

Another game aid by **Universal Head**



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SETUP

Players agree on an **Army Point (AP)** total. Each player builds his force secretly and then the lists are revealed at the same time. Either create a tournament scenario or choose a campaign scenario, set up the battlefield, and deploy forces onto the battlefield as determined by the scenario.

BASICS

Rerolls: You must always accept the result of the second roll, and may normally not reroll a die more than once.

Measuring: Measurement between 2 miniatures is between the closest points on the miniature's bases. Measurement between 2 units is between the closest miniatures in each unit. When a miniature must be *completely within* a range, all of its base must be within the distance.

Distances are always measured horizontally, and the elevation is not factored into the distance. Players may pre-measure distances at all times.

Movement and Firing Arcs: Soldier miniatures may freely turn while moving and have no facing. Vehicle miniatures have 90° movement and firing arcs, using the figure's hull: Front (F), Rear (R), Left (Lt), and Right (Rt). These each cover a 90° arc, and not the turret (if it has one). Turret mounted weapons may fire in any direction.

Weapons

A number in parentheses indicates how many of that weapon the unit has equipped. By default, when a miniature attacks it may use all of its weapons in the attack.

Range is the range of the weapon in inches.

C is a close combat weapon. When a unit is attacked with C weapon, it can only retaliate with C weapons of its own. Weapons with a minimum range cannot target miniatures that are closer than the distance indicated.

A is an artillery range weapon. When firing directly at a target these have a range of 36" and can hit anywhere on the tabletop using the *Artillery Strike* special ability. When firing indirectly, artillery weapons have a minimum range of 12".

The number before the slash in a weapon's profile is the number of combat dice it rolls. The number after the slash is how many damage points each ☹️ inflicts.

Weapons with a 🗨️ after the slash are weapons that spray a controlled area.

Units

A unit is a collection of miniatures that functions as a single fighting group, led by a **unit leader**. A unit can consist of a single miniature (like a Hero) or several miniatures. A unit takes its actions at the same time.

Every unit has a **unit leader**, even units with a single miniature. All miniatures in a unit must always be within Leadership range (typically 6") of their unit leader to be **in formation** and perform efficiently.

If a unit loses its unit leader, it must promote a new one when next activated. If a unit that does not currently have a unit leader must use one for some reason, the opposing player may nominate a miniature to act as a unit leader for the event; afterwards the unit returns to having no unit leader.

INITIATIVE PHASE

Players roll their **Command Pool** (combat dice equal to the number of your units currently on the table and not retreating). Reroll ties. The player with the fewest ☹️ is the **initiating player** and goes first; his opponent is the **responding player**.

COMMAND PHASE

The initiating player takes his Command phase, followed by the responding player. **Units cannot react during this phase.**

For each ☹️ you rolled in the Initiative phase (minimum of 1), you may assign a **Take Action**, **Regroup**, or **Special** order to a unit with at least 1 of its miniatures in command range (usually 12") of the unit leader of a **Command Section** (LOS not required).

If the Command Section has a **radioman**, 1 order may be issued to a unit outside Leadership range, including off-table.

Take Action: Regardless of any suppression or reaction marker on the unit, the unit may take a single action. That unit then receives a reaction marker if it did not already have one.

Regroup: Remove all suppression and reaction markers and assign a unit leader (if required). You may then move all miniatures that are not the unit leader up to 6".

Special: Each command squad has a special order.

If you have lost the unit leaders of your Command Sections, you must spend 1 order to promote a temporary Command Section and 1 miniature within it to be the unit leader. This Command Section has a command range of only 6".

UNIT PHASE

The initiating player takes his Unit phase, activating all of his units, one at a time. Then the responding player activates all of his units. **Enemy units can react during this phase.**

When a unit is activated:

1. **Replace lost unit leader:** Nominate a new unit leader from any other miniature in the unit and give the unit a suppression marker.

2. **Move out-of-formation miniatures:** Miniatures outside of Leadership range of the unit leader (usually 6") move the minimum distance directly towards the unit leader to be within 6". This is not an action, does not trigger reactions, and does not count towards the unit's maximum movement.

3. **Remove suppression:** Roll a die for each suppression marker on a soldier unit. For each ☹️, remove a suppression marker.

4. **Make retreat moves:** If a unit has more suppression markers than remaining miniatures, each miniature in the unit must move directly towards the table edge closest to the unit leader. Any miniature that touches the table edge is removed as a casualty.

5. **Declare actions:** A unit may take up to **2 actions, less 1 if it has a reaction marker, and less 1 if it has any suppression markers**. A unit that becomes suppressed during its activation does not lose any actions during that activation. All the miniatures in the unit must perform the same action together at the same time. A player must declare which action(s) the unit is taking:

MOVE: Move in inches equal to Move characteristic.

ATTACK: Attack with weapons.

SPECIAL ACTIONS: Take unit-specific special actions.

SUSTAINED ATTACK: (2 actions): Attack with weapons, rerolling any number of dice once.

MARCH MOVE: (2 actions): Move double Move characteristic, ignoring difficult terrain.

END PHASE

Take any required scenario actions. **Each unit then removes 1 suppression marker and all reaction markers.**

REACTIONS

During the opposing player's Unit phase, units may **react** to enemy actions if they do not have a reaction or suppression marker. **A reacting unit may take a single attack or move action, then receives a reaction marker.**

When the unit is next activated it loses one of its actions if it still has a reaction marker. A unit may normally only react once per turn. Units with a miniature out of Leadership range of their unit leader cannot react, and units cannot react to a reaction.

