UPRISE

Terms

The rules of Uprise may seem complex at first, but after a while you will become accustomed to it, and games will fly by almost flawlessly. You do, however, need to know a few basic terms before you can understand the game:

D12: a 12 sided die. These are somewhat obscure; I recommend looking online.

D6: a six-sided die. These are fairly easy to acquire through most gaming shops.

D3: half of a D6 rounded up.

Rule: a way of measuring, such as a Tape Measure or Ruler. It must measure in inches.

Profile: the rules for a character in the game, including equipment.

28mm Heroic: the scale of the game. The models must be at this scale, but you may vary terrain.

About the game

Uprise is designed to be played as short skirmishes, or indeed a series of them, set in the near future of 2054. Pollution has forced humanity into Spires; self-supporting bastions that protect life inside from the toxic world that had been created by the unsustainable civilization that now lay under the dunes of deathly sand. The game can be played by many players at once, provided there is time and room, and is designed to be more of a fun, social experience than a competitive one.

I have laid out the rules in such a way so you can tailor them to your own personal tastes. I have included a few scenarios to get you started, but as variety is the spice of life, I suggest you and your friends create more of your own.

In the infancy of the 21st century, pollution was at a peak. Humanity was reaping more from the planet than could be remade, and in turn filling it with the waste. Rivers became contaminated and the landscape ruined by the various pollutants, chemicals and choking clouds of gas that spewed from the buildings of humanity. Governments across the world realized the threat that was encroaching on them, and moved to act against it, but the point of no return had long since gone. The ecosystems of Earth strained more and more to keep the world alive, but finally stalled dramatically. Sweeping dunes of toxic ash engulfed entire cities, preserving the bodies in their hideous pain-wracked state before they perished. Thick clouds of smog spewed from atmosphere, blotting out the sun and engulfing nations in its choking grasp. Declaring a state of emergency, each nation built self-sustaining mega-cities to be filled by their best and brightest. The Spires.

As the most celebrated citizens of each country were immigrated to these mighty towers, billions followed, begging for refuge from the self-engineered hell that had taken their friends and family. The Governors of the Spires showed mercy upon the masses of people, ordering the construction of habitats for them against recommendation, sacrificing themselves to control the city and make certain that the systems that kept the populace safe from the outside ran perfectly, at the cost of their lives. The Governor's chamber contains nothing but dusty old corpses in rich finery; one or two may still be alive, but every second is wracked in agony. They are left in solitude. The final act before all communication was severed between the Spires was simple; to bring about the Peacekeepers, who would keep order in place of the Governors. They still hold close today, protecting the secret of the hierarchy and the Spires to ensure survival.

However, disease now runs rife through the lower layers of the Spires, and people are starving. There is very little water to be had. With the pressures of life beginning to crush the people of the Lower Spires violence brewed within them. Gangs began to form, mostly angered by the grave inequality of life. To them, whilst the Governors and their companions lived in majestic mansions, with every possible luxury available to them on a whim, the citizens of the Lower Spires had to fight to survive every day. The Governors have imposed martial law to stop the gangs, but now the time has ran out.

The Rebellion fight for equality and freedom among all classes through any means possible, aiming to either turn the governors to their side or kill them trying.

The Peacekeepers are the mailed fist of the Upper Spire, there to keep law and order among the citizens. They strive to protect the Spires at all costs, knowing that the collapse of the Upper Spire would doom the entire populace to death.

Profiles

Unlike the majority of games which set you to a specific profile and value, Uprise is designed to allow you to make your own type of team. Perhaps you want a nimble, agile team of Peacekeeper operatives, or a group of juggernauts running through the enemy screaming for the Rebellion? Maybe you would like a variety of people from across the spectrum?

A unit is best described a measure of currency. It is spent on the Armoury (which is detailed in the weapon entry) and Profile.

