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# v2

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Game: **FIREFIGHT**  
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# FIREFIGHT

## SETUP

Players decide on the game size in points and each prepare their chosen faction's **strike force**. Choose or randomly roll a **battle mission** (balanced, competitive play) or **narrative mission** (story driven game). Suggested battlefield size is 4' x 4' for up to 1,250 points per player, or 6' x 4' for 1,500 points or more per player.

Follow any mission instructions. Place **terrain** and agree on the **height** of all terrain. On 4' x 4' table, place around 8 pieces of terrain (4"-6" square) and up to 8 pieces of scatter terrain or obstacles. On a 6' x 4' table, increase that to about 12 pieces of each. Avoid clear lanes of fire across the table and do not place hills in deployment areas.

Each player makes a **recon roll**: roll a number of command dice equal to those provided by **command** units in your strike force and compare the totals (re-roll ties). The player with the highest score wins, and may take the **initiative** or give it to their opponent. The player with initiative chooses a board edge, deploys their entire strike force first, and takes the first turn in the first round.

When deploying, units must be placed wholly in your deployment area, in coherency and in legal positions. Keep any unit in **reserve** off the table. The player with the initiative may **withhold** a number of units up to the difference in successes between the players' recon rolls instead of deploying them (units deployed in transport vehicles count as one for the transport and another one for each unit within). Once their opponent has completed their deployment, they may then deploy these units as normal.

## BUILDING A STRIKE FORCE

You must take at least 1 **command** unit, and you must take at least 1 **troop** unit. For every troop unit, you may take either 1 **specialist** unit or 1 **command** unit. For every 2 troop units you may take 1 **support** unit.

Restrictions on duplicates apply depending on the size of your force: up to 999pts (0-1 of each unit entry); 999-1,499pts (0-2 of each unit entry); 1,500-1,999pts (0-3 of each unit entry); and 2,000pts+ (+1 duplicate unit entry for each 500pts).

Units can be upgraded by selecting options such as adding more models and/or specialised weaponry. If only a single option from a range of several types of additional troops or weapons can be chosen, it will be marked with a \*. Unit leaders may not be given a weapon upgrade unless specified otherwise.

Units marked [1] are unique and cannot be taken more than once in a strike force.

Any **additional models** added to a unit cannot be designated the unit leader and do not increase the value of any keywords in the unit profile. If a model is added that has its own stat profile, use those different stats when shooting and assaulting with the unit; but for **ARMOUR** rolls you may choose the best **ARMOUR** stat. In such mixed units, a command model in a unit will always be the leader; in addition, only the command model's keywords are used, and any non-weapon keywords that may normally come from other models in the unit are ignored.

## BASICS

**Dice:** All dice that equal or exceed the required stat are successes, and all less are failures. If a model has a stat of '-', no dice are rolled and no successes can be achieved. If D4 or D2 need to be rolled, roll a D8 and half or quarter the result, rounding up. Modifiers may never stack to make a unit need more than 8 to hit. Apply any positive modifiers first before applying negative ones.

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

**Measuring:** Measurement of distances is always taken from the base edge of the shooting or moving unit's leader to the base edge of the closest model in the target unit. For models without bases, measure from the edge of the main body or hull of the model, taken from the vehicle's position at the start of the activation (before rotation). You may measure distances at any time.

**Models and units:** All models are individual models or part of a **unit**. The term unit is used in both cases. Every unit must have a **leader** model.

**Base contact:** A model is in base contact with something if its base (or body/hull, if it doesn't have a base) is physically touching it. Two models with bases touching are in base-to-base contact.

**Friendly units** are all units in your strike force. **Enemy units** are all units in your opponent's strike force. **Neutral units** are considered enemy models for both players.

All models are in **play** if they are on the table. Units and models currently in reserve or destroyed are not in play.

## THE TURN

### GENERATE THE COMMAND POOL

Each player rolls their **command dice** to generate a pool of **command points** (CPs) – the number of energy swords on the dice.

You may re-roll 1 **command die** for each **command unit** you have in play.

Players each take 3 **black command dice** plus additional dice of the color noted for any *Tactician* units in play. Non-command units with this keyword contribute command dice, but cannot issue orders or contribute dice to the recon roll.

CPs cannot be saved for future rounds. These options are available to both players and do not require a command unit to use them:

**Extra activation (1 CP):** After activating a unit and completing its actions. Activate another unit before returning to the normal activation sequence. You may only do this once before your opponent must take another turn. This order may not be used during the first player's first turn of a round.

**Unpin (1 CP):** End phase. Remove a pin marker from a unit.

## TAKE ALTERNATING TURNS



The player with initiative may choose to activate first or second. Players take alternating turns activating a single unit. Each unit may only activate once per round. Once a unit has finished acting, mark it as **activated**.

Players may not pass a turn and must activate all their units, even those in transports, off-table, or in reserve. Once a player has finished activating all their units, their opponent continues playing turns until all their units are activated.

## ACTIONS

An activated unit may perform up to 2 **short actions** or 1 **long action**. An action may not be repeated. Alternatively, a unit may **halt** and do nothing. Free actions can be taken in addition to the normal actions (even outside of the normal activation sequence).

**Shoot/blaze away (SHORT):** A unit with ranged weapons may perform a **shoot** or **blaze away** action with all weapons in range of the target and eligible to shoot.

**Advance (SHORT):** Move the unit a number of inches equal to its first **SPEED** stat. It may not pass or end its move within 1" of an enemy unit unless it wishes to engage that unit in close combat. An advance action that ends in base contact with an enemy unit initiates an **assault**.



**Hit the dirt (SHORT):** Mark the unit with a hit the dirt (HtD) marker. Enemy units suffer -1 to hit for any **shoot** or **steady aim** actions targeting this unit until this unit next activates. *Bulky, Fly, Wheeled, Vehicle or Walker* units cannot hit the dirt. A unit that loses or draws an **assault** loses a HtD marker if it has one. If desired, units may hit the dirt as a free action when *pinned*.



**Overwatch (SHORT):** Following a single short action a unit may be placed into **overwatch**: give the unit an overwatch marker. Mark the unit as activated, but if they are assaulted this round the unit may still perform an assault reaction if it has one. A unit which draw or loses an assault, or fails its **NERVE** test after suffering any hits from a weapon with *It Burns!*, must remove the overwatch marker and cannot then perform an assault reaction this round.

If a unit on overwatch is *pinned* and has the *controlled fire* reaction it may still **shoot**, but at -1 to hit.

If a unit on overwatch is *pinned* and has the *suppressive fire* reaction it may still fire, but may not add an extra dice to its weapons.

If a unit on overwatch is *pinned* and has the *counter charge* reaction it may still charge, but at -2 to hit.

**Sprint (LONG):** Move the unit a number of inches equal to its second **SPEED** stat. It may not pass or end its move within 1" of an enemy unit unless it wishes to engage that unit in close combat. A **sprint** action that leads to an **assault** is a **charge**.

**Steady aim (LONG):** The unit may perform a shoot action, and ignores any single -1 modifier.

## END PHASE

The player who finished activating their models first has the **initiative** for the next round and completes the following steps. Their opponent then does the same:

1. Remove **pin markers** from friendly units by spending CPs. Each CP spent removes 1 pin marker.
2. Perform a **NERVE test** for each *broken* unit.
3. Remove all **activation markers** and any other tokens that only last for the round.
4. Count **victory points** (VPs) and determine if victory conditions have been met. If not, proceed to the next round.

## MOVEMENT

All models in a unit must remain within 3" of their leader model (**coherency**). In units with more than 10 models in play, this distance is 6". When a leader is placed within a terrain piece, models in that unit must also be placed within that terrain, whenever possible.

If any model ends up out of coherency, the first action the unit must perform when it next activates is to **advance** or **sprint** into coherency (or as close as possible).

