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Game: **AT-43**

Publisher: **Rackham Entertainment (2006)**

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

SETUP

Choose a **mission**, build companies with a set number of **Army Points** (AP), and set up terrain and starting forces.

UNITS

A **unit** is composed of several fighters sharing the same **designation** which must respect **cohesion** for the game. After a unit has been activated, all its members must be within 10cm of the unit **leader**, and each fighter in the unit must be within 2.5cm of another fighter.

Infantry: *Soldiers* 👤 (regular, elite or battlesuit) or *Support units* 🎯 (gunners and support weapons).

Armored fighting vehicles (AFVs): *Combat striders* 🦿 or *Vehicles* 🚛.

Special fighters (officers, heroes, gunners and support weapons, special weapon bearers and specialists) have special battlefield roles. All other fighters are **standard** fighters.

Unit Status

At the time of activation a unit may be:

Free: none of the unit's members are in contact with an enemy.

Engaged: one or more members of the unit are in contact with an enemy. The unit cannot benefit from any combat drills. AFVs are never considered engaged.

Grounded: indicated by laying the miniatures down. When a grounded unit is activated, these rules apply:

When half or fewer fighters in a unit are grounded, the grounded figures stand up and the unit may act as usual. **When more than half are grounded,** the whole unit is grounded; the fighters stand up, but the unit cannot perform any action or combat drill.

Activating a grounded unit without an officer still costs 1 LP (getting up is considered the fighters' action).

Grounded fighters are not taken into account in zones of fire.

Disorganized: The unit has failed a morale test and may rout.

Weapon Stats

◎ ⬤ ✦ ☠

Accuracy   *Attack Rate/Re-Rolls*   *AOE*   *Penetration/Damage*

FACING, LINE OF SIGHT & MEASURING

Figures can usually see and move in all directions. To determine if a figure has **line of sight** (LOS) to another figure, trace a line from the outside edges of the figure's base to the outside edges of the target figure's base.

If at least one line does not encounter an obstacle, the target is visible. If both lines encounter an obstacle, the figure only sees the target if he can see over the obstacle (check the figure's point of view and check the figure's Size if there is a dispute).

Soldiers never block line of sight.

No measurements can be made *before* declaring an action. Distances are measured between base edges or terrain element edges. **Unit to unit measurements are always made from leader to leader.**

GAME ROUND

1. TACTICAL PHASE

Leadership Points
Players each receive **LPs** *for the entire round* equal to their commander's LP value plus the number of units left in their army (and coming into play that round). *Disorganized* units do not count.

Activation Sequence
Players place the cards for their units face down in the order they wish to activate them, left to right.

Authority Test
Players each roll a die and add their commander's **Authority** value and any LP they have secretly wagered. The highest scorer chooses who has to activate first. On a draw, re-roll.

2. ACTIVATION PHASE

Activate Units
Players **activate** each of their units *in turn* by revealing the next card in their activation sequence, then declaring and resolving their actions.

Activating a unit without an officer costs 1 LP.

If the unit has been eliminated that round, the player must spend LP to change their activation sequence, or activation passes to his opponent.

3. CONTROL PHASE

Check Objectives and Tactical Positions
Players check the mission objectives.

Calculate Victory Points (VP) and Reinforcement Points (RP)

LEADERSHIP

A unit is commanded by one **officer**, who is always the leader of his unit. When he is killed, the standard fighter closest to him replaces him as leader (but not as officer) and is replaced with the leader figure.

The highest ranking officer in the activation sequence is the **commander**. When he is killed, the remaining highest ranking officer becomes commander.

If there is no commander, Authority and LP values for the company are 0.

Spending LPs

Add to the Authority test Add the number of LP wagered (between 0 and the rank of your commander +1).

Activate a unit not led by an officer (1LP) An LP must be spent for a unit to do anything, though it is considered activated. If it is a unit not yet in play, it remains out of play.

A player can **delay** the arrival of units. An officer's unit can also choose not to enter the game when activated.

Or one of the following *before* **activating a unit:**

Relocate the first card (1LP) Relocate the first card in your sequence; the *following* card must then be played immediately.

Delay activation (2LP) Pass (you cannot pass twice in a row).

Extra activation (2LP) In the turn following a *Delay Activation*, reveal the first 2 cards in your sequence and play them in any order you wish.

Rally (2LP) Rally a *disorganized* unit to *valiant* status.

Artillery Strike (3LP) In some missions you may have the option to call an artillery strike once per game round, just before activating any of your units.

COMBAT DRILLS

A unit may be given one or more combat drills at a cost of 1 LP each.

They remain in effect until the unit's card is revealed again.

An infantry unit *engaged* or *grounded* loses its combat drills and cannot be given new ones while in that state.

Eject!
Heroes with the *Heroic Pilot* ability. When the hero's AFV is destroyed, place him anywhere on the battlefield. If there are several heroes in the unit only place one.

Place the template over the hero, roll D6 and move him 10cm in the indicated direction. The hero (and any heroes with him) is eliminated if this lands him beyond the battlefield or on an impassable obstacle. Other heroes are placed in formation once the final position is determined.

Fire at Will!
Infantry unit not moving this round and led by a hero. During the next salvo the re-roll score of the weapon used is increased by +1. This drill cannot be called several times on the same salvo.

Knee to the Ground!
Infantry only. Call at the *end* of activation. The unit is not hit if it is caught in a shot's zone of fire.

