

Another game aid

THE

by Universal Head



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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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SETUP

Choose a **scenario** (or roll randomly) and set up the battlefield according to the scenario instructions.

Each player rolls 3 dice. The player who rolled the most 🎲 wins the initiative and chooses which side of the board to start on. On a tie, whoever rolled the most 🎲 wins the initiative. On a further tie, both players re-roll.

If the scenario does not specify how the terrain is set up, starting with the player with the initiative, the players alternate placing a terrain item on the board until they have each placed 2 terrain tiles of their choice and an anti-tank trap. Terrain items cannot be placed to block openings into buildings.

Each unit has an **Army Point (AP)** value. Both sides must field units whose total AP value does not exceed the scenario's AP limit, or an AP limit chosen by the players.

Definitions

- 👤 **Infantry** (squads, support weapons, and heroes).
- 🚶 **Vehicles** (walkers and tanks).
- ✈️ **Aircraft**.

Moving Onto the Table

During the first round, units must enter the battlefield: their first action on the battlefield must always be a **MOVE** or **MARCH MOVE**. Large and huge vehicles must move entirely onto the board in their first activation before they do anything else.

Reserves

If the missions allows you to bring eliminated units back into play as reserves, each time one of your units is eliminated, you may elect to place it in reserve until you have placed the allowed number of units in reserve.

The same unit may be placed in reserve multiple times if it keeps getting destroyed. Units placed in reserves are fresh units with no damage and all ammunition replenished. Heroes can never be placed in reserve.

You may move a unit onto the board from reserve by activating it during any turn after the one in which it was eliminated. Unless otherwise noted, reserves move on from the same squares as the original force.

Dice

If using the original *Dust Tactics* dice, any time the rules require you to roll your army symbol 🎲, count the target symbol 🎯 as successes. When the rules count both the army symbol and another symbol as a success, count 🎲 as successes.

ROLL FOR INITIATIVE

Roll for initiative at the start of each turn. Each player rolls 3 dice. The player who rolled the most 🎲 wins the initiative and chooses which player goes first. On a tie, whoever rolled the most 🎲 wins the initiative. On a further tie, both players re-roll.

If a player has fewer units (including heroes that have joined other units) that have yet to activate than their opponent, they may elect to **pass** rather than activate a unit.

The player going first must select one of their units to **activate** (or pass if able). **An activated unit performs 2 actions**, after which it cannot perform any more actions until the next turn.

Turn the unit card sideways or place a token on it to indicate that the unit has been activated.

Players alternate activating their units. If a player has activated all of their units and the other player still has units to activate, the other player continues activating their units until all of them have been activated.

Once all units have been activated, the turn is over, both players turn their cards back, and a new turn begins.

Actions

When activating a unit, you must declare all its intended actions—including any special actions, skills, or special weapons you want to use—before performing any actions.

The actions a unit can perform are:

NOTHING

MOVE The unit may **move** up to its Move value.

MARCH MOVE (2 actions) The unit may **move** up to twice its Move value.

ATTACK The unit may **attack**.

SUSTAINED ATTACK (2 actions) The unit may attack, re-rolling all dice that failed to hit.

SPECIAL

A unit can perform any combination of actions, but must take a **MARCH MOVE** action instead of 2 **MOVE** actions, or a **SUSTAINED ATTACK** action instead of 2 **ATTACK** actions.

Special action and skill effects that allow units to take 3 actions instead of 2 are *not* cumulative: **a unit can never perform more than 3 actions during an activation.**

MOVE & MARCH MOVE ACTIONS

➡ A unit's Move rating is the maximum number of squares it can move per **MOVE** action.

A unit making a **MARCH MOVE** action **doubles** its Move rating for the activation.

A unit's first diagonal move in its activation counts as 1 square. Each additional square moved diagonally counts as 2 squares of movement.

Units can change direction as often as they wish during movement, and facing is unimportant.

Large vehicles and large aircraft occupy 2 squares. If a large model moves sideways, the other half of the model moves into the adjacent square previously occupied by the model. If it moves diagonally, the other half of the model moves forward (or backward as appropriate) into one of the intervening squares.

Huge vehicles occupy 4 squares. When a huge vehicle moves, pick one corner of the vehicle and move that corner 1 square as usual. The vehicle can rotate within the 4 squares it occupies either before or after moving.

Aircraft must take a **MOVE** or **MARCH MOVE** action as their first action in each activation, unless they have the *Hover* special rule.

A vehicle unit cannot pass through a friendly vehicle unit, but otherwise, any unit may pass through a friendly unit, but it cannot end its move in the same square as a friendly unit.

Infantry and vehicle units cannot enter or pass through a square occupied by an enemy infantry or vehicle unit, but can enter a square occupied by an enemy aircraft unit. Aircraft units cannot enter a square occupied by an enemy aircraft unit.

Terrain

Open Squares Any unit can enter open squares and any type of obstacle can occupy them.

Tree Units can move freely onto and through tree squares. Trees block LOS to targets beyond them.

Rubble Wheeled and tracked vehicle units cannot enter a rubble square. Other units can move freely onto and through them.

Swamp Vehicle units cannot enter a swamp square. Other units can move freely onto and through them.

Water Units cannot enter a water square.

Structure Units cannot enter a structure square. Structures block LOS to targets beyond them.

Ammo Crates Any unit can enter a square with an ammo crate. Upon entering the square, vehicles can choose to crush the crate, removing it from the game.

Anti-tank Traps Vehicles cannot enter a square with an anti-tank trap. Other units can move freely onto and those squares.

Walls and Buildings Units cannot cross a wall, whether part of a building or separate, but may move through openings. Small openings are less than the full width of a square. Large openings are the full width of a square. Huge openings are 2 or more squares wide. Infantry units may move through openings of any size. Vehicle units require large openings. Huge vehicle units require huge openings.

Walls and buildings also block LOS to targets beyond them.

Aircraft can move across any terrain, but can never enter terrain or buildings and are placed above them rather than in them.

Moving Around Corners

An infantry unit can move diagonally across a corner around a square occupied by an enemy unit or containing terrain they cannot enter, but cannot move diagonally between 2 such squares.

A vehicle cannot move diagonally across a corner around a square occupied by an enemy unit or containing terrain it cannot enter.

ATTACK & SUSTAINED ATTACK ACTIONS

To perform an **ATTACK**, follow these steps in order:

1. Check Field of Fire

Infantry soldiers and heroes can attack in any direction. Support weapons and most vehicle weapons can only attack targets up to 45° on either side of the direction they are facing. Turret-mounted, hatch-mounted, and pedestal-mounted weapons can attack targets in any direction.

If a unit isn't pointing at a target when it wants to shoot when it ends its movement, it will need to take a **MOVE** action to change direction first.

2. Check Range

A weapon can only attack a target that is within its range in squares. Range can also be measured diagonally, with the first diagonal counting as 1 square, and any additional diagonals counting as 2 squares.

Unlimited Range (U) Range U weapons have the range to target any unit on the battlefield.

Minimum Range (#-#) Mortars and other low-velocity artillery have a range given as a minimum range and a maximum range separated by a dash.

Close Range (C) Close combat (or hand-to-hand) weapons can only be used against targets in an adjacent square.

Artillery Range (A) These have a range of 2-U and the *Artillery* special rule.

3. Check Line of Sight (LOS)

A weapon can only attack a target that is within its LOS.

Trace an imaginary line from any point in the attacking unit's square to any point in the target unit's square. If every imaginary line traced from the attacker's square to the target's square passes through or touches blocking squares, then LOS is blocked.

