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Broken Logic

The Soviets and their allies continue to push west. NATO forms a plan to cut off the Soviet salient piercing the heart of West Germany. Led by the British 7th Armoured Brigade, NATO executes a daring counterattack against the base of the salient. Facing them is the Soviet's Regiment eX, a formation made up of equal parts advanced technology and paranormal horror. Broken Logic is the story of the battle between the two forces. It is the story of a world gone mad, a logic that is broken.

14.0 British

The British forces in Broken Logic are drawn from the 7th Armoured Brigade, the famous Desert Rats. Although that is the basis of the cardboard warriors you will control, we took some liberties with the name of its regiments and some of the equipment it fights with.

14.1 Go, go, go!



Action Card as a Double Time card. This counts as an Action Card played. May only be played on British units.



The British are known for their aggressiveness, and the 7th Armoured wants to drive as deeply as they can through the Warsaw Pact lines. They are willing to risk machines, men, and fuel to do so. The British player may play any

14.2 Wraithbane Mortar Mk. I

A bulky, cumbersome stop-gap measure developed by the Ministry of Defense and produced by the Elswick Ordnance Company. The mortar fires the Spectral Annihilator Round (SAR). The range is unlimited, but when fired indirectly, the mortar needs a spotter and must roll for accuracy (as in 8.1). If the round hits a hex containing Raging Spirits, roll once for each Spirit. On a roll of 6 or less the Spirit is destroyed. The SAR has no effect on living beings or their equipment.



14.3 Striker

Striker. The Striker is a unique platoon. In addition to the ATGM vehicles, they also contain spotters that lase the target, directing the ATGM to its prey. Each Striker can carry/load/unload this Striker Team as if the Striker was a transport vehicle. Once unloaded, the Striker Team must stay within 2 hexes of the Striker. Any target the Striker Team can see, the Striker may fire its APF at, as long as it is within range. If the Striker Team is co-located with another Non-Hero Leg unit it may not be attacked with direct fire. If the Striker is destroyed, remove the Striker Team from the map.



14.4 Heroes

Father Ryan. An Episcopalian priest serving in the British army. He fights as hard as he prays and his faith allows him to eliminate Raging Spirits.



Sgt Salt. Typical British leader of 1985. His experience makes him a deadly man in a firefight.



Hamilton. An officer in the Royal British Commandos. Although somewhat full of himself, his undeniable charisma inspires all who can hear him speak.



14.5 Champions



Phantom Sniper. Claims to be the reincarnation of the famed sniper John Shiwak, an Inuit from Rigolet, Labrador, who fought for the British in WWI. Phantom Sniper is a Champion who has the Concealed, Sniper, and Ghost Buster attributes.

- Ghost (or is it?) returning from WWI.
- Attributes are Concealed, Sniper, and Ghost Buster.

15.0 Regiment eX

Regiment eX is the experimental Soviet regiment which was undiscovered prior to the 7th Armoured's attack. Two battalions—Death Battalion and Stal'nye Voyny—comprise the regiment. Additionally, Kompaniya 501, a heavy weapons company whose biped weapon platforms—named Battle Walkers by the soldiers of the 7th Armoured—provide support. Various paranormal elements, Champions, and unusual vehicles comprise the Death Battalion. On the other hand, Stal'nye Voyny boasts some of the Soviet's most advanced equipment.

15.1 Regiment eX Aid and Focus Markers and Action Cards

The two battalions of the Soviet Regiment eX approach command, control, and support in a different manner. Much of the Death Battalion is comprised of legendary Champions who have no time for traditional command elements, but relish the ethereal power brought by the Action Cards. On the other hand, the Stal'nye Voyny is a standard Soviet Red Army battalion, albeit with cutting edge equipment.

15.2 Death Battalion

- Unless specifically allowed in a scenario's SSR, the Death Battalion does not use Aid and Focus Markers.

- The Death Battalion always uses Death Battalion Action Cards.

15.3 Stal'nye Voyny

- The Stal'nye Voyny use Aid and Focus Markers.
- The Stal'nye Voyny use standard (NATO/Soviet) Action cards included in the base game.

15.4 Reborn

- Reborn possess Iron Resolve.
- When an II Reborn is reduced replace it with TWO Raging Spirits.
- If a transport carrying Reborn is destroyed roll a die. If the result is even, the Reborn survives. Place a level II reborn in the hex. If the roll is odd, the Reborn is eliminated. Remember to replace it with TWO Raging Spirits.



