

BLACK POWDER RED EARTH 28MM PHASE LINE

UNFORGIVING CLOSE COMBAT MEASURED IN MINUTES AND METERS

BLACK POWDER RED EARTH 28MM PHASE LINE IS A GAME OF INFANTRY CLOSE COMBAT IN A FAILED STATE AT WAR. RUTHLESS PRIVATE MILITARY CONTRACTORS, HIRED GUNS FOR RIVAL DICTATORSHIPS, FIGHT TO STABILIZE THE WAR-TORN REGION JUST ENOUGH TO HARVEST ITS VALUABLE NATURAL RESOURCES.

GAMES OF BLACK POWDER RED EARTH 28MM CAPTURE THE CALLOUSNESS AND EXTREME VIOLENCE OF CLOSE COMBAT BETWEEN DISCIPLINED MERCENARIES AND FANATIC EXTREMISTS, WITH RELENTLESS RIFLE FIRE PUNCTUATED BY LASER GUIDED DRONES SPEARING DIRECTLY INTO THEIR TARGETS, RENDERING THEM MAIMED OR DEAD.

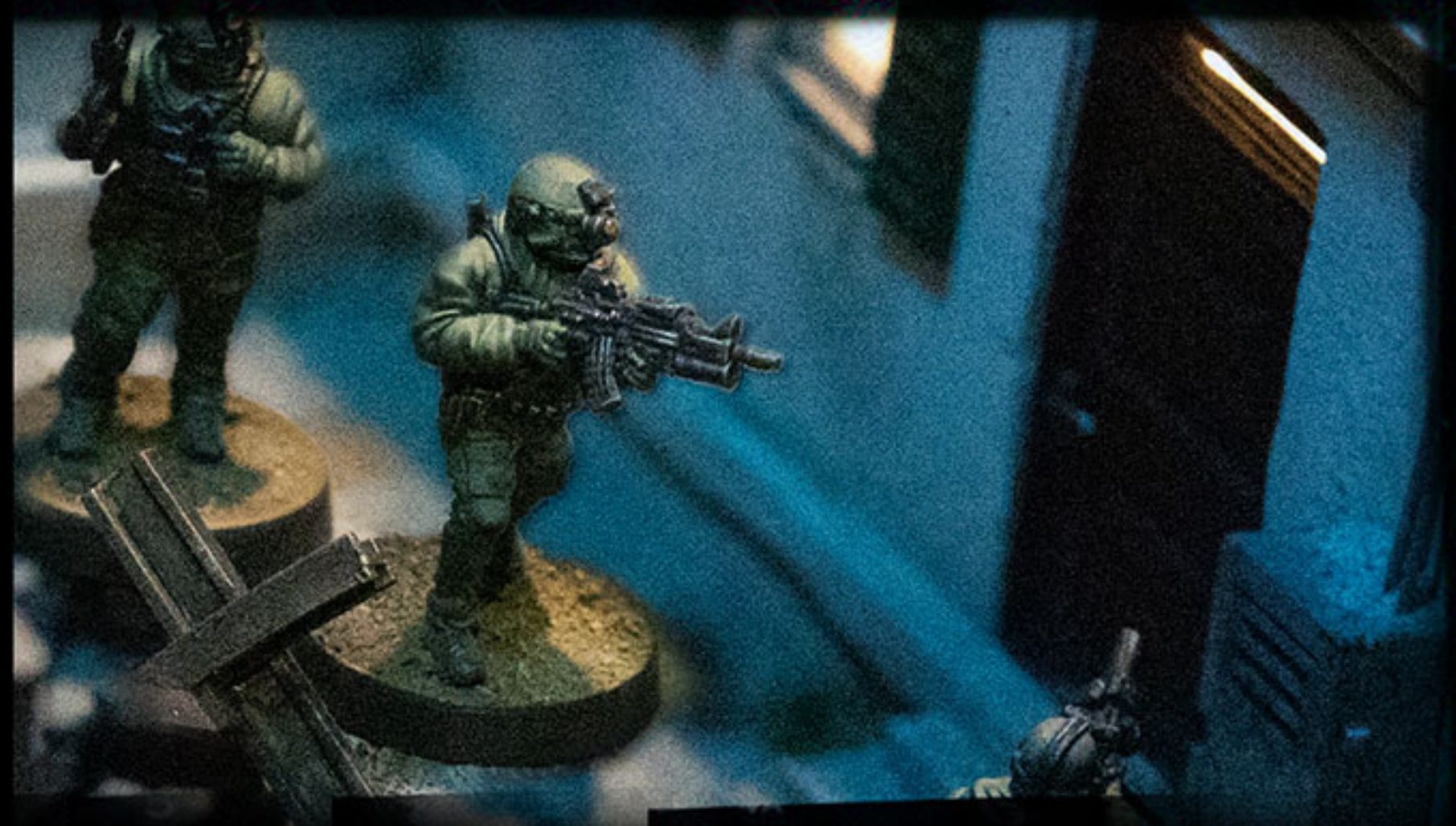
SELECT A MISSION TASKING, POSITION TERRAIN FEATURES ON THE TABLETOP, HAND-PICK YOUR KILL TEAM, AND START THE GAME. CONDUCT A LINEAR ASSAULT - PUSHING FORWARD ACROSS TWO PHASE LINES TO SEIZE THE OBJECTIVE.

FIX. FINISH. PLAY.

THIS BOOK CONTAINS

- RULES FOR THE BPRE 28MM EXPANSION : PHASE LINE
- UPDATED SPOT REPORTS AND NARRATIVE DETAILING THE ONGOING AWBARI CIVIL WAR
- STATS FOR SEVEN CLOSE COMBAT TROOPS TO EMPLOY IN YOUR OWN HAND-PICKED KILL TEAM
- FIVE DISTINCT BATTLESPACE LAYOUTS FOR PLAY
- NEW INTERVENTION, AND ATMOSPHERICS, CARDS FOR USE IN PHASE LINE AND THE BPRE28MM CLOSE COMBAT CORE GAME

REQUIRES THE BLACK POWDER RED EARTH 28MM CORE RULES, OPERATIONS CARDS, AND CLOSE COMBAT ESSENTIALS TO PLAY



ECHELON

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BLACK POWDER RED EARTH 28MM PHASE LINE

UNFORGIVING CLOSE COMBAT MEASURED IN MINUTES AND METERS



FIELD MANUAL

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STEP INTO THE EVENT HORIZON OF ABSOLUTE CHAOS

Black Powder Red Earth 28mm® is a game of infantry close combat in a failed State at war. Ruthless private military contractors, hired guns for rival dictatorships, fight to stabilize the war-torn region just enough to harvest its valuable natural resources.

Conflict agnostic forces, the PMC are mission-tailored to a client's objectives - fighting to secure territory and infrastructure, with the local population a distant secondary consideration.

Games of Black Powder Red Earth 28mm capture the callousness and extreme violence of close combat between disciplined mercenaries and fanatic extremists, with relentless rifle fire punctuated by laser guided drones spearing directly into their targets, rendering them maimed or dead.

Players collect, build, and paint hand picked kill teams from a range of highly-detailed ultra-modern miniatures. On the table, players pit these kinetic forces against each other in unforgiving games of strategy, where tactics, skill, and a hint of luck can determine victory or defeat.

You can play one of the various mission taskings from the core rules book, recreate a raid from the BPRE Awbari graphic novels, or position terrain and scatter terrain from the BPRE28mm starter box to create your own battlespace!

To play, you'll need models depicting one of the two forces in the conflict, terrain, five ten sided dice, a measuring tape, and a tabletop to play on.

Finally, you'll need an opponent.

Your war starts now.



CONFLICT BIBLE

THE GOLGOTHA CORRIDOR

OCTOBER 2027

AWBARI BURNS. WITHERING SUMMER HEAT GIVES WAY TO CHAOS AND DISCONTENT. CRISIS TROOP SCORCH AND AAYARI NETWORK FIGHTERS BACKED BY CHINESE MERCENARIES, FIGHT, PITCHED IN CLOSE COMBAT THROUGH WAR-TORN SPRAWLS. EACH DESPERATE TO BREAK THE CIVIL WAR STALEMATE AND ENSURE THEIR OWN CONTINUITY OF POWER.

High profile attacks explode across the southwestern Murzuq Province. Initiated with VBIED (Vehicle Borne Improvised Explosive Devices) attacks, kill teams storm the homes of ministry and security forces, attempting to kill or capture leadership and their families.

The home to the vast majority of Awbari's mineral wealth, Murzuq is a hub of economic activity. With mining, refineries, storage farms, rail infrastructure, and an airfield, Murzuq is the key to keeping the Unity Government solvent.

The 103rd Commando Regiment - Republican Guard, tasked with the protection of the Murzuq Army Airbase east of the city center, relocates the military governor to the base and locks down the perimeter - essentially abandoning the district to the Ministry of the Interior security forces.

Facing a tide of chaos, multiple NITTO elements, special Awbari Border Guard commandos, as well as a Crisis Troop Scorch Special Purpose Force are re-tasked from border patrol to a Foreign Internal Defense Counter Terrorism mission.

INFILTRATION. INTERDICTION. CHAOS. TUNNEL TRAFFIC

Flowing east through a hive of tunnels, Aayari Network fighters push across the border undetected to hide sites in Awbari. From these positions, the Network conducts pinpoint raids, seizing towns along key overland routes.

Once captured, the Network fighters and their Hongbin enablers build refueling and refitting stations for Aayari marauder kill teams. Conducting multiple ambushes every night, the kill teams attack Awbari Border Guard patrols, hijack cargo trucks, and destroy infrastructure throughout the district.

Each Marauder strike hub is kept active for a period of no more than 48 hours before being shuttered and relocated. In their wake, the Aayari Network razes or boobytraps all structures, and any local population that have not been executed are abducted into slavery.

To hit these strike hubs as soon as they are identified, CT Scorch dispatches a Special Purpose Force element from Mission Support Site 72 to co-locate with NITTO at combat outposts positioned throughout the district.

++ SPOT REPORT ++

++ ENEMY ACTION ++ TIMELINE 1848Z CTS 7-2-1 REPORTED 2X TRUCKS AMBUSHED AT OVERLAND 32R QP 49642 93579 SOUTH OF THE QATRUN SLUB. 7-2-1 CAME ACROSS THE SCENE AFTER THE FIGHT WAS OVER DURING A MOVEMENT TO ANOTHER LOCATION.