No matter the situation, if an enemy unit has LOS to a friendly unit, that friendly unit has LOS back to that enemy unit.

A square containing an infantry unit does not block LOS, but a square containing a vehicle unit, friendly or enemy, does block LOS.

Aircraft can see and be seen from anywhere on the board, except from a unit immediately behind terrain that would block LOS to a vehicle unit, and from a unit in a building (unless the unit can be seen through, or is looking through, an opening on the edge of its square).

Tree squares block LOS to units on the far side, but units in the terrain can be seen as normal. **Structures, walls, and buildings** block LOS, except through openings. A unit inside a building can only attack a unit outside the building if the attacking unit is adjacent to the opening it is attacking through (and vice versa).

Other terrain does not block LOS.

Squares containing **smoke** block LOS to units on the far side, but units in the smoke can be seen as normal.

4. Declare Targets

All of a unit's intended actions (including skills or special weapons), and each weapon line's targets (including close combat attacks) must be **declared** before any dice are rolled. If you forget to announce the use of one of your weapons, it does not shoot this round.

A unit is never forced to use all of its weapons. You may choose a different target for each weapon the attacking unit can use.

All attacks are simultaneous. Hits cannot be 'saved' and redirected against other targets.

Each surviving soldier in an **infantry squad** can only use 1 ranged weapon and 1 close combat weapon in each **ATTACK** action. If they have several ranged weapons available, they must choose which one they will use for each **ATTACK** action.

Support weapon units use a 2 man team to fire. Only the third or fourth soldiers of the unit can fire other weapons if the support weapon fires. Each time you attack with a support weapon, you must choose which weapons the crew are using. You may choose different combinations of weapons for each attack.

Heroes can use all of their weapons at the same time.

When an open-topped **vehicle with crew** attacks, it may choose to attack with the vehicle weapons or the crew's weapons. If it chooses to attack with the crew's weapons, it may fire 1 weapon for each damage point the vehicle has remaining.

If a weapon has 2 modes of shooting (2 weapon lines), you must announce which set of characteristics are being used each time the weapon makes an attack.

5. Roll to Hit

Cross-reference the weapon with the Armour rating of the target to find the number of dice to roll (the number before the slash).

Roll the number of dice indicated multiplied by the number of miniatures firing that weapon, scoring a hit for each ☒.

A unit taking a **SUSTAINED ATTACK** action may re-roll all dice that failed to hit.

Set-Up Weapons If a set-up weapon performs a **MOVE** and then an **ATTACK** action or vice versa, it only rolls half of that weapon's combat dice (rounded up) during the **ATTACK** action.

Blast Weapons (☛ before the slash). Roll 1 die for each model in the target unit. If the weapon shows multiple ☛, roll 1 die per ☛ for each model in the target unit.

Older cards may show a blast weapon with a ☛ after the slash instead. The number before the slash is the number of dice to roll for each model in the target unit.

6. Roll Saves

A unit is in **cover** if the attacking unit cannot draw a line from any point in its square to all points in the target unit's square without passing through or touching blocking squares.

An infantry unit is also in cover if it occupies a square with ammo crates, anti-tank traps, trees, rubble, buildings, or smoke.

If the target was an infantry unit in cover, the target player rolls a die for each hit it took. Each ☒ or ☑ cancels 1 hit.

If the target was an infantry unit that *does not* get a cover save, it still gets an infantry save. The target player rolls a die for each hit the unit took. Each ☒ cancels 1 hit.

If the target was a vehicle unit in cover, the target player rolls a die for each hit it took. Each ☒ cancels 1 hit.

Some weapons ignore cover, so units hit by these weapons do not get cover saves against them.

7. Suffer Damage

Assign each hit that wasn't cancelled by a save to miniatures one at a time. Resolve each hit one at a time.

Each hit on an infantry squad eliminates 1 miniature. The player controlling the squad chooses which are removed. Mark 1 cross off an infantry support weapon's damage track for each hit.

Find the amount of damage to heroes, vehicles, and aircraft by cross-referencing the weapon with the Armour rating of the target on the weapons chart. **The number after the slash is the amount of damage caused.** Mark 1 cross off a hero, vehicle, or aircraft unit's damage track for each point of damage caused. When all have been marked, the target is removed from the board.

☠ as a damage rating indicates that the miniature that was hit marks off all of the crosses on its damage track (if it has one) and is eliminated and removed from the board.

Close Combat Attacks

A unit may attack with its ranged weapons, and then attack with its close combat (C) weapons in the same **ATTACK** action. Resolve attacks from all other weapons first.

Once casualties from other weapons have been resolved, the attacking unit resolves its C weapon attacks. Before those casualties are removed, the defending unit retaliates with its own C weapons against the attacking unit.

Casualties from all C weapons are then removed simultaneously.

Units hit by C weapons do not get any cover or infantry saves.

A unit that took a **SUSTAINED ATTACK** action must choose between using ranged weapons or C weapons. If it uses C weapons, the defending unit retaliates with its C weapons as normal, but only performs a standard **ATTACK** action.

An infantry or vehicle unit (but not aircraft) can always make a C attack using improvised weapons. These have a 1/1 rating versus up to and including Armour 7.

REACTIVE ATTACKS

Reactive attacks temporarily interrupt an enemy unit's activation to allow your unit to open fire.

Once the opposing player has completed their first action, you can declare that one of your units that has not yet activated, and that is at a range of 4 squares or less from the activating unit, will take a **REACTIVE ATTACK** action in response. This action can *only* target the unit your opponent activated.

Roll 2 dice after the opposing unit has performed its first action:

- On ☒☒, the unit succeeds and will activate for either a **SUSTAINED ATTACK** action, or a **MOVE** action followed by an **ATTACK** action. The **MOVE** action can only be used to rotate the model, and a large vehicle may not end the move further away from the attacking unit than it started.
- On a single ☒, the unit succeeds and will activate for an **ATTACK** action.
- If both dice roll ☒ or ☑ the unit activates for a **NOTHING** action.

Once the reacting unit finishes its actions, the enemy unit continues with its second action.

Whether you succeed or not, attempting a reactive attack activates your unit, so it cannot take any further actions this turn.

If the opposing unit is performing a **MARCH MOVE** action and you wish to make a reactive attack against it, the unit makes a normal **MOVE** action before you attempt the reactive attack, then completes its march move afterwards.

You cannot declare a reactive attack against a unit that is taking a **SUSTAINED ATTACK** action.

You cannot declare a reactive attack against a unit that is taking a **NOTHING** action as its second action.

If a unit makes a reactive attack against a unit that can perform 3 actions, the **ATTACK** action will occur immediately before the last action of the 3.

Units making a reactive attack cannot use C weapons as part of this action.

HEROES

Heroes are infantry units of 1 miniature that can share a square with a friendly unit or vehicle. Heroes are unique individuals, so one of each hero can be in your force.

Joining Infantry Squads

A hero can join an infantry squad or support weapon that has the same Armour rating by being in the same square as that unit. One (and only one) hero that has not yet activated may join a unit when the unit activates, becoming part of the unit until the end of the activation.

If their movement rates are different, the combined unit has the *lower* movement rate of the two. Alternatively, the hero may activate separately.

If a hero is in the same square as a unit that they can join, they are treated as 1 unit if either of them are targeted by an attack. The owning player assigns hits between them as normal.

A hero that is not yet on the board can join an infantry unit that is not on the board and both then activate together, entering the game at the same time.