**To move a unit**, measure from the edge of the leader model's base and move that model up to its maximum distance for that action. Then move all the other models in the unit to within coherency of the leader (even if this means some models move further than their maximum). They may not be placed in terrain that the leader was not placed in, nor in base contact with an enemy model unless the leader has done so and engaged in **assault**.

If a unit is moving onto the table from reserves, measure from the table edge. No model may move off the table unless allowed to by the mission.

Models should not come within 1" of enemy units at any time (unless assaulting). Models should not end their movement within 1" of a friendly unit. Unless assaulting, a unit may move through a friendly unit as long as its models end their move at least 1" away.

## RANGED ATTACKS

Units with ranged weapons may perform a **shoot/blaze away** action against a single target unit to which they have clear or partially blocked LOS. LOS, cover, and range are determined from the shooting unit's leader model.

### 1. CHECK WEAPON RANGE

Measure from the edge of the shooting unit's leader's base to the base of the closest model within clear or partially blocked LOS in the target unit. All weapons in the shooting unit that have a **RANGE** equal to or greater than that distance may fire.

If a model has more than 1 eligible weapon option they may fire with them all. If a weapon profile is marked with \*, only one of the profile so marked may be used in addition to unmarked profiles.

### 2. DETERMINE NUMBER OF DICE TO ROLL

Take a number of D8s equal to the **DICE** value of each eligible weapon in the shooting unit. Use different coloured dice for weapons with different **AP** values or keywords.

### 3. ROLL TO HIT

Roll the dice and apply modifiers. Any results that equal or exceed the firing unit's **SHOOT** value hit.

- |                                     |  |
|-------------------------------------|--|
| -1 Target is in <b>cover</b> .      | -1 Target is a vehicle with <i>Fly</i> . |
| -1 Target has <b>hit the dirt</b> . | -1 Target has <i>Stealthy</i> .          |
|                                     | -1 Target is a <i>Small Unit</i> .       |

### 4. ROLL TO DAMAGE

For each hit, take a die and roll again. Any dice that equal or exceed the target unit's **ARMOUR** value cause a point of damage. The **AP** of weapons that hit reduces the **ARMOUR** value of the target unit, improving the chance to damage. Where there are multiple **ARMOUR** values in a target unit, always use the highest.

### 5. REMOVE CASUALTIES

Allocate damage to models in the target unit. When a model has taken as many points of damage as its **HEALTH POINTS** (HP), remove the model from play.

Damage must be allocated to remove whole models before allocating to the next model. Any excess that cannot remove a whole model is marked next to the unit with **damage counters** and added to future damage.

The owner of the unit determines which models are allocated damage and removed. First remove models from those within clear or partially blocked LOS, then those outside of LOS, until all damage has been applied. Always remove the leader model last.

## BLAZE AWAY

During a **blaze away** action only *Blaze Away* weapons may be used, and each increases its **SHOOT** dice by 1. No modifiers are used and **hits are only scored on natural rolls of 8**. Resolve damage normally. If at least 1 hit is scored the target unit gains a **pin marker**.

## LINE OF SIGHT (LOS)

Models have a 360° LOS. Determine LOS by looking down on the leader model and drawing an imaginary line from any point of its base to the base of any model in the target unit. Models (and gaps between them) from the leader's unit, and any *Flying* model, do not block LOS. Models (or gaps between them) in other units block LOS up to that unit's **HEIGHT**.

LOS is **clear** if the line passes over no other unit or terrain feature to the bases of more than 50% of the target unit models. LOS is **clear** if either unit has a **HEIGHT** of 4 levels or greater than any other unit or terrain the line crosses.

LOS is **blocked** if there is more than 3" of difficult terrain (of equal or greater **HEIGHT** of both units) between the units (even if they are both within the terrain). LOS is **blocked** if any other units or terrain in the way are the same **HEIGHT** or greater than both units.



LOS is **partially blocked** if:

- more than 50% (but not all) of the enemy unit's models' bases are in a position that would be considered blocked;
- more than 50% of the enemy unit's models' bases are behind terrain or another unit but the models have a greater **HEIGHT** than the intervening feature;
- the enemy unit's leader and at least 50% of its models are within difficult terrain that is of a lower **HEIGHT** than themselves (regardless of how deep into the terrain they are);
- the enemy unit's leader and at least 50% of its models are 3" or less within difficult terrain of equal or greater **HEIGHT**.

An enemy unit can be seen as long as LOS is **clear** or **partially blocked**. When LOS is partially blocked, the enemy unit is in **cover**. When LOS is blocked, units may only be targeted with indirect weapons and follow all rules for partially blocked targets.

**HEIGHT** 0 features never block or partially block LOS and do not provide cover.

If a model is standing on (not in) terrain, add the terrain's **HEIGHT** to the model's **HEIGHT** when determining LOS. A unit with its leader in direct contact with, and tracing LOS over, an obstacle of lower **HEIGHT**, can ignore that obstacle for determining LOS.

*Fliers* may only be in cover from partially blocked LOS, and may not otherwise gain cover or the *Defensible* keyword from terrain.

## ASSAULT

If a leader moves into base contact with an enemy model, the unit is now assaulting the enemy.

**Assaults** can only occur intentionally as part of an **advance** or **sprint** action (unless noted otherwise), and are declared before any movement is made in order to allow your opponent to declare any **assault reactions**. You may only assault a single enemy unit. A unit cannot move through a friendly unit to initiate an assault.

When assaulting, move the leader the shortest distance possible to the target model. There must be a clear path at least as wide as the leader's base. Then move the remaining models back into coherency, placing as many as possible into base contact with the target unit models. All models from both units that are within their unit coherency are then considered part of the assault. Assaulting models can be within 1" of other enemy units.

If the closest enemy model is in contact with (and behind) an obstacle, place the assaulting leader directly opposite across the obstacle. The leader must have had enough movement to reach the enemy if the obstacle was not present.

## CHARGING

A unit assaulting with a **sprint** action is **charging**. A charge is **hindered** if:

- The charge movement is not in a straight line.
- The charge movement travels through or over any difficult terrain or obstacle, or engages an enemy unit across an obstacle it is in contact with, or that is within a building.
- The charge movement originated within a building, transport vehicle, or from off-table (such as arriving from in reserve).

## ASSAULT REACTIONS

Any unactivated, non-pinned unit that is the target of an **assault** may make an **assault reaction** before the assaulting unit moves. These are detailed on the unit's profile. After performing an assault reaction, successful or not, mark the reacting unit as activated and complete the move of the assaulting unit.

Orders cannot be used on a unit when it is performing an assault reaction. Any weapons used for an assault reaction are considered to be in range. Assaulting units are still considered to be in range of any command auras there were in prior to moving.

**Suppressive fire:** Only weapons with *Blaze Away* may perform suppressive fire, and follow the rules for a **blaze away** action. LOS to the assaulting unit is always clear. If any hit is scored, the assaulting unit gains a pin marker. Damage caused by suppressive fire counts towards the shooting unit's assault resolution in the subsequent assault.

**Evade:** If the evading unit passes a **NERVE** test, it makes an **advance** action in a straight line directly away from the assaulting unit. If failed, or the evading unit does not get out of range of the assaulting unit, or it cannot move directly away, perform an **assault** as normal.

**Controlled fire:** The unit performs a **shoot** action with a -1 to hit in addition to normal modifiers, counting LOS as clear and ignoring any cover. Then, move survivors from the assaulting unit into contact. Damage caused by controlled fire counts towards the shooting unit's assault resolution in the subsequent assault. Successful hits from weapons with *It Burns!* do not force the attacking unit to take a **NERVE** test.

**Counter charge:** The unit is not moved, but fights simultaneously with the assaulting unit if it also **charged**, or *before* it if the **assault** was part of an **advance** action. The counter charging unit does not receive the +1 to hit for charging.

## FAILED ASSAULTS

If an assaulting unit's leader fails to get into base contact with its target, the assault fails. Instead, move the assaulting unit an **advance** move towards the target, as far as possible, but remaining further than 1" away. Then mark the unit as activated.

