



AKOT

32MM HARD SCI-FI TABLETOP WARGAME



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[0.0] INTRODUCTION

BLKOUT immerses Players in a high-lethality tactical environment, where every decision can be a matter of life and death. In this unforgiving setting, you'll find yourself faced with the toughest choices at the most inopportune moments. Success will depend on your mastery of positioning, clever use of cover, and the ability to outmaneuver and outfight your opponents.

BLKOUT is set on the colony planet of ABOL, a place of profound significance as humanity's first and last colony planet. ABOL is a world teetering on the brink, struggling under the weight of oppressive state powers and splintered factions. It represents the last flicker of hope for countless colonists seeking a better future.

[0.1] FUTURE CONFLICT

Step into the year 2110, where conflict has evolved into a relentless, multi-dimensional struggle. It's a world where warfare transcends the physical realm and extends into cyberspace, delivering blows as impactful as any rifle round. In this era, success hinges on mastering multi-domain operations, requiring impeccable coordination and communication at every level to achieve objectives.

BLKOUT wholeheartedly embraces this reality with Data Attacks, Combat AI, and massive armored units called Dusters.



Dive deeper into the BLKOUT universe! Visit www.blkoutgame.com to explore a wealth of scenarios, access digital force downloads, and uncover the backstory of ABOL.

Join our Discord and Social Media Groups to dig deeper into the community and find other players.

[1.0] BEFORE YOU PLAY

The following items are not a comprehensive need to know list, but may be different from other wargames you have played in the past.

[1.1] MODEL

BLKOUT utilizes 32mm or 1/48th scale miniatures called Models. Models are either Infantry or Vehicles. Infantry are any human-sized miniature mounted on a 25mm or 1" base. Vehicles are larger Models that may not require a base.

[1.2] BASE-TO-BASE

A Model is in Base-to-Base when its Base is touching another Model or its Base. Bases may never overlap or sit on top of one another.

[1.3] TERRAIN

Terrain in BLKOUT is depicted by 2D or 3D scenery pieces. Before starting a Game, Players should agree on the nature and effects of the Terrain.

More rules for Terrain are found at [10.4].

[1.4] TOKENS

Tokens represent the status of individual Models. They must "follow" or be placed alongside the Model so Players can tell what it is. Markers are used to mark the status of entire Units. Sometimes, Markers are used to represent Smoke or Explosives and must be 1" in diameter.

[1.5] D10

A D10 is a 10-sided die that generates a number from 1-10.

[1.6] MEASURING DISTANCES

In BLKOUT, distances are measured in inches. Players can measure distances at anytime. For a Model on a Base, measure from the Base's edge. For a Vehicle Model, measure from the edge of the Model or its Weapons.

REPRESENTING TOKENS

The BLKOUT Team offers Token packs for gameplay. Our provided Token Pack contains green and red chevrons. Typically, we use the green chevron for 'Ready' and the red chevron for 'Engaged'. For color blind players, a chevron pointed towards the Model can indicate 'Engaged', while one pointed away can represent 'Ready'.



[1.7] LINE OF SIGHT

Line of Sight is used to determine when a Model can "see" another Model, or how much of that Model can be seen.

A Model has Line of Sight to another Model or Marker when an imaginary, unobstructed straight line can be drawn from any point on the Model or its Base to any point on the other Model or its Base, or Marker.

[1.7.1] COVER

A Model has Cover from another Model if Terrain blocks the view of more than half of the Model.

[1.7.2] VERTICAL COMBAT

Models placed on Terrain that is at least 3" tall will gain Cover from Models below them. It's important that Players communicate about vertical Terrain and how it will impact the Game.

[1.8] UNIT CARDS

Unit Cards contain all of the following information about a Unit and the Models that are in it:

- 1. Unit Name:** This is the Name of the Unit.
- 2. Unit Special Rules:** This section lists any Special Rules the Unit has. If a Special Rule has white Boxes next to it, it is a limited use Special Rule. The Player must mark a box when the Unit uses that Rule.
- 3. Specialist:** The number of Specialist Models the Unit has.
- 4. Combat Loads:** Triangles in the corner of a Unit Card represent how many special abilities or Weapons from their Armory a Grunt from the Unit may use. Players should mark one of these Combat Loads each time the Unit uses the Armory to show that it has been spent.
- 5. Skill:** This represents each Model's level of training. Players will compare D10 rolled in a Skill Check [2.3] to this number.
- 6. Movement Value:** Every Model in the Unit uses this number to determine how far it may Move in inches.

7. Armor: The Armor of the Unit, used to block incoming Damage.

8. Number of Grunts in the Unit: How many Grunt Models are in the Unit.

9. Weapon: The Primary Weapon all Models in the Unit, including Specialists, are equipped with. This includes the Weapon's Range, Damage, and any Special Rules.

[1.8.1] GRUNTS AND SPECIALISTS

Grunts are Models that only use the information available on the Unit Card.

