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FIRESTORM PLANETFALL
GROUND WARFARE

SETUP

DICE

The **initial dice** are the number of dice rolled before adding any dice from other sources. A **hit number** or **target number** *(x+)* is the minimum number required on a roll to hit a target.

Unless otherwise stated, all hits start with needing a **4+ to hit**, using the *exploding* dice mechanic. If the hit number is 7+, you need 6+ to hit, but the total attack dice pool is halved.

Regardless of all modifiers, **a roll of 1 never hits, and a roll of 6 always hits**. If a number must be halved, always round up.

'Re-roll the initial dice' means re-roll *all* the dice (or however many are specified) *before* rolling any extra dice from other sources. A re-rolled die may never be re-rolled again.

Dice mechanics
Basic dice: A roll of 6 means 1 success.

Heavy dice: A roll of 6 means 2 successes.

Exploding dice [RED 6]: A roll of 6 means 2 successes, *and* an additional roll of the dice. Roll your initial dice; set aside all dice that resulted in a hit and roll an additional die for each [RED] 6 with the original modifiers. Repeat this process until there are no additional rolls to be made. Finally, count up the total number of successes (remember each [RED] 6 counts as 2 successes) from all dice rolled.

OPPOSED TACTICS TEST

Each commander normally rolls 2D6, totals them, and adds their **tactical bonus**. Re-roll ties.

Logistics Points (LPs) can be added to any opposed tactics test. The commander who lost the test may initiate bidding; commanders then bid in secret and reveal bids simultaneously. Once you bid with your logistics points, the points are lost.

HEIGHT BANDS

Aerial: The level where flyers engage targets, and models are viable targets for surface fire and melee attacks from leviathan models. Only models with the *Flying Vehicle* Model Assigned Rule (MAR) operate at this level.

Surface: The level where the majority of models – tanks, leviathans or infantry – move and operate.

ARCS OF FIRE & LINE OF SIGHT (LOS)

Most weapons have a 360° arc of fire, but some only have one or more 90° arcs of fire (fore, aft, left, and right), and All Round (AR) weapons are completely unrestricted by arcs of fire.

All measurements are from model to model (including the base).

DISORDER TESTS

When taking a **disorder test**, a commander normally rolls 3D6, scoring successes on rolls of 4, 5 and [RED] 6. Count the number of successes required to pass the test. A squadron that fails a disorder test gains **Disorder markers**.

BUILDING A FORCE

Players agree on how many **battle groups** are permitted in the creation of a force. A battle group must have a **core helix**. **Attached helixes** are smaller battle formations attached to the core helix. After taking the core helix, you may choose and attach up to 1 of each type of attached helix.

You may add a second attached helix of the same type at the expense of all helixes directly opposite on the helix map.

Allies

Full Battle Group: You may take another battle group made up of a single racial ally. The total point cost of the allied battle group(s) may not exceed the point cost of the battle group's core helix (all other battle group rules apply).

Alliance Battle Group: You may include a single attached helix from an ally as part of your battle group. The battle group automatically loses access to the opposing helixes and may not take a second helix of the same type. No other allied helixes may be taken, including natural allies.

Natural-Allied Battle Group: Natural allies are an extension to the types of attached helixes available to a race's core helix and battle group options are unaffected. However the total point cost of all natural-allied helixes may not exceed the point cost of the battle group's core helix.

Building a force using MFV

A force must be built using a pre-agreed **Maximum Force Value** (MFV), which is the maximum amount of points that may be spent on your force. Scenarios may specify that players field differing MFVs.

All helixes have a **requisite**, and sometimes multiple requisites. These are the required minimum number of squadrons a commander must take before other elements within the helix can be added. **Orders of Battle** (ORBATS) dictate the requisites and optional additions that may be taken.

ORBAT special rules

Tactical Bonus: This is added to every opposed tactics test taken by the force.

Logistical Strength: Commanders may purchase Logistics Points (LPs) that may be added to the overall result of any opposed tactics test. The cost for LPs must be paid for from the MFV. Each force has a limit on how many LPs they can play at any one time.

Sky Drop Focus: The effectiveness of the force in the use of sky drop or artillery tactics. Shows the number that Sky Drop micro dice are set to when deployed (this may change depending on the scenario). Also states the strength of any artillery available; the level of artillery effect should be determined each time the artillery is resolved.

