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v1.2

May 2025

Game: **ARMOURED CLASH**
Publisher: **Warcradle Studios (2024)**

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SETUP

Players (**generals**) choose a **force scale**: **skirmish** (500-1500 points, 36"x48"), **battle** (1500-2500 points, 48"x48"), or **cataclysm** (2500-4000 points, 48"x48") and assemble their forces up to the points limit. Choose or roll a scenario (**clash**), follow its instructions, and place terrain.

Units available to a force are found in its faction's **order of battle** (ORBAT). Each force consists of 1 or more **battlegroups**, each led by a **commander** unit. Each **unit** is made up of model(s) of the same type, one of which must be the unit's **officer**.

A unit's **type** determines how it acts on the battlefield, and its **target category** (light, heavy, and aerial) determines which row of the armaments grid is used when a ranged attack is made against it.

Both players shuffle their C&C decks and draw a card. The general with the highest card number (draw again on a tie) chooses who is general 'A'. Shuffle the cards back into their decks.

General A claims a deployment zone and deploys one of their units fully within their zone. General B does the same in the other zone. Alternate placing units until all have been deployed. The first general to finish deploying their units decides whether they will take the **initiative**, or give it to their opponent. The general with the initiative takes the first turn in round 1.

Instead of deploying a unit to the battlefield, you may deploy it into your **reserve**. You must deploy at least half of your units (round up) to the battlefield at the start of the battle.

When deploying a **transport** unit, you can declare that one of your available units is embarked upon it (if it is possible for that unit to be embarked).

Aircraft units must always be deployed in reserve.

All models fight in close **formation** (organised into equal ranks and in contact, with the officer as close as possible to the centre of the front rank) or **open formation** (all models within 3" of the unit's officer). A model has 4 90° arcs extending outwards from its centre point.

Always measure between the closest points of models, units, or tokens. Players may measure distances at any time. Always round up when halving values. No die may be rerolled more than once.

If an attribute would be multiplied more than once, only apply the highest multiplier (then any fixed modifiers).

A unit can have multiple statuses at a time, but only each status once.

GAME ROUND

1. READY PHASE

1. DETERMINE INITIATIVE

Skip this step in the first round.

The general who still has the initiative from last round plays a C&C card from their hand facedown in front of them, followed by their opponent. Then both cards are revealed.

The general whose card has the highest card value takes the **initiative** for this round. On a tie, the initiative goes to the general who did not have it in the previous round.

Instead of choosing a card, either general can **surrender the initiative** (if you have no cards, this is your only option). This counts as playing a card with a value of 0. If the second general surrenders the initiative, the first general takes their chosen card back into their hand.

The **round tracker dial** tracks rounds, and is given to the player with initiative.

2. DRAW CARDS

Each general can discard any number of C&C cards from their hand.

Then, each general draws C&C from their deck up to their **hand limit**, as determined by the game's force scale:

Skirmish: 4

Battle: 5

Cataclysm: 6

3. DEPLOY RESERVES

Skip this step in the first round.

Starting with the general with initiative, generals alternate deploying one of their units that is in **reserve**. You may stop deploying units whenever you wish; then your opponent deploys as many remaining units as they wish.

When a unit is deployed from reserve, it must be placed onto the battlefield fully within its deployment zone, and so that at least one of its models is in contact with a battlefield edge.

When an **aircraft** unit is deployed from reserve, place it in its deployment zone, in contact with a battlefield edge, as normal. It can be given a special command to make a **flank attack** if the general wishes. All models in the unit must be placed so that they are facing the same direction.

Once neither general has any more units to deploy (or does not wish to deploy any more), begin the activation phase.

Reserves cannot be deployed in the final round of a clash. Any units still in reserve at this point take no part in the battle.

Flank attack

Flank attack is a special command that a general can give to a unit when it is deployed from reserve. If it is successfully issued, the unit can be placed *outside* of its own deployment zone. One model must still be in contact with a battlefield edge, and no models can be within the enemy deployment zone.

If the command fails due to interference, the general can choose to keep the unit in reserve, or deploy it using the standard rules.

2. ACTIVATION PHASE



Starting with the general who has the initiative, generals take turns activating one of their **ready** (unactivated) units. The unit then gains the **activated** status.

Once all your units have been activated, you cannot take any more turns. Your opponent takes all of their remaining turns, one after the other, and then the end phase begins.

At the end of a unit's activation, all of its models must be within unit coherency. Any models that are not removed from play and count as having been destroyed.

Some units can **coordinate** their actions with other units. When units are coordinated, they can be activated in the same turn, one after the other. Choose 1 unit in the group and activate it, then choose another, and so on. You do not have to activate all coordinated units in the same turn.

A unit's activation is made up of 4 consecutive steps:

1. REACTION STEP

The opposing general has a chance to declare opportunity fire against the active unit with one of their units that is **on lookout**.

2. MOVEMENT STEP

The active unit may make a **manoeuvre** chosen from this list:

ADVANCE: Move each model in the unit a number of inches up to the unit's **SPEED**.

DOUBLE TIME: Move each model in the unit a number of inches up to twice the unit's **SPEED**.

CHARGE: This manoeuvre can only be made by a unit with a **melee** or **impact** attack on its armaments grid.