## DIRECTLY AWAY

To determine the direction of movement, draw a line through both leaders (or the centre of a model if it has no base). The leader of the model moving directly away follows this line, ignoring any models in the enemy unit currently in base contact with it. Then place the remaining models of the unit in coherency.

If the leader would come into contact with blocking terrain or the table edge, stop the move. If at any point the leader would come into contact with an enemy unit, or any models being placed in coherency cannot be placed at least 1" from enemy models, the unit is **trapped** and destroyed (enemy *flying* vehicles are ignored for this purpose). If the unit would stop moving within 1" of a *flying* vehicle, the vehicle must be moved by the owning player the minimum distance away to allow the unit to complete its move.

Units moving directly away may move through friendly units as long as they have enough movement to finish 1" away from them on the other side (otherwise they stop 1" short of the unit). A unit may move into a building with this move.

## RESOLVING ASSAULTS

The unit initiating the **assault** is the **attacker**, and the other unit is the **defender**. Both units fight; usually simultaneously, however a charging unit (even if hindered) resolves all of its attacks before its opponent. All models in a unit are eligible to fight as long as they are within their unit coherency or in base contact with an enemy model.

### 1. DETERMINE NUMBER OF DICE TO ROLL

Take a number of D8s equal to the **DICE** value of each assault weapon being used by the unit striking first. Use different coloured dice for weapons with different **AP** values or keywords.

### 2. ROLL TO HIT

Roll the dice and apply any modifiers. Any results than equal or exceed the assaulting unit's **ASSAULT** value hit.

- +1 Unit charged (no bonus if *hindered*).
- 1 Unit did not have LOS to the defending unit when it initiated the charge.
- 1 Assaulting or defending unit *pinned*.
- 1 Defending unit has **hit the dirt**.

### 3. ROLL TO DAMAGE

Roll for damage and apply the **AP** of weapons in the same way as for shooting.

### 4. REMOVE CASUALTIES

Allocate damage and remove models in the same way as for shooting. Models removed should first be taken from those in base contact with enemy models. If all of those, except the leader, are removed, then further models may be removed who are not in base contact until all damage has been applied. Always remove the leader model last.

### 5. FIGHTING BACK

The other unit now rolls its attacks in the same way, adjusted for any models that were removed as casualties.

If both sides are fighting simultaneously, calculate the damage both sides cause before casualties are removed from either unit.

## ASSAULT RESOLUTION

After both sides have fought, total the damage caused by each side, including any additions due to assault reactions. If both units are still present, the one that caused the most damage is the **winner**. If one unit was destroyed, it automatically loses.

If the losing unit has models remaining, it is marked as activated and gains a **pin marker** (and must remove its **hit the dirt** marker if it has one). Then it must withdraw 6" directly away from the winning unit (remaining 1" away from enemy units, and leaving any terrain or building it was within, if able).

If the result was a **draw** or no damage was caused by either side, both units move 3" directly away from each other (defending unit first). Both units are marked as activated and gain a **pin marker**.

The winning unit may make a 3" **consolidation move** in any direction, remaining 1" from enemy units. This may not be into a transport vehicle or a building, but may be into other terrain. The unit may immediately remove a pin marker if it has one. If the losing unit was occupying terrain, the winning unit may move to occupy that terrain as part of this move, if the leader can reach it.

If a unit must move directly away after an assault for any reason, and cannot get further than 1" from enemy units, it is destroyed and removed from the table (even in the case of a draw).

## PINNING



A unit receives a **pin marker** (it may only have one) and is **pinned** in the following situations. When a unit receives a pin marker it may **hit the dirt** for free.

**All units:** The unit loses an **assault**.

**Non-vehicles:** The unit draws an **assault**; is hit as part of a **shoot** action by a *Pinning* weapon; is a unit emerging from a destroyed transport vehicle; or is hit as part of a **blaze away** action.

**Vehicles:** The unit suffers any damage from an *Anti-tank* weapon; or it has *Fly* and suffers any damage from an *Anti-aircraft* weapon.

A **pinned** unit suffers a -1 to its hit rolls in an **assault**, and to any **NERVE** tests it makes.

Units that begin their activation **pinned** must spend a short action to remove the pin marker as their first action. Pin markers may also be removed by spending CPs in the end phase.

## NERVE

To perform a **NERVE** test roll D8 with the following modifiers. A unit with *Inspiring* (*self*), or within range of a unit with *Inspiring* or *Very Inspiring*, may re-roll a failed **NERVE** test.

- 1 Unit is *pinned*.
- 2 Unit is now the single remaining model from a **troop** or **specialist** unit.
- +1 Unit is in a building.

If the result equals or exceeds the unit's **NERVE**, the test is passed and the unit suffers no further effect (although it will keep any pin marker).

### BROKEN UNITS



Units which have less than 50% of their original model count are *broken*, and must make a **NERVE** test in each subsequent end phase.

In the end phase, if the test for a *broken* unit is failed, the unit is destroyed and removed from the game.

A broken unit may lose its broken status if it recovers previously removed models due to *Medic* or *Regenerate*.

Command units are never marked as *broken*.

## ORDERS

**Orders** are special commands paid for with CPs (the cost is in brackets after the order's name). Orders can only be used during your own turn, and a unit may benefit from only 1 order per activation (including those with a persistent effect). Orders must be declared before any relevant dice are rolled. If a unit could be affected by multiple orders, it must choose one before any actions are made or dice rolled.

**Faction orders** are faction-specific. They may be given to units that are in play and not *pinned* at the start of the activation, and only if the unit is within 12" of a friendly command model. Each faction order may only be used once per round, and a faction order given to a unit only lasts for its current activation. Some may be **boosted** by spending additional CPs on them.

**Command orders** are unique to command models. A single command order may be used during an *unpinned* command unit's activation (before or after, but not during, an action). **Aura** effects last until the end of the round and provide the benefit to all friendly units with at least 1 model within x inches of the command unit's leader. **Instant** effects are resolved immediately.

## PSYCHIC ABILITIES

Each **psychic ability** works as described in the unit profile. A unit may use different psychic abilities in the same activation as long as each ability is not repeated, and the unit has enough actions.

Psychic abilities that are also ranged attacks are measured from the unit leader to the closest model in the target unit irrespective of LOS. They ignore the **in cover**, **hit the dirt**, *Smoke*, and *Stealthy* modifiers. Psychic abilities may be used by, and against, units inside a transport vehicle.

## RESERVES

Units may only begin the game in **reserve** due to special rules. While in reserve, units do not contribute to the command pool or victory conditions and are not in play. They do still contribute command dice to recon rolls made at the start of the game.

Unless a mission says otherwise, reserves can always be brought onto the table from the start of round 2 from any edge of the player's deployment zone. All reserves must be in play by the end of round 3 or they are destroyed.

## OBJECTIVES

**Objectives** do not block LOS or affect movement. To claim an objective, a unit must have at least 1 model in base contact with it and its leader model within 3" of it. If there are multiple units meeting these criteria, the objective is claimed by the player with the most combined **UNIT STRENGTH** of all the eligible units (neither side if there is a tie). A unit can only claim 1 objective at a time.

*Vehicle* or *Beast* units cannot claim objectives. *Flying* vehicles cannot claim, or be placed with their base touching, objectives.



## BUILDINGS

A building is **standard** or **fortified** and has a *Capacity (n)*, or is classed as blocking terrain. A capacity of 5 for each 3" cube the building could be divided into (max 30) is recommended.

For each point of capacity they may hold 1 model of **HEIGHT** 2 or less. For each 2 points they may hold 1 model of **HEIGHT** 3 or more. *Bulky* or *Vehicle* models may not enter buildings.

### ENTERING AND EXITING

A unit may enter a building (at the ground floor level) if its leader model ends its movement in base contact with it. If a unit's current model count is too great for a building's capacity, the unit may not enter the building at all. A unit cannot enter and leave a building in the same round.