AAYARI MARAUDER KILL TEAM AMBUSHED LN VEHICLES WITH AK12S, RPK16S, AND PKMS. 3X NETWORK KILLED, 5X LN TCN KILLED, TRUCKS INCINERATED, 2X CONEX BOX ROLLED OFF THE SIDE OF THE ROAD, LOOTED AND BURNED. THE DEAD AAYARI WAS WEARING A COYOTE GORKA, RADIO, WEAPON SYSTEM, AND WEB GEAR WAS TAKEN BY FELLOW AAYARI DURING EXFIL. BODY LEFT UNRECOVERED. ALL CTS AND NITTO FORCES ARE RTB ATT.

++ SPOT REPORT ++

CT SCORCH 7-2-1, AND NITTO [AWBARI BORDER GUARD - TACTICAL UNIT] DURING OP PROSECUTED A STRIKE AGAINST INFILTRATORS AT OVERLAND 32R NP 65421 66099.

KINETIC UAS INITIATED AT 0120D AND 9 X TCN [UNKNOWN MILITARY-AGED MALES] WERE DECISIVELY RENDERED COMBAT INEFFECTIVE. AFTER EXPLOITATION AND BIOMETRICS CAPTURE, HUMAN REMAINS WERE DESTROYED IN PLACE.



THE RING CORDON

VIOLENT WITH THE ACCURACY OF A SWISS MOVEMENT

Ground Combat Elements 7-2 and 7-3 are forward deployed to Combat Outposts WestSpur and KeyStone 30km north and south of Gasr Al-Jawf respectively. With organic Scoria and Scoria HC UAS (Unmanned Aircraft Systems) assets, Scorch kill teams hit the ground running locating Marauder check points and strike hubs, showering them with the single use Scoria drones, and then clearing the area of survivors with ground forces.

After the catastrophic loss of several strike hubs, Marauder kill teams switch to engaging any ground traffic they encounter with heavy machine guns and Fenghuang drones. Despite leaving only blistered shrapnel and fire stripped skeletons, these attacks have a minimal impact on overall productivity in Murzuq.



ESCALATION

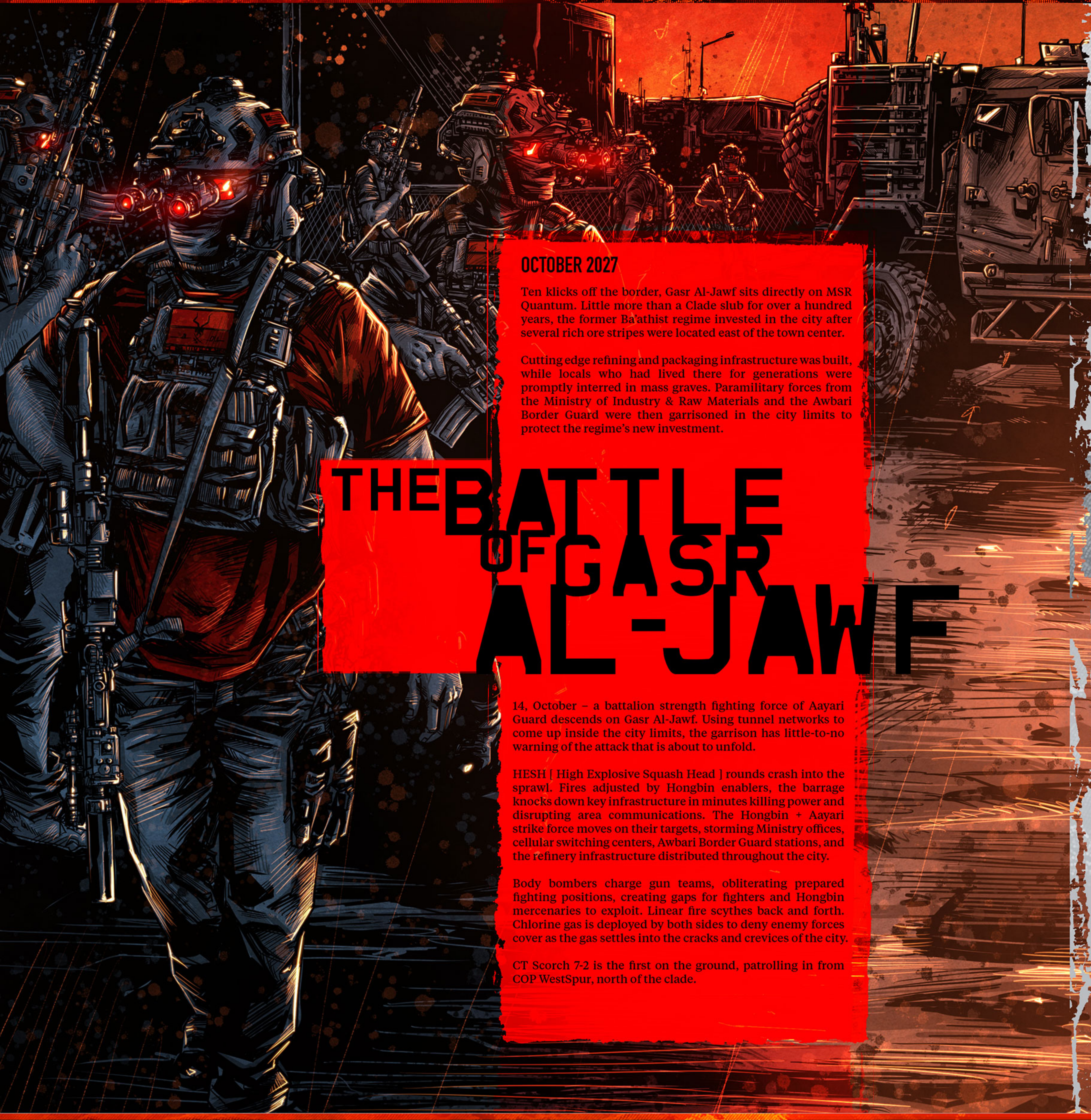
13, October - Awbari Border Guard Station 44 in Gasr Al-Jawf is destroyed in a high-profile attack. Multiple Aayari Network body bombers obliterate entry control points, clearing a path for a ground attack on the main compound. Donned in Unity Army fatigues, the Aayari Network Muhtasib fight their way into the various structures, killing most of the base staff before obliterating each building with thermobaric weapons.

With the station in ruins, a gaping blind spot now exists in the border surveillance infrastructure. What follows, is an attack that threatens the entire Murzuq province as well as the continuity of the Unity Government.

++ SPOT REPORT ++

++ FRIENDLY ACTION ++ TIMELINE 2307Z BONFIRE OBSERVES 21X MARAUDER KILL TEAM PREPARING BATTLESPACE AT OVERLAND 32R PR 14286 59459. ISR ASSETS MAINTAIN EYES ON AND TASKS SCRAMBLE GRID TO CTS 7-2-2 ON STATION AT COP KEYSTONE. ASSAULT TROOP 7-2-2-1 ESTABLISHES STATIC POSITION WEST OF MARAUDER KILL TEAM. 7-2-2-2 AND 7-2-2-3 PATROL IN FROM SOUTH.

0013Z BONFIRE SPARKLES LOCATION OF MARAUDER KILL TEAM. 7-2-2-2 INITIATES ATTACK WITH SCORIA UAS. 7-2-2-3 APPROACHES AND RECEIVES/RETURNS FIRES. 7-2-2-2 CLEARED THROUGH THE OBJECTIVE, REPORTING 21 EKIA, AND ALL EQUIPMENT ACCOUNTED FOR. ++ ASSESSMENT ++ DUE TO THE DEGRADED AWBARI BORDER GUARD PRESENCE, THERE IS AN OVERALL LACK OF FOCUS ON THE BORDER WHICH IS FACILITATING AAYARI NETWORK INFILTRATION AND KINETIC ACTIONS IN THE MURZUQ PROVINCE.



THE BATTLE OF GASR AL-JAWF

OCTOBER 2027

Ten clicks off the border, Gasr Al-Jawf sits directly on MSR Quantum. Little more than a Clade slub for over a hundred years, the former Ba'athist regime invested in the city after several rich ore stripes were located east of the town center.

Cutting edge refining and packaging infrastructure was built, while locals who had lived there for generations were promptly interred in mass graves. Paramilitary forces from the Ministry of Industry & Raw Materials and the Awbari Border Guard were then garrisoned in the city limits to protect the regime's new investment.

14, October - a battalion strength fighting force of Aayari Guard descends on Gasr Al-Jawf. Using tunnel networks to come up inside the city limits, the garrison has little-to-no warning of the attack that is about to unfold.

HESH [High Explosive Squash Head] rounds crash into the sprawl. Fires adjusted by Hongbin enablers, the barrage knocks down key infrastructure in minutes killing power and disrupting area communications. The Hongbin + Aayari strike force moves on their targets, storming Ministry offices, cellular switching centers, Awbari Border Guard stations, and the refinery infrastructure distributed throughout the city.

Body bombers charge gun teams, obliterating prepared fighting positions, creating gaps for fighters and Hongbin mercenaries to exploit. Linear fire scythes back and forth. Chlorine gas is deployed by both sides to deny enemy forces cover as the gas settles into the cracks and crevices of the city.

CT Scorch 7-2 is the first on the ground, patrolling in from COP WestSpur, north of the clade.

COUNTERATTACK

AWBARI BORDER GUARD HEADQUARTERS [SOUTH EAST]

Assault Troop 7-2-1 maneuvers on foot to the Awbari Border Guard Headquarters, where many of the slub's high value pax are sheltering in place after abandoning ministry offices and personal compounds. Rolling comms blackouts pause long enough for Chinese drones to push into the airspace, loiter for a few seconds, and then spear into targets at the HQ before the jamming resumes.

On approach, two blocks from the HQ compound, Scorch 7-2-1 encounters a Hongbin element working out of wheeled fighting vehicles mounted with jammers and drone pods. A troops in contact call is made. The Scorch close combat kill teams cut through the Hongbin with 40mm grenades and belt-fed machine guns, clearing through the objective and demoing both vehicles with charges.

Minutes later, after a hasty deconfliction, 7-2-1 is on premises. The Border Guard HQ continues to receive pop shots, but no massed direct or indirect fire. With hard skin (up armored) vehicles and infrastructure destroyed by UAS attacks, the Scorch Assault Troop assumes control and initiates base destruction procedures.

INDUSTRIAL CAPABILITY

CALCIOTHERMIC PROCESSING & SEPARATION FACILITIES WITHIN THE CITY LIMITS REFINE AND CACHE UP TO 175 TONS OF RARE EARTH MATERIALS. EVERY DAY. ONCE PURCHASED, THE ORE IS PACKAGED, AND LOADED ONTO TRAINS VIA THE MURZUQ "PENN STATION" RAILHEAD, AND MOVED TO THE CAPITAL CITY FOR EXPORT.