Overwatch!
A unit *that has not fired* during its activation. The unit may shoot during the activation of an enemy unit, at the end of the enemy unit's move.

A unit that has not moved may not be targeted, and only the activated unit may be targeted. Losses are removed immediately. Once the overwatch fire has been resolved, or if it is *engaged*, the unit is no longer in overwatch.

Shield Formation!
AFV unit only. The AFVs are now considered destructible terrain elements. Use the AFV's base to determine who is behind cover.

Split Fire!
Infantry only. Call at the *beginning* of activation. Special weapon bearers may shoot at a different *time* than the rest of their unit. If a unit with special weapon bearers is given *Overwatch!* and *Split Fire!*, the special weapon bearers may fire at a different time than the rest of the unit. Leave the Overwatch marker in place after the first shot.

Take Cover!
Infantry only. Call at the *end* of activation. A unit in cover has its cover save increased to 3+. This never applies to overwatch fire, and is lost once a member of the unit is engaged.

ACTIONS: Movement

A unit may make a **rush move**, a **combat move** or an **engaged unit move** once during its activation.

Fighters and terrain elements are usually obstacles that must be moved around. A figure's base must be able to pass between obstacles, and movement cannot end on an obstacle.

Friendly soldiers do not hinder movement, only enemy soldiers (though movement cannot end with bases overlapping).

AFVs can pass through *any* soldiers, though the soldiers may be *run over*.

Rush move
Free units only.

↺ + 6cm for infantry, ↺ + 10cm for combat striders.

No shooting possible.

Combat move
↺ cm.

Shooting is possible.

Engaged unit move
Half ↺ cm.

When a soldier ends his move within 2.5cm of an enemy soldier, both **entire units** are **engaged** in close combat and can only make engaged unit movement. AFVs are never considered engaged.

Running Over Infantry
When an AFV performs a direct *rush move*, roll a die for each infantry miniature whose base is crossed by the vehicle's base.

If the fighter is *free* he is eliminated on a 5+; if *engaged*, on a 3+; if a support weapon, it is destroyed automatically.

If the AFV finishes its movement on soldiers or gunners, the survivors are moved 2.5cm away from any opponent by their player (a figure that cannot be repositioned and/or respect cohesion is eliminated).

Terrain
An *infantry* unit (not an AFV) performing a combat move can move **at half ↺ only** over a low wall or end its move on top of or on the other side of a container. Fighters on a terrain element add its Size to their own.

A unit that opens a container or lifts a low wall is considered *engaged* and can no longer move or shoot. A unit can enter a container if the miniatures fit inside it.

Obstacles can only be destroyed when directly targeted (when the mission allows it). Fighters on top of or inside a terrain element when it is destroyed are eliminated.

Hoist: a fighter with this ability in contact with a low wall can redeploy it anywhere in contact with the fighter. This action replaces its close combat action.

Bunkers
Only fighters (no vehicles) of Size 2 or smaller can enter a bunker. A unit located in a bunker cannot be issued a *Take cover!* combat drill. Each bunker has a single access to the rear. The loophole allows a unit to shoot, but not to fight in close combat.

Damage inflicted on bunkers is resolved using the **Bunker Damage Location** table. If the general structure of the bunker is destroyed, the whole bunker is destroyed. If the roof is destroyed, *Improved Cover* and *Secured* rules no longer apply. If the bunker has weapons they are destroyed.

Improved Cover: A unit in a bunker gets 3+ cover tests. This cover test also applies to artillery strikes and indirect fire weapons, except *Projection* weapons.

Secured: The bunker cannot be *Sabotaged*.

ACTIONS: Shooting

There are 2 shooting modes: **Direct Fire** and **Indirect Fire**. Only *free* units can shoot. An *engaged* unit may not shoot (though they may perform an *engaged unit move* to end the engagement and then shoot).

Only the fighters with LOS to at least one of the target unit's members may shoot.

All members of a unit must shoot at the same time and at the same unit, except fighters with **special weapons**, who may fire at a different unit. A fighter may fire once with *each* of his range weapons before or after a combat move if using a different weapon for each salvo.

Fighters with **multiple weapons** may fire before *and* after a combat movement, and at different targets, if using a different weapon for each salvo.

Shooting Procedure

Weapons have an **Attack rate** (before the slash) and a **Re-Roll value** (after the slash). Choose the type of weapon (same name and characteristics) used; all fighters in the unit with the chosen weapon resolve their shots simultaneously.

1. Pick a Target

Direct Fire: pick a target unit. If the unit is engaged, the whole melee is considered the target unit (range is determined from the leader of the targeted unit). A single AFV can be targeted instead of the whole unit.

Indirect Fire: pick a single target (friendly or enemy) fighter. At least one of the fighters in the shooting unit must have LOS to the target.

2. Determine the Zone of Fire

The **zone of fire** (ZOF) is determined by connecting the outside edges of the shooting unit to those of the target unit (or *both* units if the target unit is engaged). **Indirect fire has no ZOF.**

Any figure even partially in this area, and not belonging to the shooting or target units, is in the ZOF. When only one of the AFVs of a unit is the designated target, the ZOF is determined from this vehicle alone.

3. Make a Shooting Test

Roll dice equal to the weapon's **Attack rate** multiplied by the number of fighters shooting. Check the **Universal Resolution table** to find the minimum result required. Misses can be re-rolled as many times as the **Re-roll value** of the weapon.

