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1. GENERAL RULES

PRIORITY

If two or more in-game effects, abilities, or rules are to be applied at the same time (for example, at the beginning of squad's activation), the player whose squad is currently activated, or if no squads are activated, the player who has won the initiative this turn decides the order in which they are to be resolved.

COLLIDING RULES

Specific rules override general rules. Thus, when the rulebook says something cannot be done and a squad entry says it can be, the squad entry is correct.

DICE ROLLS

20 sided dice, referred to as 'D20' throughout the rules are used for all tests, rolls, and rerolls in the game.
If there is a number in front of 'D20', then that is the number of 20-sided dice that should be rolled (i.e. '2D20' = Roll 2 20-sided dice).

REROLL

If a rule allows a player to reroll a die, he may only reroll once (players may not reroll a reroll). If the die is rerolled, the second result must be kept, even if it is worse than the first result.

POWER SHOT

Dice rolls which result in an unmodified result of a 1 are always successful. If the roll was an RS, CC, or WP test, then no armour test or any test that is taken 'instead of an armour test' (like WP in the case of psychic powers) can be made. Additionally, 'impenetrable armour' and 'heal' rolls cannot be taken against such a result.

FUMBLE

Dice rolls which result in an unmodified result of a 20 are always a failure. If a model rolls a natural 20 for any attribute test (except armour value) during its activation, it may spend no further action points in the game turn and is deactivated after the action in which the fumble happened.

IN-GAME EFFECT

An effect triggered by a model's or squad's ability, a card played by either player, or by an action performed by a Model.

MODIFIERS

Modifiers follow the mathematical principle: first multiply/divide, then add /subtract (i.e. 3x2+2= 8). Any change made to a value is considered a modifier. Where modifiers are a result of a model's ability or any other in-game effect, they are described as follows:
RES(1): RS(+2) should be read as 'Spend 1 resource. The model's RS is modified by (+2) until the end of the turn'.
RES(3): Squad ranged weapons' R(x0.5) should be read as 'Spend 3 resources. The R of all target squad's ranged weapons is reduced by half'.
All modifiers triggered by an in-game effect apply until the end of the turn.

MEASUREMENT

Players may measure any distance at any point in the game. Models and terrain pieces are measured from the nearest point of the model to the target.

ATTRIBUTES ON MODELS

A Model's Stat line represents the attributes of the model. Attributes can be temporarily or permanently modified during a game. Most attributes are used to take attribute tests which is the number needed to roll on a D20:

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	10/0	10	8	8	13	13	1	20	0	10

No attribute value can be modified below a value of 1, except for the wound value. No attribute value can be modified above a value of 20, except for armour value.

If any attribute value is represented by a '–' symbol, it means this attribute cannot be used. Models that are forced to make any test based on the '–' value always pass such tests. Models with a '–' value cannot perform actions or use abilities which require testing against this attribute.

SP – Speed. This is the attribute that defines a models movement allowance for a turn.
CC – Close Combat. The first value designates the required roll on a D20 needed for a close combat test. The second value describes how good a model is able to defend itself in close combat
RS – Ranged Skill. The number required to roll equal or less on a D20 for a ranged skill test.
ST – Strength. The strength of a model will affect the armour value of its target.
CON – Constitution. Constitution represents the models ability to resist factors such as falling from height or resisting gas.
WP– Will Power. Used to cast and resist psychic powers.
LD – Leadership. The number required to roll on a D20 for a morale test.
W – Wounds. This is a way of tracking how much damage a model can take. If a model's wound value is reduced to '0' or less, it is removed from the board as a casualty.
A – Armour Value. The number required to roll on a D20 for an armour test to ignore a hit. Occasionally an armour value may include a second number in brackets e.g. A:18(12), this is the impenetrable armour value. Armour cannot be reduced below the value in brackets.
SZ – Size. Every model has a distinctive size, which, among other things, is used as a modifier for shooting.
PTS – Points Value. This number represents how much the model is worth and is used by the players to produce balanced opposing army lists.

ATTRIBUTES ON WEAPONS

Weapons also have statlines representing the attributes of a weapon

ASSAULT RIFLE

R	ST	RoA	TYPE
24	10	1	A

R – 'Range'. The effective distance of a ranged weapon, measured in inches.
CCWR – 'Close Combat Weapon Range'. For close combat attacks the range is used to determine close combat weapon range.
ST – 'Strength'. The strength of a model's weapon will modify the armour value of its target and for close combat weapons it will modify its user's Strength.
ROA – 'Rate of Attack'. RoA designates the amount of attacks that can be made during a ranged or close Combat Attack.
Type – This is the characteristic which represents the type of ammunition or the weapon's construction.

ATTRIBUTE TESTS

In order to pass an 'attribute test', roll equal to or less than the relevant attribute value of the model.

MINIATURE DEFINITIONS

Body– The body of a model includes the legs, torso, arms, head, and backpack. Any other details on the model are not classified as part of models body. Any parts of the model that extend beyond the base circumference do not count as part of the body.

BASES

Models in this game are mounted on bases in different sizes:

Small bases:	30mm diameter
Medium bases:	40mm diameter
Large bases:	50mm / 80mm diameter

Some models may not have a base or have a special base, especially large vehicles.

MODEL FACING

All models have two facings: front and rear. The two facings split a model's base or 'footprint' into two equal parts. We encourage players to mark the bases of their miniatures to show the front / back facing.
If not marked, the front facing will be in the same direction as the model's chest or the front of the vehicle. Models only have Line of Sight (LOS) in their front facing.

LINE OF SIGHT

Every model has a clear view over the whole battlefield unless something like terrain pieces block the view. Models up to SZ(3) do not block the line of sight (LOS) as they are not that bulky. Models of SZ(4) or higher block the LOS for every model, friend of foe, as they pose massive obstacles.

MODELS OF SIZE (-1) – (3)

Regardless of their pose, soldiers on the battlefield are constantly moving around, trying their best not to get shot. Players often use scenic bases or special poses for their miniatures. Crouching snipers seem cool until you find out the sniper miniature can't actually look over that small wall.

To accommodate for models moving around, every model has a size-dependent screen that represents the whole area controlled by a model. If in doubt where a model can be hit or what a model actually can see, hold the respective screen directly behind the model´s base on the battlefield. If you can see the target model´s screen from any point of your model´s screen, then a LOS is established. Line of sight is mutual, so if your model can see another, then so can the other model see yours.

MODELS OF SIZE (4) AND HIGHER

These models always represent big monsters or vehicles. As tanks normally don't crouch, you don't need a screen as with the smaller models. Thus, line of sight for plus-size-models is established as true line of sight. If your smaller model (using the screen) can see any part of the monster or tank, you have line of sight. Line of sight is mutual here, too.

2. DEFINITIONS

Activated/Deactivated – A squad that is activated can use abilities and/or roll tests described as happening at a point during the squad's activation. While models belonging to an activated squad carry out their individual activations, the squad is also activated. A model that is activated may spend action points (AP) and use its abilities which require spending AP or resources. A model's activation ends when its owning player declares that this model has finished its activation or activates another model.

Deactivated models and squads are those which have been activated earlier in the game turn and finished their activation or which count as having been activated earlier in the game turn (due to an in-game effect). A squad's activation ends when the last model from this squad finishes their activation.

Abilities – Most models have Abilities. If the ability is not spelled out in the unit description, it can either be found in the army special rules or the abilities chapter in this book. Some abilities need you to spend resources or Action Points to be active, those that don't are always in effect. Activated abilities last until the end of the Game Turn.

'At the beginning of squad's activation' – Some abilities can be used and some tests must be taken 'at the beginning of squad's activation', which is the period between the player's declaring an activation of the squad, but before the activation of any individual models from the squad.

Autohit - This term describes a hit which is inflicted on the target model without any attribute tests being made to check whether the target model is hit or not. In case of attacks, it means no CC/RS/WP test is needed and the attack is always successful, but cannot result in a power shot. Autohits are always resolved in the front facing of the target.

B2B - An acronym for 'base to base'. When two model's bases are touching one another.

Close Combat Attack - (also referred to as 'CC attack') - An action, ability, or in-game effect which requires a model to make one or more CC tests to inflict a number of hits on a number of target models.

Counts as - Any action which is described as "counts as X action" follows the same rules as the 'X action' described in the rulebook. For example, an action described as 'counts as a Shooting Action' requires spending AP(1) and its target must be within the model's LOS.

If models 'counts as' another squad, they do not automatically have that squad´s rules, but count as models of that squad for purposes of abilities and squad special rules.

If any model or squad is described as 'counts as X-type squad', it means it is affected by all in-game effects affecting the X-type squad (but does not necessarily have all the X-type squad's rules and abilities).

Dividing - If an attribute or range needs to be modified by a mathematical division (for example halved), the result should always be rounded up to the nearest full number.

Destroyed - A destroyed model always counts towards the body count value, regardless of whether the model is physically removed from the table or not. Once destroyed, models cannot regain wounds, be activated, use any abilities, or perform actions and are immune to all in-game effects.

'Elevation' – Elevation describes the relative position of two models above the table / gaming board surface level. Two models are standing on different elevations if the vertical distance between those models bases is larger than 'X' (where 'X' the size of any model modified by (+1) in inches). X can never be higher than 3.
So while two Soldiers SZ(0) are only on the same elevation if the height difference between their bases is max 1", the same soldier is considered on the same elevation with a Monster of SZ(2).

Engaged- In order for two or more models to be considered engaged, they must be on the same elevation as each other and within any combatants CCWR.

Marker – Markers are generally either a point of reference on the gaming table that your opponent cannot interact with or an aid to the player to remember a certain game state. Examples would be 'sentry marker' or 'stalk marker'. The former would be placed beside the model as an aid to show he is in sentry mode, the latter is moved around on the battlefield until the squad is spotted or reveals itself.

Ranged Attack - An action or ability which requires a model to make one or more RS tests to inflict a number of hits on a number of target models. Using Psychic(S) powers also counts as a ranged attack, although in this instance WP is used instead of RS.

Removed as a casualty/removed from the game - any model 'removed as a casualty' or 'removed from the game' counts towards the body count value (see the Missions Section) and must be physically removed from the table.

Reserve – Models held in 'reserve' have not yet deployed on the battlefield as a result of a special deployment option. They count as being 'undeployed' until they enter the battle.

Stun Effect/Stunned - Models who have received a stun effect count as stunned. They must, at the beginning of their next activation, spend the first AP to recover, i.e. lose the stunned status. A model can be affected by only one stun effect at any one time. If a stunned model is forced to move or perform any actions (by an in-game effect), or if it becomes pinned or broken, it automatically recovers without spending any AP. CC attacks against stunned models become autohits. Vehicles cannot be stunned.

'Target priority' - If there are enemy models within 12" and within LOS of a model, any action made against another model (i.e. shooting, charge) must be directed at the nearest enemy model. Engaged Models are ignored for target priority.
Models can ignore the target priority rule if they have the 'Target Sense' ability. Models without the 'target sense' ability can gain it by passing a LD test. If the test is failed, the action point is lost, although the same action could be attempted again, targeting a different model. When there is more than one enemy model at the same and nearest distance, either counts as the nearest target.

