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EPIC WARPATH

BASICS

Bases and units
Groups of models that move and fight together are **units**. All the models are mounted on one or more **bases**. A vehicle without a base uses its footprint as its base. A base is in **base contact** with something when it is physically touching it.

Friendly units/bases are those in your army. **Enemy units/bases** are all those in your opponent's army. **Neutral elements** are classed as enemy elements for both players.

All units/bases are **in play** if they are on the table, including flying units and those within transports and buildings. Units and bases currently in reserve or destroyed are not in play.

Dice
All dice that equal or exceed the required stat are successes, and all less are failures. If a model has a stat of '-', no dice are rolled and no successes can be achieved. If D4 or D2 need to be rolled, roll a D8 and half or quarter the result, rounding up. Modifiers affect the number rolled, and are cumulative.

Re-rolls
You may only ever re-roll each die once. If both players can make re-rolls to the same roll, the player whose turn it is makes their re-rolls first.

Exploding 8s
If this rule is in effect, for each natural result of an 8, roll a bonus die. You can keep rolling 8s and keep rolling bonus dice. Bonus dice can be re-rolled after all bonus dice have been accumulated and rolled.

Nerve
If a unit has to make a nerve test, roll a D8: if the result equals or beats the army's **NERVE** value, the test is passed; otherwise, it is a fail.

Measuring
Measurement of distances is in inches and is always taken between the closest points on the 2 elements involved. You may measure distances at any time.

Simultaneous rules
If rules are triggered at the same time, the player with the initiative decides in which order all simultaneously triggered rules are resolved (unless the rules state otherwise).

Line of sight (LOS)
LOS is determined by using a top-down view. All bases can see in all directions around them.

To determine if a unit has LOS to a target, draw a straight, imaginary line from any part of a base in the friendly unit to any base in the target enemy unit. Bases from the friendly unit checking for LOS, or the target unit, and any bases with *Fly*, do not block LOS. Any bases (or gaps between bases) in other intervening units block LOS up to that unit's **HEIGHT**.

Check for LOS from each base in a unit, as only some may be able to see a target (or not all the enemy bases in may be visible).

If a base checking for LOS can draw an uninterrupted line to all parts of an enemy base, then LOS is **clear**.

If you cannot draw the line to any part of an enemy base without it being interrupted by terrain or bases with a **HEIGHT** equal or greater than both the base and the target, then LOS is **blocked**.

LOS from a base to the enemy is **partially blocked** if:
- The line can be drawn to some, but not all of the enemy base, because it is obscured by something that blocks LOS.
- The line passes over a base or terrain feature that is lower than both target and shooter.
- The line passes over a base or terrain feature equal in **HEIGHT** to either the target or shooter, and lower than the other.

An enemy unit can be seen so long as LOS is either clear or partially blocked. When LOS is partially blocked, the enemy unit is often **in cover**.

Units can ignore any intervening terrain elements or units that are 3 or more **HEIGHT** levels lower than they are. Targets 3 **HEIGHT** levels or taller than intervening terrain or units cannot claim LOS is blocked or partially blocked by those elements.

GAME ROUND

A game is played over a number of **rounds** (determined by the scenario), each consisting of 5 **phases**.

Within each phase players alternate taking **turns** activating their units until both players have activated all their eligible units. Once one of the players has completed all their activations in a phase, the other player then completes all of theirs.

Battle scenarios normally last 5 rounds. At the end of round 5, roll a die: on 4 or less, the game ends immediately; on 5+, play round 6 and then the game ends.

I. COMMAND PHASE

I. ROLL FOR COMMAND POINTS
Each player rolls 3 black **command dice**, plus any additional command dice from their *Tactician* units in play. They may then re-roll 1 dice for each **command unit** they have in play.

The total number of sword icons is the player's pool of **command points** (CPs) for the round. CPs cannot be saved for future rounds.

Use the dice as markers to track CPs as you spend them on **tactical orders** and **strategic orders**.

2. ASSIGN ACTION TOKENS

a. Mandatory tokens
Players place these tokens faceup next to the relevant units:

Engaged units: Units engaged in assault with each other from a previous round must be given **combat** tokens instead of one of the 3 action tokens.

Pinned units: Unengaged units that start the round with a **pin marker** must be given an **advance** token. Units both pinned and engaged receive no tokens of any kind.

Command units: Unengaged command units that are not pinned must be given both a **sprint** and an **overwatch** token.

b. Hidden tokens
Simultaneously, both players select an action token for each remaining unit they have in play (and reserves that will be entering the battle this round) that has not yet received a token. Place these action tokens facedown next to the relevant units.

Units aboard transports are assumed to have the same token as their transports.

3. ROLL FOR INITIATIVE
Unless a scenario instructs otherwise, both players roll D8 in the first Command phase and the winner has the **initiative** for the round (re-roll ties) and takes the large **initiative token**.

In each subsequent Command phase, roll again for initiative. On a tie, the player that didn't have it in the previous round wins.

4. REVEAL HIDDEN ACTION TOKENS
Both players reveal all their hidden action tokens. If you forgot to place a token on a unit, give it a **combat** token now.

This is the last chance for a unit to receive action tokens. Any units without a token will have no action this round.

2. MOVEMENT PHASE

The player with initiative chooses to go first or second. Players then take alternating turns to activate and **move** their units with **advance** or **sprint** action tokens, one at a time. You cannot pass your turn, but you may choose not to move a unit when it activates. Once you run out of appropriate units to move, your opponent finishes moving their remaining units.

After a unit is activated:
- If it has an **advance** token, swap it for a **combat** token.
- If it has a **sprint** token, but didn't engage the enemy in base contact, remove its token.
- If it has a **sprint** token and engaged the enemy in an assault (base contact), swap the sprint token for a **combat** token, or a **combat (-1)** token if hindered.

Command units that move, and don't engage the enemy in base contact, discard their sprint token, but keep their overwatch token. If they assault an enemy unit, they swap both of their tokens for a combat token. If they are assaulted, they lose any tokens they have, but immediately resolve any overwatch action they had against the assaulting unit as normal.

3. OVERWATCH PHASE

The player with initiative chooses to go first or second. Players then take alternating turns to activate their units with **overwatch** tokens and **shoot** their ranged weapons, one at a time. You cannot pass your turn. Once you run out of appropriate units to shoot with, your opponent finishes firing with their remaining units.

When you activate a unit with an overwatch token, instead of firing, you may swap the overwatch token for a **combat** token to use later.

A unit can only fire weapons with a range number; those with a range of **A** are used in assaults.

4. COMBAT PHASE

The player with initiative chooses to go first or second. Players then take alternating turns to activate their units with **combat** tokens to either **shoot** or **assault**, one at a time. You cannot pass your turn. Once you run out of appropriate units to shoot or assault, your opponent finishes shooting or assaulting with their remaining units.

SHOOT
When an unengaged unit with a combat token activates, it may shoot with its ranged weapons. After the effects are resolved, remove the combat token from the shooting unit.

When you activate a unit with a combat token that is not engaged with the enemy, instead of firing, you may choose to do nothing (remove the token as that unit's activation).

ASSAULT
Units in base contact with each other are **engaged** in an assault and must fight each other in **close combat**.

When an engaged unit with a combat token activates, it and the enemy it is in contact with fight simultaneously. Units that are engaged but that do not have a combat token themselves still fight in the assault when it is triggered by another unit.

All engaged units (with or without combat tokens) must have fought by the end of the round. You cannot choose not to fight.

While all bases involved fight simultaneously, the player that triggered the assault should roll first, including any re-rolls.

5. END PHASE
No unit should have any action or combat token.

I. Trigger end phase special rules
Any special rules with effects that take place in the End phase are carried out now.

2. Roll for pin markers removal
Players take a **nerve test** for each of their units with a **pin marker**. If the test is passed, the pin marker is removed.

Command units, and units within the **command radius** of a friendly command unit, each roll 2 dice and choose the highest.

3. Check victory conditions
Players add any VPs to their running total. Then check the scenario conditions to see if anyone has achieved victory.

If not, turn over any **dynamic objective markers** on the table to their other side (active becomes inactive, and vice versa). Then continue the game.

4. Remove other markers/tokens
Remove any tokens/markers that show that a unit is under the effects of a rule that lasts until the end of the round.

Unless otherwise specified, the only markers/tokens left on the table should be any pin markers that units failed to clear.

MOVEMENT

A unit's bases move up to the unit's maximum allowed distance, measured from the edge of the bases. This can be in a straight or curved line, and the bases may end up facing in any direction.

