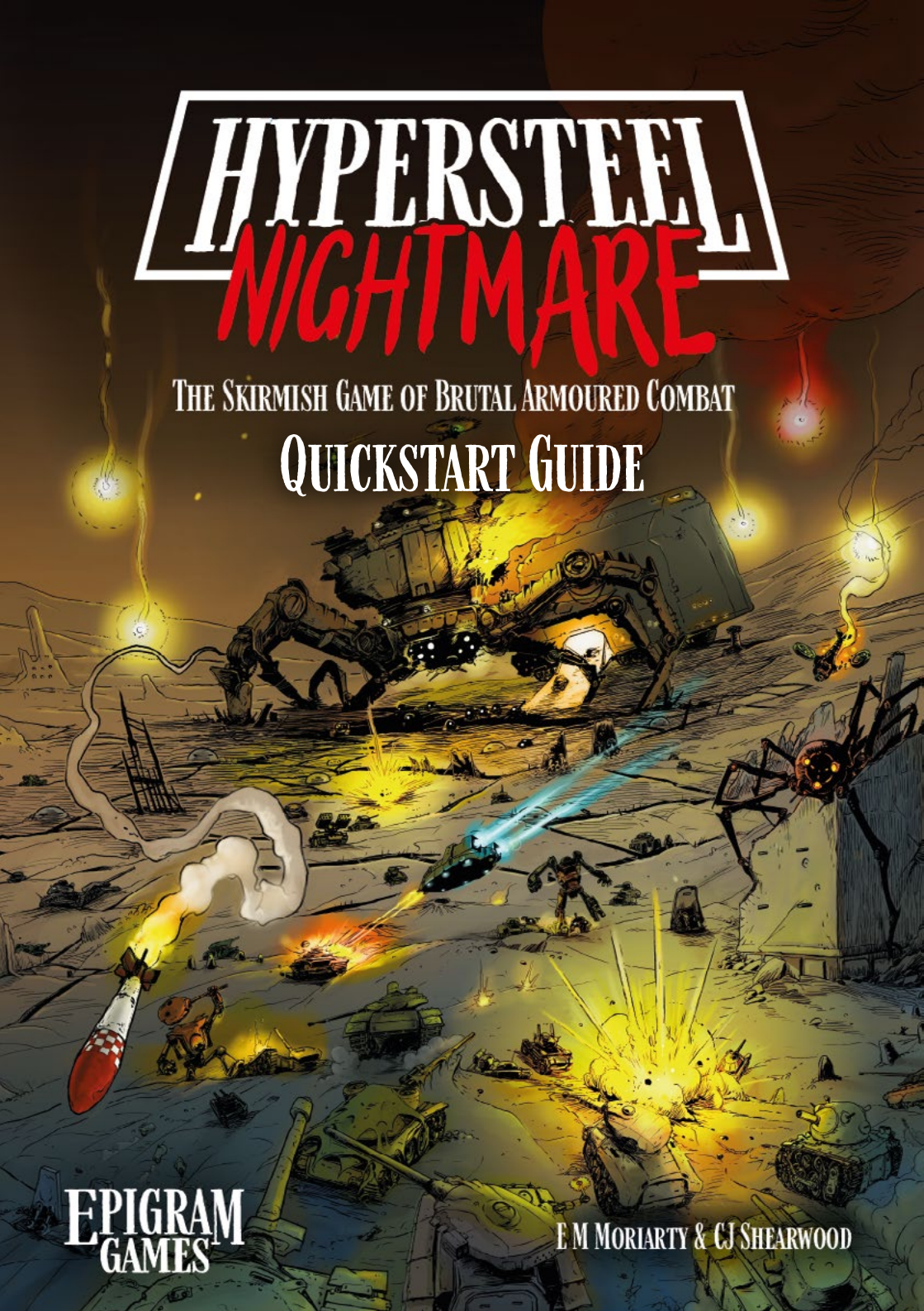


HYPERSTEEL **NIGHTMARE**

THE SKIRMISH GAME OF BRUTAL ARMoured COMBAT

QUICKSTART GUIDE



EPIGRAM
GAMES

E M MORIARTY & C J SHEARWOOD

HYPERSTEEL **NIGHTMARE**

The Brutal Skirmish Game of Armoured Combat
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Quickstart Guide