Choose an enemy unit to which the active unit has clear or obscured LOS, and which is not an *aircraft* or *rotorcraft* unit. Then move the active unit a number of inches up to twice its **SPEED**, ending the move with the unit's officer in contact with the enemy unit and the enemy unit in the officer's front arc.

If this cannot be achieved, a charge manoeuvre cannot be made against that enemy unit.

If the target of a charge action is an *infantry*, *cavalry* or *field gun* unit, and the attacking unit's officer is outside the target's front arc before charging, the target is **outflanked**.

If any model in a unit moves through difficult terrain when making a charge manoeuvre, the target unit has a **defensive advantage** during the ensuing close quarters combat.

AIM: The unit does not move. Instead, if it makes a ranged attack this turn, it gains a combat rating bonus.

DISSEMBARK: This manoeuvre can only be made by embarked units. The unit disembarks from its transport unit.

EXIT: This manoeuvre can only be made by garrisoned units. The unit exits the defensible building it has garrisoned.

3. REACTION STEP

The opposing general has a second chance to declare opportunity fire with one of their units that is **on lookout**, if they have not already done so. If they used the first reaction step, they cannot use this second one.

4. ATTACK STEP

Resolve a **ranged attack** or **close quarters attack** with the active unit. Alternatively, resolve a **special action** with the active unit. A unit in contact with an enemy unit must make a close quarters attack at this step.

3. END PHASE

All units lose the **activated** status, and return to being **ready**.

The generals score any VPs listed under the **objectives** section of the clash.

Then any other rules or effects that take place in the end phase are resolved. If several rules resolve at the same time, the general with the initiative decides the order in which they are resolved.

If a general has no units on the battlefield in the end phase, they have **zero ground presence**. Their opponent scores 5 VPs and the game ends immediately, even if the round limit for the clash has not yet been reached.

Finally, the end phase is over and the round ends. If the round limit for the clash has been reached, the game ends; otherwise, begin the next round.

OPPORTUNITY FIRE

Opportunity fire can only be declared with a unit which is **on lookout**, and which can confirm target acquisition on the active unit. The unit makes a ranged attack against the active unit, then the unit loses its **on lookout** status. Unlike a standard ranged attack, the **target unit cannot be suppressed** as the result of opportunity fire.

RANGED ATTACKS

Units can only make ranged attacks against enemy units visible to their officer. **Target acquisition** is confirmed if all these are correct:

- The attacking unit's **armaments grid** has a ranged attack row that matches the enemy unit's **target category**.
- The attacking unit's officer can draw **clear** or **obscured LOS** to at least 1 model in the enemy unit.
- The distance from the attacking unit's officer to the closest model in the enemy unit is within the attack's **long range**.

To check line of sight (LOS), trace a line between the centre points of the models. **LOS is clear** if the line does not pass through any terrain or other models.

LOS is blocked if the line leaves the first model's front arc; or passes through blocking terrain or more than 3" of dense terrain.

LOS is obscured if the line passes through any other models (not in the same unit as either model), or through up to 3" of dense terrain.

Intervening enemy models and terrain are ignored if their **SIZE** is lower than the **SIZE** of either of the models.

Any models in the target unit to which the attacking unit's officer can draw clear LOS are **exposed**. If some, but not all of the models in the target unit are exposed, the attacking general can declare that the attack will prioritise exposed models. If the nearest exposed model is outside of the attack's long range, the attack cannot prioritise exposed models.

If exposed models are prioritised, then for this attack, any models in the target unit not exposed are ignored. The **concealed combat rating penalty does not apply**, but any models not exposed cannot be destroyed. If all of the exposed models in the target unit are destroyed, any remaining damage is discarded with no effect.

To make a ranged attack with a unit:

1. CHOOSE A TARGET

Choose a **target**: an enemy unit for which the active unit can confirm target acquisition. During opportunity fire, the chosen target must be the active enemy unit.

2. DETERMINE COMBAT RATING

Check to see if any combat rating bonuses or penalties apply to the attack.

If there are more bonuses than penalties, the attack is **improved**. If there are more penalties than bonuses, the attack is **weakened**. Otherwise, the attack is **neutral**.



BONUS

Aiming: The attacking unit made an **aim** manoeuvre this turn. **Short range:** The target unit is within the attack's short range.



PENALTY

Concealed: The attacking unit's officer cannot draw clear LOS to at least half of the models in the target unit.

Suppressed: The attacking unit is **suppressed**.

Opportunity fire: The attacking unit is using **opportunity fire**.

Reforming: The attacking unit makes a **disembark** or **exit** manoeuvre this turn.

3. ROLL ATTACK POOL

Consult the **attack dice** column of the attacking unit's armaments grid, and take the number of attack dice shown for the current number of models in the unit. Roll this **attack pool** and resolve the results.

If the attacking unit is a **behemoth**, use the column that corresponds to how much damage it has suffered.

4. CHECK FOR SUPPRESSION

If at least 1 model in the target unit was destroyed, the unit takes a **suppression test**.

CLOSE QUARTERS ATTACKS

To make a close quarters attack with a unit:

1. DETERMINE COMBAT RATING

Check to see if any combat rating bonuses or penalties apply to the attack.

If there are more bonuses than penalties, the attack is **improved**. If there are more penalties than bonuses, the attack is **weakened**. Otherwise, the attack is **neutral**.

BONUS

Outflanking: The target unit is **outflanked**.

Overwhelming: The attacker is *infantry*, and the target is *armour* or a *fortification*.