Piloting Vehicles and Aircraft

A hero with the *Pilot* or *Ace Pilot* skill can pilot a vehicle. A hero with the *Air Pilot* or *Ace Air Pilot* skill can pilot an aircraft. Only 1 hero may pilot a vehicle or aircraft at a time. A hero does not share these skills with any unit they join.

The hero can begin the game mounted in a vehicle/aircraft, or mount a vehicle/aircraft during the game. To mount a vehicle/aircraft, a unit must move into the vehicle/aircraft's square (place the hero miniature on the vehicle/aircraft's card).

The hero can dismount before the vehicle/aircraft activates by performing a **MOVE** or **MARCH MOVE** action to move out of the vehicle's square then continue his activation as normal.

A hero cannot mount and dismount a vehicle in the same activation.

If the hero dismounts the vehicle/aircraft, it cannot take any actions until he mounts it again, unless it is a large or huge vehicle.

When a vehicle/aircraft with a pilot activates, its pilot also activates performing the same action as the vehicle/aircraft. Count them as a single unit when determining how many units have yet to activate for the *Passing* rule.

While piloting a vehicle/aircraft, a hero cannot be targeted by an attack and cannot use his own weapons (but can use his skills).

If the vehicle/aircraft is destroyed while the hero is piloting it, the pilot's player rolls a die. On ☒ or ☑, the hero escapes unharmed. Otherwise the hero takes a point of damage. He is then placed into any square the vehicle occupied, counting as having activated for this turn.

Superhumans

Superhumans are heroes, but can never join a unit. Some have *sidekicks*, heroes who possess the *Sidekick* attribute and follow all the normal rules for heroes, with the exception that they can join the named superhuman to form a combined unit.

An Officer, Medic, or Mechanic cannot target a superhuman with their Command Squad special actions.

COMMAND SQUADS

Command squads are infantry units that include Officers, Radio Operators, Medics, and Mechanics. Each of these specialists can perform special actions.

If any are eliminated, the command squad loses that specialist's abilities.

OFFICER SPECIAL ACTIONS

Officers lead your force, keeping them moving, supplied with ammunition, and up to strength.

Radio Operators allow Officers to communicate with widely-scattered units. Command squads with infantry Armour 3 or 4 combine the roles of Officer and Radio Operator into one soldier. Vehicles always have a Radio Operator.

Ammo Drop

A unit with an Officer may take an **AMMO DROP** action.

Roll a die: on ☒ or ☑, select any unit with *Limited Ammo* weapons within LOS and range 2 of the Officer, and replenish it back to a full ammunition load.

If the Officer has a Radio Operator, they can request an ammo drop for any unit on the board.

Get Moving You Bunch of Monkeys

A unit with an Officer may take a **GET MOVING YOU BUNCH OF MONKEYS** action.

Roll a die: on ☒, select any unit within LOS and range 2 of the Officer, and that has already been activated this turn. The Command squad's activation immediately ends, and the selected unit activates again (ie, you activate 2 units consecutively).

A unit may only be re-activated once per turn. If the Officer has a Radio Operator, they can re-activate any unit on the board.

Reinforcements

A unit with an Officer may take a **REINFORCEMENT** action.

Roll a die: on ☒, select an infantry squad or support weapon (but not a hero) that has been eliminated, and call up a replacement unit as reinforcements. The Command Squad's activation immediately ends, and the reinforcing unit activates (ie, you activate 2 units consecutively).

The reinforcing unit enters the game in the same way as **reserves**, moving on from the edge of the board. If the reinforcing unit is eliminated a second time, it counts as another unit eliminated when determining victory.

Once an Officer has succeeded in calling up reinforcements, the player cannot use the **REINFORCEMENT** action again.

Replacement Vehicle

A unit with an Officer may take a **REPLACEMENT VEHICLE** action.

Roll a die: on ☒, select an eliminated vehicle. Remove the vehicle as the wreck is recovered, and call up a replacement. The command squad's activation immediately ends, and the replacement vehicle activates.

The replacement vehicle enters the game in the same way as **reserves**, moving on from the edge of the board. If the replacement vehicle is eliminated a second time, it counts as another vehicle eliminated when determining victory.

Once an Officer has succeeded in replacing a vehicle, the player cannot use the **REPLACEMENT VEHICLE** action again.

MEDIC SPECIAL ACTIONS

Medics keep your soldiers functioning in the heat of battle, treating minor wounds and overcoming battlefield fatigue.

Get Up, It Ain't That Bad

A unit with a Medic may take a **GET UP, IT AIN'T THAT BAD** action.

Roll a die: on ☒ or ☑, selects any infantry unit within LOS and range 1 of the Medic. If the unit is an infantry squad, return an eliminated miniature to the unit. If the unit is a support weapon or hero, remove 1 point of Damage to that unit.

Returning an eliminated miniature does not change the amount of ammunition the unit has for its *Limited Ammo* weapons.

Inject Stimulants

A Unit with a Medic may take an **INJECT STIMULANTS** action.

Select any infantry unit within LOS and range 1 of the Medic and roll a die. Depending on the result, place the appropriate token on the unit's card:

- On ☒, choose either token.
- On ☒☑, **Attack Stimulants** token.
- On ☑, **Move Stimulants** token.

If a unit activates while it has an Attack Stimulants token, it removes the token and treats an **ATTACK** action as a **SUSTAINED ATTACK** action. If a unit activates while it has a Move Stimulants token, it removes the token and treats a **MOVE** action as a **MARCH MOVE** action.

These result in the unit taking 3 actions in that activation.

MECHANIC SPECIAL ACTIONS

Mechanics keep vehicles operational, fixing minor battle damage.

Makeshift Repair

A unit with a Mechanic may take a **MAKESHIFT REPAIR** action.

Select any vehicle within LOS and range 1 of the Mechanic and roll 5 dice. Each ☒ returns 1 point of damage to that vehicle.

END OF THE GAME

The game ends **at the end of a turn** when:

- All of one player's units on the board are eliminated,
- One of the players achieves his scenario objective, or
- The scenario reaches its turn limit.

The player who destroyed all of the enemy's units or took the objective wins the game.

If neither side achieved victory in such a way, both sides total the APs of the units they eliminated from the enemy army (counting reserves eliminated again as additional units eliminated), and the player who destroyed the most APs wins.



SKILLS AND EQUIPMENT

A player must declare that they are using a skill before rolling any dice that might be modified by that skill.

Unless otherwise stated, skills used by a hero apply to a unit they have joined, and skills used by a unit apply to a hero that has joined them. If both hero and unit have the same skill, it applies equally to both, but they do not gain the skill twice.

If the skill is only usable once per game, both the hero and the unit use it at the same time.

ACE AIR PILOT

This hero can pilot an aircraft. Roll a die when the aircraft they are piloting activates. On or the aircraft gains a third action for this activation.

Heroes with this skill do not share it with any unit they join.

ACE PILOT

This hero can pilot a vehicle. Roll a die when the vehicle they are piloting activates. On or the vehicle gains a third action for this activation.

Heroes with this skill do not share it with any unit they join.

ADVANCED REACTIVE FIRE

This unit (and any unit it has joined or hero that has joined it) can attempt a **reactive attack** at up to range 6. It counts as when rolling for number of actions.

AIR PILOT

This hero can pilot an aircraft. Heroes with this skill do not share it with any unit they join.

ARTILLERY OBSERVER

When this unit performs an **ATTACK** or **SUSTAINED ATTACK** action, it may use the **artillery** weapons of a friendly artillery unit that has not yet activated rather than its own weapons.

The artillery unit immediately activates and performs an **ATTACK** or **SUSTAINED ATTACK** action (whichever the *Artillery Observer* is performing) with its artillery weapons. The artillery unit uses the *Artillery Observer* to determine LOS rather than its own position, but must check its field of fire and range as normal.