Units may leave a building as part of an **advance** or **sprint** action (which may be to initiate an **assault**). Measure the distance moved from the side of the building the unit wishes to move from.

### SHOOTING

Units in buildings are in **cover**. When shooting at a unit in a building, determine LOS and measure range to the building.

Units within a building can shoot out of all sides of the building with all of their weapons, but may not use *Indirect* weapons. Determine LOS and range from the side of the building itself, not the leader model within. The unit is considered the same **HEIGHT** as the building. While within a building, a unit gains *Defensible*.

While within a fortified building, only 2 models may shoot for every 5 capacity of the building, and a unit gains *Defensible* and +1 **AR**.

### ASSAULT

Charges against a unit within a building are always **hindered**. If there are multiple units in the building, the defender chooses which unit is defending the building.

If the assaulting unit wins, they may occupy the building if able. The losing unit must leave and is placed 6" away from it in a direction of the losing player's choice. On a draw, the defending unit must remain within the building.

Vehicles may not **assault** units within buildings unless they have the *Walker* keyword.

If the building also contains another enemy unit, the assaulting unit must immediately perform a second **assault** against this unit. This is fought simultaneously and the defending unit may not make assault reactions.

### ROOFS

A building may have an accessible roof; this is treated as being separate from the building and has its own capacity. Units may access a roof through the building, from above as part of an aerial deployment, by exiting a *flying* transport vehicle, or by scaling the side of the building. If scaling the outside, the unit must first move into base contact with the building, then use its **HEIGHT** as the distance in inches to reach the roof (*Anti-Grav* units subtract 4 from the building's **HEIGHT**).

Units on roofs are in **cover** from **shoot** actions if the **HEIGHT** of the attacker is below the **HEIGHT** of the roof, or if the roof has defensible walls.

### COMMANDERS IN BUILDINGS

Command orders, faction orders, and *Inspiring* can only affect units within the same building as the commander.

## VEHICLES

Vehicles cannot enter buildings, but those with *Fly* or *Anti-Grav* may be placed on a building roof.

Vehicles may **assault** but may not assault units in buildings. Vehicles losing an **assault** receive a pin marker, but are not marked as activated (unless they initiated the assault).

Vehicles that lose an **assault** and cannot move directly away are only destroyed if the winning unit is either a vehicle or has an *Anti-tank* range assault weapon. Otherwise they are marked as both *pinned* and activated. If a vehicle becomes trapped following an assault with a unit not containing any *Anti-tank* weapons, move the offending unit(s) until they are 1" away from the vehicle.

A vehicle only gains a pin marker if it suffers damage from an *Anti-tank* weapon; if it has *Fly* and suffers damage from an *Anti-aircraft* weapon; or if it loses an **assault**.

Remove a destroyed vehicle from the table.

### FLYING VEHICLES

Vehicles with *Fly* must perform an **advance** or **sprint** action each activation which must place them at least 6" from their starting point. If they cannot do this, they are destroyed.

They may not initiate an **assault** and may not be attacked in **assault** by another unit unless that unit has *Anti-Grav* or *Fly*.

**Shoot** actions against *flying* vehicles suffer an additional -1 to hit, unless the firing weapon has *Anti-Aircraft*.

*Flying* vehicles and their bases never block LOS. Enemy models may move over their bases if they finish their movement 1" away. *Flying* vehicles can never finish their move within 1" of an objective.

### TRANSPORT VEHICLES

**Transport vehicles** have a *Capacity (n)*: for each point of capacity they may hold 1 model of **HEIGHT** 2 or less. For each 2 points they may hold 1 model of **HEIGHT** 3 or more. *Bulky* or *Vehicle* models may not be placed in transport vehicles. Only full units may be carried in them. More than 1 unit may be placed in one as long as all conform to the capacity limits.

Transport vehicles activate separately from units they transport. Units within them must be activated as normal, but may do nothing (**halt**). Command units within them may still use command orders.

Command orders, faction orders, and *Inspiring* can only affect units within the same transport vehicle as the commander.

Units within a vehicle may not perform a **shoot/blaze away** action out of it (or be targeted by one), or interact with terrain or objectives. Psychic abilities may be used by, and against, units inside transport vehicles.

**Entering and exiting:** You may deploy a unit within a transport during setup. Mark the presence of the unit within the vehicle.

During the game, units may enter a transport by using an **advance** or **sprint** action to have their leader reach the side of the vehicle. Units may never enter and exit a vehicle in the same round.

A unit may exit a transport if its first action is an **advance** or **sprint**. Move the leader model, measuring from the body of the vehicle, before or after the vehicle has activated.

- If a transport has **advanced** or has not yet activated this round, embarked units may use **advance** or **sprint** to disembark.
- If a transport has **sprinted** this round, embarked units may only use an **advance** action to disembark.

Any **charge** a unit makes while disembarking counts as **hindered**, and as not having LOS to the target.

**Exiting a flying transport vehicle:** An *Anti-Grav* unit may exit a *flying* transport if its first action is an **advance** or **sprint** but it may not **assault** an enemy unit in the same activation. Move the leader model, measuring from the body of the vehicle, before or after the vehicle has activated. The transport vehicle may not perform a **sprint** action before or after the unit disembarks.

A unit without *Anti-Grav* may exit a *flying* transport as a long action. Place the leader model in base contact with the vehicle and the rest of the unit's models within coherency, then mark the unit as activated. The transport vehicle may not perform a **sprint** action before or after the unit disembarks.

**Destroyed transports:** If a transport is destroyed, any unit on board is placed in base contact with its last position, gains a pin marker, and is marked as activated. If the transport has *Fly*, any unit on board without *Anti-Grav* or *Fly* are destroyed.

### DRONES

**Drones** count as a model within a unit, but not when determining casualties or whether a unit is broken. They may not normally be chosen as casualties and are removed from play when all other models in the unit are killed (however a *Sniper Scope* may select a drone as a target and removed it if 1 HP damage is scored). Drones may have their own weapons and keywords, but benefit from any orders or keywords affected the unit they are attached to.

While a unit has a *Drone (HVA)* attached, it may **advance** a maximum of 6" and may not **sprint**. HVAs do not block LOS or movement and cannot be targeted by any attacks.

A unit may attach an HVA it makes contact with as a short action, or detach from one as a short action, then move away. If a unit with an attached HVA is destroyed, the HVA stays on the table, or can be attached to the victorious unit as a free action if the unit was destroyed in an **assault**.

A drone (HVA) cannot be attached to a unit with the *Beast*, *Walker*, *Tracked*, or *Vehicle* keywords. A unit with an HVA attached may enter a transport vehicle as a long action (so must be in contact with it at the start of its activation). The HVA takes up 1 capacity in the transport.

## TERRAIN

**Open terrain:** Battlefields are open terrain by default.

**Blocking terrain:** Units cannot move across blocking terrain, and it may impact LOS depending on its **HEIGHT**.

**Difficult terrain:** Woods, waterways, fields, ruins etc within a defined area. Units may not **sprint** through difficult terrain unless it is to make contact with an enemy unit to **assault** it as part of a (hindered) **charge**.

A unit with its leader in difficult terrain ignores the terrain when determining LOS to units outside the terrain if the leader is within 3" of the edge of the terrain closest to the target. Otherwise, the terrain affects LOS as normal. A unit with its leader and at least 50% of its models within difficult terrain that is of equal or greater **HEIGHT** is in cover.

**Fortified terrain:** These elements grant cover and the *Defensible* keyword for units occupying them. Units cannot **sprint** through infantry impediments such as barbed wire, and charge using the unit's **ADVANCE** value rather than their **SPRINT** value (vehicles treat these impediments as open ground).

**Obstacles:** Barricades, fences, low walls no more than 1" in height. Units can move over obstacles normally as an **advance** action, but may not **sprint** over them unless it is to make contact with an enemy unit to **assault** it as part of a (hindered) **charge**. A unit with its leader in base contact with, and tracing LOS over, an obstacle of lower **HEIGHT** can ignore that obstacle for determining LOS.