A unit with an **advance** action may move up to the first of its **SPEED** values.

A unit with a **sprint** action may move up to the second value, and only sprinting units may engage enemy bases in an assault by moving in to base contact.

No bases may come within 1" of any enemy unit unless they are engaging that unit in an assault. Such units may also then be within 1" of other enemy units that happen to be in close proximity, while they are engaged.

Units can come within 1" of friendly units so long as they end their move clear of them. A unit may move through another (unengaged) friendly unit as long as its bases end their moves at least 1" away. Some very large vehicles can turn on their centre point and rotate through friendly models, so long as they end clear of other bases. Friendly units should, as much as possible, be kept apart, and should never, unless specified, be in base contact with each other. If you cannot keep friendly units at least 1" apart, a smaller distance is acceptable, so long as it is clear to your opponent which bases belong to which unit.

No unit may move off the table and must immediately stop at the edge if forced to do so. If permitted to leave the table by specific rules, then all bases must be able to reach the table edge during its movement to do so. Place all the bases off the table; they are not destroyed, but are no longer in play.

Coherency
Each base in a unit must be within 1" of at least one other base in the unit, in an uninterrupted chain or group, and within 6" of all the other bases in the unit. Removing bases from a unit should maintain unit coherency, when possible. The first time a unit moves, any base from that unit that is outside of coherency must return within coherency.

SHOOTING

SHOOTING SEQUENCE

1. Nominate a target
Choose 1 valid enemy unit to shoot at (units cannot normally split their fire against multiple targets). If a target cannot be seen and/or is out of range, choose a different target.

2. Check LOS and range
Check each base in the firing unit. Only those with weapons in **range**, and that have partial or clear **LOS** to at least 1 enemy base, may shoot.

Some weapons have a **minimum range**, and cannot shoot at targets closer than that range.

If a unit has more than 1 **weapon option** they may fire with all eligible weapons against the same enemy unit. If the target is out of the weapon's range that weapon is not eligible and cannot fire.

If a weapons has 2 or more **firing modes** (each with an *), you must choose which mode to use before shooting.

Unless it is a super-heavy unit, a **command unit** can only be selected as a target for shooting (or be intentionally covered by a blast template) if it is the closest viable target within range and LOS of the shooting unit.

Bases wholly within some terrain types, and those partially obscured by terrain or other units, are **in cover**. Additionally, some special rules or keywords may mean a base is in cover.

If the majority of bases in the target unit (even those out of range) are in cover, or out of sight, from the majority of the eligible shooting bases, the whole target unit is in cover. Otherwise, there are no additional penalties to shooting.

If it's not clear whether a target is in cover, the shooting player rolls a die: on 5 + the target is not in cover, on 4 or less it is.

3. Determine number of dice to roll
Take a number of D8s equal to the number of eligible firing bases multiplied by the **ADICE** of the ranged weapons being used.

If there are weapons with different **AP** values, or keywords, roll dice separately for those weapons, or use different coloured dice.

4. Roll to hit
Roll the dice and apply any modifiers. Any dice that equal or exceed the **SHOOT** of the firing unit result in a hit.

If you need to score more than 8 to hit, roll anyway: natural rolls of 8 always hit. Natural rolls of 1 always miss.

Target is **in cover**	-1
Target has **Fly** (-1 for super-heavy target)	-2
Target has *Stealthy*	-1
Shooting unit has a pin marker	-1

5. Roll to damage
For each hit, take a D8 and roll again (unless it is impossible to achieve the target number), adding the weapon's **AP** to the result. For each die that equals or exceeds the **ARMOUR** of the target unit, 1 base is removed.

Only 1 point of damage can be allocated to a base to destroy it. If more damage is caused than there are eligible bases to remove, excess damage is wasted. Natural rolls of 1 always fail to damage.

6. Roll to save
If a unit has a **SAVE** value, roll D8 for each point of damage potentially suffered. For each roll that succeeds, that point of damage is cancelled.

7. Remove casualties
The player controlling the unit suffering casualties chooses which bases are removed, but only from those that were eligible targets.

Bases out of LOS or beyond the range of all the firing weapons cannot normally be removed, therefore excess damage may be wasted.

Bases that take damage are **destroyed**. They are removed from the table and are no longer in play.

If a unit loses half or more than its current number of bases from a single shooting attack, it receives a **pin marker**.

SHOOTING AND ASSAULTS

Units with overwatch tokens that were engaged by the enemy in base contact that round will have used them to fire at the assaulting enemy in the Movement phase. Otherwise, **units engaged in an assault cannot fire any ranged weapons.**

Units cannot fire at any enemy units engaged in assault, or intentionally cover them with a blast template.

However, **units may shoot at super-heavy units even when they are engaged in combat**. Non-Blast weapons suffer an additional -1 to hit. Blast weapons can be fired so that they intentionally cover enemy super-heavy units, but they will only hit super-heavy targets (friendly and enemy).

BLAST WEAPONS

Weapons with *Blast* use the 60mm round blast template to show the weapon's area of effect. Blast weapons can be fired directly at a target point on the table within range and LOS.

If the weapon also has *Indirect*, they can alternatively be fired at any target point within range, regardless of whether the shooting unit can see it or not. A unit must have an **overwatch** token, and fire in the Overwatch phase, to fire indirectly.

If only some bases in the firing unit can see the target point directly, then you must choose whether to fire with the entire unit indirectly (if they can), or fire directly with the bases that can see the original target point (before any scatter), while the other bases hold fire.

Whether a unit is firing directly or indirectly, follow these steps:

1. Place first template
Place a blast template centred on a point on the table. The centre of the template must be within range and LOS of one of the firing unit's bases.

If the fire is indirect, the centre of the template does not have to be in LOS.

2. Roll potential scatter (indirect fire only)
If the fire is indirect, roll the **targeting die**. If **ON TARGET** is rolled, the template lands where intended. If a number is rolled, the template has **scattered**: move it the distance in inches shown on the die, in the direction of the arrow.

If the template touches the edge of the table in its final position, it is removed, together with any other templates that were part of this attack.

3. Place additional templates
Add an additional blast template for each additional base in the unit that is firing (usually 1 per base, unless otherwise indicated)

Roll the targeting die for each additional template. If **ON TARGET** is rolled, place the template anywhere you wish touching edge-to-edge with the first template.

Otherwise, ignore the number and place the template edge-to-edge with the first template in the direction indicated by the arrow and relative to the centre of the initial template. Additional templates may end up overlapping each other. If a template touches the edge of the table in its final position, it is removed.

Once all templates are placed, they form the entire **area of effect** affected by the blast.

4. Roll to hit
Count the number of bases in each unit covered fully or partially by at least 1 template; this gives you the number of dice to roll against that unit. No matter how many templates are over a particular base, you only roll to try and hit it once. Roll to hit against each unit in turn.

Direct fire: Use the firing unit's **SHOOT**. Normal modifiers apply.

Indirect fire: Use a **SHOOT** of 5+. Normal modifiers apply, however ignore the -1 for being in cover unless the target bases are inside a building.

All rolls to hit bases under a blast template have the *Sustained Attack* keyword (use the exploding 8s mechanic).

5. Roll to damage
For each hit scored, roll to damage as normal. Only bases touched by the blast template(s) can be hit and take damage, and they may be out of LOS (this is an exception to the normal casualty removal rule).

If a template scatters onto a unit, the unit is considered to have been targeted (is a target of the attack) for any rule purposes.

6. Roll to save
If a unit has a **SAVE** value, roll D8 for each point of damage potentially suffered. For each roll that succeeds, that point of damage is cancelled.

7. Remove casualties
Remove any bases from the unit that suffer damage.

ASSAULTS

In the Movement phase, a unit with a **sprint** token may move into base contact with a single enemy unit to engage it in an **assault**.

Move each assaulting base into contact with at least 1 base in the target unit, contacting unengaged bases first, so as many enemy bases as possible are engaged (and keeping the unit in coherency).

 Then the assaulting units swap their action token(s) for a **combat token**.

 If any base in the assaulting unit moved in or through difficult terrain, or into or from a building, they are **hindered**. Give them a **combat (-1) token** instead.

Any unit that is assaulted (and now in base contact with the enemy) swaps any **advance** or **sprint** tokens it still has for a **combat token** (losing its chance to move).

While engaged in a multiple combat involving several units, the units involved do not have to stay 1" apart as they usually do.

Assaulting a unit on overwatch
If a unit assaults an enemy unit with an **overwatch token**, move the bases in as normal, immediately resolve the overwatch fire against the assaulting unit, then remove the unit's overwatch token (do not give it a combat token). The unit will still fight the assault in the combat phase (but cannot trigger the assault).