Typically, you'll have 30 units to spend on your character's profile, including equipment. Every characteristic costs 1 unit to improve by 1. There are 4 characteristics which can be edited, which can go up to 15:

P (Physique) dictates the strength, toughness and weight of the character. While this may be considered good all the time, be aware a higher Physique score will detract from the mobility of your character greatly. To represent this, for every 2 Physique points, you will gain one weight. This'll become more important later on. You may not exceed your Physique in the weight of a piece of equipment purchased from the Armoury.

A (Accuracy) represents how well your character can aim. Whilst advantageous in most circumstances, being able to hit a bottle from a mile away doesn't help much when your character is getting brained with a lead pipe! Keep your distance, and Accuracy can become brilliant, however.

I (Intelligence) shows how skilled the character is with completing mission tasks and objectives. Being able to complete objectives is essential to the mission, unless you can kill your way out, and having a higher Intelligence score improves your chances of performing it.

S (Speed) represents how fast your character can move, and is used to figure out what their movement distance is.

W (Weight) is impossible to edit with units, but is changed with equipment and the Physique characteristic. The importance of this will be explained later.

The default profile of a Character is this:

P	A	I	S	W
1	0	1	2	0

You cannot sell any of the units in the default profile, only add on to them. This represents the lowest of the low in skill and strength, probably more suited to beating rugs than beating people. You must spend a minimum of 5 units on characteristics.

Each of your Characters is normally an individual working with friends, or a member of a player-controlled team. Decide before you play.

Each character may carry a total of 3 unique firearms (dual-wielded weapons count as a single weapon) and Combat Weapons.

GAME RULES

Who goes first?

Before anything else happens, each player rolls a D12. The player who gets the highest result will act first in deployment and phases, and the second highest will act second in deployment and phases, and so on in descending order.

Deployment

At the beginning of the game, each group will have a deployment zone designated to them. This is where models start before the game begins. Place them down anywhere within the area designated in the order which you deploy.

Turn layout

Each player will move, shoot and assault models in the same phase, where the players act in order, to represent the constant chaotic movement of fighters in the Spires. There are 3 phases; Movement, Combat and Shooting which we shall go into detail about now. The results of the phase will be resolved afterwards.

If a player rolled for the first actions in movement and deployment, then they will move first during the movement phase, then the second will move, and so on. This is continued throughout all phases, i.e. the combat with the first player to act takes place first before others are resolved, even if with the last player, and they will also shoot first. However, if a model is killed before it's actions, i.e. a model shoots it down, it still can fight before it is removed from the board.

Movement

Movement is where the Weight characteristic mainly comes into importance; you may move up to double your Speed, -Weight in inches. You must declare stances for your models before they have moved; these are put into detail in the Advanced Rules. You can use this to move up and down buildings in addition, and into base contact with opposing miniatures if you wish to engage them in Combat. However, if you move through buildings or obstacles, you must minus a D3 (the result of a D6 roll halved and rounded up) without prior agreement with your opponent over certain pieces.

Combat

Combat is the phase in which all melee attacks are made.

Each attacker has a number of attacks equal to half their Physique, rounding up, combined with half their speed, again, rounding up.

The model with the highest Speed Characteristic goes first. If 2 models are equal in Speed, they attack each other at the same time, rolling attacks against each other without taking results until they both have finished.

First of all, the enemy character to the attacker attempts to deflect attacks, known as 'Deflection Saves'. You take the difference between the Speeds of the faster character and slower and add it to 4. That number equals what you have to roll equal to or above on a D6 to deflect the blow. If the total is higher than 6, it is impossible to save. You take one against each attack, and for every time you fail, another attack has gotten through.

When all of your Deflection saves have been resolved, the attacking player attempts to wound, by comparing the Strength of the Attacker's weapon to the Physique of the Defender on the chart below. The number that is found the number the attacker has to roll equal to or higher on a D12. Every successful roll is a wound against the character.

