** Go around them, drop down, or climb.

4.5 DOORS AND WINDOWS

- **Opening or closing** a door costs **1 AP** (an Interact action). The fighter must be in base contact with it.
- A closed door **blocks** movement and line of sight.
- Through a **window** a fighter can see and shoot, but the target always has **Cover**.

4.6 FALLS

A fighter can jump from any height or fall for any reason. Depending on the height of the fall, the fighter takes damage:

FALL HEIGHT	DAMAGE
Up to 5 cm / 2"	None
Over 5 and up to 10 cm / 2–4"	1D10
Over 10 and up to 15 cm / 4–6"	2D10
Each additional 5 cm / 2"	+1D10

Each die that **beats** the fighter's ARM removes 1 HP. If the fighter loses at least 1 HP, the fighter is also **Immobilized** (5.4.9).

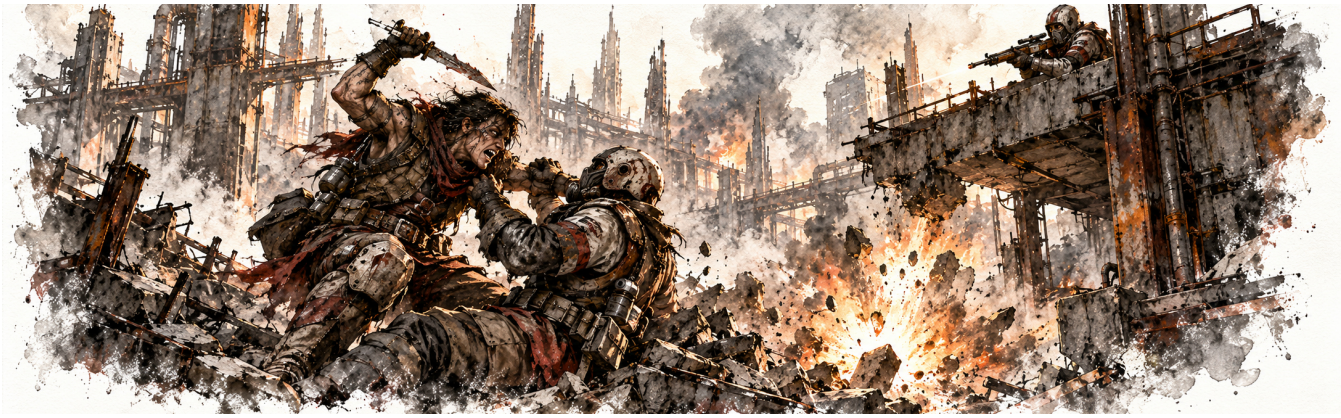
> **EXAMPLE**
> An unarmored fighter (ARM 3) jumps from a rooftop 12 cm high. The fighter rolls 2D10 and gets 6 and 2. The 6 beats ARM 3: the fighter loses 1 HP and is Immobilized. The 2 does nothing.



CHAPTER 5

COMBAT

5.1 RANGED COMBAT · 5.2 MELEE COMBAT · 5.3 GRENADES · 5.4 DAMAGE, ARMOR AND CONDITIONS



In Meridion you fight in three ways: **at range**, with firearms; **in melee**, with blades or fists; and with **grenades**. All three end the same way: with damage dice against the target's armor. This chapter explains each one and, at the end, what happens to fighters when they lose Hit Points.

5.1 RANGED COMBAT

5.1.1 HOW TO SHOOT

To shoot, a fighter needs a **firearm as the active item** (6.1) and at least one shot left in the magazine. Each shot costs the AP listed for the weapon (5.1.6) and uses up 1 shot of its Capacity.

Follow this sequence:

1. Choose a target. You must be able to see it (2.7), and it must be within the weapon's Range. **You cannot shoot at a fighter Engaged** in melee.

2. Calculate the attack pool. Start with your **Ranged ATK** and apply any extra dice or penalties that apply:

SITUATION	EFFECT
You Aimed just before (5.1.3)	+1D10
You have Elevation (5.1.4)	+1D10
The target is beyond half the Range	−1D10

3. Split the pool between Attack and Damage. Before rolling, separate your dice into two groups:

- **Attack** dice are used to hit.
- **Damage** dice are added to the weapon's damage if you hit.

At least 1 die must remain in Attack. If modifiers reduce the pool to 0, **you cannot shoot**.

4. The defender calculates their pool. It starts at **1D10** and grows if the defender is protected:

TARGET'S SITUATION	DEFENSE
Exposed	1D10
In Cover	2D10
Behind or inside Smoke	3D10

Cover and Smoke **do not stack**: only the better of the two applies.

5. Roll and compare the highest die. If the attacker's highest result beats the defender's highest result, the shot **hits**. On a tie, the shot misses.

6. Roll damage. If you hit, roll the weapon's damage dice **plus** the dice you set aside for Damage. Each die that **beats** the target's ARM removes **1 HP**.

EXAMPLE: A FULL SHOT

Vein has Ranged ATK 2D10 and a rifle (Damage 5D10, Range 40 cm). She has Aimed (+1D10), so her pool is 3D10. The target is 25 cm away, more than half the Range (−1D10): that leaves 2D10.

She decides not to risk it: she puts both dice in Attack and none in Damage.

The target is behind a container that blocks part of its cylinder: it is in Cover and defends with 2D10.

Vein rolls 9 and 3. The defender rolls 7 and 5. The 9 beats the 7: it hits.

Vein rolls the rifle's 5D10: 8, 6, 4, 3 and 1. The target wears no armor (ARM 3), so the 8, the 6 and the 4 beat it: the target loses 3 HP.



5.1.2 SPLITTING THE POOL BETWEEN ATTACK AND DAMAGE

Splitting the pool is one of the most important decisions when shooting:

- **Everything in Attack.** You improve your chances of hitting, but if you hit you only roll the weapon's own damage.
- **Some dice in Damage.** You lower your chances of hitting, but each die set aside increases the potential damage if you hit.

TIP

With 2 dice, it usually pays to keep both in Attack. With 3 or more, setting one aside for Damage can pay off: extra Attack dice give diminishing returns, while an extra Damage die directly increases the potential damage.

5.1.3 AIM

Aim costs **1 AP** and gives **+1D10** to the next shot of that same activation. That die can be assigned to Attack or to Damage.

You cannot Aim before an Overwatch shot (5.1.7): a fighter on Overwatch is already covering the area with the weapon ready, and that is exactly what allows shooting outside their own activation.

The **Sniper rifle** has its own **precision die**: if the fighter aims just before shooting with it, the fighter gets **+2D10** in total (the Aim die and the rifle's precision die). On Overwatch you cannot Aim, but the rifle keeps its precision die: it shoots with **+1D10** (5.1.7).

5.1.4 ELEVATION

If the attacker's base is **5 cm / 2" or more above** the target's base, the attacker gets **+1D10**. The difference is measured between the bases of the two models. Elevation stacks with Aim.

SHOOTER WITH BASE PROFILE	EXPOSED TARGET	TARGET IN COVER
At ground level (2D10)	61%	43%
With Elevation (3D10)	70%	52%
With Elevation and aiming (4D10)	75%	58%

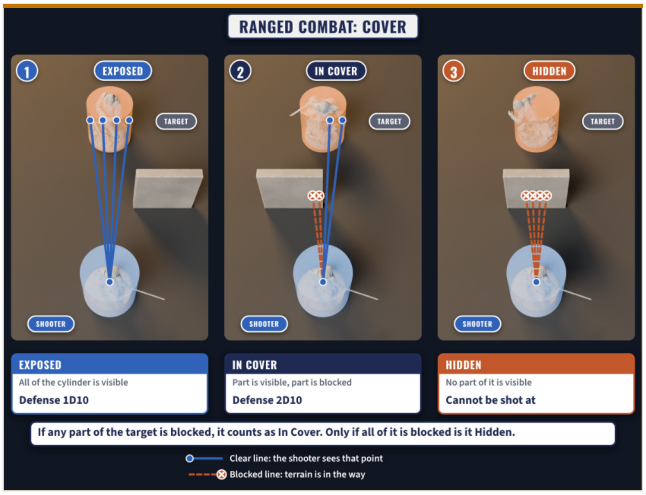
TIP

Climbing the 5 cm that give Elevation costs 2 AP, twice as much as aiming, but aiming works for a single shot while Elevation holds for every shot you take from there. In exchange, whoever is up high is in view of the whole table.

5.1.5 COVER

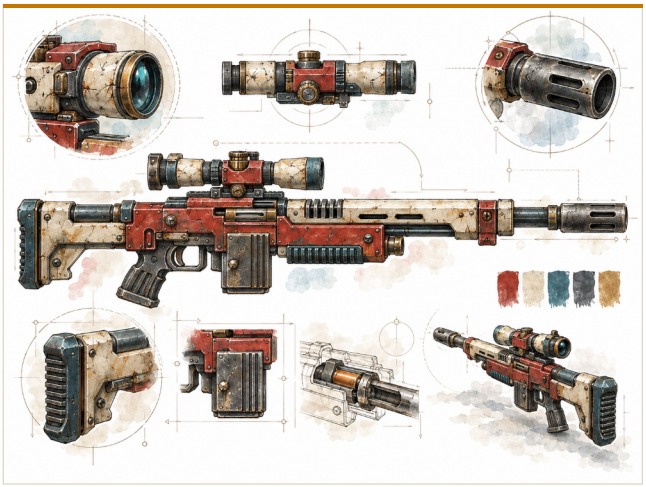
A target is **in Cover** if terrain, scenery or an intervening model blocks **any part** of its cylinder from the attacker's point of view. There is no need to calculate percentages: it is enough that something is blocked.

WHAT THE ATTACKER SEES OF THE CYLINDER	STATUS	DEFENSE
All of it	Exposed	1D10
Part of it	In Cover	2D10
None of it	Hidden	Cannot be shot



5.1.6 FIREARMS

WEAPON	DAMAGE	RANGE	COST	CAPACITY	SLOTS
Pistol	3D10	20 cm / 8"	2 AP	6	1
Rifle	5D10	40 cm / 16"	3 AP	6	2
Sniper rifle	7D10	60 cm / 24"	4 AP	3	2
Heavy weapon	6D10	45 cm / 18"	3 AP	4	3



- **Damage:** dice rolled against the target's ARM when the shot hits.
- **Range:** maximum shooting distance. Beyond half of it, −1D10.
- **Cost:** AP each shot costs.
- **Capacity:** shots the weapon holds with a full magazine.
- **Slots:** space it takes up when it is stowed in the Inventory. Equipped weapons (6.1) take up no space.

Special rules:

- **Sniper rifle (precision die):** +2D10 in total when aiming just before shooting (5.1.3). On an Overwatch shot, +1D10 (5.1.7).
- **Heavy weapon:** if the fighter has moved during this activation, it shoots with **−1D10**.

Ammunition:

- There is no limit on shots per activation: the only limits are AP and Capacity.
- A weapon found in Loot appears with **half its Capacity**, rounded up: Pistol 3, Rifle 3, Sniper rifle 2 and Heavy weapon 2.
- **Reload** costs **1 AP** and uses up one **Magazine** of the weapon's type (Pistol Magazine, Rifle Magazine, Sniper rifle Magazine or Heavy weapon Magazine). The weapon returns to its maximum Capacity.