CALCIOTHERMIC PROCESSING + SEPARATION FACILITY

Scorch 7-2-2 and 7-2-3 push to the Processing + Separation facility under a rolling cordon of Scoria drones. On site, dozens of Aayari fighters and facility guard forces appear asphyxiated or incapacitated from exposure to chemical weapons. Employed in an attempt to preserve as much of the facility for exploitation by the Aayari Network as possible, respirators provided by Hongbin enablers to the Aayari fighters failed to protect them, leaving the vast majority of fighters on both sides dying or maimed.

Both 7-2-2 and 7-2-3 don CBRN (Chemical, Biological, Radiological, and Nuclear) resistant respirators, and continue their patrol, linking up with the few survivors of the facility guard force. CT Scorch re-occupies fighting positions establishing a ground perimeter, while directing the mesh net controlled Scoria UAS cordon in the airspace overhead.

0115Z Hongbin and Aayari reinforcements are spotted exiting tunnels directly west of the facility. Forming up into kill teams and moving with purpose towards the cordon, 7-2-0 (Ground Forces Commander) commits his UAS cordon to interdict the strike force.

Dozens of drones plunge into the formations of Hongbin and Aayari, eviscerating them with ruthless effect. Now without kinetic overwatch, the assault troops are left exposed until additional UAS can arrive from Mission Support Site 555 in 41 minutes.

THE RATLINE

0233Z - Hellfire rockets spear down into murder holes on the edges of Gasr Al-Jawf, sealing tunnels and preventing further reinforcement by additional Aayari fighters.

Scorch 7-2-1 clears back through the sprawl, pushing towards the south city limits with the refugees from the Border Guard Headquarters. Avoiding decisive engagements with roving Hongbin and Aayari kill teams, they link up with a NITTO team who takes control of the local nationals and move them on trucks southeast towards COP Keystone.

The battle for Gasr Al-Jawf is almost decided. The only site still under positive control of the Awbari proxy force is the main calciothermic facility in the east. With UAS fleets exhausted by both sides, a massed ground attack begins.

7-2-0 calls an audible.

7-2-1 is directed to ignite waste ponds and tank farms in the south, while 7-2-2 will ignite the calciothermic facility, producing massive toxic fires which will contaminate the entire slub and surrounding region. Given the demonstrated inefficacy of the Hongbin provided CRBN PPE, this will incapacitate or kill the majority of Aayari fighters still active in the city.

0511Z - Gasr al-Jawf dies. Massive fires sweep across the slub. Choking black pillars of smoke rain pitch black contaminant down on the entire clade. Aayari fighters collapse into shivering wrecks of tissue, voiding themselves while screaming throughout an inevitable slow death. The air is so thick drones cannot fly, falling out of loiter into the city below. MSR Quantum dissolves into tar, the fires consuming the roadway to the east and west. The winds push the toxic clouds to the north and west, turning the desert black.





EXPANDED RULES

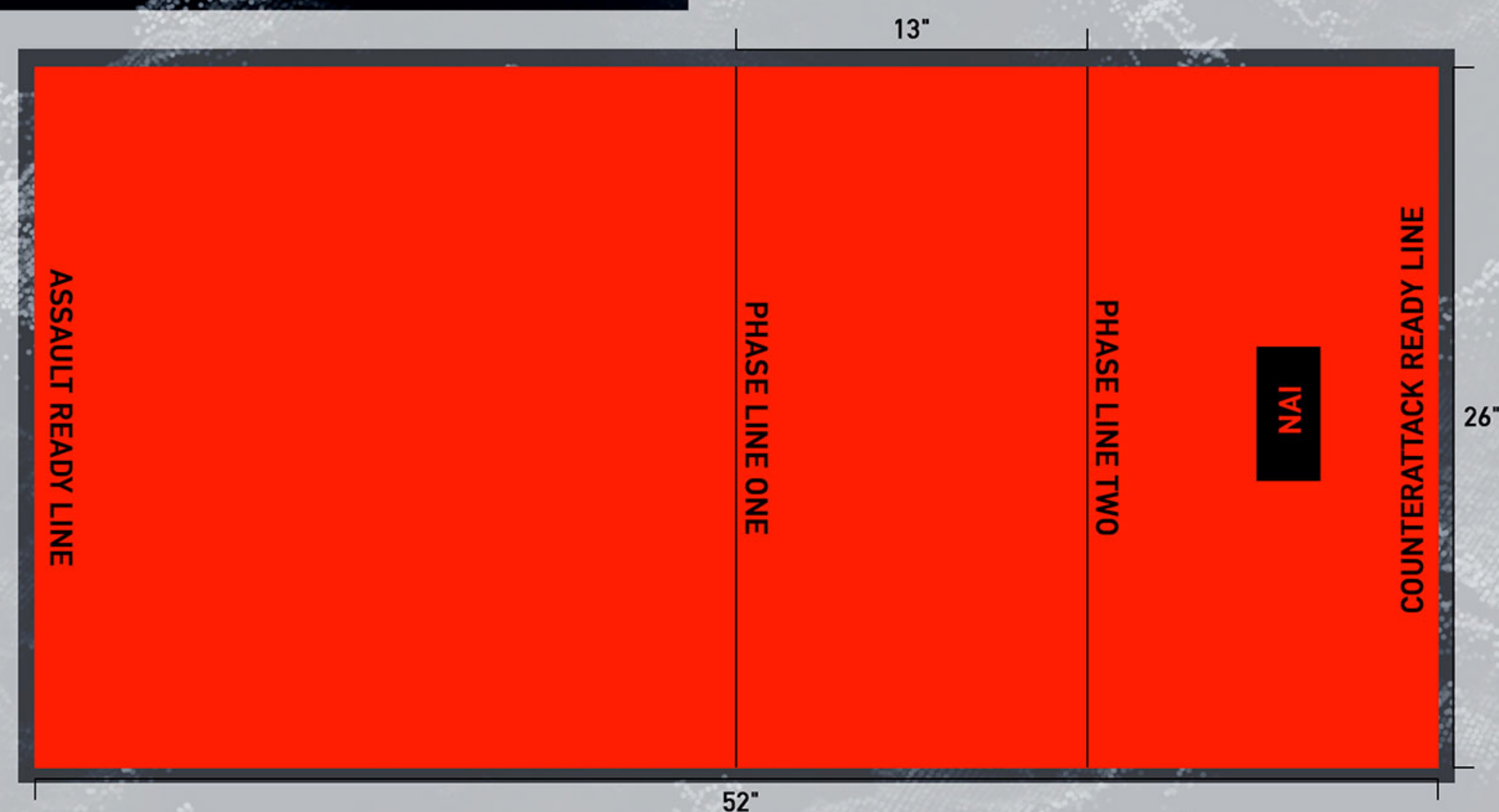
PHASE LINE

Phase Line is a cinematic miniatures skirmish game that layers on top of the Black Powder Red Earth 28mm Core Rules System. A single-tasking, high-Capability Point game between two opponents – Phase Line tasks players with assault or counterattack through Phase Lines to seize a Named Areas of Interest (NAI) at all costs.

To match the fury of the civil war it depicts, Phase Line expands the fighting in several significant ways. The Battlespace is now twice as large as the core game, with over 500 points of forces being deployed throughout the course of each Operation, and decisive kinetic events tied to both timeline and position of forces on the table.

The game creates the perfect setting for players to apply surprise, shock, momentum, and dominance over their opponent, to secure victory!

PHASE LINES ARE TERRAIN FEATURES THAT EXTEND ACROSS A BATTLESPACE, AND ARE USED TO COORDINATE COMBAT ACTIONS.



FORWARD IN THE BATTLESPACE IS ALWAYS TOWARDS THE COUNTERATTACK READY LINE.

- + Each game takes place on a 52" x 26" Battlespace with a 14 turn limit.
- + Assaulter and Counterattack Ready Lines are located on the opposite ends of the Battlespace.
- + Phase Line One is positioned in the center of the Battlespace, 26" from either edge of the map

- + Phase Line Two is positioned 13" forward of Phase Line One.
- + **Any structure at least partially positioned between Phase Line Two and the Counterattack Ready Line can be chosen as the Named Area of Interest (NAI).**
- + **The NAI is always determined by the player that is Counterattacking.**



PHASE LINE SETUP

Adversaries roll 1D10 to determine their mission. The player who rolls higher chooses Assaulting or Counterattacking.

The counterattacking player draws one Phase Line Battlespace Card. After laying out the terrain and scatter terrain tiles as shown on the card, this player chooses a single structure as the NAI. Battlespace setup complete, the counterattacking player positions their units anywhere between the Counterattack Ready Line and Phase Line Two.

Next, the Assaulting Player positions his units anywhere within 6" of the Assault Ready Line.

Adversaries can place units inside of structures that are within those designated ranges.