Weapons with *Blast* and weapons with a minimum range cannot be used to shoot at an engaging enemy in this way. If the unit being assaulted has no other weapons, swap its overwatch token for a combat token and it does not fire (but will have the chance to trigger the assault when it wants).

If a command unit is assaulted, it loses any tokens it has, but immediately resolves any overwatch action it still had against the assaulting unit.

Special units
Units with *APC* cannot move to engage and assault units that have an action token.

If a vehicle/walker unit is assaulted by anything other than another super-heavy/vehicle/walker while they still have an advance/sprint token, they retain their advance/sprint token. When activated, they can move out of base contact with the unit(s) that engaged them. If they cannot or will not move out of base contact when activated, swap their token for a combat token.

If a **super-heavy unit** is assaulted by anything other than another super-heavy unit while they still have an advance/sprint token, they retain their advance/sprint token. When activated, they can move out of base contact with the unit(s) that engaged them. If they cannot or will not move out of base contact when activated, swap their token for a combat token.

ASSAULT SEQUENCE

1a. Allocate attacks
Only these bases can attack in an assault:
- Bases in base contact with enemy bases.
- Bases within 1" of bases belonging to the same unit which are in base contact with enemy bases. These bases are **in support**.

Take D8s equal to the number of eligible attacking bases multiplied by the **ADICE** of the assault (range A) weapons used.

If there are weapons with different **AP** values or keywords, roll dice separately for those weapons, or use different coloured dice.

1b. Roll to hit
Roll dice and apply modifiers. Any dice that equal or exceed the **ASSAULT** of the fighting unit result in a hit.

If you need to score more than 8 to hit, roll anyway: natural rolls of 8 always hit. Natural rolls of 1 always miss.

Unit has a **combat (-1)** token	-1
Unit has a **pin marker**	-1
Unit arrived from reserve this round	-1
Unit disembarked from transports this round into assault	-1
Infantry and heavy infantry vs APCs	+1

1c. Roll to damage
For each hit take a die and roll again (unless it is impossible to achieve the target number), adding the weapon's **AP** to the result. For each die that equals or exceeds the **ARMOUR** of the target unit, 1 base is removed.

Natural rolls of 1 always fail to damage.

1d. Roll to save
If a unit has a **SAVE** value, roll D8 for each point of damage potentially suffered. For each roll that succeeds, that point of damage is cancelled.

2. Remove casualties
Starting with the player that has initiative, both players alternately choose which bases are removed from their own units (including bases that were not eligible to attack).

Bases that take damage are **destroyed**. They are removed from the table and are no longer in play.

3. Determine winner and take nerve tests
Total up all the bases removed by both sides (across all units) during the assault. Exclude any lost **resilience** tokens from this count. If one side caused less removals than the other, they are the loser; the other side is the winner. Otherwise it is a draw. A side that is completely wiped out is the loser, regardless of the number of casualties they caused.

All units that were involved and on the losing side receive a **pin marker**.

The loser, if they have any units with bases remaining, must now take a number of **nerve tests** equal to the difference their side lost the combat by. For every failed test, the loser must immediately remove a base from any of their units involved in the fight.

4. Tidy up

1. If any bases are still in base contact with any vehicles or super-heavy bases, separate them by 1", with non-vehicle and non-super-heavy bases moving first (unless they are also in contact with another non-vehicle or non-super-heavy base, in which case they do not move at all). If both sides have vehicle or super-heavy bases in the combat, the side with initiative retreats first. If neither base can move enough to create a 1" gap, they stay engaged.

2. If any units still have bases that remain in contact, starting with the player with initiative, players move (**pile-in**) any bases from the engaged units not currently in base contact with the enemy unit, into base contact. Follow normal movement rules, even if this would take them further than their normal **SPEED**. A pile-in move cannot be used to engage vehicle or super-heavy units which previously separated from the assault. Once pile-in moves have been completed, the assault continues next round.

   Alternatively, a unit that no longer has any bases in contact with the enemy may make a **consolidation** move up to 3", following normal movement rules. If this applies to both players, the winning player (or the one with initiative if there was no winner) may choose to go first or second. If the winner goes first, they may choose instead to move their units back into base contact with the loser's units (see **pile-in** above), to continue the assault next round. Otherwise, units should be separated the usual 1" minimum distance. A consolidation move cannot be used to move to engage a new enemy unit.

3. Remove any combat tokens from all the units involved.

Units still engaged continue to fight in the next Combat phase.

Multiple combats

If an assault involves more than 2 units, all participants from all units that are in base contact with each other will fight simultaneously. Any base in base contact with multiple enemy units may choose which to allocate all its attack dice to. If a base is in contact with just one of the enemy units, it must direct its attacks against that unit.

Bases that are **in support** can always choose to allocate their attacks against any enemy unit their unit is engaged with, regardless of their position.

Make it clear to your opponent how attacks are being allocated.

PINNING

A unit can have a maximum of 1 pin marker on it. While a unit with **US** 2 or more has a pin marker, its **US** is 1.

A unit gains a pin marker in these ways:

- A unit loses half or more of its current number of bases from a single shooting attack.
- A unit loses an assault.
- A unit is hit by any weapons with *Pinning*, even if no casualties are suffered.
- Bases in a unit survive being in a destroyed transport vehicle.

TRANSPORT VEHICLES

Vehicles that can **transport** other units have *Capacity (n)*, where (n) is the number of bases each vehicle in the unit can carry. Unless specified otherwise, they can only carry friendly infantry or heavy infantry bases.

A unit of transport vehicles can normally only carry 1 friendly unit, and a unit cannot be embarked within more than 1 transport unit. The transport vehicle unit and the transported unit are assigned a single action token.

If you need to measure the range to a unit that is being transported, measure the range to the closest of their transports.

Entering and leaving transport vehicles

Units cannot enter and exit transport vehicles in the same round.

When a unit moves to enter a transport vehicles unit, measure to the base of any of the vehicles. If not all the bases in a unit can reach a vehicle, the whole unit must remain outside.

If all the bases reach a vehicle, the unit is removed from the table and set aside, and assumed to be inside the vehicles. The vehicles may then activate and move as normal.

Units in a vehicle cannot shoot or be shot at, and they cannot be assaulted directly.

If a unit activates and leaves its transport before the vehicles move, the vehicles can move in their own activation as they wish. Leave the action token with the vehicle unit to spend later.

If the transport vehicles activate and move before the troops inside activate, the vehicle receives a combat token as normal. The transported unit may immediately activate for free once the vehicles' action is complete, in order to **disembark**. Alternatively, the transported unit may remain inside the vehicles and wait to activate and disembark later, in which case leave the action token next to the vehicles, together with their combat token. The combat token applies to the vehicles, while the action token applies to the transported unit.

When disembarking, if the transport vehicles moved using an **advance** action, the troops inside may subsequently leave and advance as normal.

If the transport vehicles moved using a **sprint** action, the troops inside may not disembark if the vehicles moved more than their **advance** speed. Otherwise, they may disembark and make their sprint move, but only as far as their own **advance** speed. They may still engage enemy units in an assault, but with a **combat (-1)** token. If an assaulting unit disembarking from a transport would be hindered by terrain or other effects too, they receive a second **combat (-1)** token and suffer a total of -2 on their rolls to hit.

To leave a transport, measure the move of the bases from the vehicle they are leaving (up to a maximum of n bases per vehicle), and end the move in coherency. If the unit of vehicles had a **pin marker**, place a pin marker on the disembarked unit too.

Place combat tokens on both the vehicle and troops units if appropriate.

If a transport unit assaults an enemy unit that has an **overwatch** action, resolve the overwatch fire after any transported unit disembarks for free. Assuming the transported unit also assaults the unit with overwatch, the overwatch fire may be resolved against either attacking unit (vehicles or troops); otherwise it is resolved as normal.

Shooting at loaded transports

If a unit of loaded transports takes damage from ranged attacks and loses vehicles, the transported unit takes a number of hits equal to the **number of destroyed transports multiplied by their capacity**. Roll to damage the transported unit as normal, with no **AP** or any other modifiers.

If the transport unit no longer has enough total capacity to carry the remaining bases in the transported unit, you have 2 options:

1. Remove enough bases from the transported unit to ensure the unit still fits into the remaining transports (the removed bases count as destroyed).

2. The unit must immediately make an **emergency disembarkation**. Place all remaining transported bases in contact with the surviving transports, or as much as possible within the footprint of the transport vehicles if that unit was wiped out. Any bases that cannot be placed (for example due to impassable terrain or the proximity of enemy units), are destroyed. Finally, place a **pin marker** on the disembarked unit and discard any token they (and their transports) had.