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The full version can be found at <https://hypersteelnightmare.com>

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Compact Heavy Cruiser Barbarity Passenger Clearance Procedure (Displacement 22.89 mtons)

- > Attach command chip ID to return comm
- > Affirm via chainlog valid ID and 3 digit hypercode crew manifest
- > Designate displacement tonnage (in mtons) of cargo/deployment
- > Ensure all high risk items are secured or in field stasis before boarding
- > Disengage all hypersteel gravex locks and curator mechanisms. Alert standing Yeoman if curator mechanisms are Green coded or at subspace velocities

HANGAR 3 COPY!

COME BEFORE HYPE



==== hyperspace comm protocol alpha six two gamma
initiate secure connection to target link
handshake initiated E02BH701FF10AA57==
session resumed sector 2-AZ9
connection to target link engaged
288 AH 989.23 J Delta
Commander Cartwright" x-link
113 HQ 339.22 F Alpha
Admiral Shen"

==== hyperspace comm protocol alpha six two gamma
28004736

right, victory at all costs.

costs, Admiral. It's an
with you.

ilities. We're shipping you
ty Alpha, Black Code
nt protocols.

Again? My squadron needs full refits,
Admiral. There's no way we're ready for
another Midnight protocol mission.

<HQ 339.22>

Ready or not, there's no one else
available. You know how thin we're
stretched. You ship out at 18:45 standard.
CHC Barbarity will be taking you. Good
ship, plenty of room for your squadron.

<AH 989.23>

Is there a machine lab on board, Admiral?

<HQ 339.22>

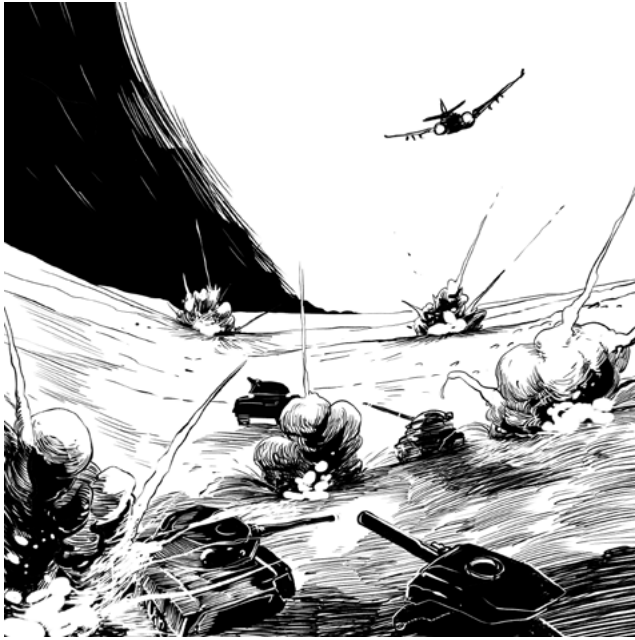
No. You will have to accept what you cannot
change. The briefing will be waiting for
you on the Barbarity. Victory at all costs,
Commander.

<AH 989.23>

Victory at all costs, Admiral.

==== hyperspace comm transmission ends

secure connection link severed
file 28994736 encrypted and moved to local
re



INTRODUCTION

This document is intended to provide a gameplay demo of *Hypersteel Nightmare*, the skirmish game of brutal armoured combat for two players. It will give you some example lists you can use miniatures from your collection to represent, and show you the basics of how to play through a simple mission. The aim isn't to teach you all of the rules, but instead to give you a taste of what the game is like. You'll need the full rulebook to play a full game.

In this game you and your opponent control platoons of armoured vehicles, represented on the table by miniatures between 6mm and 15mm scale. You'll fight across a battlefield strewn with terrain to attempt to win victory, making difficult decisions and rolling dice to determine the outcome of your efforts as you do.

CLASHING PLATOONS

The scenario you're about to play is a clash between the Compact and the Reave, two of the thousands of warring factions in the setting of *Hypersteel Nightmare*. Each has a platoon list and a number of Unit profiles, which detail what each Unit can do. These lists are smaller than normal - about half of the size of a standard game. These are similar to the example skirmish lists in the full rulebook, but simplified to help you get playing as quickly and easily as possible.