> **TIP**
> Each weapon has its moment. The Pistol is the only one that can fire twice after moving. The Rifle is a versatile option. The Sniper rifle packs a lot of damage into a single long-range shot. The Heavy weapon combines very high damage with a good rate of fire, but loses effectiveness if the fighter has moved during that activation.

5.1.7 OVERWATCH

A fighter can set aside part of their activation to watch an area and react to enemy movement.

Declaring Overwatch: at any point during their activation, if not Engaged, the fighter can declare Overwatch and **reserve all remaining AP**. Their activation ends immediately. Place an Overwatch marker next to the model.

Shooting: until the start of their next activation, the fighter can spend the reserved AP to make **a single shot** against an enemy that **ends a Move action** in view and within the weapon's Range. The fighter pays the normal cost of the shot.

No Aim: an Overwatch shot **never gets the Aim die**. Being on Overwatch already means aiming at the area: that preparation is what allows shooting during the enemy's activation, and it grants no additional die. The reserved AP only pay for the shot.

What does apply on Overwatch:

- **Elevation** (5.1.4): +1D10, as on any shot.
- The **Sniper rifle's precision die**: +1D10. The rifle loses the Aim die, like all weapons, but keeps its own.
- The **Sentry's** ability (8.3): +1D10.

> **EXAMPLE**
> A fighter with the base profile (Ranged ATK 2D10) and a Sniper rifle reserves 4 AP on Overwatch. When an enemy ends its move in view, the fighter shoots with 3D10: the 2D10 plus the rifle's precision die. Had the fighter shot during its own activation after aiming, it would have rolled 4D10.

Against a Charge: if an enemy charges the fighter, or passes through the fighter's reach while charging another model, the fighter shoots **before the enemy reaches base contact**, at the moment the enemy enters their Range.

End of Overwatch: it ends when the fighter shoots, becomes Engaged or Stunned, or when their next activation begins. Any AP not used are lost.

> **EXAMPLE**
> A Marksman with a rifle has 3 AP left. The Marksman declares Overwatch. Later, an enemy moves 10 cm and ends up in view, 15 cm away. The Marksman spends the 3 AP and shoots with a normal pool of 3D10, with no Aim die.

5.2 MELEE COMBAT

In MERIDION everyone starts unarmed, so the first clashes are usually settled with fists. Melee is risky: both fighters roll at the same time and either of them can end up wounded.

Melee in four ideas:

1. To make contact you have to **Charge** (5.2.1). Once in contact, the fighters are **Engaged** (5.2.2).
2. Each attack is an **exchange**: both roll and only the winner deals damage (5.2.3).
3. Each weapon has its own **speed**. A fast weapon allows more attacks per activation than a slow one (5.2.4).
4. The defender can only **respond with their weapon** to a limited number of attacks per round. The rest can only be **fended off** with a single die (5.2.5). That is why fast weapons and groups overwhelm a lone enemy (5.2.8).

5.2.1 CHARGING

The only way to make contact with a conscious enemy is to **Charge**. Unconscious enemies are the exception (5.4.2): you can move normally until you are in contact with them.

1. The fighter moves, spending AP on normal movement, until in **base contact** with the enemy.
2. On arrival, the fighter must have **enough AP left to pay for an attack with their weapon** (5.2.4): 2 AP with a Light melee weapon, 3 AP with any other weapon or unarmed. If there are not enough, the fighter cannot Charge.
3. The fighter pays the cost of that attack and immediately makes **a single melee attack with +1D10**.
4. After the attack, **the activation ends** and any remaining AP are lost. A Charge never gives more than one attack.

From the moment they make contact, both fighters are **Engaged**.

> **EXAMPLE**
> A Warrior is 8 cm from an enemy. They spend 2 AP to move 10 cm and reach contact. They have 4 AP left. They are unarmed, so their attack costs 3 AP: they pay it and attack with their MELEE ATK 4D10 plus 1D10 for the Charge, 5D10 in total. After the exchange, they lose the leftover AP.

5.2.2 ENGAGED

A fighter in base contact with an enemy is **Engaged**. While still Engaged:

- **Can:** make melee attacks, Disengage and change the active item.
- **Cannot:** move, shoot, reload, Search Loot, throw grenades, use a MEDIKIT or heal.
- **Cannot be healed.** No one can use a MEDIKIT or the Medic's ability on an Engaged fighter: in the middle of a melee there is no way to tend a wound.
- **Cannot be shot.**

5.2.3 THE EXCHANGE

Each melee attack is resolved as an **exchange**: both fighters fight at the same time. The AP cost of each attack depends on the weapon (5.2.4).

1. Both roll **their full MELEE ATK** (with the extra dice from a Charge or Counter-charge).
2. Each sorts their dice from highest to lowest and they are compared in pairs (2.4).
3. **Whoever gets more successes wins.** If tied, no one deals damage.
4. **Only the winner** rolls the damage of their melee weapon. Each die that beats the loser's ARM removes 1 HP.
5. If the winner gets **2 or more successes of difference**, the loser is also **Stunned** (5.4.8).

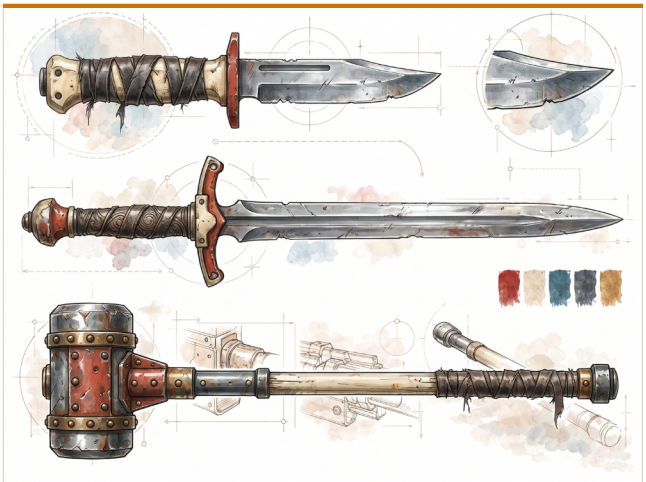
> **EXAMPLE**
> Vein (3D10, knife with 3D10) attacks an unarmed rival (3D10).
>
> Vein: 10, 8, 2. Rival: 7, 6, 5.
>
> Pairs: 10 against 7 (success for Vein), 8 against 6 (success for Vein) and 2 against 5 (success for the rival). Vein wins 2 to 1.
>
> She rolls the knife's 3D10 against ARM 3 and gets 9, 4 and 1: the 9 and the 4 wound, so the rival loses 2 HP. Since she won by only one success of difference, the rival is not Stunned.

5.2.4 MELEE WEAPONS

Not all weapons are handled equally fast. Each weapon has a **cost** in AP per attack and a **Tempo**: the number of

attacks it allows in a full activation of 6 AP.

WEAPON	DAMAGE	COST PER ATTACK	TEMPO	SLOTS
Unarmed	2D10	3 AP	2	—
Light melee	3D10	2 AP	3	1
Standard melee	5D10	3 AP	2	2
Heavy melee	7D10	3 AP	2	2



- The fighter fights with the **melee weapon that is their active item**. If their active item is something else, such as a pistol, they fight **unarmed**.
- Each category can represent very different weapons. A **Light melee** weapon is a knife, a dagger or a short machete; a **Standard melee** weapon, a sword, a mace or an axe; a **Heavy melee** weapon, a two-handed maul, a great axe or a polearm. In the rules, they all use one of these rows.

How many attacks you can make

In your activation you can make as many attacks as you can pay for with your AP. With 6 AP, an Engaged fighter makes **3 attacks** with a Light melee weapon, or **2 attacks** with any other weapon or unarmed. Each attack is a separate exchange and is resolved on its own (5.2.3).

If you have fewer AP, for example because you are Stunned, you make the attacks you can afford: with 4 AP, 2 attacks with a Light melee weapon or 1 with a Standard melee weapon.

5.2.5 RESPONDING AND FENDING OFF

The defender also depends on their weapon. In each **round**, they can only **respond with their weapon** to as many attacks as the **Tempo of their own weapon** indicates, whether they come from one enemy or several:

- While they have responses left, each exchange is normal: they roll their full MELEE ATK and, if they win, deal their weapon's damage.
- After that, they have run out of time to ready another blow and can only **fend off**: they roll **1D10** instead of their MELEE ATK.

How a fended-off attack is resolved:

1. The attacker rolls their full MELEE ATK. The defender rolls **1D10**.
2. There is only one pair: the attacker's highest die against the defender's die.
3. If the attacker wins, they roll their weapon's damage as normal.
4. If the defender wins or it is a tie, the attack is **blocked**: no one deals damage.
5. A fended-off attack never causes Stunned, because there is only one pair.

Responses are **for the whole round**. Those spent against one enemy are no longer available against the next. All fighters **regain their responses at the start of a new round**.

To keep track, place a die next to the fighter showing their remaining responses and lower it each time they respond. The attacks they make in their own activation do **not** spend responses: they are paid for with AP.

> **EXAMPLE**
> Vein has a knife (Light melee, Tempo 3) and is Engaged with a rival carrying a mace (Standard melee, Tempo 2). Vein activates with 6 AP and makes 3 attacks.
>
> **Attacks 1 and 2.** The rival responds with their mace: these are two normal exchanges, 3D10 against 3D10. If the rival wins either one, Vein takes the mace's 5D10.
>
> **Attack 3.** The rival has already used both responses, so they can only fend off. Vein rolls 3D10 and gets 7, 4 and 2. The rival rolls 1D10 and gets a 5. The 7 beats the 5: Vein hits and rolls the knife's 3D10. Had the rival rolled a 7 or more, they would have blocked the blow, but without hurting Vein.

> **TIP**
> A fast weapon doesn't hit hard, but it overwhelms slow ones: a knife's third attack almost always finds an opening. A slow weapon beats single blows, so it needs every exchange to count: Charge first and don't get Engaged against several enemies.



5.2.6 COUNTER-CHARGE

If a fighter is charged who **has not yet activated that round** and was not already Engaged, their player can respond with a **Counter-charge**:

- The defender can advance to meet the attacker, roughly halfway, as long as the final position is legal.
- In the first exchange, **both** receive **+1D10**. This die is **not added** to the Charge die: the attacker still has +1D10 in total.
- In return, the defender **loses from their activation that same round the AP an attack with their weapon costs**: 2 AP with a Light melee weapon and 3 AP with any other weapon or unarmed.
- Each fighter can only Counter-charge **once per round**.
- The Counter-charge **spends one response** of the defender, like any other exchange in which they respond with their weapon (5.2.5). If they have none left, they cannot Counter-charge.

> **TIP**
> The Counter-charge is for not taking a Charge at a disadvantage. It costs you part of your activation and one of your responses, but it evens out the first blow.

5.2.7 DISENGAGING

To get out of a melee, the fighter spends **2 AP** and makes a full opposed roll, just like an exchange, against the Engaged enemy with the **highest MELEE ATK**. No one deals damage on this roll, and it spends no one's responses.