After that, the defender rolls an armour save for each time the attacker rolled successfully if he has purchased any in his Equipment. If he fails it or doesn't have the necessary equipment, he takes a wound. A model has a number of wounds equal to half of their Physique characteristic (rounding up), and if a model loses every wound, it has perished and is removed from play. If the model who did not charge does not perish, they can choose to continue fighting or to flee. If they continue, then both characters skip all other phases, including choosing a stance.

ATTACKER'S STRENGTH

DEFENDER'S PHYSIQUE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	6	6	6	5	5	4	4	4	3	3	3	2	2	2	2
2	6	6	6	6	5	5	4	4	4	3	3	3	2	2	2
3	6	6	6	6	6	5	5	4	4	4	3	3	3	2	2
4	7	6	6	6	6	6	5	5	4	4	4	3	3	3	2
5	7	7	6	6	6	6	6	5	5	4	4	4	3	3	3
6	8	7	7	6	6	6	6	6	5	5	4	4	4	3	3
7	8	8	7	7	6	6	6	6	6	5	5	4	4	4	3
8	9	8	8	7	7	6	6	6	6	6	5	5	4	4	4
9	10	9	8	8	7	7	6	6	6	6	6	5	5	4	4
10	10	10	9	8	8	7	7	6	6	6	6	6	5	5	4
11	11	10	10	9	8	8	7	7	6	6	6	6	6	5	5
12	11	11	10	10	9	8	8	7	7	6	6	6	6	6	5
13	12	11	11	10	10	9	8	8	7	7	6	6	6	6	6
14	12	12	11	11	10	10	9	8	8	7	7	6	6	6	6
15	12	12	12	11	11	10	10	9	8	8	7	7	6	6	6

Shooting

The shooting phase is where Accuracy comes into use, among other things.

To commence shooting, first pick the weapon you wish to use (you may only choose one, excluding dual wielding), then you must first pick a target that can be seen by the model and measure range. If it is out of range, bad luck, the shooting phase for that model is finished. If they are in range, however, you continue to roll to hit.

Only one model may be targeted during a single turn.

To determine if a model can see, Uprise uses 'true line of sight', where rather than using a complicated method of equations to figure it out you simply look from behind the model. If you can see up to 25% of the target, they are visible. You may pick multiple targets and divide shots between them.

To find what you need to roll to hit, subtract your Accuracy from 7. It will only go to a 2; any excess that would lead to a number below 2 can be used later when it becomes more difficult to hit.

For example, a model with an Accuracy of 9 fires at a model in the Taking Cover stance, which subtracts 2 from the accuracy of the model attacking them. Normally, the model would only have to roll 2+ to hit, as 7-9=-2, which automatically goes to 2+. However, as they are in cover, you must -2 from the accuracy, but as 7-7=0, the model still only needs to roll 2+.

The extra points are essentially stockpiled until they are needed, i.e. after taking a particular stance, then they are applied to the model. You then roll to hit at a score equal to or above your Accuracy. Roll these on a D6.

After that, you gather all the dice that hit and roll them again, using the table above.

After rolling to wound, any successful wounds are either saved by the defending character if they have purchased armour or taken from their wounds, as with Combat.

Advanced rules for each phase

Not everything has been explained in the fullest detail. These are the basic laws that compose Uprise; however there are more in-depth rules which are optional, which shall be referred to by the name Ad. Rule from hence forth.

Movement Ad. Rules

Stances: At the beginning of moving a Character, you *must* choose what stance they are in, or state what stance they are forced to choose involuntarily. The only exception is if they choose to fight in combat, in which case they skip stances. The stances each confer advantages and disadvantages to the character, and go as follows:

Taking Cover (only allowed when base is in contact with a piece of terrain). 2 subtracted from the accuracy of any enemy model aiming to hit the character, but must be on opposite side of terrain to enemy to gain advantage.

Alert The model must halve its movement, but in return, it gains +1 Accuracy against enemies.

Aiming The model may not move, but gains +2 Accuracy and +1 Strength to their gun.