Who can shoot?
Direct Fire: fighters without LOS on a figure in the target unit, or in the ZOF, cannot shoot.
Indirect Fire: all fighters with the appropriate weapon, even those without LOS, can shoot.

Who is hit?
Direct Fire: each successful shot causes an **impact**. If a unit is caught in the ZOF, impacts are first distributed to one per fighter in the zone, beginning with the fighter closest to the shooting unit's leader, and then to the target unit (once every fighter in the zone has received one impact).

Fighters of a smaller **Size** than the shooters or the targets are ignored. *Grounded* fighters or those with the *Knee to the Ground!* combat drill are ignored. **Locked shot weapons** only hit the designated target.

Indirect Fire: place the template on the targeted fighter. **If the score to hit indicates an automatic failure,** the shot doesn't hit anything. **If at least one shot misses,** the shot deviates: roll D6 and move the template 1cm in the indicated direction per test failed. **If all the shots miss,** the template must be moved a minimum of 10cm.

All fighters even partially within the affected **template radius** suffer an impact. If all the tests miss, the radius equals the **Area of Effect** of the weapon. On at least one successful shot, the radius is multiplied by the number of successful shots (if greater than 10cm, radius is 10cm and affected fighters suffer 2 impacts).

An infantry fighter that suffers an impact as a result of indirect fire (and is not eliminated) is *grounded*; lay the miniature down.

Cover

Cover does not affect impacts from indirect fire.

An obstacle provides cover if a fighter could hide behind it. If it does, the **zone of cover** is the area between the outside edges of the firing unit and the outside edges of the obstacle. A fighter whose base is even partially within this zone is behind cover.

If at least half the members of a unit are hidden or behind cover, the entire unit is under cover, otherwise the entire unit is exposed.

Cover is ignored when the leader of the shooting unit is within 10 cm of the cover closest to the targeted unit.

A unit in cover may roll to cancel each Impact on a 5+ (3+ with the *Take Cover!* combat drill)**.**

4. Determine Damage & Remove Losses

Each successful impact causes a **Damage test**.

Check the **Universal Resolution table** to find the minimum result required to cause a number of **Damage points** equal to the **Damage value** of the weapon.

If the target is an infantry unit, remove eliminated fighters starting with those closest to the leader of the shooting unit.

If the eliminated figure is the leader of the target unit, swap the leader with the fighter closest to him and remove that figure instead.

A soldier, gunner or support weapon is eliminated when it suffers one Damage point.

If the target is an AFV, split the impacts as evenly as possible among the targets, beginning with those closest to the leader of the shooting unit. Damage tests are then resolved individually for each vehicle.

An AFV is divided into the **frame**, the **propulsion system** and the **weapons**, each of which has a number of **Structure Points** (SP).

Roll on the **Location table** to determine which part is hit and loses SP. Excess damage is transferred to the frame.

When a part falls to 0 SP it is **destroyed**. Destroyed weapons can no longer be used. A destroyed propulsion system immobilizes the vehicle. If the frame is destroyed the vehicle is removed.

An **immobilized** vehicle cannot move. Other members of the unit can either stay in cohesion with the vehicle, or the pilot can eject from the vehicle to join the unit, and the vehicle is removed.

Special Weapons

Special weapons are listed under the dotted line on the unit cards. Unless given the *Split Fire!* combat drill, fighters armed with special weapons must shoot at the same time as their unit, but may target a different unit.

The special weapon-equipped fighter cannot replace a leader if the leader is killed, and only becomes a leader (still equipped with his special weapon) when he is the only fighter remaining in the unit.

A fighter equipped with a special weapon may not attack in close combat.

Support Units

Static support units are infantry units with weapons that cannot be used while moving. They are composed of weapons and gunners.

The unit cannot perform rush moves and can shoot only if it didn't move this activation.

Impacts to the unit are distributed equally among the gunners and weapons, beginning with the miniature closest to the shooting unit. Without a corresponding gunner, a static support weapon is destroyed.

Mobile support units are entirely composed of special weapon bearers.

Artillery Strikes

Artillery strikes can be called before activating any unit, once per game round, for 3 LP. They target any fighter in the LOS of an officer or a leader.

Use the rules for indirect fire, though the strike hits on a fixed result.

A **close combat** is resolved when at least one fighter of a unit is *engaged* after its movement (even if it hasn't moved).

Only engaged fighters equipped with a **close combat weapon** can attack. Once a unit has attacked it can no longer act that turn.

Each melee is split into several **combats**, resolved in an order chosen by the attacking player, as follows: a fighter has a different weapon to others in his unit; the defenders belong to different units; or there are gunners and support units among the defenders.

Special weapon bearers are not equipped with close combat weapons; they can be attacked but cannot attack others.

A fighter may attack once with *each* of his close combat weapons. A unit may shoot, move to engage and then attack in close combat, but a unit cannot move or fire once it has attacked.

If a unit is in contact with **multiple units**, combats are resolved unit by unit. A fighter in contact with fighters belonging to multiple units may choose which unit he attacks.

Roll dice equal to the weapon's **Attack rate** multiplied by the number of fighters attacking. Then make **Re-Rolls** and roll **Damage tests** for impacts just as with shooting.

Losses

If the defender is an infantry unit, the attacker chooses which figures are removed from among the fighters in contact with his attacking fighters.

If the defender is an AFV unit, the attacker distributes impacts among the vehicles in contact with his attacking fighters, then rolls Damage tests and their location.