Specific Racial Rules: Special rules that apply to the force.

Tactical Action Cards

Prior to deployment, each player may select a number of **Tactical Action Cards** (TACs) as follows:

MFV	No. of Cards
0-3000	3
3001-6000	5
6001-9000	7
9001+	9

Universal cards (marked **U** where other cards have Alliance or Race insignia) may be chosen by any force. Some Racial cards may only be chosen by battle groups that are part of the relevant main force, and some Racial cards may be accessed by all battle groups within the relevant force.

PRE-GAME SEQUENCE

A. MUTUAL AGREEMENTS

1. Determine main force, MFV and table size
Commanders decide which race they wish to use as their **main force** and the size of the battle (the MFV). The MFV determines the table size:

Total MFV	Suggested Table Size
3000 points or less	4 feet x 4 feet
3001 - 6000 points	6 feet x 4 feet
6001 - 9000 points	8 feet x 4 feet
9001 - ? points	Commanders' choice

2. Determine battle group strength
Commanders agree upon how many **battle groups** they wish to field as part of their MFV.

B. SET UP TERRAIN

Set up terrain using one of the following methods:

Friendly Set Up: Use whatever terrain you like to create a thematic battlefield.

Tournament Set Up: Divide the tabletop into 24" by 24" sectors.

Each commander rolls a D6 into each sector. On the roll of a 4-6, place an Activation marker for that commander in the sector. If a commander does not roll *any* terrain, place 1 Activation marker in a single sector of his choice. Therefore, on a standard 6' x 4' table, there will be 2-12 Activation markers on the table.

Commanders make an opposed tactics roll to determine who places the first piece of terrain (unless the scenario dictates otherwise). Take it in turns to place a piece of terrain, removing one of your Activation markers in the relevant sector each time, until all Activation markers are removed.

No player may place a piece of terrain within 4" of another piece of terrain, and no piece of terrain may have a footprint of more than 12"x12".

C. ROLL FOR GAME BOARD EDGE

Commanders make an **opposed tactics roll**. The winner chooses a long board edge to be their deployment edge. The other commander takes the opposite edge.

D. PLACE OBJECTIVES

Objectives are buildings or impressive terrain features.

A **primary objective** is the single vital part of the battlefield that, if captured, provides maximum control and solidifies the target site for larger assets later. It usually has the largest Tactical Value (TV) attached to its capture.

Secondary objectives represent multiple areas of importance that should be secured as early as possible, building a powerbase upon which the main advance can begin. They are always in enemy territory and have a sizeable number of TV points attached to their capture.

A **tertiary objective** is the *enemy's* primary objective, with a low number of TV points attached to it.

Size	Primary Objectives Per Side	Secondary Objectives Per Side	Tertiary Objectives Per Side
0-3000	1	1	+1*
3001-6000	1	2	+1*
6001-9000	1	3	+1*
9001+	1	4	+1*

*This is the enemy's primary objective.

Commanders make an **opposed tactics roll**. The winner places their primary objective, followed by the opposing commander. Primary objectives are placed in the enemy's deployment zone.

Next, commanders make an **opposed tactics roll** to determine who places their first secondary objective, followed by the opposing commander.

Placement alternates until all secondary objectives are placed. Secondary objectives must be located entirely within the enemy's half of the table, but may not be placed in the enemy's deployment zone.

If there is an odd number of secondary objectives, the first secondary objective is always placed in the exact centre of the table before the opposed tactics roll is made for other secondary objective placement.

No objective may be placed within 8" of another objective.

Capturing objectives

Only squadrons with the *Take & Hold* MAR can be **scoring**, and only scoring squadrons can capture objectives. Models with the *Flying Vehicle* MAR cannot capture objectives.

A squadron may only ever capture 1 objective in a turn.

Light Tanks: In order to capture an objective there must be at least 1 friendly light tank from the squadron in base contact, and no scoring enemy squadrons in base contact with the objective.

When capturing objectives with light tanks, moving into base contact does not cause a ram/collision.

Infantry: In order to capture an objective, the infantry squadron must be **occupying** the objective. If this is the case, it supersedes any other scoring.