At Ease The model uses its Basic Profile.

Sprinting The model gains D6 extra movement, but cannot make any attacks. Any model attacking the sprinting model has 1 unit subtracted from their accuracy.

Free Run: If a character has a Weight characteristic of 5 or lower, they may choose to perform a Free Run. They may run up to 3 times their Speed characteristic with no negative modifiers. They can climb and jump to and from ledges up to 4" with it counting as no movement. They may also Vault gaps 3" across between buildings and ledges with it counting as 1". Any model attacking the character in the turn has 3 units subtracted from their Accuracy, but may not attack in combat or with any guns with a weight higher than 4.

Stationary: Some weapons contain such force and power that the wielder has to remain stationary to unleash its fury. If you wish to fire a weapon detailed as 'Stationary' you must not move the model possessing it in the turn you wish.

For example, a model carrying a Sniper Rifle wishes to fire their weapon. To do this, they must not move. After the turn, they may move if they wish, but they may not fire the rifle.

Combat Ad. Rules

Improvise: A model that you haven't purchased a close combat weapon for can fight in combat, counting as possessing an As User strength weapon with no weight. You must still purchase two weapons to count as having Dual-wielded weapons.

Dual-wielded: Often a fighter has obtained a pair of close combat weapons. A fighter with 2 close combat weapons of any variety gains an attack when hitting in Combat and may add 1 to Deflection Saves.

+X and As User: Some weapons add strength through weight or keenness, whilst others refer to the Physique of the model directly. If it adds to the strength of the weapon, it will have '+X', 'X' being replaced by the amount added, or it will have 'As User', which means it is equal to the user's Physique in strength.

Shooting Ad. Rules

Fleeing: If a model flees from a combat, they must move at half their full movement rate without any shooting. However, a model that was fled from in combat may either pursue them at half their movement rate or shoot their gun, having to snap fire. Snap Fire is identical to normal shooting except you have to take away 2 units from your Accuracy.

Dual-wielded: Occasionally a model may have acquired a pair of lighter weapons. To represent this, you may purchase any weapon with a weight of 3 or less twice. You may fire both at the same time at a penalty of -1 Accuracy, or a single one as normal.

Explosives and Incendiary Weapons: The use of explosives and fire, although ill-advised in such dense population centres, is a regular occurrence. In a black market that creeps through most Spires, many prohibited weapons are sold as a measure of self-defence. Many specialist weapons are bought in these illegitimate bazaars by both sides, including grenades, plastic explosives and crude fire-based weapons. Any weapon that is labelled 'Explosive' can be aimed anywhere within range, even away from models. They will also have a Blast Radius. Anything within that radius is automatically hit by the explosive weapon, and is tested for wounding at the strength of the weapon. Incendiary weapons are simply weapons that can also be used to cause fires in building if the building is hit.

One Shot Kill: Some weapons are so powerful that a single bullet can put down a man. If a firearm has a strength of more than double the target's physique, it will remove all wounds if not saved against.

Missions

Of course, all of this is useless without some kind of motive for your characters to battle; objectives such as calming a riot, perhaps, or trying to obtain a brother in the revolution from a prison? There are 3 types of objectives, but it is up to you and your opponent to decide what you need to do. There are no set missions; it is up to the players to forge their goals. This ensures you can have a different game every time. The three varieties of objective are Assassination, Retrieval and Interaction.

Assassination is exactly what it says; kill or neutralize a model who the opposing player has created a profile for; they do actively take part in combat if the controller choses so, and move as they wish. They are created using the standard template, but the player only has 10 units to spend, and is still restricted to the minimum regulations. However, upon the death of this model, 1 point of the assassinating player's choice is removed from all units on the opposing side.