Move Reactions: A unit may react to an enemy that begins or ends its movement within 12". The reacting unit must declare and execute its reaction either before or after the target unit has completely finished moving. If the reaction is an attack, it may only target the moving unit.

Attack Reactions: A unit that is the target of an enemy's attack action within 12" may react. It must declare its reaction before the activating unit rolls combat dice. If the reaction is an attack, it may only target the attacking unit and the attack is resolved simultaneously. If the reaction is a move that takes the unit out of harm's way, the initial attack is wasted.

Hit the Dirt! A reacting soldier unit may ignore the 12" distance restriction to perform a *Hit The Dirt!* reaction when attacked. In addition to the reaction marker, the unit gains a suppression marker and upgrades its cover status by 1 step.

Multiple units can react to an enemy unit taking an action. The controlling player determines the order in which the reactions resolve.

MOVE ACTIONS

A unit cannot move normally more than 3" vertically during its activation, except when moving up or down building levels.

Soldier Units

Soldiers can turn and move freely a number of inches up to their Move characteristic, but must *end* their movement within Leadership range of their unit leader. They cannot move within 1" of an enemy miniature.

Soldiers cannot move through friendly vehicles, but may move through friendly soldiers.

Vehicle Units

Vehicles can only move into their front 90° arc, but may adjust their facing by 90° before or after moving (not both). Instead of moving, they may change facing to any direction.

Vehicles may move backwards into their rear 90° arc up to 3" (or 6" if performing a march move), ignoring difficult terrain.

Vehicles cannot move through other vehicle units (friendly or enemy).

Vehicle Overruns: A vehicle may **overrun** through enemy soldier units. If it ends its movement within 1" of any soldier miniature, that miniature must move the minimum distance to be 1" away from the vehicle. Roll dice equal to the vehicle type. Each overrun unit gains 1 suppression marker for each ☹️ rolled. Multiple affected units are rolled for separately.

Terrain

A miniature's move distance is limited to a maximum of 3" when moving through difficult terrain regardless of abilities that increase their Move characteristic. A miniature cannot enter difficult terrain that is over 3" away at the start of its move action (unless it is a march move). Impassable terrain usually blocks all basic movement.

Difficult terrain for soldiers: Fences, barbed wire, stone/brick walls, deep water.

Difficult terrain for vehicles: Craters, forest/jungle, hills, barbed wire, rubble, stone/brick walls, swamp, trenches, vehicle wreckage, shallow water.

Impassable terrain for vehicles: Tank obstacles, deep water.

ATTACK ACTIONS

All miniatures in an attacking unit *may* use all of their functional weapons that can be brought to bear. Miniatures equipped with different weapons roll their dice separately.

1. **Pick a target:** The unit may split its attacks among several targets, but must declare what weapons are firing at which targets before rolling combat dice.

2. **Determine range and line of sight (LOS):** Any weapons that do not have range to at least one visible miniature in the target unit cannot participate. If the weapon has a firing arc at least one miniature in the target unit must be within the firing arc.

Check LOS from the top of a miniature at the center of its base. If no part of the target miniature can be seen, LOS is **blocked**.

If a miniature has no LOS to any miniature in the target unit, it cannot fire its weapons. If no miniature can draw LOS to a target miniature, that miniature cannot be damaged by the attack. If even one miniature in the attacking unit has an unblocked LOS to a target miniature, it may be assigned damage.

Check **obscured LOS** from the center of the attacking *unit leader's base* to each miniature in the targeted unit. If the LOS crosses any terrain area (not including any terrain the unit leader is already in or touching), the target miniature is **obscured**. If at least half of the miniatures in a unit are obscured than the unit gains the benefits of the terrain's cover type.

If an attacking unit can draw LOS to any part of a target vehicle's base without intersecting terrain, the vehicle receives no cover.

A miniature never obscures miniatures in its own unit. Soldiers do not obscure or block a friendly unit's LOS. Soldiers obscure LOS to soldiers in enemy units out to the edge of their base and up to the miniature's height as if they were terrain. A soldier unit with suppression markers does not obscure other soldier units.

Vehicles obscure any unit, and their base is treated as an area of terrain. Vehicles ignore enemy soldiers when drawing LOS.

Soft cover: Other *unsuppressed* soldier units, craters, fences, forest/jungle, hedges, hills, rubble, shallow water.

Hard cover: Vehicles, stone/brick walls, tank obstacles, trenches, vehicle wreckage, deep water.

3. **Roll combat dice:** Compare the weapon against the target's armor rating. The number before the slash is the number of combat dice rolled; the number after the slash is the amount of damage dealt by each ☹️.

Weapons that inflict more than 1 point of damage, and weapons targeting different units, should be rolled for separately.

4. **Make armor rolls:** The defender rolls dice equal to the unit's armor rating. Each ☹️ negates a single point of damage.

Soft cover negates 1 additional point of damage. **Hard cover** negates 2 additional points. Units can only benefit from one type of cover at a time. **Teams** in soft cover count as being in hard cover.

A vehicle cannot make an armor roll (but still benefits from cover) if more than half the attacking unit's bases are completely within its rear arc.

Suppressed units then improve their cover status by 1 step.

5. **Assign Damage:** The defending player assigns damage. Miniatures that are not obscured must be assigned damage before miniatures that are obscured. Miniatures that are blocked to every attacking miniature cannot be assigned damage.