- **If they win**, they move away to **5 cm / 2"** from all enemies and can keep acting with their remaining AP.
- **If they tie or lose**, they remain Engaged.

5.2.8 SEVERAL FIGHTERS IN THE SAME FIGHT

A fighter can be in contact with several enemies at once. There are no special rules: each attack is still an exchange between **one attacker and one defender**.

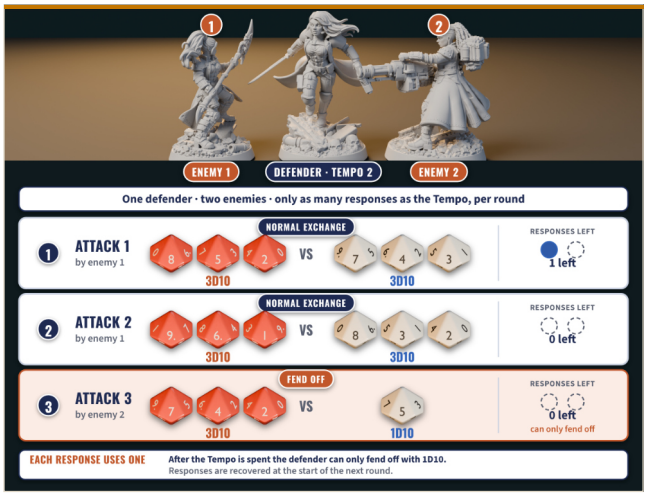
Attacking several enemies. If the active fighter is in contact with more than one enemy, they **choose the target of each attack** separately. They can spread their attacks among them or focus them all on one, as long as they have the AP.

Defending against several enemies. The defender's responses are for the whole round (5.2.5). If two enemies attack them, the responses spent against the first will not be available against the second: from then on they can only **fend off** with 1D10. That is why being outnumbered is so dangerous.

> **EXAMPLE**
> A fighter with a mace (Tempo 2) is Engaged with two enemies armed with Standard melee weapons.
>
> **First enemy.** They activate and make 2 attacks. The defender responds to both with their mace: these are two normal exchanges, and they spend their 2 responses.
>
> **Second enemy.** They activate later, in the same round, and make another 2 attacks. The defender has no responses left: they can only fend off both attacks with 1D10. Even if they block them, they will not deal damage.
>
> When it is their turn to activate, the defender can make their own 2 attacks and choose which of the two enemies each one is aimed at. At the start of the next round, they regain their 2 responses.

With three or more bands in the same fight, it works the same: each fighter chooses which enemy in contact each attack is aimed at, whatever band they belong to.

> **TIP**
> Two against one doesn't add dice: it exhausts the defender. The first to attack forces them to spend their responses and the second strikes against a single die. If you are the one outnumbered, Disengaging is usually better than holding out.



5.3 GRENADES

There are two types of grenade: **Explosive** and **Smoke**.

5.3.1 THROWING A GRENADE

- Throwing costs **2 AP**. The grenade must be the **active item** and is used up when thrown.
- Each fighter can only throw **one grenade per activation**.
- **Maximum range:** 20 cm / 8". It is measured from the **center of the thrower's base** to the target point.
- **Effect radius:** 5 cm / 2". It is measured from the **point where the grenade finally lands**.

How to throw:

1. Choose a **point** on the table that the thrower can see.
2. The thrower rolls their **Ranged ATK** against **1D10** of difficulty.
   - Beyond 10 cm / 4", **−1D10**.
   - At Elevation (5.1.4), **+1D10**.
   - Aim does **not** affect grenades.
3. The highest die on each side is compared. If the thrower's is higher, the grenade lands **on the chosen point**.
4. If tied or lower, the grenade lands **5 cm / 2" short**, along the line from the thrower to the chosen point.

5.3.2 EXPLOSIVE GRENADE

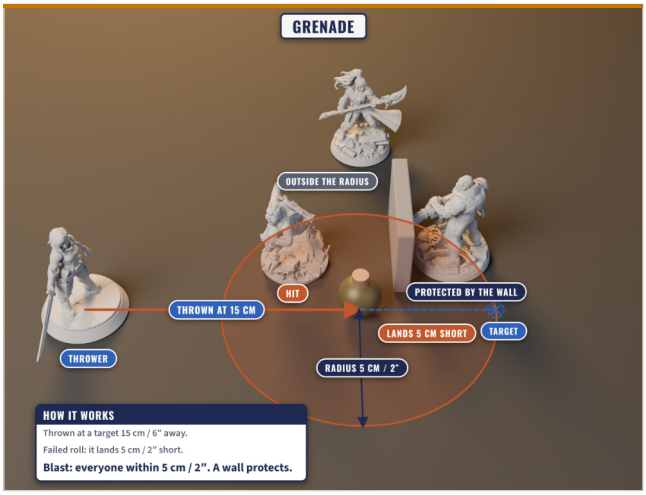
All fighters, allies or enemies, whose base center is **5 cm / 2" or less** from the point where it lands take **6D10 damage** against their ARM. In addition, all are **Stunned**, whether they lose HP or not.

- Cover does not protect: there is no roll to hit each fighter.
- The explosion does not pass through elements that completely block line of sight: it only affects fighters who have line of sight to the point where the grenade lands.

5.3.3 SMOKE GRENADE

It creates a cloud of **5 cm / 2" radius** that lasts until the **end of the next round**.

- A shot whose line enters, leaves or crosses the cloud is made against **3D10 of Defense**. The same applies if the target is inside the cloud.
- It does not add to Cover: the better of the two applies.
- It does not affect movement or melee.



5.4 DAMAGE, ARMOR AND CONDITIONS

5.4.1 HIT POINTS

Each time a damage die beats a fighter's ARM, they lose **1 HP**. When their HP reach 0 or drop below 0, their condition depends on the value reached:

FIGHTER'S HP	CONDITION
1 or more	Active: acts normally.
From 0 to −(max HP − 1) (from 0 to −5 with 6 HP)	Unconscious (5.4.2). They can still be saved.
−max HP or less (−6 or less with 6 HP)	Dead. Out of the game (5.4.3).

HP can drop below 0. Keep tracking the damage as a negative number until you determine whether the fighter is Unconscious or Dead.

> **EXAMPLE**
> A fighter with 6 max HP has 2 HP and takes a shot that removes 4: they drop to −2, Unconscious. Had the shot removed 8, they would have reached −6, their maximum in the negative, and would be dead.

5.4.2 UNCONSCIOUS

An Unconscious fighter falls to the ground, but stays on the table. Place an Unconscious marker next to them.

- **They do not activate** and cannot do anything: they have no line of sight, they do not Engage anyone and they do not provide Cover to other fighters.
- **They bleed out.** At the end of each round, after resolving The Leash, they lose **2 HP**. If they reach the negative value of their max HP, they **die**. A fighter with 6 max HP who is at 0 will die at the end of the third round if they receive no healing.
- **They can be saved.** An ally in contact can heal them with a MEDIKIT (5.4.7) or with the Medic's ability (8.3). They cannot be healed while they have a **conscious enemy in contact**. Each heal adds HP from wherever they are, even if negative. As soon as they are back at **1**

HP or more, they regain consciousness: they get up and act normally from the next round.

- **They can be finished off.** An enemy in contact can spend **1 AP** to kill them.
- **They can be stripped.** An enemy in contact can spend **1 AP** to take whatever items they want and can fit, as if picking up Loot.
- **They still take damage.** HP they lose from shots, explosions or The Leash are subtracted as normal and can kill them.

> **TIP**
> An Unconscious teammate is a decision: you can spend half an activation saving them or leave them behind. The enemy knows it too, and sometimes they make better bait than fighter.

5.4.3 DEATH

When a fighter dies:

- The miniature is removed and a **Known Loot marker** with all the gear they carried is placed in its place.
- The armor they had **equipped** is destroyed and lost. The armor they carried stowed in the Inventory does remain on the marker.
- That marker does not roll on the Loot table: it contains exactly what the fallen fighter carried. Picking up its items costs **1 AP** (6.4).

5.4.4 ARMOR

All fighters start **without armor**, with **ARM 3**. During the game they can find better armor:

ARMOR	ARM	SLOTS IF CARRIED STOWED
None	3	—
Light	5	1
Medium	6	2
Heavy	7	3



- A damage die wounds if its result is **higher** than the ARM. With ARM 5, for example, only a 6, 7, 8, 9 and 10 wound.
- Armor **does not wear down** from hits.
- **Putting on or changing armor** costs **2 AP** and cannot be done while Engaged.
- Armor being worn takes up no Inventory space. If it is carried stowed to put on later, it does take up space.

> **TIP**
> Light armor already reduces damage a lot: against ARM 5, a damage die only wounds half the time. If you find some, putting it on is usually the best investment of 2 AP in the game.

5.4.5 DIRECT DAMAGE

Some damage **ignores armor** and removes HP directly. The main source is **The Leash** (Chapter 7).

5.4.6 HEALING

Lost HP are recovered with a **MEDIKIT** or with the **Medic's** ability (8.3). A fighter's HP can never exceed their maximum.

5.4.7 MEDIKIT

- Each MEDIKIT has **3 charges**.
- For every **2 AP** spent, it restores **1 HP** and uses **1 charge**.
- When the last charge is used, the MEDIKIT is discarded.
- It is used directly from the Inventory, without needing to be the active item, on the fighter themselves or on an ally in contact.
- **It cannot be used with an enemy on top of you:** neither the one healing nor the one being healed can have a conscious enemy in base contact. This includes Engaged fighters (5.2.2) and Unconscious fighters who have an enemy next to them (5.4.2).
- If it is dropped or passed to an ally, it keeps the charges it has left.

> **EXAMPLE**
> A fighter with 2 HP spends 4 AP healing with a MEDIKIT: they recover 2 HP, go up to 4 and the MEDIKIT has 1 charge left.

5.4.8 STUNNED

A Stunned fighter starts their next activation with **2 fewer AP** (4 instead of 6). Afterward, the condition goes away. It does not stack: being Stunned twice is still −2 AP.

Causes:

- Being affected by an **Explosive grenade** (5.3.2), whether HP are lost or not.

- Losing a melee exchange by **2 or more successes of difference**.

Becoming Stunned also cancels **Overwatch**.

5.4.9 IMMOBILIZED

An Immobilized fighter **cannot move** until they spend **1 AP** to break free. Afterward they can act normally.

Cause: losing at least 1 HP from a fall (4.6).

CHAPTER 6

GEAR AND LOOT

6.1 THE ACTIVE ITEM · 6.2 INVENTORY SLOTS · 6.3 DROPPING AND PASSING ITEMS · 6.4 SEARCHING A MARKER · 6.5 LOOT TABLE · 6.6 KNOWN LOOT



Every fighter starts with nothing. This chapter explains how they carry and use their gear, and how they get it: by searching the Loot markers scattered across the table.

6.1 THE ACTIVE ITEM

Each fighter carries **one active item**: whatever they hold in their hands, ready to use. The rest of their gear is stowed in the **Inventory**.