15.5 NecroRush Attacks

- Initiated by the NecroRush! Action Card or Scenario Special Rule.
- Only Reborn and Disciples units may NecroRush.
- NecroRush units have a MF of 3, ignore ZOCs.



Perform the following steps to conduct a NecroRush! attack.

- Designate the participating units.
- Remove all markers from the units. Place a NecroRush marker on each stack of NecroRush units or single unit.
- Starting at either end of the line of participating units, move 1 hex of units 1 hex toward the closest enemy unit. Move to

the next adjacent hex participating in the NecroRush and move the units 1 hex. Continue until all NecroRush units have been moved 1 hex.

- Return to the first hex and repeat.
- Continue until all NecroRush units have spent 3MPs or moved adjacent to an enemy unit.
- All NecroRush units conduct an Assault attack against adjacent enemy units during the Assault Phase.
- On subsequent turns, NecroRush units that are not adjacent to an enemy unit continue their NecroRush attack. NecroRush attacks end when either all NecroRush units are dead or there aren't any enemy units in the NecroRush units LOS.

As shown on NecroRush! marker, an Assault attack in which NecroRush units make up most (or an equal number) of the attacking units is shifted 2 columns to the right.

FRT attacks against NecroRush units are shifted 1 column to the right. A reminder of +1C shift is placed on the top right of the NecroRush! marker, where the AF would normally be written. This is not an AF. NecroRush units have the Iron Resolve ability during the rush.

15.6 Raging Spirits

Raging Spirits may be created as either the final step of a Reborn platoon or in the setup of the scenario.

- When an II Reborn is reduced replace it with TWO Raging Spirits.
- As the **first action** of the Regiment eX player's Movement Phase, Raging Spirits move toward the closest enemy, paying 1 MP per hex entered (ignoring ZOCs). If two enemies are equally close, randomly determine which hex each STACK of Raging Spirits will attack. Upon entering (or finding itself in) an enemy hex, each raging Spirit attacks 1 unit in the hex (randomly selected/evenly distributed). The targeted unit takes a Morale Check. If it fails, the



units Disrupts. Previously Disrupted units gain a second Disruption (maximum of 2). Remove the Raging Spirit after the attack.

- Only ethereal weapons may target Raging Spirits. One hit destroys a Raging Spirit.
- Raging Spirits have no stacking limits.
- Multiple Disruptions. Unless targeted by the Healer ability, units may only remove 1 Disruption per Rally Phase.

15.7 Hell Hounds

A slaving cross between Caucasian Ovcharkas and Siberian Huskies, these huge beasts live for one thing: war. Soviet geneticists have bred the dogs to be ravenously aggressive, cunning, and unbelievably strong.



- Hell Hounds may only stack with other Hell Hounds.
- Their stacking limit is 3. Hell Hounds are Tough (ignore first hit), Frenzied (ignore ZOC), and possess Iron Resolve.
- Hell Hounds may only reduce an AFV if they get a Critical Hit (0 or 1) on the Close Assault table.

15.8 Plague Mortar

The Death Battalion's Plague Mortar is a unique weapon that functions like other mortars in the game yet with a significant difference.



- Roll to hit as with other mortars (see 8.1.1).
- If the mortar hits, every unit (exceptions below) friend or foe in the hex receives a Necrotic Plague marker. Additionally, mark the hex with a Blast marker. A unit moving through a hex marked with a Necrotic Plague marker gets an Necrotic Plague marker.
- Do not place Necrotic Plague markers on Reborn, Raging Spirits, and Plague Hounds. They are immune.

15.9 Necrotic Plague

- A unit possessing a Necrotic Plague marker at the beginning of the Housekeeping Phase takes an unblockable hit.
- Necrotic Plague markers may only be removed in the Rally phase by a unit that rallies in the hex with or adjacent to an Aid marker.



15.10 Battle Walkers

- When firing, Battle Walkers may fire all weapons shown on their counter and may fire them at different targets.
- All targets of Battle Walker attacks must be within 2 hexes of each other.
- Attacks must be pre-designated.
- Battle Walkers may not enter Deep Forest, except on a road. Battle Walkers get no cover benefit from the Forest terrain.
- Battle Walkers receive no cover from Rolling Terrain.
- Rolling terrain does not block LOS from or to Battle Walkers.
- Battle Walkers are equipped with **Multi-spectral Smoke Dispensers (MSS)**.
- **Battle Walkers as targets.** Place the 10 Battle Walker Damage chits in a cup along with 3 disrupted markers. With the terrain exceptions noted above, attack and conduct combat with Walkers normally. Remember, Kompaniya 501 (the Battle Walker formation) is an Elite unit. Hence Battle Walkers have a morale of 4.
- If Battle Walker receives an unblocked hit, draw a number of chits from the cup equal to the number of hits the Battle Walker receives. Each chit will degrade specific



values on the Battle Walker. For example, the pictured counter would decrease the receiving Walker's APF, CAF, and HEF by 2, and its MF and AF by 1. Cockpit hits are nasty.