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1. Objectives and Tactical Positions

An objective or tactical position is *controlled* by the player with the most infantry figures (minimum one) within 10cm of it.

If there is a tie, neither side controls the objective/position. These conditions are checked in this phase and the objective/position remains under control until the next Control phase.

An objective is **captured** when a side controls it for the first time. A given objective may be captured only *once* by each side.

2. Calculate VP and RP

Each player counts his **Victory Points** (VP) and **Reinforcement Points** (RP).

Starting with the loser of the Authority test that round, players can spend their RP to turn **reinforcement units** into **reserve units** for the next round (their cards are added to the activation sequence).

1 RP is worth 1 AP.

Unspent RP and VP are kept from one round to the next. If a player has fulfilled all his objectives the game ends.

The morale status of a unit is either **Valiant** (the default) or **Disorganized**; or the unit is in **Rout**.

A unit uses its officer's Morale for any Morale tests.

A morale test is resolved **before a unit's activation**, and before any spending of LPs, when a Type 1 or 2 infantry unit has fallen to 3 members or fewer, a Type 3 infantry or infantry support unit has fallen to 1 member, or a unit of AFVs is entirely immobilized.

A morale test is resolved **outside of a unit's activation**, when one of the members of a unit of AFVs is destroyed or abandoned.

If a morale test is a success, morale status is unchanged.
If a morale test is failed, morale status worsens (**Valiant** to **Disorganized** to **Rout**).

Fighters with the **Nerves of Steel** ability (indicated by a '-' in Morale) never roll morale tests.

Morale Status

Disorganized Unit: The unit cannot perform any action or be given combat drills. Spend 2 LP to rally he unit back to *valiant* status before activation.

Routing Unit: The unit is eliminated.

Heroes are **officers**, and cannot join a unit which already has an officer.

If a hero is deployed alone, he may lead any unit without an officer if he shares the same category and type. This transfer of leadership takes place in the Control phase if the hero has *cohesion* with the unit. Any combat drill applied to the unit is immediately applied to the hero. The hero is now activated at the same time as his unit (remove him from the activation sequence).

A hero never suffers any impacts or damage as long as there are other fighters in his unit (even if they are completely hidden). However, if the hero is specifically targeted (*eg* the *Sniper* ability) he may be eliminated normally.

Each player controls a **company**, split into as many **platoons** as desired, themselves split into **units**. Players build their companies from an agreed-upon number of **Army Points** (AP).

The highest ranking officer is the **commander** of the company. A company can only have one rank 5 officer (and must have at least one officer), a platoon can only have one rank 4 officer, and a unit can only have one officer (and some units cannot have an officer).

An army is built around a 5 slot **platoon pattern**. The **!** slot is compulsory; others are optional. Each slot is a category of unit and the type (number of stars), and can be filled only once per platoon. All slots in a platoon must be filled before starting a new platoon.

Assault units are those available at the game's start.

Reinforcement units are those that join the battle when the player controls secondary objectives and the required RPs are spent. An officer in a reinforcement unit cannot be the commander, but may become the commander once he is in a reserve unit.

The AP cost of assault units must be less than or equal to the number given by the mission. The AP cost of the reinforcement units is not important as long as the total value of the company is equal to or less than the AP allowed by the mission.

Tactical Positions

Access zones allow players to bring in units. The first action of such a unit is a movement, measured from the battlefield edge. **Permanent** zones are specific to a side for the entire game; **neutral** zones have to be *controlled* to be used.

Deployment zones are areas inside which units can be placed in the *first round* only. They must have enough room to be deployed, otherwise they must enter through another zone.

Drop points are terrain elements which allow players who *control* them to bring in reserve units. They can be used from the second round of the mission. All the fighters in the unit must be within 10cm of the drop point, and the unit cannot perform any action or be given any combat drills in the round it is deployed, though it must still be activated as normal (which might require the spending of LP).

UNIVERSAL TABLE OF RESOLUTION

... / –6	–4 / –5	–2 / –3	–1 / 0 / +1	+2 / +3	+4 / +5	+6 / ...
✖	6	5+	4+	3+	2+	✔

SHOOTING

Accuracy ◉ minus **Range** (between unit leaders)

Locked shot tests are as given.

CLOSE COMBAT

Accuracy ◉ minus defender's **Combat** ⊙

DAMAGE

Penetration ☠ minus target's **Protection** ⊙

MORALE

Morale ⊙ minus **8**

GAME ROUND

1. TACTICAL PHASE

Leadership Points

Receive **LPs** *for the entire round* equal to commander's LP plus the number of units left in army (and coming into play that round). *Disorganized* units do not count.

Activation Sequence

Place unit cards facedown in desired activation order, left to right.

Authority Test

Roll a die each and add commander's **Authority** and any LP secretly wagered (up to his rank +1); highest scorer chooses who activates first. On a draw, re-roll.

2. ACTIVATION PHASE

Activate Units

Activate units *in turn* by revealing the next card, then declaring and resolving actions.

Activating a unit without an officer costs 1 LP.

If the unit has been eliminated that round, spend LP to change the activation sequence, or activation passes to your opponent.

3. CONTROL PHASE

Check Objectives and Tactical Positions

Calculate VP and RP

Spend RP to turn **reinforcement units** into **reserve units** for the next round.