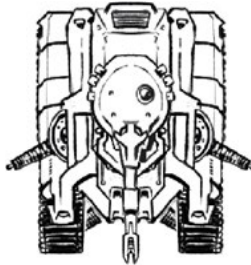
COMPACT

One player will control the **Compact**, a hyper-militarised alliance of parallel versions of the same world, with unified military tech. This list is a standard armoured patrol, featuring a couple of heavy tanks, a light tank and two scout vehicles. They're straightforward to play and prefer solid armour and strong guns to fancy tricks.

- Arcus Heavy Tank
- Belicos Heavy Support Vehicle
- Relica Light Tank
- Wanit Scout Vehicle
- Wanit Scout Vehicle

Arcus Heavy Tank

Discipline	Optics	Movement
3	8"	6"
Morale	Armour	Hull Points
4	2/2/1	8
Weapon	Rating	Mount
Battle Cannon	9	Turret



Belicos Tank Destroyer

Discipline	Optics	Movement
3	8"	6"
Morale	Armour	Hull Points
3	2/1/1	8
Weapon	Rating	Mount
Super Battle Cannon	11	Fixed

Relica Light Tank

Discipline	Optics	Movement
2	8"	8"
Morale	Armour	Hull Points
3	1/1/0	4
Weapon	Rating	Mount
Light Cannon	7	Turret

Wanit Scout Vehicle

Discipline	Optics	Movement
2	10"	8"
Morale	Armour	Hull Points
2	0/0/0	4
Weapon	Rating	Mount
Autocannon	5	Fixed

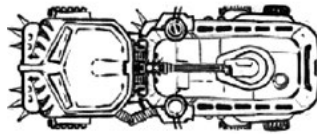
REAVE

The other player will control the **Reave**, a loose coalition of marauding raiders driven mad by the enormity of the emptiness of space beyond the galactic fringes, and desperate to abduct others to make them comprehend the same yawning horror. They're fast and aggressive, but are lighter and more vulnerable to counterattack.

- The Murderbus
- Pulverizer
- Killcar
- Pillager Bikers
- Pillager Bikers

The Murderbus

Discipline	Optics	Movement
3	6"	8"
Morale	Armour	Hull Points
3	3/2/1	8
Weapon	Rating	Mount
Heavy Cannon	10	Turret



Pulverizer

Discipline	Optics	Movement
3	6"	8"
Morale	Armour	Hull Points
3	2/1/1	8
Weapon	Rating	Mount
Light Cannon	7	Fixed

Killcar

Discipline	Optics	Movement
2	8"	10"
Morale	Armour	Hull Points
2	0/0/0	4
Weapon	Rating	Mount
Light Cannon	7	Turret



Pillager Bikers

Discipline	Optics	Movement
2	10"	10"
Morale	Armour	Hull Points
2	o/o/o	2
Weapon	Rating	Mount
Autocannon	5	Fixed

SETTING UP

Once you've got your platoons and their lists ready, you can start setting up to play.



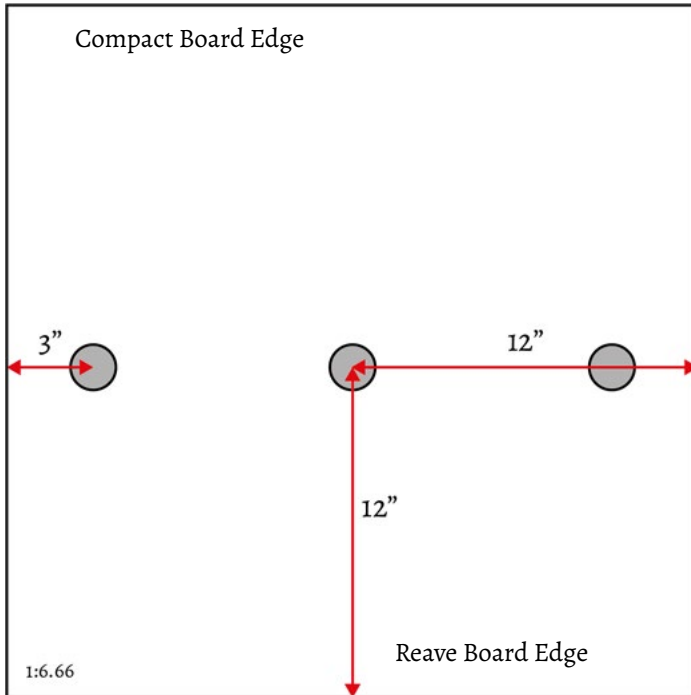
You'll need a **Battlefield** to play on. This is the area within which the game takes place, and for 50pt skirmish games is 24" by 24" (a 2' by 2' square). Larger games take place on larger boards. Mark the boundaries of the Battlefield in some way so both players know where they are.