Supported: There is at least 1 friendly unit other than the attacking unit within 2" of the target unit.

PENALTY

Suppressed: The attacking unit is **suppressed**.

Threatened: There is at least 1 enemy unit other than the target unit within 2" of the attacking unit.

2. ROLL ATTACK POOL

Consult the **melee** or **impact** column of the attacking unit's armaments grid, and take the number of attack dice shown for the current number of models in the unit.

Roll this **attack pool** and resolve the results.

The action ends if the target unit is **annihilated**.

3. TARGET RETALIATES

If the target unit has a **MELÉE** score, it makes a **retaliatory attack** against the active unit.

Repeat steps 1 and 2 above with the target unit, treating the active unit as the target. Then continue to step 4.

4. RESOLVE THE CLOSE QUARTERS COMBAT

The unit that destroys the most enemy models wins the close quarters combat, and the other unit loses.

The losing unit **withdraws** by moving a full 3" directly away from the winning unit. Each model must end this move facing the unit from which it has withdrawn, and at least 1" away from any enemy units.

Any model that cannot complete this move is destroyed.

Then, the losing unit takes a **suppression test**.

If neither side loses any models, or if both sides lose the same number of models, the combat ends in a **stalemate**. The attacking unit withdraws, and neither side needs to take a suppression test.

Defensive advantage

If any model in an attacking unit moved through difficult terrain when they made their charge manoeuvre, the target unit has a **defensive advantage** during the ensuing close quarters combat: the target unit makes its close quarters attack (if it has one) *first*, then the active unit retaliates.

Secondary combatants

If the active unit's charge brought it into contact with more than 1 unit, it can only make attacks against the unit that was chosen as the target of its charge. The other units are **secondary combatants**.

Secondary combatants with melee attacks can retaliate at the same time that the target of the charge does.

If the target unit loses the melee, each secondary combatant unit also withdraws, but they do not need to take suppression tests.

SPECIAL ACTIONS

Instead of making an attack, a unit can make one of these actions:

GO ON LOOKOUT

The unit gains the **on lookout** status.

TAKE COVER

The unit gains the **taking cover** status.

RE-ARM

If the unit has the **reloading** status, it loses that status.

EMBARK

This action can only be made by infantry that have not made a **disembark** manoeuvre in the same turn. The unit **embarks** on an unoccupied transport unit within 3".

GARRISON

This action can only be made by infantry. The unit garrisons an unoccupied defensible building within 3".

ATTACK ROLLS

Any attack against another unit is resolved with an **attack roll**.



HEROIC STRIKE

Each heroic strike **adds another attack die** to the roll, and scores **2 hits** on the target unit.



STRIKE

Each strike scores **1 hit** on the target unit.



GLANCING STRIKE

Glancing strikes are re-rolled, unless the combat rating is **weakened**, in which case they are discarded.



MISS

Misses are discarded, unless the combat rating is **improved**, in which case they are re-rolled.



BLANK

Blanks are discarded.

After rolling an attack pool:

1. HEROIC STRIKES EXPLODE

For each die that scored a **heroic strike**, roll another die and add it to the attack pool. Heroic strikes that result from these additional dice do not cause further dice to be rolled.

2. RESOLVE RE-ROLLS

Depending on the attack's combat rating, you may be able to re-roll some or all of the dice in the attack pool. Before re-rolling, a general may use a special rule or issue a command that allows them to re-roll dice they would otherwise be unable to. They cannot do this if they have already re-rolled any dice (a die can never be re-rolled more than once).

If the attack has a **weakened** combat rating, you cannot re-roll.

If the attack has a **neutral** combat rating, you can re-roll any dice that scored **glancing strikes**.

If the attack has an **improved** combat rating, you can re-roll any dice that scored **misses** and **glancing strikes**.

To re-roll a die, pick it up and roll it again. Disregard the original result; only the re-rolled result applies. Any re-rolls that score heroic strikes do not cause additional dice to be rolled.

3. APPLY DAMAGE

Each **strike** in the pool scores a hit, and each **heroic strike** scores 2 hits. **Blank**, **miss** and **glancing strike** results do not score hits.

The target unit suffers a point of damage for every number of hits that equal its **DEFENCE** (eg, if it has **DEFENCE** 3, every 3 hits inflict 1 damage). Disregard excess hits.

DAMAGE

Once a unit's accumulated damage equals its **DAMAGE LIMIT**, 1 model in the unit is **destroyed** and the unit's damage is reset to 0.

Then, any remaining damage is applied. If a unit's **DAMAGE LIMIT** is 1, one of its models is destroyed for each point of damage it suffers. If its damage limit is 2 or more, place damage tokens next to the unit to track the damage it has accumulated.

When a model is destroyed, the unit's general removes 1 model in the unit from play as follows:

If the unit uses open formation: The model closest to the attacking unit is destroyed. If multiple models are equally close, the unit's general chooses.

If the unit uses close formation: The unit's general chooses 1 model in the back rank to be destroyed. If the unit only has 1 rank, choose a model at one end of the rank.

Wrecks

Some large models are not removed from play when they are destroyed, but remain in play as an immobile piece of terrain. Mark this with a **wrecked** status token.

Loss of an officer

If a unit's officer model is destroyed, the unit immediately gains the disordered status. Then, the unit's general must perform a field promotion by choosing a surviving model in the unit to become its new officer.