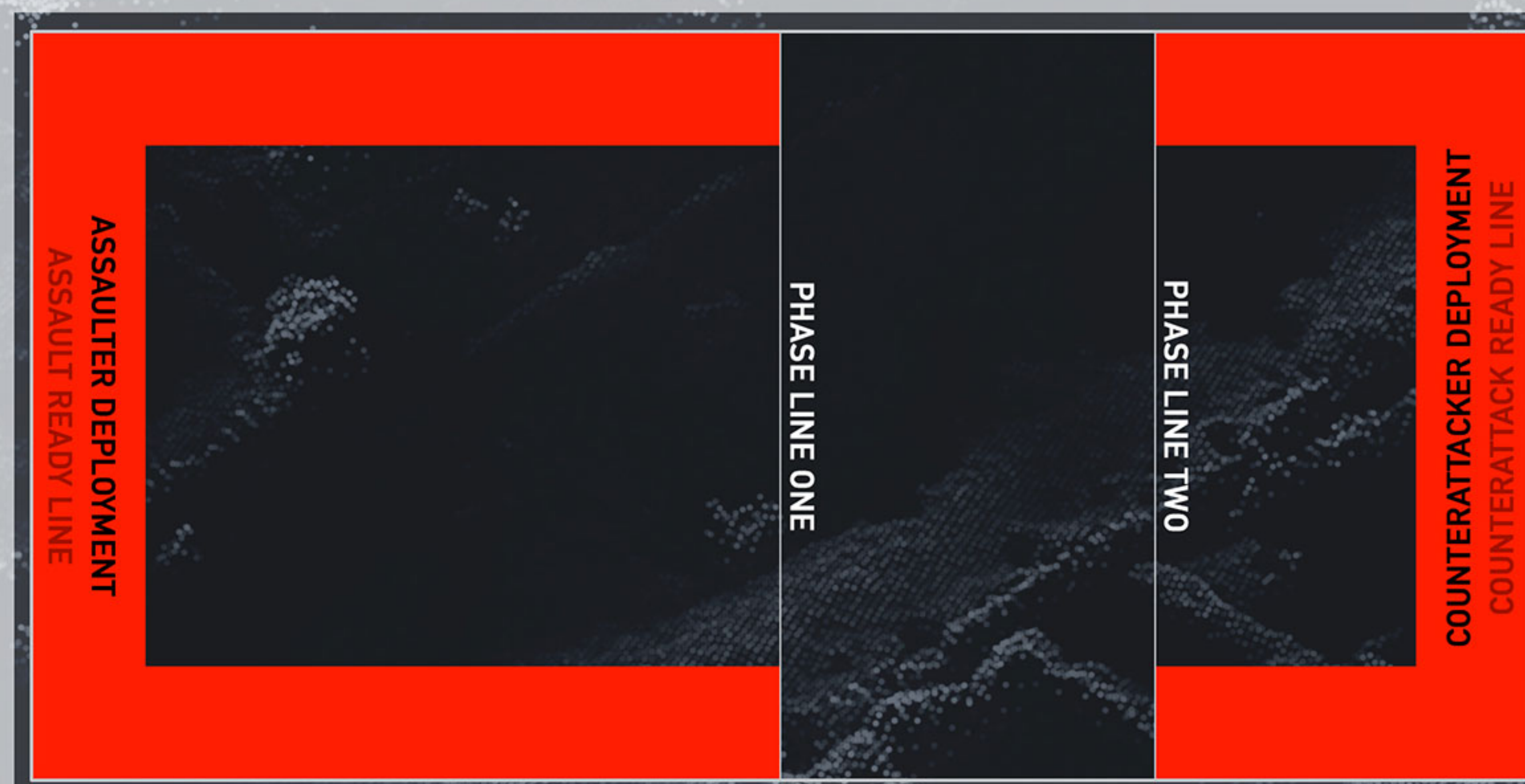
Finally, both players place a single Phase Line Fires Card face down at Phase Line One and Phase Line Two. These remain unknown to the adversary until these Phase Lines are breached by any Assaulting warfighter's base touching the line.

TRIGGERING PHASE LINE ONE

Phase Line Fires Cards are resolved immediately – counterattacking player then assaulting player – interrupting the current action of the active unit. Either player can elect not to activate their Phase Line Fires Card, and can instead choose two unique Special Intervention Cards to add to their hand.

With the Phase Line One Fires Cards resolved – the counterattacking player selects and positions an additional 150 Capability Points of units within 4" of any Battlespace edge forward of Phase Line Two.

The assaulting player then selects and positions an additional 150 points of units within 4" of any Battlespace edge between the Assault Ready Line and Phase Line One.



PHASE LINE ONE TRIGGERED

TRIGGERING PHASE LINE TWO

Like Phase Line One, Phase Line Two's Fire Cards are resolved immediately when breached by any Assaulting warfighter's base touching the line. Again, either player can elect not to activate their Phase Line Fires Card, and can instead choose two unique Special Intervention Cards to add to their hand.

After Phase Line Two's Fire Cards resolve, the counterattacking player selects and positions an additional 150 Capability Points of units within 4" of the Counterattack Ready Line.

The Assaulting Player then selects and positions an additional 150 points of units within 4" of any Battlespace edge between the Assault Ready Line and Phase Line Two.



PHASE LINE TWO TRIGGERED

ORGANIZATION

ASSAULTING PLAYER
200 CAPABILITY POINTS

DEFENDING PLAYER
200 CAPABILITY POINTS
+ NO QRF

SUCCESS CRITERIA

The Assaulting Player wins by entering the NAI and surviving inside the structure for a full turn before the turn counter elapses.

The Counter Attacking Player completes their objective by frustrating the Assaulters and preventing them from entering NAI before turn 14.

CARDS IN PHASE LINE

Players can employ Intervention and Special Intervention Cards from the Close Combat Core Game in Phase Line.

For purposes where cards instruct players, "After play, discard this card for the remainder of the Night Raid," a single Phase Line game is the equivalent to a multi-tasking Night Raid.

These cards cannot be played and reacquired by the same player over the course of a Phase Line game.



NEW MECHANICS

THE PHASE LINE EXPANSION INCLUDES A NUMBER OF NEW WARFIGHTING UNITS, INTERVENTION CARDS, AND ATMOSPHERICS CARDS THAT ARE COMPATIBLE WITH NIGHT RAID TASKINGS. THE EXPANSION IS DESIGNED TO PROVIDE PLAYERS MORE OPTIONS TO FIGHT IN DEPTH AND CREATE MORE COMPLEX DILEMMAS FOR THEIR OPPONENTS.

MULTISTORY STRUCTURES

STAIRS Separate floors in a multi-story structure are connected internally by stairwells. A stairwell can only be entered or exited on a side where a step meets a floor, indicated on the tile by an arrow. When a unit is in a stairwell, it is present in the line of sight of both stories and suffers a -1 to save rolls.

Units in a stairwell obstruct movement for both friendly and opponent units.

OVERWATCH From a structure's interior above the first story, line of sight to the exterior is only possible within 1" of a window. When looking at a lower level from a window, waist-high cover is ignored in line of sight checks but walls continue to block it.

Similarly, units on the structure exterior can only see 1" inside when looking in a window above the first story from the ground or a neighboring multistory structure. Units attacking an opponent at a higher elevation than their own, suffer a -1 to attack rolls per story relative to an opponent position.

EXAMPLE: A HONGBIN MERC ENGAGING A COLD HARBOR RECCE ON THE SECOND STORY OF A STRUCTURE WOULD SUFFER A -1 ROLL REQUIRING A ROLL OF 15 FOR AN OBSTRUCTED LINE OF SIGHT HIT.



CLOSE-QUARTERS BATTLE WEAPONS



Units with the CQB (Close-Quarters Battle) attribute roll 5D10 per attack. Attack tables for CQB units refer to individually rolled dice rather than their sum.

One or fewer hits have no effect on target. Two hits cause the target to stagger with no save roll. Three-four hits count as a normal hit, forcing the target to roll saves, alternately killing the unit if it is staggered or has no save roll.

Five hits kills the target, overriding any save roll, with a headshot.

Finally, the 5D10 roll is collectively considered a single attack. Any positive or negative modifiers, such as those from Intervention or Special Intervention Cards, are distributed amongst the dice by the unit's player after rolling.

GRENADIERS

Cold Harbor Assault Grenadiers can fire in the Direct Fire or Maneuver phase. Hongbin Merc Grenadiers can only fire during the Direct Fire phase. In either event, firing a grenade replaces that unit's attack.

When fired during the Maneuver Phase, the attack requires the firing player to place the Radial Template on its intended point of impact before rolling 1D10.

When fired in the Direct Fire phase, this unit shoots a grenade at any point within its LOS, including walls and waist-high cover. A 2" explosion immediately radiates out 180 degrees from a wall or 360 degrees from a point.

On 1 or 10, the grenade explodes at the intended point of impact. On 2-9, draw a line from the center of the unit's base to the rolled location. If a wall intersects the line, the grenade explodes at the wall. Otherwise, it explodes at the rolled location.

In either instance, firing a grenade immediately ends the unit's activation

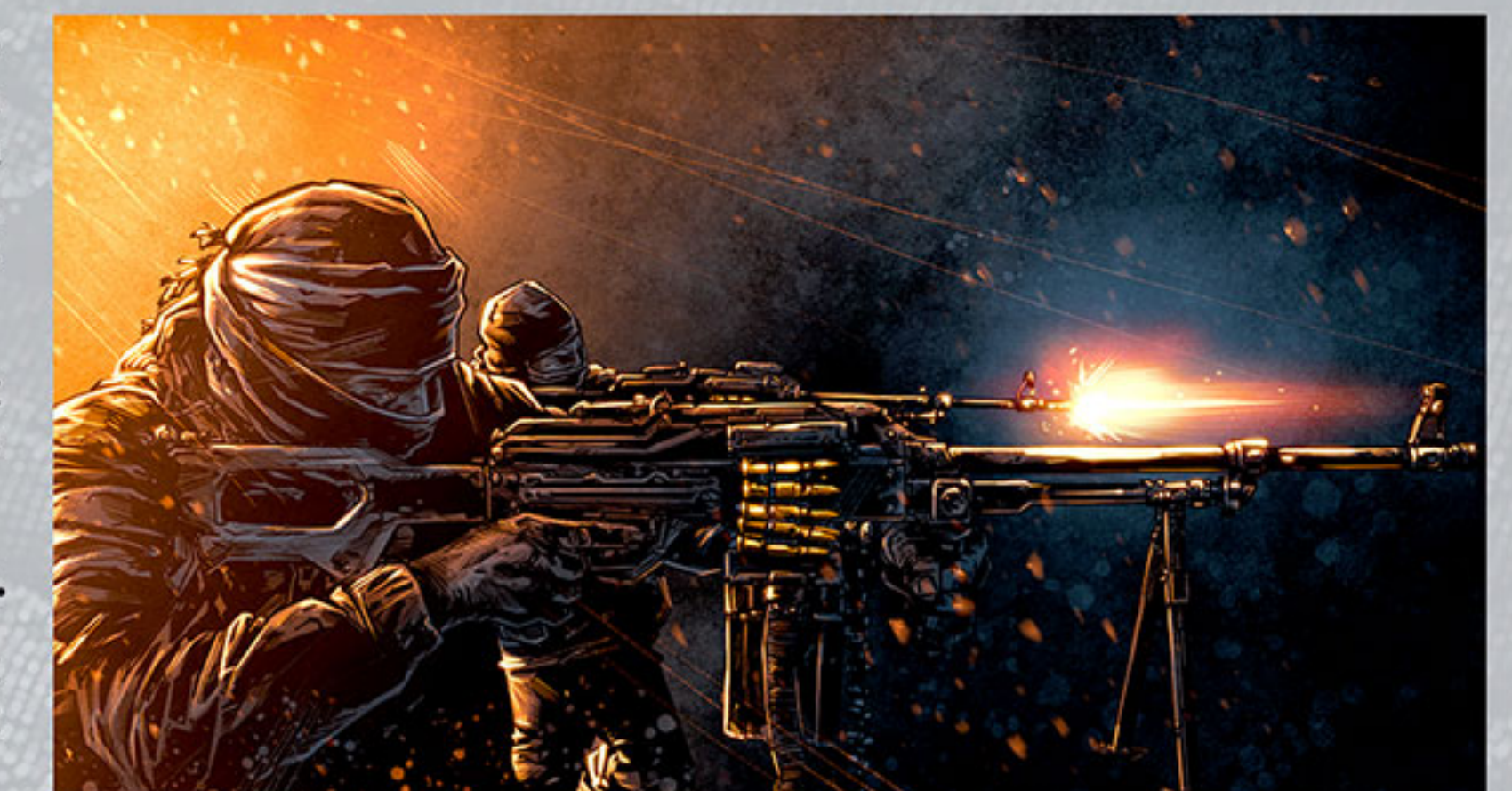
HEAVY MACHINE GUNS

Units with the attribute PKM or Fire for Effect can see through doors when choosing a target point. They can assign hits to closed doors between themselves and a target point. If hit, a door is immediately destroyed. Intervening doors must be destroyed before assigning hits to opponents past them.