ACTIVATING UNITS

One of the following just before activating a unit:

Relocate first card (1 LP): Relocate the first card where desired in your activation sequence. The *following* card is revealed and played immediately.

Delay activation (2 LP): You pass (but cannot pass twice in a row).

Extra activation (2 LP): In the turn following a *Delay Activation* reveal the first 2 cards in your activation sequence and play them in any order you desire.

MOVEMENT

Rush move *Free* units only. ↻ +6 cm for infantry, ↻ +10 cm for combat striders. No shooting possible.

Combat move ↻ cm. Shooting is possible.

Engaged units Half ↻ cm. When a soldier ends his move **in contact** (within 2.5cm) with an enemy soldier, both **entire units** are **engaged**. AFVs are never considered engaged.

COVER

A unit in cover may roll to cancel each Impact on a 5+ (3+ with the *Take Cover!* combat drill).

MORALE

Valiant ❯ Disorganized ❯ Rout

Test before activation:

Type 1 or Type 2 infantry unit at 3 members or less;

Type 3 infantry or infantry support unit at 1 member;

AFV unit entirely immobilized.

Test outside activation:

AFV unit when one of its members is destroyed or abandoned.

Disorganized Unit: Cannot perform any action or be given combat drills. Spend 2 LP to rally back to *Valiant* status before activation.

Routing Unit: Unit eliminated.

A unit uses the officer's morale for any morale tests. Fighters with *Nerves of Steel* never roll morale.

AFV DAMAGE LOCATION

D6	Damaged Part
1 - 2	Propulsion
3 - 5	Frame
6	Weapon (chosen by active player)

STRUCTURES

	Protection	Structure Points	Size	AP
Bunker	17	4/2	3	250
Container	8	3	3	-
Crystals	8	4	∞	50
Low/High wall	12/13	1/2	1/2	-
Nanogenerator	11	1	2	25

BUNKER DAMAGE LOCATION

D6	Damaged Part
1 - 2	Roof
3 - 5	General structure
6	Weapon (chosen by active player), or the roof if the bunker is not armed.

INDIRECT FIRE

Pick a single target (friendly or enemy) fighter. At least one of the fighters in the shooting unit must have LOS to the target. Place the template on the targeted fighter.

If the score to hit is an automatic failure, the shot doesn't hit anything.

If at least one shot misses, the shot *deviates*: roll D6 and move the template 1cm in the indicated direction per test failed.

If all the shots miss, the template must be moved a minimum of 10cm.

All fighters even partially within the affected **template radius** suffer an **impact**:

If all the tests miss, the radius equals the **Area of Effect** of the weapon.

On at least one successful shot, the radius is multiplied by the number of successful shots (if greater than 10cm, radius is 10cm and affected fighters suffer 2 impacts).

A fighter that suffers an indirect fire impact (and is not eliminated) is *grounded*; lay the miniature down.

COMBAT DRILLS — 1 LP EACH

A unit may be given one or more **combat drills** that remain in effect until the unit's card is revealed again. An infantry unit *engaged* or *grounded* loses its combat drills and cannot be given any while in that state.

Eject!
Heroes with the *Heroic Pilot* ability. When the hero's AFV is destroyed, place him anywhere on the battlefield. If there are several heroes in the unit only place one. Place the template over the hero, roll D6 and move him 10cm in the indicated direction. The hero (and any heroes with him) is eliminated if this lands him beyond the battlefield or on an impassable obstacle. Other heroes are placed in formation once the final position is determined.

Fire at Will!
Infantry unit not moving this round and led by a hero. During the next salvo the re-roll score of the weapon used is increased by +1. This drill cannot be called several times on the same salvo.

Knee to the Ground!
Infantry only. Call at the *end* of activation. Unit is not hit if caught in a shot's ZOF.

Overwatch!
Give to a unit *that has not fired* during its activation. Unit may shoot during the activation of an enemy unit, at the end of the enemy unit's move.

A unit that has not moved may not be targeted, and only the activated unit may be targeted. Losses are removed immediately. Once the overwatch fire has been resolved, or if it is engaged, the unit is no longer in overwatch.

Shield Formation!
AFV unit only. The AFVs are now considered destructible terrain elements. Use the AFV's base to determine who is behind cover.

Split Fire!
Infantry only. Call at the *beginning* of activation. Special weapon bearers may shoot at a different time than the rest of their unit.

Take Cover!
Infantry only. Call at the *end* of activation. Cover save is increased to 3+. Never applies to overwatch fire, and is lost once a member of the unit is engaged.

U.N.A

EQUIPMENT

Flamer
Projection:
– when a unit contains several flamers, each can pick a different target.
– cover and fighters in the ZOF are ignored.
– no shooting test necessary (no successes; shots cannot be combined to increase the area of effect).
– Accuracy shows the flamer's maximum range in cm. Centre the template on a fighter; all the miniatures even partially under the area of effect take a damage test.

Grenades

	⊚	⬓	⊛	☠
Grenade	0	1/0	1	4/1

Indirect fire. If used, cannot use any ranged weapons during the current activation.

G-Pack
Rocket Jump: May jump over miniatures and terrain elements during movement.

Gyroscopes
Stability: The fighter is not grounded when caught in an indirect fire weapon's area of effect.

Jammer
Jammer:
– can only target AFVs.
– minimum result needed for the Damage test is shown instead of the weapon's Penetration.

Laser Targeter
Designator: During his activation a fighter may **tag** an enemy unit he can see.