'Tokens' – Some cards, abilities or rules may ask to place a 30mm round token as a point of reference. There are two types of tokens:

1. Permanent Tokens - These tokens have wounds and generally count as difficult Terrain and cannot be placed on Impassable Terrain. They stay in play until destroyed. For purposes of making attacks against these tokens, they count as structures.

2. Temporary Tokens - These tokens do not have wounds and are placed as a point of reference and can be placed anywhere on the battlefield including impassible terrain. These are always removed from play in the following control phase.
Models cannot stay engaged with a token. See Chapter 7: Abilities for ability tokens.

'Towards/Away' - When a model must travel towards or away from a specific point, use a tape measure to define a line from the centre of the model and the centre of the specific point. The model must then move along this line either towards or away from the specific point.

Undeployed – Models that count as undeployed are not considered being part of the game. They do not provide resources, nor are they affected by any ingame effect until they enter the game by being deployed. If they are undeployed at the end of the game, they count as destroyed.

'Within' – A model is described as being 'within' when any part of its Base or Footprint touches or is within the measured distance, template or footprint. In case of terrain, a model is only considered to be 'within' when its base partially or fully overlaps the footprint of the terrain piece.

'Hit' – For each failed armour test against a hit, a model reduces its wound value by 1. Whether a model passes an armour test or not, it is always classed as having "received a hit".

3. THE GAME TURN

BEFORE THE GAME

1. OOC AND OPTIONAL RULES

Agree with your opponent on...
... the offensive organization chart (OOC) you would like to use
... the point Level of your armies
... the optional rules you´d like to use

2. PREPARE THE BATTLEFIELD

Your board should normally be either a 4'x4' or 6'x4' board. At least 50% coverage of Terrain is advised, so that models have ample choice of cover. Roughly half of that terrain should be terrain that blocks Line of Sight.
Place the Objective Markers on the board (see Mission section).

3. INITIAL INITIATIVE / MISSIONS

Each player rolls a D20 for initial initiative. The highest roll wins. The winner may choose to give initiative to the opponent.

Then, players choose a mission (see mission section). The player that has the initiative sets up first following the mission rules. The player who set-up first must keep the initiative in the first game turn.

4. DEPLOYMENT

Players deploy their armies according to the mission and set their Resource Cards aside. See the Chapter 18: Deployment for details.

5. TURNS AND PHASES

Each game turn starts with a control phase, in which players roll for the initiative, remove effects and refresh their resources.
In the following activation phase, both players then take alternating turns activating their squads until all squads have been activated.

THE GAME TURN

CONTROL PHASE

The following steps are taken in the control phase:
- Except for turn 1, roll for initiative: Each player rolls a D20. The winner chooses to keep or give away the initiative.
- Reset Resource cards

ACTIVATION PHASE

The player with the initiative for this turn has the first activation phase. He must perform the following steps:
- Select a squad to be activated
- If that squad if pinned or broken, it must pass a morale check to recover (see Chapter 15: Morale) before making any other actions.
- Check for squad coherency. If any model is out of coherency, you must restore coherency first
- Activate models from the squad one after the other
- Each squad can only be activated once per game turn.

All models in an activated squad must be activated one-by-one. Once all models in a squad have been activated, play moves to the next player, who then activates their chosen squad in the same way.

Players continue this process until all of their squads have been activated once per game turn. If one player has more squads in play than their opponent, they may activate the extra squads in any order at the end of the game turn.
The last squad activated in the previous game turn for each player may not be activated first in the new game turn, unless that player only has one squad left.
Once there are no more squads left to be activated on either side, proceed to the End phase.

END PHASE

Check for victory conditions as per mission rules.
Remove temporary tokens
Start a new game turn with the control phase.

4. SQUAD RULES

A 'squad' can consist of one model, such as a character, or a number of models.

SQUAD TYPES

There are 4 different squad types:

1. INFANTRY

Most units are infantry. They do not have any special rules except the ones in their descriptions. Monsters are another type of infantry. They take a different slot in your army organization. Apart from that, they behave identical.

2. CAVALRY

Cavalry are models comprising a mount and a rider. In game terms, the mount and the rider are a single model, with a joint statline and set of skills. The mount's CC, RS and ST attributes are written under the rider's in the attribute table, the remainder of the stats are 'shared'. Most cavalry models are equipped with separate weapons for the rider and the mount.
Cavalry models follow standard rules with the following exception:
When performing a Close Combat or Shooting action, both the mount and the rider can attack with one of their equipped suitable weapons, for AP(1) total, using their respective CC and RS values. For Close Combat attacks, the rider and mount use their respective ST values. Other than the above, all tests are resolved against the rider's stats.

3. VEHICLES

Vehicles have special rules described in the vehicles section. Light vehicles and heavy vehicles have sub-types (walkers, tanks, bikes etc.) that have special rules also described in the respective section. While some effects may allow you to field vehicles as support or even troop choices, they still have to follow the vehicle rules.

4. FLYERS

Flying models can choose to take off and fly as part of a movement action. Place or remove the fly marker next to/ from the model(s).
As long as they are flying, they ...
Ignore movement penalties for terrain
Can move over impassable terrain
Never count as engaged
Cannot enter intact structures.
Do not receive negative modifiers due to cover when shooting.
While flying, opposing models do not receive a negative modifier due to cover when targeting them with a shooting action. When checking for LOS, assume the model(s) hover 4" above the ground. Range to the model is calculated to the base on the ground.
Flyers may charge as normal when they land at the end of the charge action. They can leave an engagement by taking off, but receive a Free Slash as normal.

In addition to that, squad types may list additional relevant information like the affiliation to a certain sub-faction or if the model has special rules that affect building your army.

SQUAD COMMANDERS AND CHARACTERS

SQUAD COMMANDERS

Each squad has a squad commander. Nominate that model and clearly mark it before the game starts. In squads comprising a single model, this model is the squad commander. Otherwise, any model equipped with the squad's standard weapons and equipment can be chosen. The squad commander cannot be upgraded with special or additional weapons, equipment, or abilities unless the entire squad is upgraded.

In some cases, the squad commander can be upgraded to or replaced with another model. In this situation, the new model retains its own abilities and standard equipment (which may be different from the rest of the squad) and cannot use any of the main squad's options or upgrades.

In some cases, the squad commander can be upgraded to or replaced with another model. In this situation, the new model retains its own abilities and standard equipment (which may be different from the rest of the squad) and cannot use any of the main squad's options or upgrades.

If the squad commander is removed from play, nominate any model from the remaining squad to be the new acting squad commander (even a model with a special weapon). Also, the squad receives a (-2) modifier to their LD value for the rest of the game. Any special gear on the squad commander, or acting squad commander, is lost when it is removed from play.
The acting squad commander is nominated only for squad coherency purposes. If this model is lost, a new acting squad commander is allocated. If any acting squad commander is removed from the game, the squad does not take any further (-2) modifiers to LD for losing a squad commander.

Squad commanders are 'Guarded'.

CHARACTERS

Characters can act independently or be part of another squad. One character can be attached to a squad at any given time. Characters are 'guarded'..

Attaching and De-attaching a character

Before the game starts, the player may choose to attach any character to any squad. They then count as part of the squad. Squads lose any special deployment option if a character is attached, unless that model has the same deployment option.

To attach a character to a squad during the game, simply declare that the character is now attached to a squad. To do so, the character must be in coherency range to the squad commander of the squad he wishes to join. The new squad is activated directly after the character's activation ends unless the squad has already been activated this game turn. The character is not activated again. You cannot attach a character during a sentry action or if the character is the first squad you activated this turn. The character does not gain the abilities of the squad he is attached to.

To de-attach a character from a Squad, activate him on this own (the squad they have been attached to is not activated). It may now move freely on the battlefield.

A character can only join or leave one squad per game turn.

A squad can use a character's LD if they are attached to the squad.

THE ARMY COMMANDER

The character in your army roster with the highest LD value, who belongs to your chosen faction or army is considered to be the commander of your force. If two or more characters have the highest LD, the player may choose which he wishes to lead his army. All squads may use the commander's LD if at least one model from the squad is within 10" of him.

ADVISORS

Before the game starts, advisors are characters that are attached to a specific squad as listed in the squad entries. They cannot leave or lead that squad even as the acting squad commander (unless the last model in the squad). The advisor keeps their own weapons and abilities and does not gain those of the squad. He is affected by anything that affects the squad as a whole. When the squad takes a morale test for pinning or a break test, the advisor does not roll separately but accepts the result rolled by the squad.

OTHER SQUAD RULES

SQUAD COHERENCY

Squads have to stick together, otherwise individual models become scattered and the squad loses its ability to work as an effective fighting force.
All models in a squad must start their activation within (X) inches of the squad commander where (X) is the distance defined in the squad entry of the Squad Commander. Measure the shortest distance from the squad commander's or acting squad commander's base to the other model's base.

At the start of the squad activation, if any model in the squad is out of coherency, those models must be the first in the squad to be activated and must complete any movement action to return to squad coherency. If more than 1 model is out of squad coherency, activate all of these models in turn and before any other models in the squad.

If for some reason it is not possible for any model to reach coherency as described above, the model is deactivated immediately after the movement action. Models that begin their activation out of coherency whilst engaged in close combat ignore the squad coherency rule, but suffer a modifier to their CC value which reduces it by half.

GUARDED

If this model receives a hit from a ranged attack, another non-vehicle model in the squad within 2" of the guarded model may be nominated to receive the hit by the controlling player instead. If that model also receives a hit from the same shooting action or effect, resolve all hits against non-guarded models first. Only the surviving models then may 'guard'.
Place the model that received the hit as close as possible to the guarded model and in the direction the shot came from (this does not count as movement, the model ignores the 'free slash' rule). The model may receive as many hits as he survives. Resolve one hit at a time.

'GET THE GUN'

When a non-vehicle model with a special weapon (i.e. one that differs from the ones the squad is normally equipped with) is removed from play, you may try to save it: Roll a D20. On a roll of...
...1-10 the weapon is saved. Any non-vehicle squad member within 3" now has the weapon instead of his old weapon. Swap the models to represent he is now using it. The model keeps its other stats and wounds.
...11-20 the weapon is damaged and unusable.
Squad commanders and any character attached to the squad may not attempt this roll.

5. ACTION RULES

ACTION POINTS

Each non-vehicle model in the game has 2 Action Points or AP. Vehicle models have 3 AP.

Activated models that begin their activation already 'engaged' have only 1 action point to spend.
However, if a model begins its activation engaged only with models whose SZ is lower than its own size by at least 2, it has the full number of APs available.
For example, a SZ(3) Monster engaged with two SZ(0) and three SZ(1) models begins its activation with 2 AP.

No action except 'Cast' can be activated more than once per model per game turn (see psychic powers for more details).