**Hills:** Hills do not affect movement. A unit's leader must be positioned with all of its base on a hill for the unit to count as being on the hill (and any models from that unit, where possible). If so, the unit ignores the hill when checking LOS. Otherwise, the hill's **HEIGHT** affects LOS as normal.

### TERRAIN HEIGHTS

**River, pond, marsh:** 1

**Obstacle, field:** 1

**Hill:** 3

**Building, fortified building:** 4 (per level)

**Fortifications:** 0-2

**Ruin, debris:** 1-4

**Woods:** 6

### SPECIALISED UNITS AND TERRAIN

Units may not **sprint** through difficult terrain or over obstacles unless it is a **charge** to make contact with an enemy unit to initiate an **assault** (such charges are then considered hindered).

Units that can *fly* may move freely over any terrain (including blocking terrain), but their base must be able to be placed back on the battlefield at the end of a move (not on blocking terrain).

### NON-VEHICLE UNITS

Terrain	On foot/ other	Wheeled	Anti- grav	Walker
Obstacles (HGT 1)	Difficult	Difficult	Open ground	Open ground
Difficult (HGT 0-1)	Difficult	Difficult	Open ground	Difficult
Difficult (HGT 2+)	Difficult	Blocking	Open ground	Difficult
Blocking	Blocking	Blocking	Blocking	Blocking

### VEHICLE UNITS

Terrain	On foot/ other	Wheeled	Anti- grav	Walker	Fly
Obstacles (HGT 1)	Open ground	Difficult	Open ground	Open ground	Open ground
Difficult (HGT 0-1)	Open ground	Difficult	Open ground	Difficult	Open ground
Difficult (HGT 2+)	Blocking	Blocking	Blocking	Difficult	Open ground
Blocking	Blocking	Blocking	Blocking	Blocking	Blocking

## KEYWORDS

### ADVANCED TRAINING

This unit may use a faction order even outside of 12" of a friendly command unit or if all friendly command units have been destroyed.

### AERIAL DEPLOYMENT

If this unit is deployed at the start of the game it has *Scout* until the first round begins. Alternatively, this unit may always enter as reserves even if they're not normally allowed by the mission. If so, it may be deployed as an **advance** action in any open terrain or building roof zone that is more than 9" from any enemy units.

### ANTI-AIRCRAFT

This weapon ignores the -1 modifier for shooting at vehicles with *Fly*. Such a vehicle that suffers any damage from an *Anti-aircraft* weapon gains a pin marker.

### ANTI-GRAV

See *Specialised Units and Terrain*.

### AP (N)

The armour piercing value of this weapon reduces the target's **ARMOUR** by (n) when rolling to damage.

### ANTI-TANK

A vehicle that suffers any damage from this weapon gains a pin marker. These weapons ignore *Heavy Armour* on target units.

### AUXILIARY

These units do not count towards unlocking support, command, or specialist units, even if they are categorised as troops.

### AURA

Command order auras last until the end of the round, and provide the stated benefit to all friendly units with at least 1 model within the indicated range of the command model.



## BEAST

This unit may be unable to claim some mission objectives.

## BLAST (N)

For each hit from this weapon, roll (n) dice, rather than a single hit. Then roll for damage as normal for all the hits caused.

## BLAZE AWAY

Models carrying this weapon may perform a **blaze away** action or **suppressive fire** assault reaction (if they also have that keyword).

## BULKY

A unit containing any of these models cannot be placed in a transport vehicle or enter a building.

## CAPACITY (N)

The amount of models a building or unit (usually a transport vehicle) can accommodate. For each point of capacity they may hold a single model of **HEIGHT** 2 or less. For each 2 points they may hold a single model of **HEIGHT** 3 or more. Models with *Bulky* or *Vehicle* may not enter transport vehicles or buildings.

## CONSTRUCT

This unit cannot be *pinned*, or use the **hit the dirt** action.

## DEFENSIBLE

This unit is placed in **overwatch** at the end of its activation, regardless of the actions taken during that activation.

## DEVASTATING (N)

Each single successful point of damage caused by this weapon becomes (n) instead of 1 (if n is random, roll a dice for each HP caused). Each successful hit may only cause damage to 1 model. On units with multiple HPs, roll any random damage one at a time, and allocate the result to a model until it is removed; excess damage on the die that removes the model is lost.

## DISRUPTION

After a successful hit, do not roll damage. Instead, the target unit is unable to benefit from any order until the end of the round (and loses the effects of any order on it).

## DRONE (X)

This unit follows the rules for drones.

## ELITE

Whenever this unit rolls to hit in assaults, it must re-roll all dice that score a natural 1.

## ELUSIVE (N)

Enemy hits must re-roll (n) successful to hit rolls from **shoot** and **steady aim** actions against this unit. The player of this unit can choose which dice are re-rolled. Multiple sources of this keyword stack (excluding sources from multiple orders). A unit loses this keyword while they have a hit the dirt marker.

## FLY

This unit may move freely over any units or terrain, but must be placed on the table at the movement's end. **Shoot** actions against are at -1. It may not be placed with its base within 1" of an objective.

## FRENZY (N)

This unit may re-roll (n) dice that failed to hit during an assault. A unit with the (n per model) keyword may re-roll 1 dice that failed to hit for every model currently in the unit.

## HANDLER

For every model with this keyword in the unit, the unit improves its **SPEED** by +1/+1.

## HEADSTRONG

When this unit activates, but prior to taking any actions, it may perform an unmodified **NERVE** test. If successful, it removes a pin marker if it has one, and may act as if it had not been *pinned*. If unsuccessful, the unit still removes its pin marker, but only has a single short action (as normal for *pinned* units). An unactivated,

*pinned* unit with this keyword may remove its pin marker if it successfully passes an unmodified **NERVE** test when an **assault** is made against it, but may not then perform an assault reaction.

## HEAVY ARMOUR

Successful damage against this unit must be re-rolled, and then only dice that score an unmodified 5+ on the re-roll will cause any damage. *Anti-tank* weapons ignore *Heavy Armour*.

## HORDE

While this unit contains more than 10 models (excluding drones), it gains a +1 to hit in assaults.

## INDIRECT

This unit or weapon may target units to which LOS is blocked. Such weapons may have a minimum and maximum range; targets wholly within the minimum range cannot be fired upon. When firing indirect, these weapons always hit on 7+ ignoring all modifiers (no further benefits are gained for the **steady aim** action). *Indirect* weapons cannot target *flying* units. This unit may instead choose to shoot normally at a unit within LOS with their base **SHOOT** and standard modifiers. Weapons with *Indirect* and *Slow Load* may not move and shoot indirect.

## INSTANT

Instant command order effects are resolved immediately when the CPs are spent, and have no ongoing effect.

## INSPIRING

This unit, and other friendly units within 6", may re-roll failed **NERVE** tests.

## INSPIRING (SELF)

This unit may re-roll failed **NERVE** tests it makes.

## INVIGORATED

This unit can choose to make an **advance** action with an extra 3" of distance, or gain *Frenzy (1)* until the end of the activation. At the end of the unit's activation roll D8: on a 5+ the unit suffers a point of damage.

## IT BURNS!

This weapon always hits on a 4+ irrespective of modifiers, but may not target *flying* units. If at least 1 hit is caused, the target unit must immediately take an unmodified **NERVE** test before damage is rolled. If failed, the target unit is marked as activated, and loses overwatch if it has it. Then roll damage as normal.

## KNOCKBACK

This weapon gets +1D when the target is within half its total range. Units are considered to be within half range when assaulting units with this keyword.

## MARKSMAN

This unit must re-roll any result of a natural 1 when rolling to hit with a **shoot**, **steady aim**, or **blaze away** action.

