Game:	**DUST TACTICS**	**v4.2**
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Print on card **(ensure you are printing at 100% scale)** laminate and trim to size.

SETUP

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

Choose a **scenario** or design your own. Set up the battlefield by following the scenario instructions, or create the battlefield by setting up tiles.

Each player rolls 3 dice. The player who rolls the most ⊕ places the first **terrain square**, and then he and his opponent take turns placing them until they are all on the board.

Each player rolls 3 dice. The player who rolls the most ⊕ chooses and places the first **cover element**, and then he and his opponent take turns placing them until they are all on the board. Cover can only be placed in the cover zone indicated by the scenario.

Definitions

A **unit** may consist of **vehicles**, **soldiers**, and/or **heroes**, and includes all the miniatures represented on its unit card.

A **squad** is always a group of soldiers.

A **vehicle**, **tank**, or **robot** is an armored land vehicles, never a soldier or hero.

A **miniature** is a single vehicle, soldier, or hero.

The game **tiles** are divided into 9 **spaces**, in which units stand. An entire squad or a vehicle must stand within the space it occupies. Very large vehicles that don't fit in one space are placed in the middle of a tile.

During the first round, units must enter the battlefield: their first action on the battlefield is always a one space move. All options are not immediately available (since the unit already moved once), but if there is a target in range, you may attack it immediately.

BASIC RULES

The game is divided into **rounds**. During each round, each unit on each side gets one chance to act.

Roll for initiative each round using 3 dice. The player who rolls the most ⊕ decides which side plays first that round (re-roll ties).

At the start of the round, the player going first chooses one of his units and **activates** it. Before activating a unit, you must declare all of that unit's intended actions, including any skills or special weapons that he wants to use.

Rotate the unit card 90° to indicate that the unit has been activated this round; it may not do anything else until the next round.

The player's opponent's then activates one of his units, and so on, until all the units on both sides have been activated. The round then ends, all unit cards are refreshed, and a new round begins.

If it is your turn to activate a unit, but all of your units have already acted this round, your turn is skipped. Your opponent continues activating units until all of his units have had a chance to act.

Activated units may perform up to 2 actions per round from the following list:

MOVE: The unit may **move** up to its Movement value.

ATTACK: The unit may **attack** using all of its weapon lines.

SKILL: The unit may perform a **skill** listed on its unit card. (Free skills are free do not count towards the 2 actions per round, but the unit must still activate to use a free skill.)

NOTHING: The unit does nothing.

SUSTAINED ATTACK: The unit spends *both* actions, rerolling all ■ results *once for each weapon line.*

MOVEMENT

➡ A unit's movement value is the number of **movement points** (MP) it has per round.

When moving diagonally, enter the first space normally. **Any additional diagonal movement costs 2 MP per space.**

Once a unit stops, it may not move again until next round. Units can change direction as often as they wish during movement, and facing is unimportant.

Units can never enter a space occupied by an enemy. A vehicle can never pass through a friendly soldier or vehicle. A squad or a hero may pass through any friendly unit, but cannot end its move in the same space as another unit.

Squads and heroes may always move diagonally, unless both corners are *blocked* (ie, spaces they cannot enter). Vehicles cannot move diagonally if even one of the corners is blocked.

Spaces without a center dot (or if a terrain piece hides the dot) are **impassable**; no units may enter them.

Cover & Movement

A space with an **ammo crate** can be entered by any unit (vehicles entering the space may choose to crush the crate).

A space containing **anti-tank traps** can be entered by squads and heroes, but is impassable to vehicles.

ATTACKS

Weapons

Each weapon on a unit carries has a **weapon line**, showing how many dice to roll (first number) depending on the target's **Armor**, and the amount of **damage** (second number) that each hit inflicts.

For a squad, multiple the number of dice listed on the weapon line by the number of soldiers so equipped who are still alive.

Each weapon line can aim at its own target. A unit with multiple weapons can combine or split its weapon lines against one or several targets, as desired.

The first weapon line on the unit card matches the weapon most of the miniatures carry. The second is always the special weapon. The third is usually explosives. Close combat weapons are last.

All squads come with at least one **special weapon**. The number in brackets after the special weapon is a reminder of how many of that weapon are in the squad: refer to picture on the card to see the weapons the miniatures are carrying.

1. Check Range

Check to see if your target is within range. Counting spaces is done in the same way as movement (diagonal rules apply).

2. Check Line of Sight (LOS)

Check that LOS between the shooter and the target is clear. Trace an imaginary line from the dot in the shooter's space to the dot in the target's space. If the line crosses a space with no dot, the shot is impossible (LOS is blocked). All spaces without a dot block LOS.

Squads block LOS for other squads, but do not block LOS for squads shooting at vehicles or vehicles shooting at squads.

Vehicles block LOS for *all* squads and vehicles. When shooting, treat spaces occupied by vehicles as spaces without a dot.

If an enemy unit has clear LOS to a friendly unit, that friendly unit has clear LOS to that enemy unit.

Ammo crates do not block LOS. **Anti-tank traps** block LOS when soldiers are targeting other soldiers, but do not block LOS otherwise.

LOS Around Corners A unit adjacent to impassable terrain can target a unit also adjacent to impassable terrain when both units receive corner cover from the same side. The unit *cannot* target the unit when they receive corner cover from *different* sides.

3. Declare Targets

All of a unit's intended actions (including skills or special weapons), and each weapon line's targets (including close combat attacks) must be **declared** before any dice are rolled. A unit is never forced to use all of its weapons.

All attacks are simultaneous. Hits cannot be 'saved' and redirected against other targets. If you forget to announce the use of one of your weapons, it does not shoot this round.

4. Roll Dice

Roll the number of dice indicated by the appropriate weapon line.

Some rules modify attack rolls. A ■ may sometimes be required for an action to succeed: at those times it is each ■ that causes damage points.

5. Check Cover Saves

Check if your unit is behind cover, check whether it is **soft cover** (ammo crates) or **hard cover** (anti-tank traps). When a squad is in a space with a cover element, all of the squad's miniatures benefit from the cover bonus.

Cover saves only apply to squads. Heroes do not receive cover saves when alone, but when a hero joins a squad, he benefits from the squad's cover value.

A squad receives **corner cover** (soft cover) when the attacking unit's LOS passes through the corner of a space that blocks its LOS. The targeted squad must be adjacent to the terrain feature or vehicle that blocks the attacking unit's LOS. Corner cover only applies if the attack is at a 45 degree angle from the attacker to the target.

When a unit receives soft cover from two elements, the unit is considered in hard cover. Terrain features can provide combined cover up to hard cover.

Check the unit card of the unit in cover:

⊕ Roll dice equal to the number of ⊕ the unit suffered; each ⊕ you get cancels a ⊕.

■ Roll dice equal to the number of ⊕ the unit suffered; each ■ you get cancels a ⊕.

If no die result is shown, the squad gets no protection from this type of cover and no cover save.