The owning player can choose to deactivate an activated model for the rest of the game turn before or after any action.

FREE ACTIONS (0 ACTION POINTS)

PIVOT ACTION

At the start of a non-vehicle model's activation, you may change the facing of the model as you see fit.

FREE CLOSING ACTION

If a model is engaged at the beginning of its activation, it may perform a 'free closing' move action before spending any action points. That move action allows the model to move around in close combat. Free closing does not cost AP but still counts against the models movement allowance for the turn.

a) Free closing must be done within the facing of the nearest enemy model.
b) The model performing free closing must stay engaged with the closest model (or all if tied).
c) Free closing may allow to bring other models into the engagement or leave others unengaged.

LIST OF ACTIONS

Walk Action – AP(1)
The model makes a movement up to their speed value in inches. This measurement is made from the base edge or footprint of the Model.

Charge Action – AP(1)
The model moves up to its SP Value x2 in inches. A 'charge' action can only be made if the model can finish its movement where it has an enemy model within its CCWR. The model needs LOS to the target model it wants to 'Charge'.
If for some reason the CCWR cannot be reached, the charge action fails. The model loses its remaining action points and travels in the same direction as the failed charge action at its regular speed value.

Battle Focus Action – AP(1)
The model gains a (+2) RS, CC, and to its weapon's ST for one attack roll. Additionally, if this is an attack at a vehicle, the player can choose the hit location for this single hit instead of rolling for it. This action cannot be used with psychic powers.
Nominate the roll before you take it.

Evade Action – AP(1)
Place an 'evade' marker next to the model. Any ranged attack against that model suffers an additional (-2) RS or WP as appropriate. Remove the marker at the start of the models next activation.

Shooting Action – AP(1)
The model makes a ranged attack at a target as described in the ranged combat section.

Close Combat Action – AP(1)
The model makes Close Combat Attack as described in the close combat section.

Spot – AP(1)
The model tries to 'spot' a stalking squad as described in the deployment rules.

Cast – AP(1)
The model casts a (B) or (D) type psychic power.

Rapid Fire – AP(2)
The model performs a shooting action with ROA(+1) to their (A) type ranged weapon's and RS(-4). This action counts as a shooting action.

Sentry Action – AP(2)
The model enters sentry. The model in sentry may make use of its sentry status before or after any action of any model. To do so, it loses the sentry status and must pass a LD test. If it succeeds, it may perform one action for either AP(0) or AP(1). For this, the model is activated temporarily and thus can use abilities.

No more than 50% of the models in a Squad can be placed into sentry. Models using a sentry action remain on sentry until their next activation. Any model may still perform any action only once per Game turn (i.e. it may not shoot twice).

Example: A soldier went in sentry in the last game turn. The opponent has the initiative this turn and activates a squad. The soldier passes his LD test, uses his sentry action for shooting, resulting in a dead opposing model. The same soldier cannot perform any shooting action later this turn.

6. RESOURCES

Resources, or RES, are used in multiple ways. While many units allow you to activate powerful abilities or weapon abilities, you can also use them to give your models a quick boost of energy.
Each player has a number of resource cards at his disposal that consists of the cards provided by the commander and the troop squad commanders.

- The commander provides 8 resource cards.
- Each troop squad commander provides 1 resource card.

Resource cards are not normally removable, however if a commander is removed from play, 4 Resource cards are removed from play. If a Troop loses its squad commander, the resource is also removed from play. Acting Squad Commanders do not generate resources.
It is the controlling Player's choice which Resource Cards they remove (even used Resources). Resource Cards cannot be returned to the Game once they have been removed.

Using RES:
Players can spend RES in any of the following ways:

A. To give a selected model an action point; can only be used once per model per turn at the start of that models activation. This can even be used if the model starts its activation with 0 AP.
B. To add 'Heal (3)' to the selected model for one hit.
C. To activate an ability or weapon ability.
D. To modify ROA(+1) to a single weapon before making a shooting or close combat action. Only 1 Resource per model per game turn can be spent in this way.

To spend a RES, the player must turn the resource card upside down. Each resource card grants 1 RES. At the start of each turn, all Resource Cards of both players are refreshed, ready to be used again.

7. ABILITIES

The following abilities appear on many squads and models.

ABILITY LIST

Bodyguard: Hits can be transferred to this model using the guarded rule even if they are inflicted by a close combat attack.

Boost (X/Y): RES (X): The model gains SP(+Y).

Brutal - When this model reduces an enemy model to 0 or less wounds with a CC attack, the victim's squad must immediately take a pinning test.

Camouflage (X) - If an enemy model receives any cover modifier when making a ranged attack at this model, the cover modifier is increased by (X).

Cannon Fodder - Friendly models can target the model with CC, RS, and Psychic (S) attacks and Psychic (D) powers, and can use template attacks where this model would be hit by the template before scattering. All friendly fire rules still apply.

Contempt (X) – Once per model activation, this model may re-roll a single failed CC test when the close combat attack is targeted at (X).

Crackshot (X) - When the model performs a battle focus action, it gains an additional RS(+X).

Dissention (X) - All enemy models within 12" of one or more models with this ability receive a LD(-X). The effects are not cumulative, use the highest dissention value if a Model is within range of more than one model with this ability.

Disposable - A squad whose squad commander or acting squad commander has this ability always passes break tests.

Dodge (X) - Roll a d20 every time the model is about to lose one or more Wounds as a result of being hit with a close combat, shooting attack. If 'X' or less is rolled, the attack has no effect on the Model. This ability cannot be used against hits transferred to the model due to the guarded rule.

Duelist - Once per turn, this model may re-roll a single failed CC test.

Durable – The model ignores the effects of critical force.

Eagle Eye (X) - The Model can ignore negative modifiers to shooting to its RS up to an amount of (X)for all of its ROA if it performs the 'battle focus' action prior to shooting.

Espionage - Once per turn, the model can use AP(1) to perform an espionage action. Select an opposing player and pass a LD test. If successful, the selected player must announce which squad they will activate next.

Execution - The Model can spend AP(1) to immediately remove from a friendly model within 6" from the game. The squad the removed model belonged to immediately recovers from being broken or pinned.

Fear (X) - If a model wants to attack a model with the Fear (X) ability in close combat, it must make a LD(-X) test. If the test is failed, the model's CC value is halved. The test is only made once per opposing model.

Fearless (X) - Models with this ability add LD(+X) test against models with the Fear ability. If it is enough to make the Fear modifier 0, the model does not need to test.

Follow up – At the end of this model's activation where it performed a close combat action and is no longer engaged, it can move up to 3" towards the nearest enemy model ignoring the movement allowance for this turn.

Frenzy – When performing a charge action, this model gains an ROA(+1) to its close combat weapon.

Grappling Hooks (X) - This model does not add the first (X) inches of vertical distance to the move distance when climbing and jumping from height and does not need to make CON tests while climbing.

Guardsmen – The model may perform the 'sentry' action for AP(1).

Gunslinger - The model can select secondary targets within 5" of the primary target when performing shooting attacks.

Hard to Hit (X) – All models targeting this model with a shooting action receive an additional RS(-X).

Heal (X) – Roll a d20 every time the model is to lose a Wound (after armour tests and any other saves), separately for every hit. If (X) or less is rolled on the D20, the model does not lose the wound. Heal cannot be used if the wound is a result of a Power Shot. (X) can never be higher than (8), regardless of any modifiers. This only applies to non-vehicle models.

Impetuous (X) – This model adds ST(+X) in a turn where it performs a charge action.

Initiative (X) – This squad adds a modifier of (+X) to the initiative roll at the start of the turn. This modifier also applies to the initiative roll made before the game. If multiple squads in your army have this skill, count only the highest modifier.

Leader (X/Y) – If this model is your commander, you may take (X) of squad (Y) as Troop type. All other limitations remain.

Leap (X) – This model can be placed without any negative movement modifiers within (X) inches. This counts as a Walk action but cannot be used to pass impassable terrain higher than (X/2)" with a minimum of 2".

Medic (X) – Any friendly models within 5" inches of this model count as having the Heal (X) ability.

Paired Weapons (X) - The model can use up to two of its equipped weapons of the (X) type in one close combat or shooting action. Secondary targets can still be hit only once during the close combat action. (X) can be a specific weapon, e.g. (combat knife), or a weapon type, e.g. (HG) or (CC).
Example: a model has 2 combat knives and the ability "paired weapon (combat knife)". He can thus attack with both combat knives in one close combat action.

Predator Senses - The model does not need LOS to make a charge action.

Psychic Expertise (X) - The model can cast multiple psychic powers of type (X) in the same turn. Each power can be only cast once.

Psychic Mastery (X) - The model can cast psychic powers of type (X) for AP(0), where X can be (B) or (D) type, or both. The Model can still cast each power spell type only once per turn.

Ranger – This model can travel through difficult terrain as if it was open terrain.

Regeneration (X) – At the start of this model´s activation, roll a D20. On a result of (X) or lower, the model gains W(+1) up to the starting number of W.

Relentless - The model can ignore stun effects.

Repair (X) – Roll a D20 every time the model is to lose a Wound (after armour tests and any other saves), separately for every hit. If (X) or less is rolled on the D20, the model does not lose the wound. Repair cannot be used if the wound is a result of a Power Shot. (X) can never be higher than (8), regardless of any modifiers. This only applies to vehicle models.

Stay Frosty – The squad does not receive the negative modifier to its LD after losing its squad commander.

Target Identifier (X) - The model receives a LD(+X) when performing the target identification test or to when trying to "spot" a stalking squad.

Target Sense – The model ignores the target priority rule.

Unbreakable – This model always passes pinning and break tests. If broken or pinned, this model recovers automatically at the start of the squad activation.

ABILITY TOKENS

If any ability creates a permanent token, use the following rules to treat these tokens:
All ability tokens have A(24) and W(3).
The token is SZ(-1).

8. ARMOURY

WEAPON CLASSIFICATIONS

Each weapon in the game has a classification. Many weapons also have some special abilities.

Handgun (HG)
A handgun can be used both as a ranged and a close combat weapon. In close combat, use the ST, ROA, and Type from the handgun´s stat line. The CCWR for this attack is 1.5".
Models firing a handgun do not receive negative modifiers to RS due to range.

Close Combat (CC)
Weapons listed as close combat weapons can be used in close combat. Close combat weapons cannot be used in ranged combat.

Auto (A)
No special skill.

Sniper (S)
When making a battle focus action, the model may 'snipe'. While sniping, the weapon gains an R(+6), Critical Force (2), ROA(1) and 'slow to reload'. Any modifiers due to cover are ignored and the target may not be 'guarded'.

Shotgun (ST)
Shotguns use the shotgun template as described in the ranged combat section.

Light Flamer (LF)
Light flamers use the small flamer template. Flamers do not benefit from battle focus actions.

Flamer (F)
Flamers use the flamer template. Flamers do not benefit from battle focus actions.