- The active item **takes up no space** in the Inventory.
- To shoot, the firearm must be the active item. The same goes for fighting with a melee weapon. And to throw a grenade, the grenade must be the active item.
- **Equipped weapons.** A fighter can have **one melee weapon and one firearm** equipped at the same time. Equipped weapons **take up no space** in the Inventory, and switching from one to the other **costs no AP**. The one in their hands is the active item; the other stays holstered.
- **Taking an item out of the Inventory** to use it (another weapon, a grenade…) costs **1 AP**. If it is a weapon, it becomes the equipped weapon of its type and the one that was equipped goes back into the Inventory; if it does not fit, it must be dropped.
- **When finding a weapon.** When a fighter Searches a marker or picks up Known Loot and finds a weapon they can equip, they may **equip it right then, at no AP cost**, in place of the weapon of its type they had equipped. The replaced weapon may be **stowed in the Inventory** (if it fits) or **dropped**, also at no cost.
- **MEDIKITs** and **Magazines** are used directly from the Inventory.

6.2 INVENTORY SLOTS

Each fighter starts with **4 slots** (5 for the Scavenger). What each item takes up:

ITEM	SLOTS
Grenade	1
MEDIKIT	1
Magazine (any type)	1
Pistol	1
Light melee	1
Rifle	2
Sniper rifle	2
Standard melee	2
Heavy melee	2
Heavy weapon	3
Stored armor	1, 2 or 3 (5.4.4)

Carrying gear. Carrying gear expands the Inventory. Equipping one costs **1 AP** and, once equipped, it takes up no space. Each fighter can only carry **one**:

CARRYING GEAR	EXTRA SLOTS
Pouch	+1
Tactical bag	+2
Backpack	+3

6.3 DROPPING AND PASSING ITEMS

- **Dropping** an item costs **1 AP**. It stays on the ground as Known Loot.
- **Passing** an item to an ally in contact costs **1 AP**. The item goes straight into their Inventory, if it fits.

> **EXAMPLE**
> A fighter with 4 slots has a Rifle and a Light melee weapon equipped (they take up no space) and a MEDIKIT, a Rifle Magazine and a Grenade in the Inventory (3 slots taken). They find a Pistol and stow it: all 4 slots are now full. If they wanted to take the Pistol out (1 AP) to use it as their firearm, the Rifle (2 slots) would go back into the Inventory and would not fit (only 1 slot would be free): they would have to drop it.

6.4 SEARCHING A MARKER

Loot markers represent caches, containers, corpses and supplies dropped by the Uppers. They are the main source of weapons, armor and gear during the game.

A fighter in contact with a marker spends **1 AP** to **Search** it. In that same action they discover what is there and take everything they want that fits in their Inventory. Weapons can also be equipped on the spot (6.1).

1 **Determine how many items there are.** Roll 1D10:

1D10	ITEMS
1–2	1
3–4	2
5–6	3
7–8	4
9–10	5

2 **Determine what each item is.** Roll 1D100 for each one and consult table 6.5. To roll 1D100, throw two D10 of different colors and decide before rolling which one shows the **tens** and which the **units**. In this roll, and only in this one, **the 0 face counts as zero**:

- Tens 3 and units 7 is a **37**.
- Tens 0 and units 5 is a **5**.
- Tens 4 and units 0 is a **40**.
- If both dice show 0, the result is **100**.

6.5 LOOT TABLE

1D100	ITEM
01–12	Pistol
13–23	Rifle
24–29	Light melee
30–34	Standard melee
35–37	Heavy melee
38–45	Pistol Magazine
46–52	Rifle Magazine
53–55	Sniper rifle Magazine
56–57	Heavy weapon Magazine
58–64	MEDIKIT
65–70	Explosive grenade
71–75	Smoke grenade
76–82	Light armor
83–87	Medium armor
88–89	Heavy armor
90–93	Sniper rifle
94–96	Heavy weapon
97–98	Pouch
99	Tactical bag
100	Backpack

Weapons appear with half their Capacity (5.1.6) and MEDIKITs with their 3 charges.

6.6 KNOWN LOOT

Items that nobody takes **stay where they are**, in plain sight. That marker becomes **Known Loot**: any fighter can pick those items up later for **1 AP**, without rolling again. A marker that has already been searched never generates new items.

Dropped items and the gear of the dead are also Known Loot.

> **TIP**
> What you leave in a cache the enemy can take. Sometimes it is worth grabbing a pistol you will never use just so that someone else does not use it.

CHAPTER 7

THE LEASH

7.1 THE SAFE ZONE CLOSES · 7.2 DAMAGE OUTSIDE THE ZONE



The safe zone is a circle that narrows every other round around the **Epicenter** (8.8). The Leash is not a barrier: fighters can enter and leave the zone freely. But whoever is outside when the round ends pays for it.

7.1 THE SAFE ZONE CLOSES

At the end of each round, **after resolving The Leash damage** (7.2), the radius of the safe zone becomes:

END OF ROUND	SAFE ZONE RADIUS
1	50 cm / 20"
2	50 cm / 20"
3	45 cm / 18"
4	45 cm / 18"
5	40 cm / 16"
6	40 cm / 16"
7	35 cm / 14"
8	35 cm / 14"
9	30 cm / 12"
10	30 cm / 12"
11	25 cm / 10"
12	25 cm / 10"
13	20 cm / 8"
14	20 cm / 8"
15	15 cm / 6"
16	15 cm / 6"
17	10 cm / 4"
18	10 cm / 4"
19 and later	5 cm / 2"

> **Summary:** the radius starts at 50 cm at the end of round 1 and shrinks by **5 cm / 2" at the end of every odd round from round 3 onward** (rounds 3, 5, 7…). At the end of even rounds it does not change.

This table is for the standard table of 100 × 100 cm.

- The radius is measured from the Epicenter to the **center of the fighter's base**.
- The safe zone is a cylinder: it does not matter what Elevation the fighter is at.
- If part of the circle falls outside the table, that part simply does not exist. The playable area will be smaller.

THE LEASH ON A LARGER TABLE

On a larger table, the safe zone starts out bigger so that it covers the same proportion of the table, and for that reason it takes more rounds to close:

1. At the end of **round 1**, the radius is **half the side of the table**.
2. At the end of **every odd round from round 3 onward**, the radius shrinks by **5 cm / 2"**.
3. When the radius reaches **5 cm / 2"**, it stays at that value until the end of the game.

END OF ROUND	100 CM TABLE	120 CM TABLE	150 CM TABLE
1 and 2	50 cm	60 cm	75 cm
3 and 4	45 cm	55 cm	70 cm
5 and 6	40 cm	50 cm	65 cm
7 and 8	35 cm	45 cm	60 cm
9 and 10	30 cm	40 cm	55 cm
…	−5 cm every 2 rounds	−5 cm every 2 rounds	−5 cm every 2 rounds
Reaches 5 cm at the end of round	19	23	29

EXAMPLE
On a 120 × 120 cm table, the radius at the end of rounds 1 and 2 is 60 cm (half of 120). At the end of round 3 it drops to 55 cm and stays there through the end of round 4; at the end of round 5 it drops to 50 cm, and so on until it stays at 5 cm at the end of round 23.

If you play in inches, the radius shrinks **2" every 2 rounds** (at the end of odd rounds from round 3 onward) and never drops below **2"**:

END OF ROUND	TABLE OF 40"	TABLE OF 50"	TABLE OF 60"
1 and 2	20"	25"	30"
3 and 4	18"	23"	28"
5 and 6	16"	21"	26"
…	−2" every 2 rounds	−2" every 2 rounds	−2" every 2 rounds
Reaches the minimum of 2" at the end of round	19	25	29

On the 50" table, the radius goes from 3" to 2" on the last reduction, because it cannot drop below the minimum.

KEEP IN MIND
A larger table lengthens the game: every extra 10 cm of side adds **two** rounds before the zone closes completely. The Leash damage (7.2) does not change.

7.2 DAMAGE OUTSIDE THE ZONE

At the end of each round, **before shrinking the zone**, each fighter who is **outside** the current safe zone rolls **2D10 and adds both results together**:

2D10 TOTAL	HP LOST
2–7	1
8–13	2
14–18	3
19–20	4

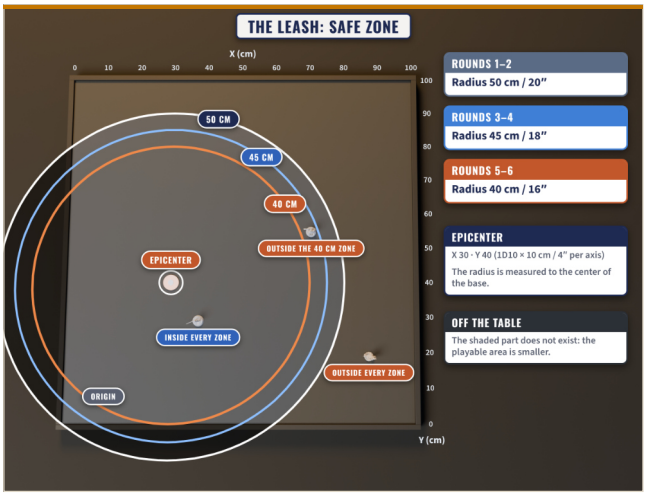
It is **Direct Damage**: armor does not reduce it.

How it works:

- It is checked against the radius that was in force **during the round that is ending**, not the new one. If the zone is due to shrink, it does so right afterward.
- Only **where each fighter is at the end of the round** counts. During the round a fighter can leave the zone and re-enter it without taking damage.
- At the end of **round 1** there is no safe zone yet, so nobody takes damage: the zone appears at that moment, with its first radius. The first possible damage comes at the end of round 2.
- **Unconscious** fighters who are outside the zone also take this damage.

EXAMPLE
During round 4, the safe zone measures 45 cm. A Marksman ends the round 48 cm from the Epicenter, on top of a building: they are outside. They roll 2D10 and get 6 and 5, totaling 11: they lose 2 HP. Afterward, since it is an even round, the zone stays at 45 cm.

TIP
The table is public: everyone knows how big the zone is now and how big it will be afterward. If a fighter is left outside when the zone closes, their next activation should bring them inside. Staying outside is a decision: sometimes it is worth paying 1 or 2 HP for a shot from a good position.



CHAPTER 8

THE GAME

8.1 BAND COMPOSITION · 8.2 THE LEADER · 8.3 THE ARCHETYPES · 8.4 SETTING UP THE GAME · 8.5 THE TABLE · 8.6 LOOT MARKERS · 8.7 DEPLOYMENT: THE DROP · 8.8 THE EPICENTER · 8.9 VICTORY



With the rules explained, this chapter gathers everything you need to sit down and play: how to build a band, how to set up the table, how to deploy and how to win.

8.1 BAND COMPOSITION

Each band consists of **1 Leader and 3 different Archetypes**. No points are used: all bands have the same number of fighters, and the difference lies in which Archetypes you choose and how you use them.

For larger games, players may agree on the **Large format**: 1 Leader and 5 different Archetypes.

All fighters begin the game **without weapons, armor, ammunition, grenades, MEDIKIT or carrying gear**.

If your band includes Covenant, Ironborns or Hollow fighters, their **origin rule** applies (chapter 1).

8.2 THE LEADER

Has outlived more arenas than he admits. The rest follow him because he is still alive.