If an opponent gains LOS from a door being destroyed, it cannot perform an Immediate Action unless it survives all of the active unit's attacks.

Opponents hit by these unit suffer a -1 modifier to save rolls.

When paired, the Shurta PKM Gunner and Assistant Gunner deliver high-volumes of point fire, allowing the unit to attack 5 times rather than the gunner's base 3 attacks.

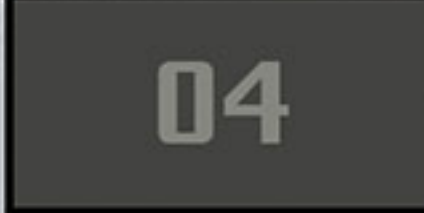






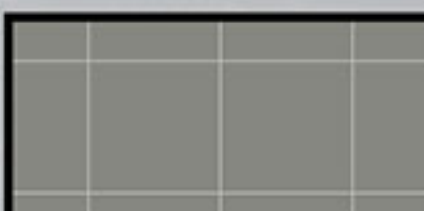

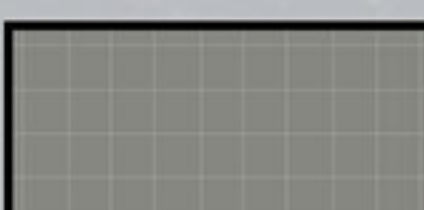





BATTLESPACES

BATTLESPACE

BATTLESPACE SYMBOLS

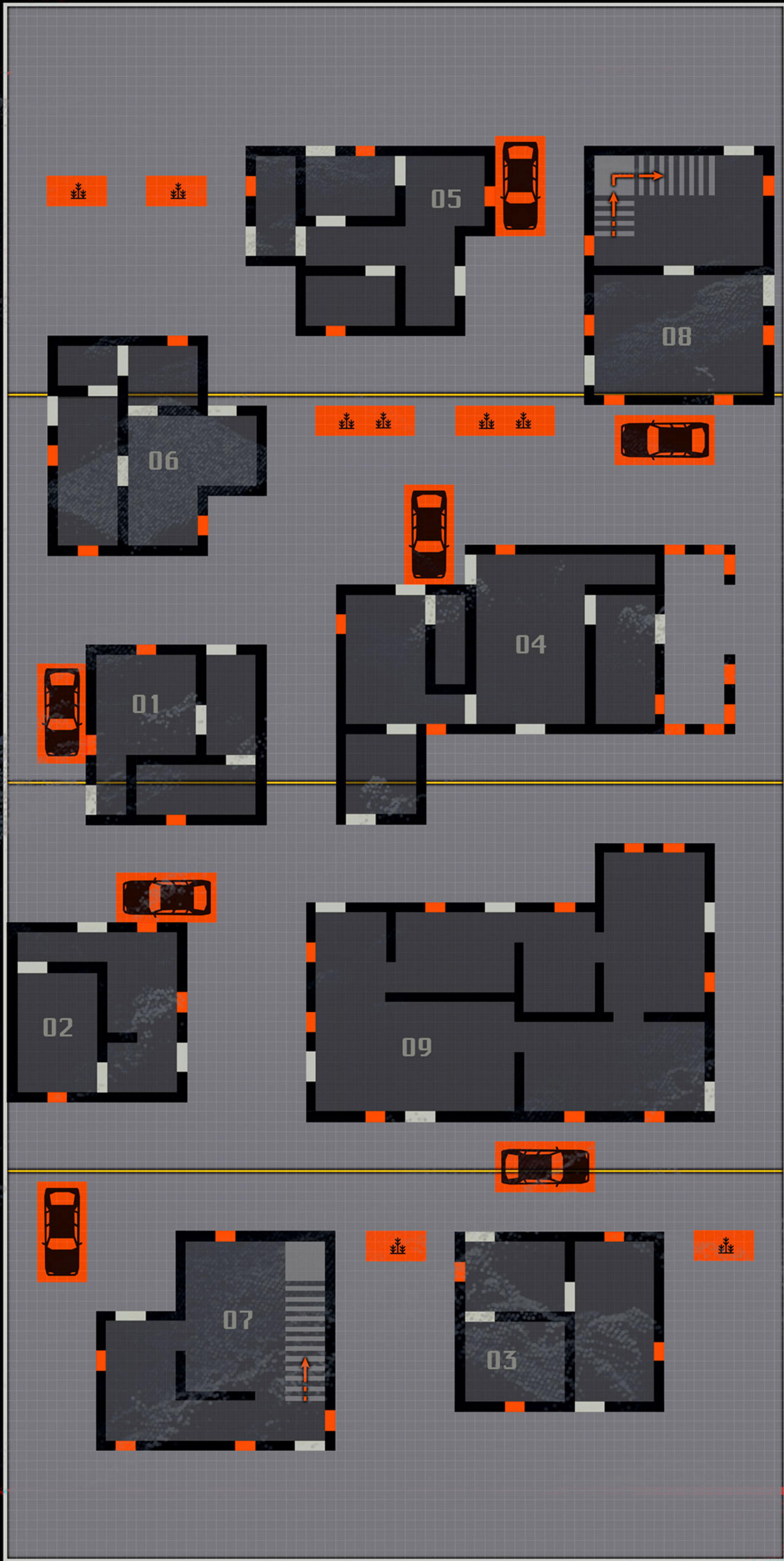
 04	NAI IDENTIFIER Structure identification number, corresponds with a numbered terrain piece.	 VEHICLE Surmountable waist high cover.
 INTERIOR/EXTERIOR WALL A fully bulletproof wall that obstructs line of sight and explosion propagation. Light grey indicates exterior and dark grey is interior space.	 LARGE PLANTER Surmountable waist high cover.	 PLANTER Surmountable waist high cover.
 INTERIOR/EXTERIOR DOOR Can be traversed in either direction when open, requires 3" of movement to open (unless the warfighter has the Doorkicker attribute) or close.	 AIR CONDITIONER Surmountable waist high cover.	 LARGE GRID 1" grid squares, used only for terrain placement.
 WINDOW An aperture of waist-high cover that can be shot through but is too narrow to surmount.	 SMALL GRID 1/3" grid squares, used only for terrain placement.	
 HEDGEWALL Mixed full and waist-high cover, too narrow to surmount.		



GASR AL-JAWF

BATTLESPACE

OVERLAND 381-KP



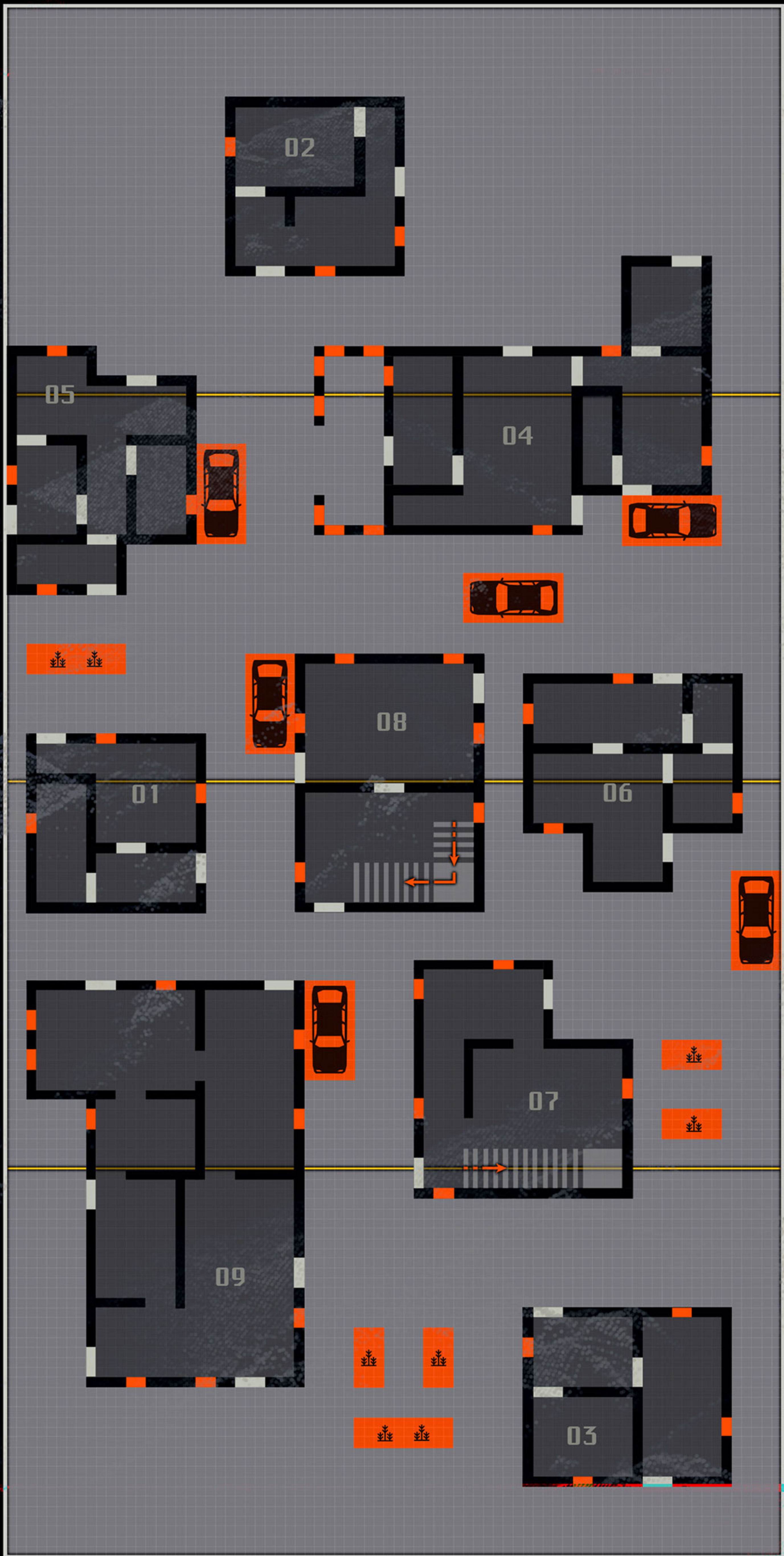
BATTLESPACE

RINGED CORDON



BATTLESPACE

DUST SLUM



BATTLESPACE

MARAUDER HUB



BATTLESPACE



WARFIGHTER UNITS



CRISIS TROOP SCORCH

RECCE RAIDER

KINETIC INFILTRATION EXPERTS, RECCE RAIDERS SURGE INTO CONTESTED AREAS UNDER COVER OF DARKNESS DISRUPTING ENEMY ACTION THROUGH REPEATED HIT AND RUN ATTACKS. SATURATING OPPONENTS WITH FIRE FROM SUPPRESSED FLUX RAIDER PDWS, THEY BREAK CONTACT ON A DIME – HUNTING FOR THE NEXT TARGET OF OPPORTUNITY, CREATING WOUND CHANNELS DEEP INTO ENEMY LINES. INSIDE THE HOUSE OR AT CQB RANGE, RECCE RAIDERS OVERWHELM INDIVIDUAL THREATS PUSHING MASSES FIRES INTO TARGETS WITH DECISIVE LETHAL EFFECT.