Specialists are additional Models in a Unit that will have their own equipment, special rules, and sometimes Skill or Movement. Players must use different-looking Models for each Specialist.

This example Unit will have three Models total. One Grunt and two Specialists. With one Specialist having a Data Spike and one with a Grenade Launcher.



[1.9] FORCE DOCUMENT

A Force Document contains all of the following information about a Force.

Force Special Rule

Force Armory: The selection of Weapons and abilities available to Grunts in the Force. Grunts in a Unit may spend a Combat Load to use them.

Force Battle Drills: Special abilities Units from the Force may use.





[1.10] SKILL CHECK

Models will often be required to make Skill Checks. To do so, roll 2D10 and compare the result to the Model's Skill.

Each D10 that rolls equal to or higher than the Model's Skill is a Success. If at least one D10 is a Success, the Skill Check has Passed.

Any D10 that rolls less than the Model's Skill is a Failure and if no Successes are rolled, the Skill Check is Failed.

[1.10.1] ADJUSTING SKILL CHECKS

- Skill Checks may never roll less than one D10.
- When a Skill Check is Hard, it may never roll more than 1D10.

ACED!

Any D10 that rolls equal to a 10 in a Skill Check is considered an Ace and will count as two Successes.

EXAMPLE: Skill 6 Roll



KEY CONCEPT

[2.0] MOVEMENT

To move a Model, measure the intended distance from its Base. Then, move the Model, ensuring it doesn't exceed the measured distance or pass through enemy Models or Terrain.

[2.1] OBSTACLES

Terrain that is 1" tall or shorter is called an Obstacle.

An Infantry Model may Move over an Obstacle by reducing their total Movement by 2".

[2.2] GOING UP OR DOWN

Infantry Models can Move up or down using things like stairs or ladders. The Model must end its Movement with their Base fully flat on a surface.

[2.3] LEANING OUT

A Model may use half its Movement to Lean Out after a Move. If a Model only Leans Out instead of Moving, it does not count as Moving for Special Rules. Place a 25mm Lean Out Marker next to the Model's Base. The Marker can be used for the Model's Line of Sight and measurements. Enemy Models must treat the Marker as the Leaning Out Model if they do not have Line of Sight to the Model itself.

Models that are Leaning Out have cover from any Model that can only see the Marker and not the actual Model.

Remove the Marker before the Model moves.

[2.4] JUMP [X]

Models with Jump[X] can Jump as a Movement. The Model may be placed anywhere within [X]" horizontally, and [X]" vertically without passing through Terrain.

LEANING OUT



- Model B chooses to Lean Out instead of Moving.
- A Lean Out Marker is placed next to the Models Base.
- Model A only has Line of Sight to the Lean Out Marker and not Model B. Model B will have Cover from Model A.

[3.0] COMBAT

[3.1] SHOOTING STEPS

1. Pick a Model that your Shooting Model has Line of Sight to and is within its Weapon's Range.
2. Confirm if the Target Model is in Cover.
3. Roll a Skill Check (2D10), rolling an additional D10 if the Target is not in Cover and subtracting a D10 if the Target is in Cover. (D10 in a Shooting Skill Check are called Shots.)
4. For each Success, the Target suffers Damage equal to the Weapon's Damage. (Yes! Shots that Ace by rolling a 10 apply double the Weapons Damage!)
5. The Target must make an Armor Check, rolling a number of D10 equal to the first number in their Armor; and preventing a point of Damage for each D10 that rolls equal to or higher than the second number.



2/6

ARMOR

If a Model suffers more Damage than it has Armor (D10), it cannot stop that Damage and must mark it.

[3.2] MARKING DAMAGE

When a Model fails to prevent Damage, it must mark a number of Damage on its Card equal to the Damage it suffered. When the Damage Track is filled, the Model is Destroyed and removed from the Game. Models without a Damage Track are Destroyed when they suffer at least one Damage.

[3.3] CQC

After making an Action, an Infantry Model in Base-to-Base with an Enemy Infantry Model will engage in Close Quarters Combat (CQC).

Both Models will make a Skill Check. Each Success inflicts one Damage to the other Model in CQC, ignoring Armor Checks.

The Model with more Successes applies their Damage first. If this would Destroy the other Model, the winning Model does not suffer any Damage. If Players roll an equal number of Successes, the Player with the highest roll on a D10 wins; If Players roll the same number, they will roll again.

When a Model is Destroyed in CQC, the CQC ends, and Players proceed to the next CQC.

EXPLOSIVE EXAMPLE



THROWING GRENADES THROUGH WINDOWS?

Players may agree that it would make sense for a Model to place the Marker for an Explosive Weapon outside of a Models Line of Sight.

[3.4] EXPLOSIVES

Explosive Weapons, like grenades, include the Blast(X) Special Rule. Explosive Weapons may not be used to Target Infantry Models. Instead they will follow these rules:

HOW TO SHOOT EXPLOSIVES:

1. Place a Blast Marker (25mm) where your Model has Line of Sight to it. This Marker must be flat and stable on the Table or Terrain, so it shouldn't be hanging off an edge or floating.
2. After placing the Blast Marker the Shooting Model must make a Skill Check.
3. Infantry within "X" of the Mark must make an Armor Check, rolling a number of D10 equal to the number of Successes the Shooting Model made. Models must mark a point of Damage for each D10 that rolls under their Armor.