Assaulting loaded transports

If a transport unit is assaulted and engaged by an enemy unit and the unit inside can still activate (even if it has an **overwatch** action token, although it will not get to shoot), it has 2 options when it does so:

1. It can remain inside the vehicles.

2. It can counter-assault the enemy unit(s) that have assaulted the vehicles. Place as many of its bases as possible directly into base contact with those enemy bases, or into support position if there is no space for base contact.

   Give the unit a **combat (-1)** token for disembarking from the vehicle into assault (it cannot activate in the movement phase). If there is not enough room for all of the embarked bases to get out in this way, the unit must remain onboard, unactivated.

If the transported unit has already activated or has remained onboard, and the loaded transports then take damage in an assault:

1. Resolve the assault completely, including consolidation moves.

2. Roll for the damage on transported units caused by their transports being destroyed (both by enemy attacks and by failed nerve tests).

3. If the transported unit no longer fits in the remaining transports, it must make an **emergency disembarkation**, or lose the surplus bases.

Pinning and transports

If a unit of transport vehicles receives a **pin marker**, any unit inside also receives a pin marker.

If a unit with a pin marker boards a transport vehicle unit, it may immediately make a free nerve test to remove the pin marker, just like in the End phase (command units, and units within **command radius** of a friendly command unit, roll 2 dice for this test and choose the highest).

Command units

While a **command unit** is embarked inside a vehicle, the transport unit is also considered a command unit for the purposes of receiving action tokens and being targeted.

As soon as a command unit leaves a transport, the transport unit reverts to its normal non-command status (although keeps any action token it still has to use this round).

A command unit may have *Capacity* and can transport other, non-command units. As a command unit, it receives both a **overwatch** and a **sprint** token when action tokens are assigned. Any non-command units transported inside may each select either a **sprint** or **advance** action token, rather than getting the same as the transport as normal.

Command transports

Some command units include the option of purchasing a **command transport**. These must be deployed at the same time as the command unit they have been purchased with, and within 3" of it (the command unit may begin the game already embarked).

While a command unit is embarked in a command transport, the transport unit gets both a **sprint** and an **overwatch** action token. In the round the command unit inside leaves the transport, it keeps any action tokens it has and can use one or both as normal.

After deployment, the transport vehicle is a separate unit (**US** 0) and acts as a normal unit (with 1 action token if no command unit is onboard) for the rest of the game, with these exceptions:

- Command transports can only transport command units (any friendly command unit that fits onboard).
- A command transport cannot be targeted deliberately unless it is the closest target (even when not transporting a command unit).

TERRAIN

Suggested terrain heights follow. A man-sized unit is **HEIGHT** 2, while tanks and most other vehicles are **HEIGHT** 3.

Terrain can block LOS to any bases behind it in the same way as a unit. If a unit is positioned on (not in) terrain, add the terrain's **HEIGHT** to the unit's **HEIGHT** when determining LOS. While a unit is occupying a building, it has the **HEIGHT** of that building.

Open terrain

Unless specified otherwise, all battlefield areas are open terrain by default.

Difficult terrain

Even if sprinting, a unit can only move up to the first of its **SPEED** values (**advance** speed) if any part of the move starts, ends or goes through difficult terrain.

Impassable terrain

This terrain cannot be moved into or through.

Broken ground/rubble/craters (HEIGHT 0)

Non-vehicle and non-super-heavy bases wholly inside this feature are always in cover. LOS is unaffected.

Infantry/heavy infantry/walkers/super-heavy: Open.

Bikes/vehicles: Difficult.

Roads (HEIGHT 0)

Vehicle and bike units making their entire move along a road can add up to 3" to an **advance** move and up to 6" to a **sprint** move. LOS is unaffected.

All units: Open.

Marsh/river (HEIGHT 0)

LOS is unaffected.

Infantry/heavy infantry/walkers/ super-heavy: Difficult.

Bikes/vehicles: Impassable.

Low wall/hedge/barricade (HEIGHT 1)

Infantry/heavy infantry/super-heavy: Open.

Bikes/walkers/vehicles: Difficult.

Bases in contact with this terrain may ignore it when drawing LOS to targets.

High wall/barricade (HEIGHT 2)

Super-heavy: Open.

Infantry/heavy infantry/ walkers: Difficult.

Bikes/vehicles: Impassable.

Hill (HEIGHT 3)

All units treat hills as open.

Woods (HEIGHT 4)

Bases wholly inside woods are always in cover.

Infantry/heavy infantry: Open.

Bikes/walkers/vehicles/super-heavy: Difficult.

LOS is blocked if it goes through more than 2" of wood, and if LOS goes though 2" or less of wood, the target is partially obscured (automatically in **cover**).

Ruins (HEIGHT 4)

Non-super-heavy bases wholly inside ruins are always in cover.

Infantry/heavy infantry/walkers: Open.

Bikes/vehicles/super-heavy: Difficult.

Intact building (HEIGHT 4 or more)

Bases wholly inside buildings are always in cover.

Infantry/heavy infantry/walkers: Open.

Bikes/vehicles/super-heavy: Impassable.

Low level buildings are **HEIGHT** 4, taller buildings **HEIGHT** 6+.

FLIERS

Units with *Fly* are mounted on round flying bases and operate above the battlefield. They do not block LOS, and cannot claim objectives unless they are *hovering*.

In the Command phase, fliers can only be given **advance** or **sprint** tokens and they cannot assault or be assaulted.

Fliers have a front arc and rear arc (draw a line directly through the middle of the flying base). Normally, they can only fire their weapons against bases wholly in their front arc.

Movement

A flier must end its move at least the **advance** value of its **SPEED** from where it started each round, and wholly within its front arc, otherwise it is immediately destroyed.

After completing its move, a flier may pivot to face any direction. **Fliers must remain with 3" of bases in the same unit** (instead of the normal 1"); so if a unit of fliers has more than 1 base, ensure they are all facing approximately the same direction at the end of their move.

Fliers may move over any other bases or terrain without penalty. They may only finish their move over terrain they can safely stand on without falling over. They must still respect unit coherency and proximity rules. However, enemy units on the ground that are less than the fliers' **HEIGHT** may move under them, so long as they end their move 1" or more away from them.

While moving over, or stopping above terrain, fliers have a **HEIGHT** equal to the terrain's **HEIGHT** plus their own.

Shooting at fliers

Weapons used by non-fliers with a range of 15" or less cannot shoot at fliers. When non-fliers are shooting at fliers, even rolls of natural 8s do not hit if the number required is more than 8 (so the exploding 8s mechanic does not apply).

Fliers cannot be hit by *Blast* weapons firing indirect. They can be hit by direct-fire *Blast* weapons, but the firing player must declare that the weapon is firing an **air burst** barrage, which can only hit fliers and not ground units.

Units transported by fliers

Some fliers have *Capacity (n)* and can transport troops. Units must start the game aboard the flier and no unit may enter a flier during the game.

Transported units onboard a unit of fliers that loses capacity automatically lose bases down to the remaining capacity of the flying unit (there is no chance to disembark).

Only units with *Anti-grav* or *Drop-troop* may be transported and exit from a flier.

However, if a unit of fliers has *Hover deployment*, it may act as a transport for any troops. In a round when the troops wish to disembark, the flying transport unit must declare it is **hovering** at the end of its movement and cannot end its movement in impassable terrain. Any base attempting to hover in impassable terrain, or disembark in impassable terrain, is destroyed.

Place a status marker on the unit: hovering lasts until the end of the round. While hovering the flying unit has a **HEIGHT** of 3, cannot have any combat tokens, loses the *Fly* keyword and can claim objectives.

While hovering, all the normal rules for troops leaving transports (and for transports being destroyed) apply. Units may hover at other times, even if not disembarking troops. Units cannot enter hovering units.

A unit that was hovering in a previous round may choose to not move and continue to hover. It receives a combat token and another status marker when mandatory action tokens are placed and another hover is declared.

BUILDINGS

Only infantry, heavy infantry and walker bases may enter buildings (transport vehicles must remain outside).

A building may only contain 1 unit at a time, and it may only contain a number of bases equal to its **CAPACITY** (normally 3 bases for each 2" square of building).

To enter a building, all bases in the unit must have enough movement to reach it. Otherwise (or if the building does not have enough **CAPACITY**), the whole unit must remain outside.

If all the bases reach the building, place the unit on the building roof where possible, with any bases that don't fit placed off the table to one side. The unit is now **occupying** the building.