Until the end of the round, indirect fire and locked shot weapons do not need LOS to hit the tagged unit.

Missile Launcher
Locked Shot:
– can only target AFVs or terrain elements with Structure points.
– cannot use Overwatch fire.
– cover and fighters in the ZOF are ignored.
– minimum result needed for the Shooting test is shown instead of the weapon's Accuracy.

Triple Lense Helmet
Detection: +1 Accuracy with all direct fire weapons and ignore enemy's *Stealth* ability.

Sniper Gun
Sniper:
– can only be used if the fighter does not move at all during his activation.
– cover and fighters in the ZOF are ignored.
– cannot be used in Overwatch.
– may choose target of each impact among the visible fighters of the targeted unit. If an AFV, may choose the location of each impact.

SPECIALISTS

Mechanic
Repair: At the beginning or end of his unit's activation he may repair a friendly AFV within 2.5cm. The AFV recovers 1 SP in a chosen location. Destroyed parts may be repaired.

Medic
First Aid: Once per round he can save a member of his unit. Shout "Medic!" right after the fighter is eliminated. A medic who has taken damage points cannot use this ability.

Combat Engineer
Sabotage: During his unit's activation he may sabotage a terrain element within 2.5cm. The chosen element is removed from the battlefield.

Civil Engineers
Engineers don't take part in the fighting, but follow their unit and count towards the control of objectives.

An engineer who suffers an impact is immediately eliminated. No damage test is required. He can be saved using appropriate abilities *(eg. Medic!)*.

Minefield: Each field/combat engineer can lay a minefield at the end of its unit's move.

Put a **minefield** card (choose the side used) on the field out of contact with any enemy and within range 1 of the engineer. *Any* unit triggers the mines if:

– its profile shows one of the icons on the minefield;
– at least one of its members travels even partially over the card during his move. A unit may trigger several minefields in the same movement.

After its move, the unit suffers a number of impacts equal to the number of its members for each card it has travelled over. Penetration and damage: **Infantry:** 4/1; **AFV:** 16/2.

The triggered minefields are then removed.

Minefields are resolved after any *Overwatch!* fire.

Therians

EQUIPMENT

Flamer and Heavy Flamer
Projection:
– when a unit contains several flamers, each can pick a different target.
– cover and fighters in the ZOF are ignored.
– no shooting test necessary (no successes; shots cannot be combined to increase the area of effect).
– Accuracy shows the flamer's maximum range in cm. Centre the template on a fighter; all the miniatures even partially under the area of effect take a damage test.

Light Grim Scythe
Hoist: If the fighter is in contact with a low wall it can redeploy it anywhere in contact with the fighter. This action replaces its close combat action.

Light Virus Cannon
Jammer:
– can only target AFVs.
– minimum result needed for the Damage test is shown instead of the weapon's Penetration.

Medium Nucleus Cannon
Sniper:
– can only be used if the fighter does not move at all during his activation.
– cover and fighters in the ZOF are ignored.
– cannot be used in Overwatch.
– may choose target of each impact among the visible fighters of the targeted unit. If an AFV, may choose the location of each impact.

Optical Camo Module
Stealth: Any shot (including locked shots) targeting the unit from beyond range 1 is a failure.

Nanostorms

	⊚	⬓	⊛	☠
Nanostorm	0	1/0	1	5/1

Indirect fire. If used, cannot use any ranged weapons during the current activation.

Relay
Unit leader only. Activating the unit doesn't cost any LP. The relay is lost when the leader is eliminated.
A unit including an overseer cannot have a relay.

THERIAN OVERSEER ROUTINES

An overseer of an infantry unit may only use infantry routines, and an overseer of an AFV unit may only use AFV routines. If he is also the commander, he may use his type of routine (infantry or AFV) on any of the same type of units within the company he commands.

A routine affecting a movement or a test is declared at the time of the movement or the test. Otherwise it is declared during the activation of the overseer's unit. Routines not instantaneous remain in effect until the unit's following activation.

An overseer can use each routine once per activation.

Infantry Routines
Transfer (1 LP) One of the unit's soldiers is replaced by another soldier already eliminated. Unit composition rules must be respected.

Dash (2 LP) If the unit performs a rush move it can cover up to 30 cm.

Hyper nanonucleus (2 LP) The unit can reroll all its failed Damage Tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

AFV Routines
Repair (1 LP) An AFV regains 1 SP. The AFV and the location repaired are chosen by the player.

Dash (2 LP) If the unit performs a rush move it can cover up to 50 cm.

Hyper nanonucleus (2 LP) The unit can re-roll all its failed damage tests once.

Creation (4 LP) A type 1 combat strider appears on the battlefield in contact with the overseer, constituting a new unit.

Its card is placed in the activation sequence for the next round. The player must have the miniature and room to place it on the battlefield.

Fusion (4 LP) The overseer chooses 2 combat striders of the unit to be immediately destroyed and replaced by a new strider of the next highest type. The new strider is deployed where one of the 2 previous striders originally stood. It is not an overseer and forms a new unit; its card is placed in the activation sequence for the next round. The player must have the miniature and room to place it on the battlefield.

THERIAN NANOGENERATORS

Nanogeneration: A Therian unit controlling a nanogenerator gains this ability: the routines it uses cost 1 LP fewer to a minimum of 0.

RED GLØK

EQUIPMENT

Assisted Propulsion
Blitz:
– Movement increased by 10 for their first round on the battlefield.
– may act normally when they arrive in reinforcement from a drop point.