MEASURING DISTANCES

You'll need some way to measure distances. A tape measure marked in inches is probably the best way.

CREATING THE BATTLEFIELD

Now you need to place some objective markers on the Battlefield. These are 40mm discs that represent important points you're trying to control. There are three of them in this scenario, and you should set them up as shown below:



COVER

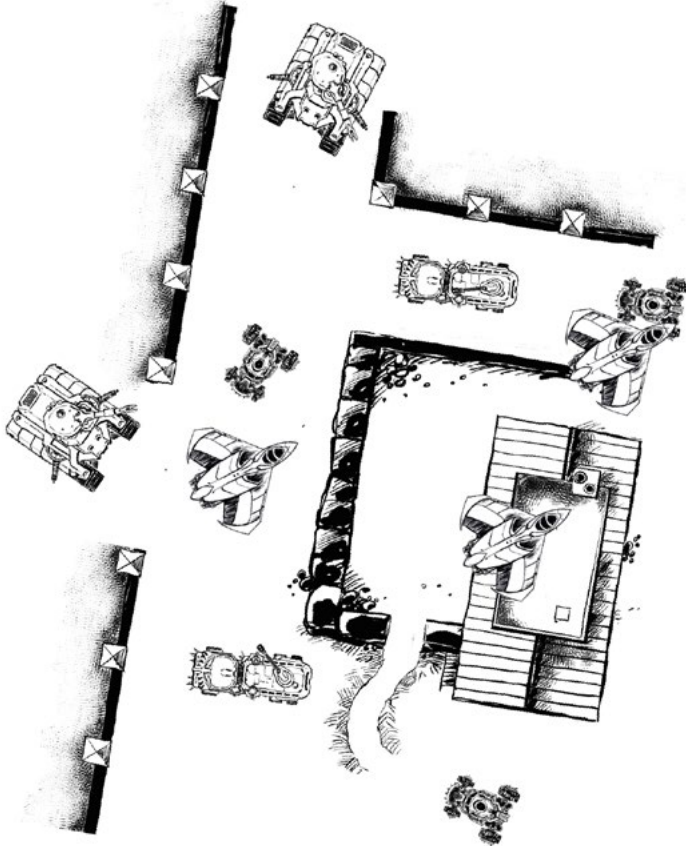
Being in the open can be dangerous! You should try and make sure that your Units only come out from behind cover when you want to engage the enemy. Keeping this in mind will help your first games run smoothly.

Now populate the rest of the Battlefield with some terrain. There are lots of different kinds of terrain in the full game, but for now just concentrate on placing lots of big blocky pieces, like large rocks, buildings or something similar. You can even just use things around the house if you're still getting a board together (many important battles have been fought over the field of coffee mugs). You want enough terrain that it's not easy to find a place where you can draw a clear line from one side of the Battlefield to the other.

No Units start on the Battlefield - they'll move on as they are issued their first orders.

INITIATIVE

Now both players roll for initiative. Each player should roll 5 six-sided dice, and total up how many of them rolled 6s (called **penetrating hits** in this game). The player with the most takes the initiative. If both players have the same number, then compare how many dice rolled a 4 or 5 (called **glancing hits** in this game). The player with the most takes initiative. If again it's the same number, both players pick up the dice and roll them again.



