



HOW TO PLAY

MAINTENANCE PHASE

The following actions are performed in the maintenance phase in the order described below:

REPLENISH COMMAND POINTS

See the rules for Command Points below. Each player discards any leftover CP from the previous turn and draws the number of CP counters as specified by the RP level of the Mission being played.

REPLENISH HAND

Each player draws the number of cards necessary to replenish their hand to the number specified by the RP level of the Mission being played. Prior to doing so, either player may discard any card from their hand. In the first Turn, players clearly have no cards to begin with so may only draw their hand up to full.

TURN BIDDING

Starting with the first turn of the game, both players “bid” for who will go first in that turn using Command Points. Both players secretly write down the number of CP they are bidding and reveal their bids simultaneously. The player who has bid higher gets to go first. If both bids are equal then the Allied player goes first. CP counters used for turn bidding are discarded. Determine how many CP are available for each side in the Mission in the section dealing with CP below. A player may bid as few as zero CP up to as many CP as they have available.

DEPLOYMENT AND PLACEMENT OF REINFORCEMENTS

When setting up, both sides simultaneously place all of their models next to eligible entry points as described in the Mission Dossier being played. Any number of models may be placed next to any entry point. All models may enter the playing surface upon activation (assuming there is an open square for them to do so), paying the required number of AP to enter the first square. If there is no room to enter the playing surface after all friendly models have been activated, the model in question must await the next turn to enter. If multiple models are placed outside an entry point, the

owning player may choose the order that the models activate and move onto the table. If the square that a model is set to enter is occupied by an enemy model then the first and any subsequent actions that the model performs instead of moving must be either HTH or shooting attacks until the enemy model is dead and the square vacated. Reinforcements in subsequent turns are deployed in the same manner. Note that models need not enter the playing surface on the turn they become available but may wait until a later turn if the player chooses.

ACTION PHASE

This phase of the turn is, as the name suggests, where all the action happens. Movement, shooting, hand-to-hand fighting, and special actions all happen here.

Actions are performed in the Action phase model by model. The player whose turn it is “activates” a model and completes all actions for that game turn with that model: movement, shooting, hand-to-hand combat and special actions. Actions may be performed in any order. Once complete, an Activated counter is placed next to the model. That player then chooses the next model to be Activated and so on until all friendly models have been Activated at which time play turns to the opposing player. A model may only Activate once per game turn even if not all AP for that model are spent. A player may not, for example, Activate and move model A, then Activate model B, then Activate model A again later to perform a shooting action. A model need not spend all or any of its AP allowance but all models must Activate.

ACTION POINTS

The number of actions that a model may perform in a given game turn is limited by the number of Action Points (AP) that the model has. Each action performed by the model, whether moving, firing a weapon, swinging a blow at an enemy, or grabbing an objective item, costs a certain number of AP. Once a model has exhausted its available AP, it may perform no further actions that Activation, except as provided under Command Points. AP are expended on an action by action basis. In other words, a player may expend an AP to move or shoot, then expend another AP to move or shoot again. Refer to the following chart for AP cost of actions.

AP COST	ACTION
1	MOVE 1 SQUARE FORWARD
2	MOVE 1 SQUARE SIDEWAYS OR BACK
1	CHANGE FACING UP TO 180 DEGREES
1	FIRE WEAPON (UNLESS OTHERWISE SPECIFIED BELOW)
2	FIRE FLAMETHROWER OR GRENADE LAUNCHER
2	THROW GRENADE
1	HAND TO HAND ATTACK
1	OPEN OR CLOSE DOOR
1	PICK UP OR ACTIVATE ITEM

COMMAND POINTS

Each side has a certain number of Command Points (CP) to spend every turn as specified in the following chart.

MISSION RP LEVEL PER PLAYER	CP PER PLAYER
3-5	3
6-8	4
9-11	5
12-14	6
15-17	7
18-20	8
21+	9

CP are represented by counters that are drawn at the beginning of every turn. When a CP is used, it is placed into a discard pile. A CP may be used in a number of different ways.

CP are used for Turn Bidding as described in the Maintenance Phase.