- Damage from damage chits is cumulative.
- If a Battle Walker owner draws a Disrupted marker place it on the Walker. No more than 2 Disrupted markers may be on the Walker.
- A cockpit Hit also Disrupts the Walker, signified by the triangle behind the AP modifier on the hit.
- Disrupted markers are removed via a Morale Check in the Rally Phase. No more than 1 Disrupted marker may be removed per Rally Phase. This may be altered by Action Card play.
- When a Battle Walker receives its **FOURTH** damage token, it is destroyed. Currently being Disrupted and taking a third damage token DOES count as 4 damage tokens.

15.11 T-72Z

- The T-72A utilizes an oversized and unreliable 135mm cannon. Unfortunately for the crew, the weapon has the propensity to randomly explode when fired.
- Utilizes Iron Resolve.
- If a natural 6-8 is rolled during an attack that includes the T-72Z on the FRT, one participating T-72Z (owner's choice) takes a step loss.



15.12 Twisted Woods

Twisted Woods only exist in certain locations. If a scenario OOB doesn't call for Twisted Woods, they will not appear. The scenario OOB will name how many Twisted Woods participate in the scenario. Whenever a unit/stack of units enters an unoccupied Deep Forest (a Forest hex that is adjacent to at least 2 other Forest hexes) roll a die. If the result is even, the unit/stack ceases movement. Place a Twisted Woods counter in the hex. The Twisted Woods assault the entering units in the Assault Phase. During this assault, the defending units get no cover. After all, the woods themselves are assaulting them. After the attack is resolved, if the Twisted Woods is required to retreat, the Twisted Woods retreats to an adjacent, unoccupied Forest Hex of the Regiment eX player's choice. If there are no such hexes available, remove the Twisted Woods.



- Twisted Woods that begin the current turn on the map are controlled by the Regiment eX player.
- No more than 2 Twisted Woods may stack in a hex, and they may not stack with other units.
- Multiple Twisted Woods in a hex attack as multiple attackers (4.6).
- When targeted, Twisted Woods are considered Leg combatants.
- Raging Spirits do NOT trigger Twisted Woods appearance or attacks.
- Yaroslava does not trigger Twisted Woods attacks.

During the Housekeeping Phase, if a Twisted Woods does not have a hostile unit in an adjacent hex, roll a die. If the roll is even, the angry tree returns to dormancy and is removed from the board. If all Twisted Woods allocated in the scenario OOB are on map, no more will appear on the map. Sorta obvious, but we get these questions, you see.

15.13 Usurper

- Another creation of the Soviet scientists that feed technology to Regiment eX.



Manufactured by the Omsktransmash tank company, the Usurper fires an electromagnetic energy ball that strikes, but is not absorbed by, its target and then caroms to impact another random target. The ball's energy destroys whatever it strikes, electronics or flesh.

- The Usurper strikes and resolves attack against initial target with the number left of the dash, then careens toward closest other target (friend or foe) within 3 hexes (attacker's choice if there are 2 equally distanced targets) and LOS of the original target, striking it with the number right of the dash. Randomly determine second target if more than 1 in hex.
- If the Usurper is supported by a friendly unit, the column shift/s are only applied against the first target.

Mark Says. The Usurper's gunner aims the initial shot. Where, however, the energy ball strikes next is simply a matter of who is closest. The glowing sphere will simply attack the next closest target, friend or foe.

16.0 Regiment eX Champions

16.1 Experiment 19

The Soviets have done more than entice evil (depending on your definition of evil) from the Otherworld into ours. They have sought out, recruited, and enhanced those with special abilities in our world as well. Experiment 19 is one such recruit. A telekinetic with an amazing brain; one that can guide the shells of a ZSU-23-4 to intercept incoming artillery and strikes or direct the barrages from Soviet guns with uncanny accuracy.