Heavy (H)
When a model with a (H) weapon performs a battle focus action, it´s ranged weapon´s ROA is reduced to 1 and gets 'slow to reload'.

Missile Launcher (ML)
ROA of rocket launchers cannot be increased.

Grenades (GR)
Grenades have special rules as described in the ranged combat section. Grenades do not have their ST modified when performing a battle focus action.

Small Explosion (SE)
Uses the small explosion template and scatters on unsuccessful RS tests. SE weapons do not have their ST modified when performing a battle focus Action.

Large Explosion (LE)
Uses the large explosion template and scatters on unsuccessful RS tests. LE weapons do not have their ST modified when performing a battle focus action.

Rail (R)
If the RS test is successful, draw an imaginary line from the model making the ranged attack towards the target(s) to the maximum weapon range. This imaginary line is the rail. Any other model, token and structure within the rail (except the shooter) receives a hit on a D20 roll of 1-10 at the same weapon ST as used on the respective target.

WEAPON ABILITIES

- **Concussive (X)** – any model up to size x that receives a hit with this weapon must pass a CON test or receive a stun effect.
- **Armour piercing (X)** - X is the modifier to weapon's ST against vehicles and structures.
- **Slow to reload** – ROA of this weapon cannot be increased by any means.
- **Headshot** – Powershots with this weapon have Critical Force (2)
- **Gas** - Armour tests against this weapon use CON, instead of A, and thus ignore IA.
- **Psychic** - Armour tests against this weapon use WP, instead of A, and thus ignore IA. If an RS test is requires, WP is used instead.
- **Pinning** – Every time a model receives a hit by this weapon, the respective squad must take a pinning test.
- **Critical Force (X)** – Each hit with this weapon inflicts (X) wound losses on the target. Roll for A only once per hit. Other save rolls (heal etc.) are taken separately for each wound loss.
- **Weapon Mode** – The weapon has multiple firing modes. A model can only choose one of those.
- **Deadly** – Heal rolls cannot be made against hits caused by this weapon
- **Silenced**: Any successful A tests made by the wounded model must be rerolled.
- **Precision (X)**: X is the modifier to weapon's ST against Infantry

EQUIPMENT LIST

Shield (X/Y) – The model receives A(+X) and DEF(+Y) value against hits originating from its front arc.

Gas Masks
This model can re-roll unsuccessful CON tests against weapons with the gas ability.

Traps:
There is a multitude of traps on the battlefield. All traps are placed the same way, but may have different effects on models tripping them.
After deployment, but before infiltrators have been placed, you may place your traps on the board. A trap is always represented by 30mm token. Place them anywhere, but not within 12" of an enemy model.
If an enemy model is within a certain distance to the trap, it goes off! On a roll of 1-15, the tripping model receives the described hit. Traps are removed from the board after they went off.

All Traps have 3 attributes:
Amount: This is the number of traps you may place per squad equipped with these traps.
Tripping Range: If an enemy model moves within this range, the trap goes off.
Hit Strength: The tripping model receives a hit with this ST if the trap owning player rolls a 1-15.

9. TERRAIN

GENERAL TERRAIN RULES

TERRAIN AREA

Every terrain feature occupies a specific area on the battlefield; this is referred to as its 'footprint'. To avoid confusion, the players should determine the exact footprint of each piece of terrain before the game starts. If the base or 'footprint' of a model is within the footprint of a terrain feature it is considered to be 'within' the terrain.

RUINED STRUCTURES

These structures could be city ruins, open entrenchments or buildings with no roof. Every structure without a roof is classified as a ruined structure. Each piece of ruined structure terrain counts as difficult terrain.

INTACT STRUCTURES

Structures as bunkers or buildings with an intact roof classify as intact.
Intact structures can be garrisoned as long as the models can be physically placed inside the building via an access point. The access point is an entrance to the intact structure such as doors, windows or cracks in the building structure through which a model may pass.

Structures which do not have any access points for models to be physically placed cannot be garrisoned. In such cases consider the terrain piece as impassable terrain, depending on its nature. Players should agree before the game which sized models can enter a particular access point (i.e. up to which size). Models garrisoning or attacking an intact structure can shoot through any access point as long as they can draw LOS to the target model.

MOVEMENT IN TERRAIN

Models that start their activation within difficult terrain or enter any number of difficult terrain pieces during movement are affected by SP(-3). The modifier is only applied once.
There are 3 types of Terrain. Players should agree what their scenery represents before the game starts.
Open – e.g. flat plains, or light hills. Open terrain does not modify SP.
Difficult – e.g. shallow water, bushes, rubble. Difficult terrain modifies SP(-3)`, to minimum of 2".
Impassable – e.g. deep water, solid rock, pools of acid, etc. Models cannot deploy in or travel through or into this type of Terrain. Models are also considered to be impassable (i.e. you cannot move through your own models)

MAKING ATTACKS AT STRUCTURES

TARGETING TERRAIN AND STRUCTURES

Each terrain piece can be destroyed. Players can decide to make any attack at terrain and intact structures to attempt that.

Models making a ranged attack at terrain and intact structures always hit the weak point of the intact structure on roll of 1-16 regardless of any modifiers or their RS skill. All close combat attack tests against terrain and intact structures are passed automatically. No model can stay engaged with a piece of any terrain or intact structure once deactivated.

Terrain and intact structures do not have a CCWR.

MAKING A RANGED ATTACK AGAINST TERRAIN AND STRUCTURES

1. The player must select a terrain piece or a structure as normal. A model targeting a terrain piece or a structure ignores the target priority rule.
2. If the weapon used has a ROA higher than 1, all shots must be allocated to the same target.
3. The RS test is successful on a roll of 1–16 regardless of any modifiers and the models RS.
4. If the player´s model passes the RS test(s), resolve the hit(s) as normal.
5. Consult the 'W and A values of terrain pieces and intact structures' section.

TARGETING TERRAIN PIECES WITH TEMPLATE WEAPONS

If a player decides to target a terrain piece with a template weapon, only the targeted terrain piece can receive hits, even if the template scatters. Any other model or terrain piece within that is unaffected by this ranged attack. Template weapons with a ST equal to or less than (10) have no effect on structures (the explosive force is absorbed by the structure).

WOUNDS AND ARMOUR VALUES OF TERRAIN PIECES AND INTACT STRUCTURES

Each intact structure in the game has W (Wounds) and A (Armour) values. If not specified, players should agree before the game starts what W and A values the structures will have. Destroyed terrain pieces should be replaced with a terrain piece depicting rubble, if at hand. Otherwise, just remove it. If an intact structure has been destroyed, refer to the 'collapsing intact structures' section.

WOUNDS AND ARMOUR VALUES

STRUCTURE TYPE	A VALUE	W VALUE
Concrete bunker	32	6
Brick wall or building	30	6
Wooden wall or building	24	5
Wooden crates / trees	16	2

COLLAPSING INTACT STRUCTURES

An intact structure collapses when its W is reduced to 0 or less. Replace the collapsed intact structure with a ruined structure of the same footprint (or mark the structure as destroyed). All models within the footprint of the collapsed structure take an autohit with a ST equal to the collapsed Structure's A. Models within 2" of the collapsed structure take an autohit at a ST equal to the collapsed Structure's A divided by two. 'Heal' tests cannot be used for this hit. Place any surviving models that were within the footprint of the collapsed structure within footprint of the ruin, at the same point, if possible. All models placed within the Ruin count as pinned, even if they normally cannot be pinned.

10. MOVEMENT

GENERAL MOVEMENT RULES

MOVEMENT ALLOWANCE

The maximum movement allowance (i.e. the maximum distance a model can travel in inches in one game turn) is twice its SP value. Vehicles have a movement allowance of thrice its SP value. Movement allowance is not relevant when the model is moved by an ability or card controlled by the opponent.

A model's minimum movement distance can never be reduced below 2".
Movement does not have to be made in a straight line.

If the model during its movement passes through difficult terrain, its movement allowance is modified by (-3).

A model may cross any obstacle on the battlefield treating the obstacle as difficult terrain if the terrain piece is lower or of equal to...
1" - models of SZ(0) and lower
2" - models of SZ(1) and higher.
In these cases, don't measure the vertical distance as the model is just 'jumping' over the obstacle.
If it is higher, the model must use climbing rules to cross this terrain piece.

As described in the terrain section, players should agree, which access point is suitable for models of which size. Models can pass through these access points without penalties.
In a similar fashion, especially large models could move under a bridge or overpass if there is enough room for the model to be placed on the other side. We suggest that large infantry models and walkers can "duck through" under these bridges.

JUMPING AND FALLING FROM HEIGHT

A model which falls from height takes an autohit with ST equal to the vertical distance in inches that the Model has fallen, with an additional ST(+6).
Any model which falls from height is always place in B2B with the piece of terrain it has fallen from.

Jumping or Driving from height
Free Jump:
As part of any movement action a model or vehicle may jump downwards from height. Without suffering the damage resulting from 'falling from height', the model may jump down up to...

2" for models of SZ(0) and lower.
3" for models of SZ(1) and higher.

When a model makes a 'free jump' it does not count the vertical distance as part of its movement. When the 'free jump' is completed, place the model at its landing point as if it is in base contact with its last position before it jumped.

If a model chooses to travel further downwards than its 'free jump' distance, it must use its movement to make the additional distance. Additionally, apply the rules for 'falling from height', but reduce the 'distance fallen' modifier by an amount equal to their 'free jump' distance.

Jumping across gaps
As part of a Movement Action, Models can 'Jump across gaps' between two pieces of terrain. Models can jump across gaps, if the gap distance is no higher than 2".

CLIMBING

When an obstacle on the battlefield is higher than what a model can pass over without climbing, a non-vehicle model may climb as part of any movement Action.

To climb and reach the desired height on the battlefield (up or down), add the vertical to the movement distance already crossed by that model. Climbing can only be made if the resulting distance is less than the model's movement allowance. If climbing down, subtract the model´s 'free jump' allowance from the distance.

If climbing is part of a run or charge action, the climbing model must take a CON(+4) test.
If failed, the model is treated as falling the full distance it was supposed to climb up/down. After calculating any falling damage (without 'free jump'), the model is immediately deactivated. Place the model at the bottom of the vertical position.

Vehicle Models can only pass over obstacles as described in "Movement in Terrain". Otherwise, they have to use ramps, slope hills and similar terrain pieces.

11. RANGED COMBAT

A Model's ability to shoot is defined by the model's ranged skill (RS). Terrain, intervening models and Line of Sight (LOS) affect the ability of the shooting Model to hit the target model. For further explanation of LOS, see the respective entry in Chapter 1.

You may never choose a friendly model as a target though they end up under a template as a result of targeting someone else.

If any ability states that "no LOS is needed", never apply the cover modifier.