Close-combat weapons (Range C) ignore all types of cover.

A unit may attempt to **destroy a cover element**. Ammo crates: ⊖ 3 and 2 ⊕. Anti-tank traps: ⊖5 and 4 ⊕. Vehicles entering a space with an ammo crate may choose to crush the crate.

If you are attacking a piece of cover and a unit that share the same space, announce which of the targets each weapon is shooting at. When the same unit, using different weapons, shoots at both the unit and the cover at the same time, the shots aimed at the cover are resolved last.

6. Suffer Damage

After a successful attack, each ⊕ rolled causes **damage points** to the target depending on the weapon.

Each damage point causes vehicles and heroes to lose 1 **health point** (⊕), or squads to lose 1 miniature.

If the target was a vehicle or a hero, mark off crosses on the unit card. When all have been marked, the vehicle or the hero is eliminated and removed from the board.

In the target was a squad, remove 1 miniature for each ⊕ lost, chosen by the player controlling the squad. As a unit suffers casualties, the number of dice rolled for its attacks will change.

When a unit attacks with a ranged weapon, the defender removes casualties immediately after the attacker resolves each attack.

When a unit attacks with a close combat weapon (Range C only), each player simultaneously removes casualties from his squad.

REACTIVE FIRE

Reactive fire is a special action available to all units that haven't been activated yet during the current game round. It temporarily interrupts the action of an enemy unit to allow one of your units to open fire.

Select one of your *inactivated* units and roll 1 die. If you roll a ■, your unit may not fire. **Whether you succeed or not, attempting reactive fire activates your unit for the round**. It can't perform any other actions for the rest of the round.

If you roll a ⊕ your unit immediately activates and performs a single **ATTACK** action with **all** weapon lines that have sufficient range to target the opposing unit.

Once you're done, the enemy unit continues with its action.

To attempt reactive fire, the unit must have a weapon with the range to attack and damage the target unit. Reactive fire can only target the unit your opponent activated, and no other units.

Reactive Fire Situations

If a unit performs the actions **MOVE + ATTACK**, reactive fire must occur immediately after the MOVE action.

If a unit performs the actions **ATTACK + MOVE**, reactive fire must occur immediately after the ATTACK action.

If a unit performs the actions **MOVE + MOVE**, reactive fire must occur immediately after the first MOVE action.

If a unit performs a SKILL action to use its *Charge* ability (the action sequence **MOVE + MOVE +** close combat **ATTACK**), reactive fire must occur immediately after the second **MOVE**, but before the close combat **ATTACK**. (If a unit has the *Fast* skill, reactive fire must occur after it has completed all of its movement.)

If a unit performs a **SUSTAINED ATTACK**, no reactive fire can occur.

HEROES

Heroes can be activated alone like any other unit, and are subject to all of the rules that affect soldiers.

They are the only units that can share a space with a friendly unit (even when they've not joined the squad) or vehicle.

A hero can join a squad before a battle if they share the same armor class. Place both unit cards together. There can never be more than one hero attached to the same squad and a hero cannot join a squad during a game.

The hero and the squad are activated at the same time and his weapons are used at the same time as his squad. Some of his skills affect the squad, and all the squad's skills affect the hero. The unit's movement value is the *fastest* value of the two units.

When the combined unit suffers a damage point, choose who loses one ⊕: either remove one of the squad's miniatures (as usual), or mark off a cross from the hero's unit card. When the hero loses his last ⊕ he is eliminated.

A hero and his squad may separate during the game; from then on, the hero operates alone as a separate unit and cannot rejoin that squad or any other. Separate the unit cards to indicate they are acting independently.

SUPERHUMANS

Superhumans are a step above regular heroes.

A superhuman can never join a squad.

Sidekicks are normal heroes with the *Sidekick* skill and function as heroes, with the exception that they can form a special squad with the indicated superhuman. This 'squad' is made entirely of heroes, and therefore cannot benefit from squad rules.

Otherwise, superhumans function as heroes: they never benefit from cover, they can share a space with another unit, 2 identical superhumans can never fight on the same side. However, a second identical superhuman can appear in an opponent's army of the same type.

COMMAND SQUADS

A **command squad** is a special squad composed of an officer, a radioman, a mechanic, a medic, and a weapon specialist (no special ability). When a figure is eliminated, the squad loses that figure's specialization.

You can field more than one command squad unit at the same time, but each unit must have a different armor class.

When you activate a command squad, announce which skill you want to use; you may only attempt to use 1 skill once per round. If the attempt is not successful, you cannot attempt any other command squad abilities during this round.

Any unit with a Command Squad skill (NCO or otherwise) cannot use its skills on any unit that also has a Command Squad skill.

A hero may only join a command or NCO command squad if he has the *Commander* skill.

If a revived/repaired unit is eliminated a second time, it counts as another unit being destroyed when calculating VPs.

Officer
Get Moving You Bunch of Monkeys! (SKILL). Perform 1 **SKILL** action and roll 1 die. On a ⊕, reactivate one adjacent unit immediately after the command squad's activation is finished.

If there is a radioman in the officer's squad, he can issue this order to any unit on the battlefield.

Radioman
Relay The radioman can relay any order issued by the command squad to anywhere on the battlefield. This skill may be used in conjunction with other command squad abilities.

This skill is always active and does not require a die roll, so you may use an officer's skill in conjunction with the *relay* skill. Using *relay* with other command squad abilities is the only way to use more than one command squad skill in the same round.

Artillery Strike (SKILL). The radioman can call in an *Artillery Strike*. When the radioman is eliminated, the command squad cannot use the *Artillery Strike* skill.

Mechanic
Makeshift Repair (SKILL). Perform 1 **SKILL** action to restore 1⊕ to an adjacent non-destroyed vehicle (the radioman's *relay* skill cannot facilitate remote repairs).

Field Repair (SKILL). Perform 1 **SKILL** action and roll 1 die. On a ⊕, finish the command squad's activation and then immediately activate the repaired vehicle, which enters the battlefield from its side's deployment spaces.

If the radioman is eliminated, the skill does not work. A mechanic can only successfully use this skill once per game.

Medic
Get Up, It Ain't That Bad (SKILL). Perform 1 **SKILL** action to either revive 1 miniature in an adjacent squad, or restore 1 ⊕ to an adjacent hero. A miniature returns to its squad with its special weapons and full ammo for any limited weapons.

This skill cannot be used on an eliminated squad or hero.

Come On Guys; We're Going Back Out There (SKILL). Perform 1 **SKILL** action and roll 1 die. On a ⊕, finish the command squad's activation and then immediately activate the revived squad, which enters the battlefield from its side's deployment spaces. If the radioman is eliminated, the skill does not work.

The medic cannot revive a hero and can only use this skill once per game.

NCO COMMAND SQUADS

A **NCO command squad** is a command squad composed of a field officer, a field mechanic, and a field medic, each equipped with his own radio. When a figure is eliminated, the squad loses that figure's specialization.

You can field only one NCO command squad unit at a time.