Damage caused by an Explosive Weapon is considered Blast Damage.

14.01 GAME SETUP

1. Pick a Game size: When starting a Game, you and your opponent will first decide on the size of the Game. The size of the Game is determined by the number of Groups each Player will control.

1 Group: This is for a small Game, played on a 2x2ft to 3x3ft table.

2 Groups: A medium-sized Game on a 3x3ft table.

3 Groups: A large-scale battle on a 4x4ft table.

Once Players have decided on a Game Size they will build their Groups.

2. Pick a Scenario: Players need to choose a Scenario. There are several Scenarios beginning on page 26.

Scenarios will tell Players how to set up the Game and any Special Rules.

3. Arrange the Terrain: Players will place their Terrain on the Table. Creating a thematic and balanced battlefield.

After setting up Terrain, Players will enter the first Round of the Game.

BUILDING A GROUP

Each Group consists of a Force Card and three Unit Cards from that Force.

Example Force

HARLOW 1ST REACTION FORCE CARD

1. Harlow Control Team Unit Card

- 1 Grunt Model, 2 Specialist Models

2. Harlow Assault Team Unit Card

- 2 Grunt Models, 2 Specialist Models

3. Harlow Springbok Unit Card

- 2 Grunt Models

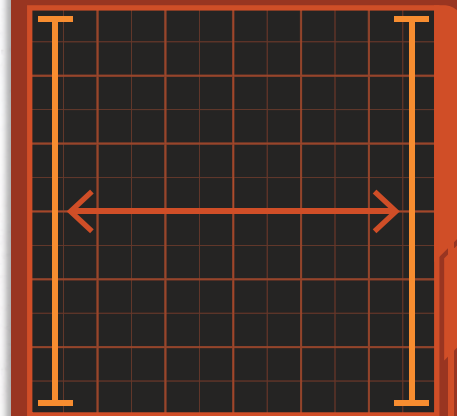
9 Models are in this Group.

[4.1] DEPLOYMENT EDGE

A Deployment Edge is a straight side of the Table, going from one corner to the one next to it. If the Scenario doesn't include Deployment Edges, Players can roll a D10 each, re-rolling ties. The Player who rolls the highest number picks their Deployment Edge first, and the other Player takes the opposite side.

[4.1.1] INSERTING

When Models do not start the Game on the Table, they must "Insert" by using their first Movement to Move onto the Table from their Deployment Edge, measuring the Movement from the edge of the Table.



[5.0] GAME ROUNDS

In BLKOUT, a game is made of Rounds, each with two parts: Operations and Execution. Players follow these steps in order, starting with the Operations.

[5.1] OPERATIONS

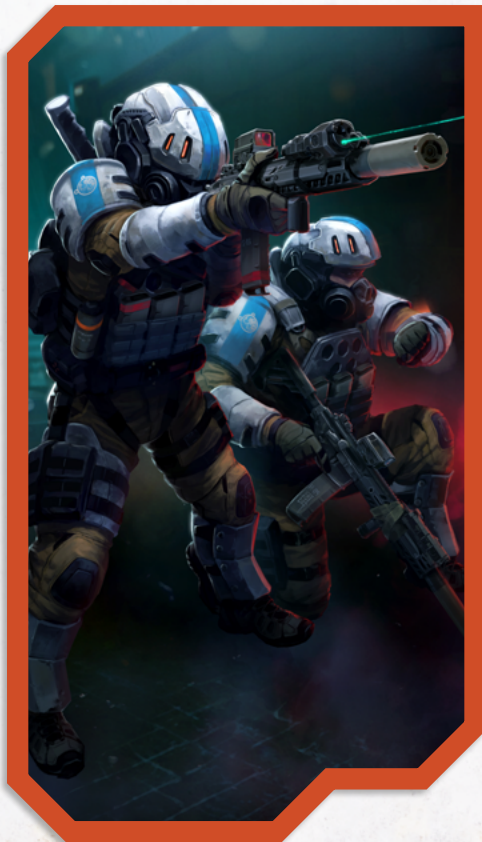
1. Pick Up: Players will pick up all Activation Markers, Ready Tokens, and Engaged Tokens from their Models and Units.

2. Determine Initiative: To determine who will go first in a Round, both Players will roll a D10, rerolling if they roll the same number. The Player that rolls the higher number will Activate a Unit in the Execution first.

[5.3] EXECUTION

3. Activations: Players will take turns Activating Units, starting with the Player who won the Initiative.

4. Ending a Round: The Execution ends once both Players have Activated all of their Units. After the Execution ends, a new Round will begin.



[6.0] ACTIVATING A UNIT

Activating a Unit allows a Player to Move their Models and Destroy the Enemy!