In close formation units, the officer always occupies the centre of the front rank, so a different model can simply be removed from the back rank in its stead.

Annihilating units

If the last model in a unit is destroyed, the unit has been **annihilated**. The unit plays no further part in the battle. When a unit is annihilated, the opposing general immediately scores a number of VPs equal to the target unit's **VICTORY POINTS RATING**.

Recovering damage

A unit's damage is only removed when a model is destroyed, or when a rule specifically allows damage to be recovered. Recovering damage cannot return a previously destroyed model to play.

SUPPRESSION

A suppression test is a type of **discipline test**. If at least half of the models that were in the unit at the start of the attack have been destroyed, the unit's **DISCIPLINE** has a -1 modifier.

If passed, there is no effect. If failed, the unit gains the **suppressed** status.

Falling back

If a unit that is already suppressed fails another suppression test, it **falls back**. Move each model in the unit a full 3", so that the unit ends the move as close as possible to its general's rear edge, and not within 1" of any enemy units. This move is unaffected by any terrain that is not impassable.

If it is not possible for a unit to fall back a full 3" without being within 1" of an enemy unit, its general must remove models from the unit until this is possible, or until all models have been removed. Any models removed count as having been **destroyed**.

Fleeing the field

If a unit that is falling back reaches its own edge of the battlefield, it is removed from play, and counts as having been **annihilated**.

Breaking

If a unit fails a suppression test, and its model count is equal to or lower than its **BREAK LIMIT**, it **breaks**. A unit that is breaks is removed from play, and counts as having been **annihilated**. If a unit does not have a break limit, it cannot break.

RALLY TESTS

If a unit is **suppressed** when it is **activated**, it must make a **rally test**. If passed, the unit can be activated normally.

If failed, the unit can use either its movement step or its attack step, not both, so cannot make **double time** or **charge** manoeuvres.

STATUSES

DISORDERED



A **disordered** unit suffers a -1 penalty to its **DISCIPLINE**, and commands cannot be issued to it. A unit within 6" of a friendly **commander** cannot become disordered.

A disordered unit loses this status at the end of its next activation, or as soon as it moves to within 6" of a friendly **commander** unit (or vice versa).

ON LOOKOUT



A unit **on lookout** can declare opportunity fire during either of an enemy unit's reaction steps. It loses this status at the start of its next activation, or when it moves, enters contact with an enemy unit, or opportunity fires.

RELOADING



A **reloading** unit cannot make any ranged attacks with weapons that have the *reload* quality. A unit loses this status when it makes a **re-arm** action.

SUPPRESSED



A **suppressed** unit suffers a **combat rating penalty** whenever it makes a ranged attack or close quarters attack.

The unit must take a rally test the next time it is activated to see whether it can use both its movement step and attack step.

A unit loses this status at the end of its next activation.

TAKING COVER



While a unit is **taking cover**, its **DEFENCE** is increased by 1 against ranged attacks where the **concealed** combat rating penalty is in effect. Taking cover has no effect against close quarters attacks.

The unit loses this status if it moves, if it enters contact with an enemy unit, or when it starts its next activation.

WRECKED



A **wrecked** model counts as having been destroyed for all purposes, however it remains on the battlefield as blocking terrain for the rest of the game.

DISCIPLINE TESTS

To make a **discipline test** for a unit, reveal a C&C card from your deck:

- If the card value is equal to or lower than the unit's **DISCIPLINE**, the unit succeeds at the test.
- If the card value is higher than the unit's **DISCIPLINE**, the unit fails the test.

If the rule only lists an outcome for success, failure has no effect (and vice versa).

The card is then discarded with no effect.

Instead of taking a discipline test, you can declare that you will voluntarily fail it (do not draw a card).

Suppression tests and **rally tests** are the most common types of discipline test.

If a special rule applies to either type, it does not apply to other types of discipline test; however, rules that apply to discipline tests *do* apply to both suppression tests and rally tests.

COMMAND & CONQUER CARDS

C&C cards are secret in your hand until played to issue **commands**, claim **conquest objectives**, or interfere with enemy commands. Discard a card to a faceup discard pile after use.

If your C&C deck runs out, you have suffered a **communications breakdown**. Immediately shuffle your discard pile to form a new deck, but you no longer draw C&C cards for the rest of the game (but still draw them to determine the outcome of tests).

ISSUING COMMANDS

Disordered units cannot have commands issued to them.

Each general can only issue 1 **command per activation**, even if a command fails due to interference. A general cannot issue more than 1 command at the same time.

A general can issue a command as long as the condition for issuing the order is met. They play the card facedown in front of them, and declare which unit the command is being issued to. Their opponent then has the opportunity to **interfere**.

If the opposing general chooses not to, or if interference is unsuccessful, the command is successfully received, takes effect immediately, and is then discarded.

INTERFERENCE

To interfere, the opposing general chooses a card from their hand, plays it in front of them, then reveals it. If the card has a higher value than the command, the command fails and both cards are discarded without the effect being resolved.

SPECIAL COMMANDS

A general can issue a **special command** as long as its condition is met, by naming the special command and playing *any* card from their hand. This follows all of the rules for issuing a command, but replace the effect on the card with the special command's effect. A special command is treated as a command in all respects.

TERRAIN

Terrain has a **SIZE**. Any areas of the battlefield that do not have any features are **open terrain**, and do not have special rules.