Field Officer
Artillery Strike (SKILL). The unit is an *observer*. Perform 1 **SKILL** action to immediately activate a friendly artillery unit on the battlefield and perform 1 indirect shot at a unit to which the observer can trace LOS. The target must be within the artillery weapon's range.

Smoke Mortars (SKILL). Once per game, immediately target 1 space in LOS (not into a structure) with this *Artillery Strike*.

Place a **Smoke** token in the space or use a terrain square with a diamond in its center. The smoke effect remains in the space until the end of the round after it was launched.

Field Mechanic
Ammo Dump (SKILL). Once per game, any unit within LOS instantly replenishes all of its limited ammo weapons.

Makeshift Repair (SKILL). Perform 1 **SKILL** action to restore 1 ⊕ to an adjacent non-destroyed vehicle.

Field Medic
Stimulant Kit (SKILL). Once per game, inject a soldier unit in an adjacent space with combat drugs. The next time that squad is activated, it can perform 4 actions that round (in any combination).

If the squad performs 2 consecutive **ATTACK** actions against the same target, it is a **SUSTAINED ATTACK**. The squad can perform 2 **ATTACK** actions against the same target as long as the **ATTACK** actions are not consecutive.

At the end of its activation the squad is *exhausted*: lay all of its miniatures on their sides. While exhausted, the unit cannot be reactivated by any command squad, cannot perform any action, and cannot fight back if attacked in close combat. The next time it is activated, it costs the unit both its actions to stand upright.

A hero joined with a unit that is injected is also injected. A lone hero can be injected instead of a squad.

Get Up, It Ain't That Bad (SKILL). Perform 1 **SKILL** action to either revive 1 miniature in an adjacent squad, or restore 1 ⊕ to an adjacent hero. A miniature returns to its squad with its special weapons and full ammo for any limited weapons.

This skill cannot be used on an eliminated squad or hero.

STRUCTURES

All interior and exterior structure walls block LOS, provide corner cover, and cannot be destroyed. A unit inside a structure follows the standard rules for attacking and moving.

Moving
To enter (or exit) a structure, a unit must go through an **entrance**: a door or a window. Units can only enter a structure from the ground floor, and cannot enter a structure diagonally, as the corners of the entrances block diagonal movement. A unit with the *Jump* skill cannot enter a structure by jumping.

There are two types of entrances to structures: **large** (one space wide) and **small** (less than one space wide). Soldiers and heroes can enter structures through any entrance.

Vehicles can enter structures through large entrances (wide enough for the vehicle's base to pass through), but not through small entrances. Aircraft cannot enter any structure.

A unit can use a **MOVE** action to move up or down 1 floor for each MP spent.

Units may move diagonally both vertically and horizontally. Each space, in any direction, costs 1 MP.

Units inside can also move onto the structure's roof by moving up from the structure's top floor.

Soldiers and heroes with the *Jump* skill can jump over any structure (if it can move far enough to reach the other side).

Vehicles with the *Jump* ability cannot jump over any structure. Units cannot land on top of structures.

Cover
A squad is in **soft cover** when they are inside a structure and it is targeted by an enemy unit also inside the same structure.

A squad is in **hard cover** when it is inside a structure and it is targeted by an enemy unit outside the same structure.

A unit inside a structure attacking an enemy unit outside must be on a space that shows an entrance in the direction of the attack.

A unit outside a structure attacking an enemy unit inside must be on a space that shows an entrance.

A squad on the roof of a structure is outside of that structure. It is automatically in **soft cover** when targeted by an enemy unit that is not also on the roof of that structure.

Inside a structure, cover combines in the normal way. The walls of small entrances do not provide corner cover, but block LOS.

Anti-tank traps can only be placed inside structures that have at least one large entrance.

Units on separate floors and directly above or below each other are not considered to be adjacent.

Firing
When a unit *inside* a structure attacks an enemy unit outside a structure, calculate range from the ground floor beneath the attacking unit's space.

When a unit *outside* a structure attacks an enemy unit inside a structure and above the ground floor, add 1 space to the distance when calculating the range.

Weapons with range C cannot attack any target that is above or below the attacking unit, regardless of range.

When 2 units are at the same height, draw an imaginary line from the dot in the center of the activated unit's space to the dot in the center of the target unit's space. Remember that the entrance to a structure does not allow LOS to run through diagonally (even when the units are at different heights).

When 2 units are at different heights, look at the battlefield from above and attempt to trace an imaginary line from the dot in the activated unit's space to the dot in the target unit's space. If LOS would be clear without thinking about height, then LOS is clear in 3D.

If LOS would not be clear, If the unit on the lower level is directly behind the object that would block 2D LOS, then LOS is blocked in 3D, no matter how high up the other unit is. However, if the unit on the lower level is not directly behind the obstacle that would block 2D LOS, then LOS is clear between the unit on the lower level and the unit on the higher level.

Units that are directly above or below each other are not considered adjacent and cannot engage in close combat.

Note that the unit on the lower level must add 1 to its range.

QUONSET HUTS

Huts follow all the normal structure rules, with these exceptions:

Each hut has one door and 3 windows. Only soldier units may enter huts, and only through the door. Units can attack through the windows and doors following the normal rules for structures. Huts are never more than 1 story tall, can only be entered at ground level, and block LOS in the same way as structures.

Huts only grant soft cover to units inside them when those units are being attacked from outside. No cover is granted to a unit attacked by another unit within the same hut.

Longer huts can be created by placing 2 or more hut tiles next to one another so that the semicircular roofs form a continuous line in a single direction, creating a hut with a single entrance, or an entrance at each end. If the roofs of 2 tiles do not align, the tiles are considered separate structures instead.

TERRAIN TYPES

Spaces **without a symbol or dot** (impassable terrain) block all movement (except flying units only) and LOS. Cover elements cannot be placed on impassable terrain.

● **Circle** spaces can be entered by any unit and occupied by any type of cover element.

▼ **Triangle** spaces (deep water) block movement (except flying units or units with the *Jump* ability), but do not block LOS. Cover elements cannot be placed on this terrain.

✚ **Cross** spaces (piles of rubble) can be entered by infantry, flying units or units with the *Jump* ability; but not vehicles. They do not block LOS, but grant **soft cover** to squads. Cover elements cannot be placed on this terrain.

◆ **Diamond** spaces (smoke or visual obstruction) can be entered by any unit, but block all LOS. Units on this space can *only* be targeted by attacks from an adjacent space and can *only* attack a target in an adjacent space. Cover elements can be placed on this terrain.

■ **Square** spaces (trees) block movement for all ground vehicles, even those with the *Jump* ability. Soldier units may move into and through trees, and squads gain soft cover in them. Trees block LOS, but a soldier unit in a trees has clear LOS to and from any other unit not blocked by another obstacle. Cover elements cannot be on trees.

A unit with a flamethrower or artillery weapon can destroy a tree tile by using an **ATTACK** action with the tree as its target. It cannot simultaneously target both the tree and a unit sharing the same space. Roll 3 dice; on at least 1 ■ remove the tree from the board.