- Units with an Activation Marker cannot Activate.
- Units with no remaining Models cannot Activate.

Follow these steps to Activate a Unit:

1. Reposition: During the Reposition step every Model in the Unit may Move.

2. Actions: Once every Model has Moved, each Model must make one Action each. Resolve them one at a time.

ENGAGED!

Models with an Engaged Token cannot make an Action.

[6.1] ACTIONS

Shoot: The Model may Shoot a target. [3.1]

Ready: The Model gets a Ready Token. (Ready Tokens allow the Model to make a Reaction [7.0])

Sprint: The Model may Move.

When making Actions, Enemy Models may React! Reactions are covered under [7.0].

3. Activation Marker: After all Active Models have finished their Actions, place an Activation Marker on the Unit to show it has Activated for this Round.

[7.0] REACTIONS

[7.1] MAKING REACTIONS

A Model in a Unit that has not Activated yet and Models with a Ready Token may make Reactions.

When Models make a Reaction, they gain an Engaged Token, replacing any Ready Tokens they have.

Models with an Engaged Token cannot make Reactions or Actions.

[7.2] RETURN FIRE REACTION

A single Model may Return Fire and Shoot an Enemy Model when it makes a Shooting Action. Both Models will roll their Skill Check at the same time, with the Model that rolls more Successes applying their Damage first. If a Model is Destroyed, its Shooting will not apply Damage. If Players roll an equal number of Successes, the Player that rolls the highest number on a D10 will win. If Players roll the same number, they will roll again.

[7.3] OVERWATCH REACTION

Any Model may make the Overwatch Reaction to Shoot an Enemy Model when it ends an Action, or ends a Movement that placed it farther than half its Movement Value in their Line of Sight.

EXAMPLE

A Model with a Movement Value of 4" Moves 3". Enemies could React with Overwatch to this Movement since it is farther than half the Models Movement Value.

[7.4] JUKE REACTION

When Targeted by Shooting, an Infantry Model may gain an Engaged Token to gain Cover from the Shooting Model.

REMEMBER!

A D10 that rolls a 10 in a Skill Check is an Ace and counts as two Successes!

COMBAT EXAMPLE

1. Model A begins a Shoot Action Targeting Model B.
2. Model C gains an Engaged Token to make the Return Fire Reaction and Shoot Model A.
3. Model A and C roll their Skill Check at the same time.
4. Model A rolls two Successes, while Model C rolls one. Since Model A rolled more Successes than Model C, they apply their Damage to Model B first.
5. Model B only has Armor 1/6, so it can only prevent one point of Damage total. With two Damage, it will be Destroyed.
6. After Destroying Model B, Model C's Success now hits Model A. Causing them to make an Armor Check due to the one Damage. They have Armor 1/6 so must roll 1D10, being Destroyed on a five or less.



[8.0] ADDITIONAL RULES [8.2] VEHICLES

[8.1] DATA ATTACKS

Models equipped with a Data Spike can make a Data Attack Action. This Action requires a Skill Check.

If Successful, the Player has the choice to either:

Give an Enemy Unit on the Table a Pinned Marker.

Remove a Pinned Marker from a Unit.

PINNED MARKER

A Unit with a Pinned Marker must remove their Pinned Marker instead of Moving any of their Models during the Reposition Step.

VEHICLE RULES

- When Vehicles Shoot, their Line of Sight is determined from the Weapon locations on the Model.
- When making a Shoot Action, a Vehicle can Shoot each of its Weapons once in separate Shoot Actions. These will be resolved one after another.
- Vehicles can't make Reactions.

Designer's Note

Vehicle Movement is significantly influenced by Terrain. Since we don't have a visual of your Terrain, a lot of the decision-making is left to you and your opponent. For instance, whether your truck can drive over a barricade or fit through a gap is for you both to decide. The key aspect with Vehicles is to ensure clear understanding among all players.

[8.2.1] MOVING VEHICLES

When Moving, a Vehicle may only Move in a straight line. A Vehicle may spend 2" of its Movement to rotate in place up to 90 degrees.

RUN THEM OVER!

Vehicles may Move through Enemy Infantry Models but not end their Movement on them. When doing so, the Infantry Model must Pass a Skill Check or be Destroyed. If the Infantry Model is Destroyed it may be removed and the Vehicle may be placed where the Model used to be.

[8.2.2] DESTROYING VEHICLES

Vehicles have two Damage Tracks: Chassis and Mobility. When Targeted, the shooter can choose which Track they are Targeting.

If a Vehicle's Mobility is Destroyed, it can't Move. If its Chassis Damage Track fills up, the Vehicle is Destroyed. Though Destroyed, Players can opt to keep the Vehicle on the Table as Terrain.

If a Unit is Embarked when a Vehicle is Destroyed they must be placed within 2" of it and gain a Pinned Marker.

EXPLODES!

If a Vehicle is Destroyed by a Weapon with the "Blast" special rule, it Explodes. The Vehicle is removed from the Table, and all Embarked Units are Destroyed.