Any soldier unit hit by an attack (even if the damage was negated) then receives a **suppression marker**.

Vehicles do not gain suppression markers. Instead, after inflicting damage, the attacker rolls combat dice equal to damage dealt before the armor roll (less any cover bonus), and checks the **Vehicle Damage table**. A vehicle can only suffer one effect at a time; choose a lesser effect if necessary.

Vehicle Damage Table

- No additional effect.
- ⊕ **Blinded:** The vehicle cannot reroll dice during a sustained attack action for the rest of the game.
- ⊕⊕ **External Fire:** The vehicle suffers 1 damage at the end of each activation (do not roll on this table) until an action is spent to put out the fire. While on fire, resolve a 🗲/1 attack against any overrun soldier.
- ⊕⊕⊕ **Weapon Damaged:** One weapon may not fire or use its abilities for the rest of the game. Attacker rolls a combat die: on a ⊕, he chooses the weapon, on a ■, the defender chooses.
- ⊕⊕ **Drive System Damaged:** The vehicle may not take move actions for the rest of the game.
- ⊕⊕⊕ **Ammunition Detonation:** One weapon of attacker's choice may not fire or use its abilities for the rest of the game. All soldier units with a miniature within 12" of the vehicle's center (and any in the vehicle) suffer a 5/1 attack.
- ⊕⊕⊕ **Hull Breach:** Vehicle cannot make armor rolls. All weapons with a '-' against the vehicle type are instead treated as '1/1'.

SUPPRESSION & RETREAT

A unit with one or more suppression markers is **suppressed**.

It takes one less action when it activates in the Unit phase, cannot make reactions, does not obscure other soldier units, and improves its cover by 1 step (units with no cover gain soft cover; units in soft cover gain hard cover; units in hard cover gain no extra benefit).

An activated unit that becomes suppressed by a reaction from an enemy unit still completes its activation as normal.

A unit may be suppressed over multiple game turns; the effect lasts until the unit has no suppression markers left on it.

A unit with more suppression markers than it has remaining miniatures is **retreating**. When a retreating unit activates during the Unit phase, it rolls to remove suppression markers as normal, which may stop its retreat.

HEAVY WALKERS

Heavy walkers treat their hull (the weapon mountings, legs, feet, and central body, but not the barrels of weapons or antenna) as the miniature's base.

LOS is drawn to any part of a heavy walker's hull. LOS from a heavy walker is drawn from the center of the figure.

When moving a heavy walker, measure and move from the miniature's center into the vehicle's front arc. The vehicle's arc is also derived from its center point.

HEROES

Heroes may function as a unit of a single miniature and are treated as their own unit leader.

During deployment, a hero may join a unit with the same movement and armor classification for the entire game. Only 1 hero may join a unit, but any number of heroes may join different units. If the hero was chosen as a Command Section, the unit is now treated as a Command Section.

Heroes operating independently never receive suppression tokens. A hero suffers the effects of suppression when joined with a unit, but a unit led by a hero is never forced to retreat.

A hero who is the last alive in a unit immediately removes all suppression markers and acts independently (unless a medic revives a member of his squad).

A unit led by a hero inverts the die roll when rolling to remove suppression tokens when it activates.

Heroes can always be issued orders in the Command phase even when outside of a Command Section's effective Command range. If the hero has joined a unit, this ability is gained by the unit as well.

If a force has no Command Section, a hero can act as a temporary Command Section without expending an order to make him one.

AIRCRAFT

The controlling player declares which altitude an aircraft unit is flying at when it is first deployed. An aircraft at low altitude obeys most of the same rules as a vehicle.

When activating an aircraft:

- 1. Declare altitude:** Declares whether the aircraft is flying at high or low altitude. If not declared it remains at its current altitude.
- 2. Resolve compulsory move action.**
- 3. Declare actions:** Declare 2 actions as normal. These can be reduced by reaction markers, but aircraft do not suffer from suppression.
- 4. Resolve actions.**

Movement

An aircraft may move a number of inches up to its Move characteristic in a single action. They have 4 arcs (Front, Rear, Left and Right). An aircraft unit must move into its front arc, and may rotate up to 90° at the beginning or end of a move action, but cannot back up or spot turn.

An aircraft can move through enemy units, including other aircraft, and is not required to maintain a 1" distance from enemy units while moving. When moving directly through enemy units it does not cause an overrun. An aircraft unit must end its movement at least 1" away from all enemy units.

Aircraft flying at high altitude ignore all terrain and fortifications, can move through, or end movement in, difficult or impassable terrain, and ignores the effects of all battlefield fortifications.

Aircraft flying at low altitude are vulnerable to flight hazards (in general, any terrain or fortification that provides soft or hard cover, and contains battlefield elements that measure 4" vertically). An aircraft at low altitude that enters a flight hazard area of soft cover suffers 4 points of damage. This can be reduced by armor rolls (no cover reduction). If the flight hazard area is hard cover, the aircraft is immediately eliminated.

If an aircraft unit at high altitude shifts to low altitude while above a flight hazard area, these penalties are immediately applied.

Aircraft are required to make a compulsory move action during the Unit phase. This can provoke a reaction. The aircraft cannot adjust its facing before or after the action, and it must move its maximum allowed movement distance directly forward in a straight line. If its maximum distance places it within 1" of an enemy unit, the distance is reduced so that it is at least 1" away from any enemy unit.