- Health: 4/2
- Ability: Psychic. If collocated with ZSU-23, NATO player Artillery cards, Airstrike cards, and mortar attacks within 4 hexes are

negated. If #19 can see the target hex for Soviet artillery, it automatically hits. He guides the shells to their target with his psychic energy. The Soviet artillery impacts - 1 on the FRT table when Experiment 19 is directing the artillery.

16.2 Zoranov

One of the first to step through the portal. A magician and practitioner of the dark arts in the court of Saint Olga, the regent of Kiev, he was burned at the stake 957. Now Zoranov burns with hatred for the religion that condemned him to death. He wants nothing more than to help the Soviets conquer all of Europe, including Italy and Rome and kill the Pope that heads that religion.



- Health: 7/4
- Ability: Lightning Strike.

16.3 Chernobog



Chernobog, a demon from the Abyss, holds immense power over reality. For the cost of a blood sacrifice, he may send targets to the Abyss. Chernobog may destroy (eliminate) a Soviet unit to gain the dark energy to open a portal to the Otherworld, swallowing all British units in a target hex. Both

sacrificed Soviet unit and targeted British unit/s must be within 3 hexes and LOS of Chernobog, and the Soviet player must discard 2 Action Cards (counts as 2 Action Cards played for the turn).

- Health: 8/3

- Ability: Gateway to the Abyss.
- Discard 2 Action Cards. Eliminate a Soviet unit within 3 hexes and then choose an enemy occupied hex within 3 hexes. Eliminate all units in the hex. Both hexes must be in Chernobog's LOS.

16.4 Yaroslava

A country girl, a friend of nature, a Russian peasant who lived during the German invasion in 1941. The death and destruction she witnessed gave her great empathy for Soviet dead and a great, vicious hatred for westerners. This emotional fierceness led her to torture and maim the Germans her partisan band would capture, at times cutting off their body parts and choking them with them. Her soul is dark, and she has killed uncounted numbers. So familiar with death is she, that she can communicate with and even control the spirit of the dead.



- Health: 5/3
- Ability: Spirit Control. May control Raging Spirits that begin the Movement Phase with 5 hexes of her. Also, may raise 1 Raging Spirit for each enemy Leg unit eliminated within 5 hexes of her.
- Doesn't trigger Twisted Woods.

16.5 Koschei the Deathless

- Health: 6/3
- Ability: Fireball, Tornadic Impact.
- Deathless. By legend it is very difficult to kill Koschei. He has hidden his soul on an island beneath one of many oak trees in a hidden in a duck, within a rabbit. Honest.



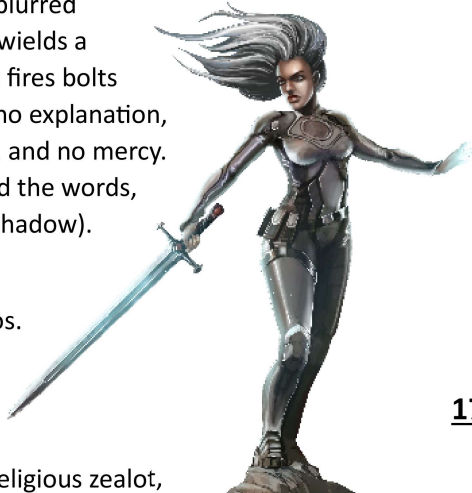
He does, however, still feel pain. When Koschei accumulates enough hits to flip, he takes a morale check. If he passes, he heals 1 hit and doesn't flip. Same thing when he would be eliminated.

- Tornadic Impact. Once per scenario. Koschei may morph into a tornado and move three hexes, attacking every unit in the 3 hexes with high winds, flying objects, uprooted trees, etc. To represent this, attack each of the 3 hexes with a 12 Firepower DPICM artillery barrage (no scatter). He is then removed from the board.

16.7 Atera Umbra

Atera stepped through the portal, clad in strange metallic armor that blurred weapon optics, and wields a gleaming sword that fires bolts of energy. She gave no explanation, no reason, no name, and no mercy. On her sword glowed the words, Atera Umbra (Dark Shadow).

- Health 6/3
- Well of Chaos.
- Tough.



16.8 Rasputina

Both a nurse and a religious zealot, Rasputina possessed more knowledge and experience than any of the doctors she worked alongside at City Clinical Hospital No. 81 in north Moscow. Her faith alone, it was said, could cure an entire ward of patients.

- Health 5/3
- Healer. Removes up to 2 hits on collocated Leg units in Rally Phase. Removing a Disrupted marker counts as 1 Hit removed.