## MEDIC

While within 9" of this unit, friendly troop and specialist units gain *Resilient (1)*. When the *Medic* unit activates it may, as a short action, recover a **HP** previously lost on a friendly troop or specialist unit within 6". A model previously removed can be replaced this way but only if all other models with multiple **HPs** are fully healed. **HPs** cannot be recovered by units with *Construct* or *Vehicle*.

## ONE-SHOT

This model or weapon is removed from play after the first time it has attacked (**shoot** or **assault**).

## OVERWHELM (N+)

While this unit contains (n) or more models (excluding drones), it increases its unit strength by 1.

## PINNING

This weapon *pins* a unit it hits during a **shoot** action (even if it does not cause any damage).

## PROTECTION

This unit may place the first **HP** it would suffer during each **shoot**, **steady aim**, or **blaze away** action on any other friendly unit within 6". Additional effects are not placed on other units. Relocated damage does not trigger other rules such as a **NERVE** test.

## PSYCHIC

LOS is not required for psychic weapons and psychic **shoot** actions ignore the **in cover**, **hit the dirt**, *Smoke*, and *Stealthy* modifiers (but are affected by other modifiers).

## REGENERATION

In the end phase of each round, this unit recovers 1 **HP** previously lost. A model previously removed from this unit can be replaced this way, but only if all models with multiple **HPs** are fully healed.

## RESILIENT (N)

This unit may force a re-roll of (n) successful dice that caused damage on it. The player of this unit can choose which dice are re-rolled. *Resilient* may not be used by units with *Construct* or *Vehicle*. This keyword is ignored by weapons with an **AP** of 3+. This keyword may stack, but the maximum benefit is *Resilient (3)*.

## SCOUT

This unit may make a single free **advance** or **sprint** action after deployment, before the first turn of the first round. If sprinting, it treats obstacles and difficult terrain as open terrain. Units must remain 1" away from enemy units. If both players have scouts, they each roll 1 die; the winner decides who moves one of their scout units first, then they alternate until all scout units have been moved. A scout move may not be used to enter a building.

## SEISMIC

Hits from this weapon reduce the *Heavy Armour* re-roll to 4+. Also, when targeting *Construct* or *Vehicle* units, the hits gain +1AP.

## SHIELD (N)

This unit ignores (n) hits it receives as part of a **shoot**, **steady aim**, or **blaze away** action or in an **assault**. Shields take effect after re-rolls and *blast* effects. For each hit ignored, reduce the shield (n) value by 1 (until it is exhausted). The player owning this unit may choose which hits are ignored but cannot choose not to use shields.

## SHIELD GENERATOR

In the end phase of each round, roll D8 for each shield lost by this unit. Recover 1 shield for each 6+, up to the original (n) value.

## SLOW RELOAD

This weapon requires a **steady aim** action to use its normal **SHOOT** value. When using a **shoot** action, it only hits on an unmodified 8+ (but *Vehicle* units only suffer a -1 modifier).

## SMALL UNIT (N)

**Shoot** and **steady aim** actions against this unit suffer a -1 to hit while the unit contains (n) models or less, including drones.

## SMOKE

This weapon may target itself or a friendly unit within range. Roll to hit based on the unit's **SHOOT** value with no modifiers (no roll is required if the unit targets itself). If a hit is scored, that unit counts as being in cover and gains the *Stealthy* keyword until it next activates. There is no cumulative benefit.

## SNIPER SCOPE

This weapon gains +1 to hit for **shoot** and **steady aim** actions. If it causes the removal of a model, the shooting player can choose which non-leader model is removed (including a drone). If a model is removed by this weapon, the target unit gains a pin marker.

## STEALTHY

**Shoot** and **steady aim** actions against this unit suffer a -1 to hit.

## SUBTERRANEAN DEPLOYMENT

This unit can be deployed at the start of the game as normal. Alternatively it can always enter as reserves even if not normally

allowed to by the mission. If entering from reserve, the unit may be deployed, as an **advance** action, in any open terrain more than 9" from any enemy unit.

## SURE-FOOTED

This unit may ignore the effects of a hindered charge when charging in, out, or through difficult terrain, or over an obstacle.

## TACTICIAN (N)

This unit adds (n) dice to the command dice pool while it is in play.

## TARGETING SYSTEMS

This model or weapon may perform a **shoot** or **steady aim** action against a different target unit than other models or weapons in their unit. A maximum of 2 units may be targeted by the shooting unit in a single **shoot** or **steady aim** action. Declare all targets (and which models are shooting them) before rolling dice.

If a unit has multiple weapon options it may choose which weapons to fire at each enemy unit, but may still only target a maximum of 2 units. Cannot be used during an assault reaction.

## TELEPORT

This unit may ignore terrain rules and enemy unit proximity when moving. When charging, it also ignores the effects of a hindered charge, and enemy units contacted may not make an assault reaction, even if eligible. The final placement of the unit must still conform to coherency and be further than 1" away from any enemy units, unless initiating an **assault**.

## TERRIFYING

When this unit declares a **charge**, the target unit must make a **NERVE** test and gains a pin marker if it fails. Test before any assault reactions are determined. Target units that also have this keyword are unaffected.

## TOXIC

For each point of damage this weapon causes, roll a further die and on 6+, an additional point of damage is caused. Additional damage caused does not then result in further dice being rolled.

**TRACKED** See *Specialised Units and Terrain*.

## TRADEMARK

This weapon is linked to a faction or command order for the specified faction.

## UNFUNCHING

A *pinned* unit with this keyword may choose to perform a **charge** as its only action this activation. It does not remove its pin marker and still suffers the -1 to hit in **assault**.

## VEHICLE

This unit is subject to the rules for vehicles.

## VERY INSPIRING

This unit, and other friendly units within 9" of it, may re-roll failed **NERVE** tests.

## VICIOUS (ASSAULT)

This unit or weapon can re-roll all results of 1 when rolling to damage against the target's **ARMOUR** as part of an **assault**.

## VICIOUS (SHOOT)

This unit or weapon can re-roll all results of 1 when rolling to damage against the target's **ARMOUR** as part of a **shoot**, **steady aim**, or **blaze away** action.

## WALKER

This unit may cross obstacles as if they were open terrain. It is still affected by difficult terrain.

## WEIGHT OF FIRE (N)

This unit or weapon may re-roll (n) unsuccessful dice when rolling to hit with a **shoot**, **steady aim**, or **blaze away** action..

**WHEELED** See *Specialised Units and Terrain*.



## GENERATE THE COMMAND POOL

Roll 3 **black command dice** (plus additional dice for any units in play with *Tactician*) to generate CPs. **You may re-roll 1 command die for each command unit you have in play.**

These CP options do not require a command unit:

**Extra activation (1 CP):** After activating a unit and completing its actions. Activate another unit before returning to the normal activation sequence. You may only do this once before your opponent must take another turn. This order may not be used during the first player's first turn of a round.

**Unpin (1 CP):** End phase. Remove a pin marker from a unit.

## TAKE ALTERNATING TURNS

The player with initiative may choose to activate first or second. Players take alternating turns activating a single unit, then marking it as **activated**.

Each activated unit may perform up to 2 **short actions** or 1 **long action**. An action may not be repeated. A unit may instead **halt** and do nothing. Units that begin their activation *pinned* must spend a short action to remove the pin marker as their first action.

**Shoot/blaze away (SHORT):** A unit with ranged weapons may perform a **shoot** or **blaze away** action with all weapons.

**Advance (SHORT):** Move the unit up to its first **SPEED**. It may not pass or end its move within 1" of an enemy unit unless it wishes to engage it in close combat. An advance action that ends in base contact with an enemy unit initiates an **assault**.



**Hit the dirt (SHORT):** Enemy units suffer -1 to hit for any **shoot** or **steady aim** actions targeting this unit until this unit next activates. *Bulky, Fly, Wheeled, Vehicle* or *Walker* units cannot hit the dirt. Units may hit the dirt as a free action when *pinned*.