MELEE ATK	RANGED ATK	HP	AP
3D10	3D10	7	6
MOV	**ARM**	**INVENTORY**	
5 cm / 2"	3	4 slots	

Command. Once per round, an ally within **15 cm / 6" or less** of the Leader may reroll one of its dice after rolling and before comparing.

> **TIP**
> The Leader shoots better and takes more punishment than the rest, but the Leader's true value is Command. Keep the Leader close to the group when you expect a decisive exchange.

8.3 THE ARCHETYPES

Each Archetype starts from the base profile (2.3) and adds one advantage.

MARKSMAN

Sees the shot before it exists.



+1D10 Ranged ATK (shoots with 3D10).

> Its advantage depends on the weapon it finds. Give it priority for the first Rifle or Sniper rifle that turns up.

WARRIOR

Doesn't look for cover. Looks for close range.



+1D10 Melee ATK (fights with 4D10) **and +1 HP** (7 HP).

> It is the best fighter in the game in the first few minutes, when nobody has weapons yet.

SCAVENGER

If it exists, she finds it. If she finds it, she keeps it.



+1 Inventory slot (5 slots). **Once per activation** it may Search a marker or pick up Known Loot **without spending AP**.

> The Scavenger is the one who equips the band. It can Search a cache for free and pass what it finds to its allies.

MEDIC

Has stitched more wounds than anyone in the lower zone, and nearly all of them without anesthetic.



- **With a MEDIKIT**, recovers **1 HP per AP** spent (and 1 charge per HP), instead of 1 HP per 2 AP.
- **Without a MEDIKIT**, can heal **1 HP per 2 AP**, spending no charges and with no limit on uses.
- In both cases it can heal itself or an ally in contact. Like any healing, it cannot do so if it or its patient has a conscious enemy in contact (5.4.7).

> The Medic can keep healing even when no MEDIKIT is available, which lets it keep the band alive throughout the whole game.

RUNNER

Arrives first. Always.



MOV 7.5 cm / 3" per AP, instead of 5 cm / 2".

> Reaches the caches first and is the best at escaping The Leash.

UNLEASHED

Someone opened up the back of his neck and touched the chip. Not quite right, but right enough.



Takes **1 less HP** of damage from The Leash (minimum 0).

> It can stay outside the safe zone when nobody else dares, and attack from where nobody expects it.

SENTRY

Never fully sleeps.



When declaring **Overwatch**, it may reserve only **the AP it chooses** instead of all those it has left, and **keep acting** with the rest during that same activation. The reserved AP are used later following the normal Overwatch rules. Its Overwatch shot also receives **+1D10**.

> It can move to a position, cover a corridor and wait with just enough AP for the shot. The Sentry is the only fighter with an additional die on Overwatch.

8.4 SETTING UP THE GAME

1. Each player builds their band: 1 Leader and 3 different Archetypes (8.1).
2. Roll 1D10 to set the **setup order**: the highest result acts first during setup, followed by the others from highest to lowest.
3. Taking turns in that order, place the **terrain** (8.5).
4. Taking turns, place the **Loot markers** (8.6).
5. Each player secretly chooses their **drop point** and the bands are **deployed** (8.7).
6. Roll the **Epicenter** (8.8).
7. Round 1 begins with an **Initiative** roll.

8.5 THE TABLE

The standard table is square and measures **100 × 100 cm / 40 × 40"**. It is the recommended size for any number of players, and every figure in this manual is designed for it.



If you want more space, for example for a four-player game or in Large format, you can use a **larger square table**. In that case two things change, which are explained in their sections:

- how the **Epicenter** is rolled (8.8);
- the **initial radius of The Leash** (7.1).

Everything else plays the same: ranges, movement and deployment do not change.

It is recommended to cover roughly one third of the table with terrain: buildings with several elevations, ruins, walls and containers that provide Cover and block line of sight.

Before starting, agree on which areas are **difficult terrain** and which pieces have doors and windows.

8.6 LOOT MARKERS

2 Loot markers per model in play are placed: 16 markers in a two-player game. Players place them in turns, spread across the whole table, not just in the center.

> **TIP**
> Markers far from the center matter too: when the safe zone starts to close in, going after them will be risky.

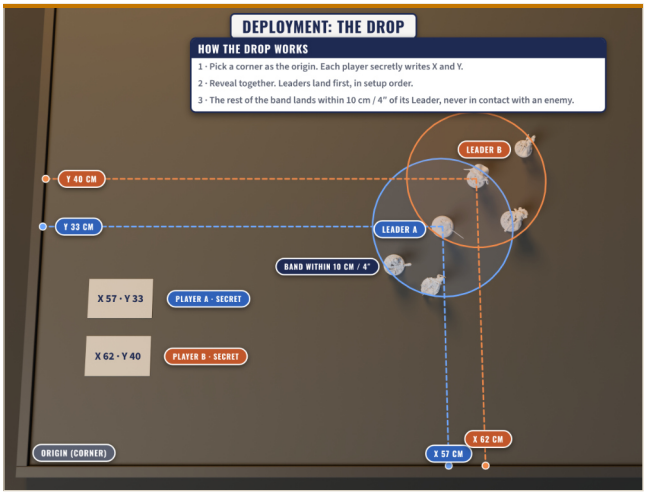
8.7 DEPLOYMENT: THE DROP

The bands arrive in Meridion by jetpack, and each player chooses where to land.

1. Agree on a table **corner** as the origin of coordinates.
2. Each player writes down **in secret** the coordinates of their drop point: X and Y measured from that corner in the system chosen for the game. For example, "X 57 cm · Y 33 cm".
3. Everyone reveals their coordinates **at the same time**.
4. In setup order, each player places their **Leader** on their point. If the point is not valid (inside a wall, on top of another base or in contact with an enemy), they place him on the nearest valid point.
5. Then, in the same order, players place the rest of their fighters **one at a time, taking turns**, each within **10 cm / 4" or less** of their own Leader.

No fighter may be deployed in contact with an enemy. There is no minimum distance between bands: two players may choose to land in the same spot.

> **TIP**
> Choosing where to land is the first decision of the game. The Loot is already on the table, so landing near many markers is tempting, but that is exactly where you are most likely to run into another band. And since everyone starts unarmed, landing right next to a rival means a fistfight from the first round.



8.8 THE EPICENTER

Once **all** bands are deployed, the **Epicenter** is rolled, the point toward which the safe zone will close:

- Roll 1D10 for X and 1D10 for Y. Multiply each result by **10 cm / 4"** (for example, a 4 and a 7 place the Epicenter at X 40 cm / 16" · Y 70 cm / 28").
- Place the Epicenter marker on that point. The marker does not block movement or line of sight.

THE EPICENTER ON A LARGER TABLE

On a table larger than 100 × 100 cm, multiplying by 10 cm would leave part of the table that the Epicenter could never reach. So that it can land in any area, each point on the die is worth **one tenth of the table's side**:

1. Divide the side of the table by 10. That is the **value of each point**.
2. Roll 1D10 for X and 1D10 for Y, as usual.
3. Multiply each result by the value of each point.

TABLE SIDE	VALUE OF EACH DIE POINT
100 cm / 40"	10 cm / 4"
120 cm	12 cm
150 cm	15 cm

If you play in inches, choose a table with a side of **40", 50" or 60"**. That way each die point is worth a whole number of inches and there are no decimals to measure:

TABLE SIDE	VALUE OF EACH DIE POINT
40"	4"
50"	5"
60"	6"

EXAMPLE
The game is played on a 120 × 120 cm table. Each die point is worth 12 cm (120 ÷ 10). A 4 is rolled for X and a 7 for Y: the Epicenter lands at X 48 cm (4 × 12) · Y 84 cm (7 × 12), measured from the origin corner.

The Epicenter **is not shifted toward the center**: it can land next to an edge or in a corner, and then the playable arena will be squeezed against that side.

WHY AFTER DEPLOYMENT
Nobody knows where the safe zone will be when choosing where to land. Deploying in the center guarantees nothing, and landing in a corner is not a death sentence.

8.9 VICTORY

The game ends as soon as only **one band with at least one conscious fighter** remains on the table. That band wins.

A band whose fighters are all Dead or Unconscious is eliminated at that moment, even if some of its Unconscious fighters remain on the table.

If the last bands lose their last conscious fighters at the same time (for example, to The Leash at the end of a round), the game ends in a **draw**.

Special scenarios may change the victory conditions.

FREQUENTLY ASKED QUESTIONS

- **Can I shoot an enemy who is in melee with one of my fighters?**

No. You cannot shoot any Engaged fighter (5.1.1).

- **My shooting pool drops to 0 dice because of modifiers. Can I still shoot with 1D10?**

No. If the Attack pool reaches 0, you cannot shoot (5.1.1).

- **Can I put all my dice into Damage?**

No. At least 1 die must always remain in Attack (5.1.1).

- **Is the Aim die lost if I move afterward?**

No. It applies to the next shot in the same activation, whatever you do in between. If the activation ends without a shot, it is lost.

- **Can I Aim before an Overwatch shot?**

No. An Overwatch shot never receives the Aim die, even if reserved AP are left over (5.1.7). Elevation, the Sentry's skill and the Sniper rifle's precision die (+1D10) do apply.

- **If I shoot from Elevation at an enemy in Cover, do they cancel out?**

No. Both apply: Elevation gives the attacker +1D10 and Cover gives the defender +1D10.

- **An ally stands between my marksman and the target. Can I shoot?**

Yes. Models do not block line of sight, but the target has Cover (2.7).

- **Can I make contact with an enemy without charging?**

No. The only way to enter contact is the Charge (5.2.1).

- **I have 3 AP and I'm 5 cm from an enemy. Can I charge?**

It depends on your weapon. After moving (1 AP) you have 2 AP left: enough for an attack with a Light melee weapon, which costs 2 AP, but not with the other weapons or unarmed, which cost 3 AP (5.2.1).

- **I'm attacked three times with a knife and I carry a mace. How do I defend?**

If you have not spent any responses this round, you respond with the mace to the first two attacks, because its Tempo is 2. The third can only be fended off with 1D10, and if you win it you block it without dealing damage (5.2.5).

- **An enemy attacked me and I used up all my responses. Now another enemy attacks me. Do I still have no responses?**

Correct. Responses last for the whole round and are not recovered until the next one begins. Against that second enemy you can only fend off with 1D10 (5.2.8).

- **I'm in contact with two enemies. Can I attack both in the same activation?**

Yes. You choose the target of each attack separately, as long as you have enough AP (5.2.8).

- **Do my own attacks use up my responses?**

No. Attacks are paid for with AP in your activation. Responses are only spent when you defend.

- **I have already activated this round and I'm being charged. Can I Counter-charge?**

No. Only a fighter who has not yet activated that round can Counter-charge (5.2.6).

- **Can I use a MEDIKIT on an ally who is fighting in melee?**

No. An Engaged fighter cannot be healed, and an Engaged fighter cannot heal anyone else or heal themselves either. You must first leave the fight (5.2.2 and 5.4.7).

- **Can I heal an Unconscious ally who has an enemy next to them?**

No. While a conscious enemy is in contact with them, they cannot be healed. You must first eliminate that enemy or make them back away (5.4.7).