CORE STATS

CAPABILITY VALUE 30 CP
MOVEMENT RANGE 8"

ATTACK + SAVE ROLLS

ROLL 5D10. ATTACK STATS ARE FOR EACH DIE. TWO HITS STAGGERS WITH NO SAVE ROLL. THREE-FOUR HITS ARE A NORMAL HIT. FIVE HITS IS A HEADSHOT.

ATTACK ROLL	SAVE ROLL
≤ 3 MISS	≤ 14 KILL
≥ 4 DIRECT LOS HIT	≥ 15 STAGGER
≥ 5 OBSTRUCTED LOS HIT	≥ 20 UNAFFECTED

FORWARD DEPLOYED

IN PHASE LINE TASKINGS RECCE RAIDERS CAN BE DEPLOYED UP TO 13" CLOSER TO THE OPPONENTS'S EDGE OF THE BOARD THAN WOULD NORMALLY BE PERMITTED DURING ANY UNIT SPAWN, AT A COST OF AN EXTRA 5 CAPABILITY POINTS PER UNIT.

DOORKICKER

Once per turn while activated during the Maneuver Phase, this unit can open a door with no movement penalty.

INITIATIVE

This warfighting unit can be activated in the Maneuver Phase after it has already gained an ACT chit from an Immediate Action, however it cannot attack on this activation.

CQB

This unit does not suffer the -3 penalty for Immediate Actions within 6".

CRISIS TROOP SCORCH

ASSAULT GRENADIER

EQUIPPED WITH A SLUNG 40MM GRENADE LAUNCHER, THE ASSAULT GRENADIER DESTROYS ENEMY FORCES WITH IMMEDIATE EFFECT, PUSHING HIGH TRAJECTORY, HIGH EXPLOSIVE ROUNDS ONTO TARGETS IN THE OPEN OR BEHIND WAIST HIGH COVER. A ROLLING BASE OF FIRE, THE ASSAULT GRENADIER PUNCTUATES THE RELENTLESS TORRENT OF TSX BULLETS GOUGING THROUGH ENEMY FIGHTING POSITIONS DOWN RANGE WITH SHRAPNEL AND TRAUMA.

CORE STATS

CAPABILITY VALUE 40 CP
MOVEMENT RANGE 6"

LIMITATION ONE GRENADIER PER 100 CAPABILITY POINTS OF WARFIGHTING UNITS..

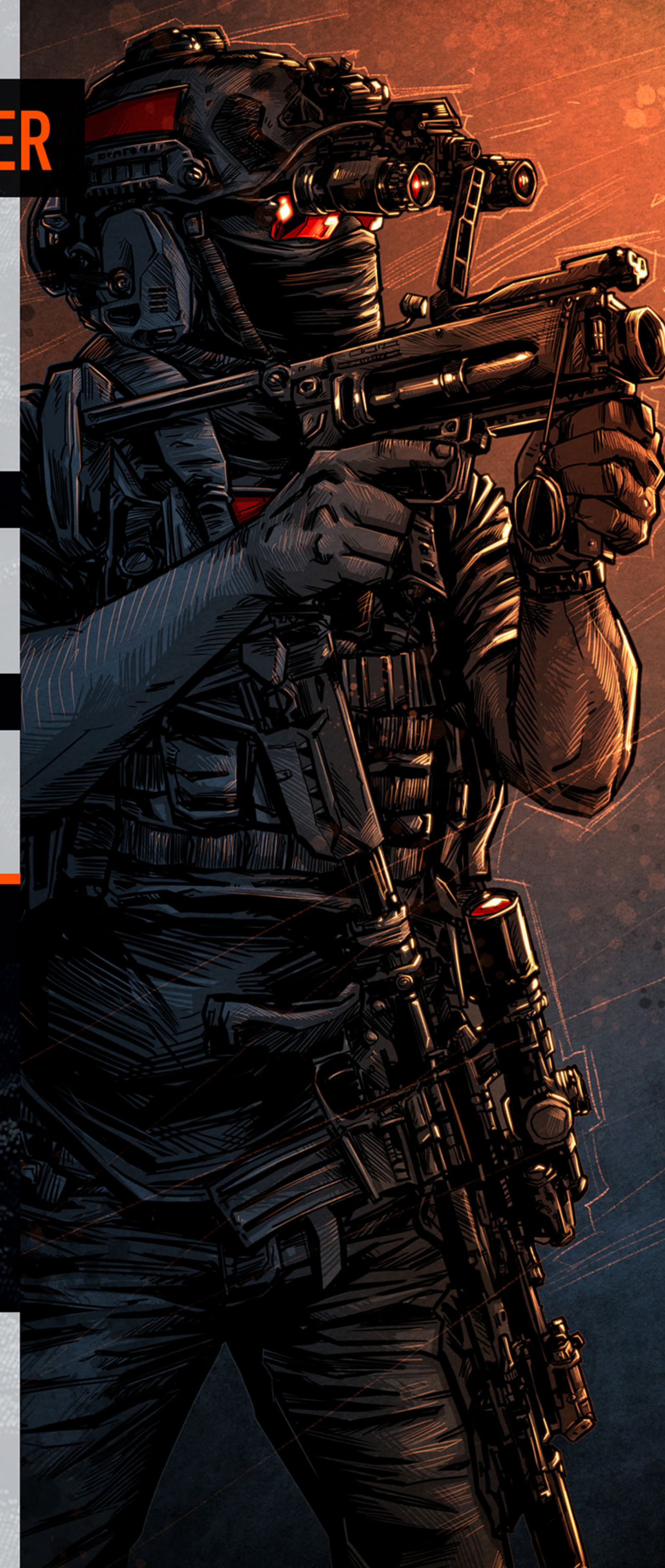
ATTACK + SAVE ROLLS

ATTACK ROLL	SAVE ROLL
≤ 6 MISS	≤ 14 KILL
≥ 7 DIRECT LOS HIT	≥ 15 STAGGER
≥ 9 OBSTRUCTED LOS HIT	≥ 20 UNAFFECTED
≥ 20 HEADSHOT	

GRENADIER FRONT

When activated in the Direct Fire Phase, rather than attacking, this unit can shoot a grenade at any point within its LOS, including walls and waist-high cover. A 2" explosion immediately radiates out 180 degrees from a wall or 360 degrees from a point.

This unit can also spend 3" of movement to shoot a grenade rather than attacking during the Maneuver Phase, requiring the player to place the Radial Template on its intended point of impact before rolling 1D10. Draw a line from the center of the unit's base to the location rolled on the Radial Template. If a wall intersects the line, the grenade explodes at the wall. Otherwise, it explodes at the rolled location. Resolve either result immediately. Firing a grenade ends this unit's activation.





CRISIS TROOP SCORCH

AUTOMATIC RIFLEMAN HVY

THE AUTOMATIC RIFLEMAN HVY'S PRIMARY WEAPON IS A BLEEDING EDGE ULTRALIGHT BELT-FED MACHINE GUN. AN OVERMATCH OF FIRE AGAINST ANY OPPONENT UP TO A PKM GUN TEAM. THE AUTOMATIC RIFLEMAN HVY IS A SCOURGE OF THE BATTLESPACE. SMOTHERING AREA TARGETS AS WELL AS INTERVENING MICRO-TERRAIN FEATURES WITH 7.62X51MM FIRE BEFORE DISPLACING TO THE NEXT FIGHTING POSITION AND PREPPING TO ATTACK AGAIN.

CORE STATS

CAPABILITY VALUE 50 CP
MOVEMENT RANGE 6"

LIMITATIONS ONE AUTOMATIC RIFLEMAN HVY PER 100 CAPABILITY POINTS OF WARFIGHTING UNITS.

ATTACK + SAVE ROLLS

ATTACK ROLL	SAVE ROLL
≤ 6 MISS	≤ 14 KILL
≥ 7 DIRECT LOS HIT	≥ 15 STAGGER
≥ 9 OBSTRUCTED LOS HIT	≥ 20 UNAFFECTED
≥ 20 HEADSHOT	

BASE OF FIRE

This unit rolls five separate attack rolls aimed at a point in LOS when attacking in the Direct Fire Phase and Immediate Actions. Hits can be distributed to units up to 2" away from this point in the attacker's LOS. The opponent rolls for saves or kills the target unit immediately after a hit is rolled. Hits can be assigned to units that were already hit in the ongoing attack (such as units that survived a hit via a save roll).

BIPOD

When taking an Immediate Action that passes through waist-high cover that this unit is adjacent to, it does not suffer from the -3 modifier.

FIRE FOR EFFECT

This unit can see through doors when choosing a target point, and can assign attacks to closed doors between itself and its target point. A hit door is immediately destroyed. If an opponent gains LOS from a door being destroyed, it cannot perform an Immediate Action unless it survives all of the active unit's attacks. Opponents hit by this unit suffer a -1 modifier to save rolls.

AAVARI NETWORK

MUHTASIB SAPPER

MUHTASIB SAPPERS ARE THE SPEARHEAD OF THEIR JIHADIST IDEOLOGY. DISCIPLINED COMBAT ENGINEERS, THESE ZEALOT COMMANDOS STORM FIGHTING POSITIONS WITH PP-19 9MM CARBINES AND THEN CLACK OFF THEIR SUICIDE VESTS TO OBLITERATE THE SURVIVORS. OFTEN AS RUTHLESS WITH FRIENDLY FORCES AS THEY ARE THE APOSTATE. MUHTASIB SAPPERS WILL PUSH SCREENING FORCES OF SHURTA INTO CTS GUN TEAMS FOR SLAUGHTER WITHOUT HESITATION TO MANEUVER ON AND DESTROY EVEN A SINGLE PAWN OF THE GREAT SATAN. ETERNITY AWAITS.