RANGED ATTACK AND TERRAIN

Models can take advantage of terrain when seeking cover from their enemies. If the target model is partially covered by terrain or an intervening model, the firing model's RS receives a cover modifier of (-4), regardless of the number of covers between the shooter and target. A model counts as being in cover if a significant part of the model (like an arm, leg etc.) excluding weapons or extravagant pieces of armour or clothing is covered by cover. The miniature should roughly be covered about 25%. If there is reasonable doubt, the defender decides if there is cover.

Claiming Cover

If the shooting model is inside or within 1" of a piece of cover it does not suffer the cover modifier to shoot through or over the cover. This is referred to as claiming cover.

Lucky Shot

A model cannot make a shooting action at a target which is behind more than 3 pieces of cover and/or intervening models unless a 'lucky shot' attempt is declared. On a D20 roll of natural 1 a lucky shot attempt is successful. During a lucky shot attempt, the 'power shot' rule is not in effect.

RANGED ATTACK AND RANGE

Weapons shoot more accurate the closer you get. This is represented by giving shooting models RS(-2) when they shoot further than half of their weapon´s range.

MAKING A RANGED ATTACK

1. Select a primary target within range and LOS of the shooter.
1.1 For each ROA > 1, you may nominate a secondary target, which must be within 3" of the primary target and within range and LOS of the shooting model. The primary target must always be allocated at least one shot, any secondary targets may receive a maximum of 1 shot.
As all targets are conceptually shot at the same time, the cover modifier for all targets is checked before rolling any dice.

2. Make a RS test for each ROA with the appropriate modifiers:

- SZ: Modify the Shooters RS by (+X) where (X) is the target´s SZ
- Cover: If the target is in Cover, modify the shooter's RS(-4)
- Range: If the target is further away than half of the weapon´s range, modify the shooter's RS(-2)
- Battle Focus: If the model used the battle focus Action, modify the Shooters RS(+2) for the chosen attack.
- Abilities may also modify the die roll (example: Camouflage)
-

3. If the RS test is passed, the targeted model receives a hit.

Making a Ranged Attack at Engaged Models

A model may target an engaged model. If it does, it receives a RS(-8). Any failed RS test automatically inflicts a hit on the nearest friendly model that is involved in the targeted close combat. If the friendly model is removed from play as a casualty, its squad must immediately take a break test.

SHOOTING WITH TEMPLATE WEAPONS

Several weapons use a template. This is described in a ranged weapon's range value as follows:

ABBREVIATION	NAME	TEMPLATE FORM
SE	Small Explosion	3" diameter
LE	Large Explosion	5" diameter
ST	Shotgun	7" trapezoid
SFT	Small Flamer	3.5" teardrop
FT	Flamer	7" teardrop

Special Rules for Template weapons

- Template weapons ignore the power shot rule.
- All template weapons have 'slow to reload' (the ROA of template weapons cannot be increased by any means).
- If relevant, treat all templates as being 2" high.
- If a model receives a hit from a template, the hit is resolved in the facing where the template hit, not in the direction of the attacker.

Making a Ranged Attack with SE and LE Template Weapons

1. The player must select primary and secondary targets as normal.
2. RS tests are made as described above.
3. If the shooting model passes any RS test, centre the relevant template on the targeted model parallel to the battlefield. Any model with its base or footprint within the template receives a hit. If within multiple templates, multiple hits are applied. If the direction of the attack is relevant, the centre of the template is the source of the hit.
4. Resolve armour tests as normal.
5. If a RS test is unsuccessful when making a ranged attack with a SE or LE template, it will scatter.

Scattering of an Explosion Template

When a SE or LE template scatters, centre the template over the nominated target with the number 1 on the template pointing towards the shooting model.
Roll a D20 and half the result. Refer to the template to see which direction the template will scatter.
Next, roll a D20 and half the result. Move the template a number of inches equal to the second result. Any model with its base or footprint within the template receives a hit.

Making a Ranged Attack with a Grenade Weapon

Grenades follow the normal rules of making a ranged attack with a SE/LE weapon with the following exceptions:

- Some grenades use the model's ST value to represent how far the grenade can reach in inches.
- Instead of nominating a target model, the player nominates any point on battlefield within LOS and range.
- Grenades scatter D20/4" instead of D20/2"
- If a fumble is rolled for the RS test, the grenade explodes on the shooter. The Template is centred on this model and does not scatter in this situation

Making a Ranged Attack with Flamer Template weapons

When making a shooting action with a flamer, place the narrow end of the flamer template in base contact with the shooting model, pointing in any direction. No part of the flamer template must cross the front facing of the model using it. Any model within the flamer template (except for the shooter) receives a number of hits equal to the weapon's ROA at the flamer weapon's ST.
If any engaged model is within a flamer template, every model within CCWR of this model also receives hits as if they were within the template. A model cannot be hit by a flamer more times than the weapon's ROA. Flamer templates are unaffected by any kind of range modifiers.

Garrisoned Squads and Flamer Template weapons

Flamers can be used against intact structures to great effect. If any part of the template reaches an access point of a structure, roll a D20 for each model in the structure, regardless of their location. On roll of 1-8 the model receives a hit and its armour value is halved for this hit. If flamers are used to shoot from a building to the outside, the models in the structure are not hit.

Wall of Flame

A Model with a FT weapon, the player can spend 2 resources to make a 'wall of flame' ranged attack. This counts as a shooting action.

Within 8" of the shooting model, place two temporary tokens onto the battlefield, maximum 8" apart from each other. Between those two tokens, a 'wall of flame' appears.

Any models which during their activation move through or touch the space between the two tokens or the tokens themselves immediately take an autohit at the unmodified weapon ST of the flamer.

Making a Ranged Attack with a Shotgun Template Weapon

Place the narrow end of the shotgun template in base contact with the shooting model in any direction as long as no part of template crosses the front facing of shooter. Make an RS test as normal with 1D20 per ROA of the shotgun weapon for each model within the template (except the shooter). You may re-roll any failed rolls.

12. CLOSE COMBAT

GENERAL CLOSE COMBAT RULES

Close Combat Weapon Range (CCWR)
Close combat weapon range is a distance measured in inches within which a Model can make a close combat attack. CCWR is listed under the weapon's range. CCWR is only viable in the front facing. You may measure CCWR anywhere within the same elevation.

Defense Value
Every Models CC attribute has a defense value after the dash, which rates his ability to defend himself in close combat. The defense value is added as a penalty to the attacking players CC value. DEF value is only viable in the front facing (and considered to be 0 if attacked completely in the back facing)

Beginning an Engagement:
There are many ways for a model to end up in melee. If a model at any point has an enemy model in its CCWR or is in at least one enemy´s CCWR, it counts as engaged.
Models can be engaged through terrain gaps or access points narrower than either engaged models bases only if their CCWR is sufficient.
In order for two or more models to be considered engaged, they must be on the same elevation as each other and within any combatants CCWR.

Counter-Charge
If a model passes through the CCWR of an enemy model as it travels, a counter charge can occur. A counter charge is completed on a successful LD test by the counter charging model.
If a counter charge is successful, the moving model is stopped in the CCWR of the counter charging model. Engaged models cannot counter charge.
Models cannot counter charge models whose SZ is 2 more than their own.

Charge Actions made from Height
Models can declare a charge action from height, jumping on their poor victim from a high vantage point.
Models which charge from height gain a ST(+4) for their first close combat test in the same game turn. The Model that is charging from height must complete a charge action following the rules for 'jumping from height'.

Close Combat Attacks against impaired models
CC Attacks against pinned models receive a CC(+4).
CC Attacks against 'stunned` models are automatically successful.
A Model can be attacked in its rear facing if the attacker is completely within the rear facing of the targeted model. In this case the attacker gains a CC(+4).

MAKING A CLOSE COMBAT ATTACK

The model must be engaged to make a close combat attack.

1. A model can make a "free closing" action, if applicable.
2. The model must issue a close combat action
3. Only weapons classified as (CC) or (HG) may be used in close combat.
4. The player selects one target in their activated model´s CCWR
5. The player then makes a CC test (regardless of the weapons ROA) with the following modifiers:

- Defense value: Modify your CC value by (-X), where (X) is the targets defense value.
- Size: Modify your CC value by (+X), where (X) is the targets SZ.
- Abilities may also modify the die roll.

6. If the player´s model passed the CC test by rolling equal or less than their modified CC value, the targeted model receives a hit.
7. Resolve armour tests as normal. The ST of the hit is equal to the attacking model´s ST plus the modifiers from the weapon and any other sources.
8. If the attacking model uses a weapon with a ROA greater than 1, repeat this process from step 4 again until the weapon´s ROA has all been used. You may choose a new target for each attack roll.

DISENGAGING FROM CLOSE COMBAT

DISENGAGE

Models which move out of their opponent's CCWR for any reason, are classified as disengaged.

If a model attempts to disengage from a model with a bigger size value, they must first pass a ST test. Ignore this rule if the 'disengage' is forced (i.e. failed break test). If the test is failed, the model loses 1 AP.

FREE SLASH

If a models 'disengages' from an enemy that otherwise has no enemies in his CCWR or moves through the CCWR of such a model, the disengaging model takes a 'free slash' autohit immediately from all enemy models whose CCWR the disengaging model leaves.
The ST of the 'free slash' is equal to the St of the model/ vehicle that is performing the 'free slash' plus their highest close combat weapon ST x2.
Vehicles making a free slash use the unmodified ST of their close combat weapon.
Free slash against Vehicles is made against a random location.

13. SAVING ROLLS

A model may have a variety of different options to prevent it from losing a wound. All models have an armour value as described in their attributes, some models may have Heal or Dodge.

ARMOUR TESTS

The armour value represents the strength of the wearer's armour. The higher the armour value, the better the armour is.

Some armour values have a second number in brackets. This bracketed number represents their Impenetrable Armour (IA). Instead of rolling the regular armour test, you can always choose to roll on the IA value. You can do this even if the regular armour is reduced to less than the IA value or an attack states that no armour test may be taken.
Impenetrable armour cannot be used in situations where a different attribute like WP or CON is rolled on.

WEAPON STRENGTH

The strength (ST) of the weapon also modifies the armour value. When making an armour test, subtract the strength of the attack from the armour value. This is the target number a player must roll equal to or less than on 1D20 to prevent the model losing a wound(s).

ORDER OF SAVING ROLLS

1. Roll for dodge for each hit to prevent receiving it.
2. Roll the armour test for each hit.
3. Apply critical force of each hit to inflict multiple wound losses.
4. Roll Heal tests separately for each wound loss.

14. PSYCHIC POWERS

There are three types of psychic powers:

Shooting (S)
A shooting psychic power action count as a 'shooting' action, but instead of using RS, the model's WP value is used. Cover modifiers are applied as if RS was being used. If a model receives a hit from a (S) type psychic power, it must use its WP value for its armour test (thus, impenetrable armour cannot be used).

Buff (B)
Buff psychic power actions can only be targeted on friendly models. The caster must have LOS to the target and pass a WP test. The effect of the (B) type psychic power dissipates at the end of the game turn. Buff psychic power actions can be completed by engaged models and can be targeted at engaged models.