If the artillery weapon is a *Reload* weapon and did not perform a **SUSTAINED ATTACK** action, it may perform a **RELOAD** action either before or after the **ATTACK** Action. The artillery unit then finishes its activation and the *Artillery Observer* continues with its activation.

ASSASSIN

This hero chooses which enemy soldiers are assigned its hits when using C weapons.

Heroes with this skill do not share it with any unit they join.

AT THE DOUBLE

This unit (and any unit it has joined or hero that has joined it) may perform a free **MOVE** action immediately after performing a **MARCH MOVE** action.

BERSERK

When this hero scores a hit with a C weapon, roll another die, scoring a further hit on . Continue scoring hits and rolling an additional die for each hit until it rolls a miss.

If the hero has a special rule that allows it to hit on as well, it only counts as a hit for the first roll.

Heroes with this skill do not share it with any unit they join.

BLACK OPS

If your force has this hero you roll 4 dice for initiative rolls.

BLUTKREUZ

All *Mindless Zombie* units within range 1 at the start of their activation increase their move to 3, their march move to 4, and gain the *Charge* skill.

Heroes with this skill do not share it with any unit they join.

CAMOUFLAGE

This unit may take a **CAMOUFLAGE** special action. Once it has done so, no enemy unit has LOS to it if it is in cover from them and at range 3 or more.

This benefit ends if the camouflaged unit takes any action other than a **MOVE** or **NOTHING** Action (*Artillery Observers* can use their skill to attack with an artillery unit as well). The unit starts the game camouflaged.

Units with this skill do not share it with any unit they join nor with heroes that join this unit.

CHARGE

This unit (and any unit it has joined or hero that has joined it) may perform a free **ATTACK** action using C weapons immediately after performing a **MARCH MOVE** action.

CHEAT DEATH

If this hero is eliminated, roll a die at the end of the action. On or the hero removes 1 point of damage and survives, but gains a Stunned token.

A unit with a Stunned token cannot fight, including fighting back if attacked in close combat. Any time a unit activates while it has a Stunned token, it must perform a **NOTHING** action as its first action, then removes any Stunned tokens.

If a unit with a Stunned token attempts a **reactive attack**, it rolls 1 die rather than 2 to see if it can make a reactive attack, but removes the Stunned token whether or not it succeeds in making an **ATTACK** action.

DAMAGE RESILIENT

Each time an infantry squad with this skill is assigned a hit that is not cancelled by a save, roll a die. On cancel the hit.

Each time a support weapon, hero, vehicle, or aircraft unit with this skill is assigned a hit that is not cancelled by a save, roll 1 die for each point of damage marked off the unit's damage track. Each cancels 1 point of damage.

Units with this skill do not share it with any unit they join nor with heroes that join this unit.

DEFENSIVE TACTICS

This unit (and any unit it has joined or hero that has joined it) gains *Damage Resilient* when in cover.

EXPERT – WEAPON

This hero hits on as well as when making an **ATTACK** or **SUSTAINED ATTACK** action with the named weapon.

FAST

A unit with *Fast* (or *Agile*) may move 1 additional square when it performs a **MOVE** or **MARCH MOVE** action.

FIGHTING SPIRIT

Once per game, this unit (and any unit it has joined or hero that has joined it) hits on as well as when making an **ATTACK** or **SUSTAINED ATTACK** action.

FIRST STRIKE

This unit resolves all their C attacks and applies the results (including removing eliminated miniatures) before the enemy units make their C attacks.

Units with this skill do not share it with any unit they join nor with heroes that join this unit.

FLYING

This unit has jet packs that allow it to fly over obstacles. During movement, this unit can move over any terrain as if it were open terrain, provided that it ends its move in terrain that it could normally enter.

If a hero has joined a unit, both must have *Flying* for either to use it when they activate together.

GORILLA

Only a Gorilla hero may join a Gorilla unit. Gorilla heroes cannot join units that are not Gorillas.

INFANTRY ACE

Roll a die when this hero activates. On or the hero (and any unit it has joined or hero that has joined it) gains a third action for this activation.

JUMP

During movement, this unit can move over any terrain as if it were open terrain, provided that it ends its move in terrain that it could normally enter. If a hero has joined a unit, both must have *Jump* for either to use it when they activate together.

Some old cards have vehicles with the *Jump* skill: these now have the *Fast* special rule instead.

KILLING SPREE

When this hero scores a hit with a ranged weapon, roll another die scoring a further hit on . Continue scoring hits and rolling an additional die for each hit until it rolls a miss.

If the hero has a special rule that allows it to hit on as well, it only counts as a hit for the first roll.

Heroes with this skill do not share it with any unit they join.

LONER

This hero may not join a unit.

LUCKY

Once per game, this hero may re-roll any dice that failed to hit with any of their weapons when making an **ATTACK** or **SUSTAINED ATTACK** action. Heroes with this skill do not share it with any unit they join.

MINDLESS ZOMBIE

Mindless Zombies are zombies that can be led by a hero equipped with *Blutkreuz*. They cannot take objectives.

MOVE AND FIRE

This unit (and any unit it has joined or hero that has joined it) may perform a free **MOVE** action immediately after performing an **ATTACK** or **SUSTAINED ATTACK** action using ranged weapons.

OFFICER

An *Officer* hero may perform Officer special actions.

PILOT

This hero can pilot a vehicle. Heroes with this skill do not share it with any unit they join.

RESURRECTION

A hero equipped with *Blutkreuz* may take a **RESURRECTION** special action. Select a *Mindless Zombie* unit within range 1 and roll a die for each zombie soldier eliminated from the unit. Each or returns 1 of the eliminated zombie soldiers to the unit.

SCOUT

This unit (and any unit it has joined or hero that has joined it) may take a **MARCH MOVE** action as its first action of the game. This counts as a single action, leaving the unit with one further action in that activation.

SPY

This hero is not placed at the start of the game. Instead, each time your spy is activated, you may elect to roll 2 dice. If any are rolled, the spy is immediately placed within range 1 of an enemy unit and may then take 1 action for each . If the spy is not placed, it may only perform **NOTHING** actions.

A spy may not join a unit until the spy has been placed.

STEEL GUARD

This unit never has a cover save, but always passes its infantry save on as well as .

Only a Steel Guard hero may join a Steel Guard unit. Steel Guard heroes cannot join units that are not Steel Guard.

STRONGPOINT

A Strongpoint unit must be deployed in a **strongpoint** or **bunker**.

TAKE AIM

This hero hits on as well as when making a **SUSTAINED ATTACK** action with ranged weapons.

Heroes with this skill do not share it with any unit they join.

TANK HEAD

This hero may take a **MAKESHIFT REPAIR** action. Select any vehicle within LOS and range 1 of the hero, and roll 5 dice. Each or removes 1 point of damage to that Vehicle.

Heroes with this skill do not share it with any unit they join.

ZOMBIE

This unit never has a cover save, but always passes its infantry save on as well as .

An Officer, Medic, or Mechanic cannot target a zombie with their Command squad special actions. A zombie unit can never mount a vehicle or aircraft as *Passengers* or *Tank Riders*.

Only a Zombie hero may join a zombie unit. Zombie heroes cannot join units that are not zombies.

SPECIAL WEAPONS

ARTILLERY WEAPONS

Artillery weapons cannot be fired from inside area terrain like buildings or woods, although they can fire if the weapon is outside—even if part of the support weapon unit or vehicle it is mounted on is in area terrain—as long as it is not firing across that terrain feature.