Whenever a model is standing on a piece of terrain that has a **SIZE** above 0, the terrain's **SIZE** is added to the model's **SIZE**. If models in a unit have different sizes due to terrain, use the **SIZE** of the majority of models in the unit. On a tie, use the lower **SIZE**.

SIZE 0: Open ground, swamps, rivers.

SIZE 1: Defence lines, tank traps, barricades, walls under 1" tall.

SIZE 2-3: Forests, buildings, bridges (1"-3" tall).

SIZE 4-5: Huge buildings, monuments, cliffs (3"-5" tall).

TERRAIN FEATURES

Difficult terrain: Uneven or hazardous ground (steep inclines, swamps, deep snow). Any distance that a unit travels into, out of or through difficult terrain is counted as double.

LOS is unaffected. If a charging unit moves through difficult terrain, the target has the **defensive advantage** in the ensuing close quarters combat.

Dense terrain: An area hard to traverse at speed, that obstructs a unit's view (forests, crop fields, bombed-out farmsteads). Dense terrain affects movement and charging in the same way as difficult terrain. Also, if a model's LOS crosses up to 3" of dense terrain, it is **observed**. If a model's LOS crosses more than 3" of dense terrain, it is **blocked**.

Impassable terrain: A unit cannot move into or across this terrain (sheer cliffs, deep chasms). LOS is unaffected.

Blocking terrain: An area which cannot be traversed, and which blocks visibility (intact buildings, wrecked land ships). Blocking terrain counts as impassable terrain, but it also blocks LOS.

Obstacles: Linear terrain features, up to ½" wide or high but any length (walls, fences, barricades). *Infantry* or *cavalry* moving across an obstacle sacrifices 1" of their movement. *Field gun* units cannot move across them. Other unit types are unaffected.

If an *infantry*, *cavalry* or *field gun* unit is the target of a ranged attack, and the attacker's LOS crosses an obstacle that is in contact with the target unit, it is **concealed**.

Roads: When moving a unit, each of its models that spends the entire move on a road increases its **SPEED** by 2". Roads have no effect when a unit is **withdrawing** or **falling back**.

Water: *Infantry* and *cavalry* units treat water as difficult terrain. *Field gun*, *armour* and *artillery* units treat water as impassable.

TRANSPORTING UNITS

A **transport** unit can carry a single infantry unit. When doing so, it is **occupied**; otherwise, it is unoccupied.

A transport unit always has the *Capacity (X)* special rule (for each model in the transport unit, it can carry X infantry models). This total is the unit's **transport capacity**.

EMBARKING AND DISEMBARKING

An infantry unit must make an **embark action** to enter a transport unit, and a **disembark manoeuvre** to leave.

Embark action: An infantry unit can make an embark action in its attack step. Choose an unoccupied transport unit within 3" of the active unit. Remove the infantry unit from the battlefield, and set it aside. It is now embarked on the transport unit (you can leave the unit's officer model as a marker next to the transport to indicate this).

Disembark manoeuvre: An infantry unit embarked in a transport unit can make a disembark manoeuvre in its movement step. Set up the unit on the battlefield so that each of its models is in unit coherency, is within 3" of a model in the transport unit, and is not within 1" of any enemy units.

An embarked unit and the transport unit on which it is embarked are **coordinated**. While a unit is embarked, it cannot make any other actions in its attack step; nor can it make any manoeuvres in its movement step other than disembark.

An embarked unit cannot be targeted by enemy attacks (they target the transport unit instead). If an occupied transport unit is engaged in a close quarters assault, the embarked unit cannot retaliate.

An embarked unit can still be subject to statuses (place tokens with the unit, even though it is not in play).

If an occupied transport vehicle unit has to take a **suppression test**, also make a separate suppression test for its embarked unit.

ATTACKING TRANSPORT UNITS

When a model in a transport unit is destroyed, the unit's transport capacity is immediately reduced. If the unit is occupied when this happens, and its new transport capacity is lower than the number of models in the embarked unit, the unit's general must remove models from the embarked unit until this is no longer the case. Those models are destroyed, and are counted when determining which side won a close quarters combat.

GARRISONING DEFENSIBLE BUILDINGS

A sufficiently large and well-constructed building can be defined as a **defensible building** and can be garrisoned by infantry units. A defensible building must have a clearly defined footprint between 2"x2" and 4"x4" (usually its outer walls).

Each defensible building can hold 1 infantry unit with up to 12 models. When doing so, it is **occupied**; otherwise, it is unoccupied.

An infantry unit must make a **garrison action** to enter a defensible building, and must make an **exit manoeuvre** to leave.

Garrison action: An infantry unit can make a garrison action in its attack step. Choose an unoccupied defensible building within 3" of the active unit. Remove the infantry unit from the battlefield, and set it aside. It is now garrisoning the building.

Exit manoeuvre: An infantry unit garrisoning a defensible building can make an exit manoeuvre in its movement step. Set up the unit on the battlefield so that each of its models is within 3" of the building, and it is not within 1" of any enemy units.

GARRISONED UNITS

While a unit is garrisoning a building, it cannot make any manoeuvres other than **exit**. The unit is occupying the building's entire footprint, and has the same size as the building.

If a garrisoned unit would **fall back**, it immediately makes an exit manoeuvre instead of a 3" move and must be placed as close as possible to its own general's rear edge. All other rules for falling back still apply.