Retrieval is again, exactly the same as it says where a model has to obtain an item and return it to a location, both of which should be clearly marked on the board. To obtain the objective, the model must move into base-to-base contact with it, and after they move away the marker follows them. If a model dies in the fight, replace its position with the marker. Be aware your opponent can also pick up the objective with their models. The weight of the objective should be decided beforehand, and is added to your character's weight while they carry it. They may not fire weapons while carrying an object of weight 3 or higher, and only weapons with a weight up to 2 if able.

Interaction is a vague objective that can be used to describe most other things, and it is where Intelligence comes into practice. It can be used to describe nearly everything else you would do; whether hacking a Computer or planting a bomb. To succeed with an Interaction objective, you must be in base-to-base contact with the objective, or as close as possible. You must then sacrifice your shooting phase. You get a number of D6 equivalent to your Intelligence score to roll in your attempt. If you roll a 6 on a D6, you have succeeded in interaction, which means you have completed the objective. You cannot interact while in combat.

Demolition objectives involve destroying a piece of terrain with your weapons. Simple. You may need to take out the power to a stronghold by destroying the generator, or need to render an outpost unusable.

Occupy objectives are where you need to remove the enemy from a building and place your models inside. This could be used to represent the takeover of a fortress or defensive position.

Often, a better narrative can be formed if you choose to have objectives linking to each other or having consequences in the game world. How about your target is successfully taken out and drops a laptop containing important intelligence which you need to pick up, or after you successfully blow the door open you can enter the building to complete another objective? Feel free to mash up or create your own goals in-game that vary from the standard ones provided.

A game can last however long the players wish; there is no typical amount. Perhaps you want to set up an event in the Uprise world, or host a tournament of sorts where you

compete against other teams in games? Maybe you just want to play a quick game over half an hour? Uprise is about freedom in the game to use what models you want, use them how you want to and to make your own mission, and even if it seems like extra work on your part it provides you with a greater sense of satisfaction and enjoyment than a cut-and-paste horde of models.

Attacking and Defending

One side will almost always be on the attack, trying to complete the mission objectives, while the defending side will be preventing it. Sometimes, both sides will have objectives, but this is up to you and your friends. Each side will be arranged before the battle. There are certain advantages to attacking and defending. Defenders will have hardware as detailed in the Environment section, and will always deploy first. Attackers, however, get a free turn without defender action before the alarm is raised and both sides can move.

Armoury

Your models need weapons, and this is the section where all of the items that can be used by models are covered, complete with unit costs, weight and everything else. A minimum of 5 units must be spent on the Armoury.

Armour

6+ Armour (small secreted items that *might* stop a bullet, i.e. a book)

Cost: 1 unit   Weight: 1

5+ Armour (a few pieces of scrapped metal, a thick vest)

Cost: 1 unit   Weight: 3

4+ Armour (bullet-proof vests, knife plates, recon armour)

Cost: 2 units Weight: 5

3+ Armour (standard military armour)

Cost: 3 units   Weight: 8

2+ Armour (bomb suits, full assault armour)

Cost 5 units   Weight: 10

Firearms

Pistol

Strength: 3   Shots: 1   Range: 12"   Cost: 1 unit   Weight: 0

Small SMG

Strength: 4   Shots: 2   Range: 16"   Cost: 2 units   Weight: 1

SMG

Strength: 4   Shots: 3   Range: 24"   Cost: 3 units   Weight: 2

Shotgun

Strength: 5   Shots: 2   Range: 12"   Cost: 2 units   Weight: 3

Sniper Rifle

Strength: 15   Shots: 1   Range: 36"   Cost: 8 units   Weight: 4   **Stationary**

Carbine

Strength: 4   Shots: 4   Range: 30"   Cost: 5 units   Weight: 4

SAW

Strength: 5   Shots: 4   Range: 24"   Cost: 6 units   Weight: 5

Grenade Launcher

Strength: 6   Shots: 2   Range: 24"   Cost: 5 units   Weight: 7 **Explosive (Blast Radius 3")**