- **Does an Explosive grenade hurt my own fighters?**

Yes. It affects everyone within the radius who has line of sight to the point of impact, including the thrower.

- **A fighter is behind cover inside the radius of an explosion. Does Cover protect them?**

No. Only a wall or another obstacle that completely blocks line of sight to the point of impact protects them (5.3.2).

- **When do I take The Leash damage?**

At the end of the round, before the zone shrinks. It affects the fighters who are outside the zone as it stood during that round (7.2).

- **The zone has just closed and my fighter ended up outside. Do they take damage now?**

No. The damage is resolved before the zone shrinks. They have the following round to get back in.

- **I leave the safe zone to search a cache and come back in during the same round. Do I take damage?**

No. Only the fighter's position at the end of the round counts.

- **Is a fighter on top of a building outside the circle safe from The Leash?**

No. The safe zone is a cylinder: all that matters is the horizontal distance to the Epicenter (7.1).

- **I find a weapon and have no room. What happens to it?**

It stays where it is as Known Loot and anyone can pick it up later for 1 AP (6.6).

- **Can I use the Leader's Command to reroll a die that I have already rerolled through another effect?**

No. No die is rerolled more than once (2.4).

- **Two players choose the same drop point. What happens?**

The first in setup order places their Leader on the point. The second places theirs on the nearest valid point, out of contact with the enemy (8.7).



APPENDIX

GLOSSARY

Active item. The item a fighter holds in their hands, ready to use.

AP. Activation Points. They are spent to perform actions.

Archetype. A fighter's role in the band: Marksman, Warrior, Scavenger, Medic, Runner, Unleashed or Sentry.

ARM. Armor. Each damage die must beat it to wound.

Charge. Movement into contact with an enemy, followed by an attack with +1D10.

Counter-charge. Response to a Charge by a fighter who has not yet activated.

Cover. The target is partially concealed: it defends with 2D10.

Engaged. In base contact with an enemy.

Epicenter. The center of The Leash's safe zone.

Fend off. Defending with 1D10 against a melee attack that can no longer be answered with the weapon. If it wins, it blocks the attack without dealing damage.

HP. Hit Points.

Immobilized. Condition: cannot move until it spends 1 AP to break free.

Known Loot. Items that have already been discovered and are in plain sight, ready to pick up.

MELEE ATK / RANGED ATK. Dice a fighter rolls to fight in melee or to make ranged attacks, grenades included.

Magazine. Full reload for one weapon type.

Overwatch. Saving AP to shoot during the enemy's activation.

Pool. The dice rolled for an action.

Range. Maximum distance at which a weapon can shoot.

Response. Each of the enemy attacks that a fighter can answer with its weapon in a round. It has as many as its weapon's Tempo.

Stunned. Condition: starts its next activation with 2 fewer AP.

Success. A pair won in a melee exchange.

Tempo. Number of attacks a melee weapon allows in a full activation, and number of enemy attacks it can respond to each round.

The Leash. The implant that punishes anyone who ends the round outside the safe zone.

Unconscious. Condition of a fighter with 0 HP or less who has not yet reached their maximum HP in the negative. It does not act and loses 2 HP at the end of each round. It can be healed, finished off or stripped.

APPENDIX

NOTES

PLAY AND FIGHT

THE ROUND

1. **Initiative:** each player rolls 1D10; players act from highest to lowest.
2. **Activations:** in turn, each player activates one model (6 AP).
3. **End of round:** 1) The Leash damage to those outside; 2) the zone shrinks (odd rounds from round 3); 3) Unconscious fighters lose 2 HP.

BASE PROFILE

MELEE	RANGED	HP	AP	MOV	ARM	INV.
3D10	2D10	6	6	5 cm / 2"	3	4 sl.

ACTIONS

ACTION	AP
Move 5 cm / 2"	1
Aim (+1D10 on next shot)	1
Reload	1
Search marker / pick up Loot	1
Interact (doors…)	1
Take item out of Inventory	1
Equip gear / drop / pass	1
Disengage	2
Throw grenade	2
Put on / change armor	2
MEDIKIT (per HP)	2
Melee attack	2 (Light) / 3 (other)
Shoot	per weapon
Finish off / strip Unconscious	1
Overwatch	reserves remaining AP

Switching between the equipped melee weapon and firearm: free.

CONDITIONS

- **Unconscious** (HP 0 to −(max HP − 1)): does not act; −2 HP at the end of each round. An ally in contact can heal it; an enemy can finish off or strip it (1 AP).
- **Dead** (HP −max HP or less): removed; leaves Known Loot (worn armor is lost).
- **Stunned:** starts its next activation with 2 fewer AP. Does not stack.
- **Immobilized:** cannot move until it spends 1 AP (from a fall that costs HP).

SHOOTING

- **Pool:** RANGED ATK (+1D10 if Aiming, +1D10 at Elevation, −1D10 beyond half range). Split dice between **Attack** and **Damage**.
- **Defense:** 1D10 in the open · 2D10 in Cover · 3D10 with Smoke · Hidden: cannot be shot.
- The **highest die** is compared. Tie: it misses.
- **Damage:** each die that beats ARM removes 1 HP.
- **Elevation:** base 5 cm / 2" or more above the target: +1D10.
- **Overwatch:** reserve all your AP (not Engaged); 1 shot at whoever ends a Move in view. No Aim.

MELEE

- **Charge** (Move + attack, enough AP): +1D10 and a single attack. You cannot enter contact without Charging.
- Both roll **all their MELEE ATK** and **all pairs** are compared. Most successes wins; only the winner deals damage.
- Winning by 2 or more successes: the rival is **Stunned**.
- The defender responds with its weapon to as many attacks **per round** as its Tempo; the rest are fended off with **1D10** (if it wins, it blocks without damage).
- **Engaged** (base contact): may attack, Disengage or change item; cannot move, shoot, reload, search, throw grenades or heal.

WEAPONS

FIREARM	DMG	RANGE CM	AP	CAP.	SLOTS
Pistol	3D10	20 / 8"	2	6	1
Rifle	5D10	40 / 16"	3	6	2
Sniper rifle	7D10	60 / 24"	4	3	2
Heavy weapon	6D10	45 / 18"	3	4	3

MELEE	DMG	AP/ATK	TEMPO	SLOTS
Unarmed	2D10	3	2	—
Light melee	3D10	2	3	1
Standard melee	5D10	3	2	2
Heavy melee	7D10	3	2	2

Range: beyond half = −1D10. Weapons are found with half their Capacity.

GRENADES

- 2 AP; must be the active item; one per activation. Range 20 cm / 8", radius 5 cm / 2".
- RANGED ATK vs 1D10 (−1D10 beyond 10 cm / 4", +1D10 at Elevation; Aim does not count). If it fails, it lands 5 cm / 2" short.
- **Explosive:** 6D10 damage to all in the radius and **Stunned**. Cover does not protect.
- **Smoke:** cloud until the end of the next round; shots through it: Defense 3D10.

GEAR, THE LEASH AND THE MATCH

ARMOR AND GEAR

ARMOR	ARM	SLOTS STOWED
None	3	—
Light	5	1
Medium	6	2
Heavy	7	3

- A die wounds if it is **higher** than ARM. Changing armor: 2 AP (not Engaged).
- **Inventory:** 4 slots (5 the Scavenger). Grenade, MEDIKIT and Magazine: 1. Carrying gear (1 AP): Pouch +1, Tactical bag +2, Backpack +3 (one only).
- **Equipped weapons:** one melee and one firearm, taking no space; switching between them is free. Taking another from the Inventory: 1 AP. When you find a weapon you may equip it free and stow or drop the old one.
- **MEDIKIT:** 3 charges; 2 AP = 1 HP and 1 charge. No conscious enemy in contact.

ARCHETYPES

Marksman	+1D10 Ranged ATK
Warrior	+1D10 Melee ATK and +1 HP (7)
Scavenger	+1 slot; once per activation searches/picks up Loot free
Medic	Heals 1 HP/AP with MEDIKIT; without, 1 HP per 2 AP, no charges
Runner	MOV 7.5 cm / 3" per AP
Unleashed	−1 HP from The Leash damage
Sentry	Overwatch reserving only the AP it chooses; its shot +1D10

Band: 1 Leader + 3 different Archetypes. Leader: Ranged ATK 3D10, 7 HP, Command (ally within 15 cm / 6" rerolls a die, once per round).

ORIGIN RULES

Covenant	On a **Charge**: +1D10 MELEE ATK and, if it wins, +1D10 damage.
Ironborns	ARM **4** without armor (instead of 3).
Hollow	**Aim** gives +2D10 (+3D10 with the Sniper rifle).

They apply to every fighter of that origin, the Leader included. Each fighter uses only its own origin rule.

SETUP AND WINNING

- **Setup:** band (1 Leader + 3 different Archetypes) · 1D10 for order · scenery (≈ 1/3 of the table) · Loot markers (2 per model) · drop · Epicenter · Initiative.
- **Drop:** each player secretly writes X and Y from a corner; revealed together. Leader at the point; the rest within 10 cm / 4" of the Leader, never in contact with an enemy.
- **Victory:** the last band with at least one conscious fighter wins. If the last bands lose their last conscious fighters at the same time: draw.

THE LEASH

ROUND	RADIUS CM	ROUND	RADIUS CM
1–2	50 / 20"	**11–12**	25 / 10"
3–4	45 / 18"	**13–14**	20 / 8"
5–6	40 / 16"	**15–16**	15 / 6"
7–8	35 / 14"	**17–18**	10 / 4"
9–10	30 / 12"	**19+**	5 / 2"

100 × 100 cm table. The radius shrinks 5 cm / 2" at the end of each odd round from round 3. Larger table: round 1 = half the side; minimum 5 cm.

2D10	HP
2–7	1
8–13	2
14–18	3
19–20	4

- Outside the zone at the end of the round: 2D10 added (direct damage, no ARM).
- Checked with that round's radius, before shrinking. Round 1: no damage.

Epicenter: 1D10 for X and 1D10 for Y × one tenth of the side (10 cm on 100 × 100).

MOVEMENT AND FALLS

- Difficult terrain: 2.5 cm / 1" per AP. Climbing: 1 AP per 2.5 cm / 1" of height. Obstacle up to 2.5 cm / 1": free. Horizontal jump up to 5 cm / 2": free.
- Doors: open/close 1 AP. Window: the target always has Cover.

FALL	DAMAGE (VS ARM)
Up to 5 cm / 2"	None
5–10 cm / 2–4"	1D10
10–15 cm / 4–6"	2D10
Each extra 5 cm / 2"	+1D10

If it loses at least 1 HP, it is Immobilized.

LOOT

1D10	ITEMS
1–2	1
3–4	2
5–6	3
7–8	4
9–10	5

- 1 AP searches the marker: roll how many items and what each is. What you leave stays as **Known Loot** (1 AP to pick up).