[8.2.3] TRANSPORT

Vehicles with the Special Rule Transport{X} may have up to {X} number of Infantry Models Embarked inside of them.

[8.2.4] EMBARKING

A Unit may Embark inside of a Vehicle when all of its Models begin their Activation within 2" of the Vehicle. When Embarking they are removed from the Game and count as Embarked inside the Vehicle, their Activation will end.

[8.2.5] DISEMBARKING

A Unit may Disembark from a Vehicle by beginning their Activation Embarked inside a Vehicle and using their Reposition Movement to place all Models in the Unit within 2" of the Vehicle.

[8.3] DUSTERS

Dusters are the universal nickname for the massive armored combat Units deployed by nation states in times of war. Dusters are an incredibly rare resource on ABOL but perfect for its environment. Where developed roads are few, and Terrain is treacherous.

Dusters combine the combat prowess of a main battle tank with the maneuverability of an infantry platoon. They are oftentimes attached to Units on a mission by mission basis and only in the largest of Conflicts.

[8.3.1] DUSTER RULES

Dusters are Vehicles that when rotating in place may rotate up to 360 degrees.

DUSTER ARCS



[8.3.2] DUSTER SPECIAL RULES

Fight!: Dusters can enter into CQC with other Dusters.

Juke!: Dusters may make the Juke Reaction.

Weak Points: Dusters have a front and rear Arc. Weapons gain +1 Damage when shooting a Duster in the rear Arc.

[8.3.3] DESTROYING DUSTERS

Dusters have two Damage tracks: Mobility and Chassis.

When Shooting at a Duster, the Shooting Models Player can Target either the Mobility or the Chassis. The Mobility is always Hard to Shoot (Roll one D10).

A Duster is considered Destroyed when their Damage Track in either the Mobility or Chassis track is full.

[8.4] TERRAIN

BLKOUT offers rules for Structures and suggests Players openly discuss other Terrain and how it might impact the Game.

Structures: Structures are buildings or areas with clear boundaries that Models might enter into.

Cover: Models inside a Structure have Cover when targeted by Models outside the Structure.

Line of Sight: Models outside of a Structure cannot draw Line of Sight through the Structure to Models outside of the Structure.

[8.5] POINTS OF INTEREST AND HARDPOINTS

In certain Game Scenarios, Players must place 25mm Markers labeled as Points of Interest or Hardpoints on the Table. These Markers will not impact Line of Sight in the Game unless Players agree that they will.

Models are not allowed to end their Movement with any part of their Base on top of these Markers.

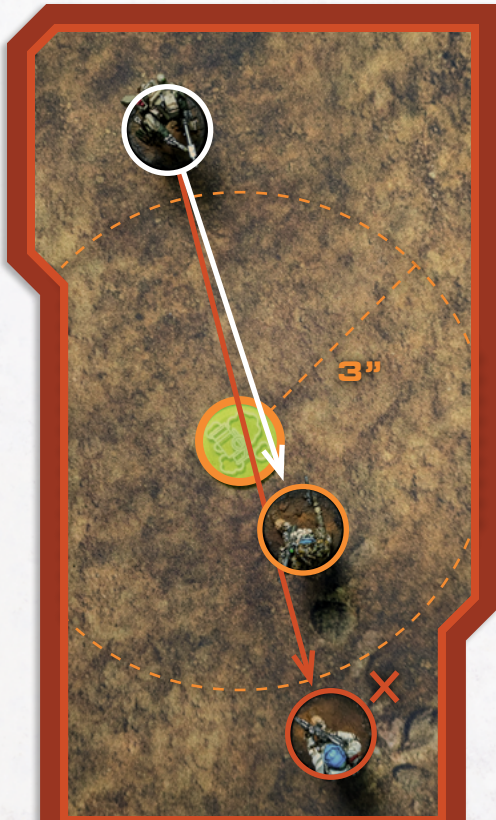
[8.6] CONTROL POINTS

Before each Game, Players will gain three Control Points. They may spend one Control Point to:

1. Roll an additional D10 during Initiative.
2. Allow a Unit to benefit from a Battle Drill during its Activation.
3. Activate another Unit after finishing an Activation.

[8.7] BURN CARDS

BURN CARDS are fun additions to BLKOUT, allowing Players to use powerful one-time abilities. Before playing a Game, both Players will draw 3 cards each from a shared deck of 8 BURN CARDS. Players may follow the rules on the BURN CARDS and play them at any time during the Game.



[8.8] SMOKE

Smoke is represented by a Smoke, or a Light Smoke Token.

Line of Sight and Smoke: Models cannot draw Line of Sight through the area within 3" of the Smoke Token.

Models within 3" of the Smoke Token are considered in Cover and treat their Targets as in Cover.

Smoke Dissipation: Before determining Initiative, a Player rolls one D10 for each Smoke Token on the Table.

On a roll of 6 or higher, the respective Smoke Token is removed from the Game.