LMG

Strength: 7   Shots: 5   Range: 18"   Cost: 7 units   Weight: 8   **Stationary**

Heavy Shotgun

Strength: 7   Shots: 2   Range: 18"   Cost: 7 units   Weight: 7

Minigun

Strength: 9   Shots: 6   Range: 24"   Cost: 9 units   Weight: 10   **Stationary**

Grenade

Strength: 4   Shots: 1   Range: 6"   Cost: 3 units   Weight: 1 **Explosive (Blast Radius 2")**

Flamethrower

Strength: 5   Shots: 6   Range: 8"   Cost: 4 units   Weight: 4 **Incendiary**

Missile Launcher

Strength: 10   Shots: 1   Range: 36"   Cost: 8 units   Weight: 8 **Explosive (Blast Radius 4")**

<u>Molotov</u>

Strength: 3   Shots: 1   Range: 6"   Cost: 3 units   Weight: 1 **Explosive (Blast Radius 2")**
Incendiary

Melee Weapons

<u>Standard Weapon</u>

Strength: As user   Cost: 1 unit   Weight: 1

<u>Club</u>

Strength: +3   Cost: 2 units   Weight: 3

<u>Knife</u>

Strength: +2   Cost: 2 units   Weight: 1

<u>Poisoned Weapon</u>

Strength: +4   Cost: 3 units   Weight: 2

<u>Maul</u>

Strength: +4   Cost: 2 units   Weight: 4

<u>Axe</u>

Strength: +5   Cost: 4 units   Weight: 4

<u>Hammer</u>

Strength: +6   Cost: 5 units   Weight: 6

Terrain

Uprise is played on a board featuring pieces of terrain, representing the dense, clustered interiors of the Spire. There are 3 types of terrain; Buildings, Obstacles and Impassables.

Buildings can be entered and climbed by all characters if you wish. If the model cannot fit, just place a token showing that the character is inside the building.

Obstacles can be climbed but not entered.

Impassables are items that are impossible to climb or enter. For example, a power generator is too risky to enter or climb.

All of these terrain pieces can be used in the 'Taking Cover' stance, and could possibly be used in an Interaction objective.

Placement is not particularly intricate; most players will have 'Modular' boards where nothing is attached permanently to the surface, allowing for easy storage and adaptability. If you can't afford any sort of terrain, stacks of books and other items will do on a kitchen table.

As most of the time, discuss terrain with your opponent to avoid any confusion.

Terrain can also have effects on the landscape. A generator may be highly volatile and explode when a test is rolled on a D6 and 6 is rolled, causing everything within 6 inches of the centre of the terrain to be hit with a Strength 4 blow; maybe a shot could be directed at it to improve the chances of it exploding to a 3+ the following turn? Experiment with some other ideas.

Environment

The various sectors of the Spire are incredibly varied; in the upper levels, there are gleaming silver bastions rising in the middle of upper-class shopping districts and suburbs; in the lower levels, the roads are paved with filth and lined with corrugated iron huts and buildings made out of what the upper spire leaves behind. Each area has some differences, and this will change the game.

Traps

If the defending player so chooses, when the board is set up they may note down the locations of D6 traps on the board on buildings or obstacles. If an enemy model enters a trapped building or comes within 2 inches of a trapped obstacle, all enemy models in range suffer D6 hits in total with a strength of D12. All of these attacks are treated as shooting attacks that automatically hit. Note that you may place traps in a building more than once; they will all trigger. After the initial trigger of the traps, they no longer function.

Turrets

Often, a defender will set up heavy weapons to defend against oncoming models. The defending player may deploy D3 turret weapons in the game, and mark their location on the board with a token. They may pick any firearms from the Armoury, but may not take two or more of any weapon. However, these weapons cannot move and need a model interacting with them in base contact to be used (the model will automatically move to the Taking Cover stance, where the turret counts as a piece of terrain). The turret can be used by both sides in the shooting phase.