If an artillery weapon fires **smoke shells** instead of explosives, instead of attacking, rolls a die. On , choose a point within the weapon's field of fire, range and LOS and place a **smoke screen** at that point.

The smoke screen remains in place, filling a single square and blocking LOS and providing cover until the end of the next turn. A smoke screen cannot be fired into a building.

CUTTING WEAPONS

When a cutting weapon scores a hit, roll another die scoring a further hit on . Continue scoring hits and rolling additional dice for each hit until it rolls a miss.

If the cutting weapon has a special rule that allows it to hit on  as well as , it only counts  as a hit for the first roll. The additional rolls only hit on .

FLAME WEAPONS

Units hit by flame weapons do not get an infantry save or a cover save against them. In addition, flame weapons attack all units in the path of the weapon.

GRAPPLE WEAPONS

When a grapple weapon scores a hit, place a Stunned token on the target unit. Remove the token if the unit with the grapple weapon takes an action other than a **NOTHING** action.

A unit with a Stunned token cannot fight, including fighting back if attacked in close combat. Any time a unit activates while it has a Stunned token, it must perform a **NOTHING** action as its first action, then remove any Stunned tokens.

If a unit with a Stunned token attempts a **reactive attack**, it rolls 1 die rather than 2 to see if it can make a reactive attack, but removes the Stunned token whether or not it succeeds in making an **ATTACK** action.

GRENADE WEAPONS

Units hit by **grenade weapons** do not get a cover save against them, but do retain their infantry save.

LASER WEAPONS

When a **laser weapon** scores a hit, roll another die scoring a further hit on a roll of . Continue scoring hits and rolling additional dice for each hit until it rolls a miss.

If the laser weapon has a special rule that allows it to hit on  as well as , it only counts  as a hit for the first roll. The additional rolls only hit on .

LIMITED AMMO WEAPONS

Limited ammo weapons show a number of boxes in the weapon description line. Mark one of these each time a soldier, vehicle, or aircraft makes an **ATTACK** or **SUSTAINED ATTACK** action with the weapon. Once all of the boxes have been marked, the weapon can make no further attacks.

PHASER WEAPONS

Units hit by phaser weapons do not get a cover save against them, but do retain their infantry save.

POWER SCOPES

A weapon with power scopes hits on  as well as  when making a **SUSTAINED ATTACK** action.

RELOAD WEAPONS

At the beginning of the game, place a **Loaded token** on each unit card with *Reload weapons*. The unit cannot attack with any Reload weapons unless it has its Loaded token.

When a Reload weapon makes an **ATTACK** or **SUSTAINED ATTACK** action, remove the Loaded token from the unit card to indicate that the weapon is empty.

To reload, the unit performs a **RELOAD** special action and places the Loaded token back on the unit card. A unit can perform an **ATTACK** action and a **RELOAD** action in the same activation, allowing it to attack each turn.

SALVO WEAPONS

At the beginning of the game, place a **Loaded token** on each unit card with *Salvo weapons*. When you make an **ATTACK** or **SUSTAINED ATTACK** action, you may choose to roll twice the normal number of dice for a salvo weapon, but if you do so, remove the Loaded token from the unit card.

To reload, the unit performs a **RELOAD** special action and places the Loaded token back on the unit card.

SNIPER WEAPONS

When declaring the target of this weapon's attack, you may specify a miniature in the target unit. All unsaved hits from this attack are assigned to the specified miniature.

SPOTTERS

If a spotter does not use a weapon, each sniper weapon in the unit that makes a **SUSTAINED ATTACK** hits on  as well as .

TESLA WEAPONS

When a unit is hit by a Tesla weapon, place a Stunned token on it or its unit card. A unit with a Stunned token cannot fight, including fighting back if attacked in close combat.

Any time a unit activates while it has a Stunned token, it must perform a **NOTHING** action as its first action, then remove any Stunned tokens.

If a unit with a Stunned token attempts a **reactive attack**, it rolls 1 die rather than 2 to see if it can make a reactive attack, but removes the Stunned token whether or not it succeeds in making an **ATTACK** action.

SPRAY WEAPONS

Units hit by **spray weapons** do not get an infantry save or a cover save against them.

In addition, spray weapons attack *all* units in squares between the attacking unit and the target unit, even friendly units.

The spray follows the shortest possible path to the target, and may only pass through squares through which the attacking unit has LOS to the target unit. The shooting player may choose between alternative shortest paths.

UNDER-BARREL WEAPONS

A soldier carrying an under-barrel weapon can fire both the main weapon and the under-barrel weapon at the same target in an **ATTACK** action.

VOLLEY WEAPONS

A volley weapon is a *Limited Ammo* weapon that can fire any or all of its remaining bombs or rockets at the same time.

Select how many bombs or rockets to use in an attack, and mark that number of ammo boxes. Then multiply the number of dice to roll by the number of ammo boxes marked.

WIRE-GUIDED WEAPONS

If a unit attacks with 1 wire-guided weapon and no other weapons when making an **ATTACK** action, it re-rolls misses for that weapon as if making a **SUSTAINED ATTACK**.

VEHICLE WEAPONS

AIR ALERT

A vehicle with **air alert** equipment can take an **AIR ALERT** special action. Select an enemy aircraft within LOS and roll a die: on , any friendly vehicles performing an **ATTACK** or **SUSTAINED ATTACK** against that aircraft hit on  as well as  for the remainder of the turn.

AIR ASSAULT

An **air assault** vehicle can be carried by an **airlifter**. The vehicle does not need to activate when the airlifter does while it is being carried. It can activate after the airlifter, performing a **MOVE** or **MARCH MOVE** action and dismounting as its first action.

In addition, if the aircraft carrying the air assault vehicle is eliminated, it only takes damage on  rather than  or .

AIRLIFTER

Airlifters are aircraft that are equipped to airlift vehicles into battle. An airlifter can only carry **airmobile** or **air assault** vehicles.

AIRMOBILE

An **airmobile** vehicle can be carried by an **airlifter**.

AMPHIBIOUS

An **amphibious** vehicle can move through deep water as if it were open space.

COMMAND VEHICLE

A **command vehicle** provides any command squad mounted in it with an additional Radio Operator. In addition, Officers, Mechanics, and Medics mounted in a command vehicle can re-roll failed Command squad special actions.

CREW

A vehicle with **crew** may either attack with the vehicle's weapons or with the crew's weapons. If it uses the crew's weapons, it may use 1 weapon for each point of damage remaining on its damage track. If engaged in close combat, the crew may use standard weapons instead of the vehicle's normal attack.

DOZER BLADE

A vehicle equipped with a **dozer blade** can perform a **DOZER** special action to gain cover until it performs a **MOVE** or **MARCH MOVE** action.

A vehicle with a dozer blade can also perform engineering tasks.

ENGINEER VEHICLE

An **engineer** vehicle can perform engineering tasks.

HELICOPTER

Unlike other aircraft, a **helicopter** does not have to take a **MOVE** action as its first action, so it may take **SUSTAINED ATTACK** actions.

MECHANIC

A vehicle equipped as a **mechanic** can use the **MAKESHIFT REPAIR** special action.

MEDEVAC

A **medevac** vehicle can perform a **MEDEVAC** special action.

Select an infantry unit within range 1. Roll a die for each soldier eliminated from the unit.

Each  returns 1 of the eliminated soldiers to the unit.

NAVAL UNIT

A **naval unit** treats deep water as open space, but cannot enter any other type of terrain.

A naval unit may take a free **ATTACK** action immediately after it performs a **MARCH MOVE** action. An eliminated naval unit becomes deep water terrain.