Any CP which is not used for Turn Bidding may be converted to an Action Points for any friendly model during that model's Activation. CP may be used in conjunction with remaining AP to perform an action that requires more than the remaining AP for any given model. Another use is for sniper placement in the Axis player's turn.

CP may be used for card killing. When the enemy plays a Battle Card, CP may be used to negate its results and cause it to be placed in the Discard Pile. Cards which are already in play may also be killed in the same manner at any time. Each card has a Kill Value printed on it in red. This is the number of CP required to kill that card. After the second player in a Game Turn has announced that he is "done", the first player has a final opportunity

to expend any remaining CP on Card Killing as the second player will not be allowed to place further cards until the next Game Turn.

CP may NOT be used to counter other CP.

MOVEMENT

The direction in which a model is facing is an important consideration in Incursion. A model may only be considered to be facing **one** of the four sides of the square it currently occupies. For example, a model cannot be pointed at a corner of the square and be considered to be facing two sides. The facing of a model is the direction its torso is pointing.

Movement of an individual model consists of four functions: 1) moving from square to square, and 2) changing facing within the currently occupied square, 3) opening or closing a door, or 4) picking up or activating an item. Each of these actions consumes a number of action points. Movement may be backward, forward, or sideways at the cost listed in the AP chart. Models may not move diagonally nor may they move through other models unless a special ability of the model says otherwise, such as in the *Leap* special ability.

DOORS

Doors are represented on the game board by separate game pieces that stand upright. A Door may only be opened by models which are in the square directly in front of it and either facing or turned at a 90-degree angle to it. In every mission, unless otherwise noted, all Doors begin the game closed.

ACTIVATE OR PICK UP ITEMS

Some Missions call for models to interact with items in some way. The Mission Dossier will describe how this happens but as a rule, items may only be activated or picked up by models which are in the square directly adjacent to (and not corner to corner to) the item and either facing it or turned at a 90-degree angle to it. Kyonshi Hopping Zombies may never activate or pick up items unless otherwise noted in a Mission Dossier. A model that is carrying an item it has picked up may drop it at any time at no AP cost. A model may only pick up an item if it has not been dropped by another friendly model in the current turn. If the model is a casualty, the counter is left in the spot where it died and may be picked up by other models. Models may take items from other friendly models that have not yet Activated in exactly the same way as they are picked up in the first place. The facing of the model carrying the item is of no consequence, only that of the model taking it.

LINE OF SIGHT

To shoot at a target, the target must be within the firing models Line of Sight (LOS). All models have an effective LOS of 180-degree radius. All board squares to which a line can be drawn from the center of the square the model is into the center of another square that does not intersect a closed door or a square occupied by another model are considered to be within LOS. Hold a straight edge between the center points of the squares in question using the corners of the squares as guides to determine eligible targets.

SHOOTING

To shoot at a target, the target must be within the firing models Line of Sight (LOS). Once LOS is determined, the player pays IAP and simultaneously rolls a number of d6 equal to the number in the Rate of Fire (ROF) chart below for the weapon in question. These are called Damage Dice (DD). The results of all DD rolled per single AP expenditure apply to a single enemy model. The second column in the following chart represents that weapon's RoF in Reaction Fire mode.

WEAPON	ROF	REACTION FIRE
SMG	2	1
LMG	3	2
HMG	3 (x2)	2
Shotgun or Pistol	1	1
Flamethrower	1 (special)	-
Grenade Launcher or Sniper Rifle	1	-

For each DD that is rolled by the attacker, compare the result to the target model's Fortitude (F). If the roll meets or exceeds the target's F, the model suffers a Damage Point (DP). Some models have more than one DP. Each DP that a model with more than one DP sustains should be marked with a DP counter. When all DP are gone, the model is a casualty and is removed from the table. Note that unless this rule is modified by some special ability, a single DD may never cause more than 1 DP.

Some Battle Cards and weapons can modify a models' Fortitude. Fortitude may never be modified in any way to be more than 6 or less than 1.

RANGE

Some weapons or special attacks have a maximum effective distance. This is expressed as a "Range of x" in the description of the attack. The attack may be made up to "x" number of squares away. When making the attack, determine LOS per shooting. Every

square that the straight edge passes over in any part whether the straight edge is laid orthogonally or diagonally counts toward the maximum allowable range.