MINEFIELDS

Minefield tokens can only be placed in spaces that soldier units can pass through. When a soldier or vehicle unit moves into such a space, for each token, roll 1 die separately for each miniature in the unit. If a ⊕ is rolled, the miniature suffers 1 point of damage. Aircraft units are not affected by minefields.

END OF THE GAME

The game ends (**always at the end of a round**) when:

- One player's units are all destroyed.

- One of the players fulfills his scenario objective.

- The scenario reaches its round limit. Players calculate VPs to determine the winner.

- Neither player can fulfill their objective (eg, all objectives were destroyed). Players calculate VPs to determine the winner.

To determine VP totals, calculate the total AP value of all enemy units each player destroyed during the scenario. Some scenarios specify bonus VPs for successfully fulfilling a condition. The player who earned the most VPs wins.

DUST TACTICS

SKILLS

Whenever a special rule for a weapon or ability contradicts the general rules, the special rule prevails.

Most skills do not count against a unit's 2 actions per round. When using a skill *does* cost an action, it is marked (**SKILL**).

Ace Pilot

Each turn while piloting a vehicle, roll 1 die when the piloted vehicle activates. If the result is ⊕, the vehicle gains an extra action for the round.

This ability can only be used when the hero is piloting a vehicle.

Advanced Reactive Fire

When this unit attempts to use **reactive fire**, roll 2 dice instead of 1. If you roll at least 1 ⊕, you may perform the attack.

If a unit uses a range C weapon as part of a reactive fire attack, all other weapon lines are resolved first, then both units attack simultaneously with their range C weapons.

A hero with this skill shares it with any squad he joins.

Agile

When the unit moves, *all* diagonals cost 1➡ (instead of 1 for the first diagonal and 2 for the following ones).

A hero with this skill shares it with any squad he joins.

Air Alert

When this unit makes a **SUSTAINED ATTACK** against an armor class ➡ unit, they have 2 chances to reroll any miss results.

Air Superiority

When this vehicle uses its weapons against an armor class ➡ unit it treats all **ATTACK** actions as **SUSTAINED ATTACK** actions.

All In One

Once per game this unit may roll twice the normal number of attack dice for all its weapons for that round.

Amphibious Unit

A unit with this skill can enter water (▼) and land (●).

Artillery Strike (**SKILL**)

This unit is an **observer**. Perform 1 **SKILL** action to immediately activate a friendly artillery unit on the battlefield and perform 1 indirect shot at a unit to which the observer can trace LOS. The target must be within the artillery weapon's range.

The player using this skill will activate 2 units in a row.

Assault

Once per game the unit doubles its ➡ value, even if it performs 2 **MOVE** actions.

A hero with this skill shares it with any squad he joins.

Badass

All of the unit's limited ammo weapons are considered unlimited, but it can use only up to the limited ammo per activation.

A hero with this skill shares it with any squad he joins.

Berserk

Once per game the unit may reroll all ■ results once for each weapon line. *Berserk* works with the **SUSTAINED ATTACK** action: reroll once all ■ for the sustained attack; then reroll once all remaining ■ for *Berserk*.

A hero with this skill shares it with any squad he joins.

Black Ops

Roll one extra die during each initiative roll. This bonus does not stack with multiple units.

Blutkreuz Ape

A hero with this skill can only join a squad that also has this skill. A squad with this skill can only be joined by a hero that also has this skill.

Blutkreuz Zombie

A hero with this skill can only join a squad that also has this skill. A squad with this skill can only be joined by a hero that also has this skill.

Carry Capacity

A vehicle can only carry soldiers and heroes. Its carrying capacity is the maximum number of 1 and 2 armor class soldiers it can carry (soldiers with 3 and 4 armor class count as 2 soldiers). Multiple units can board the same vehicle as long as its carry capacity is not exceeded.

If the vehicle is destroyed, the player who controls the vehicle rolls one die at a time for each miniature inside. A soldier is eliminated on a ⊕ result and a hero loses 1 ✚ on a ⊕ result.

Squads and heroes can begin the game inside a vehicle, and can also board a vehicle during the game. To board, it must be adjacent to the vehicle and spend 1 MP during a **MOVE** action. If the squad has more than 1 MP available to it during the **MOVE** action, it may first move so that it is adjacent to the vehicle, then spend 1 MP to board.

While a unit is inside a vehicle, it cannot use any skills or perform any actions unless it possesses a special skill that says otherwise. The unit cannot be activated except to exit the vehicle. When the vehicle is activated, the units inside are not.

When a unit is inside a vehicle, place a miniature from the unit in the same space as the vehicles. Place the rest of the miniatures on the vehicle's unit card.

Exiting a vehicle requires a **MOVE** action and 1 MP to exit. The unit is placed in any space adjacent to the vehicle, may spend any additional movement points normally, and can then perform a second action for the round (as long as it costs only 1 action).

Carry Capacity: Vehicle

This skill is exactly like the **Carry Capacity** skill, except that the vehicle with it can carry other vehicles of the noted armor value or lower.

A vehicle with this skill listed several times can carry 1 vehicle for each skill listed.

Aircraft (armor class ➡) can only carry vehicles that have the **Air Lift** skill.

Charge

The unit can perform an **ATTACK** action with all of its range 1 or range C weapons after performing 2 **MOVE** actions.

A hero with this skill shares it with any squad he joins.

Cheat Death

When hero with this skill, or the squad he is with, receives damage from an enemy unit, he may choose to activate this skill. Roll 1 die: if the result is a ■, all damage the hero suffers during the attacking unit's activation is ignored.

This skill may only be used twice per game. Use the boxes next to the ability on the hero's unit card to keep track of how many *Cheat Death* attempts he has made.

A hero with this skill shares it with any squad he joins.

This skill *cannot* be used while a hero is piloting a vehicle; however the superhuman **Sergeant Victory** *may* use this skill while piloting a vehicle (but not while transported in a vehicle).

Combine Shots

Available to some vehicles with 2 flamethrowers. Instead of firing separately, you may combine the 2 shots into one: roll combat dice for only one of the weapons but extend the range by 1.

Command Squad

See **Command Squad** abilities.

Command Vehicle

A unit with the *Command Squad* skill or the *NCO Command Squad* skill can use all its abilities while inside a Command Vehicle. All restrictions to these abilities still apply.

Once per round a command squad may re-roll any failed die results when checking to see if it can successfully use one of its special abilities.

Commissar

The unit can join other units in the same way a hero joins a unit. It does not count as a hero, so a hero may also join the same unit. Only 1 Commissar can join a unit (an individual Commissar can join a full unit of Commissars). A Commissar cannot join an individual hero who has not joined a squad.

A Commissar joins a unit for the entire game and cannot leave the unit for any reason. If the unit is brought back into play, he returns to play with the unit.