E. DEPLOY FORCES

Unless otherwise specified by a scenario or special rule, a commander's **deployment zone** extends 8" out from the length of their board edge.

Commanders make an **opposed tactics roll**. The winner may choose who deploys their first helix. Commanders then take turns placing entire helixes on the board.

All squadrons in a helix must be deployed within the owning commander's deployment zone unless they are embarked on another model or being held off-table as a **sky drop asset**; or in the case of scenario play, held off-table as **reserves**.

Squadrons must deploy **in coherency** with at least 1 model in **command radius** of their commanding element unless they are embarked on another model or being held off-table as a sky drop asset.

All models with the *Flying Vehicle* MAR deploy moving *Flat Out*, (attach a *Flat Out* marker to them before the game begins).

If commanders have an unequal number of helixes, once a commander has finished placing all of their helixes, the other commander places all of his remaining helixes.

F. DEPLOY SKY DROP SITES

The total number of **Sky Drop (SD) markers** is determined by a commander's force list. Models with the *Sky Drop Nexus* or *Artillery Support* MARs are used to give commanders their total number of SD markers.

Commanders make an **opposed tactics roll**. The winner places his first SD marker, followed by the opposing commander. Placement alternates until all SD markers are placed. SD markers may be placed anywhere as long as they are not within 4" of another SD marker.

All SD markers must be placed with a micro die showing the force's **initial deviation distance** (unless a scenario or gaming condition applies).

G. CHOOSE TACTICAL ACTION CARDS

Commanders choose their preferred **TAC hand** based upon the size of the game (and any other special conditions).

H. RECON PHASE

Commanders make an **opposed tactics roll**. The winner may choose who takes their first **recon move**.

Only models with the *Recon Specialist* MAR may move during this phase.

The chosen squadron may then make a free *Flat Out* movement action as long as the move does not bring a model to within 16" of an enemy model at any time during its movement.

The other commander may then move one of his recon squadrons in the same way, and commanders then continue to alternate making recon moves.

COMMENCE BATTLE

FIRESTORM PLANETFALL
GROUND WARFARE

SEQUENCE OF PLAY

The game is divided into **turns**. Each turn consists of **phases**, each divided into a pre-turn phase, activation phases, and an end phase.

THE PRE-TURN PHASE

1. Tactical Action Cards (TACs)

a. Buy Back TACs: A card you played in a previous turn is not available for use again unless you return it to your hand by increasing your Zero Hour tracker by **double** the card's play cost.

b. Playing TACs: Commanders may play a single card facedown on the table in front of them; then all cards are turned over. Increase your Zero Hour tracker by your card's play cost, then resolve the cards simultaneously.

2. Late arrivals

Models arriving as part of a scenario this turn deploy as either **flanking forces** or **reserves** (see the Sky Drop rules for models waiting in sky drop).

If 2 commanders are bringing on flanking or reserve forces, roll an opposed tactics test, with the winner able to decide which commander must deploy a squadron from their forces first. Then squadrons are placed alternately. All models must be placed so their aft 90° arc is touching the relevant edge of the board, and no model may be placed in impassable terrain.

3. Determine initiative

Commanders make an **opposed tactics test**. The winner chooses who has the **initiative** and chooses the **initiative order**.

4. First activation

The commander who is first in the initiative order activates their first squadron. Other commanders activate squadrons in initiative order. When all commanders have activated 1 squadron, return to the first commander and continue to activate squadrons in order in this way.

Once a commander begins to activate a helix, he must continue to activate squadrons within that helix until all have activated *before* moving on to another activation within a different helix.

At the end of a squadron's activation, place an **Activation marker** by it to show it cannot activate again this turn. A squadron with an Activation marker cannot activate again that turn.

ACTIVATION PHASE

Movement > CQB > Main Ordnance

END PHASE

1. Compulsory actions

Disordered Damage: A squadron with Disorder markers must replace them with Damage markers, distributed by the controlling player. Should the damage be sufficient to remove models, do so immediately and score any TV points.

2. Score objectives

All objectives on the battlefield are scored. Objectives have a TV assigned to them depending on the size of the game and/or specific scenario conditions.