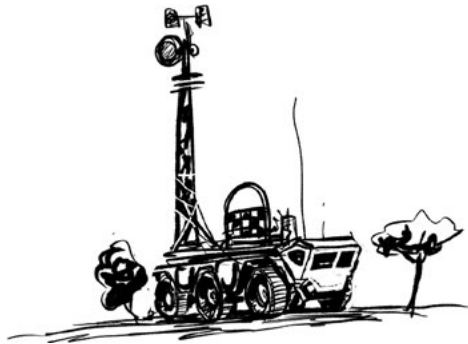
THE BASICS

This scenario lasts four **Battle Rounds**, which is the case for most of them. Within each Battle Round each player will take a number of **Turns**. Each time they take a Turn they will issue three **Orders** to their Units. They don't have to all be to the same Unit, or have to be the same order!

ORDER TOKENS

Each Unit can only be issued a certain number of orders in each Battle Round. This number is determined by their Discipline, and at the beginning of each Battle Round you should give each of your Units a number of Order tokens equal to their Discipline.

When you issue an order to a Unit, you should take an Order token away from it. If it doesn't have any more Order tokens, you can't issue it any more orders this Battle Round.



PANIC TOKENS AND PANICKED ORDERS

Sometimes things will happen to panic a Unit (like being shot at). When this happens they'll suffer panic, and you'll put panic tokens next to it. You'll see more how this works later on when we get to shooting.

Having panic tokens is bad. If a Unit ever ends up with three or more panic tokens, then the crew gives up, abandons the vehicle, and flees on foot. The Unit is effectively destroyed.

When a Unit has at least one panic token, it's **panicked**. That means that when you issue it an order it will so a special version of that order, a panicked version. These panicked orders are always less flexible and often just worse than the normal version, but when they are issued one, after it's done they can discard a panic token.

WINNING THE GAME

Each scenario has its own objective - something each platoon is trying to achieve. In this scenario both platoons are trying to hold the objective markers in the middle of the Battlefield.

A player controls an objective if, at the end of a turn (theirs or their opponent's) they have at least one Unit within 2" of it, and their opponent does not. At the end of each Battle Round you score one Victory Point (VP) for each objective you control.

At the end of the fourth Battle Round the player with the most Victory Points wins!

THE BATTLE BEGINS

Now you know some of the basics, it's time to start playing.

The player with **initiative** (that's the Compact in this quickstart) takes the first Turn.

On your turn you'll give three Orders, one after another, resolving each before you issue the next, and choosing a Unit to receive it each time.

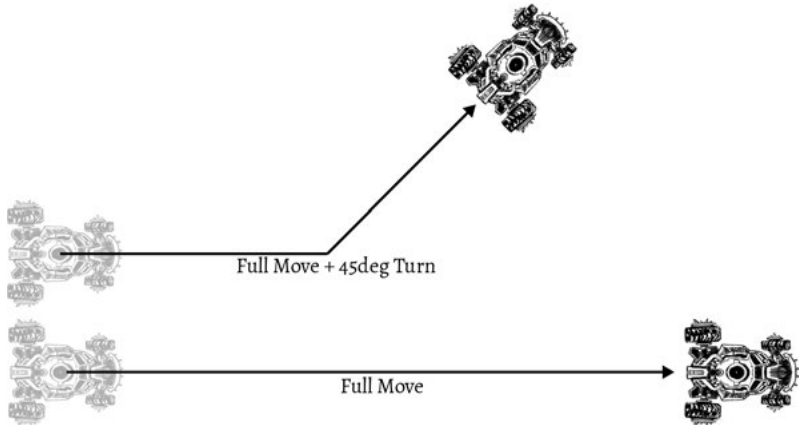


MOVE ORDERS

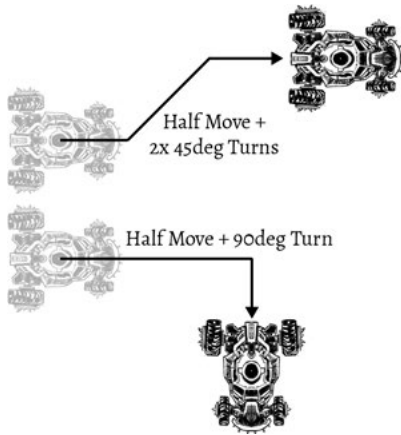
No matter which Unit you choose, the first order to be issued is a Move order. It has to be a Move order, because none of the Units are actually on the Battlefield yet, so the first order must be to get it onto the Battlefield.