Damage Resilient

After rolling cover saves, if any, roll 1 die for each point of damage inflicted on the unit. For each ⊕ result, ignore 1 point of damage.

A hero with this skill *does not* share it with any squad he joins.

Dozer Blade

A vehicle with this skill can enter a space with an anti-tank trap. That cover element is destroyed and removed from the board.

Engineer Vehicle

Engineer vehicles take no damage from minefields. When in a space with a minefield, a unit with this skill may perform one skill action to remove all minefield tokens from that space.

A unit with this skill that begins its activation in a space adjacent to a bunker may spend its full activation to destroy it. This also destroys any units inside of the bunker.

Fast

When the unit performs a **MOVE** action, it may move 1 additional space. If the unit performs 2 **MOVE** actions, this skill can only affect one of those move actions.

Fighting Spirit

Once per game the hero can treat ⊕ as ■, and ■ as ⊕ with all of his weapons as long as he performed at least one **MOVE** action this round. To trigger this bonus, he must move before attacking.

A hero with this skill shares it with any squad he joins.

Frenzy

When a hero uses this skill, deal damage for each ⊕ result and then reroll all ⊕ results. Continue dealing damage and rerolling each ⊕ result until all dice show ■ results.

This skill can only be used when the hero fires on soldiers, not vehicles.

A hero with this skill *does not* share it with any squad he joins.

Heroic Attack

Once per game, all attacks made against this hero during this round (including artillery fire, close combat, etc.) Do not cause any damage. Using this skill does not require an action, but the hero must activate in order to use the skill.

A hero with this skill shares it with any squad he joins.

Hover

An aircraft with this skill can remain stationary while it is in the air. It is not required to take at least one **MOVE** action during its turn, and may therefore make a **SUSTAINED ATTACK**.

Jump

During movement, the unit can ignore an obstacle (such as a cover element or another unit), but must land in an empty space. Units cannot jump over a space without a dot (a terrain square or a vehicle).

Vehicles with the *Jump* skill cannot jump over structures, but soldiers or heroes with the *Jump* skill can jump over structures.

A hero with this skill can only join a squad that also has this skill. A squad with this skill can only be joined by a hero that also has this skill.

Legendary Tactician

When rolling for initiative, treat ⊕ as ■ and ■ as ⊕. Also, infantry squads in the army that are adjacent to the hero (and any squad the hero joins) gain a level of cover up to hard cover. A unit without any cover is treated as if it is in soft cover, and a unit in soft cover is treated as if it is in hard cover.

Magazine Reload

Units with this skill are not required to take a **SKILL** action to reload their artillery weapons.

Medal of Honor

When a hero uses this skill, reroll one combat die during an attack and apply the new result. A hero can only use this skill **once per round**.

A hero with this skill *does not* share it with any squad he joins.

NCO Command Squad

See **NCO Command Squad** abilities.

Pilot: Name

A hero with this skill is able to pilot the noted vehicle type.

He may board or exit the noted vehicle, obeying the usual embarking and disembarking rules.

Both units activate at the same time, unless the hero intends to disembark the vehicle, in which case he must do so before the vehicle activates during the turn.

A vehicle with this skill can only be piloted by a particular hero; though the vehicle can still be fielded without its pilot.

Heroes with this skill can confer their skills to the vehicle while piloting the noted vehicle type.

If a hero is piloting a vehicle with the *Carry Capacity* skill, he does not count towards the vehicle's carry capacity.

A hero with this skill does not share it with any squad he joins.

Rare Unit

A player may only include one of each rare unit in his army.

In addition, a unit with this skill cannot be brought back into play for any reason (including by a Command Squad) after it has been destroyed on the battlefield.

Recovery Vehicle

Recovery vehicles have the *Self Repair* skill (see below). When fielding a recovery vehicle, place a marker in the space where any friendly ground vehicle is destroyed. Your recovery vehicle may perform 1 **SKILL** action in this space to salvage the destroyed vehicle.

Salvaged vehicles are worth half their cost in APs (rounded down) when VPs are used to determine a winner at the end of a game.

[Weapon Name]: Reload (SKILL)

A unit performs 1 **SKILL** action to reload its weapon. Place the **Loaded** token on the unit card to indicate that the weapon is loaded. After performing this action, the unit can fire the weapon.

At the beginning of each game, all weapons are loaded.

Scout Vehicle

During the **first round only**, this vehicle can move 2 extra spaces.

A vehicle with this skill that enters the game after the first round cannot use this skill.

Self Repair

At the end of each round, roll a die for each ✚ on the unit card that is marked. For each ✚ rolled, the vehicle recovers one ✚.

A vehicle cannot recover more than its starting ✚. This skill does not work after the vehicle is destroyed.

Sniper

When declaring a target, specify which miniature the sniper is targeting (instead of an entire unit). If he obtains a ⊕, inflict 1 damage to that miniature.

A sniper *does not* share this skill with the rest of his squad.

Spotter

When a spotter's squad attacks, reverse the die results: ⊕ as ■ and ■ as ⊕. A unit including a spotter rerolls ⊕ results (instead of ■ results) when it performs a **SUSTAINED ATTACK**.

Superior Reactive Fire

When this unit attempts to use **reactive fire**, roll 3 dice instead of 1. If you roll at least one ⊕, you may perform the attack.

A hero with this skill shares it with any squad he joins.

Take Aim

When a hero with this skill makes a **SUSTAINED ATTACK**, reverse the die results (consider ⊕ as ■ and ■ as ⊕) instead of re-rolling the dice.

A hero with this skill does not share it with any squad he joins.

Tank Head (SKILL)

Once per game the hero can perform 1 **SKILL** action to heal all damage on an adjacent friendly vehicle. This happens on the hero's activation.

Tank Riders

A vehicle with this skill can carry soldiers (squads, heroes and superhumans) outside the vehicle. The Tank Riders capacity indicates the maximum number of 1 and 2 soldiers that it can carry. 3 and 4 soldiers count as two soldiers each.

If this vehicle is attacked while carrying soldiers, roll one additional die for every ⊕ that damages the vehicle. If these additional dice score any ⊕, the soldiers riding also suffer damage. The player who controls the vehicle applies the damage generated by the additional results to these soldiers.

If this vehicle is attacked by a soldier unit, even from a distance, the embarked soldiers may attempt Reactive Fire as normal.

If a unit riding this vehicle is directly targeted by an attack, the attacker rolls against the armor value of the targeted unit, not the vehicle.

If this vehicle is destroyed while carrying soldiers, roll 1 die at a time for each squad member or hero riding the vehicle. If the die result is a ⊕, that squad member is eliminated. A hit hero loses 1 HP.

Squads and heroes can begin the game riding this vehicle. A squad can also board the vehicle during the game. To do so, it must be adjacent to the vehicle during a **MOVE** action and spend 1 MP to climb aboard. If the squad has more than 1 MP available to it during its **MOVE** action, it may first move so that it is adjacent to the vehicle, then spend 1 MP to board.