Debuffs (D)
Debuff psychic power actions can target any opposing model. The caster must have LOS to the target and pass a WP test. The effect of the debuff psychic power dissipates at the end of the game turn. Debuff psychic power actions can be completed by engaged models and can be targeted at engaged Models.

A model can cast more than one different type (B,D, or S) of psychic power in the same game turn, but may not cast the same power or type twice.

15. MORALE

Morale checks are required at certain points within the game. They are made by making a LD test at the squad commander´s LD value with any appropriate modifiers. If the test is failed, the squad will suffer a negative effect dependent on the kind of morale check being taken.

Friendly Fire

If models receive a hit from a source originating from their own army, they immediately have to do a pinning test after resolving the hit.

Pinning

When a squad loses 50% or more of the squad members in one game turn (100% equals the number of models in the squad at the start of the game turn), a pinning test must be taken. Take the test after the action that caused the last loss. If the test is failed, the squad is 'pinned'. Pinned squads have A(+2) against ranged attacks, but cannot complete any actions apart from recover from pinning until they have successfully 'recovered from pinning'. A squad can only make one pinning test per game turn unless forced by another source.

There may be other effects in the game that force you to make a pinning test like weapon abilities.

Close combat attacks made against a pinned model have a CC(+4).

Morale Test to Recover from Pinning

To recover from pinning, at the beginning of the squad's activation, the squad must attempt to 'recover from pinning' by taking a morale test with a LD(-2). This attempt costs all models in the squad one action point and must be repeated if failed the first time. If both attempts fail, the squad is deactivated and stays pinned.

Broken

When a squad lost 75% or more of the squad members in one game turn (100% equals the number of models in the squad at the start of the game turn), a 'break test' must be taken. Take the test after the action that caused the last loss.

If the test is failed, the squad is broken. Broken squads must immediately travel their SP value x2 in inches towards the nearest board edge, taking the shortest route possible (ignoring the regular movement allowance of the broken models). If the models reach the board edge before recovering, they are removed from the game and count as destroyed.

Broken models cannot complete any action except for 'recover from being broken'. Broken models cannot interact with objective markers or hold table zones. Close combat actions made against a 'broken' model are passed automatically. Broken models will not voluntarily enter any opponents CCWR (they will try to move around that model).

Morale Test to Regroup from Broken

To regroup from being broken, at the beginning of the squad's activation the squad must attempt to 'regroup from broken' by taking a morale test with an LD(-4). This attempt costs all models in the squad AP(1) and must be repeated if failed the first time. If failed, the models continue their movement to the nearest table edge as described above.

16. VEHICLES

GENERAL VEHICLE RULES

ADDITIONAL ATTRIBUTES AND TYPE OF VEHICLES

In addition to the regular ones, vehicles have the following attributes:

HIT LOCATION TABLE

Each vehicle has 4 different hit locations. Hits on vehicles are randomly distributed on one of the hit locations as listed in the stat line.
A-Rear - Armour value modifier from the rear facing of the model. Autohits are generally resolved in the front facing.

DESTROYED HIT LOCATIONS

When a hit location is reduced to 0 wounds, the vehicle is either destroyed or heavily impaired:

LOCATION	EFFECT
1-10 (Hull, Body etc.)	The vehicle counts as destroyed, but remains in play as a piece of difficult terrain.
11-14 (Weapons etc.)	The vehicle may no longer use its main weapons
15-18 (Driving System, Tracks etc.)	The vehicle cannot move or pivot. Jetbikes are reduced to SP(3)
19-20 (Engine, Core etc.)	The vehicle explodes. All models within D20/5" receive a ST(10) autohit. Remove the vehicle model from the game.

VEHICLE TYPES AND SPECIAL RULES

Bikes - Bikes must travel at least 1" as part of a move action in order to pivot.

Jet Bikes - Jet Bikes must travel at least ½ of their speed value every turn if they are not engaged. If for any reason a jet bike cannot travel its minimum distance then it will receive a ST(15) autohit on the hull location. Jet bikes cannot be rammed. Jet bikes can pivot at any time during a move action.

Walkers - In addition to a move action pivot allowance, the vehicle can pivot 90 degrees without spending any action points during their activation.

Heavy Walkers - In addition to a move action pivot allowance, the vehicle can pivot 45 degrees without spending any action points during their activation.

Tanks - Tanks may only pivot as part of a move action. A tank can pivot at any point during its move action. In close combat, opponents may choose the hit location for their hits instead of rolling for them. Tanks cannot perform the 'charge' action.

VEHICLE ACTION RULES

Action Points: All vehicles have 3 AP.
Vehicle can only complete the following regular actions:

- Close combat
- Battle focus
- Charge
- Spot
- Cast
- Free closing action

In addition, they can perform the following vehicle actions:

- Vehicle move
- Vehicle shooting
- Vehicle special actions

VEHICLE SHOOTING ACTIONS

Only one type of shooting action described below can be used per model's activation.

Fire – AP(1)
Make a shooting action with any one ranged weapon the vehicle is equipped with following the rules in the shooting section.

Torrent of Fire - AP(2)
Make a shooting action with each of the model's ranged weapons simultaneously.

VEHICLE MOVE ACTIONS

Only one type of move action described below can be used per model's activation.

Tactical Move - AP(1)
Travel a distance in inches equal to the speed value. Pivot allowance: 45°. As a part of a tactical move, vehicles (except of jet bikes) can reverse in straight line.

Combat Move - AP(2)
Move the vehicle up to SP value of the vehicle in inches x2. Pivot allowance: 90°.

Fast Move – AP(3)
Move the vehicle up to SP value of the Vehicle in inches x3. Pivot allowance: 180°

Full Throttle – AP(3)
Move the vehicle up to SP value of the Vehicle in inches x3 +6". After the move, the Vehicle takes an autohit with ST(18) on the 15-18 hit location. Pivot allowance: 180°

Ram – AP(3)
This action cannot be completed by Jet Bikes and counts as a combat move.

PIVOTING

Vehicles may change their orientation by pivoting on their centre point. Pivoting does not reduce the vehicle's movement allowance. Depending on the type of vehicle, pivoting can cost action points or may be made as part of a move or charge action.

RAMMING

Vehicles may try to ram any target. Nominate a point on the battlefield that is within SP x2 of the vehicle making a ram action. A ram must be made in a straight line towards the nominated point.
Non-vehicle models in the vehicle's path must pass a CON test to avoid being rammed. If the test is passed, the model successfully dodges the ramming vehicle; move the rammed model the minimum distance needed to avoid the path of the ramming vehicle. Engaged models must stay engaged, if possible.
If this move brings it into B2B with any Model refer to the following rules:

RAMMING MODELS OF LOWER SIZE

If the CON test is failed, the rammed model receives an autohit at a ST equal to the distance the ramming model moved with a modifier of (+5). After resolving the hit, the ramming model continues its movement. Move any surviving rammed model out of the way as described above.

RAMMING MODELS OF EQUAL OF HIGHER SIZE AND VEHICLES

If the Con test is failed and in case of vehicles, both models receive an autohit at a ST equal to the distance the ramming model moved with a modifier of (+5). If ramming a vehicle, both models also gain 1 additional hit at the same strength for each full 6" moved by the ramming model. The ramming model is then halted. Continue this movement until the nominated point has been reached or a ramming model is halted.
Ignore the free slash rule for all models while performing the 'ram' action.

MOVING THROUGH TERRAIN

Walkers/ Heavy Walkers / Tanks / Bikes: Walkers are not slowed down by moving through difficult terrain, but take a ST(12) autohit on their 15-18 Hit location at the end of their movement.

JET BIKES

Jet bikes are not slowed down by moving through difficult terrain. Jet bikes cannot travel through impassable terrain, except if moving over friendly or enemy models on small or medium bases.

VEHICLE HIT LOCATIONS

Every vehicle is divided into a group of hit locations as shown in the hit location table. Each hit location has its own W and A values.
If any of the hit location's wounds are reduced to 0, then the hit location is classified as destroyed. If the destroyed hit location gains any further hits, the hits are instead allocated to the vehicle's 1-10 hit location.
Wounds can be repaired by relevant abilities, psychic powers or cards. As long as a vehicle is not classified as destroyed, its wounds may be repaired, even if the hit location has been reduced to 0 wounds. Any effects of hit locations having been reduced to 0 wounds are automatically ignored if any of that location's wounds are repaired.

MAKING A RANGED ATTACK WITH A VEHICLE

Vehicles follow the making a ranged attack rules described in the shooting section with the following additions:
Each of a vehicle's ranged weapons can make a shooting action at a different target, but must follow target priority rules. A primary target must be selected for each weapon.

RANGED COMBAT AGAINST VEHICLES

MAKING A RANGED ATTACK AT A VEHICLE

When a vehicle is the target of a ranged attack, make an attack roll as normal. Then, roll a D20 for each hit allocated to the vehicle and refer to the hit location table to see where the attacks have hit the target.

TRANSPORT VEHICLES

Troop and/or Support type models may be transported by friendly vehicles with the Transport (X) ability. X denotes the capacity of the transport, calculated based on the size of the boarding models' bases modified by (+1).
At any time, a transport vehicle or a squad of transport vehicles can transport models from a single squad only.

For example: A transport (6) vehicle may hold six models with a SZ(0), three of SZ(1) or any combination not exceeding a total of (6).
Models cannot embark and disembark in the same turn. Transported models do not count the distance travelled while embarked towards their maximum movement allowance per turn.

ENTERING A TRANSPORT

Squads can be deployed already embarked if the transport vehicle does not use any special form of deployment as listed in the deployment section.
Alternatively, during the game, a model within 2" of a transport vehicle and within its rear arc may perform an Embark action for AP(1). It then immediately boards the vehicle and is deactivated. Remove the model from the board and place a marker next to the transport to show the model embarked.

EXITING A TRANSPORT

A transport vehicle that has not moved or moved up to 2x its SP earlier in its activation can perform a disembark action for 1 AP. Place all transported models within 2" of the transport vehicle´s rear arc. The transport vehicle then continues its activation.
All models in the disembarked squad start their activation with AP(1) less than normal and count as having moved the full distance of 1 move action in inches. This does not count as a walk action. If the models are placed engaged with any enemy model, they start their activation with 0 APs. However, they may still use a resource card to gain an extra AP.

DESTRUCTION OF THE TRANSPORT VEHICLE

If a vehicle transporting other models is destroyed (or explodes), place all transported models as close as possible to the vehicle. Every transported model then receives a ST(16) autohit in addition to any hits from the normal effects due to the vehicle being destroyed. All surviving models receive a stun effect.

SQUAD COHERENCY AND ACTIVATION

Squad coherency for transported squads is measured from the transport vehicle squad commander.
While aboard, transported models start their activation with 1 AP, regardless of whether the vehicle is engaged or not.
Except in the turn when they embark or disembark, the transported squad activates directly after the transport vehicle (before the opponent´s activation).
When the transporting vehicle performed the disembark action and the transported models are placed on the board again, they must be activated normally later in the turn.
If a model in a squad which has other models on board a transport vehicle begins its activation outside a transport vehicle, they must either perform the embark action as the first action in their activation, or count as being out of coherency.
Embarked models may not use abilities which require spending AP or RES.