REACTION FIRE

At the end of a Player's turn, models with ranged weapons that cannot draw LOS to an enemy model go into Reaction Fire mode, waiting for opportunity fire in a given direction. Models armed with weapons that affect more than one square may never go into this mode. Grenades of any kind may never be used in Reaction Fire.

While a model is in Reaction Fire mode, it may engage in opportunity fire at targets which move or shoot within the model's LOS. For each movement or shooting action performed by any enemy model: i.e., moving from square to square, changing facing, opening a door, firing a weapon, etc., within the firing model's LOS, the model may fire its weapon as described in the Shooting rules but using the Reaction Fire column on the weapon chart to determine ROF. This could result in lots of free shots for the model in Reaction Fire mode. If an enemy model action takes it out of LOS of the firing model, no Reaction Fire is possible.

OUT OF AMMO! If a model rolls doubles while rolling DD, that model loses Reaction Fire mode. It is assumed that the model is busy reloading. Obviously, models that roll 1 DD in RF may never be Out of Ammo as it's impossible to roll doubles on one die!

If a model in Reaction Fire mode is the target of a HTH attack or performs an action other than shooting, Reaction Fire mode is lost. Reaction Fire automatically ends at the beginning of the model's next activation.

GRENADES

Any model which is armed with grenades may pay the appropriate number of AP to make a grenade attack. A grenade has a range of 6 and is thrown to a target square that would normally be within the model's LOS. It may however be thrown over intervening models and the target may be an unoccupied square. The blast of the grenade fills 9 board squares, beginning with the square in which the grenade landed and extending evenly to fill adjacent and diagonal squares. Make a DD roll for any model (friend or foe) that is within these 9 squares and add 1 to the result. Models in squares which are behind closed doors are not subject to DD rolls.

GRENADE LAUNCHER

A grenade launcher follows the rules for Grenades above except that it has no maximum Range and only requires IAP to fire.

HEAVY MACHINE GUN

An HMG may shoot twice per AP spent with a ROF 3 for each shot. Fire the first shot and remove any casualties, then fire the second shot. The second shot may not be used in Reaction Fire.

FLAMETHROWER

A flamethrower shoots a jet of jellied gasoline which can be roughly directed by the firing model. The firing model may choose up to 8 squares to be affected by a blast of the flamethrower. He does so by placing "On Fire" counters on the affected squares. The first square to be affected is always the square directly in front of the firing model. The player then proceeds to place the remaining 7 markers. Each marker must be placed adjacent to a previous marker and must be in a square that is within the firing model's LOS. The On Fire counters remain on the board and are removed just before the first model of the side that fired the flamethrower activates. Counters from subsequent flamethrower shots may not be placed in squares that are already on fire.

Any model which moves within or onto any square that is On Fire is subject to a DD roll. Each subsequent On Fire square the model moves into becomes increasingly dangerous as the heat builds. Roll 2 DD for the second On Fire a model begins its activation in an On Fire square but chooses not to move, or moves into an On Fire square and has remaining AP that are not spent on movement, it suffers a DD roll for each AP it possesses as defined by the model's AP value on its Model Card. Note that these AP may still be used for other activities such as shooting

but the DD from fire damage are rolled regardless. On Fire counters do not block LOS.

SHOTGUN

A shotgun may either fire an armor piercing slug against armored targets or a load of buckshot against softer targets. In both cases, the result is the same. Models that are the subject of a shotgun attack suffer a -1 to their F value on DD rolls.

HAND TO HAND COMBAT

Attacking an enemy model in HTH costs 1 AP, as stipulated in the AP chart. Any model may make a HTH attack and all HTH attacks follow these rules no matter what weapons a model is carrying unless otherwise noted. To attack an enemy model in HTH, the target model must be in one of the 3 squares directly in front of its current facing. For each HTH attack, roll a DD and place DP markers or remove models as casualties as described in the Shooting section above. Note that initiating HTH combat does not "lock" either model in place and either model may act freely in its current or next activation. Models may shoot freely even if occupying squares adjacent to enemy models. Only one enemy model may be attacked for each AP spent on HTH. Note that in some cases, it may be more efficacious to shoot an enemy model that is in an adjacent square rather than attack it in HTH.

