Incursion Point: Zero

RULEBOOK

Incursion Point: Zero

❤ THE INCURSION

Incursion Point: Zero, the First Person Shooter (FPS), is one of the oldest eSports games still holding tournaments today. Its tight and visceral squad-based combat has remained popular despite an aging game engine and stiff competition in the genre. Strategy and Teamwork may be the key to victory in Incursion Point: Zero, but nothing is quite as terrifying as playing against a professional Gamer with flawless aim and a grudge to settle.

Incursion Point Zero is a 2-player game resolving the conflict between two military factions as they vie for control of a nuclear missile. The Strike Team must retake their base from the Terrorists, one Location at a time, in search of the missile. The Terrorists will position their troops and resources to ward off the invaders, gunning them down to keep their stolen missile safe. The result of this battle will affect millions of people, even if they never know it took place.

❤ GAMERS

Incursion Point: Zero, Partition's FPS-inspired game, uses Wisdom, Synergy and Dexterity. Gamers with high values for one or more of these statistics are sure to dominate in matches of Incursion Point: Zero. Also scout for Gamers with the FPS symbol on the top left of their card (the same symbol as the one on the top left of Panzord's card on the next page) as this is certainly not their first broken arrow.

Each player needs 4 Gamers for a match of Incursion Point: Zero, who must be selected before setup. If you are playing separately from the Partition tournament system, you may select Gamers via draft, organizing them into decks by Salary and taking turns drawing from the decks one by one. Players then form a team of 4 with the Gamers they have drawn.

Incursion Point: Zero can also be played without Gamers at all. Simply roll three dice whenever a dice roll is needed.

❤ SETUP

Players must first agree on who is defending and who is attacking (or decide with a coin flip). The attacking player takes the Strike Team Soldier cards/tokens while the defending player takes the Terrorist Soldier cards/tokens as well as the Incursion (question mark) cards. Each Soldier comes with a detailed Stat card, which includes their Skills and Focus, and a corresponding token to use as they move around the map. Terrorist Soldiers have an additional card with an Incursion card backside, so they may be hidden at various Locations. Each player selects any 4 Soldiers and attaches them to their Gamers as seen in the diagram below. They then place the combined cards in a row in front of them to determine the Soldiers' activation order (activating left to right). Choose carefully, as this activation order is used for the entire match. Once this is complete, return any unused cards and tokens to the box.

❤ SOLDIERS

Soldiers are the Avatars Gamers will use to play Incursion Point: Zero. Each Soldier has unique stats and abilities that will aid them in securing the nuclear missile for their faction. When building your squad, be sure to strike a balance between firepower and utility.

❤ HERO CARD

① **Class Symbol:** The symbol that corresponds with the Soldier's token, so they can be easily identified on the map.

② **Class:** The Soldier's Class. A general descriptor of the Soldier's role in combat.

③ **Focus:** Identifies which Gamer Stat is used when attacking with this Soldier.

④ **Range (RG):** The maximum Range in Locations this Soldier may attack.

⑤ **Base Damage (BD):** The default amount of damage this Soldier inflicts when attacking. This is added to the results of the Gamer's dice roll to determine the attack's damage.

⑥ **Hit Points (HP):** The hardiness of the Soldier. When a Soldier receives damage equal to or greater than their HP, they are killed and must wait for the next respawn.

⑦ **Skills** - Special abilities exclusive to the Soldier.

❤ GAMER CARD

⑧ **Preferred Genre** - The genre the Gamer enjoys playing most. There is no gameplay effect; use it as a quick reference when building your eSports team.

⑨ **Handle** - The Gamer's online gaming name/persona.

⑩ **Salary** - How much money it costs to add the Gamer to your eSports team in the Partition tournament system.

⑪ **Stats** - The Gamer's skill and talent with different aspects of games: Wisdom, Awareness, Synergy, Dexterity and X Factor. One of these Stats will be the same as the Focus on the Gamer's chosen Soldier.

⑫ **Talent** - A unique ability the Gamer may use to affect the outcome of a match. If the Gamer does not have a Talent, this space if filled with italicized flavor text.

⑬ **IRL Name** - The Gamer's real life name.

❤ SKILLS & TALENTS

Soldiers and Gamers have many abilities, each with specific requirements for when they can be used in a match. Generally, there are three types of Skills and Talents:

- Cooldown: Identified as only being usable once per once per match. Place a Cooldown token on the text of the ability to note it has been used.

- Interrupt: Interrupts are special Cooldown abilities a player may activate whenever they feel the need to. Some truly interrupt an opponent's actions while others are add-on effects to make an attack that much more deadly. Soldier Interrupt Skills do not use Cooldown tokens.

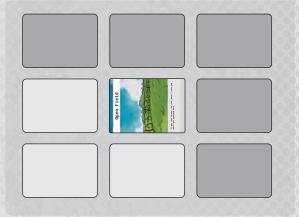- Passive: Permanent bonuses that are always active and cannot be negated or removed.

❤ BUILDING THE MAP

The map is created by the players before each game. Shuffle the Location Deck; the Strike Team player draws 6 cards, while the Terrorist player draws 7. Players take turns placing Locations, beginning with the Strike Team. The first Location placed will be the bottom right corner of Zone 1. When finished, the map should contain a total of 4 Zones (rows), each containing no more than 5 Locations. The Strike Team player may not place Locations in Zone 4. The first Location is the anchor for the entire map; no Location may be placed lower or further right than it as seen in the gray areas of the diagram on the top right.