From now on, all ranges and LOS for the unit are measured to/from the building itself. All bases inside the building are assumed to be both visible, and able to see out of the building.

To leave a building, a unit must be given an **advance** or **sprint** action. A unit cannot enter and leave the same building in the same round, unless it is to move to an adjacent section in a large building.

Buildings and shooting

While occupying buildings, units have the **HEIGHT** of the building, are in cover, and have +1 **ARMOUR** when shot at.

If a unit inside a building is hit by a weapon with the *Demolisher* keyword, there is chance the building might also collapse. Before resolving the hits on the unit in the building, roll D8 to damage the building itself. Buildings have an **AR** of 9+. If a building is destroyed, replace it with a **ruins** terrain element with the same footprint (with half the building's **HEIGHT**). Any bases occupying the building are immediately destroyed. If the building is not destroyed, proceed with resolving hits against the target unit.

Units with *Demolisher* weapons can deliberately target unoccupied buildings with their shooting attacks. If they score at least 1 hit, roll D8 to damage the building as above.

Buildings and blast weapons

If a blast template has its centre point on the building, all bases in the building are considered covered by the template.

If a blast template is not centred on the building but touches it, then just one of the bases in the building is considered to be covered by the template for each template touching the building (up to a maximum of the number of bases in the building).

In either case, bases outside buildings that are under templates can still be hit as normal.

Buildings and assault

A unit cannot move into an enemy-occupied building; instead it must assault from outside the building. If a unit assaults a unit in a building, the attack is always **hindered**.

Assaulting bases are moved into base contact with the building itself and are then considered engaged with the unit inside.

Bikes may assault buildings but cannot enter them, and suffer an additional **-1 to hit** in the assault, as well as being **hindered**. **Vehicles** cannot assault units in buildings.

All bases in the building, and all bases in contact with it (plus assaulting bases in support position of those in base contact with the building) fight in the ensuing assault. Bases may allocate their attacks to any enemy units involved. Declare how all units allocate attacks before resolving any unit's attacks.

If the occupying unit loses, any **nerve tests** it must then take have a + 2 modifier.

If, after any nerve tests are taken, the attackers wipe out all occupying defenders, any surviving attackers may move into the building as a **consolidation move** if the building is not impassable

to them and if they can all fit. If they don't fit, they can make a normal consolidation move outside the building instead. Otherwise, the occupying unit remains in place and the attacking units remain at the base of the building. Super-heavy units will separate as normal.

For both ongoing and multiple assaults, attacks allocated against the unit occupying the building will still be **hindered**. Use a **combat (-1)** token as a reminder, but the -1 for being hindered will not actually apply if any attacks are allocated to other units outside the building (unless the unit has been hindered generally for some other reason).

A unit with assault *Demolisher* weapons can deliberately target any building (occupied or not) it is in base contact with, in an assault. The unit must allocate all its assault attacks to the building, but has a +1 modifier to hit. If the unit scores at least 1 hit on the building with a weapon with the *Demolisher* keyword, roll D8 to damage the building as described in the shooting section above. Any bases destroyed inside the building will count towards determining the winner/loser of the assault.

Large buildings

If you split a large building into connected sections, each with its own **CAPACITY**, treat each section as its own building for the purposes of moving, LOS and shooting. If a unit moves from one section to another adjacent one, it can do so with an **advance** or **sprint** action. If the section is occupied, it must fight a hindered assault as normal against the enemy unit in the adjacent section, but remains in its own section if it fails to destroy the enemy.

A unit can shoot at an enemy unit in an adjacent section, following the normal rules for firing at units in buildings.

A particularly tall building could potentially be split into sections. A unit occupying a section would still have the **HEIGHT** of that section.

WINNING THE GAME

If a game ends and both players have an equal number of VPs, the player with the largest total **US** from all their units still in play is the winner. If this total is the same, the game is a draw.

If a player wipes out all their opponent's units before the end of the agreed game length, the player with units left immediately gains 10 VPs and then completes all their actions for the round. Then, VPs at the end of the current round are calculated to determine the actual winner.

If a player has no units in play at the end of round 2 or later, they must bring all units they have in reserve into play in the next round, otherwise they all count as being destroyed.

SETUP

Decide on the game size in points (1,000-1,500 on a 4'x 4' battlefield, or 2,000-3,000+ on a 6'x4' battlefield) and prepare chosen faction's **armies** using the appropriate **army lists**.

Choose or randomly roll a **battle scenario** (balanced, competitive play) or **narrative scenario** (story driven game).

ARMY LISTS

An army consists of any number of **companies** of **troops**, **specialists**, **support**, and **HQ** units.

- You must take at least 1 **HQ** unit and 2 **troop** units in your company. No other units are required to unlock these units.
- Your company may include up to 2 additional **troop** units.
- For every **troop** unit in your company, you may take 1 **specialist** unit.
- For every 2 **troop** and/or **specialist** units in your company, you may take 1 **support** unit.
- You can take 1 **transport** unit for any unit in your company that is not a walker, vehicle, super-heavy, or bike unit type. Some command units may also have a transport option. Only the unit the transport was bought for may start the game embarked in it (although they do not have to).

Units marked **U** are **unique** and cannot be taken more than once in an army.

A **super-heavy** unit takes up 1 **support** slot and you may only select 1 per company in your army. Some super-heavy units are **command (super-heavy)**; these take up both an **HQ** and a **support** slot when making a company.

TERRAIN

Place **terrain** (approximately two 6"x6" pieces for each 24" square area of the battlefield, and between half and the same number of linear obstacles) in a mutually acceptable manner. Avoid having buildings straddle the edges of deployment zones.

SCENARIO PARAMETERS

Roll D8 on each of the 4 scenario parameters charts (or draw 1 card from each of the *Epic Warpath* scenario card sets).

1. Deployment zones

1-2   Both players deploy along the longest table edges, at least 15" from the centre line.

3-4   Both players deploy along the shortest table edges, at least 15" from the centre line.

5-6   Randomly determine 2 opposite corners. Each deployment zone is a triangle drawn from the midpoint + 6" of one table edge, to the mid-point +6" along the adjoining edge.

7-8   All 4 corners are used. Deployment zones are rectangles 24" away from any other deployment zone. Each player gets one pair of opposite corners and must alternate deploying units into each (so there are roughly equal numbers of units in both of a player' zones).

2. Objectives

1-2   Place 5 dynamic objectives following the rules for objective placement. If the first 4 objectives placed are inactive, the fifth is automatically active.

3-4   Place 3 dynamic objectives following the rules for objective placement. Then place 1 static objective marker in one of each player's deployment zone(s), at least 9" from any other objective marker and no closer than 6" to any table edge.

5-6   Place 1 static objective in the exact centre of the table. Each player takes 1 more static and 1 more dynamic objective marker. Take it in turns to place them in any order, following the normal rules for objective placement.

7-8   Place 1 static objective in the exact centre of the table. Place 2 more static objectives either side of the first, 12" away from it, along a line that runs from the middle of a random table edge to the other side of the table, through the centre. Then, each player place 1 dynamic objective marker following the normal rules for objective placement.

Objective markers do not block LOS or movement and cannot be moved or removed unless specified otherwise. A marker within a building that is destroyed stays in the same place in the ruin.

Static objectives are always available for scoring.

Dynamic objectives are not always available for scoring, and are flipped (active/inactive) in the End phase of each round.

If there are an odd number of objectives to be placed, roll to see who places the extra one. When first placing dynamic objectives, toss each like a coin to determine its starting state. Objectives must be placed outside any deployment zones, at least 9" from any other objective markers or table edge, and 6" from any deployment zone. They may be placed in or on any terrain, except terrain impassable to all units.

3. Scoring

In all cases, **the player with the most VPs at the end of the last round is the winner.**

1-2   Each player scores VPs for any objectives they currently claim at the end of each round. In rounds 1, 2 and 3, active dynamic objectives and static objectives score 3 VPs each. From round 4 onwards, active dynamic objectives and static objectives score 5 VPs each.

3-4   Each player scores VPs for any objectives they currently claim at the end of each round. Static and active dynamic objectives score 3 VPs each. The player that has the most pin markers on their units at the end of each round makes a single nerve test with no modifiers against their army **NERVE**. If the test is failed, they lose 1 VP (to a minimum of 0).

5-6   Each player scores VPs for any objectives they currently claim at the end of each round. Static and active dynamic objectives score 3 VPs each. Add up the **US** of each side's units wholly within each deployment zone at the end of each round. Pinned units count as **US** 1 (unless already **US** 0). The player with highest **US** score in each deployment zone scores an additional 3 VPs for each zone they claim.