17.0 General Long Road Rule

Changes, Additions, Options

17.1 Aircraft Loiter

- Some scenarios will allow Airstrikes to loiter, representing strike aircraft with unexpended ordnance remaining in the area or more than 1 flight of aircraft arriving. In such cases the player opposing the aircraft attacks it (i.e. the Airstrike marker) on the FRT 2 column AFTER the Airstrike is resolved. There are no modifiers to this attack; the targeted aircraft has a morale of 4 (NATO) or 3 (Soviet). If the aircraft receives 1 or more unblocked hits, the Airstrike marker is removed from play. If not, the Airstrike may be used again in the following turn during the Fire Phase (counts as an Action) without the use of an Action Card.
- The use of such Airstrikes in future turns is limited to the Fire phase and considered an Action.
- Aircraft hit by the AAA fire ability do not loiter.

17.2 Inspired Markers

- Whenever a Legend is eliminated and a friendly unit is co-located with the Legend, attach an Inspired marker to a co-located unit. If more than one unit is co-located, randomly choose. An inspired marker makes its attached unit Elite. If the unit is already Elite, treat the Inspired Marker as a Luck Token, replacing the Inspired marker with said token. Once attached an Inspired marker is only removed if the unit is eliminated.



17.3 Multi-Spectral Smoke Dispensers

- **Multi-spectral Smoke Dispensers (MSS) (4.2).** An AFV must pass a morale check to fire its MSS dispensers. There is no penalty for failing this morale check other than an MSS marker is NOT placed on the hex and the target may not attempt Opportunity Fire on the attacking enemy.
- **Optional rule.** Highly Recommended. The rule is simple. *Don't use MSS.* Here's an explanation. I'm not a big one for optional rules, but I'm concerned that with ATGM's propensity to run out of ammo, along with the use of MSS by its targets, ATGMs aren't quite as effective as they have been historically. If you and your opponent agree, feel free to just drop the ATGM MSS rule.

17.4 Heroes (1.5)

- **At the Trot.** Leg units that spend their entire Movement Phase accompanied by the same Hero may move at the speed of the Hero for that phase. For example, a Southampton Rifle platoon collocated and moving with Sgt. Salt may move 3 hexes over Open terrain during the Movement Phase.

18.0 Abilities

-  **Iron Resolve.** Each unblocked hit reduces the unit by 1 step. Units with this ability do not disrupt. Steps are indicated by a Roman numeral on the right side of the counter. A full-strength unit is "IV"; a unit that has lost a step is "III," and so on.
-  **Boom Risk.** A weapon that this unit is equipped with is unreliable. If the owner rolls a 6, 7, or 8, when attacking on the FRT, one of the platoon's weapons has detonated. The platoon suffers one hit.
-  **Deathless.** When this Legend accumulates enough hits to flip, he/she takes a morale check. If they pass, they heal

1 hit and don't flip. Same thing when they would be eliminated.

-  **Ghost Buster.** The unit's weapon shoots round that can destroy ethereal beings. The range is unlimited (Father Ryan only targets adjacent units.) and inflicts a hit on a D10 roll of 6 or less. Add 1 to the die roll if the target is in cover. Normal LOS rules apply. Raging Spirits are the only ethereal beings in Broken Logic.
-  **Spirit Control.** May control Raging Spirits that begin the Movement Phase with 5 hexes. Additionally, any Combatant possessing this ability may raise 1 Raging Spirit for each enemy Leg unit eliminated within 5 hexes

-  **Gateway to the Abyss.** Discard 2 Action Cards (count as cards played) to eliminate a friendly unit within 3 hexes and then choose an enemy occupied hex within 3 hexes. Eliminate all units in the hex.

-  **Healer.** Removes up to 2 hits and Plague markers on collocated Leg units in Rally Phase. Removing a Disrupted marker counts as 1 Hit removed.

-  **Psychic.** If collocated with a Combatant possessing the AAA ability, enemy Artillery cards, Airstrike cards, and mortar attacks within 4 hexes are negated. If a Combatant with this ability can see target hex for friendly artillery, it the artillery automatically hits and artillery receives -1 DRM on the FRT table.

-  **Spook/Ethereal Being.** When a unit with the Spook ability enters a hex containing an enemy unit, the enemy unit takes a morale check. If the hex contains more than 1 enemy unit, randomly

determine which takes the moral check. If the unit fails, it is Disrupted. If already disrupted, place a second Disrupted marker on the unit. A unit may only remove one Disrupted marker per Rally Phase. A maximum of 2 Disrupted marker may be placed on a unit.