Climbing down from this vehicle requires a **MOVE** action. It costs 1 MP to disembark. The disembarking unit is placed on any space adjacent to the vehicle; any additional MPs may be spent normally. The unit can perform a second action for the round as long as it only costs one action.

A unit cannot both board and disembark from this vehicle during a single activation.

When a unit riding a vehicle is activated, it can use any skills or take any actions available to it. When the vehicle is activated, the units riding it are not.

Tracked Vehicle

Tracked vehicles cannot move diagonally.

Wiederbelebungsserum

When this hero attacks an enemy squad or hero, he recovers 1 health point for each ⊕ result. He recovers health after all weapon lines are resolved.

He cannot recover more than his starting health points.

BASIC RULES

INITIATIVE

Roll for initiative each round using 3 dice. The player who rolls the most ⊕ decides which side plays first that round (re-roll ties).

ACTIVATING UNITS

Starting with the first player, players alternate activating one of their units until all units have been activated.

Activated units may perform up to 2 actions per round from the following list:

MOVE: The unit may **move** up to its Movement value.

ATTACK: The unit may **attack** using all of its weapon lines.

SKILL: The unit may perform a **skill** listed on its unit card. (Free skills are free do not count towards the 2 actions per round, but the unit must still activate to use a free skill.)

NOTHING: The unit does nothing.

SUSTAINED ATTACK: The unit spends *both* actions, rerolling all ■ results **once for each weapon line.**

MOVEMENT

 A unit's movement value is the number of **movement points** (MP) it has per round.

When moving diagonally, enter the first space normally. **Any additional diagonal movement costs 2 MP per space.**

Units can never enter a space occupied by an enemy. A vehicle can never pass through a friendly soldier or vehicle. A squad or a hero may pass through any friendly unit, but cannot end its move in the same space as another unit.

Squads and heroes may always move diagonally, unless both corners are *blocked* (ie, spaces they cannot enter). Vehicles cannot move diagonally if even one of the corners is blocked.

Cover & Movement
A space with an **ammo crate** can be entered by any unit (vehicles entering the space may choose to crush the crate).

A space containing **anti-tank traps** can be entered by squads and heroes, but is impassable to vehicles.

TERRAIN TYPES

Spaces **without a symbol or dot** (impassable terrain) block all movement (except flying units only) and LOS. Cover elements cannot be placed on this terrain.

● Spaces with a **circle** can be entered by any unit and occupied by any type of cover element.

▼ Spaces with a **triangle** (deep water) block movement (except flying units or units with the *Jump* ability), but do not block LOS. Cover elements cannot be placed on this terrain.

✚ Spaces with a **cross** (piles of rubble) can be entered by infantry, flying units or units with the *Jump* ability; but not vehicles. They do not block LOS, but grant **soft cover** to squads. Cover elements cannot be placed on this terrain.

◆ Spaces with a **diamond** (smoke or visual obstruction) can be entered by any unit, but block all LOS. Units on this space can *only* be targeted by attacks from an adjacent space and can *only* attack a target in an adjacent space. Cover elements can be placed on this terrain.

ATTACKS

Each weapon line can aim at its own target. **For a squad, multiple the number of dice listed on the weapon line by the number of soldiers so equipped who are still alive.**

First number: how many dice to roll versus the target's **Armor**.
Second number: amount of **damage** each hit inflicts.

1. Check Range Diagonal rules apply.

2. Check Line of Sight (LOS)
LOS is blocked if the line between center dots crosses a space that blocks LOS.

Squads block LOS for squads, but do not block LOS for squads and vehicles shooting at each other.

Vehicles block LOS for *all* squads and vehicles. Spaces occupied by vehicles act as spaces without a dot.

If an enemy unit has clear LOS to a friendly unit, that friendly unit has clear LOS to that enemy unit.

Ammo crates do not block LOS. **Anti-tank traps** block LOS only when soldiers target other soldiers.

LOS Around Corners A unit adjacent to impassable terrain can target a unit also adjacent to impassable terrain when both units receive corner cover from the same side. The unit *cannot* target the unit when they receive corner cover from *different* sides.

3. Declare Targets

4. Roll Dice

5. Check Cover Saves
Cover saves only apply to squads.

A squad receives **corner cover** (soft) when the attacking unit's LOS passes through the corner of a space that blocks its LOS and the targeted unit is adjacent to the blocking feature. This only applies if the attack is at a 45 degree angle to the target.

Terrain features can provide combined cover up to hard cover.

 Roll dice equal to the number of ⊕ the unit suffered; each ⊕ you get cancels a ⊕.

 Roll dice equal to the number of ⊕ the unit suffered; each ■ you get cancels a ⊕.

Close-combat weapons (Range C) ignore all types of cover.

Destroy a cover element. Ammo crates: ⊖3 and 2⊕. Anti-tank traps: ⊖5 and 4⊕. Vehicles entering a space with an ammo crate may choose to crush the crate.

6. Suffer Damage
Each ⊕ rolled causes **damage points.** Each damage point causes vehicles and heroes to lose 1 ✚, or squads to lose 1 miniature.

Ranged casualties are removed by the defender immediately. Close combat casualties are removed simultaneously.

REACTIVE FIRE

Interrupt the action of an enemy unit by selecting an *inactivated* unit and rolling 1 die. On a ■, the unit may not fire. **Whether you succeed or not, the attempt activates your unit for the round.**

On a ⊕ the unit immediately activates and performs a single **ATTACK** action with **all** weapon lines with range to target the opposing unit. Then the enemy unit continues with its action.

UNDERGROUND FIGHTING

Dim Light, Low Ceilings

Units can fight normally when they are in adjacent spaces, or when there is a single space between them (range C, range 1, range 2, range 3 when fully diagonal).

Target units are considered in **soft cover** when there are exactly 2 spaces between them and the attacking unit (range 3, range 5 when fully diagonal).

Target units are considered in **hard cover** when there are exactly 3 spaces between them and the attacking unit (range 4, range 7 when fully diagonal).

Units cannot target each other when there are 4 or more spaces between them (range 5 and up in a straight line, range 9 and up when fully diagonal).

Units cannot use the **Jump** skill while fighting underground.

Only soldier units (squads, heroes, superhumans) can enter the metro and the sewers.

Deployment

Any unit in an underground scenario that has not been deployed by the end of the second round is considered eliminated. Its AP value goes to the opposing player when calculating VPs at the end of the game.

Fighting in the Metro

Add these rules to the standard underground fighting rules during battles in the **metro**.

Units can benefit from corner cover as per the normal rules. The effects of corner cover may stack with those from dim light, up to a maximum of hard cover.

Any squad in a space with a star in the center (metro rails) is considered in soft cover. This cover can stack with other forms of cover to a maximum of hard cover.

Metro trains provide hard cover for any units inside. If a unit inside a metro train is attacked by another unit within the same car tile, both units only receive soft cover.

To enter the metro in a scenario with 2 or more boards, a soldier unit must be on a metro entrance and perform one action. That unit is then moved to the corresponding space in the metro as specified by the scenario.