Because it's not on the Battlefield yet, the first thing to do is place it on the Battlefield in contact with the Battlefield edge. Facing (which way the Unit is pointing) matters in this game, so make sure to place it so it can drive forwards in some way without hitting an obstacle.

There are lots of different ways to move when you issue a move order to a Unit. The ones you might use in this quickstart are:

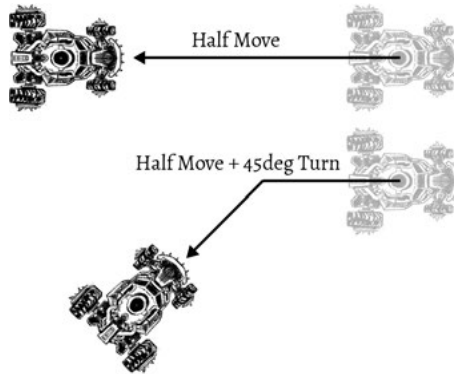


Cruise: move the Unit directly forwards in a straight line up to a number of inches equal to its Movement rating, rotating the Unit up to 45 degrees at any point during this movement, adjusting the direction of travel accordingly.



Manoeuvre: move the Unit directly forwards in a straight line up to a number of inches equal to half its Movement rating, rotating the Unit up to 90 degrees at any point during this movement, or up to 45 degrees twice, adjusting the direction of travel accordingly.

Pivot: rotate the Unit up to 180 degrees but otherwise keep it stationary.



Reverse: move the Unit directly backwards in a straight line up to a number of inches equal to half its Movement rating, rotating the Unit up to 45 degrees at any point during this movement, adjusting the direction of travel accordingly.

There are other kinds of movement, but they're for more exotic types of Unit, like mechs, flyers and floating Units.

Remember to take an order token away from the Unit when you've moved it.

In the full game you'll be able to ram and assault enemies, but in the quickstart you'll just be shooting at each other. You can't end a move within 1" of an enemy Unit.

The x is moved onto the table. It's placed in contact with the Compact Battlefield edge and then ordered to Cruise. Its Movement rating is 6", so it moves up to 6", turning up to 45 degrees once at some point along that movement.

If a Unit is panicked when it's issued a Move order, then it has to move as far as possible directly away from the closest enemy unit it can see. If it can't move directly away for some reason, it will try and move out of sight of any enemy units. If it can't do this, then it'll remain stationary, but the order is still spent (and a panic token removed).

SHOOT ORDERS

Shoot orders let a Unit fire one of its weapons at the enemy. In the full game a Unit might have several weapons to choose from, but in this quickstart each Unit just has one. Units are mounted onto Units in different ways - in this quickstart they're either mounted in a turret (can be fired in any direction) or are fixed (can only be fired in the front 90 degree arc of the Unit).



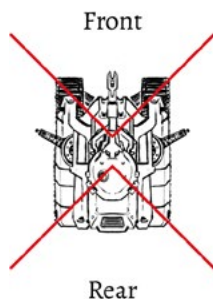
Each weapon has a **rating** which measures how powerful it is and how likely it is to hit. This is how many dice you'll roll to shoot it, assuming it's not modified by any other factors.

One of these factors is **range**. Each Unit has an Optics rating, which measures how well they can spot and aim at enemies. If the chosen target is within the range of the shooting Unit's Optics, then there's no penalty. If it's beyond it then roll one less dice. For each increment of its Optics range beyond this, remove another dice from the pool.

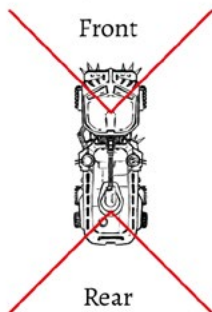
Another factor is **cover**. In the full game cover can be granted in many different ways, but for this playtest if the target is partly hidden by a piece of terrain, then remove a dice from the pool for each piece of terrain partly in the way. If it's completely behind a piece of terrain, you just can't shoot at it. They also get cover if they're partly hidden by another Unit that's in the way.