Fire

In the chaotic and rage fuelled battles of the Spires, any methods that can kill are viable. Any model within 2" of a piece of terrain may attempt to ignite a fire in their shooting phase. They do this by passing an Interaction test. If they are successful, the building begins to burn. Place down a marker to represent this. All models inside the building suffer D3 hits each with a strength of D12 for every turn the building is standing. However, the blaze is impossible to control. At the beginning of every turn, you must make 2 tests. The first is a test to see if the building is demolished; on a D6, you must roll equal to or higher than the number of turns the building has been on fire, noting that a 6 will always pass. If you fail this test, the building topples; it is removed from the board. All models that were inside will fall to the floor in the rubble, taking D6 hits of strength 6+D6. They may not move or shoot that turn. You must also take a Fire Spread test; count the pieces of terrain within 6" of the burning piece. Measure the distance in inches to each piece and roll a die; if the score is equal or higher than the measurement, that building has caught on fire as well.

Levels

Due to the minimal surface available in the Spires, most buildings have many levels. To travel between each level, it counts as moving 2 inches extra. You may jump during the movement phase out of a level to any location within 2" of the building, but you will take an equivalent amount of hits as to levels fallen at a strength of D6.

Explosives

Crates of ammo, oil, munitions; all explosive items that can be found in the battlefield. A model can shoot an item declared to be explosive by both sides to produce an explosion with a Blast Radius of D6" and a strength of D12 from the centre of the object. The explosion is treated as an Explosive shooting attack.

Structural damage

With the stress of battle, buildings can be rendered useless or completely destroyed. Each building has a certain tolerance of damage. For every attack against a building, take away the building's Structure score from the strength of the attack. You must roll equivalent to or lower than the result on a D6. A 6 will always fail, even if the weapon is strong enough so the result is above 6. Likewise, a 1 is always successful. You then take away one from the Structure score of the building. When it reaches zero, the building topples; it is removed from the board. All models that were inside will fall to the floor in the rubble, taking D6 hits of strength 6+D6. They may not move or shoot that turn. Note that Explosive attacks remove 2 structure points instead of 1.

Agree with your opponent beforehand over anything that isn't obvious. These are the Structure scores for each different type of building.

Scrap metal huts; Shacks: Structure Score of 2

Weak standard buildings; Brick buildings: Structure Score of 3

Cement buildings; houses; shops: Structure Score of 4

Reinforced buildings; bunkers; barracks: Structure Score of 5

Strongholds; fortresses; bastions: Structure Score of 6

Experience

A group of players may wish to have a campaign which features a series of games in order to create a story. Throughout battling, the models will gain experience, which will help them throughout. At the end of each battle in a campaign, you will total up Experience Points and use these to allow you to affect your character. Each Experience Point is worth half a unit. Any not spent are lost. The points are individual to that character alone.

The Structure Scores at the start of the battle are the following:

Participated in battle: 1 Experience Point

Survived battle: 2 Experience Points

Killed enemy: 3 Experience Points each

Completed objective: 4 Experience Points each

On winning side: 2 Experience points

Classes

Each and every model must select a class at the very beginning of the game, before equipment or creating a profile. There are 4 to pick from, and each alters the model in a different way.

Soldier: The rank and file. Each soldier gains +2 physique, but must lose D3 units due to the fact that they are rarely given specialist equipment.

Operatives: The agents. Each operative gains +2 intelligence, but may not be armed with armour of 3+ or better.

Sharpshooter: People posing extreme talent with firearms. Each sharpshooter gains +3 accuracy, but may not take any combat weapons.

Juggernaut: Extremely powerful, brutish giants of men. Each juggernaut gains +3 physique, but may not add any units to their intelligence stat.

Models

The models that you use must follow a set of guidelines to promote fairness and equality in game. The models must be mounted on 25mm bases, and be in 28mm Heroic scale. A retailer should be able to tell you what scale the models are. At least attempt to accurately recreate what your model stats represent, including weapons and body size. A model of a slim, nimble woman holding a pistol doesn't represent a huge man with a beard who can break people's faces with a single impact very well!