7-8   Each player scores VPs for any enemy units they destroy in a round. Score 1 VP for each infantry or bike unit, and 2 VPs for each heavy infantry, command, vehicle or walker unit. Super-heavies score 3 VPs. From the end of round 3 onwards, as well as scoring for any units destroyed that round, players also score 3 VPs for each static or active objective, and 1 VP for each inactive objective they claim.

You score VPs by achieving scenario conditions, but the most common way is by claiming objectives. To claim an objective, **a unit must have at least 1 base within 3" of the objective marker**. If there are multiple units meeting these criteria the objective is claimed by the highest total **US** of those units. On a tie, neither side can claim the objective.

A unit may only claim 1 objective at a time, even if it is eligible to claim more.

Units with a **US** of 2+ with a **pinned marker** count as **US** 1.

A unit uses the first number as its **US** value until it has lost half or more of its bases, when it immediately uses the second number. If a unit has a single value for its **US**, use that value regardless of any damage it suffers.

All transported units, and units with *Fly*, cannot claim or contest objectives and are always ignored for this purpose.

When an objective marker is on a building, any unit currently occupying that building (or building section) counts its **US** as double when the objective is scored. The 3" for claiming the objective can be measured from all building edges. This doesn't impact the 9" placement rule when initially placing the markers.

4. Reserves ratio

1-2   Reserves are not allowed (unless a unit has a rule that says otherwise).

3-4   Up to half of each player's units (round up, and count whole units, not bases) may be placed in reserve.

5-6   Each player must deploy at least 3 units on the table. Any number of remaining units may then be placed in reserve.

7-8   Any number of units may be placed in reserve. Reserves may not enter play until round 3 at the earliest, unless a unit has the *Orbital/Subterranean deployment* keyword, in which case it may arrive from turn 2 as normal.

RECON ROLL AND DEPLOYMENT

Each player makes a **recon roll**.

Roll **command dice** equal to 3 black dice plus any additional command dice from their *Tactician* units in play (re-roll ties).

The player with the highest score wins and chooses a deployment zone. Their opponent gets the opposite zone.

The player that won the roll now declares which of their units are left in **reserve** (if any are allowed), and which of their units begin the game aboard which transports, if any (including those in reserve). Their opponent then does the same.

Starting with the player that won the roll, players alternate deploying one of their units at a time.

- Units must be placed wholly in their deployment zone, in coherency and in legal positions.
- Transported units are deployed automatically when their transports are deployed, and this counts as deploying a single unit. Units that have transport capacity even though they're not in the transport category can start the game with units embarked.
- HQ units (and any transports/embarked units they have) are always deployed last, and all at the same time, counting as deploying a single unit.

Once deployment is done (or if the scenario does not require deployment at all and all forces start the game in reserve), **begin round 1 of the game**.

RESERVES

Units in **reserve** can only move onto the table from round 2 onwards (the exact round is chosen by their player).

Any unit that has not entered the game (is in play) by the end of round 4 is destroyed (and may score VPs for the opponent).

Units coming in during round 2 can enter the game from any point on a board edge within the player's own deployment zone(s).

Units coming in during round 3 or 4 can enter the game from any point along the entire board edge that includes any part of the player's deployment zone(s). All your units in reserve must have arrived by the end of round 4. Any unit that has not arrived by then is destroyed (and may score VPs for the opponent).

Not all scenarios permit the use of reserves.

When they are ready to enter play, units in reserve must be given an **advance** or **sprint** action token in the Command phase. To move onto the table, activate the unit and measure from the edge of the board onto the table as part of its action, making sure its bases end in coherency. The unit is now in play.

- A unit must only enter from a point on a table edge that is at least 9" from any enemy unit. Units arriving by orbital deployment do not have this restriction.
- A unit coming onto the table in this way may assault an enemy unit in the same round that it arrives, but has an additional **-1 to hit modifier in the assault**. This also affects units arriving by orbital deployment.

FOG OF WAR

If you are using Fog of War, instead of revealing all the action tokens at once, each player only flips and reveals tokens as they activate each unit (or as an overwatch assault reaction). You can't look at your opponent's tokens, but you can check your own at any time.

Any remaining overwatch tokens are revealed all together at the end of the Movement phase.

Units in reserve may be given an overwatch token as a bluff to fool your opponent, but then will not actually enter play that round.

In the Movement phase, you can choose to activate a unit in reserve so that the unit in reserve enters the game (unless it's a bluff), or a unit already in play as normal.

BATTLEFIELD STRATAGEMS

Battlefield stratagems may be purchased when selecting an army. Each option can only be selected in an army once. All are single use.

5 pts: Quick Thinking
Add +2 to your result when rolling for initiative in round 1 (including when re-rolling ties).

20 pts: Take and Hold
At the end of a round, you may use this strategem on a dynamic objective that you claimed and scored that round. Roll D8: on 5+, the objective will start the next round active, regardless of its current state.

30 pts: Bombardment Fire
From round 2 of a game onwards, any friendly command unit can use its **overwatch** token to call in this bombardment instead of firing any other weapons it has. Pick a point anywhere on the battlefield and resolve an attack with this profile:

RANGE: Unlimited, **ADICE:** 1, **AP:** 1
KEYWORDS: *Blast (4), Indirect (only), Pinning.*

The bombardment is always fired indirect, so roll to see if the initial template scatters, then place 3 additional templates.

X pts: Covert Intel
Select 1 option:
- Spend 10 pts for 1 intel chance.
- Spend 25 pts for 2 intel chances.
- Spend 50 pts for 3 intel chances.

Before the recon roll, any player that has purchased this strategem rolls to see if their intel is useful for the battle. For each intel chance you have purchased, roll D8: for each 5+, you begin the game with 1VP already scored.

X pts: Advanced Reconnaissance
- Spend 5 pts for 1 black command die.
- Spend 10 pts for 1 orange command die.
- Spend 15 pts for 1 green command die.

Each player can purchase as many command dice as they wish using this strategem. They can be used once only, by adding them to your recon roll before deployment. If the player that won the recon roll used this strategem, they add +1 to their roll for initiative for round 1.

ORDERS

TACTICAL ORDERS

Tactical orders are available by spending CPs from your pool. They can be used on any friendly unit that is in play.

Keep Going! (I CP)

After activating a unit in a phase and completing its action. Activate another unit before returning play to your opponent. You may only interrupt the normal turn sequence like this once before your opponent must take another turn. This order may not be used with the first player's first activation in a phase.

Fight On! (I CP)

After rolling to hit or to damage a target. Re-roll up to 2 dice that failed to hit or damage a target with a shooting or assault attack. You can only do this once per roll against a specific target (with all the involved weapons).

Courage! (I+ CP)

In the End phase, Roll for Pin Markers Removal step, before any dice are rolled. Each CP spent removes 1 pin marker from 1 friendly unit.

STRATEGIC ORDERS

Strategic orders are unique to your army and are paid for by spending CPs. They must be declared before dice are rolled.

Only 1 strategic order may be used each activation before or after an action, as specified.

Unless specified otherwise, a strategic order can be used only on friendly units within the **command radius** of a friendly command unit (at least 1 base needs to be within range). They can be used on the command unit itself.

If a command unit is occupying a building or being transported by a vehicle, measure the command radius from the building or any of the vehicles. To issue an order to a unit inside a transport or a building, the command unit must be in range of the transports or the building.

KEYWORDS

Anti-aircraft

These weapons do not suffer the normal -2 modifier when rolling to hit against targets with *Fly*, and any dice that score natural 8s when rolling to hit score hits as normal.

Anti-grav

These units may move over any other bases or terrain up to **HEIGHT** 4 without penalty. They are still affected by difficult terrain if they start or end their move within it. They must still respect coherency and proximity rules once they finish moving, and cannot end their move inside impassable terrain. These units may also exit from a transport vehicle with *Fly*.

APC

APC units have **US** 0. They cannot move to engage and assault an enemy unit that has an action token. Infantry and heavy infantry units get a +1 to hit and **AP** +1 against them in an assault.

Armour penetration (APn)

The number is a positive modifier to the damage roll in both shooting and assault.

Aura [x]

These units, and friendly units within 6" of them, have the keywords or stat value specified in brackets. *Aura* cannot be used while the unit is embarked within a unit of transport vehicles.

Blast (n)

Units with these weapons can hit targets in a large area using one or more blast templates. All weapons firing with the blast keyword also have the *Sustained attack* keyword.