PASSENGERS (#)

A vehicle equipped to carry **passengers** can carry infantry units inside it.

PILOT: NAME

A vehicle with the **Pilot: Name** attribute can only be piloted by the named hero. The vehicle can still be fielded without a pilot. This vehicle is unique, so only one may be included in any army.

SEALIFTER

Sealifters are naval units that are equipped to carry units into battle.

SMOKE LAUNCHERS

Once per game, a vehicle with **smoke launchers** may take a **LAUNCH SMOKE** special action to place a **smoke screen** on itself. The smoke screen fills any 1 square occupied by the vehicle.

TANK RIDERS (#)

A vehicle equipped to carry **tank riders** operates like a vehicle carrying passengers, except that for each hit on the vehicle, the vehicle's owner rolls 1 additional die. For each , 1 miniature chosen by the player is eliminated or 1 hero suffers a point of damage.

A unit riding on a vehicle can be targeted by an attack instead of the vehicle. Use the vehicle as the target to determine field of fire, range, LOS, and cover.

If the vehicle is attacked by **blast** or **flame weapons**, both the vehicle and the unit riding on a vehicle are attacked separately, and the infantry unit does not suffer additional hits if the vehicle is hit.

Unlike other passengers, units riding on vehicles using the *Tank Rider* rule can use C weapons.



CARRYING PASSENGERS

Passenger vehicles, **airlifters**, and **sealifters** can carry other units inside them. An aircraft equipped to carry passengers does so in the same way as a vehicle.

Passengers (#)

A vehicle equipped to carry passengers can carry infantry units inside it.

(#) indicates how many spaces it has for soldiers with infantry Armour 1 or 2. Soldiers with infantry Armour rating 3 or 4 occupy 2 spaces. Multiple units can board the same vehicle as long as they do not occupy more spaces than the vehicle has.

Mounting Vehicles

Infantry units can begin the game mounted in the vehicle, or mount the vehicle during the game.

To mount a vehicle, an infantry unit must move into contact with the vehicle by moving into its square. Place a miniature from the unit on the vehicle's unit card to show that they are mounted.

Activating While Mounted

Passengers in a vehicle activate separately from the vehicle.

Passengers can **dismount** from a vehicle by activating before the vehicle activates and performing a **MOVE** or **MARCH MOVE** action to move away from it. Other than this, they cannot perform **MOVE** or **MARCH MOVE** actions while being carried as passengers.

Passengers' weapons have the field of fire of a sidemounted weapon, with up to half of the maximum number of passengers firing from each side. Passengers cannot perform **SUSTAINED ATTACK** actions, nor use support weapons, flame weapons, or C weapons while mounted.

Damage to Passengers

Once mounted, passengers cannot be targeted by an attack.

If a vehicle is eliminated while carrying passengers, the vehicle's owner rolls 1 die for each miniature mounted in it, and 1 miniature chosen by the player is eliminated or 1 hero suffers a point of damage for each ☹️. The unit counts as having activated for this turn. If the vehicle is carrying multiple units, roll separately for each unit.

Any surviving miniatures in the unit are placed into any square the vehicle occupied (or an adjacent square if those squares are all occupied).

CARRYING VEHICLES

AIRLIFTER

Airlifters are aircraft that are equipped to airlift vehicles into battle. They can only carry **airmobile** or **air assault** vehicles.

Vehicles can begin the game carried by the airlifter, or be picked up by one during the game. To pick up a vehicle, the airlifter must start a **MOVE** or **MARCH MOVE** action directly over the vehicle.

Activating While Carried

Vehicles carried by an airlifter activate separately from the airlifter.

Vehicles can **dismount** from an airlifter by activating before the airlifter (or after if air assault vehicles) and performing a **MOVE** or **MARCH MOVE** action to move away from the airlifter. Other than this, they cannot perform **MOVE**, **MARCH MOVE**, **ATTACK**, or **SUSTAINED ATTACK** actions while being carried.

Damage to Carried Vehicles

A vehicle carried by an airlifter cannot be targeted by an attack.

If an airlifter is eliminated while carrying a vehicle, the airlifter's player rolls 1 die for each point of damage remaining on the vehicle's damage track. The vehicle takes 1 point of damage for each ☹️ or ☹️ (only on ☹️ if the vehicle has air assault equipment).

If the vehicle survives, place it directly beneath the airlifter before removing the airlifter from the game; it counts as having activated for this turn.

SEALIFTER

Sealifters are naval units that are equipped to carry vehicles in an amphibious assault.

A sealifter has 12 spaces for soldiers with infantry Armour 1 or 2. Soldiers with infantry Armour rating 3 or 4 occupy 2 spaces. Most vehicles occupy 6 spaces, while large vehicles occupy all 12 spaces. A sealifter cannot carry huge vehicles. Multiple units can board the same sealifter as long as they do not occupy more spaces than it has.

Units can begin the game carried by the sealifter, or mount a sealifter during the game. To mount a sealifter, a unit must move into the sealifter.

Activating While Carried

Vehicles carried by a sealifter activate separately from the sealifter.

A unit can **dismount** from a sealifter by activating before the sealifter activates and performing a **MOVE** or **MARCH MOVE** action to move out of the sealifter. Other than this, they cannot perform **MOVE**, **MARCH MOVE**, **ATTACK**, or **SUSTAINED ATTACK** actions while being carried.

Damage to Carried Units

A unit carried by a sealifter cannot be targeted by an attack, and cannot use its weapons.

If a sealifter is eliminated in deep water, all passengers and vehicles carried by it are eliminated. If it is eliminated with the bow door in contact with dry land, the passengers and vehicles it is carrying are unharmed and may **dismount** as normal.

FORTIFICATIONS

Fortifications are terrain features placed by players at the start of the game. Players can pay for fortifications as part of their force, and some scenarios give players fortifications for free.

You may include **bunkers** in their force for 15 points each, and **strongpoints** for 10 points each. **Strongpoint units** have a free strongpoint included in their points value, which can be upgraded to a bunker for +5 points.

Deploying Fortifications

Fortifications are placed in your deployment area at the start of the game before any objectives are placed. Objectives cannot be placed in, on, or under a bunker or strongpoint.

Infantry must be able to enter a bunker or strongpoint, so it must be at least 1 square from all table edges and impassable terrain, and 2 squares from other bunkers and strongpoints.

Strongpoint units are infantry units that must be deployed in a bunker or strongpoint. These units must be placed at the start of the game and cannot be held in reserve.

BUNKERS AND STRONGPOINTS

Movement through Bunkers and Strongpoints

Bunker walls are impassable terrain. Nothing can move through them, except through the armoured doors at the rear, and even then, not if the bunker is occupied by an enemy unit.

Strongpoint walls are normal terrain and can be crossed to enter or exit the strongpoint. Only infantry units may be placed in, enter or exit a bunker or strongpoint.

A bunker or strongpoint occupies 4 squares, but for units moving into or out of them, and for all attacks into and out of them, they are treated as having 2 squares inside them — one on each side of the centre. A strongpoint unit occupies both squares.

LOS to Bunkers and Strongpoints

Bunkers and strongpoints are terrain and block LOS.

Units in bunkers can only see and be seen from 90° either side of the direction the bunker is facing. Units in strongpoints can see and be seen from any direction.

Weapons in Bunkers

The main weapon of a strongpoint unit has a field of fire of up to 45° either side of the direction the bunker is facing.

Weapons cannot fire at aircraft from within a bunker. Artillery weapons cannot fire from within a bunker.