Aircraft that move off the table edge during this compulsory move action are removed from play. While off the table they cannot receive orders and must re-enter play during their next compulsory move action, beginning with the declare altitude step and starting anywhere in contact with the table edge from which it left play

An Aircraft unit may drop **bombs** as part of its compulsory move.

Combat

Aircraft flying at high altitude have clear LOS (not obscured or blocked) to all enemy units in open terrain, and vice versa.

An enemy unit may be obscured to the aircraft if at least half of its miniatures are completely within an area of terrain.

If the aircraft's LOS passes through terrain that the target unit occupies, the aircraft does not ignore that area of terrain for the purposes of obscured LOS.

Some terrain—eg, a building with a roof or trees with a thick canopy—may still block LOS between a high flying aircraft and units within the terrain.

Aircraft flying at low altitude determine LOS in the same way as vehicle units. The aircraft miniature exists at its real, physical position, and its base still obscures units. The aircraft unit can block or obscure LOS as normal.

An aircraft's weapon range is measured from its base, regardless of its altitude, and its firing arc is drawn from the center of its base (following the rules for vehicle units).

When targeting an aircraft unit, if the aircraft is at low altitude, treat it as a vehicle with the same armor value. Aircraft and vehicles are interchangeable for the purposes of weapon and special ability effects.

Aircraft are damaged in the same way as vehicles. However, they still make an armor roll even if more than half of the attacking unit's bases are completely within its rear arc.

Aircraft Damage Table

- No additional effect.
- ⊕ **Damaged Fire Control:** Units attacked by the aircraft are treated as if they are in minimum of soft cover.
- ⊕⊕ **Damaged Engine:** Aircraft may not longer declare a march move during its activation.
- ⊕⊕⊕ **Damaged Weapon:** One weapon may not fire or use its abilities for the rest of the game. Attacker rolls a combat die: on a ⊕, he chooses the weapon, on a ■, the defender chooses.
- ⊕⊕ **Forced Low:** Aircraft must declare it is flying low at the beginning of its activation each turn.
- ⊕⊕⊕ **Ammunition Detonation:** One weapon of attacker's choice may not fire or use its abilities for the rest of the game. All soldier units with a miniature within 12" of the aircraft's base (and any in the aircraft) suffer a 5/1 attack.
- ⊕⊕⊕ **Hull Breach:** Vehicle cannot make armor rolls; it suffers 1 additional damage per ⊕ from all weapons.

Carry Capacity

An aircraft unit with the *Carry Capacity* ability can transport friendly soldier units. However units cannot embark or disembark from an aircraft unit that has already been activated this turn, or if the aircraft is at high altitude. When an aircraft unit is eliminated, any units embarked in it are also eliminated.

SPECIAL ABILITIES

Shared (S): If at least 1 miniature in a unit (including Heroes) has a **shared** special ability, the entire unit is considered to have the ability. If all of the miniatures with an ability in a unit are killed, it can no longer use that ability.

Agile (S)

Moves an additional 6" when making a move reaction.

Air Cavalry

The soldier unit can disembark from an aircraft unit that has already activated that turn.

When an aircraft unit is eliminated, any soldier unit on board with this ability disembarks unharmed and receives a reaction marker (even if it already has a reaction marker). The latter is a forced reaction and does not provoke further reactions from other units.

Air Drop (S)

The vehicle can be transported by an aircraft with the *Vehicle Carry Capacity* ability.

It can embark or disembark as an action (this does not provoke reactions) before or after the aircraft's activation. It can disembark when the aircraft is at high or low elevation, but must the aircraft must be at low elevation for it to embark.

Air Lift

May choose not to deploy at setup; instead using a march move.

Air Superiority

An attack action against an aircraft unit is resolved as if it were a sustained attack.

All in One

Once per game, may double the number of combat dice it rolls in an attack action. Place a suppression marker on the unit after the action.

Amphibious (S)

Treat areas of water as open terrain for movement purposes.

Artillery Strike

Other friendly units with indirect fire or artillery weapons may draw LOS from the artillery strike miniature.

Assault (S)

When declaring a march move action, enemy units may only react to the unit before its movement, not after.

Badass (S)

May still take a single action if it has both suppression and reaction markers.

Berserk (S)

Once per game, may reroll misses during an attack action as if they were taking a sustained attack action. The effects do not stack with a sustained attack action.

Black Ops

During the Command phase, may be issued a free order regardless of its battlefield position.

Blutkreuz Ape

Ignores all suppression effects and does not gain suppression markers (cannot perform a *Hit The Dirt!* reaction). Can be given orders in the Command phase regardless of its position. Has the *Climb* special ability.

Can only be joined by a unit/hero that also has the *Blutkreuz Ape* ability.

Blutkreuz Übertoten (S)

Never place a suppression marker on this unit; it ignores the effects of suppression markers. Cannot gain the benefits of the *Hit The Dirt* reaction.

A hero may join this unit, and a hero with the *Blutkreuz Zombie* ability may join a unit with this ability.

Blutkreuz Zombie

Ignores all suppression effects and does not gain suppression markers (cannot perform a *Hit The Dirt!* reaction). When in hard cover treat as soft cover; when in soft cover treat as no cover.

Can only be joined by a unit/hero that also has the *Blutkreuz Zombie* ability.

Carry Capacity

May have soldier units embarked (removed from the table until disembarked). Soldiers with armor of 3 and 4 require twice as much space.