When you're removed as many dice as you need to for range and cover, roll the dice remaining. Each one that's a 4 or 5 is a glancing hit, and each one that's a 6 is a penetrating hit. Any other dice is a miss and you can just ignore those.

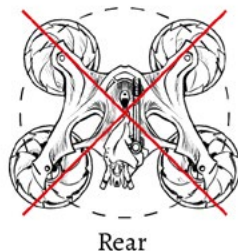
Square Vehicle



Long Vehicle



Round Base



Work out which facing of the target Unit you're shooting at. Units have four facings - a front, two sides, and a back. Each one takes up a 90 degree arc around the Unit. Units have three armour ratings, one for the front, one for both sides, and one for the rear, so it can matter a lot which one you're shooting into.

Now count up the number of penetrating hits you rolled and compare it to the armour rating on the facing you're shooting at. If it's lower than the armour rating, then the shot glanced. Mark down the number of penetrating hits as hull damage on the enemy Unit - that's physical damage to the vehicle itself. Then count up all the hits (penetrating or glancing) and compare it to the enemy's Morale rating. If it's equal or higher than that, they take a panic token to represent getting panicked by the fire at them.

If it's equal or higher than the armour rating though, the shot penetrates and things are going to be bad for the enemy! Count up all the hits (penetrating or glancing) and mark down that total number as hull damage on the enemy Unit. Then they take a panic token and a catastrophic damage token. In the full game, each of these critical damage tokens has an effect, but for now it's just adds to your Unit.

If they already had one before resolving this shot, then roll a dice and add the number of critical damage tokens they already had. On a 7+ they're destroyed!

ARMOUR RATING ZERO

The very lightest of Units may have an armour rating of zero on one or more facing. These Units are not main combat Units, and not intended to stand up to the kind of punishment that any heavier Unit can put out - they simply cannot fight in the same way.

When shooting at an armour rating of zero, any number of hits of any kind penetrate. You do not have to score any penetrating hits at all - even a single glancing hit is considered enough to penetrate the target's armour. Resolve the shot as normal for a penetrating shot when this happens.

If a Unit ever takes as much hull damage as they have Hull Points, then they're destroyed. Don't remove destroyed Units from the Battlefield (you can still use them as cover!) but they don't take any further part in the battle, and they don't receive any order tokens at the beginning of a Battle Round.



If a Unit is panicked when it's issued a shoot order, the target of its shot gets a free Activate Countermeasures order (see next page).

REPAIR ORDERS

When a Unit is issued a repair order, roll a number of dice equal to the Unit's Morale and for each penetrating hit you may remove one critical damage token from that Unit.

A panicked repair has exactly the same effect, except the Unit is briefly incapacitated as it repairs. The crew throws open the hatches and tries to recover their cool, computer systems reboot, or whatever else needs to happen for it to get back in the fight.

The Unit cannot Activate Countermeasures until the player's next Turn and can't receive any more orders in this Turn.

ACTIVATE COUNTERMEASURES

This is a special order, because a Unit isn't issued it as a normal part of a Turn. Instead, you can choose to issue it to a Unit when they're being shot at, before the player doing the shooting rolls any dice.

If you do choose to do it, roll a number of dice equal to the target Unit's Discipline. Each glancing hit cancels one glancing hit from the enemy shot, while each penetrating hit cancels one penetrating hit or glancing hit.



ENDING A BATTLE ROUND

If at the end of a Turn a player has no order tokens remaining on any of their Units still in play, then that is their last Turn of the Battle Round. Their opponent takes one last Turn, and then the Battle Round is over.

If a player would issue an order but they have no Units remaining with order tokens on them, their Turn immediately ends. When this happens their opponent does not get an additional Turn, and instead the Battle Round also ends immediately.

If you can't issue an order to a Unit that still has an order token on it for some reason, it does not count for determining remaining order tokens.

If four Battle Rounds haven't elapsed, the game has not ended. Begin a new Battle Round after one has finished.



If you finished the fourth Battle Round, then the game is over! Count up the number of Victory Points each player has - the person with the most is the winner.

If one side has no Units left on the Battlefield at any point, then their opponent is the winner automatically.