Typically, each blast weapon places a single template, but if its keyword has an number value, a template is placed for the value of n from each of the firing bases in the unit.

Capacity (n)

These units are normally vehicles that can transport infantry units. Each transport vehicle in the unit can carry a number of infantry or heavy infantry bases equal to n.

Chained barrage

If these units fire blast weapons indirectly, they may place additional templates next to a previously placed template in this attack, not just the original one. Select the template, then roll the targeting die. If a **HIT** is rolled for the third (and further) templates in a chained barrage they *can* be deliberately placed over any command units or over units engaged in an assault.

Corrosive

If a unit loses any damage caused by these weapons, place a status marker on the unit as a reminder. At the end of the round, in the Trigger End Phase Special Rules step, roll D8. If the result beats the **ARMOUR** of the affected unit, 1 point of damage is caused. No other keywords are applied, but the target unit may use save rolls and resilience tokens to prevent the damage. The status marker is then removed.

Cunning (command units only)

In the Command phase, after both players have revealed their action tokens, you can change the token of one of your units within **COMMAND RADIUS** of this unit (including the mandatory **advance** token on any pinned unit). Other mandatory action tokens cannot be changed. If both players have *Cunning* units, alternate changing tokens starting with the player who does not have the initiative.

If you are using the Fog of War variant, you can use *Cunning* to change the token of one of your units within **command radius** of this unit, when it is revealed.

Demolisher

These weapons can damage and take down buildings.

Drop-troop

These units may exit from a transport vehicle with *Fly*.

Fly

These units operate above the battlefield and suffer less restriction of movement than their counterparts on the ground. They have a **HEIGHT** of 5 above the terrain level they are over.

Heavy armour

When firing at this unit, weapons that do not have an AP value halve the number of dice the unit rolls to damage the target, rounding down.

Hover deployment

These flying units may slow to deploy embarked troops.

Ignores cover

Shots from these weapons with ignore the **in cover** to hit modifier. They also have the *Sustained attack* keyword.

Indirect

Units with these weapons may fire blast weapons indirectly.

Indirect (only)

Units with these weapons must always fire blast weapons indirectly.

Primary weapon

Weapons (or groups of the same named weapons in a unit with multiple bases) with this keyword can each select a target independently. Declare all targets before resolving an attack.

If a unit is firing more than 1 identical primary blast weapon at the same target, place the initial template as normal, then place 1 additional template for each additional primary weapon firing at the same target.

Orbital (or subterranean) deployment

These units may deploy from reserves directly onto the table, rather than from an edge. They (and any unit they are transporting) may be put into reserve, even in scenarios that normally don't allow it.

To activate and deploy the unit, first give it an **advance** or **sprint** token in the Command phase, then, in the Movement phase, pick a point on the table more than 1" from any other unit, building or other impassable terrain and place a blast template there.

Roll the targeting die: if a **HIT** is rolled, the template lands on target. Otherwise move it the distance shown in the direction of the arrow, stopping if it reaches any other units, buildings, the edge of the table, or impassable terrain.

Now place all the bases from the unit on the table, fully or partially on top of the blast template, in coherency, and at least 1" from enemy units. Any bases that cannot be placed are destroyed.

If the blast template scattered and stopped before it would have hit another unit, building, edge of the table or impassable terrain, the unit (and any units embarked within it) receive a pin marker.

If the unit is not a transport unit and it has a **sprint** token, it can now move, but only as far as its first advance SP value (which can be into an enemy unit to assault).

If the unit is a transport unit it may not move any further after arriving. Any embarked units may now immediately disembark with a free action as per the normal rules for transport vehicles, based on the action token the transport arrived with.

Units arriving from reserves have a **-1 to hit** assault modifier in the round they become in play.

Finally, remove the blast template and give the arriving unit, and any that disembarked, any applicable combat tokens.

If a unit with *Fly* arrives via orbital deployment, it is not compelled to move its minimum distance until its next movement.

If a command unit is arriving via orbital deployment, it still only gets an **advance** or **sprint** token that round.

Pinning

Units with these weapons put a **pin marker** on the target so long as at least 1 hit is scored in a shooting attack against that target (even if no casualties are caused).

Quick-fix (types)

These units are able to provide battlefield repairs or first aid to other units of the listed types. A unit cannot use this keyword while embarked within a unit of transport vehicles.

While a unit of one of the listed types is within 6" of a friendly unit with this keyword and the type listed, casualties suffered by the unit are not applied until the end of the round (in the End phase, as the first thing in the Trigger End Phase Special Rules step).

Units with *Fly*, and units engaged in an assault, cannot benefit from the *Quick-fix* rule.

Put a status marker down, or track on a different coloured die, for each base that is temporarily saved in this way. The bases in the unit that would otherwise have been removed may still act normally until the end of the round, when they are finally removed. You don't have to track the exact bases, just the number of them.

A unit can only be allocated a single quick-fix status marker per base it has. If the unit takes additional damage (either from a single attack or attacks from different enemies), so that units with these status markers would need to be removed as casualties, they are removed immediately as normal.

This only applies to bases that would be removed while the unit with quick-fix is in range. If any bases subsequently take damage while not within range of a battlefield repair unit, they are removed immediately as normal.

Resilience (n)

This unit starts the game with (n) **resilience shield tokens**. Whenever it would suffer any amount of damage from a single attack (shooting from a single enemy unit or all simultaneous attacks in an assault), and after any save rolls, but before nerve tests in assaults, spend the unit's resilience tokens instead of taking damage.

Each token spent can negate up to 2 points of damage. A unit must spend as many tokens as possible to prevent as much damage as possible. Once the last token has been spent, the unit can be damaged as normal. Any unused portion of a token cannot be saved for later.

In a multiple assault, attacks and damage occurs simultaneously, so first determine all the potential damage, then spend the tokens to negate as much of it as possible.

Scout

When in play, these units may make a free move, up to their second (sprint) SP value, after both players have finished deploying their armies, and before the roll for command in round 1. The move follows normal rules, but cannot be into base contact with any enemy models. If both players have *Scout* units, they alternate moving them (starting with the player that won the recon roll).

Units embarked in transport vehicles cannot make scout moves. If transport vehicles have this keyword, any units inside may not disembark during the scout move.

Strider

These units may move over any other bases or terrain up to **HEIGHT** 3 without penalty. They treat difficult terrain as open terrain for moving. They must still respect coherency and proximity rules once they finish moving, and cannot end their move inside impassable terrain.

Sustained attack

When attacking with these weapons all rolls to hit have the exploding 8s mechanic.

Stealthy

Units shooting ranged weapons at thee enemy targets suffer a -1 to hit.

Subterranean deployment

See *Orbital deployment*.

Tactician (dice)

While in play, this unit adds the indicated command dice to its side's command points roll in the Command phase.

Targeting systems

This unit, when shooting a blast weapon indirectly, may re-roll the targeting die when rolling to place the initial template. The second result stands.

To the death

Bases in this unit can never be removed as a result of failed nerve tests when losing an assault.

Unflinching

This unit can never be given a pin marker, so can never be pinned.

This keyword has no impact on nerve tests.

Vicious

When attacking with these weapons, all rolls to damage have the exploding 8s mechanic.

EPIC WARPATH

I. COMMAND PHASE

I. ROLL FOR COMMAND POINTS

Each player rolls 3 black **command dice**, plus extra dice from *Tactician* units in play. You may re-roll 1 dice for each **command unit** you have in play. The total is your pool of CPs for the round.

2. ASSIGN ACTION TOKENS

a. Mandatory tokens

Place these tokens faceup next to the relevant units:

Engaged units: Units engaged in assault from a previous round are given **combat** tokens instead of action tokens.

Pinned units: Unengaged units with a **pin marker** are given an **advance** token. Pinned *and* engaged units receive no tokens.

Command units: Unengaged command units that are not pinned are given a **sprint** *and* an **overwatch** token.

b. Hidden tokens

Both players assign a facedown action token to each unit they have in play (and reserves entering the battle this round) that has not yet received a token. Units aboard transports are assumed to have the same token as their transports.

3. ROLL FOR INITIATIVE

Both players roll D8 and the winner has the **initiative** for the round (re-roll ties) and takes the large **initiative token**. On a tie, the player that didn't have it in the previous round wins.

4. REVEAL HIDDEN ACTION TOKENS

2. MOVEMENT PHASE

The player with initiative chooses to go first or second. Players take alternating turns to activate and **move** their units with **advance** or **sprint** action tokens. After a unit is activated:

- If it has an **advance** token, swap it for a **combat** token.
- If it has a **sprint** token but didn't engage the enemy, remove its token.
- If it has a **sprint** token and engaged the enemy, swap it for a **combat** token, or a **combat (-1)** token if hindered.