CORE STATS

CAPABILITY VALUE 25 CP
MOVEMENT RANGE 8"

ATTACK + SAVE ROLLS

ROLL SD10. ATTACK STATS ARE FOR EACH DIE. TWO HITS STAGGERS WITH NO SAVE ROLL. THREE-FOUR HITS ARE A NORMAL HIT. FIVE HITS IS A HEADSHOT.

ATTACK ROLL	SAVE ROLL
≤ 5 MISS	≤ 2 DETONATE S-VEST
≥ 6 DIRECT LOS HIT	≤ 16 KILL
≥ 7 OBSTRUCTED LOS HIT	≥ 17 STAGGER
	≥ 20 UNAFFECTED

S-VEST

At any point while activated in the Maneuver Phase, if this unit has not attacked, it can detonate its suicide vest, killing itself. Kill or roll saves for each unit (friend or foe) within 2" of its base.

DOORKICKER

Once per turn while activated during the Maneuver Phase, this unit can open a door with no movement penalty.

CQB

This unit does not suffer the -3 penalty for Immediate Actions within 6".





HONGBIN

MERC GRENADIER

HONGBIN MERCENARY TROOPS ARE ARCHITECTS OF DESPAIR, LEADING MURDEROUS ARMIES OF LOCAL NATIONAL FIGHTERS IN CAMPAIGNS OF INDISCRIMINATE ATROCITY THROUGH THE REGION, OPERATING ON THE FRONTLINES OF THE AWBARI CIVIL WAR. THESE MERC GRENADIERS ARE EQUIPPED WITH AN AK12 AND AN ATTACHED 40MM GRENADE LAUNCHER, CREATING WINDOWS FOR THEIR LOCAL PROXIES TO ADVANCE WITH HIGH EXPLOSIVE SHELLS. THE MERC GRENADIER PROVIDES AN EXTREMELY LETHAL CAPABILITY TO THE AAYARI GUARD, ESPECIALLY WHEN LAYERED WITH RPK16 FIRE OR PKM GUN TEAMS.

CORE STATS

CAPABILITY VALUE 20 CP
MOVEMENT RANGE 6"

LIMITATIONS ONE MERC GRENADIER PER 100
CAPABILITY POINTS OF WARFIGHTING UNITS.

ATTACK + SAVE ROLLS

ATTACK ROLL	SAVE ROLL
≤ 11 MISS	≤ 16 KILL
≥ 12 DIRECT LOS HIT	≥ 17 STAGGER
≥ 13 OBSTRUCTED LOS HIT	≥ 20 UNAFFECTED
≥ 20 HEADSHOT	

GRENADIER DIRECT FIRE

When activated in the Direct Fire Phase, rather than attacking, this unit can shoot a grenade at any point within its LOS, including walls and waist-high cover. A 2" explosion immediately radiates out 180 degrees from a wall or 360 degrees from a point.

FRAG

When activated in the Direct Fire Phase, this unit can place a Frag chit at any point within its line of sight up to 10" away rather than attacking.





AAYARI NETWORK

SHURTA PKM GUNNER

REMOVING LIMBS AND SCYTHING THROUGH TISSUE, THE PKM GUNNER DELIVERS AN ALMOST UNMATCHED AMOUNT OF FIRE INTO HIS KILL BOX. ONCE EMPLACED ON WAIST HIGH COVER, THE SHURTA GUNNER CAN CONCENTRATE FIRE ON A SINGLE TARGET OR DISTRIBUTE SUSTAINED FIRE ONTO AN APPROACHING FORMATION WITH DEVASTATING EFFECT. THE ONLY SHORT COMING OF THE CAPABILITY IS THE GUNNER'S REDUCED MOBILITY BASED ON THE WEIGHT OF THE SYSTEM.

CORE STATS

CAPABILITY VALUE 45 CP
MOVEMENT RANGE 4"

LIMITATIONS ONE PKM GUNNER PER 100 CAPABILITY POINTS OF WARFIGHTING UNITS. SHURTA CAN ONLY BE FIELDIED IF ACCOMPANIED BY MUHTASIB. EVERY ONE MUHTASIB IN THE PLAYER'S ORGANIZATION PERMITS FOUR SHURTA TO BE FIELDIED.

ATTACK + SAVE ROLLS

ATTACK ROLL	NO SAVE ROLL
≤ 13 MISS	
≥ 14 DIRECT LOS HIT	
≥ 15 OBSTRUCTED LOS HIT	
≥ 20 HEADSHOT	

PKM

This unit rolls three separate attack rolls aimed at a point in LOS when attacking in the Direct Fire Phase and Immediate Actions. Hits can be distributed to units up to 3" away from this point in the attacker's LOS. The opponent rolls for saves or kills the target unit immediately after a hit is rolled. Hits can be assigned to units that were already hit in the ongoing attack (such as units that survived a hit via a save roll).

BIPOD

When taking an Immediate Action that passes through waist-high cover that this unit is adjacent to, it does not suffer from the -3 modifier.

FIRE FOR EFFECT

This unit can see through doors when choosing a target point, and can assign attacks to closed doors between itself and its target point. A hit door is immediately destroyed. If an opponent gains LOS from a door being destroyed, it cannot perform an Immediate Action unless it survives all of the active unit's attacks. Opponents hit by this unit suffer a -1 modifier to save rolls.

AAYARI NETWORK

ASSISTANT PKM GUNNER

SLUNG WITH BELTS OF 7.62X54MM AND SPARE BARRELS, THE SHURTA ASSISTANT GUNNER IS VITAL TO KEEPING THE PKM UP AND IN THE FIGHT. A PKM GUN TEAM CAN MAINTAIN AN EXCEPTIONALLY HIGH VOLUME OF FIRE ON AREA TARGETS AND INTERVENING MICRO-TERRAIN - DISTRIBUTING ATTACKS TO ANYTHING THAT ENTERS THE GUN TEAM'S FIELD OF FIRE WITH UNFORGIVING CERTAINTY. ANOTHER WILLING AND EXPENDABLE SERVANT OF THE AAYARI DEATH CULT.

CORE STATS

CAPABILITY VALUE 5 CP
MOVEMENT RANGE 6"

LIMITATIONS SHURTA CAN ONLY BE FIELDIED IF ACCOMPANIED BY MUHTASIB. EVERY ONE MUHTASIB IN THE PLAYER'S ORGANIZATION PERMITS FOUR SHURTA TO BE FIELDIED.

ATTACK + SAVE ROLLS

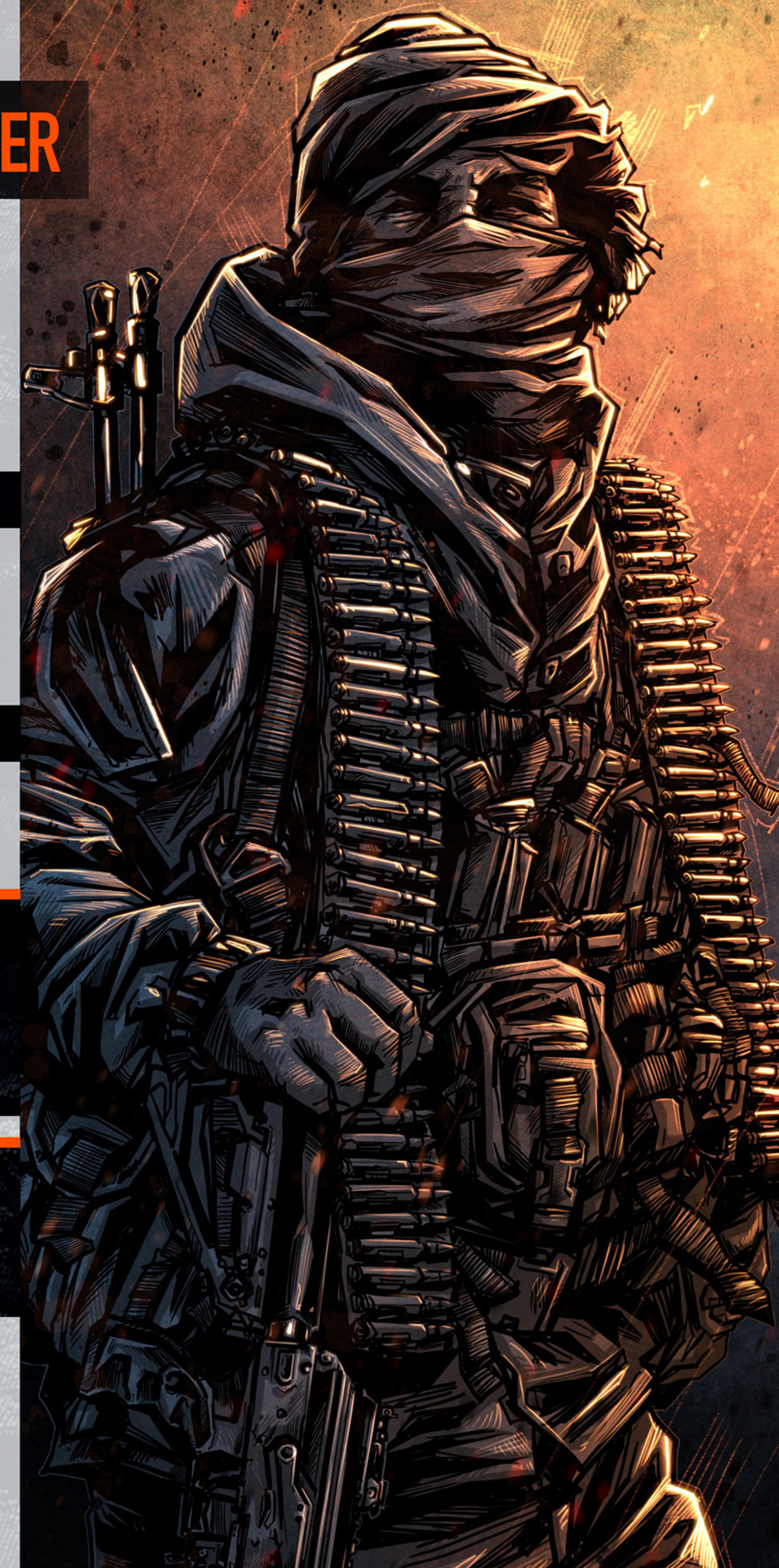
ATTACK ROLL	SAVE ROLL
≤ 13 MISS	NO SAVE ROLLS
≥ 14 DIRECT LOS HIT	
≥ 15 OBSTRUCTED LOS HIT	
≥ 20 HEADSHOT	

NON-PROFESSIONAL

If one or more friendly units' bases obstruct an attack made by this unit, first roll to see if it hits the friendlies, starting in sequence with the closest unit. Normal attack roll stats with any relevant modifiers are applied. If it hits a friendly, kill or roll save for the affected unit and end the attack. If the attack misses all applicable friendlies, roll again to hit the intended target.