A unit must use an action to embark or disembark; this is not a move action and does not provoke reactions. All the unit's miniatures must be within 3" of the transport to embark; disembarking miniatures are placed within 3" of the transport and 6" of their unit leader.

A unit cannot take any action except disembark while in a transport, but may take an action after disembarking. Command Sections in a transport measure their command range from the hull of the transport. If a transport is destroyed, embarked units immediately disembark and gain a reaction marker.

A unit (and any Hero joining it) may deploy embarked. The unit cannot disembark, or take any other action, until the transport enters play.

Charge (S)

When making a march move action, may take a free attack at the end of the move using only range 6" and lower weaponry.

Cheat Death

Once per game, after total damage has been determined for a single attack against this unit, may roll one combat die before making an armor roll. On a 1 result, ignore all damage from the attack. Otherwise resolves an armor roll as normal.

Climb (S)

May move freely over terrain (even impassable terrain) up to 6" tall (but may not end their move within impassable terrain). May move 6" vertically (or 2 floors) when moving.

Combined Shots

The unit entry lists the weapon to which this ability applies. The unit may fire only 1 of the specified weapons to increase the weapon's fire range to 6". If one or more of the specified weapons is disabled, the ability is lost.

Command Squad

A force with one or more units with this ability may issue one additional order in the Command phase.

A platoon led by a *Command Squad* may include 1 additional spotter or sniper squad (the AP cost must still be paid.)

Commissar

One commissar may be deployed solo or may be attached to a unit as a hero (though it is not a hero and a hero may also join the unit).

The ability can also be used to combine 2 large units into 1 during deployment, if the combined units each consist of 2 identical 5-man units and the commissar (who becomes the unit leader if there is no hero in the unit). The new unit is treated as a Support section.

Damage Resilient (S)

Roll 1 additional combat die when making armor rolls.

Dozer Blade

May move through difficult terrain without penalty.

Rolls 1 additional combat die when making armor rolls against attacks made by units with more than half of their miniatures completely within the vehicle's front arc.

Engineer Vehicle

May resolve a special attack action targeting an obstacle within 3" to remove the targeted obstacle from the battlefield.

The unit also has the *Mechanic* ability.

Entrench

If the unit has not resolved a move or disembark action this turn, it may negate an additional point of damage each time it makes an armor roll.

If it is attacked by a Phaser weapon and has not resolved a move or disembark action this turn, it still negates an additional point of damage, even though no armor roll is made.

Fast (S)

May move an extra 6" once per turn.

Fighting Spirit (S)

Once per game, the unit can declare the use of this ability if it is able to resolve both a move and attack action. After completing a move action, the unit resolves an attack action, inverting the combat die results (1 count as 6 and vice versa).

Flight

During deployment and at the end of any move action, the unit must be declared *landed or flying*.

While flying, the unit may move through all enemy units, including other flying soldiers high flying aircraft. A flying soldier unit is not required to maintain a 1" distance from enemy units while moving, but must end its movement at least 1" away from all enemy units. It can move through friendly vehicles, but cannot end its move on top of them.

A flying soldier unit ignores all terrain and fortifications, can move through, or end movement in, difficult or impassable terrain, and ignores the effects of all battlefield fortifications.

If the unit has with one or more suppression markers it does not improve its cover as normal.

The unit has clear LOS (not obscured or blocked) to all enemy units in open terrain, and vice versa. An enemy unit may be obscured to a flying soldier unit if at least half of its miniatures are completely within an area of terrain. If the flying soldier unit's LOS passes through terrain that the target unit occupies, the flying soldier unit does not ignore that area of terrain for the purposes of obscured LOS.

Some terrain—eg, a building with a roof or trees with a thick canopy—may still block LOS between a high flying aircraft and units within the terrain.

A flying soldier unit cannot be targeted by weapons with a range of 6" or less (including range C), if would be fired by units on the ground, or weapons with range B.

Flying soldier units can use weapons with range C to target aircraft units at high altitude, but only if the corresponding weapon lines note this is possible. Landed soldier units can never target aircraft units at high altitude with range C weapons.

Frenzy

After rolling combat dice, roll an additional combat die for each 6 scored.

Headshot

When performing an attack action, may reduce the number of combat dice rolled by half (rounded up). If it does so, the unit it targets cannot make an armor roll against the attack, and cover cannot be used to reduce the damage.

Heroic Pilot

The vehicle requires that a specific hero be piloting it in order to resolve actions during its activation. Only the hero named can pilot the vehicle.

Heroic Stand

Once per game during the Command phase, may declare this ability: for the rest of the game the unit inverts any armor rolls it makes (1 count as 6 and vice versa) and ignores the effect of suppression markers.

Hover

May adjust its facing 0° to 90° instead of resolving its compulsory move action. An aircraft unit adjusting its facing in this way can provoke reactions (even at 0°).

Jump

May move freely over any terrain up to 9" high (but may not end their move within impassable terrain). May move 9" vertically (or 3 floors) when moving. Enemies cannot react to move actions by a soldier with this ability, and vehicles with this ability cannot rotate as part of the jump.

Legendary Tactician (S)

If the unit has half or more of its miniatures completely within an area of terrain it negates an additional point of damage during its armor roll. This stacks with the cover's damage prevention benefits.

Mechanic

May take a special *repair* action to remove one effect from the Vehicle Damage table that is affecting a vehicle within 6" and in unblocked LOS. In addition, roll a combat die: on a 6 the target unit removes 1 point of damage. Destroyed vehicles cannot be repaired.