Command units that move, and don't engage the enemy, discard their sprint token, but keep their overwatch token. If they assault an enemy unit, they swap both of their tokens for a combat token. If they are assaulted, they lose any tokens they have, but immediately resolve any overwatch action they had.

3. OVERWATCH PHASE

The player with initiative chooses to go first or second. Players take alternating turns to activate their units with **overwatch** tokens and **shoot** their ranged weapons, one at a time.

Instead of firing, you may swap the overwatch token for a **combat** token to use later.

4. COMBAT PHASE

The player with initiative chooses to go first or second. Players take alternating turns to activate their units with **combat** tokens to either **shoot** or **assault**, one at a time.

Shoot: An unengaged unit may shoot with its ranged weapons; then remove the combat token.

Assault: Units in base contact are **engaged** in an assault and *must* simultaneously fight each other in **close combat**. Engaged units without a combat token themselves still fight in the assault when it is triggered by another unit.

5. END PHASE

No unit should have any action or combat token.

I. Trigger end phase special rules

2. Roll for pin markers removal

Players take a **nerve test** for each of their units with a **pin marker**. If the test is passed, the pin marker is removed. Command units, and units within the **command radius** of a friendly command unit, roll 2 dice and choose the highest.

3. Check victory conditions

Players add any VPs to their running total. If no one has achieved victory, turn over any **dynamic objective markers**.

4. Remove other markers/tokens

Remove any tokens/markers that show that a unit is under the effects of a rule that lasts until the end of the round. The only markers/tokens left should be uncleared pin markers.

ORDERS

Tactical orders can be used on any friendly unit that is in play.

Keep Going! (1 CP): *After activating a unit in a phase and completing its action.* Activate another unit before returning play to your opponent. You can only do this once before your opponent takes another turn, and you cannot do it with your first activation in a phase.

Fight On! (1 CP): *After rolling to hit/damage.* Re-roll up to 2 dice that failed to hit/damage with a shooting or assault attack. You can only do this once per roll against a specific target.

Courage! (1+ CP): *Roll for Pin Markers Removal step, before rolling.* Each CP spent removes 1 pin marker from 1 friendly unit.

Strategic orders are unique to your army. **Only 1 strategic order may be used each activation.** They can only be used only on friendly units within the **command radius** of a friendly command unit (and on the command unit itself).

PINNING

A unit can have a maximum of 1 pin marker. While a unit with **US** 2 or more has a pin marker, its **US** is 1. A unit gains a pin marker if it:

- Loses half or more of its current number of bases from a single shooting attack.
- Loses an assault.
- Is hit by *Pinning* weapons (even if no casualties are suffered).
- Its bases survive being in a destroyed transport vehicle.

RESERVES

Units in reserve can only move onto the table from round 2 onwards. Any unit is not in play by the end of round 4 is destroyed (and may score VPs for the opponent).

Units coming in during round 2 can enter from any point on a board edge within your deployment zone(s). **Units coming in during round 3 or 4** can enter from any point along the board edge that includes any part of the player's deployment zone(s).

A unit must only enter from a table edge point that is at least 9" from any enemy unit. If it assaults an enemy unit in the same round, it has an additional **-1 to hit**.

SHOOTING

Units engaged in an assault cannot fire ranged weapons. Units cannot fire at any enemy units engaged in assault, or intentionally cover them with a blast template. However, **units may shoot at super-heavy units even when they are engaged in combat.** Non-Blast weapons suffer an additional -1 to hit.

SHOOTING SEQUENCE

1. Nominate a target
Choose 1 valid enemy unit to shoot.

2. Check LOS and range
Check each base in the firing unit. Only those with weapons in **range**, and that have partial or clear **LOS** to at least 1 enemy base, may shoot.

Unless it is a super-heavy unit, a **command unit** can only be selected as a target for shooting (or be intentionally covered by a blast template) if it is the closest viable target.

If the majority of bases in the target unit (even those out of range) are in cover, or out of sight, from the majority of the eligible shooting bases, the whole target unit is in **cover**.

3. Determine number of dice to roll
Take D8s equal to the number of eligible firing bases multiplied by the **ADICE** of the ranged weapons used.

4. Roll to hit
Roll dice and apply modifiers. Dice that equal or exceed the firing unit's **SHOOT** hit. Natural 8s always hit, and natural 1s always miss.

Target is **in cover**	-1
Target has *Fly* (-1 for super-heavy target)	-2
Target has *Stealthy*	-1
Shooting unit has a pin marker	-1

5. Roll to damage
For each hit, roll D8, adding the weapon's **AP**. For each die that equals or exceeds the target's **ARMOUR**, remove 1 base. Natural 1s always fail to damage.

6. Roll to save
If a unit has a **SAVE**, roll D8 for each point of damage potentially suffered. For each success, that point of damage is cancelled.

7. Remove casualties
The player controlling the target unit chooses which bases are removed from among those eligible. If a unit loses half or more of its bases from 1 shooting attack, it receives a **pin marker**.

ASSAULTS

In the Movement phase, a unit with a **sprint** token may move into base contact with 1 enemy unit to engage it in an **assault**. Move each assaulting base into contact with at least 1 base in the target unit, contacting unengaged bases first, so as many enemy bases as possible are engaged.

Then the assaulting units swap their action token(s) for a **combat token**.

If any base in the assaulting unit moved in or through difficult terrain, or into or from a building, they are **hindered**. Give them a **combat (-1) token** instead.

Any assaulted unit (now in base contact) swaps any **advance** or **sprint** tokens it still has for a **combat token**.

Assaulting a unit on overwatch
If a unit assaults an enemy unit with an **overwatch token**, move the bases in, resolve overwatch fire against the assaulting unit, then remove the unit's overwatch token (do not give it a combat token).

Weapons with *Blast* and weapons with a minimum range cannot be used to shoot at an engaging enemy in this way. If the unit being assaulted has no other weapons, swap its overwatch token for a combat token and it does not fire (but will have the chance to trigger the assault when it wants).

If a command unit is assaulted, it loses all its tokens, then resolves any overwatch action it had against the assaulting unit.

ASSAULT SEQUENCE

1a. Allocate attacks
Only these bases can attack: those in base contact with enemy bases, and those within 1" of bases belonging to the same unit in base contact with enemy bases (these. bases are **in support**).

Take D8s equal to the number of eligible attacking bases multiplied by the **ADICE** of the range **A** weapons used.

1b. Roll to hit
Roll dice and apply modifiers. Dice that equal or exceed the fighting unit's **ASSAULT** hit. Natural 8s always hit, and natural 1s always miss.

Unit has a **combat (-1)** token	-1
Unit has a **pin marker**	-1
Unit arrived from reserve this round	-1
Unit disembarked from transports this round into assault	-1
Infantry and heavy infantry vs APCs	+1

1c. Roll to damage

1d. Roll to save

2. Remove casualties
Starting with the player that has initiative, both players alternately choose which bases are removed from their own units (including bases that were not eligible to attack).

3. Determine winner and take nerve tests
Total all the bases removed by both sides (across all units) during the assault (excluding lost **resilience** tokens). If one side caused less removals than the other, they are the loser; the other side is the winner. Otherwise it is a draw. A side completely wiped out is the loser, regardless of casualties they caused.

All involved units on the losing side receive a **pin marker**.

The loser must now take a number of **nerve tests** equal to the difference their side lost the combat by. For every failed test, they must remove a base from any of their involved units.

4. Tidy up
1. Separate by 1" any bases still in base contact with any vehicles or super-heavy bases, with non-vehicle and non-super-heavy bases moving first (unless they are also in contact with another non-vehicle or non-super-heavy base, in which case they do not move at all). If both sides have these units in the combat, the side with initiative retreats first. If neither base can move to create a 1" gap, they stay engaged.

2. If any units still have bases in contact, starting with the player with initiative, players **pile-in** any bases from the engaged units not in base contact, into base contact. A pile-in move cannot be used to engage vehicle or super-heavy units which previously separated from the assault.

   Alternatively, a unit that no longer has any bases in contact may make a **consolidation** move up to 3". If this applies to both players, the winning player (or the one with initiative if there wasn't one) may choose to go first or second. If the winner goes first, they may instead move their units back into base contact with the loser's units (see pile-in above), to continue the assault next round. Otherwise, units should be separated the usual 1" minimum distance. A consolidation move cannot be used to move to engage a new enemy unit.

3. Remove any combat tokens from all the units involved.