To exit the metro, a soldier unit must be on that scenario-specified space and perform one action. It is then moved to the corresponding metro entrance space on the aboveground board.

When using the aboveground metro tiles, the metro entrance is the space marked with a single letter.

Fighting in the Sewers

Add these rules to the standard underground fighting rules during battles in the **sewers**.

A single unit is not limited to one Reactive Fire attempt per game round. If the unit has already been activated during the round, or has already made a Reactive Fire attempt, it may make an additional Reactive Fire attempt if the situation presents itself, as per the normal rules.

A unit may still only make one Reactive Fire attempt per unit activation.

If the attempt is successful, the unit is then activated and can perform one **ATTACK** action.

In the sewers, a single unit could therefore attempt Reactive Fire during multiple enemy activations. There is no limit to the number of Reactive Fire attempts a unit may make when fighting in the sewers.

In the sewers, all corners block LOS. There is never corner cover (since combat across corners is not possible).

In the sewers, no unit can pass through any other unit.

To enter the sewers in a scenario with 2 or more boards, a soldier unit must be on a sewer entrance and perform one action. That unit is then moved to the space on the sewer board with the same number as the sewer entrance used.

To exit the sewers, a soldier unit must be on a numbered sewer space and perform one action. It is then moved to the sewer entrance with the same number on the aboveground board.

If a numbered sewer space does not have a matching sewer entrance space on the aboveground board, a unit cannot use the numbered sewer space to travel between boards.

WEAPON RANGES

Variable Distance Weapons (2, 3-6 etc)
When calculating range, the target must be within this number of spaces (down to a minimum of 1 space). Remember that range may be calculated diagonally.

If the range is more than one number (eg, 3–6), the minimum range is the number before the dash (instead of the default minimum range of 1).

Long Range Weapons (Range U)
Range U weapons can target any unit on the battlefield, provided that it can trace clear LOS.

Close Combat Weapons (Range C)
Range C weapons require the attacking unit and the target unit to be adjacent to each other.

When declaring attacks with a range C weapon, resolve attacks from all other weapons first. The defending player removes casualties caused by these other weapons (if any) before resolving the range C weapon.

The defending player can then retaliate against your close-combat attack with a close-combat attack of his own.

Range C weapon attacks are then resolved simultaneously.

If a hero carries a weapon with range C, it can also use that weapon to attack. All weapons with range C can be used to attack in close combat and to retaliate against a unit in close combat.

Range C weapons can perform a **SUSTAINED ATTACK**. They always ignore cover.

Arc Weapons (Range X-Y)
The first number shows the weapon's minimum range, while the second number shows its maximum range.

Artillery Weapons (Range A)
Artillery weapons have a **minimum range of 4** and an unlimited maximum range. They ignore all types of cover, except when attacking a unit that is inside a structure.

A unit carrying more than one weapon can target the same unit with its artillery weapon and other weapon lines.

Artillery weapons can fire in two different ways: a **direct shot** or an **indirect shot**. After they fire, the unit must reload at a cost of 1 **SKILL** action before it can fire that weapon again.

Direct Shot: If the artillery unit has a clear LOS to its target (and the target is beyond minimum range), it performs a **direct shot** and succeeds on ⊕ die results. The unit may also use its other weapons (targeting the same or a different unit).

Indirect Shot: A unit with the *Artillery Strike* skill is considered an **observer**. If an observer has clear LOS to the target, the artillery unit may perform an **indirect shot**.

The unit may also use its other weapons (targeting the same or a different unit).

Indirect shots occur during the observer's activation, not during the artillery unit's activation, so are only possible if the artillery unit has not yet activated.

To perform an indirect shot:

1. Activate the observer (a unit with the *Artillery Strike* skill). It can perform 2 actions as normal (move, attack, etc.) For one action, the unit can order an artillery strike (**SKILL**).

2. If the observer orders an artillery strike, immediately activate the artillery unit and fire the indirect shot. This is resolved just like a normal attack and succeeds on ⊕ die results.

3. After completing the indirect shot, the artillery unit has used its activation for this round (the shot costs both of its actions for the round). If the observer's first action was ordering the indirect shot, it can continue with its second action.

SPECIAL COMBAT VALUES

Phaser Weapons X⚡Y
Roll 'X' dice and total the number of ⊕ results: this total is equal to 'Y'. Roll 'Y' dice and inflict 1 damage for each ⊕ result. Phasers ignore all cover.

If you perform a **SUSTAINED ATTACK**, reroll the 'X' value. When a unit with a phaser uses a skill that modifies the chance to hit (eg *Berserk*), only reroll the 'X' value.

Volley Blast A/X - B/X - C/X ...
Roll 'A' dice when spending 1 ammo (roll 'B' dice when spending 2 ammo, roll 'C' dice when spending 3 ammo, etc.) and inflict 'X' damage to the target for each ⊕ result.

Incendiary Blast X/✚
Roll 'X' dice for each targeted miniature and inflict 1 point of damage for each result.

AP Incendiary Blast X/☠
Roll 'X' dice for each targeted miniature and eliminate the entire unit if at least 1 die result is ⊕.

SPECIAL WEAPONS

Burst Weapons
When firing a burst weapon at a target that has not performed a **MOVE** action this round, double the number of dice rolled.

Dual Ammo Weapons
Each time a unit fires a dual ammo weapon, the controlling player must announce which type of ammunition is being used.

Explosives Weapons
When an explosives weapon is used to attack an anti-tank trap or the back door of a bunker, the unit may reroll any ■ results once for that weapon. If the unit performs a **SUSTAINED ATTACK**, it may reroll any remaining ■ results a second time for its explosives weapons.

Demo Charges, Magnetic Mines and Dynamite all follow the rules for explosives weapons.

Flamethrowers
Flamethrowers ignore cover, but cannot destroy anti-tank traps.

Flamethrowers that fire farther than 1 space inflict damage on all units in spaces between the attacking unit and the target unit—even spaces occupied by friendly units. Flamethrower fire does not continue beyond spaces that block LOS.

When a unit fires a flamethrower weapon with a range greater than 1, choose the spaces where the flames spread. The attacking unit must still be able to see each target following normal LOS rules.

Knife, Knife & Grenade, Combat Knife
Roll the number of dice indicated in the combat value for each miniature currently in the squad. This weapon is range C.

Laser

Inflict damage for each ⊕ result and reroll all ⊕ results. Continue inflicting damage and rerolling each ⊕ result until all dice show ■ results.

Limited Ammo Weapons

When a limited ammo weapon is used, mark one box for each ammo spent. When performing a **SUSTAINED ATTACK**, reroll the dice as usual.

These weapons have their own weapon line and can be used in addition to any other weapon and to shoot at a separate target. Any soldier in the squad may use them even if he is the only surviving member and the miniature is not carrying the limited-ammo weapon. You may not use more limited ammo weapons during an attack than the number of miniatures in your squad.