CREW SERVED

If a friendly unit with the PKM attribute initiates a Direct Fire or Immediate Action attack while adjacent to this unit, the PKM Gunner can roll for five attacks rather than three. Then, both units gain an ACT chit.





CARDS + TOKENS

FIRES CARDS

FIRES

SENSOR FUZED MUNITION

CHOOSE TWO TARGET POINTS, INSIDE OF A 3" RADIUS. ROLL 2D10 FOR ONE EXTERIOR UNIT WHOSE BASE IS AT LEAST PARTIALLY IN THE AFFECTED AREA.

ON ANY RESULT OF 5 OR HIGHER, THE UNIT IS IMMEDIATELY KILLED WITH NO SAVE ROLL.

THEN, ROLL FOR TWO 2" RADIUS EXPLOSIONS WITH 3" DISPERSION FROM THE TARGET POINT VIA THE RADIAL TEMPLATE.



AFTER PLAY, DISCARD THIS CARD FOR THE REMAINDER OF THE NIGHT RAID.


FIRES

HESH ROUNDS

CHOOSE ONE STRUCTURE. KILL OR ROLL SAVES FOR ALL UNITS INSIDE OF AND WITHIN 2" OF THE TARGET STRUCTURE.

UNITS ABOVE THE FIRST STORY ARE MOVED DIRECTLY DOWN TO THE FIRST STORY IF THEY SURVIVE A SAVE ROLL. SURVIVING UNITS ARE MOVED AT THEIR PLAYER'S DISCRETION ONLY IF THEY WOULD INTERSECT A WALL.

MARK THE STRUCTURE WITH A FACE-DOWN TACTICAL EXPLOITATION TOKEN (BLACK SIDE UP). FOR THE REMAINDER OF THE TASKING, TREAT ALL WALLS INSIDE THE STRUCTURE AS WAIST-HIGH COVER. TREAT STAIRWELLS AS IMPASSIBLE FULL HEIGHT WALLS, AND DESTROY ALL DOORS.



AFTER PLAY, DISCARD THIS CARD FOR THE REMAINDER OF THE NIGHT RAID.

FIRES

DRONE SWARM

CHOOSE TWO TARGET POINTS IN THE BATTLESPACE. ROLL FOR DISPERSION USING THE RADIAL TEMPLATE, AND THEN IMMEDIATELY ROLL FOR TWO 3" EXPLOSIONS AT EACH TARGET.

AFTER PLAY, DISCARD THIS CARD FOR THE REMAINDER OF THE NIGHT RAID.

FIRES

CHLORINE GAS

EVERY UNIT IN THE BATTLESPACE ROLLS FOR CHEMICAL EXPOSURE, USING A 2D10 ROLL.

- + ON 2-8, KILL THE UNITS WITH NO SAVE ROLL.
- + ON 9-17, GAIN AN EXPOSURE TOKEN.
- + ON 18+, THE UNIT IS UNAFFECTED.

USE FACE-DOWN ACTIVATION CHITS (BLACK SIDE UP) FOR EXPOSURE TOKENS. EVERY EXPOSURE TOKEN PRESENT ON A UNIT GIVES IT -2" MANEUVER RANGE AND -2 TO BOTH ATTACK AND SAVE ROLLS, DOWN TO A MINIMUM OF 0.

AFTER PLAY, DISCARD THIS CARD FOR THE REMAINDER OF THE NIGHT RAID.

FIRES

GPS-GUIDED MORTARS

POSITION SEVEN FRAG TOKENS ON ANY EXTERIOR POINT ANYWHERE ON THE BATTLESPACE. IMMEDIATELY ROLL TO RESOLVE THE PLACEMENT AND EXPLOSIONS USING A 2" RADIUS FOR EACH.

AFTER PLAY, DISCARD THIS CARD FOR THE REMAINDER OF THE NIGHT RAID.

INTERVENTION CARDS

INTERVENTION

TROOPS IN CONTACT

PLAY THIS CARD IN THE MANEUVER PHASE WHEN A UNIT THAT ALREADY HAS AN ACT CHIT HAS LINE OF SIGHT ON THE ACTIVE UNIT. THIS UNIT CAN TAKE AN IMMEDIATE ACTION.

THEN, DISCARD THIS CARD.

INTERVENTION

SHOOT FIRST, HIT FIRST

PLAY THIS CARD WHEN THE OPPONENT DECLARES AN IMMEDIATE ACTION BEFORE YOU HAVE ATTACKED IN A MANEUVER PHASE ACTIVATION.

THIS PRECLUDES ANY POTENTIAL IMMEDIATE ACTION AGAINST THE ACTIVE UNIT BY ANY OPPONENT UNIT.

OPPONENT UNIT(S) DO NOT GAIN AN ACT CHIT, AND YOUR UNIT MUST IMMEDIATELY ATTACK OR LAUNCH A GRENADE (ASSAULT GRENADE) AT THE OPPONENT UNIT THAT WOULD HAVE TAKEN THE IMMEDIATE ACTION.

THEN END YOUR UNIT'S ACTIVATION WITHOUT FURTHER ACTION FROM EITHER AFFECTED UNIT.

THEN, DISCARD THIS CARD.

INTERVENTION

FIX AND FINISH

PLAY THIS CARD WHEN AN OPPONENT THAT YOU HAVE HIT ROLLS A STAGGER RESULT. ATTACK THE UNIT AGAIN.

THEN, DISCARD THIS CARD.

INTERVENTION

TIME TABLE

PLAY THIS CARD IN THE DIRECT FIRE PHASE BEFORE ANY UNITS HAVE ACTIVATED. MOVE THE TURN COUNTER FORWARD OR BACKWARDS BY ONE TURN. THEN, DISCARD THIS CARD.

INTERVENTION

COURSE OF ACTION

WHILE ACTIVE IN THE MANEUVER PHASE, A UNIT CAN MOVE ON TOP OF A FRAG TOKEN IF THE FRAG'S CENTER POINT IS INSIDE OF ITS RANGE OF MOVEMENT.

THE UNIT IS IMMEDIATELY KILLED AND THE FRAG TOKEN IS REMOVED FROM THE BATTLESPACE.

THEN, DISCARD THIS CARD.

INTERVENTION

RETURN TO SENDER

PLAY THIS CARD WHEN ONE OF YOUR UNITS MANEUVERS ON TOP OF A FRAG CHIT DURING THE MANEUVER PHASE.

THE ACTIVE UNIT CAN RELOCATE THE FRAG CHIT ANYWHERE INSIDE OF ITS LOS UP TO 3" AWAY. THEN, DISCARD THIS CARD.

THE FRAG CHIT BEHAVES NORMALLY FROM ITS NEW LOCATION, EXPLODING AT THE BEGINNING OF THE FINISHING PHASE WITH DISPERSION.

INTERVENTION CARDS

INTERVENTION

HELL IS FOR HEROES

PLAY THIS CARD WHEN ONE OF YOUR UNITS MANEUVERS ON TOP OF A FRAG CHIT DURING THE MANEUVER PHASE.

THE ACTIVE UNIT CAN NO LONGER ATTACK DURING THIS ACTIVATION, BUT IT CAN MANEUVER UP TO 4" (REGARDLESS OF ITS PREVIOUS MANEUVERING ON THIS ACTIVATION) AND MUST EXPLODE WITH A 2" RADIUS AT THE END OF ITS ACTIVATION, EVEN IF THE ACTIVATION ENDS FROM THE UNIT BEING KILLED BY AN IMMEDIATE ACTION.

THEN, DISCARD THIS CARD.

INTERVENTION

TARGET OF OPPORTUNITY

PLAY THIS CARD WHEN ONE OF YOUR UNITS IS ACTIVATED IN THE MANEUVER PHASE. THIS UNIT CAN ATTACK TWICE DURING THIS ACTIVATION.

THIS UNIT IS INELIGIBLE TO ATTACK AGAIN FOR THE REMAINDER OF THE CURRENT TURN, INCLUDING FINISHING ATTACKS AND ATTACKS GRANTED VIA INTERVENTION CARDS.

AT THE END OF THE ACTIVATION, DISCARD THIS CARD.

INTERVENTION

DEFILADE

PLAY THIS CARD WHEN AN OBSTRUCTED LOS ATTACK IS DECLARED AGAINST ONE OF YOUR UNITS IN THE DIRECT FIRE PHASE. THE ATTACKER DOES NOT GAIN THE +1 MODIFIER FROM DIRECT FIRE AND INSTEAD SUFFERS A -2 MODIFIER.

DISCARD THIS CARD AFTER THE ATTACK IS RESOLVED.

INTERVENTION

3 SECOND RULE

PLAY THIS CARD WHEN A FRIENDLY UNIT IS ACTIVE IN THE MANEUVER PHASE, HAS NOT YET ATTACKED, AND IS ADJACENT TO A FRIENDLY UNIT THAT IS STAGGERED. IMMEDIATELY UNSTAGGER THE STAGGERED UNIT, GIVE BOTH UNITS ACTIVATION CHITS, AND END THE ACTIVE UNIT'S ACTIVATION.

THEN, DISCARD THIS CARD.

BATTLESPACE + ATMOSPHERICS CARDS

BATTLESPACE

GASR AL-JAWF



BATTLESPACE

OVERLAND 381-KP




BATTLESPACE

RINGED CORDON




BATTLESPACE

DUST SLUM



BATTLESPACE

MARAUDER HUB



ATMOSPHERICS

WASTE POND INFERNO

WASTE PONDS CONTAINING HEAVY METALS, ACIDS, AND RADIOACTIVE WASTE HAVE BEEN IGNITED BY FIGHTING FORCES IN THE AREA OF OPERATIONS.

EVERY UNIT IN THE BATTLESPACE ROLLS FOR CHEMICAL EXPOSURE AT THE BEGINNING OF TURN 1'S DIRECT FIRE PHASE, USING A 2D10 ROLL.

- + ON 2-8, KILL THE UNITS WITH NO SAVE ROLL.
- + ON 9-17, GAIN AN EXPOSURE TOKEN.
- + ON 18+, THE UNIT IS UNAFFECTED.

EVERY EXPOSURE TOKEN PRESENT ON A UNIT GIVES IT -2" MANEUVER RANGE AND -2 TO BOTH ATTACK AND SAVE ROLLS.