TYPES OF TRANSPORTS

Enclosed Transports

Models aboard an enclosed transport are immune to any damage and all in-game effects and cannot be targeted. In their activation they are deactivated immediately after their activation.

Open Transports

Models aboard open transports can perform shooting with (HG) and (A) type non-template-Weapons, Close combat actions and use psychic powers, however they receive a (-4) modifier to CC, RS, and WP. Transported models use the vehicle's LOS for their attacks, and treat the vehicle's base as their own for the purposes of determining who they can attack in close combat (however, they still count as mounted on their own base size for all other purposes).
Models within an open transport vehicle can be attacked in close combat instead of the vehicle, but the attacker receives CC(-4). They can be targeted with a ranged attack only if the attacker has first performed a battle focus action; the attacker also receives RS(-4). Transported models receive A(+2) against all attacks. Embarked models in open transports are vulnerable to template weapons as normal.

Transport Squads

While some transports are single vehicle squads, some transports are multiple vehicle squads (like bike squads). Each model from this squad has its own Transport (X) ability. All vehicle models in one squad of transport vehicles must transport models from the same squad. Place the transported model next to the transport as a reminder which transport carries whom.

17. BUILD YOUR ARMY

BUILDING YOUR OFFENSIVE FORCE

Before the game, players should agree on a point level and the Offensive Organisation Chart they wish to use. For the first few games we recommend using a small Force of 500 Points. We expect that normal games will be 1000-1500 Points and played on a 4x4 or 6x4 foot board using the Standard Offensive Organisation Chart. The other Offensive Organisation Charts are great if players want longer games or want to include heavy vehicles.

POINTS

Each model has a point value (PTS) which depends on the model's likely effectiveness in the game. It is not unusual for a squad to be given additional gear as part of their initial cost in the form of a variety of upgrades. Once paid for in points, this gear is a constant part of the squad's characteristics.

UNIQUE SQUADS

Each Squad listed as Unique is 0-1 per Force. A Player can only have up to one copy of the uniquely named Squad regardless of OOC position.

ADVISORS

For the Points stated, an 'Advisor' may be taken in the appropriate OOC Slot or may join a Support or Troop type Squad before the Game begins, (in so doing, does not take a slot in the OOC).

CARTEL AGENT

Cartel Agents can be used by any faction, except for Dark Legion.

DOOMTROOPER

Two Doomtrooper models may be used as one squad, and thus only use 1 character slot on the Offensive Organization Chart. They cannot join other squads during the game (nor can they leave their squad). If a model with Doomtrooper is the army commander, it loses the Doomtrooper type. Doomtroopers can be used by any faction. If they are, they can only operate in pairs and may not be fielded against their parent megacorporation. In tournaments, you may field Doomtrooper pairs against any opponent.

OFFENSIVE ORGANISATION CHARTS (OOC)

To ensure balance in the game, an 'Offensive Organisation Chart' approach was chosen. There are five Offensive Organisation Charts available depending on size of game wanted.

THE SKIRMISH OOC

This OOC is specifically for small games, usually for beginners. But it might also be the right OOC if you want to play a game during your lunchbreak. In this OOC, the chosen character is your army commander and generates only 3 resource cards.

1-2 Character
2-4 Troops
0-1 Support

THE STANDARD OOC

The Standard OOC is chosen best as the normal game played most of the time. We would expect this type of game to last between 1 and 4 hours depending on points level used. Every force must at least one character to be the army commander. In the standard OOC game each player must also take two squads of troops. All other slots are optional.

1-5 Characters
2-4 Troop
0-3 support
0-1 Monster / Light Vehicle

THE HEAVY OOC

The Heavy OOC is very similar to the Standard OOC, but with a couple of variations. The two 'Light Vehicle/ Monster' Slots can be swapped for one 'Heavy Vehicle' Slot and conversely, the 'Heavy Vehicle' Slot can be swapped for two 'Light Vehicle/ Monster' Slots.

1-5 Characters
2-4 Troops
0-3 Support
0-2 Monster / Light Vehicle
0-1 Heavy Vehicle

THE MEGA OOC

In the Mega OOC the number of Slots is doubled from that available in the Standard OOC.

1-7 Characters
4-8 Troops
0-6 Support
0-2 Monster / Light Vehicle

THE GARGANTUAN OOC

In the same way that the Mega OOC is the doubling of the Standard OOC, the Gargantuan OOC is double that of the Heavy OOC. The compulsory Troop requirement is doubled to four. Additionally, at least one Heavy Vehicle must be taken. Two (or four) 'Light Vehicle/ Monster' Slots can be swapped for one (or two)'Heavy Vehicle' Slot(s) and conversely, the one optional 'Heavy Vehicle' Slot can be swapped for two 'Light Vehicle/ Monster' Slots.

1-7 Characters
4-8 Troops
0-6 Support
0-4 Monster / Light Vehicle
1-2 Heavy Vehicle

18. DEPLOYMENT

Units may deploy in a multitude of different ways. While some missions can dictate how the armies are set up, some units have their own special deployment rules which may or may not be allowed in the chosen mission.

Regardless of the deployment method used, models may never deploy within 3" of objective markers or in the opponent´s deployment zone in game turns 1 and 2.
If for some reason you would have to deploy there (i.e. scatter the deployment point there), move the deployment point the shortest route to a point where you can legally place it. Then, deploy the models as stated below.

Squads with special deployment rules deploy in this order. If both players have squads with this deployment option, they take turn deploying their squads, starting with the player who has the initiative.

1. Regular deployment
2. Infiltration
3. Stalk
4. Redeploy squads with Preemptive Strike
5. During the game: Rapid deployment & flank deployment

INFILTRATION

Infiltrators must be deployed within any piece of terrain. They cannot be deployed within 12" of enemy deployment zone or within 8" of any enemy models.
If it is impossible to deploy a squad with infiltrate, they must be deployed anywhere within the controlling player's deployment zone.

STALK

Instead of deploying the squad, you may place three 30mm markers with a height of 1" within the deployment zone, max 10" away from the next marker. Secretly mark one of the markers on the underside – this is the one representing the actual squad. If you have more than one squad with stalk, make sure the different unit markers can be distinguished from one another. Stalk markers cannot be removed from play other than 'spot' and revealing the stalking squad.

The squad (in form of markers) activates normally, but can only perform walk or run actions at the stalking squad's SP. It cannot use any abilities (including ranger). Markers are immune to all in game effects and cannot be wounded.

Stalking squads can be revealed in three ways:

1. A Player can reveal their markers voluntarily before or after any action during the squad´s activation.
2. If after any action a marker is within 8" and in LOS of an enemy model, flip it. If it's not the marked one, nothing happens. If it's marked,
3. Enemy models can spend A(1)P to try to 'spot' a stalking model/marker. If the marker is within model's LOS and up to its LD value in inches away, take a LD test. If successful, reveal the marker.

When revealed, replace the marker with the squad commander of the squad it represents, and the rest of the squad within its coherency. However, no revealed model can be closer than to the next enemy model than the Squad Commander. After placing the squad, remove all other stalk markers belonging to this squad from the game.

Once revealed, models from the squad count as having moved the distance travelled by the marker this turn (rounded to the next full inch). The revealed models have 2 AP in the turn they are revealed, unless the marker moved already, in which case they have 1/0 AP, depending on whether a walk or Run Action was issued. If they start their activation with 0 AP, they can still spend a RES to get a third AP.

PREEMPTIVE STRIKE

Squads with preemptive strike may be redeployed from their armies deployment zone to anywhere within 6" of their original position. This may take them outside of their deployment zone.

RAPID DEPLOYMENT

Any squad with 'Rapid Deployment' may choose not to deploy as normal and instead be held in reserve to rapid deploy. Undeployed Models are never affected by any effect, do not provide resources and cannot use any ability. Any squad not deployed on the board at the end of the game count as destroyed for all game purposes including body count value.

At the beginning of each control phase, both players nominate which not yet deployed squad will arrive on the board via rapid deployment this turn.

Players may delay squad deployment by taking a delay test on a D20 per squad (on turn 1 you may delay without rolling)....

1-10: The deployment of the Squad can be delayed.
11-20: The squad must be deployed this turn.

Activate the squad normally in the normal turn order, and then nominate a point on the battlefield as the 'deployment point'. This point must be placed in unoccupied open terrain.

Make a 'rapid deployment test' by rolling a D20 using the squad commander's halved LD.

If the test ...

Is a 1:	the squad lands on the deployment point.
Is passed:	the deployment point scatters D20/4 inches
Is failed:	the deployment point scatters D20/2 inches
Is a 20:	the deployment point scatters D20 inches

Place the squad commander on the deployment point, then deploy the rest of the squad within 3" of him. If models cannot be placed legally, they are removed as casualties.

Models that arrive via rapid deployment start their activation with 1 AP (0 AP if they deployed engaged) and count as having moved the full distance of 1 walk action in inches; this does not count as a walk action.

If the deployment point scatters onto impassable terrain, off of the board or onto a model, roll D20:

...1-5: The squad is not deployed this turn but may be deployed in a following turn.

...6-10: Keeping the original orientation of the scatter, reduce the scatter distance as much as necessary to place the deployment point in non-impassable terrain. Immediately deactivate the whole squad after deployment.

...11-15: Keeping the original orientation of the scatter, reduce the scatter distance as much as necessary to place the deployment point in non-impassable terrain. Immediately deactivate the whole squad after deployment. All models in this squad receive a 'stun' effect.

...16-20: Keeping the original orientation of the scatter, reduce the scatter distance as much as necessary to place the deployment point in non-impassable terrain. Immediately deactivate the whole squad after deployment. All models in this squad receive a ST(10) autohit.

FLANK DEPLOYMENT

Any squad with 'Flank Deployment' may choose not to deploy as normal and instead be held in reserve. Undeployed models are never affected by any ingame effect, do not provide resources and cannot use any abilities.

Any squads not deployed on the board at the end of the game count as destroyed for all game purposes including Body Count value.

After all infiltrators are deployed, for each of your outflanking units secretly mark if they enter the battle from your left or right table and whether they will appear in the half of this edge nearer or further from your deployment zone.

A.....[.....].....C
A.....[.....].....C
B.....[.....].....D
B.....[.....].....D

In scenarios where both players start in a corner, again, mark if the units enter from the left or right side of your deployment zone and which half they shall appear as above.

At the beginning of each Control Phase, both Players nominate which not yet deployed squad will arrive on the battlefield via Flank Deployment this turn.

Players may delay squad deployment by taking a Delay Test on a D20 per squad (on turn 1 you may deploy or delay without rolling).

...1-10: The deployment of the squad can be delayed.
...11-20: The squad must be deployed this turn.