-  **Suicidal.** Remove the unit after participating in an assault.
-  **AAA.** Anti-aircraft Artillery. This unit may attack airstrikes by targeting the first or second hex the airstrike targets. Use the firing unit's HEF and range. LOS is traced as if the airstrike marker were a helicopter. A hit on the airstrike marker aborts the attack. A NATO airstrike has a morale of 4, a Soviet has a morale of 3.
-  **Tornadic Impact.** Once per scenario. The Legend may morph into a tornado and move three hexes, attacking every unit in the 3 hexes with high winds, flying objects, uprooted trees, etc. To represent this, attack each of the 3 hexes with a 12 Firepower DPICM artillery barrage (no scatter). The Legend is then removed from the board.
-  **Tough.** Ignore the first hit.
-  **Frenzied.** Ignore Zone of Control (ZOC).
-  **Wooden Missiles.** May attack units in the same or adjacent hexes with 6 HEF or 6 APF, as appropriate. See Twisted Woods.
-  **Necrotic Plague.** A unit possessing a Necrotic Plague marker at the beginning of the Marker Removal Phase takes an unblockable hit. Necrotic Plague markers may only be removed in the Rally phase by a unit that rallies in the hex with or adjacent to an Aid marker or Healer.

-  **Ripplefire.** Fires ethereal energy ball. The ball strikes and resolves the attack against the initial target with the number left of the dash, then careens toward the closest other target within 3 hexes (attacker's choice) and LOS of the original (friend or foe) striking it with the number right of the dash. Randomly determine second target if more than 1 in hex.

-  **Eye of Chaos.** During the Fire Phase, discard 2 Action Cards (counts as cards played) to roll on the Chaos Table.

19.0 Death Battalion Action Cards

- **Veil of Deceit.** An unseen unit cannot be attacked except by artillery/airstrike that strikes the hex. In this case the player owning the unseen unit reveals the unit, and the attack is resolved. Note. Yep, this is a simplification, but any other method seems to peg the fiddly meter.
- **Horror.** "We knew about the Lycans, but these things? Bloody hell, man." Reduce British morale by 1 this turn.
- **Necrotic Shells.** "We don't need to blow them apart; we'll just infect them." Targets 3-hex pattern like artillery. Does no hits, but places a Plague marker on each unit targeted. Places Blast markers like normal artillery.
- **Wormholes.** "Distance is nothing when you can fold the fabric of existence." Place two Wormholes in hexes without enemy units. A combatant may attempt to travel between Wormholes without spending any movement points. Each combatant attempting to move between the Wormholes takes a MC -2 (subtract 2 from the die roll). If the unit passes the MC they move successfully. If they fail, they are swallowed by the darkness and eliminated.
- **Repulsor Field.** "Kinetic shells are no match for ethereal power!" Target ignores FRT results, unless they are inflicted by artillery or mortar.

Attacking unit is struck by 1/2 (FRD) of the number of hits that strike the initial target.

- **Time Reversal.** "Dark temporal forces reverse time." Ignore combat results or move a unit back to the hex on which it began the turn.
- **Necrorush.** "We know nothing but death." Remove any markers from 3 adjacent hexes of Reborn and/or Disciples and conduct a Necrorush.
- **Revivify.** "We will stand again!" All Reborn gain 1 step.
- **Rejuvenate.** "We will speed your death." All Reborn gain 1 MP for this turn.

20.0 Credits

- **Dark War Universe.** Mark H. Walker.
- **Game Design.** Mark H. Walker.
- **Development.** Greg Porter.
- **Lead Tester.** Rodney Cockrell.
- **Additional Testers.** Mark H. Walker, Greg Porter, Denver Walker, Donald Levick, Uwe Bech.
- **Editing.** Danny Secary.
- **Vassal Mod.** Scott Eagles.
- **TTS Mod.** Uwe Bech.
- **Counters.** Ilya Kudriashov, Thomas Bowles.
- **Character Art.** Lohran.
- **Layout.** Thomas Bowles, Mark H. Walker.

21.0 The Scenarios

These are the scenarios for Broken Logic. Although they are not a campaign, per se, they do follow a semi-logical path from the front to the back of the book. Here are a few things to keep in mind.

- Unless noted otherwise, half-hexes are always in play.
- Each scenario delineates whether the stream/river is a stream or a river.
- A side controls any hex in which it could set up.
- The side that has a combat unit in a hex or was the last side to pass a unit through a hex, controls it. Nope, trucks cannot control hexes, neither can Raging Spirits.