Medic

May take a special *heal* action to remove one suppression marker from a target unit within 6" and in unblocked LOS. In addition, roll a combat die: on a 6 the target unit removes 1 point of damage from a miniature, or returns 1 casualty to play, in formation.

Panzer Ace

A vehicle unit piloted by this miniature can move through difficult terrain without penalty. Once per game, the vehicle unit can also invert the results of its armor roll (1 count as 6 and vice versa).

Pilot

The hero may pilot a vehicle; either a specific type or a specific vehicle or unit.

The hero does not affect the carry capacity of the vehicle he is piloting; disembarking from the vehicle replaces all actions during activation; and when piloting an aircraft unit, the pilot may disembark from the aircraft if it is eliminated, gaining a reaction marker as normal for the reaction.

Special abilities with the *Pilot* keyword transfer to manned vehicles. If a hero has a special ability with a limited number of uses, a vehicle's use of the ability counts toward that limit.

Radio Command

Treat each Command Section (including *Tank Riders*) embarked on a vehicle unit with this ability as if it had 1 additional radioman when issuing orders during the Command phase.

Radioman

Once per Command phase, may allow the issuing of one order to a unit out of Command range. Also has the *Artillery Strike* special ability.

Reserved (S)

When its turn comes to deploy, may choose not to deploy with the rest of the force and stay off-table. It must take a march move action to be placed in base contact with any table edge more than 12" away from enemy units and within 6" of the unit's unit leader.

Schwerpunkt

A weapons of vehicle unit piloted by this miniature gain the *Penetrator* special weapon ability.

Scout Vehicle

Gains the *Fast* special ability on its first activation of the game. Alternatively, it may be *Reserved*.

Self Repair

May take a special *self repair* action to remove one effect from the Vehicle Damage table that is affecting itself.

In addition, roll a combat die: on a ④ it removes 1 point of damage. Destroyed vehicles cannot self repair.

Sniper

The unit's attack does not allow the target to make an armor roll. Cover cannot be used to reduce the damage.

Spotter

Allows the unit to invert its non-close combat attack rolls, even for the *Spotter's* own weapon (■ count as ④ and vice versa).

Supercharged

When the unit performs its first attack action, double the combat dice rolled for any phaser, laser or tesla weapons. Then place an Out of Ammo marker on the unit. The unit cannot fire those weapons until the marker is removed using a *reload* action.

Superhuman

The hero operates as a hero, but cannot join a unit. You cannot include more than a single superhuman in your force. He may issue orders as if he were a Command Section. However, he may not issue a platoon's special orders unless he is chosen as its Command Section.

Take Aim (S)

May invert attack die results (■ count as ④ and vice versa) instead of rerolling dice when resolving a sustained attack action. The ability must be declared before rolling attack dice.

Tank Head

May take a special *repair* action to remove one effect from the Vehicle Damage table that is affecting a vehicle within 6" and in unblocked LOS.

In addition, roll a combat die: on a ■ the target unit removes 1 point of damage. Destroyed vehicles cannot be repaired.

Tank Riders

Works the same as *Carry Capacity*, but each time a unit takes an action to disembark from a vehicle embarked on through the this ability, it may deploy within 6" (instead of within 3").

Each time a vehicle with this ability is damaged, all units embarked on it through this ability suffer a 🗡️/1 attack, and do not benefit from cover.

Units with this ability do not benefit from the *Tankodesantniki* platoon upgrade. The *Tank Riders* ability is compatible with the *Carry Capacity* ability.

Tracks

If beginning, moving through, or ending a move action in difficult terrain, roll a combat die. On ④ the miniature's movement is stopped when it first contacts the terrain.

Does not treat difficult terrain as open terrain during a march move.

Vehicle Carry Capacity

Can transport 1 vehicle unit with the *Air Lift* ability and whose maximum armor value is equal to or less than the aircraft's vehicle carry capacity rating.

Ground vehicles with this ability do not require the transported unit to have the *Air Lift* ability, and may transport 1 vehicle unit whose maximum armor value is equal to or less than the aircraft's vehicle damage capacity.

Wheels

If beginning, moving through, or ending a move action in difficult terrain, roll a combat die. On ■ the miniature's movement is stopped when it first contacts the terrain.

Does not treat difficult terrain as open terrain during a march move, and may not take a spot turn move action.

Wiederbelebungsserum

May take a special *regenerate* action to heal damage it has taken. Roll a combat die for each point of damage lost: a point of damage is restored for each ④ rolled. Also functions as a Medic only able to heal units with the *Blutkreuz Zombie* special ability.

SPECIAL WEAPON ABILITIES

Artillery Weapons (A)

Can fire in either **direct fire** or **indirect fire** mode. Direct fire is a standard attack action with a range of 36" and a minimum range of 12".

Indirect fire is a sustained attack action (no reroll) that can only be called in conjunction with a miniature with the *Artillery Strike* ability and LOS to the target. It has a minimum range of 12" and unlimited range.

Artillery Barrage

This weapon can target up to 2 units with each attack. Each target unit must be within 6" of each other.

Bombs (B)

Used during a move (or compulsory move) action. Bombs are single-use weapons and are removed from the game after use. To drop a bomb, follow these steps:

1. Resolve a move action.

The player must announce his intent to use a bomb before resolving a move action. Bombs must be dropped from high altitude during an aircraft's move action, after movement, and the aircraft cannot adjust its facing after movement.