**Overwatch (SHORT):** Following a single short action a unit may be placed into **overwatch**. Mark the unit as activated, but if they are assaulted this round the unit may still perform an assault reaction if it has one. A unit which draw or loses an assault, or fails its **NERVE** test after suffering any hits from a weapon with *It Burns!*, must remove the overwatch marker and cannot then perform an assault reaction.

If a unit on overwatch is *pinned* and has the *controlled fire* reaction it may still **shoot**, but at -1 to hit. If a unit on overwatch is *pinned* and has the *suppressive fire* reaction it may still fire, but may not add an extra dice to its weapons. If a unit on overwatch is *pinned* and has the *counter charge* reaction it may still charge, but at -2 to hit.

**Sprint (LONG):** Move the unit up to its second **SPEED**. It may not pass or end its move within 1" of an enemy unit unless it wishes to engage that unit in close combat. A **sprint** action that leads to an **assault** is a **charge**.

**Steady aim (LONG):** The unit may perform a shoot action, and ignores any single -1 modifier.

## END PHASE

The player who finished first has the **initiative** for the next round and completes the following steps, followed by their opponent:

1. Remove **pin markers**: each CP spent removes 1 pin marker.
2. Perform a **NERVE** test for each *broken* unit.
3. Remove all **activation markers** and other appropriate tokens.
4. Count VPs and check victory conditions.

## MOVEMENT

Move the leader model, then move all the other models in the unit to within **coherency** of the leader (within 3", or 6" in units with more than 10 models). They may not be placed in terrain that the leader was not placed in, nor in base contact with an enemy model unless the leader has done so and is in **assault**.

Models cannot come within 1" of enemy units unless assaulting, and cannot end their movement within 1" of a friendly unit. Unless assaulting, a unit may move through a friendly unit as long as its models end their move at least 1" away.

If any model ends up out of coherency, the first action the unit must perform when it next activates is to **advance** or **sprint** into coherency (or as close as possible).

## ORDERS

**Orders** are special commands paid for with CPs (the cost is in brackets after the order's name). Orders can only be used during your own turn, and a unit may benefit from only 1 order per activation.

**Faction orders** may be given to units that are in play and not *pinned* at the start of the activation, and only if the unit is within 12" of a friendly command model. Each faction order may only be used once per round, and only last for a unit's current activation.

**Command orders** are unique to command models. A single command order may be used during an *unpinned* command unit's activation (before or after, but not during, an action). **Aura** effects last until the end of the round and provide the benefit to all friendly units with at least 1 model within x inches of the leader. **Instant** effects are resolved immediately.

## RANGED ATTACKS

### 1. CHECK WEAPON RANGE

All weapons in the shooting unit with a **RANGE** that equals or exceeds the distance from the leader to the closest model within LOS in the target unit may fire. A model with more than 1 weapon option may fire with all of them (if there are several marked \*, choose only one of those so marked).

### 2. DETERMINE NUMBER OF DICE TO ROLL

Take D8s equal to the **DICE** of each eligible shooting weapon.

### 3. ROLL TO HIT

Roll dice and apply modifiers. Results that equal or exceed the shooting unit's **SHOOT** hit.

- |                                     |  |
|-------------------------------------|--|
| -1 Target is in <b>cover</b> .      | -1 Target is a vehicle with <i>Fly</i> . |
| -1 Target has <b>hit the dirt</b> . | -1 Target has <i>Stealthy</i> .          |
|                                     | -1 Target is a <i>Small Unit</i> .       |

### 4. ROLL TO DAMAGE

For each hit, roll a die. Any dice that equal or exceed the target unit's **ARMOUR** cause 1 damage. The **AP** of weapons that hit reduces the **ARMOUR** of the target unit.

### 5. REMOVE CASUALTIES

The owner of the target unit allocates damage.

**Blaze away:** During a blaze away action only *Blaze Away* weapons may be used, and each increases its **SHOOT** dice by 1. No modifiers are used and **hits are only scored on natural 8s**. If at least 1 hit is scored the target unit gains a **pin marker**.

## ASSAULT

If a leader moves into base contact with an enemy model, the unit is **assaulting**. A unit cannot move through a friendly unit to assault. Move the leader to the target model, then move the rest of the unit into coherency, placing as many as possible into base contact with the target unit models.



## GENERATE THE COMMAND POOL

Roll 3 **black command dice** (plus additional dice for any units in play with *Tactician*) to generate CPs. **You may re-roll 1 command die for each command unit you have in play.**

These CP options do not require a command unit:

**Extra activation (1 CP):** After activating a unit and completing its actions. Activate another unit before returning to the normal activation sequence. You may only do this once before your opponent must take another turn. This order may not be used during the first player's first turn of a round.

**Unpin (1 CP):** End phase. Remove a pin marker from a unit.

## TAKE ALTERNATING TURNS

The player with initiative may choose to activate first or second. Players take alternating turns activating a single unit, then marking it as **activated**.

Each activated unit may perform up to 2 **short actions** or 1 **long action**. An action may not be repeated. A unit may instead **halt** and do nothing. Units that begin their activation *pinned* must spend a short action to remove the pin marker as their first action.

**Shoot/blaze away (SHORT):** A unit with ranged weapons may perform a **shoot** or **blaze away** action with all weapons.

**Advance (SHORT):** Move the unit up to its first **SPEED**. It may not pass or end its move within 1" of an enemy unit unless it wishes to engage it in close combat. An advance action that ends in base contact with an enemy unit initiates an **assault**.



**Hit the dirt (SHORT):** Enemy units suffer -1 to hit for any **shoot** or **steady aim** actions targeting this unit until this unit next activates. *Bulky, Fly, Wheeled, Vehicle* or *Walker* units cannot hit the dirt. Units may hit the dirt as a free action when *pinned*.



**Overwatch (SHORT):** Following a single short action a unit may be placed into **overwatch**. Mark the unit as activated, but if they are assaulted this round the unit may still perform an assault reaction if it has one. A unit which draw or loses an assault, or fails its **NERVE** test after suffering any hits from a weapon with *It Burns!*, must remove the overwatch marker and cannot then perform an assault reaction.

If a unit on overwatch is *pinned* and has the *controlled fire* reaction it may still **shoot**, but at -1 to hit. If a unit on overwatch is *pinned* and has the *suppressive fire* reaction it may still fire, but may not add an extra dice to its weapons. If a unit on overwatch is *pinned* and has the *counter charge* reaction it may still charge, but at -2 to hit.

**Sprint (LONG):** Move the unit up to its second **SPEED**. It may not pass or end its move within 1" of an enemy unit unless it wishes to engage that unit in close combat. A **sprint** action that leads to an **assault** is a **charge**.

**Steady aim (LONG):** The unit may perform a shoot action, and ignores any single -1 modifier.

## END PHASE

The player who finished first has the **initiative** for the next round and completes the following steps, followed by their opponent:

1. Remove **pin markers**: each CP spent removes 1 pin marker.
2. Perform a **NERVE** test for each *broken* unit.
3. Remove all **activation markers** and other appropriate tokens.
4. Count VPs and check victory conditions.

## MOVEMENT

Move the leader model, then move all the other models in the unit to within **coherency** of the leader (within 3", or 6" in units with more than 10 models). They may not be placed in terrain that the leader was not placed in, nor in base contact with an enemy model unless the leader has done so and is in **assault**.

Models cannot come within 1" of enemy units unless assaulting, and cannot end their movement within 1" of a friendly unit. Unless assaulting, a unit may move through a friendly unit as long as its models end their move at least 1" away.

If any model ends up out of coherency, the first action the unit must perform when it next activates is to **advance** or **sprint** into coherency (or as close as possible).

## ORDERS

**Orders** are special commands paid for with CPs (the cost is in brackets after the order's name). Orders can only be used during your own turn, and a unit may benefit from only 1 order per activation.

**Faction orders** may be given to units that are in play and not *pinned* at the start of the activation, and only if the unit is within 12" of a friendly command model. Each faction order may only be used once per round, and only last for a unit's current activation.