Total MFV	Primary Objectives Per Side	Secondary Objectives Per Side	Tertiary Objectives Per Side
3000 pts or less	4	2	1
3001-6000 pts	8	4	2
6001-9000 pts	12	6	3
9001+ pts	16	8	4

3. Check for end of game

Players check their Zero Hour trackers to see if the game ends.

4. Repair

Any squadron may attempt to **repair** any Cyber Attack or Debilitating Effect markers they may have. Roll a D6 for each marker: on a roll of a 4-6 it is removed; otherwise the effect remains for the next turn.

5. Remove in-game effects

Any effects that last a turn expire (such as TACs); remove any relevant markers.

6. Prepare for the next turn

Ready your forces by removing *all* Activated markers.

MOVEMENT

CHECK COHERENCY

If a squadron begins its activation with models **out of coherency distance**, they *must* move back into coherency during their next Movement segment.

All **light**, **armoured** and **elevated** members of a squadron must remain within 2" of each other. All **flying** members of a squadron must remain within 4" of each other.

If the squadron has a mix of flying and ground elements, all elements must remain within 2" of each other.

A squadron out of coherency at the end of its Movement segment automatically takes a Disorder marker (no roll is taken) for *each* surviving element in the squadron. These will convert to Damage markers during the End phase.

MOVEMENT ACTIONS

1. Nominate movement action

The activated squadron must nominate a movement action. If a model does not have a movement action nominated, it is considered to default to making a *Cruising* movement action.

Unless stated otherwise, movement can be in any direction. Non-flying models cannot move through other models as part of their movement action, or move through or finish their move in impassable terrain. A model (even a flying model) cannot end its movement with its base on top of another model.

2. Execute movement action

The activated squadron executes its nominated movement action.

Actions

CRUISING MOVEMENT ACTION

Each model in the squadron may move up to its first **Movement Value** (MV) in inches. Models may also pivot on the spot to face a different direction as many times as desired during their move.

Models with the *Lumbering* MAR use the turning template: when moving at *Cruising* speed they must move 1" directly forwards in a straight line between each use of the template, and may not pivot. The corners of the turning template are **navigation points** and are 1" apart. Place the template next to the turning model with the corner being used to turn lined up with a navigation point. The model is advanced round the template so that the corner is lined up with the next navigation point. Each advance reduces the remaining MV of the model by 1". A Lumbering model may reverse following the same rules.

FLAT OUT MOVEMENT ACTION

Each model in the squadron must move more than its *Cruising* speed and up to its second MV in inches.

Non-lumbering models may make a single pivot at the start of their movement action before moving *Flat Out*. Movement can be in any direction, but must be in a straight line.

Models with the *Lumbering* MAR need not move in a straight line, but may not perform a pivot. Instead, they move 3" directly forward in a straight line between each use of the 45° template.

RAMMING MOVEMENT ACTION

The ramming squadron moves *Flat Out* while nominating 1 target squadron for the ram. This target must be the closest squadron along the line of movement and cannot not be the same class or higher than the smallest member of the ramming squadron or occupying a building. A ramming model may complete its *Flat Out* move after the ram, if able.

If the squadron makes contact, the target must make a disorder test with 2 successes or is considered **disordered**.

The rammed models must then disengage by making an **avoidance move** of 4" directly away from the ramming squadron. This move causes a squadron to lose their overwatch, if they have it.

Hover vehicles may ram surface models if desired and vice versa. Flyers may never perform, or be the target of, a ramming action.

EMBARK MOVEMENT ACTION (infantry only)

Embarking onto a vehicle: If an entire infantry squadron moves (*Cruising* or *Flat Out*) into base contact with a model capable of transporting it during their own activation, the infantry squadron is **embarked**.

An embarked squadron is removed from the table and cannot be targeted directly. If the model transporting the infantry squadron is destroyed, any excess hits from the attack are distributed to the transported infantry squadron, with no saves permitted. The infantry squadron may then make an immediate out-of-sequence **disembark move** from the destroyed model before it is removed from play. Then give the infantry an Activated marker.

Occupying a building: If an entire infantry squadron moves (*Cruising* or *Flat Out*) into base contact with a building, the squadron is may **occupy** the building. An occupying infantry squadron is placed on the roof of the building.

All infantry models within a building measure their range and LOS from the building itself rather than from their bases.