Communication Disruptor
Disruption: For each fighter with this ability on the battlefield, each enemy company **loses 1 LP during the tactical phase**. The LP reserve of a company cannot fall below its commander's LP value.

Flamer
Projection:
– when a unit contains several flamers, each can pick a different target.
– cover and fighters in the ZOF are ignored.
– no shooting test necessary (no successes; shots cannot be combined to increase the area of effect).
– Accuracy shows the flamer's maximum range in cm. Centre the template on a fighter; all the miniatures even partially under the area of effect take a damage test.

Grenades

	◉	⬤	◉	◉
Grenade	0	1/0	1	4/1

Indirect fire. If used, cannot use any ranged weapons during the current activation.

Infrared Goggles
Detection: +1 **Accuracy** with all their weapons (already in profile) and ignore enemy's *Stealth* ability.

Loudspeaker
Countermeasure: The enemy's *Disruption* and *Interference* abilities have no effect on the company.

Motion Sensors
Detection: +1 **Accuracy** with all their weapons (already in profile) and ignore enemy's *Stealth* ability.

Sniper Gun
Sniper:
– can only be used if the fighter does not move at all during his activation.
– cover and fighters in the ZOF are ignored.
– cannot be used in Overwatch.
– may choose target of each impact among the visible fighters of the targeted unit. If an AFV, may choose the location of each impact.

SPECIALISTS

Combat Engineer
Sabotage: During his unit's activation he may sabotage a terrain element within 2.5cm. The chosen element is removed from the battlefield.

Civil Engineers
Engineers don't take part in the fighting, but follow their unit and count towards the control of objectives.

An engineer who suffers an impact is immediately eliminated. No damage test is required. He can be saved using appropriate abilities *(eg. Medic!)*.

Minefield: Each field/combat engineer can lay a minefield at the end of its unit's move. Put a **minefield** card (choose the side used) on the field out of contact with any enemy and within range 1 of the engineer. *Any* unit triggers the mines if:

– its profile shows one of the icons on the minefield;
– at least one of its members travels even partially over the card during his move. A unit may trigger several minefields in the same movement.

After its move, the unit suffers a number of impacts equal to the number of its members for each card it has travelled over. Penetration and damage: **Infantry:** 4/1; **AFV:** 16/2.

The triggered minefields are then removed.

Minefields are resolved after any *Overwatch!* fire.

Electronic Warfare Specialist
Disruption: For each fighter with this ability on the battlefield, each enemy company **loses 1 LP during the strategic phase**. The LP reserve of a company cannot fall below its commander's LP value.

Mechanic
Repair: At the beginning or end of his unit's activation he may repair a friendly AFV within 2.5cm. The AFV recovers 1 SP in a chosen location. Destroyed parts may be repaired.

Medic
First Aid: Once per round he can save a member of his unit. Shout "Medic!" right after the fighter is eliminated. A medic who has taken damage points cannot use this ability.

KARMANS

EQUIPMENT

Flamer
Projection:
– when a unit contains several flamers, each can pick a different target.
– cover and fighters in the ZOF are ignored.
– no shooting test necessary (no successes; shots cannot be combined to increase the area of effect).
– Accuracy shows the flamer's maximum range in cm. Centre the template on a fighter; all the miniatures even partially under the area of effect take a damage test.

Grenades

	◉	⬤	◉	◉
Grenade	0	1/0	1	4/1

Indirect fire. If used, cannot use any ranged weapons during the current activation.

Jammer
Jammer:
– can only target AFVs.
– minimum result needed for the Damage test is shown instead of the weapon's Penetration.

Jet Pack
Rocket Jump: May jump over miniatures and terrain elements during movement.

K-armor
Hoist: If the fighter is in contact with a low wall it can redeploy it anywhere in contact with the fighter. This action replaces its close combat action.

Sniper Gun
Sniper:
– can only be used if the fighter does not move at all during his activation.
– cover and fighters in the ZOF are ignored.
– cannot be used in Overwatch.
– may choose target of each impact among the visible fighters of the targeted unit. If an AFV, may choose the location of each impact.

Super ZZ-battery
Concentrate fire: K-shooters' zz-guns. The player may re-roll all of the unit's failed damage tests once more. Announce the use of this ability by shouting "Concentrate fire!"

SPECIALISTS

Mechanic
Repair: At the beginning or end of his unit's activation he may repair a friendly AFV within 2.5cm. The AFV recovers 1 SP in a chosen location. Destroyed parts may be repaired.

Medic
First Aid: Once per round he can save a member of his unit. Shout "Medic!" right after the fighter is eliminated. A medic who has taken damage points cannot use this ability.

KARMAN VEHICLES

Variable altitude is represented by miniature height with or without the extra pin. The pin can be added before or after a movement. Changing altitude is considered moving and can trigger *overwatch* fire.

Vehicles have limited shooting arcs.

KARMAN CRYSTALS

A Karman unit controlling a crystal gains the **Resonance** ability: it is always considered behind cover even though there might be no terrain element to grant it cover.

COGS

COG INFANTRY MORALE

Cog infantry are considered Type 3 units for the purposes of morale: they only roll for Morale when they have just one fighter left.

COG INFANTRY FORCE FIELD

Cog infantry only benefit from cover when they use the Take Cover! combat drill. When they use the drill they are *always* granted cover and the cover save of 3+.