**Command orders** are unique to command models. A single command order may be used during an *unpinned* command unit's activation (before or after, but not during, an action). **Aura** effects last until the end of the round and provide the benefit to all friendly units with at least 1 model within x inches of the leader. **Instant** effects are resolved immediately.

## RANGED ATTACKS

### 1. CHECK WEAPON RANGE

All weapons in the shooting unit with a **RANGE** that equals or exceeds the distance from the leader to the closest model within LOS in the target unit may fire. A model with more than 1 weapon option may fire with all of them (if there are several marked \*, choose only one of those so marked).

### 2. DETERMINE NUMBER OF DICE TO ROLL

Take D8s equal to the **DICE** of each eligible shooting weapon.

### 3. ROLL TO HIT

Roll dice and apply modifiers. Results that equal or exceed the shooting unit's **SHOOT** hit.

- |                                     |  |
|-------------------------------------|--|
| -1 Target is in <b>cover</b> .      | -1 Target is a vehicle with <i>Fly</i> . |
| -1 Target has <b>hit the dirt</b> . | -1 Target has <i>Stealthy</i> .          |
|                                     | -1 Target is a <i>Small Unit</i> .       |

### 4. ROLL TO DAMAGE

For each hit, roll a die. Any dice that equal or exceed the target unit's **ARMOUR** cause 1 damage. The **AP** of weapons that hit reduces the **ARMOUR** of the target unit.

### 5. REMOVE CASUALTIES

The owner of the target unit allocates damage.

**Blaze away:** During a blaze away action only *Blaze Away* weapons may be used, and each increases its **SHOOT** dice by 1. No modifiers are used and **hits are only scored on natural 8s**. If at least 1 hit is scored the target unit gains a **pin marker**.

## ASSAULT

If a leader moves into base contact with an enemy model, the unit is **assaulting**. A unit cannot move through a friendly unit to assault. Move the leader to the target model, then move the rest of the unit into coherency, placing as many as possible into base contact with the target unit models.



## CHARGING

Assaulting with a **sprint** is **charging**. A charge is **hindered** if:

- The charge movement is not in a straight line.
- The charge movement travels through or over any difficult terrain or obstacle, or engages an enemy unit across an obstacle it is in contact with, or that is within a building.
- The charge movement originated within a building, transport vehicle, or from off-table (such as arriving from in reserve).

## ASSAULT REACTIONS

Any unactivated, non-pinned target of an **assault** may make an **assault reaction** before the assaulting unit moves. Then, mark the reacting unit as activated and complete the move of the assaulting unit. Orders cannot be used on a unit when it is performing an assault reaction.

**Suppressive fire:** Only weapons with *Blaze Away* may perform suppressive fire, and follow the rules for a **blaze away** action. LOS to the assaulting unit is always clear. If any hit is scored, the assaulting unit gains a pin marker.

**Evade:** If the evading unit passes a **NERVE** test, it makes an **advance** action in a straight line directly away from the assaulting unit. If failed, or the evading unit does not get out of range of the assaulting unit, or it cannot move directly away, perform an **assault** as normal.

**Controlled fire:** The unit performs a **shoot** action with a -1 to hit, counting LOS as clear and ignoring any cover. Then, move survivors from the assaulting unit into contact. Successful hits from weapons with *It Burns!* do *not* force the attacking unit to take a **NERVE** test.

**Counter charge:** The unit is not moved, but fights simultaneously with the assaulting unit if it also **charged**, or *before* it if the **assault** was part of an **advance** action. The counter charging unit does *not* receive the +1 to hit for charging.

## RESOLVING ASSAULTS

Both units fight simultaneously, but a **charging** unit (even if hindered) resolves all of its attacks first. All models are eligible to fight as long as they are within their unit coherency or in base contact with an enemy model.

### 1. DETERMINE NUMBER OF DICE TO ROLL

Take D8s equal to the **DICE** of each assault weapon being used by the unit striking first.

### 2. ROLL TO HIT

Roll dice and apply modifiers. Any results than equal or exceed the assaulting unit's **ASSAULT** hit.

- +1 Unit charged (no bonus if *hindered*).
- 1 Unit did not have LOS to the defending unit when it initiated the charge.
- 1 Assaulting or defending unit *pinned*.
- 1 Defending unit has **hit the dirt**.

### 3. ROLL TO DAMAGE

Roll for damage and apply the **AP** of weapons as for shooting.

### 4. REMOVE CASUALTIES

Allocate damage in the same way as for shooting.

### 5. FIGHTING BACK

The other unit rolls its attacks in the same way.

## ASSAULT RESOLUTION

Total damage by each side, including additions due to assault reactions. The unit that caused the most damage is the **winner**.

If the losing unit has models left, it is marked as activated and gains a **pin marker** (and must remove its **hit the dirt marker** if it has one). Then it must withdraw 6" directly away from the winning unit (remaining 1 away from enemy units, and leaving any terrain or building it was within, if able).

If the result was a **draw** or no damage was caused by either side, both units move 3" directly away from each other (defending unit first). Both units are marked as activated and gain a **pin marker**.

The winning unit may make a 3" **consolidation move** (not into a transport vehicle or a building), remaining 1" from enemy units. It may remove a pin marker if it has one. If the losing unit was occupying terrain, the winning unit may move to occupy that terrain as part of this move, if the leader can reach it.

If a unit must move directly away after an assault, and cannot get further than 1" from enemy units, it is destroyed.

## PINNING



A unit receives a **pin marker** (it may only have one) and is *pinned* in the following situations. When a unit receives a pin marker it may **hit the dirt** for free.

**All units:** The unit loses an **assault**.

**Non-vehicles:** The unit draws an **assault**; is hit as part of a **shoot** action by a *Pinning* weapon; is a unit emerging from a destroyed transport vehicle; or is hit as part of a **blaze away** action.

**Vehicles:** The unit suffers any damage from an *Anti-tank* weapon; or it has *Fly* and suffers any damage from an *Anti-aircraft* weapon.

A pinned unit suffers a -1 to its hit rolls in an assault, and to any **NERVE** tests it makes.

Units that begin their activation *pinned* must spend a short action to remove the pin marker as their first action.

## NERVE

**NERVE** test: roll D8 with modifiers:

- 1 Unit is *pinned*.
- 2 Unit is now the single remaining model from a **troop** or **specialist** unit.
- +1 Unit is in a building.

If the result equals or exceeds the unit's **NERVE**, the test is passed with no effect (although it will keep any pin marker).



Units which have less than 50% of their original model count are *broken*, and must make a **NERVE** test in each subsequent end phase. If failed, the unit is destroyed.

**Command units are never marked as broken.**

## TERRAIN

**Blocking:** Units cannot move across blocking terrain, and it may impact LOS depending on its **HEIGHT**.

**Difficult:** Units may not **sprint** through difficult terrain unless it is to **assault** an enemy unit as part of a (hindered) **charge**. A unit with its leader in difficult terrain ignores it when determining LOS to units outside the terrain if the leader is within 3" of the edge closest to the target. Otherwise, the terrain affects LOS as normal. A unit with its leader and at least 50% of its models within difficult terrain of equal or greater **HEIGHT** is in cover.

**Fortified:** Grant cover and the *Defensible* keyword for units occupying them. Units cannot **sprint** through infantry impediments such as barbed wire, and charge using the unit's **ADVANCE** (vehicles treat these impediments as open ground).

**Obstacles:** Units can move over obstacles normally as an **advance**, but may not **sprint** over them unless it is to **assault** an enemy unit as part of a (hindered) **charge**. A unit with its leader in base contact with, and tracing LOS over, an obstacle of lower **HEIGHT** can ignore that obstacle for determining LOS.

**Hills:** Do not affect movement. A unit's leader must have all of its base on a hill for the unit to count as being on it. If so, the unit ignores the hill when checking LOS.

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