REROLLS

No single die may ever be rerolled more than once for any reason.

UDT LT. CMDR. "TURNER"

Adopted son of the famous Admiral Turner who created the UDT teams. "Turner" was a soldier found in the Pacific with amnesia by his future "father" who saw the potential in the young fighting man as he was rescued from another conflict nearby. He was fighting off a horde of zombies with a harpoon. He has an incredible swimming ability, almost more at home in the water than on land but can also climb a palm tree faster than anyone should be able to. And his fighting style speaks of such, and hence Admiral Turner started thinking about a unique group of sailors who could take the fight from the water to the shores and beyond.

Swimmer - Ignore the movement penalty for being in water squares and the Flooded Tunnel Battle Card.

Satchel Charge - May be thrown once per game. Functions as a Grenade in all respects except it has a range of 4 instead of 6, +3 is added to all DD rolls instead of +1, and it causes 2 DP instead



UDT NCO

The UDT's typically have a Marine or Army liaison operating with them, UDT 13th Grinders have a Sarge from the Marines operating with them to be better connected to the Marines in the rest of the mission.

Swimmer - Ignore the movement penalty for being in water squares and the Flooded Tunnel Battle Card.

Satchel Charge - May be thrown once per game. Functions as a Grenade in all respects except it has a range of 4 instead of 6, +3 is added to all DD rolls instead of +1, and it causes 2 DP instead of 1.

NCO in Charge - +2 CP each turn.

Adaptive Camo - Once per game, the UDT player can declare that they are using Adaptive Camo. Choose one benefit:

- **Infiltrate**: After Deployment, but before the first player turn of the game, all UDT models gain a one-time free activation. CP may not be used during this activation to make the model perform additional actions.
- **Invisible**: All UDT models gain +1 Fortitude (max 6) until the end of the turn. This can be used at any time, including right before an enemy rolls dice to attack one of your models!

UDT ENSIGN

The UDT Ensigns in the UDT 13th Grinders have a sorted history. Highest awards and ranks among all fighting units, also the most trouble off duty. Now, none have been convicted of anything, but that's mostly because they are in the Pacific fighting and not on shore leave recently. But when there is trouble, the 13th get sent into the Meat Grinder, the Grinders, hence their name. But not one man in the 13th would ever walk away from a fight.

Swimmer - Ignore the movement penalty for being in water squares and the Flooded Tunnel Battle Card.

Satchel Charge - May be thrown once per game. Functions as a Grenade in all respects except it has a range of 4 instead of 6, +3 is added to all DD rolls instead of +1, and it causes 2 DP instead of 1.

Adaptive Camo - described above"

FLIP

The UDT have flipping dolphins, with freaking lasers! The UDT's always travel in the waters with a friend like FLIP. He moves fast, scans the waters from trouble, reports in usually while taking care of the trouble. Sturmpzombies, bomberzombies, or zombies... anything that gets in the water and gets stuck in there and can hurt the teams or shipping...

Electrified Harpoon Gun - Requires 1 AP to fire. When fired, roll a D6. On a roll of 4+ the target model is harpooned. Roll 1DD+2 against it and then it is dragged to and placed in the square in front of FLIP. If the target model is killed by the shot or later killed by any means, FLIP must forfeit 1AP to yank the harpoon free and thereafter is free to fire again. FLIP may not go into Reaction Fire mode. Harpooned models are automatically freed if FLIP is dead.

Swimmer - Ignore the movement penalty for being in water squares and the Flooded Tunnel Battle Card.

Agile - May perform Change Facing actions for free.

Leap - May move through spaces occupied by other models if it has the AP to do so. May never end its activation on another model. CP may not be used to initiate or complete this movement.

Adaptive Camo - described above



MISSION DOSSIER 1

CHUM!!!