2. Determine legal targets

Follow all LOS rules, except buildings or other terrain that would block LOS for standard aircraft attacks do not block do so for bomb attacks. Terrain still provides bombed units with the cover benefits of obscured LOS.

After movement, an aircraft can drop a bomb on a target that is within a range equal to the number of inches the aircraft unit moved during that move action, and within its rear arc.

3. Attack a Target

The bomb attack does not provoke reactions (though the move action prior to the bomb attack can do so). Each bomb can target 1 unit. Roll the appropriate number of attack dice and resolve damage normally. If multiple bombs attack the same target, resolve the attack following the rules for making a sustained attack.

Burst Weapons

Cover may not be used to reduce the damage of an attack action that includes at least one burst weapon.

Close Combat Weapons (C)

Have a range of 3" and may only be used with other C weapons. Only 1 unit may be targeted during a Close combat attack action. Cover cannot negate damage. The target cannot react with a move reaction, and any attack reaction may only include C weapons.

Demolition

Each roll of a ④ removes a targeted defense (eg. tank obstacles, barricades, barbed wire entanglements).

Expert Repair

A unit equipped with this weapon inverts the die results when it performs a *repair* or *self repair* action; the target Vehicle unit removes one point of damage on a ■ instead of a ④ result.

Grenades

An attack action that includes one or more grenade weapons always causes a suppression marker to be placed on the target, even if a ④ is not scored.

Cover cannot negate damage caused by an attack that includes grenade weapons.

Incendiary Weapons

When damaging a vehicle with an attack that includes an incendiary weapon, do not roll on the Vehicle Damage table; instead, automatically apply the *External Fire* result to the target. If that vehicle already has that effect, do not select a lesser effect.

The special effects of incendiary weapons do not apply to soldier or aircraft units.

Lasers

Roll 1 additional combat die for each ④ scored in the initial attack. Sustained attack rerolls do not apply to these additional rolls.

Magazine Reload

After a unit resolves an attack action using this weapon, place an Out of Ammo marker beside the unit. The unit may take a special *reload* action to remove the marker, or the unit may remove the marker during the End phase.

Penetrator Weapons

When attacked by penetrator weapons within 24", an enemy vehicle must halve the number of dice they use for their armor roll (rounding up).

Phasers

Armor rolls cannot be taken against an attack action that includes a phaser weapon.

Allied phasers may *overcharge* on a sustained attack to double their combat dice (take an Out of Ammo marker) instead of rerolling misses. An Allied phaser unit must take a *reload* action to remove the marker and attack with their phasers again.

Radiation Weapon

When attempting to negate damage caused by a radiation weapon, units (including teams) in soft cover are treated as if not in cover.

When resolving an attack action with a radiation weapon, roll its combat dice separately. Units targeted by a radiation weapon do not receive soft cover benefits for any damage caused by that weapon. Soft cover benefits still apply when resolving attack rolls from other weapons during the attack.

Reload Weapons

Place an Out of Ammo marker by the unit when the weapon is used in an attack action. The unit must take a special *reload* action to remove the marker and attack with those weapons again.

Rocket Punch

Inverse combat die rolls on any attack (■ count as ④ and vice versa).

Spray Weapons

Have a 🗡️ instead of a number in their profile. Roll a number of combat dice equal to the number of miniatures in the target unit.

Tank Killer Weapons

Invert the combat dice rolled on the Vehicle Damage table (■ count as ④ and vice versa).

Tesla Weapons

Before resolving a sustained attack action with a Tesla weapon, you may choose to have the weapon target a second enemy unit within 6" of the first (even if it is outside the weapon's maximum range) instead of rerolling ■ results.

The attack on both targets is resolved simultaneously, so any reactions made in response to the targeting of either unit must be declared before any dice are rolled.



INITIATIVE PHASE

Roll **Command Pool** (combat dice equal to the number of your units currently on the table and not retreating). Reroll ties.

Player with the fewest ☉ is the **initiating player** and goes first; opponent is the **responding player**.

COMMAND PHASE

Units cannot react during this phase.

For each ☉ you rolled in the Initiative phase, you may assign an order to a unit with at least 1 of its miniatures in command range (usually 12") of the unit leader of a **Command Section** (LOS not required).

If the Command Section has a **radioman**, 1 order may be issued to a unit outside Leadership range, including off-table.

Take Action: Regardless of suppression or reaction markers, the unit may take a single action. The unit then receives a reaction marker if it didn't have one.

Regroup: Remove all suppression and reaction markers and assign a unit leader (if required). You may then move all miniatures that are not the unit leader up to 6".

Special: Each command squad has a special order.

If you have lost the unit leaders of your Command Sections, you must spend 1 order to promote a temporary Command Section (command range of 6") and 1 of its miniatures to be unit leader.

UNIT PHASE

Enemy units can react during this phase.

When a unit is activated:

1. **Replace lost unit leader:** Nominate a new unit leader from any other miniature in the unit and give the unit a suppression marker.

2. **Move out-of-formation miniatures:** Miniatures outside of Leadership range of the unit leader (usually 6") move the minimum distance directly to be within 6" of him. This is not an action, does not trigger reactions, and does not count towards the unit's maximum movement.

3. **Remove suppression:** Roll a die for each suppression marker on a soldier unit. For each ☉, remove a suppression marker.