DISEMBARK MOVEMENT ACTION (infantry only)

Disembarking from a vehicle: If an embarked squadron wishes to disembark from a transport vehicle as part of their own activation, the squadron makes a *Cruising* movement action using the transport as their starting point. The squadron may do so even if their transport has already activated, provided the transport did not move *Flat Out* this turn.

Place the infantry models in base contact with the transport and then move them. Any models that cannot be placed are removed as casualties, incurring a Disorder test where applicable.

Exiting a building: If an occupying infantry squadron wishes to exit from a building, it makes a *Cruising* or *Flat Out* movement action using the building as its starting point.

REMAIN STATIONARY MOVEMENT ACTION

This action is normally the precursor to nominating either the *focused fire* or *overwatch* special fire order, but squadrons may choose this action without nominating a special fire order.

Withdrawing from the battlefield

Although not a movement action, you may order a squadron to **withdraw**, moving at least 1 member of the squadron off the table via a friendly or neutral board edge. Remove the entire squadron from play; it may not return to the game.

Models may only choose to withdraw if they started their activation in coherency, and were not classified as *Forlorn Hope* squadrons due to Disorder markers.

This action causes the opponent's Zero Hour tracker to reduce by half (round up) of the squadron's full TV.

SPECIAL FIRE ORDERS

Focused fire

A squadron which remains stationary and does not participate in a CQB engagement during its activation can perform a *focused fire* action in its Main Ordnance segment. All *focused fire* is **placed** (3+ hit number).

Overwatch

A squadron which does not perform any actions other than Remain Stationary during the movement, CQB or Main Ordnance segments of its activation can be placed on **overwatch**. Place an Overwatch marker next to the squadron.

If, at any point between the end of the squadron's activation and the start of its next activation, an opposing squadron completes any movement action within the fire arc of 1 or more models in the overwatching squadron, overwatching models with LOS can immediately perform an out-of-sequence main ordnance firing action against that opposing squadron.

All *overwatch* fire is **rushed**, (+5 hit number). Once the firing is resolved, replace the Overwatch marker from the squadron with an Activation marker. The target squadron may then continue its activation (if able).

A squadron may maintain its overwatch turn to turn, but automatically loses it when it next activates.

CLOSE QUARTERS BATTLE (CQB)

CALLING A CQB ENGAGEMENT

Any squadron that ends its Movement segment with 1 or more of its models within 4" of an enemy may fire their CQB weapons during the CQB segment as part of a CQB engagement.

If the squadrons decline to engage in a CQB, a single enemy squadron within 4" of the active squadron has the option to call a CQB engagement against the active squadron.

A squadron may only initiate 1 CQB engagement in any turn, but may be engaged multiple times.

CQB attacks are resolved like other attacks, however the target squadron also performs a simultaneous CQB attack, with every model in range and LOS contributing. This happens even if the target squadron has an Activated marker, and does not prevent a ready squadron from making any actions later in the turn.

A model may execute a CQB engagement if it plans to make a main ordnance attack during its activation, and may target the same squadron with both CQB and main ordnance weapons.

Squadrons reduce the total number of successes in their attack successes pool by the amount of Damage markers they have, in the same way as main ordnance.

Squadrons that have moved *Flat Out* may not initiate a CQB engagement, but may return fire if engaged themselves. **A squadron moving *Flat Out* suffers a *rushed* penalty to its CQB roll to hit.**

Squadrons with Disorder markers may not initiate a CQB engagement, but may return fire if engaged themselves. **A squadron with Disorder markers suffers a *rushed* penalty to its CQB roll to hit.**

Unless otherwise stated, CQB attacks ignore any *Protective* MARs, and no shield rating saves may be used in a CQB engagement. Cover saves may be taken normally, unless a successful *Storming* CQB action is taking place.

The DR value of a target never goes down when attacked by CQB in the flank or aft. Only main ordnance firing gains flank/aft bonuses.

All CQB weapons have a 360° arc of fire and a range of 4". Unless otherwise stated, all CQB engagements require a 4, 5 or [RED] 6 to hit.

A CQB attack follows the same rules as main ordnance shooting and counts as a weapon in its own right.