Garrisoned units can still make, and be targeted by, ranged attacks. It has a 360° front arc. When confirming target acquisition, measure any ranges to or from the centre point of the building, and draw LOS to or from any part of the building's footprint.

When determining the number of attack dice for an attack made by a garrisoned unit, **only count half the unit's models** (round up).

When a garrisoned unit is the target of a ranged attack, it always counts as **concealed**, and increases its **DEFENCE** by 1.

STORMING A BUILDING

A garrisoned building can be targeted by an enemy charge manoeuvre, as though it were a unit. The attacking unit must end its move so that at least one of its models is in contact with the building's footprint.

When determining the number of attack dice for the attacking unit in the ensuing close quarters attack, **only count half the unit's models**, rounding up. The garrisoned unit also has defensive advantages as though the attacker charged through difficult terrain.

If a garrisoned unit loses a close quarters combat, it immediately makes an exit manoeuvre instead of withdrawing. It must be placed as far as possible from the attacking unit. Then, if the attacker was an infantry unit, it can immediately garrison the building if its general wishes.

OBJECTIVES IN BUILDINGS

Strategic objective markers can be placed on top of defensible buildings, representing an objective within the building itself.

Any unit in contact with the building counts as being in contact with the marker. If a unit is garrisoning the building, it always counts as controlling that strategic objective marker, regardless of the presence of enemy units.

AIRCRAFT

Aircraft units that have been deployed from reserve are **incoming** until they are activated. Units can never confirm target acquisition on an incoming aircraft unit; they can only be targeted by **opportunity fire**, unless stated otherwise.

Instead of a standard activation, an aircraft unit makes an **air support sortie**. Follow these steps in order:

1. **Approach:** Each model in the active unit moves forwards in a straight line, any number of inches. At the end of the move, each model must be in unit coherency, and must be placed so that it faces the direction in which it moved.
2. **Reaction:** The opposing general has a chance to declare opportunity fires with units that are **on lookout**, and that could have confirmed target acquisition on the air support unit at any point during the previous step's move.

In addition, the opposing general can declare opportunity fire with 1 unit in *each* reaction step, not just 1 unit in the whole activation. **Aircraft units cannot be suppressed**.

3. **Engage:** The active unit makes a ranged attack. Some aircraft units may have special rules which allow them to perform different actions in their engage step.
4. **Escape:** Each model in the active unit moves forwards in a straight line, any number of inches, until it leaves the battlefield. Once any opportunity fire has been resolved, the unit returns to its general's reserve and can be deployed again in the next round. Because aircraft are not in play during the end phase, a force that only has aircraft remaining will be subject to the **zero ground presence** rule.
5. **Reaction:** The opposing general has a chance to declare opportunity fire a second time.

VICTORY POINTS

Each general keeps a running tally of the VPs they score.

ANNIHILATION OBJECTIVES

Whenever a unit is annihilated, the opposing general immediately scores VPs equal to the unit's **VP RATING**, as shown on its profile.

Most units have a VP rating that is made of 3 numbers, separated by slashes. The one that is used depends on the reinforcement level that was selected for the unit, as shown on its force list:

The first number is used for **basic** units. The second number is used for **reinforced** units. The third number is used for **full strength** units.

Units that cannot be selected at different reinforcement levels have only one VP rating.

CLASH OBJECTIVES

Each clash lists a set of **objectives**. The rules for claiming and scoring objectives vary according to the clash.

STRATEGIC OBJECTIVE MARKERS

Some clash objectives require the control of **strategic objectives** on the battlefield, represented by round plastic markers, 50mm in diameter. Strategic objectives always count as open terrain and never affect LOS, and can be controlled by *infantry* and *cavalry* units.

A general is controlling a strategic objective if:

- One of their *infantry* or *cavalry* units is in contact with the marker, and
- There are no enemy units in contact with the marker, not counting *aircraft*, *rotorcraft* and *fortifications*.

CONQUEST OBJECTIVES

You can claim a **conquest objective** from a C&C card when the trigger for claiming it is met. Reveal the card to your opponent, claim the VP reward, then discard the card.

You can claim more than 1 conquest objective at the same time (even multiple copies of the same one) as long as their triggers are all met.

VICTORY AND DEFEAT

When a clash ends, each general totals the VPs they have scored, and a victor is determined:

- The general with the highest total achieves a **victory**, while their opponent suffers a **defeat**.
- If the victorious general has scored at least twice as many VPs as their opponent, they achieve a **devastating victory** and their opponent suffers a **devastating defeat**.
- If both generals have scored the same number of VPs, the game ends in a draw, and no victor is declared.

GAME ROUND

1. READY PHASE

1. DETERMINE INITIATIVE *(Skip in the first round)*
Starting with the general who still has initiative, each general plays a C&C card facedown, then both are revealed. The general with the highest card value takes the **initiative** this round. On a tie, the general who did not have it last round gets initiative.

Instead of choosing a card, either general can **surrender the initiative**. If the second general does, the first retrieves their card.

2. DRAW CARDS
Each general can discard any number of C&C cards. Both then draw back up to their hand limit.

3. DEPLOY RESERVES *(Skip in the first round)*
Starting with the general with initiative, generals alternate deploying one of their units that is in **reserve**. Reserves cannot be deployed in the final round of a clash.