In the spirit of the game, it is considered poor to make your models at an advantage when it

comes to true line of sight purely for that purpose; if it was purely a decision based on looks of the model, it should pass quite well.

Sportsmanship

At the end of the day, Uprise is just a game; although you may get some silly in-game rivalries between friends, it should not detract from your enjoyment. If you are playing solely for the thrill of winning, this game is not for you. Don't cheat, and be lenient with the rules.

Remove the head…

This is a basic mission set-up for Uprise.

Commander Lloyd resides in a grand palace within the Upper Spire, surrounded by aristocrats and military men. He has taken a dislike to the lower spires and their rogue, abhorrent behaviour over time. Every day, more and more reports would come back of riots and looting. But this day he would secure a foothold, and the respect of his peers, in glorious battle. A group of hardened soldiers would march into the centre of the lower spire and begin the search to find the leader of the revolution, and to put an end to his shenanigans with a bullet in the head.

Each side will be roughly even, with a total of 25 points to spend on each character. Both sides will also have one extra model to represent the leader and Commander Lloyd. The board should preferably be crowded with buildings, with only 50 – 25% open ground. 1 building should be the Stronghold, with a door that can be destroyed. The door has a Structure Score of 4.

Hide and Seek: To represent the difficulty of finding the rebel leader, the Rebel player will write down the location of the model before the battle begins. It must be inside a building. Until an enemy unit enters the building, the model shall remain hidden. When an enemy does enter the building, the model is revealed and placed down. He now becomes an Assassination target.

Models of the Enforcer side will start in a small 12 inch by 6 inch area on one side of the board, to represent their entry.

Models of the rebels side may be deployed anywhere 12" away from an Enforcer model.

The ENFORCER mission objectives are:

1.   ASSASSINATE the rebel leader (Hide and Seek rule applies)

2.   RETRIEVE the leader's head (dropped after assassination [weight 1]) and return to starting area.

3.   DESTROY Stronghold door.

4.   INTERACT with Stronghold to check for any traps.

5.   OCCUPY Stronghold.

The Rebels can ASSASSINATE Commander Lloyd, which will also end the allocated turns and begin each turn with a test as described below, as well as taking away points from the opponents. As long as the Enforcers don't win, the Rebels are victorious.

The Enforcers win if all objectives are completed. If half or more of them are completed when allocated turns end, roll a D6. As long as a 1 or 6 isn't rolled, you may continue playing. Repeat this after each turn. If you fail, the Enforcers lose. If less than half are completed by the end of the turns allocated, the Enforcers lose.

There are 12 turns allocated to complete the objectives laid out.

Otherwise, all standard rules apply. The only exception is that if the Stronghold is destroyed, the Enforcers lose.

On wings of fire

This is a scenario designed purely for fun, which you can also innovate.

Not all of life inside the Spires is spent fighting. During moments of ceasefire, people will participate in sports. One of the most popular is the Alley Race, a fast paced race to a central point during which the models are able to fire weapons at each other, real or fake. Either way, the opposition have to stop after a while of being shot at. Occasionally, these can even take place over entire districts of the Spires. The Peacekeepers normally leave these alone due to their frequency.

The rules for this scenario are simple; each player has one model, which he can spend 15 units on. Each player starts in a different location, each an equal distance away from a marker you shall place in the exact centre of the board. After deciding the order of deployment and action in phases, the objective is simple.

Your model must make its way to the marker in the centre of the board. It can only win by being the only model in base contact with the marker at the end of a turn. This can be achieved by any means necessary; you can gun down opponents, take them on in combat, or just run their before anybody else.

There are no teams, the game is a free for all, and it lasts indefinitely.

Font on title page is Coalition, produced by Tracertong Fontworks.

Background image on title page is Grunge Texture 20 by ~amptone-stock (Ash Sivils) on DeviantArt