STORMING CQB ENGAGEMENTS

Infantry assaulting enemy infantry entrenched in buildings is called a *Storming* CQB action and is resolved as follows:

1. The attacker announces they intend to make a *Storming* CQB action against a viable target within 4".

2. The attacker makes an additional free out-of-sequence *Cruising* movement action towards the target building/defences, bringing as many models into base contact with the structure as possible.

3. The defender resolves their CQB attack *first*, resolving casualties before the attacker can fire.

4. The surviving models in the attacking squadron then perform their CQB action. The enemy does not benefit from cover saves.

5. If the attacker causes more casualties than the enemy and still has a model in base contact with the building, they may move to occupy the building/defences and the defender is expelled.

6. If the defender is expelled, the defending squadron must make an immediate *Flat Out* move away from the structure in any direction nominated by the owning commander, and receives an additional Disorder marker in addition to any received as a result of the assault.

7. If the attacker fails to expel the defender, the survivors of the attacking squadron must make an immediate *Flat Out* move away from the structure in any direction nominated by the owning commander, and receives an additional Disorder marker in addition to any received as a result of the assault.

LEVIATHAN CQB

A leviathan has 2 CQB stats (listed as X/Y): X (**standard CQB**) is its CQB capability when within 4" and not in base contact with the enemy. Y (**Leviathan CQB**) is the amount of attack dice its CQB attack will inflict on a single enemy in base contact.

While a leviathan is in base contact with the enemy, it may only ever direct its Leviathan CQB against a single model with which it is in base contact. Should a model destroy a target with its Leviathan CQB attacks, the excess floating hits have no effect on the rest of the squadron.

MAIN ORDNANCE

If the active squadron did not take a *Flat Out* movement action this activation or set overwatch, it may now fire with its main ordnance weapons.

DECLARE MAIN ORDNANCE ATTACKS

Declare an enemy squadron as the **target**. Unless otherwise stated, all models in a squadron fire at the same target squadron simultaneously.

DETERMINE RANGE

Measure from the leading edge of the furthest contributing model to the leading edge of the closest target model. The target is in **effective range** if the distance is less than or equal to their weapon's effective range. The target is in **long range** if the distance is greater than their weapon's effective range, but less than or equal to their weapon's long range.

MUTUAL AGREEMENTS

1. Agree which models may attack based on LOS

Commanders agree which models in the active squadron (that have LOS to the target squadron) may contribute to the attack. If no models have LOS to the target, the attack is blocked. Models may be restricted in their LOS by a weapon's fire arc.

If a straight line can be drawn from any part of the attacking model's base to any part of the target model's base without crossing another blocking model's base, building or blocking terrain feature, the LOS is clear.

Light elements are blocked by intervening light, armoured and elevated elements, but may fire over intervening light and armoured elements to engage elevated or flying elements.

Armoured elements are blocked by intervening armoured and elevated elements but may fire over light elements, and over intervening armoured elements, to engage elevated or flying elements.

Elevated elements are blocked by intervening elevated elements and may fire over any intervening armoured or light elements.

LOS to and from **flying** elements can never be blocked by intervening models or terrain.

2. Agree if any models are viable targets

Commanders agree whether a model is a viable target. Models may be viable targets even if they are blocked by other members of their own squadron, since the incoming attack might remove a blocking model as a casualty and carry further damage onto the model behind.

3. Agree order of viable targets: create a target priority chain

Commanders agree upon the order of viable targets, from the closest to the furthest. Where no target priority chain can be determined, the owning player must allocate the target priority chain using the highest DR first, then working down.

4. Agree on any flank or aft bonuses

Commanders agree if any target models will be attacked in the flank or aft.

COMPILE ATTACK DICE (AD) POOLS

1. Decide which weapons are firing

Models do not need to fire all weapons, but only models with the *Independent Targeting* MAR may fire at different squadrons.

2. Determine if any weapons are able to combine

Weapons may **combine** if they possess a common MAR irrespective of any values involved. Weapons with no MARs may always combine with each other.

3. Determine Firing Solution

Attacks are either **effective ranged** or **long ranged**. Where targets exist at both ranges, decide on the range (possibly altering the viable targets and creating variable hit numbers). If the weapon seeks to target models outside its effective range but still within its long range, the attack is a long ranged attack for the purposes of MARs but the number of attack dice for each weapon is determined according to their individual ranges and the viable targets in the target priority chain.