4. **Make retreat moves:** If a unit has more suppression markers than remaining miniatures, each miniature must move directly towards the table edge closest to the unit leader. Any miniature that touches the table edge is a casualty.

5. **Declare actions:** A unit may take up to 2 actions, less 1 if it has a reaction marker, and less 1 if it has any suppression markers. A unit that becomes suppressed during its activation does not lose any actions during that activation.

Declare which action(s) the unit is taking:

MOVE: Move in inches equal to Move.

ATTACK: Attack with weapons.

SPECIAL ACTIONS: Take unit-specific special actions.

SUSTAINED ATTACK: (2 actions): Attack with weapons, rerolling any number of dice once.

MARCH MOVE: (2 actions): Move double Move, ignoring difficult terrain.

END PHASE

Take any required scenario actions. **Each unit then removes 1 suppression marker and all reaction markers.**

REACTIONS

Units may **react** to enemy actions (normally only once per turn) if they do not have a reaction or suppression marker. **A reacting unit may take a single attack or move action, then receives a reaction marker.** Units with a miniature out of range of their unit leader cannot react, and units cannot react to a reaction.

Move Reactions: A unit may react to an enemy that begins or ends its movement within 12".

Attack Reactions: A unit that is the target of an enemy's attack action within 12" may react before that unit rolls combat dice.

Hit the Dirt! A reacting soldier unit may ignore the 12" distance restriction to perform a *Hit The Dirt!* reaction when attacked. In addition to the reaction marker, the unit gains a suppression marker and upgrades its cover status by 1 step.

SUPPRESSION & RETREAT

A **suppressed** unit takes one less action when it activates in the Unit phase, cannot make reactions, does not obscure other soldier units, and improves its cover by 1 step (units with no cover gain soft cover; units in soft cover gain hard cover; units in hard cover gain no extra benefit).

Independent heroes never receive suppression tokens. A unit led by a hero inverts the die roll when rolling to remove suppression tokens when it activates.

ATTACK ACTIONS

1. **Pick a target:** Declare what weapons are firing at which targets.

2. **Determine range and line of sight (LOS):** Checked blocked and obscured LOS.

Soft cover: Other *unsuppressed* soldier units, craters, fences, forest/jungle, hedges, hills, rubble, shallow water. **Hard cover:** Vehicles, stone/brick walls, tank obstacles, trenches, vehicle wreckage, deep water.

3. **Roll combat dice:** Compare the weapon against the target's armor rating. The number before the slash is the number of combat dice rolled; the number after the slash is the amount of damage dealt by each ☉.

4. **Make armor rolls:** The defender rolls dice equal to the unit's armor rating. Each ☉ negates a single point of damage.

Soft cover negates 1 additional point of damage. **Hard cover** negates 2. **Teams** in soft cover are in hard cover.

A vehicle cannot make an armor roll if more than half the attacking unit's bases are completely within its rear arc.

Suppressed units then improve their cover status by 1 step.

5. **Assign Damage:** The defending player assigns damage. Any soldier unit hit by an attack (even if the damage was negated) then receives a **suppression marker**.

Vehicles do not gain suppression markers. After inflicting damage, roll combat dice equal to damage dealt before the armor roll (less any cover bonus), and check the **Vehicle Damage table**. A vehicle can only suffer one effect at a time.



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Roll **Command Pool** (combat dice equal to the number of your units currently on the table and not retreating). Reroll ties.

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2. **Determine range and line of sight (LOS):** Checked blocked and obscured LOS.

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VEHICLE DAMAGE TABLE

- No additional effect.
- ⊕ **Blinded:** The vehicle cannot reroll dice during a sustained attack action for the rest of the game.
- ⊕⊕ **External Fire:** The vehicle suffers 1 damage at the end of each activation (do not roll on this table) until an action is spent to put out the fire. While on fire, resolve a ↓/1 attack against any overrun soldier.
- ⊕⊕⊕ **Weapon Damaged:** One weapon may not fire or use its abilities for the rest of the game. Attacker rolls a combat die: on a ⊕, he chooses the weapon, on a ■, the defender chooses.
- ⊕⊕ **Drive System Damaged:** The vehicle may not take move actions for the rest of the game.
- ⊕⊕⊕ **Ammunition Detonation:** One weapon of attacker's choice may not fire or use its abilities for the rest of the game. All soldier units with a miniature within 12" of the vehicle's center (and any in the vehicle) suffer a 5/1 attack.
- ⊕⊕⊕⊕ **Hull Breach:** Vehicle cannot make armor rolls. All weapons with a '-' against the vehicle type are instead treated as '1/1'.

AIRCRAFT DAMAGE TABLE

- No additional effect.
- ⊕ **Damaged Fire Control:** Units attacked by the aircraft are treated as if they are in minimum of soft cover.
- ⊕⊕ **Damaged Engine:** Aircraft may not longer declare a march move during its activation.
- ⊕⊕⊕ **Damaged Weapon:** One weapon may not fire or use its abilities for the rest of the game. Attacker rolls a combat die: on a ⊕, he chooses the weapon, on a ■, the defender chooses.
- ⊕⊕ **Forced Low:** Aircraft must declare it is flying low at the beginning of its activation each turn.
- ⊕⊕⊕ **Ammunition Detonation:** One weapon of attacker's choice may not fire or use its abilities for the rest of the game. All soldier units with a miniature within 12" of the aircraft's base (and any in the aircraft) suffer a 5/1 attack.
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