THE FORCES

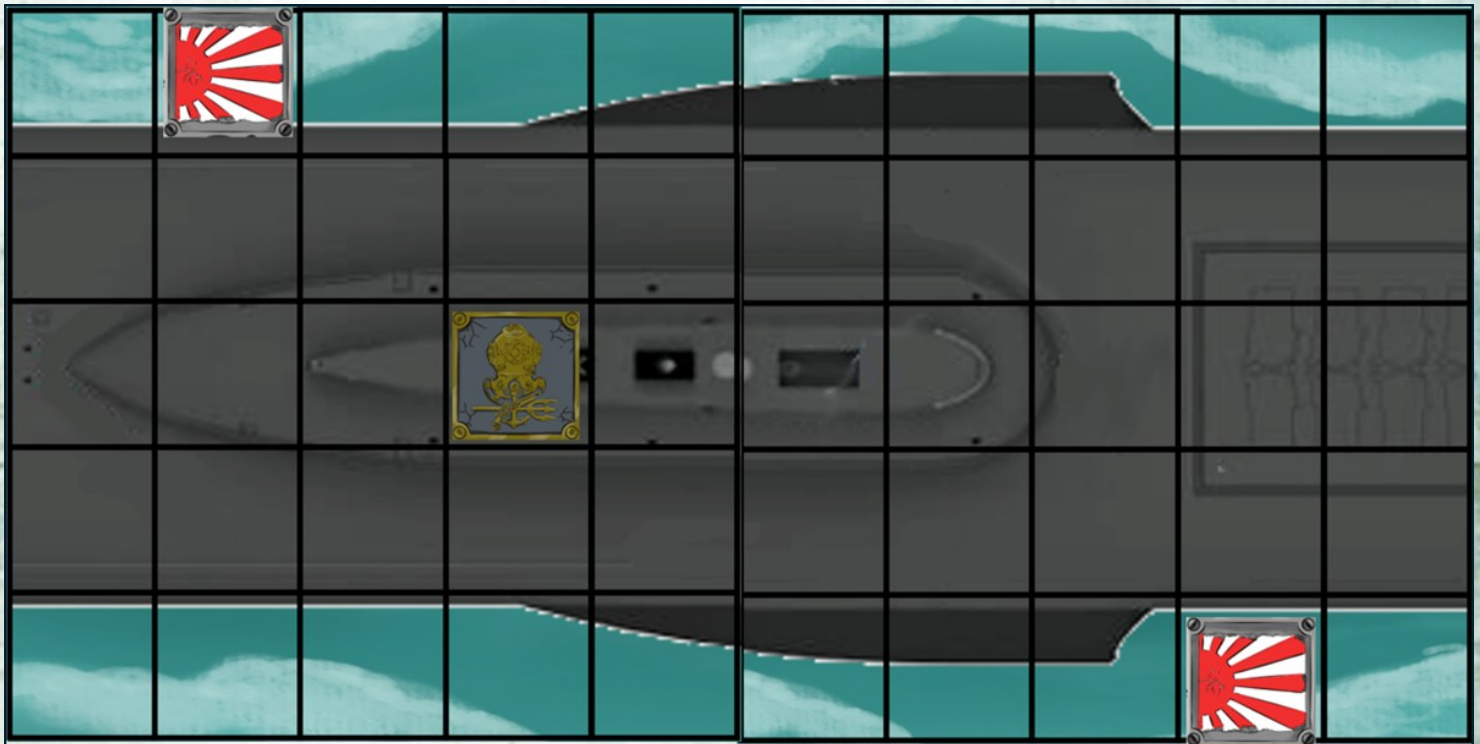
Each side chooses 10 to 20RP worth of troops. For the Axis player, in this Mission, all RP must be spent on Kagewani. The Allies must choose from UDT only.

VICTORY CONDITIONS

The Allies and Axis forces must start off board and begin their first movement on a start location token.

SPECIAL RULES

No Man Left Standing- Victory for the Allies in this Mission is dependent solely on the last remaining Japanese model being removed from the playing surface. No survivors. Axis win by killing the Allies forces.



KAGEWANI

The Kagewani are thought to be early experiments in recruiting Oni to Iwo Jima or perhaps even a hybrid Japanese or native person hybridized with an Oni. The truth is unknown as these creatures migrated back to the waters surrounding Iwo Jima and harasses all seagoers.

Bite – Once per turn, using all AP the model may lower the Fortitude of an opponent by 1.

Unstoppable - See SNAFU Rulebook.

Iron Fist - See SNAFU Rulebook.

Swim – While the model starts and stays in the water, treat AP as 4 instead of 2.