Flank attack can be given to a unit when it is deployed from reserve. If successful, the unit can be placed *outside* its own deployment zone, with 1 model in contact with a battlefield edge, and no models within the enemy deployment zone.

2. ACTIVATION PHASE

Starting with the general with initiative, generals take turns activating one of their **ready** units. The unit then gains the **activated** status.

RALLY TESTS: If a unit is **suppressed** when **activated**, it must make a **rally test**. If failed, it can use either its movement step or its attack step, but not both (no **double time** or **charge**).

At the end of a unit's activation, any models not in unit coherency are destroyed.

If units are **coordinated**, they can be activated in the same turn, one after the other.

1. REACTION STEP
The opposing general may declare opportunity fire against the active unit with one of their units **on lookout**. The unit makes a ranged attack against the active unit, then loses its **on lookout** status. **The target unit cannot be suppressed** as the result of opportunity fire.

2. MOVEMENT STEP
The active unit may make a **manoeuvre**:
ADVANCE: Move each model up to its **SPEED**.
DOUBLE TIME: Move each model up to 2x its **SPEED**.

CHARGE: The unit must have a **melee** or **impact** attack on its armaments grid. Choose an enemy unit (not an *aircraft* or *rotorcraft*) in clear or obscured LOS. Then move the active unit up to 2x **SPEED**, ending with the unit's officer in contact with the enemy unit in front arc. If not possible, the unit cannot charge.

If the charge target is an *infantry*, *cavalry* or *field gun* unit, and the attacking unit's officer is outside the target's front arc before charging, the target is **outflanked**.

If any model in the charging unit moves through difficult terrain, the target unit has a **defensive advantage**.

AIM: The unit does not move. If it makes a ranged attack this turn, it gains a combat rating bonus.

DISEMBARK: *Embarked units only.* The unit disembarks from its transport unit.

EXIT: *Garrisoned units only.* The unit exits the defensible building it has garrisoned.

3. REACTION STEP
The opposing general may declare opportunity fire with one of their units that is **on lookout**, if they have not already done so.

4. ATTACK STEP
Resolve a **ranged attack** or **close quarters attack** or **special action** with the active unit. A unit in contact with an enemy unit must make a close quarters attack.

GO ON LOOKOUT: Gain **on lookout** status.
TAKE COVER: Gain **taking cover** status.

RE-EARM: If the unit has **reloading** status, it loses that status.
EMBARK: *Infantry that have not disembarked in the same turn only.* Embark on an unoccupied *transport* unit within 3".

GARRISON: *Infantry only.* Garrison an unoccupied defensible building within 3".

3. END PHASE

- All units lose the **activated** status and return to being **ready**.
- Score any VPs listed under the clash's **objectives** section.
- Resolve any other rules or effects that take place this phase.

If a general has no units on the battlefield, they have **zero ground presence**. Their opponent scores 5 VPs and the game ends.

If the round limit for the clash has been reached, the game ends.

RANGED ATTACKS

Units can only ranged attack enemy units visible to their officer and if the attacking unit has an appropriate row on their armaments grid, the attacking unit's officer can draw **clear** or **obscured LOS** to at least 1 model in the enemy unit, and the distance from the officer to the closest model in the enemy unit is within the attack's **long range**.

Check LOS (trace a line between model centrepoints):
Clear: Line does not pass through any terrain or other models.

Blocked: Line leaves the first model's front arc, passes through blocking terrain, or through more than 3" of dense terrain.


Obscured: Line passes through any other models (not in the same unit as either model), or through up to 3" of dense terrain.


Ignore intervening enemy models and terrain if their **SIZE** is lower than the **SIZE** of either of the models.

Any models in the target unit to which the attacking unit's officer can draw clear LOS are **exposed**. If only some are exposed (and the nearest is not outside long range), you can declare that the attack will *prioritise exposed models*: ignore unexposed models, the concealed combat rating penalty does not apply, and **any models not exposed cannot be destroyed**.

1. CHOOSE A TARGET
During opportunity fire, the target must be the active enemy unit.

2. DETERMINE COMBAT RATING
More bonuses than penalties = **improved**.
More penalties than bonuses = **weakened**.
Otherwise, the attack is **neutral**.

 **BONUS**
Aiming: Attacking unit **aimed** this turn.
Short range: Target unit within the attack's short range.

 **PENALTY**
Concealed: Attacking unit's officer cannot draw clear LOS to at least half of the models in the target unit.

Suppressed: Attacking unit **suppressed**.
Opp fire: Attacking unit using **opportunity fire**.
Reforming: Attacking unit **disembarks** or **exits** this turn.

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AIM: The unit does not move. If it makes a ranged attack this turn, it gains a combat rating bonus.

DISEMBARK: *Embarked units only.* The unit disembarks from its transport unit.

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RE-EARM: If the unit has **reloading** status, it loses that status.
EMBARK: *Infantry that have not disembarked in the same turn only.* Embark on an unoccupied *transport* unit within 3".

GARRISON: *Infantry only.* Garrison an unoccupied defensible building within 3".

3. END PHASE

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More penalties than bonuses = **weakened**.
Otherwise, the attack is **neutral**.

 **BONUS**
Aiming: Attacking unit **aimed** this turn.
Short range: Target unit within the attack's short range.

 **PENALTY**
Concealed: Attacking unit's officer cannot draw clear LOS to at least half of the models in the target unit.

Suppressed: Attacking unit **suppressed**.
Opp fire: Attacking unit using **opportunity fire**.
Reforming: Attacking unit **disembarks** or **exits** this turn.