1D100	ITEM	1D100	ITEM
01–12	Pistol	65–70	Explosive grenade
13–23	Rifle	71–75	Smoke grenade
24–29	Light melee	76–82	Light armor
30–34	Standard melee	83–87	Medium armor
35–37	Heavy melee	88–89	Heavy armor
38–45	Pistol Mag.	90–93	Sniper rifle
46–52	Rifle Mag.	94–96	Heavy weapon
53–55	Sniper Mag.	97–98	Pouch
56–57	Heavy Mag.	99	Tactical bag
58–64	MEDIKIT	100	Backpack

BAND SHEET

PHOTOCOPY ME · ONE PER PLAYER

BAND _____ PLAYER _____

1

ARCHETYPE *(Leader included)*

MINIATURE

HP TOTAL CURRENT

MELEE ATK	RANGED ATK	AP	MOV	ARM

AP *(per activation)* (1) (2) (3) (4) (5) (6)

ACTIVE ITEM

ARMOR ☐ None 3 ☐ Light 5 ☐ Medium 6 ☐ Heavy 7

SHOTS ○ ○ ○ ○ ○ ○

INVENTORY

1	2	3	4
5 *Scav.*	6 *Carry*	7 *Carry*	8 *Carry*

MEDIKIT ○○○ ○○○ ○○○

☐ Stunned ☐ Immobilized ☐ Unconscious ☐ Overwatch CARRY GEAR ☐ Pouch +1 ☐ Tactical bag +2 ☐ Backpack +3

2

ARCHETYPE *(Leader included)*

MINIATURE

HP TOTAL CURRENT

MELEE ATK	RANGED ATK	AP	MOV	ARM

AP *(per activation)* (1) (2) (3) (4) (5) (6)

ACTIVE ITEM

ARMOR ☐ None 3 ☐ Light 5 ☐ Medium 6 ☐ Heavy 7

SHOTS ○ ○ ○ ○ ○ ○

INVENTORY

1	2	3	4
5 *Scav.*	6 *Carry*	7 *Carry*	8 *Carry*

MEDIKIT ○○○ ○○○ ○○○

☐ Stunned ☐ Immobilized ☐ Unconscious ☐ Overwatch CARRY GEAR ☐ Pouch +1 ☐ Tactical bag +2 ☐ Backpack +3

3

ARCHETYPE *(Leader included)*

MINIATURE

HP TOTAL CURRENT

MELEE ATK	RANGED ATK	AP	MOV	ARM

AP *(per activation)* (1) (2) (3) (4) (5) (6)

ACTIVE ITEM

ARMOR ☐ None 3 ☐ Light 5 ☐ Medium 6 ☐ Heavy 7

SHOTS ○ ○ ○ ○ ○ ○

INVENTORY

1	2	3	4
5 *Scav.*	6 *Carry*	7 *Carry*	8 *Carry*

MEDIKIT ○○○ ○○○ ○○○

☐ Stunned ☐ Immobilized ☐ Unconscious ☐ Overwatch CARRY GEAR ☐ Pouch +1 ☐ Tactical bag +2 ☐ Backpack +3

4

ARCHETYPE *(Leader included)*

MINIATURE

HP TOTAL CURRENT

MELEE ATK	RANGED ATK	AP	MOV	ARM

AP *(per activation)* (1) (2) (3) (4) (5) (6)

ACTIVE ITEM

ARMOR ☐ None 3 ☐ Light 5 ☐ Medium 6 ☐ Heavy 7

SHOTS ○ ○ ○ ○ ○ ○

INVENTORY

1	2	3	4
5 *Scav.*	6 *Carry*	7 *Carry*	8 *Carry*

MEDIKIT ○○○ ○○○ ○○○

☐ Stunned ☐ Immobilized ☐ Unconscious ☐ Overwatch CARRY GEAR ☐ Pouch +1 ☐ Tactical bag +2 ☐ Backpack +3

5

ARCHETYPE *(Leader included)*

MINIATURE

HP TOTAL CURRENT

MELEE ATK	RANGED ATK	AP	MOV	ARM

AP *(per activation)* (1) (2) (3) (4) (5) (6)

ACTIVE ITEM

ARMOR ☐ None 3 ☐ Light 5 ☐ Medium 6 ☐ Heavy 7

SHOTS ○ ○ ○ ○ ○ ○

INVENTORY

1	2	3	4
5 *Scav.*	6 *Carry*	7 *Carry*	8 *Carry*

MEDIKIT ○○○ ○○○ ○○○

☐ Stunned ☐ Immobilized ☐ Unconscious ☐ Overwatch CARRY GEAR ☐ Pouch +1 ☐ Tactical bag +2 ☐ Backpack +3

6

ARCHETYPE *(Leader included)*

MINIATURE

HP TOTAL CURRENT

MELEE ATK	RANGED ATK	AP	MOV	ARM

AP *(per activation)* (1) (2) (3) (4) (5) (6)

ACTIVE ITEM

ARMOR ☐ None 3 ☐ Light 5 ☐ Medium 6 ☐ Heavy 7

SHOTS ○ ○ ○ ○ ○ ○

INVENTORY

1	2	3	4
5 *Scav.*	6 *Carry*	7 *Carry*	8 *Carry*

MEDIKIT ○○○ ○○○ ○○○

☐ Stunned ☐ Immobilized ☐ Unconscious ☐ Overwatch CARRY GEAR ☐ Pouch +1 ☐ Tactical bag +2 ☐ Backpack +3

Blocks 1–4: Standard format (Leader + 3) · Blocks 5–6: Large format only (Leader + 5)

Base profile: MELEE ATK 3D10 · RANGED ATK 2D10 · HP 6 · AP 6 · MOV 5 cm / 2" · ARM 3 · 4 slots (5 for the Scavenger). Each Archetype adds its own edge (8.3); write its profile in its block. HP: at 0 or less, Unconscious; Dead at −max HP.

BAND SHEET

PHOTOCOPY ME · ONE PER PLAYER

BAND _____ PLAYER _____

1

ARCHETYPE *(Leader included)*

MINIATURE

HP TOTAL CURRENT

MELEE ATK	RANGED ATK	AP	MOV	ARM

AP *(per activation)* (1) (2) (3) (4) (5) (6)

ACTIVE ITEM

ARMOR ☐ None 3 ☐ Light 5 ☐ Medium 6 ☐ Heavy 7

SHOTS ○ ○ ○ ○ ○ ○

INVENTORY

1	2	3	4
5 Scav.	6 Carry	7 Carry	8 Carry

MEDIKIT ○○○ ○○○ ○○○

☐ Stunned ☐ Immobilized ☐ Unconscious ☐ Overwatch

CARRY GEAR ☐ Pouch +1 ☐ Tactical bag +2 ☐ Backpack +3

2

ARCHETYPE *(Leader included)*

MINIATURE

HP TOTAL CURRENT

MELEE ATK	RANGED ATK	AP	MOV	ARM

AP *(per activation)* (1) (2) (3) (4) (5) (6)

ACTIVE ITEM

ARMOR ☐ None 3 ☐ Light 5 ☐ Medium 6 ☐ Heavy 7

SHOTS ○ ○ ○ ○ ○ ○

INVENTORY

1	2	3	4
5 Scav.	6 Carry	7 Carry	8 Carry

MEDIKIT ○○○ ○○○ ○○○

☐ Stunned ☐ Immobilized ☐ Unconscious ☐ Overwatch

CARRY GEAR ☐ Pouch +1 ☐ Tactical bag +2 ☐ Backpack +3

3

ARCHETYPE *(Leader included)*

MINIATURE

HP TOTAL CURRENT

MELEE ATK	RANGED ATK	AP	MOV	ARM

AP *(per activation)* (1) (2) (3) (4) (5) (6)

ACTIVE ITEM

ARMOR ☐ None 3 ☐ Light 5 ☐ Medium 6 ☐ Heavy 7

SHOTS ○ ○ ○ ○ ○ ○

INVENTORY

1	2	3	4
5 Scav.	6 Carry	7 Carry	8 Carry

MEDIKIT ○○○ ○○○ ○○○

☐ Stunned ☐ Immobilized ☐ Unconscious ☐ Overwatch

CARRY GEAR ☐ Pouch +1 ☐ Tactical bag +2 ☐ Backpack +3

4

ARCHETYPE *(Leader included)*

MINIATURE

HP TOTAL CURRENT

MELEE ATK	RANGED ATK	AP	MOV	ARM

AP *(per activation)* (1) (2) (3) (4) (5) (6)

ACTIVE ITEM

ARMOR ☐ None 3 ☐ Light 5 ☐ Medium 6 ☐ Heavy 7

SHOTS ○ ○ ○ ○ ○ ○

INVENTORY

1	2	3	4
5 Scav.	6 Carry	7 Carry	8 Carry

MEDIKIT ○○○ ○○○ ○○○

☐ Stunned ☐ Immobilized ☐ Unconscious ☐ Overwatch

CARRY GEAR ☐ Pouch +1 ☐ Tactical bag +2 ☐ Backpack +3

5

ARCHETYPE *(Leader included)*

MINIATURE

HP TOTAL CURRENT

MELEE ATK	RANGED ATK	AP	MOV	ARM

AP *(per activation)* (1) (2) (3) (4) (5) (6)

ACTIVE ITEM

ARMOR ☐ None 3 ☐ Light 5 ☐ Medium 6 ☐ Heavy 7

SHOTS ○ ○ ○ ○ ○ ○

INVENTORY

1	2	3	4
5 Scav.	6 Carry	7 Carry	8 Carry

MEDIKIT ○○○ ○○○ ○○○

☐ Stunned ☐ Immobilized ☐ Unconscious ☐ Overwatch

CARRY GEAR ☐ Pouch +1 ☐ Tactical bag +2 ☐ Backpack +3

6

ARCHETYPE *(Leader included)*

MINIATURE

HP TOTAL CURRENT

MELEE ATK	RANGED ATK	AP	MOV	ARM

AP *(per activation)* (1) (2) (3) (4) (5) (6)