Light Smoke: If the Smoke Token is not removed, the Player who originally placed it must replace it with a Light Smoke Token. This Light Smoke Token may be placed within 1" of the original Smoke Token's location before the Smoke Token is removed.

All Light Smoke Tokens are removed from the Game before determining Initiative with no roll required.

[8.9] SKIRMISH MODE

Skirmish offers a smaller, more intimate form of BLKOUT.

Force Limitation: Players can only use one Infantry Unit for their Group.

Model Activation: Instead of Activating an entire Unit, Players Activate individual Models.

Special rules that typically apply to Models within a Unit now apply to each Model on its own.

[8.10] LARGER GAMES

For larger games, Players can use these Rules to make the Game faster:

Activation: Instead of Activating each Unit, a Player will Move every Model under their control. After doing so, they will then make one Action for each Model. Afterwards, the other Player may do so. The Round ends after both Players have done this.

Battle Drills: Players may activate multiple Battle Drills. Units may never benefit from more than one Battle Drill at a time.

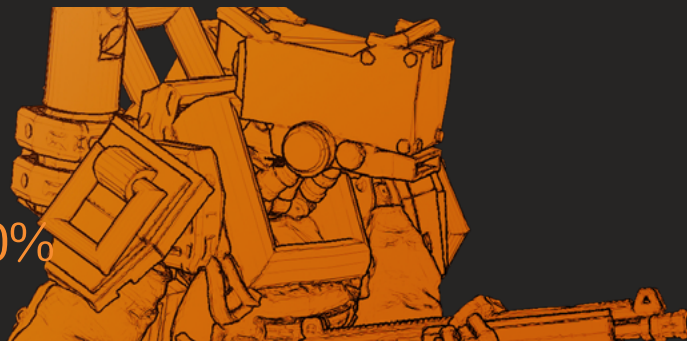
Reactions: Models may only make Reactions when they have a Ready Token. Players may give Ready Tokens to any of their Models after rolling for Initiative, starting with the Player who won Initiative. Ready Tokens are removed before a Model moves.

SCENARIOS

DM-1L8H6N-V7ZK



PROTECTION 100%



DOCKYARD ASSAULT

Table Size: 2'x2'

Hardpoints: 2

Points of Interest: 2

DETERMINING DEPLOYMENT EDGES

Before playing the Game, Players will roll a D10 each, re-rolling ties. The Player who rolls the higher number may choose a Deployment Edge first and becomes the Attacker. Their opponent gets the opposite Deployment Edge and becomes the Defender. The Attacker may place their Models up to 2" onto the Table from their Deployment Edge. Afterward, the Defender may do so. The Attacker will always Activate First in the first Round.

SETTING UP THE SCENARIO

Place 2x Points of Interest 6" from the non Deployment Edge Table edges, and 12" from a Deployment Edge.

If playing on a Table larger than 2x2ft add 6" for each additional foot past 2x2ft.

Players will alternate placing one Hardpoint each. They must be at least 6" from a Point of Interest, Table Edge, and the other Hardpoint.

HOW TO WIN

Players gain an Overrun Point for:

- Destroying an Enemy Unit
- Locking Down more Points of Interest than their opponent.
 - A Player has a Point of Interest Locked Down when a Model under their Control has Line of Sight to it and is within 4" of it with no Enemy Models within 6" of it.

After rolling for Initiative in a Round, Players should check their number of Overrun Points. If a Player has 2 or more Overrun Points than their opponent they immediately win and the Game ends. The Game will end after five Rounds. The Player with the most Overrun Points wins.

SPECIAL RULES

KEY TERRAIN

Models may Secure a Hardpoint by spending their Action while in Base-to-Base with it. The Player should remove it from the Game.

A Player with one or more Hardpoints Secured may roll an additional D10 for Initiative.

INSIDE JOB

The Attacker may choose to spend a Control Point when placing a Unit to place the Unit up to 4" onto the Table.

A shipment of military hardware and luxury goods is being transported from high orbit, and opposition forces have decided they're taking it for themselves. A bundle of cash and veiled threats mean that not every supply container has what the manifest claims. When the shipment arrives, hidden forces strike, throwing the dockyards into disarray, moving quickly to secure their prize. Authority forces scramble to engage, but will they react in time to stop the hijacking of the delivery?

SERVER DEFENSE

Table Size: 2'x2'

Hardpoints: 2

Points of Interest: 3

DETERMINING DEPLOYMENT EDGES

Before playing the Game, Players will roll a D10 each, re-rolling ties. The Player who rolls the higher number may choose a Deployment Edge first and becomes the Attacker. Their opponent gets the opposite Deployment Edge and becomes the Defender. The Attacker may place their Models up to 2" onto the Table from their Deployment Edge. Afterward, the Defender may do so. The Attacker will always Activate First in the first Round.

SETTING UP THE SCENARIO

Place 3x Points of Interest 6" from the non Deployment Edge Table edge, and each other, and 12" from a Deployment Edge.