3. ROLL ATTACK POOL

Check the **attack dice** column of the attacking unit's armaments grid, and roll and resolve the number of attack dice shown for the current number of models in the unit.

4. CHECK FOR SUPPRESSION

If at least 1 model in the target unit was destroyed, the unit takes a **suppression test**.

CLOSE QUARTERS ATTACKS

1. DETERMINE COMBAT RATING

More bonuses than penalties = **improved**.
More penalties than bonuses = **weakened**.
Otherwise, the attack is **neutral**.

BONUS

Outflanking: Target unit **outflanked**.

Overwhelming: Attacker *infantry*, target *armour/fortification*.

Supported: At least 1 friendly unit other than the attacking unit is within 2" of the target unit.

PENALTY

Suppressed: Attacking unit **suppressed**.

Threatened: At least 1 enemy unit other than the target unit within 2" of the attacking unit.

2. ROLL ATTACK POOL

Check the **melee** or **impact** column of the attacking unit's armaments grid, and roll and resolve the number of attack dice shown for the current number of models in the unit.

3. TARGET RETALIATES

If the target unit has a **MELEE** score, it makes a **retaliatory attack** (repeat steps 1 and 2, then continue to step 4).

4. RESOLVE THE CLOSE QUARTERS COMBAT

The unit that destroys the most models wins, and the other unit loses and **withdraws** 3" directly away from them. Each model must end this move facing the winning unit, and at least 1" away from any enemy units. A model that cannot be destroyed.

Then, the losing unit takes a **suppression test**.

On a tie, the combat is a **stalemate**: the attacking unit withdraws, and neither side needs to take a suppression test.

Defensive advantage: If any model in the attacking unit moved through difficult terrain when they charged, the target unit gains a **defensive advantage** and makes its close quarters attack (if it has one) *first*, then the active unit retaliates.

Secondary combatants: If the active unit's charge brought it into contact with more than 1 unit, it can only make attacks against the unit that was chosen as the target of its charge. The other units are **secondary combatants** and can retaliate at the same time as the charge target (if they have melee attacks). If the target unit loses the melee, each secondary combatant unit also withdraws, but they do not need to take suppression tests.

DAMAGE

Once a unit's damage equals its **DAMAGE LIMIT**, **destroy** 1 model and reset damage to 0. Then apply remaining damage. When a model is **destroyed**, the unit's general removes 1 model:

Open formation: Destroy the model closest to the attacking unit. If multiple models are equally close, the unit's general chooses.

Close formation: Destroy 1 model in the back rank, chosen by the unit's general.

If a unit's officer is **destroyed**, it **immediately gains the disordered status**. Then choose a new officer. When a unit is **annihilated**, the opposing general immediately scores VPs equal to the target unit's **VICTORY POINTS RATING**.

ATTACK ROLLS



HEROIC STRIKE

2 hits. Roll another die and add to the pool. Further heroic strikes do not add dice.



STRIKE

1 hit.



GLANCING STRIKE

Discard. Re-roll if **neutral** or **improved**.



MISS

Discard. Re-roll if **improved**.



BLANK

Discard.

The target unit's **DEFENCE** is how many hits must be scored for it to suffer a point of damage. Ignore any excess hits.

STATUSES



DISORDERED

-1 to DISCIPLINE. Commands cannot be issued to this unit. A unit cannot become disordered within 6" of a friendly *commander*. Lose this status at the end of next activation, or within 6" of a friendly *commander* unit.



ON LOOKOUT

Can declare opp fire during either reaction step. Lose this status at the start of next activation, when it moves, contacts an enemy unit, or opp fires.



RELOADING

Cannot make ranged attacks with weapons with *reload*. Lose this status when it makes a **re-arm** action.



SUPPRESSED

Combat rating penalty when making a ranged attack or close quarters attack. Must take a rally test the next time it is activated. Lose this status at the end of next activation.



TAKING COVER

DEFENCE +1 against ranged attacks where **concealed** combat rating penalty is in effect. Lose this status if it moves, contacts an enemy unit, or starts next activation.



WRECKED

A **wrecked** model counts as destroyed, but remains on the battlefield as blocking terrain.

DISCIPLINE TESTS

Reveal a C&C card from your deck; if the value is equal to or lower than the unit's **DISCIPLINE**, the test succeeds.

Instead of testing, you can voluntarily fail (do not draw a card).

SUPPRESSION

If at least half of the models in the unit at the start of the attack have been destroyed, the unit's **DISCIPLINE** is -1. If the test is failed, the unit gains the **suppressed** status.

Breaking: If a unit fails a suppression test, and its model count is equal to or lower than its **BREAK LIMIT**, it **breaks** and is **annihilated**. A unit without a break limit cannot break.

Falling back: If a suppressed unit fails another suppression test, it **falls back** 3" towards its rear edge, and not within 1" of any enemy units. This is unaffected by any non-impassable terrain. If the unit cannot do so, its general must destroy models until this is possible, or until all models have been removed.

3. ROLL ATTACK POOL

Check the **attack dice** column of the attacking unit's armaments grid, and roll and resolve the number of attack dice shown for the current number of models in the unit.

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Outflanking: Target unit **outflanked**.

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