Reloadable Weapons

Reloadable weapons begin the game loaded. Place the **Loaded** token on the unit card to indicate that the weapon is loaded.

When the unit fires this weapon, remove the token from the unit's card to indicate that the weapon is empty. To reload (and replace the token), the unit must perform 1 **SKILL** action.

A unit can fire and reload its weapon during the same round, (which would use both the unit's actions).

Setup Weapons

If a unit performs a **MOVE + ATTACK** or **ATTACK + MOVE** activation and fires a setup weapon, it only rolls half of that weapon's combat dice (rounded up) during the **ATTACK** action.

Tesla weapons

Inflict damage for each ⊕ result and reroll all ⊕ results. Continue inflicting damage and rerolling each ⊕ result until all dice show ■ results.

Tesla weapons ignore cover. They inflict damage on all units in spaces between the attacking unit and the target unit——even spaces occupied by friendly units.

If a vehicle equipped with a Tesla weapon is destroyed, all units in adjacent spaces suffer an attack roll as if they had been attacked by the destroyed vehicle's Tesla weapon.

If a non-vehicle unit equipped with a Tesla weapon is destroyed, roll a die. On a ⊕, the weapon explodes and all units in adjacent spaces suffer an attack roll as if they had been attacked by the destroyed unit's Tesla weapon.

UGL (Under-Barrel Grenade Launcher)

UGL grenades always ignore the target unit's cover value. Grenade Launcher and Grenade Pistol are considered UGLs with unlimited ammo.

LARGE VEHICLES

Large vehicles must sit inside 4 spaces with no part of the main body projecting outside. Any spaces where the weapons extend are considered empty spaces. Weapons do not block LOS and all units can enter and move through these spaces.

Large vehicles can be attacked in close combat by any enemy unit adjacent to the large vehicle.

Moving

Large vehicles must use a **MOVE** action to enter the battlefield as normal. Until they are completely on the battlefield, they cannot perform any actions other than the **MOVE** action, and cannot be targeted by an attack.

Large vehicles that cannot fully enter the battlefield with a single action must perform a second **MOVE** action to do so.

The entire large vehicle must be able to move around obstacles; no vehicles can move diagonally if one of the corners is an impassable terrain space.

When moving around the battlefield, anything that is not part of the main body of the vehicle does not affect its movement. A large vehicle only occupies 4 spaces for all movement purposes.

Therefore large vehicles, like smaller ones, can sometimes ignore a terrain feature in order to fit on the battlefield.

Targeting

A unit can attack a large vehicle if it can trace LOS from the center of its space to the center of any of the spaces that the large vehicle occupies. Only the main body of the large vehicle counts.

Similarly, a large vehicle can attack a unit if the large vehicle can trace LOS from the center of any of its 4 spaces to the center of the space that its target occupies.

AIRCRAFT

Aircraft ignore terrain restrictions when moving, and can fly over spaces without a dot in the center, or over friendly and enemy units. They cannot stop their movement on the same space as another unit, but they can freely cross any space occupied by a unit or hero. Aircraft can stop their movement anywhere, even on top of a structure.

Aircraft must at least make one **MOVE** action every round; therefore they can never make a **SUSTAINED ATTACK**.

Aircraft have armor class 🚫. They have LOS to any unit on the battlefield, and may target aircraft in range. They never benefit from cover (even structures); units in cover benefit from a cover save as normal against aircraft attacks.

Aircraft can never be targeted from more than 6 spaces away. Weapons with a U range firing at aircraft treat Unlimited Range as Range 6.

Aircraft can only target units inside a structure if the unit is on a space that shows an exit (or on the roof). Aircraft can only be targeted from a structure if the attacking unit is on a space that shows an exit.

For all mechanical purposes, an aircraft is treated as only occupying the space that its base is in.

Entering the Battlefield

When deploying an aircraft, you may choose one of these options:

Regular deployment: The aircraft enters like other units. The first action of the first turn is a **MOVE** action to enter the battlefield and the second action can be anything else (as usual).

Advanced deployment: The aircraft can enter the board on any space not in an opponent's deployment zone. The aircraft must make a **MOVE + MOVE** action. It may still be reactivated by a Command Squad. If it has the *Carry Capacity* skill, any unit it carries may not exit on the same turn in which the aircraft enters the battlefield.

COMMAND SQUADS

Officer

Get Moving You Bunch of Monkeys! (**SKILL**). Roll 1 die: on a ⊕, reactivate one adjacent unit immediately after the command squad's activation is finished. If there is a radioman in the officer's squad, he can issue this order to any unit on the battlefield.

Radioman

Relay Relay any order issued by the command squad to anywhere on the battlefield.

Artillery Strike (**SKILL**). The radioman can call in an *Artillery Strike*. When he is eliminated, the squad cannot do so.

Mechanic

Makeshift Repair (**SKILL**). Restore 1 ✚ to an adjacent non-destroyed vehicle (cannot be used with the radioman's *relay*).

Field Repair (**SKILL**). **Once per game**, roll 1 die: on a ⊕, finish the command squad's activation and then activate the repaired vehicle, which enters from its side's deployment spaces. If the radioman is eliminated, the skill does not work.

Medic

Get Up, It Ain't That Bad (**SKILL**). Either revive 1 miniature in an adjacent squad, or restore 1 ✚ to an adjacent hero. This skill cannot be used on an eliminated squad or hero.

Come On Guys; We're Going Back Out There (**SKILL**). **Once per game**, roll 1 die: on a ⊕, finish the command squad's activation and then activate the revived squad, which enters from its side's deployment spaces. If the radioman is eliminated, the skill does not work. A hero cannot be revived.

NCO COMMAND SQUADS

Field Officer

Artillery Strike (**SKILL**). The unit is an **observer**. Perform 1 **SKILL** action to immediately activate a friendly artillery unit on the battlefield and perform 1 indirect shot at a unit to which the observer can trace LOS. The target must be within the artillery weapon's range.

Smoke Mortars (**SKILL**). **Once per game**, immediately target 1 space in LOS (not into a structure) with this *Artillery Strike*. Place a **Smoke** token in the space until the end of the round after it was launched.

Field Mechanic

Ammo Dump (**SKILL**). **Once per game**, any unit within LOS instantly replenishes all of its limited ammo weapons.

Makeshift Repair (**SKILL**). Restore 1 ✚ to an adjacent non-destroyed vehicle.

Field Medic

Stimulant Kit (**SKILL**). **Once per game**, a soldier unit (incl. hero; or lone hero) in an adjacent space, when next activated, can perform 4 actions that round (in any combination).

At the end of its activation the squad is *exhausted* and cannot be reactivated by any command squad, perform any action, or fight back if attacked in close combat. The next time it is activated, it costs the unit both its actions to stand upright.

Get Up, It Ain't That Bad (**SKILL**). Either revive 1 miniature in an adjacent squad, or restore 1 ✚ to an adjacent hero. This skill cannot be used on an eliminated squad or hero.