If playing on a Table larger than 2x2ft add 6" for each additional foot past 2x2ft.

Players will alternate placing one Hardpoint each. They must be at least 6" from a Point of Interest, Table Edge, and the other Hardpoint.

HOW TO WIN

Players gain an Overrun Point for:

- Destroying an Enemy Unit
- A Player will gain an Overrun Point per Round they have a Point of Interest Locked Down. Players will keep Overrun Points earned this way between Rounds.
 - A Player has a Point of Interest Locked Down when a Model under their Control has Line of Sight to it and is within 4" of it with no Enemy Models within 6" of it.
 - Players may Destroy a Point of Interest by applying 3 Successes to it in one Shoot Action. Destroyed Points of Interest cannot be Locked Down.

After rolling for Initiative in a Round, Players should check their number of Overrun Points. If a Player has 3 or more Overrun Points than their opponent they immediately win and the Game ends. The Game will end after five Rounds. The Player with the most Overrun Points wins.

SPECIAL RULES

KEY TERRAIN

Models may Secure a Hardpoint by spending their Action while in Base-to-Base with it. The Player should remove it from the Game.

A Player with one or more Hardpoints Secured may roll an additional D10 for Initiative, or spend the Hardpoint to ignore one Enemy Model that would be preventing them from Locking Down a Point of Interest when measuring Overrun Points.

ALERTED

The Defender may choose to spend a Control Point when placing a Unit to place the Unit up to 4" onto the Table before.

Data Warfare has become a staple on Abol, with combat hackers and infiltration protocols becoming valuable assets for any force to have. Inexperienced cyber warriors often run afoul of the advanced security systems set up by major powers, and even veteran hackers sometimes find themselves alerting an enemy before the assault begins. Unfortunately for these assaulters, their specialist isn't as talented as they claimed, making this smash and grab a bit more difficult.

HVT EVAC

Table Size: 2'x2'

Hardpoints: 2

Points of Interest: 4

DETERMINING DEPLOYMENT EDGES

Before playing the Game, Players will roll a D10 each, re-rolling ties. The Player who rolls the higher number may choose a Deployment Edge first and place their Models within 2" of it. Afterwards the other Player may do so.

The winner will always Activate First in the first Round.

SETTING UP THE SCENARIO

Place 4x Points of Interest, one in the center of each quadrant of the Table.

Players will alternate placing one Hardpoint each. They must be at least 6" from a Point of Interest, Table Edge, and the other Hardpoint.

HOW TO WIN

Players gain an Overrun Point for:

- Destroying an Enemy Unit
- Locking down more Points of Interest than their opponent
 - A Player has a Point of Interest Locked Down when a Model under their Control has Line of Sight to it and is within 4" of it with no Enemy Models within 6" of it.

After rolling for Initiative in a Round, Players should check their number of Overrun Points. If a Player has 2 or more Overrun Points than their opponent they immediately win and the Game ends. The Game will end after five Rounds. The Player with the most Overrun Points wins.

SPECIAL RULES

COME WITH ME!

After measuring Overrun Points an Infantry Model in Base-to-Base with a Point of Interest may gain an Engaged Token to move both the Model and the Point of Interest up to 2". A Point of Interest may only be Moved once per Operations.

DRONE SWARMS

Models may Secure a Hardpoint by spending their Action while in Base-to-Base with it. The Player should remove it from the Game.

A Player may spend a Secured Hardpoint to place a 25mm Token anywhere on the Table. All Infantry within 2" must make an Armor Check, suffering a point of Damage per D10 that rolls under their Armor.

A group of executives decided to go planetside to see local assets in person, with grave consequences. The locals, fed up with the authoritarian boot on their necks, took out the luxury aircar and now there is a scramble to recover them before opposing forces capture them and extract any useful data they can. The circling drones overhead promise that someone, somewhere, is watching, though whether the drones are just for reconnaissance remains to be seen.

ZERO DAY

Table Size: 3'x3'

Hardpoints: 0

Points of Interest: 4

DETERMINING DEPLOYMENT EDGES

Before playing the Game, Players will roll a D10 each, re-rolling ties. The Player who rolls the higher number may choose a Deployment Edge first and place their Models within 2" of it. Afterwards the other Player may do so.

The winner will always Activate First in the first Round.

SETTING UP THE SCENARIO

Place 4x Points of Interest, one in the center of each quadrant of the Table.

HOW TO WIN

Players gain an Overrun Point for:

- Destroying an Enemy Unit
- Securing more Points of Interest
 - Models may secure a Point of Interest by spending their Action while in Base-to-Base with it.
 - A Player may Secure a Point of Interest another Player has already Secured. This will cause it to become unsecured for the other Player.

After rolling for Initiative in a Round, Players should check their number of Overrun Points. If a Player has 2 or more Overrun Points than their opponent they immediately win and the Game ends. The Game will end after five Rounds. The Player with the most Overrun Points wins.

SPECIAL RULES

JACKED IN

Only a Model with a Data Spike may Secure a Point of Interest. A Grunt may Secure a Point of Interest but must use one of their Units Combat Loads.