The Terrorist player then places a Location, adjacent to or diagonally from any already-placed Locations. Placement continues in turn until the Strike Team player runs out of Location cards. The Terrorist player then places the rest of their Location cards to complete the map.

Each Location has one or more of three different types of text. Italicized text is flavor text and has no effect on gameplay. Text preceded by a bullet symbol affects how Soldiers interact with the Location. Some are limited to when the Location's Incursion card is revealed, while others provide passive bonuses to Soldiers that remain there. The final type of text is

identified by a barbed wire icon and restricts where the Location may be placed. If a Location card's restrictions cannot be overcome (for example, if the card must be placed in a Zone that is already full), that card is discarded and the map will have one less Location.

Once all Locations are placed, the Terrorist player takes the Incursion cards, including the four for their Soldiers, and places one underneath each Location in secret. If fewer than 13 Location cards were placed, the Terrorist player discards that many Shattered Crate or Deserted Incursion cards.

❤ PLAYING THE GAME

A match of Incursion Point: Zero takes place over a maximum of 6 Rounds. The game ends immediately if the Strike Team player secures the Location with the nuclear missile while the Terrorist player wins if they still control the missile at the end of the 6th Round. Each round consists of each living Soldier activating (or passing) in the same order chosen during setup. At the beginning of Rounds 3-5, one team's killed Soldiers respawn, entering the board as described in the Movement section below. When a Soldier activates, they may move then attack. Choosing to attack first sacrifices the option to move.

❤ MOVEMENT

The Strike Team player always activates first in a Round. They select the first Soldier in their activation order and place his or her token at any Location in Zone 1. Each Soldier may move 2 Locations per activation, including their initial placement, but a Strike Team Soldier always ends their movement when entering an unsecure Location. A Location is considered unsecure if it contains an unrevealed

Incursion card or an enemy Soldier. The Terrorist Soldiers must also end their movement if they enter a Location with an enemy Soldier, but they ignore Incursion cards. Each Location may contain only two Soldiers, regardless of faction.

The Terrorist player now activates their first Soldier. The Terrorist player may choose to skip this activation (and keep that Soldier hidden) until the next Round. Both players always have the option to skip one of their Soldier's activations.

If a Terrorist Soldier is at the same Location as an unrevealed Terrorist Soldier and a Strike Team Soldier attempts to move to that Location, the Terrorist Soldier must be revealed and the Strike Team Soldier remains at their current Location. If a Soldier leaves a Location with an enemy Soldier, that enemy Soldier may make a Free Attack without Base Damage against the departing Soldier. If the Soldier is not killed, movement continues as normal.

Similar to how Location cards are placed, Soldiers may also move to empty Locations (any space within the 4x5 map that is adjacent to a Location card). Empty Locations follow the same movement and occupancy rules as normal Locations.

❤ REVEALING

When a Strike Team Soldier enters a Location with an unrevealed Incursion card, end their movement and reveal the card. Incursion cards can be equipment for the Strike Team or hidden dangers like mine fields or enemy Soldiers. If the card is not an enemy Soldier, resolve the text (as well as any Location effects) and the Soldier may now attack an enemy Soldier in range. If the revealed card is an enemy Soldier, that Soldier makes a Free Attack against the Strike Team Soldier without Base Damage. Discard the Incursion card and replace it with the Terrorist Soldier's token.

❤ COMBAT

Combat is resolved by first determining if the target is in Range. Count the number of Locations from your Soldier to the enemy Soldier, not including the Location your Soldier currently occupies. Range may not be established by counting diagonally. Some attacks and skills refer to targets that are adjacent. For simplicity, "adjacent" includes the Location the Soldier occupies.

If the target is in Range, both Soldiers will attack each other, assuming the defending Soldier also has adequate Range. To attack, roll the Gamer's Stat that corresponds with the Soldier's Focus. Each symbol rolled is considered a Success, and each Success is added to the Soldier's Base Damage. Place damage tokens on the enemy Soldier equal to the damage inflicted.

If a Soldier has damage tokens equal to or greater than their Hit Points, the Soldier is killed; remove all damage tokens and place their Soldier token on their Stat card. The enemy Soldier may counterattack, even if they are killed. Both Soldiers can be killed in a single instance of combat.

Some abilities and actions result in a "Free Attack." Free Attacks do not elicit a counterattack and can usually be performed in addition to a Soldier's normal attack during their activation. Many Free Attacks are labeled as "without Base Damage" which means the Soldier's Base Damage is not included in the attack and the Successes of the Gamer's stat roll determine any damage.

❤ ROUNDS AND RESPAWNS

The Round continues until all Soldiers have activated or passed. At the beginning of Rounds 3-5, respawns occur. All Soldiers of the faction respawn, regardless of how many have been killed:

- Rounds 3 & 5: Strike Team
- Round 4: Terrorists

Respawned Soldiers activate as normal, entering the map as the Strike Team did in Round 1 (Terrorist Soldiers enter the map from Zone 4).

❤ VICTORY

The Strike Team player wins by securing the Location with the nuclear missile (the nuclear missile card is revealed and no enemy Soldiers occupy its Location). Otherwise, the Terrorist player wins at the end of Round 6. Either team can win even if all of their Soldiers have been killed, as long as their victory condition is met.