Cover From Bunkers and Strongpoints

Units in bunkers that fail an infantry or cover save re-roll the save, cancelling the hit on ☹️ or ☹️.

Units in strongpoints that fail an infantry or cover save also re-roll the save, but only cancel the hit if the re-roll scores ☹️.

Close-combat Against Bunkers and Strongpoints

When attacking with C weapons, miniatures adjacent to a strongpoint or the firing slit or the rear doors of a bunker can attack and be attacked by any miniature in the strongpoint or bunker.

Units in a bunker or strongpoint get a save against C weapons attacking from outside the fortification.

Units in bunkers cancel hits from C weapons on ☹️ or ☹️.

Units in strongpoints cancel hits from C weapons on a roll of ☹️.

Special Actions in Bunkers and Strongpoints

A unit inside a bunker or strongpoint cannot use special actions that require the target unit to be within range 1 if the target unit is outside the bunker or strongpoint.

TRENCHES

Trenches have no effect on LOS.

Infantry units in trenches are in cover and gain cover saves.

BARBED WIRE ENTANGLEMENTS

An infantry unit rolls a die when attempting to move into, through, or out of a **barbed wire entanglement**.

On ☹️, the unit is free to complete its movement. On ☹️ or ☹️, the unit ceases moving until the end of its activation.

An infantry unit can attempt to cut a gap through an adjacent barbed wire entanglement by taking an **ENGINEERING** special action. Roll a die: on ☹️, the barbed wire is removed.

MINEFIELDS

When a unit moves into, through, or out of a **minefield**, the opposing player attacks it with a rating of ♠️/2.

An infantry unit can attempt to clear a gap through an adjacent minefield by taking an **ENGINEERING** special action. Roll a die: on ☹️, the minefield is removed. On any other roll, the unit is attacked as if they had moved through the minefield.

ENGINEERING VEHICLES

Chainsaws and claws

An **engineer** vehicle equipped with **cutting** or **grappling weapons** can attempt to cut a gap through an adjacent barbed wire entanglement by taking an **ENGINEERING** special action.

Roll a die (vehicles with paired chainsaws or paired claws roll 2 dice): on ☹️, the barbed wire is removed.

Dozer blades

An **engineer** vehicle equipped with a **dozer blade** can attempt to bury an adjacent bunker by taking 2 **ENGINEERING** special actions one after the other in the same activation.

Roll a die: on ☹️, the vehicle buries the bunker and any units occupying the bunker are eliminated.

An **engineer** vehicle equipped with a **dozer blade** can attempt to fill in an adjacent trench by taking an **ENGINEERING** special action. Roll a die: on ☹️, the vehicle fills the trench and it is removed. Any units occupying the trench escape unharmed, but are now without cover.

An **engineer** vehicle equipped with a **dozer blade** can attempt to clear a gap through an adjacent minefield with an **ENGINEERING** special action. Roll a die: on ☹️, the minefield is removed.



ROLL FOR INITIATIVE

Each player rolls 3 dice. The most 🎲 wins and chooses who goes first. On a tie, the most 🎲 wins. On a further tie, re-roll.

Players alternate activating their units. Declare all actions before performing any. **An activated unit performs 2 actions:**

NOTHING

MOVE Move up to the unit's Move.

MARCH MOVE (2 actions) Move up to *twice* the unit's Move.

ATTACK

SUSTAINED ATTACK (2 actions) Attack, re-rolling all misses.

SPECIAL

MOVE & MARCH MOVE ACTIONS

The first diagonal move in an activation counts as 1 square. Each additional square moved diagonally counts as 2 squares. Units may change direction and facing at any time while moving.

Aircraft must take a **MOVE** or **MARCH MOVE** action as their first action in each activation, unless they *Hover*.

ATTACK & SUSTAINED ATTACK ACTIONS

1. Check Field of Fire

Infantry soldiers and **heroes** can attack in any direction. **Support weapons** and most **vehicle weapons** can only attack up to 45° on either side of their facing. Turret/hatch/pedestal-mounted weapons can attack in any direction.

2. Check Range

A weapon can only attack a target within its range in squares. Range can be measured diagonally: the first diagonal counts as 1 square, additional diagonals count as 2 squares.

Unlimited Range (U) May target any unit on the battlefield.

Minimum Range (#-#) May target units between the minimum range and maximum range.

Close Range (C) May only be used against adjacent targets.

Artillery Range (A) Range of 2-U and *Artillery*.

3. Check Line of Sight (LOS)

A weapon can only attack a target within its LOS.

A square containing an infantry unit does not block LOS; a square containing a vehicle (friendly or enemy) does.

Aircraft can see and be seen from anywhere on the board, except from a unit immediately behind terrain that would block LOS to a vehicle, and from a unit in a building (unless the unit can be seen through, or is looking through, an opening on an edge).

Tree squares block LOS to units on the far side, but units in the terrain can be seen as normal. **Structures, walls, and buildings** block LOS, except through openings. Units can only attack each other through an opening if they are adjacent.

Squares containing **smoke** block LOS to units on the far side, but units in the smoke can be seen as normal.

4. Declare Targets

Each soldier in an **infantry squad** can only use 1 ranged weapon and 1 close combat weapon in each **ATTACK** action. **Heroes** can use all of their weapons at the same time.

A **vehicle with crew** may choose to attack with the vehicle weapons or the crew's weapons (in which case the crew may fire 1 weapon for each damage point the vehicle has remaining).

5. Roll to Hit

Cross-reference the weapon with the Armour rating of the target to find the number of dice to roll (the number before the slash).

Roll the number of dice multiplied by the number of miniatures firing that weapon, scoring a hit for each 🎲. A unit taking a **SUSTAINED ATTACK** action may re-roll all dice that missed.

Set-Up Weapons: If a set-up weapon performs a **MOVE** and then an **ATTACK** action or vice versa, it only rolls half of that weapon's combat dice (rounded up) during the **ATTACK** action.

Blast Weapons (👇 before the slash): Roll 1 die for each model in the target unit. If the weapon shows multiple 👇, roll 1 die per 👇 for each model in the target unit.

6. Roll Saves

A unit is in **cover** if the attacker cannot draw a line from any point in its square to all points in the target unit's square without passing through or touching blocking squares. An infantry unit is also in cover if it occupies a square with ammo crates, anti-tank traps, trees, rubble, buildings, or smoke.

If the target was an infantry unit in cover, roll a die for each hit: each 🎲 or 🎲 cancels 1 hit.

If the target was an infantry unit that *does not* get a cover save, it gets an **infantry save**. Roll a die for each hit: each 🎲 cancels a hit.

If the target was a vehicle unit in cover, roll a die for each hit: each 🎲 cancels 1 hit.

7. Suffer Damage

Each hit on an infantry squad eliminates 1 miniature, removed by the controlling player.

Hits on heroes, vehicles, and aircraft: the number after the slash is the amount of damage caused.

☠️ indicates that the miniature that was hit marks off all of the crosses on its damage track and is eliminated.

Close Combat Attacks

Once casualties from other weapons have been resolved, the attacking unit resolves its C weapon attacks, then the defending unit retaliates with its own C weapons against the attacker. Casualties from all C weapons are then removed simultaneously.

Units hit by C weapons do not get any cover or infantry saves.

A unit taking a **SUSTAINED ATTACK** action must choose between using ranged weapons or C weapons. If it uses C weapons, the defending unit retaliates with its C weapons as normal, but only performs a standard **ATTACK** action.

An infantry or vehicle unit (not aircraft) can always make a C attack using improvised (1/1) weapons.