DROP IN

A Player who has Secured two Points of Interest may, instead of Activating, spend 3 Control Points to place a Duster Unit of their choice within 4 inches of their Deployment Edge. This Duster Unit will receive an Activation Marker, be added to their Group, and come under their control.

Some more enterprising individuals have realized that data attacks and remote breaching is a real threat to the security of their assets. These operatives keep their information and security protocols analog, requiring an operator to physically jack into a hardpoint to access the files. While this deters many of the low level gangs, sometimes it's worth the effort to physically obtain the information, and a 'Data Recovery' team has been dispatched to extract the information their patron desires.

QUICK REFERENCE

GAME SETUP

1. Choose Game Size, build Force
2. Pick Scenario
3. Setup Table
4. Choose Deployment Edges
5. Begin first Round

CONTROL POINTS

Players begin each Game with three Control Points.

Control Points are spent on:

- Activating Battle Drills.
- Rolling an additional D10 for Initiative.
- Activating another Unit after finishing an Activation.

ROUNDS

1. Operations

- Remove all Ready, and Engaged Tokens. Remove Activation Markers.
- **Initiative:** Players will roll one D10 each rerolling ties. The highest rolling Player may Activate a Unit first. Players may spend a control point to add a D10 to this roll.

2. Execution

- Active Player Activates a Unit.
- Execution ends and a new Round begins after both Players have activated all of their Units.

3. Activation

- Choose Battle Drill
- All Models in the Unit may Move.
- All Models in the Unit must make one Action.
 - **Shoot:** Target Enemy and Shoot them.
 - **Ready:** Gain a Ready Token.
 - **Sprint:** Move the Model.
- Unit gains Activation Marker
 - Player may spend Control point to Activate another Unit.
 - If they don't, the other Player Activates.

SHOOTING

1. Pick Target and Weapon to use. Target must be in Line of sight and Weapons Range.
2. Determine if the Model is in Cover.
3. Roll a Skill Check, adding a D10 if the Target is not in Cover and subtracting a D10 if the Target is in Cover. (D10 in a Shooting Skill Check are called Shots.)
4. Each Success applies the Weapons Damage.
5. Target must make Armor Check.
 - Roll # of D10 equal to the first number in Armor; each D10 that rolls equal to or higher than the second number reduces Damage by one.

REACTIONS

Models that haven't Activated yet, or Models with a Ready Token may gain an Engaged Token to make a Reaction.

- **Overwatch:** Shoot an Enemy Model when it ends an Action, or ends a Movement that was farther than half its Movement Value in their Line of Sight.
- **Return Fire:** One Model may Shoot an Enemy Model when it makes a Shooting Action in its Line of Sight Both models roll their Shooting at the same time with the Model that rolls more Successes applying their Damage first. If this Destroys the Enemy Model they apply no Damage.
 - If Models roll an equal number of Successes the Player with the highest roll wins. Still tied? Reroll the dice.
- **Juke:** When Targeted by Shooting, a Model may gain an Engaged Token count as in Cover from the Shooting Model.

TOKENS AND MARKERS

1. Pinned Marker

- A Unit with a Pinned Marker must remove their Pinned Marker instead of Moving any of their Models during the Reposition Step.

2. Ready Token

- Models with a Ready Token may make Reactions even if they already Activated.

3. Engaged Tokens

- Models with an Engaged Token cannot make Actions or Reactions.



COVER

- A Model or Token has Cover from another Model if Terrain or a Vehicle blocks the view of more than half of the Model or Token.

XJ-9Y2QZ-7K4WB
SC:GX37.1, QY+59.8, QZ-104.5
CC: X+12.4, Y-67.8, Z+93.1

THANK YOU

We want to express heartfelt gratitude to everyone who contributed to bringing this universe to life. What initially began as a pure passion project has gradually transformed into a fully-fledged storyline and universe, complete with its own characters, inside jokes, and fan favorites.

We'd like to extend a special thank you to our dedicated playtesting groups. Despite the evolving rules in the background, you persevered, grinding through game after game. Your input, expertise, and time were invaluable in shaping our project.

A huge shoutout goes to the entire ESS Team (and Randy), covering everything from packing to product design and warehouse management. Without your exceptional work and collaborative efforts, this game wouldn't exist, let alone be available in places like Australia and Europe. Our growth has been remarkable, and we're committed to continuing this journey. Thank you all!

ABOL
AND HER MOONS



BLKOUT is an ultra-fast-paced Tabletop WarGame representing brutal combat in a near-future world. Players will be pushed to their tactical limits, maneuvering, deploying, and destroying their opponents' forces.

BLKOUT provides players with a story-driven world taking place in the twilight of a future colony planet. Humanity's last hope is being choked by conflict and desperation. Players can choose to control forces hell-bent on destruction and control, or the desperate groups allied together in hopes of simply seeing the next multi-sunrise.

A GAME BY ENEMY SPOTTED STUDIOS