ACTIVE ITEM

ARMOR ☐ None 3 ☐ Light 5 ☐ Medium 6 ☐ Heavy 7

SHOTS ○ ○ ○ ○ ○ ○

INVENTORY

1	2	3	4
5 Scav.	6 Carry	7 Carry	8 Carry

MEDIKIT ○○○ ○○○ ○○○

☐ Stunned ☐ Immobilized ☐ Unconscious ☐ Overwatch

CARRY GEAR ☐ Pouch +1 ☐ Tactical bag +2 ☐ Backpack +3

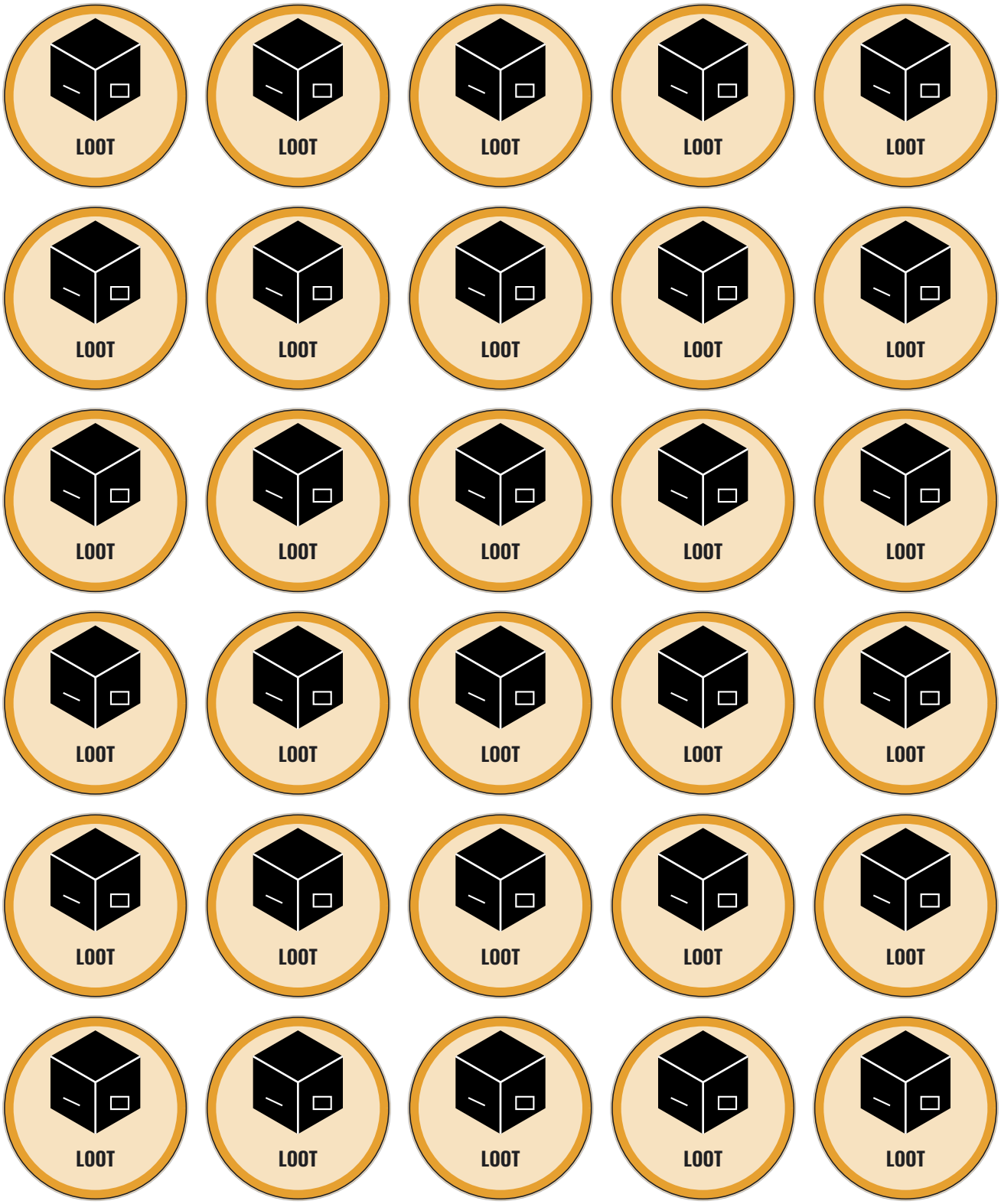
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Base profile: MELEE ATK 3D10 · RANGED ATK 2D10 · HP 6 · AP 6 · MOV 5 cm / 2" · ARM 3 · 4 slots (5 for the Scavenger). Each Archetype adds its own edge (8.3); write its profile in its block. HP: at 0 or less, Unconscious; Dead at −max HP.

PRINT-AND-PLAY TOKENS

Print at 100 %, glue onto card and cut out. Also available as STL files for 3D printing.

Loot markers: 2 per miniature in play (8.6), so 32 for the biggest game (4 players × 4 fighters). They are also used as Known Loot. This page: 30 · the last 2 are on the next page.



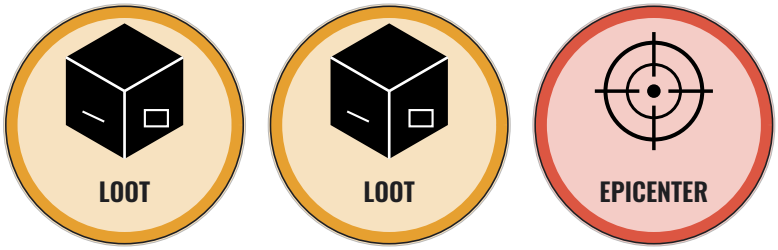
5 cm **Print at 100 % / actual size. Do not scale to fit.**

PRINT-AND-PLAY TOKENS · 2/3

Print at 100 %, glue onto card and cut out. Also available as STL files for 3D printing.

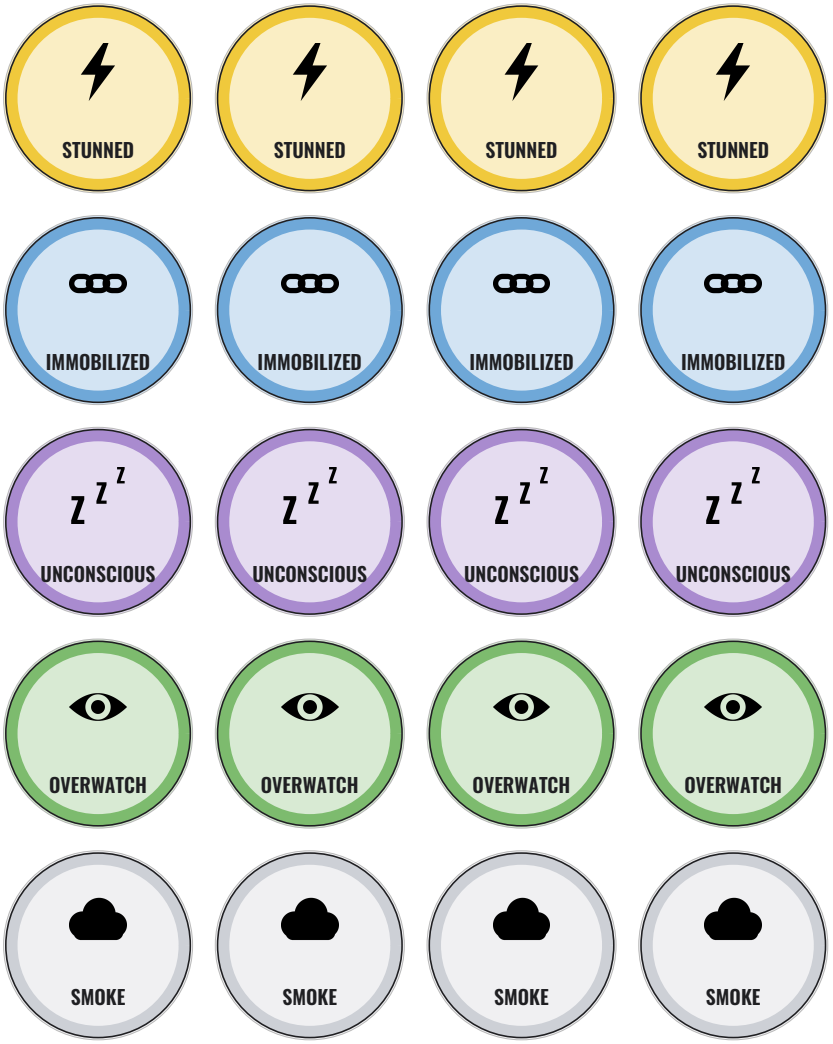
LOOT ×2 · EPICENTER ×1

Last 2 Loot markers and the Epicenter (8.8): one per game.



STATUS ×4

Status markers (4 of each). They mark Stunned, Immobilized, Unconscious, Overwatch and Smoke.



STUNNED ×4

Rules 5.4.8

IMMOBILIZED ×4

Rules 5.4.9

UNCONSCIOUS ×4

Rules 5.4.2

OVERWATCH ×4

Rules 5.1.7

SMOKE ×4

Rules 5.3.3

5 cm **Print at 100 % / actual size. Do not scale to fit.**

GEAR TOKENS · OPTIONAL

Print at 100 %, glue onto card and cut out. Also available as STL files for 3D printing.

Quantities follow the chances on the Loot table (6.5): 1 token per 2.5 %, rounded up, 48 in total. Use them to mark what a Known Loot contains. The rules do not need them: gear can also be written on paper.



5 cm

Print at 100 % / actual size. Do not scale to fit.

SKIRMISH BATTLE ROYALE MINIATURE GAME

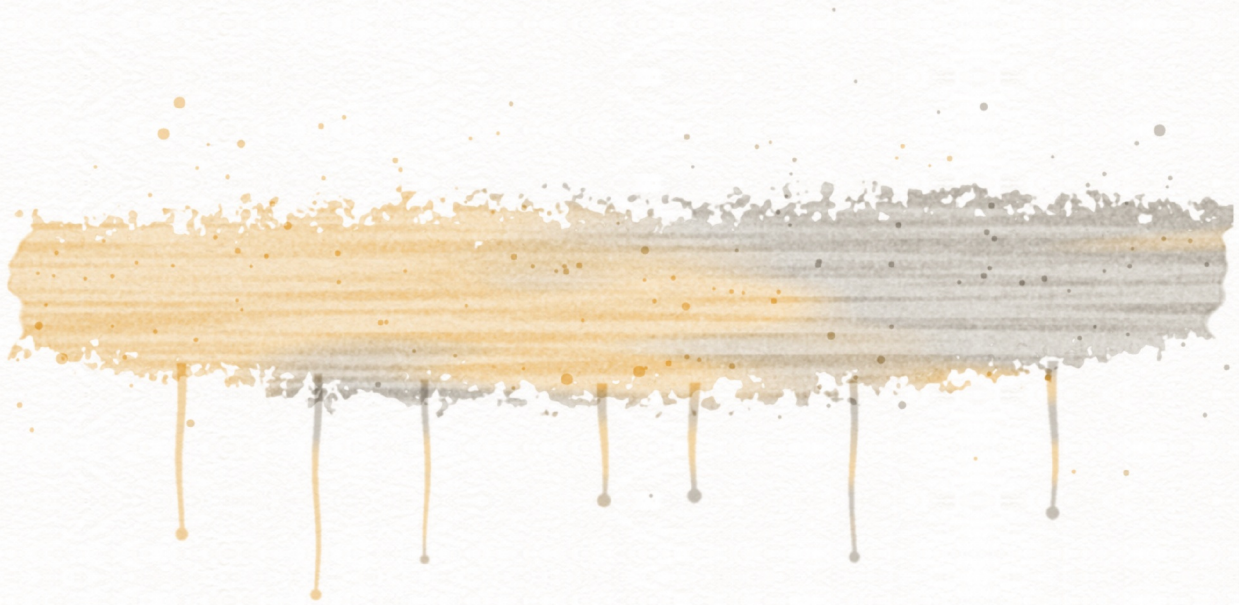
MERIDION

ENTER THE ARENA

The Tower is split in two. Above, the Uppers breathe clean air. Below, the lower levels choke in polluted air.

Meridion is the arena their rulers built, where bands from the lower levels fight to climb.

Lead a small band into the ruins, search for Loot and stay inside the shrinking safe zone as The Leash closes around you.



- D10 dice system
- A Leader and unique Archetypes
- Made for 32 mm miniatures
- 6 Activation Points per activation
- Loot, cover and a shrinking safe zone
- Includes a photocopiable band sheet

2 – 4 PLAYERS · 60 MINUTES · AGES 14+

meridion.level50miniatures.com

LEVEL 50