All deployed models have to touch the table edge they came from, and begin their activation with 1 less AP and count as having moved a distance of their SP value, but not as having performed any movement actions.

19. MISSIONS

DEPLOYMENT

Each mission lists in which way armies are being deployed. It also lists which deployment options are valid for this mission. Units need to be deployed in coherency.

QUARTERS

In missions using Quarters deployment, the player with initiative chooses their table quarter first, the opponent has the opposite.
Starting with the player with the initiative, the armies are deployed in the respective deployment zone, as shown in the quarter diagram.
For 4x4 foot tables regular deployment is allowed in the 18" corner.
For 6x4 foot tables and larger use 24" deployment zones.
If squads cannot be deployed hold them in reserve. They will enter play in turn 2 from either board edge of the deployment zone. If they cannot be deployed in turn 2, they count as casualties.

BATTLE LINE

In missions using Battle line deployment, the player with the initiative chooses a long table edge, the opposing player takes the opposite table edge.
Starting with the player with the initiative, the armies are deployed within 6" of the chosen table edge.
If squads cannot be deployed hold them in reserve. They will enter play in turn 2 from your board edge. If they cannot be deployed in turn 2, they count as casualties.

ESCALATION

In Escalation Missions all squads begin the game off of the table.
The Player with the Initiative chooses their Primary table edge, the opponent takes the opposite table edge.
At the beginning of each turn, roll individually for each squad in a force. That squad will arrive on a D20 roll of ...
10 or less in Game Turn 1,
15 or less in Game Turn 2 and
automatically on Game Turn 3.

Starting with the player with the initiative, players take turns rolling for and deploying the squads. It is the players choice which squad they roll for next.

Once a Squad becomes available, roll on the following table to determine where they arrive.

D20 ROLL	TABLE EDGE
1	Any table edge - Player's choice.
2-6	The Player's Primary table edge.
7-12	The table edge left of the Player.
13-19	The table edge right of the Player.
20	Any table edge - opponent's choice, but the owning Player still decides where they deploy along that edge.

When a squad can be deployed, deploy it up to 6" from the board edge. Squads may not be deployed within 10" of any enemy model. If a squad is unable to enter the Game because of this restriction, it will remain off the table and will roll again in the following turn.

Squads that can infiltrate may be placed up to 12" from the determined board edge and can be Activated as normal.
Squads that deploy via Stalk can deploy stalked as usual within 6" of the board edge.

After rolling for and deploying all eligible squads, the game continues to the Activation Phase.

AMBUSH

In missions where a player is using Ambush Deployment they must allocate 1 squad to each table edge and deploy within 5" of it. Extra squads above the first four are then deployed within 5" of any table edge. Squads that have special deployment options may use them as normal.

THE CONVERGENCE

The Convergence is the centre area of the table. Measure 6" from the centre point in all directions and mark the resultant circle, this is the Convergence. The Convergence also counts as a 'table zone' for some mission objectives.
In missions where a player is using Ambush Deployment, each squad must have at least 2 models deployed within the Convergence.
Squads with 'Infiltrate' or 'Flank Deployment' may not use those deployment options. Squads using Rapid Deployment must deploy wholly within 12" of the centre point of the table.

OBJECTIVE MARKERS

After the table has been set up and deployment decided, place three objective markers on the table as follows:
Place one marker on the centre point of the table. The remaining two markers are placed an equal distance from the Convergence marker and the table edge along a central axis measured through the remaining no-man's land (diagonally in a quarter's Deployment or across the centre line otherwise). These markers cannot be placed in impassable terrain nor in terrain where there is no physical access for ground troops; in such cases move the marker to the nearest appropriate position closest to the intended position.

TARGET IDENTIFYING

Some missions require the forces to identify a mission objective. For this, the 'target identified' rule is used.
When a Model is in base contact with an objective marker, in order to identify it, roll a D20. The attempts get easier along the way:
First marker attempted: 1-10 identifies the marker as the correct target.
Second marker: 1-15 identifies the marker as the correct target.
Third marker: automatic success.
If an objective marker must be 'destroyed' to fulfill a mission objective, do not remove it after doing so. It remains in play as it may be needed for a different mission. Additionally, any single objective marker may only be destroyed once per game, so if both players have the same mission, only the first player that destroys the marker may claim that mission a success.

CONTROLLING OBJECTIVES

Many objectives require a model to be in control of them. A model counts as in control if it is within its CCWR distance from the Objective marker. If there is an enemy model within 3" the objective counts as contested. Heavy vehicles cannot hold or contest objectives.
Some objectives may need to be picked up and carried; the holding model counts as controlling the objective. Such objectives cannot be contested. Light Vehicles/ Monsters and Heavy Vehicles cannot carry Objectives.

BODY COUNT

Every model has a 'Body Count Value' (BCV) equal to its points value. At the end of the game, add the BCV for all Models from your force that have been destroyed or killed.

VICTORY CONDITIONS

For each Mission completed the Player earns Mission Points (MP).
The player with the most MP at the conclusion of the game wins.
In case of a draw, the player with the lowest BCV receives an additional mission point.
If still a draw the player who lost his army commander first loses the game.
If this still doesn't solve the question of who won, then the game results in a true draw.

ENDING THE GAME

There are three possible ways to end a Standard Game:

Target Achieved :

One player has achieved the primary mission as stated in the mission parameters.

Disengage:

The Game will end automatically at the end of Game Turn 8. Count mission point

Annihilation:

The Game ends if all your Opponents initial models have been removed from the game as casualties.. If Annihilation occurs the player with models on the board earns a partial victory for the priority mission automatically, unless they have actually completed the priority missions victory conditions.

MISSION 1: THE ADVANCED BASE

DEPLOYMENT: Battle Line
DEPLOYMENT OPTIONS: Regular, Rapid Deployment, Infiltrate, Stalk, Preemptive strike

Places an objective marker at the central point of the board and scatters it D20/4" randomly for final placement.
Then roll for initial initiative as descripted in chapter 3.

Mission parameter:
Both players are attempting to claim that position as an advanced base. If at the end of any turn 4 or later any player has at least one squad with all its models within 8" of the marker, and no enemy models within 12", they score a major victory (10 MP).

If the game ends due to 'Disengage', the player with the most units within 8" of the objective marker earns a partial victory (5 MP).

MISSION 2: RECONNAISSANCE

DEPLOYMENT: Quarters
DEPLOYMENT OPTIONS: Regular, Rapid Deployment, Infiltrate, Stalk, Preemptive strike

Set up the game as descripted in chapter 3.

Mission parameter:
Both players are attempting to control the 5 table zones (4 quarters + convergence).

A Player controls a table zone if they have at least one model and no enemy models completely in the particular zone at the end of the Game. The zone counts as contested if it contains any Model
from more than one player's force. To complete the mission (10 MP), a player must control three of the five zones at the end of game turn 5 or any game turn after that.
If the game ends with disengage, a player is considered as partially completing the mission (5 MP) if they control three zones. Each squad may only claim up to two zones.

MISSION 3: FREE FOR ALL

DEPLOYMENT: Escalation
DEPLOYMENT OPTIONS: Regular, Stalk*, Infiltrate* (see escalation deployment)

Objective markers are set up as normal. Each Player secretly chooses and notes down an objective marker to be their rendezvous point. Then, set up the game as descripted in chapter 3.
Both players then reveal their choice before the Game starts.

Mission parameter:
To win the game, a player must have all their surviving models within 12" of their marker and no enemy models within 10" at the end of any game turn from game turn 3 onwards (10 MP).
If the game ends with disengage, a partial victory is won if a player ends the game with all surviving Models within 12" of their objective marker, regardless of the location of enemy Models (5 MP).

MISSION 4: AMBUSH

DEPLOYMENT: Ambush, Convergence
DEPLOYMENT OPTIONS: Regular, Rapid Deployment, Infiltrate, Stalk, Preemptive strike

Set up the game as descripted in chapter 3 and roll for initial initiative.
The player with the initial initiative chooses whether to be the attacker or defender. The attacking player sets-up using ambush deployment and will go first. The defending player deploys next, using convergence deployment.

Mission parameter:
The attacking Player must reduce the enemy to a quarter or less of its starting number of squads by the end of game turn 4 (10 MP). The defending player must end the game with above a half of its starting number of squads to achieve their Objective (10 MP).

If the defending player is above a third (but below a half) of their starting number of Squads at the end of game turn 4, they win a partial victory (5 MP). If the defending Player is below a third (but above a quarter) of their starting number of squads at the end of game turn 4 the attacking player win a partial victory (5 MP).

20. PRINTABLES

size 0

size 0

size 1

size 1

size 2

size 2

21. ADVANCED RULES

THE MEGADECK

Players may agree to play with the Megadeck. Using the Megadeck adds another dimension of strategy to the game.

CARD DECK

Each player constructs his deck before the game with a minimum of 30 cards including Strategy, Tactical and Gear cards and cannot contain more than 3 copies of any card.

All decks must be sufficiently randomized by the controlling player and then cut before start of the game by the opponent.

At the start of the first Control Phase, players draw 5 cards from their deck. Each player may discard their entire initial hand to the 'discard pile', before the first game turn starts and replace it with a fresh hand from the top of their deck. They must keep their second hand. The player's hands are kept secret.

Cards that are discarded for any reason are placed in the Discard Pile. Continuation of play is unaffected if any player depletes their card deck and/or hand.

TYPES OF CARDS

Strategy Cards
These cards mostly have a global effect. They can only be played at the end of the Control Phase, before any squads are activated. The player with the Initiative can choose to either activate first or have the right to play a Strategy Card first. Only 1 Strategy card can be in play at any time. Strategy Cards are discarded from play at the end of the turn.

Tactical Cards
These cards affect squads or single models. Only 1 Tactical Card can be allocated to a squad at a given time. The Tactical Cards can be played on any squad (friendly or foe). Tactical Cards are discarded at the end of the turn.

Gear Cards
These cards affect Squads or single models. Only 3 Gear cards can be in play at the same time per player. Gear cards can be played on friendly Squads only and are not discarded at the end of the game turn. A squad cannot be affected by the same gear card more than once at a time.

Card Utilization
Every card has two effects. All abilities have a faction symbol attached to them, showing which faction may use the effect.

Every card features Cost Symbols. To play a card, you need to spend the appropriate amount of RES displayed at the effect you will use.

While Strategy Cards are played in the Control Phase, Gear and Tactical Cards can only be played at the start of Squad Activations. Before the first model from the Squad is activated, players alternate playing a Tactical and/or Gear card on any squad, starting with the Squad owning player.

Card Removal
You can always remove cards from your own squads by spending RES(3) per card.

Drawing Cards
In the Control Phase starting with turn 2, players must draw one card from their deck.

Between squad activations and in the End Phase, players may draw additional cards if they spend RES(1) per card drawn. This process can be repeated until they have up to five Cards in their hand.

In the End Phase, also check if you have more than 5 cards in your hand. If you do, you must discard down to 5 cards.