EQUIPMENT

Autorepair

Repair: At the beginning or end of his unit's activation he may repair a friendly AFV within 2.5cm. The AFV recovers 1 SP in a chosen location. Destroyed parts may be repaired.

A.I. Beacon

Reinforcement: As long as the specialist controls an objective, you may spend 4 LP to bring in a Type 1 Combat Strider in contact with him. The Strider is a new unit of its own and its card is placed into the Activation Sequence for the next round.

Cyberoptics

Detection: +1 Accuracy with all their weapons (already in profile) and ignore enemy's *Stealth* ability.

Deflector Shield

The player controlling the unit chooses the location of the damage dealt to the AFVs of this hero's company.

(Light) Quantum Jammer

Jammer:
– can only target AFVs.
– minimum result needed for the Damage test is shown instead of the weapon's Penetration.

Quantum Sniper

Sniper:
– can only be used if the fighter does not move at all during his activation.
– cover and fighters in the ZOF are ignored.
– cannot be used in Overwatch.
– may choose target of each impact among the visible fighters of the targeted unit. If an AFV, may choose the location of each impact.

Quantum Wings

Rocket Jump: May jump over miniatures and terrain elements during movement.

Optical Jamming Module

Stealth: Any shot (including locked shots) targeting the unit from beyond range 1 is a failure.

Missile Launcher

Locked Shot:
– can only target AFVs or terrain elements with Structure points.
– cannot use Overwatch fire.
– cover and fighters in the ZOF are ignored.
– minimum result needed for the Shooting test is shown instead of the weapon's Accuracy.

Prescence Detector

This AFV can control objectives.

SPECIALISTS

A.I. Beacon

Reinforcement: See above.

Combat Engineer

Sabotage: During his unit's activation he may sabotage a terrain element within 2.5cm. The chosen element is removed from the battlefield.

Minefield!: Each combat engineer can lay a minefield at the end of its unit's move. Put a **minefield** card (choose the side used) on the field out of contact with any enemy and within range 1 of the engineer. *Any* unit triggers the mines if:

– its profile shows one of the icons on the minefield;
– at least one of its members travels even partially over the card during his move. A unit may trigger several minefields in the same movement.

After its move, the unit suffers a number of impacts equal to the number of its members for each card it has travelled over. Penetration and damage: **Infantry:** 4/1; **AFV:** 16/2.

The triggered minefields are then removed.

Minefields are resolved after any *Overwatch!* fire.

Electronic Warfare Specialist

Disruption: For each fighter with this ability on the battlefield, each enemy company **loses 1 LP during the strategic phase**. The LP reserve of a company cannot fall below its commander's LP value.

Medic

First Aid: Once per round he can save a member of his unit. Shout "Medic!" right after the fighter is eliminated. A medic who has taken damage points cannot use this ability.

ONI CORPORATION

EQUIPMENT

Bio-Contaminator

Contamination: Any enemy fighter eliminated by a Bio-Contaminator is not removed from the game, but returns to play as a **Contaminator** virus zombie. Its miniature is placed where the eliminated fighter's miniature once stood.

The virus zombies thus created join the unit that created them (the unit may exceed its maximum number of fighters). The player must have the corresponding miniatures and cards to use this ability.

Bio-explosive

Autodestruct: One or more fighters may be sacrificed during the unit's activation. The explosion has area of effect of 2, centered on each of the sacrificed fighters, and a Penetration/Damage of 12/1.

Cog Force Field

Cog infantry only benefit from cover when they use the Take Cover! combat drill. When they use the drill they are *always* granted cover and the cover save of 3+.

Infrared Goggles

Detection: +1 Accuracy with all their weapons (already in profile) and ignore enemy's *Stealth* ability.

Maser Effect

The heavy maser cannon can be used in **normal mode** using the characteristics listed. Alternatively, prior to shooting, the player can choose the **maser effect** instead, and treat the heavy maser cannon as an indirect fire weapon with an area of effect of 3.

Triple Lense Helmet

Detection: +1 Accuracy with all direct fire weapons and ignore enemy's *Stealth* ability.

Zombie Gun

Contamination: As above for Bio-Contaminator, except that the eliminated enemy fighter returns to play as a **Contaminator** or **Detonator** virus zombie, and the virus zombies thus created constitute a new unit. Add their card to the activation sequence starting with the next round.

SPECIALISTS

Interference

Declare when the unit is activated. Select a card in your opponent's sequence without looking at it and place it wherever you wish within the sequence.

Mechanic

Repair: At the beginning or end of his unit's activation he may repair a friendly AFV within 2.5cm. The AFV recovers 1 SP in a chosen location. Destroyed parts may be repaired.

Medic

First Aid: Once per round he can save a member of his unit. Shout "Medic!" right after the fighter is eliminated. A medic who has taken damage points cannot use this ability.

Z-Demolitionist

Explosives: Once per round, specialist can inflict one damage point to a fighter or terrain element in contact with him.

Zombie Master

Grants the **Contamination** ability to all weapons of his unit's fighters. Any enemy fighter eliminated by these weapons returns to play as a **Contaminator** or **Detonator** virus zombie, and the virus zombies thus created constitute a new unit. Add their card to the activation sequence starting with the next round.

Zombie Syndrome

A shooting unit must spend 1 LP to shoot at a unit of super zombies.

ONI VEHICLES

The shooting arc of a vehicle's armament is limited.