REACTIVE ATTACKS

Once the opposing player has completed their first action, you can declare that one of your units that has not yet activated, and that is at a range of 4 squares or less from the activating unit, will respond with a **REACTIVE ATTACK**. This action can *only* target the unit your opponent activated. Roll 2 dice:

- On 🎲 🎲, the unit will activate for either a **SUSTAINED ATTACK** action, or a **MOVE** action followed by an **ATTACK** action. The **MOVE** action can only be used to rotate the model, and a large vehicle may not end the move further away from the attacking unit than it started.

- On a single 🎲, will activate for an **ATTACK** action.

- If both roll 🎲 or 🎲 the unit activates for a **NOTHING** action.

Once the reacting unit finishes its actions, the enemy unit continues with its second action.

Whether you succeed or not, attempting a reactive attack activates your unit, so it cannot take any further actions this turn.

Units making a reactive attack cannot use C weapons as part of this action.



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Each soldier in an **infantry squad** can only use 1 ranged weapon and 1 close combat weapon in each **ATTACK** action. **Heroes** can use all of their weapons at the same time.

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Blast Weapons (👇 before the slash): Roll 1 die for each model in the target unit. If the weapon shows multiple 👇, roll 1 die per 👇 for each model in the target unit.

6. Roll Saves

A unit is in **cover** if the attacker cannot draw a line from any point in its square to all points in the target unit's square without passing through or touching blocking squares. An infantry unit is also in cover if it occupies a square with ammo crates, anti-tank traps, trees, rubble, buildings, or smoke.

If the target was an infantry unit in cover, roll a die for each hit: each 🎲 or 🎲 cancels 1 hit.

If the target was an infantry unit that *does not* get a cover save, it gets an **infantry save**. Roll a die for each hit: each 🎲 cancels a hit.

If the target was a vehicle unit in cover, roll a die for each hit: each 🎲 cancels 1 hit.

7. Suffer Damage

Each hit on an infantry squad eliminates 1 miniature, removed by the controlling player.

Hits on heroes, vehicles, and aircraft: the number after the slash is the amount of damage caused.

☠️ indicates that the miniature that was hit marks off all of the crosses on its damage track and is eliminated.

Close Combat Attacks

Once casualties from other weapons have been resolved, the attacking unit resolves its C weapon attacks, then the defending unit retaliates with its own C weapons against the attacker. Casualties from all C weapons are then removed simultaneously.

Units hit by C weapons do not get any cover or infantry saves.

A unit taking a **SUSTAINED ATTACK** action must choose between using ranged weapons or C weapons. If it uses C weapons, the defending unit retaliates with its C weapons as normal, but only performs a standard **ATTACK** action.

An infantry or vehicle unit (not aircraft) can always make a C attack using improvised (1/1) weapons.

REACTIVE ATTACKS

Once the opposing player has completed their first action, you can declare that one of your units that has not yet activated, and that is at a range of 4 squares or less from the activating unit, will respond with a **REACTIVE ATTACK**. This action can *only* target the unit your opponent activated. Roll 2 dice:

- On 🎲 🎲, the unit will activate for either a **SUSTAINED ATTACK** action, or a **MOVE** action followed by an **ATTACK** action. The **MOVE** action can only be used to rotate the model, and a large vehicle may not end the move further away from the attacking unit than it started.

- On a single 🎲, will activate for an **ATTACK** action.

- If both roll 🎲 or 🎲 the unit activates for a **NOTHING** action.

Once the reacting unit finishes its actions, the enemy unit continues with its second action.

Whether you succeed or not, attempting a reactive attack activates your unit, so it cannot take any further actions this turn.

Units making a reactive attack cannot use C weapons as part of this action.



COMMAND SQUADS

Command squads are infantry units that include Officers, Radio Operators, Medics, and Mechanics.

Each of these specialists can perform special actions. If any are eliminated, the command squad loses that specialist's abilities.

OFFICER SPECIAL ACTIONS

Officers lead your force, keeping them moving, supplied with ammunition, and up to strength.

Radio Operators allow Officers to communicate with widely-scattered units. Command squads with infantry Armour 3 or 4 combine the roles of Officer and Radio Operator into one soldier. Vehicles always have a Radio Operator.

Ammo Drop

A unit with an Officer may take an **AMMO DROP** action.

Roll a die: on or , select any unit with *Limited Ammo* weapons within LOS and range 2 of the Officer, and replenish it back to a full ammunition load.

If the Officer has a Radio Operator, they can request an ammo drop for any unit on the board.

Get Moving You Bunch of Monkeys

A unit with an Officer may take a **GET MOVING YOU BUNCH OF MONKEYS** action.

Roll a die: on , select any unit within LOS and range 2 of the Officer, and that has already been activated this turn.

The Command squad's activation immediately ends, and the selected unit activates again (ie, you activate 2 units consecutively).

A unit may only be re-activated once per turn. If the Officer has a Radio Operator, they can re-activate any unit on the board.

Reinforcements

A unit with an Officer may take a **REINFORCEMENT** action.

Roll a die: on , select an infantry squad or support weapon (but not a hero) that has been eliminated, and call up a replacement unit as reinforcements.

The Command Squad's activation immediately ends, and the reinforcing unit activates (ie, you activate 2 units consecutively).

The reinforcing unit enters the game in the same way as **reserves**, moving on from the edge of the board.

If the reinforcing unit is eliminated a second time, it counts as another unit eliminated when determining victory.

Once an Officer has succeeded in calling up reinforcements, the player cannot use the **REINFORCEMENT** action again.

Replacement Vehicle

A unit with an Officer may take a **REPLACEMENT VEHICLE** action.

Roll a die: on , select an eliminated vehicle, remove it and call up a replacement. The command squad's activation immediately ends, and the replacement vehicle activates.

The replacement vehicle enters the game in the same way as **reserves**, moving on from the edge of the board. If the replacement vehicle is eliminated a second time, it counts as another vehicle eliminated when determining victory.

Once an Officer has succeeded in replacing a vehicle, the player cannot use the **REPLACEMENT VEHICLE** action again.

MEDIC SPECIAL ACTIONS

Medics keep your soldiers functioning in the heat of battle, treating minor wounds and overcoming battlefield fatigue.

Get Up, It Ain't That Bad

A unit with a Medic may take a **GET UP, IT AIN'T THAT BAD** action.

Roll a die: on or , selects any infantry unit within LOS and range 1 of the Medic. If the unit is an infantry squad, return an eliminated miniature to the unit. If the unit is a support weapon or hero, remove 1 point of Damage to that unit.

Returning an eliminated miniature does not change the amount of ammunition the unit has for its *Limited Ammo* weapons.

Inject Stimulants

A Unit with a Medic may take an **INJECT STIMULANTS** action.

Select any infantry unit within LOS and range 1 of the Medic and roll a die. Depending on the result, place the appropriate token on the unit's card:

- On , choose either token.
- On , **Attack Stimulants** token.
- On , **Move Stimulants** token.

If a unit activates while it has an Attack Stimulants token, it removes the token and treats an **ATTACK** action as a **SUSTAINED ATTACK** action. If a unit activates while it has a Move Stimulants token, it removes the token and treats a **MOVE** action as a **MARCH MOVE** action. The unit will take 3 actions in that activation..

MECHANIC SPECIAL ACTIONS

Mechanics keep vehicles operational, fixing minor battle damage.

Makeshift Repair

A unit with a Mechanic may take a **MAKESHIFT REPAIR** action.

Select any vehicle within LOS and range 1 of the Mechanic and roll 5 dice. Each returns 1 point of damage to that vehicle.



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