RESOLVE FIRING ACTION

1. Determine the hit number and roll attack dice

Determine the **firing quality** and **hit number**:

Placed firing hits on a **3+**.

Regular firing hits on a **4+**.

Rushed firing hits on a **5+**.

Unless stated otherwise, all firing begins as **regular** and requires a **4, 5 or [RED] 6**. If conditions exist that make an attack both *placed* and *rushed* at the same time, the firing becomes *regular* instead.

Finally, **apply any applicable MARs** and roll attack dice.

2. Calculate successes

Calculate the total number of successes, possibly modified by TACs and other factors.

Reduce the amount of successes by the amount of Damage markers on the members of the attacking squadron. This results in the **attack successes pool**.

3. Allocate damage

If the total number of attack successes is equal to or greater than the Damage Rating (DR) of the closest model in the target squadron, that model is damaged. Place the number of dice that were needed to damage the model next to it, taken from the attack successes pool.

If the closest model in the squadron has more than 1 DR remaining, apply the excess hits to the same model – if another level of DR is reached the model is damaged again. Place the number of dice that were needed to damage the model next to it, taken from the attack successes pool. This process continues until all hits have been applied sufficiently to destroy the model.

Any remaining hits are carried on to the next model and the process begins again. Any hits that cannot be allocated to a model are **floating dice** and are left to the side of the target squadron.

Flank and aft bonuses: Models attacked by main ordnance in the **flank** suffer -1 DR. Models attacked by main ordnance in the **aft** suffer -2 DR. Models of the Flying class, infantry (both types) or with the *Sectored Armour* MAR are never affected by flank or aft attacks. To gain this bonus, more than 50% of the firing models must be in the correct aspect and the targeted models must be the closest viable casualties.

4. Perform shield saves

Ignore this step if the affected models in a squadron do not have a **shield** rating.

The total amount of hits inflicted is reduced by rolling the combined total of all shield saves within the target squadron that would take damage as a result of the attack.

Shield saves require a **4, 5 or [RED 6]** unless a MAR or condition applies, and each success generated reduces the total amount of hits scored by 1. Remove these successes from the **floating dice first**, then work back from the farthest model to the closest.

This may mean that models who were previously damaged in the previous step are no longer damaged.

Cover saves: Infantry gains cover saves when occupying certain terrain features. These are treated like normal shield saves except they are always present and are not ignored by CQB (unless part of a successful *Storming* CQB engagement).

5. Apply damage and remove casualties

Each time a model's DR was reached, apply a Damage marker. If a model has sufficient Damage markers so that all its levels of DR have been breached, it is destroyed and removed from play.

6. Move on to the next firing solution

Begin the process again with the next weapon in the squadron until all nominated attacks have been resolved.

FIRING CONSOLIDATION

Commanders apply markers such as Debilitating Effect or Cyber Attack. In addition, if a squadron suffered damage, they must make a **disorder test**.

DISORDER

A squadron must make a **disorder test** at the end of a segment when the squadron suffers damage. **Roll 3D6, scoring successes on 4, 5 and [RED] 6**. You must score a success for each Damage marker that was applied to the squadron that segment.

+1 D6	One or more models are within the Command range of their helix's Command element.
+1 D6	The squadron has the Elite Quality type.
-1 D6	The squadron has the Militia Quality type.
-1 D6	The squadron was targeted by a *Terror* weapon.

If the squadron fails to pass, place a number of Disorder markers on the target squadron equal to the shortfall in successes.

Disorder Markers and the End Phase

During the Compulsory Actions segment of the End phase, all Disorder markers on a squadron convert to Damage markers, and are allocated to models as the owning player chooses. No damage may be allocated to a model more than once unless all models in the squadron have been allocated to already.

Forlorn Hope

If a squadron gains sufficient Disorder markers that it would be completely removed from play in the End phase (when disorder becomes damage), the squadron becomes a **Forlorn Hope squadron**. The squadron loses all Disorder markers and gains a Forlorn Hope marker instead. The squadron is automatically removed from play in the End phase.

All firing (using main ordnance or CQB) from *Forlorn Hope* squadrons are **placed shots** (+3 hit number).

Forlorn Hope squadrons may ignore all their damage when determining their attack dice successes with both CQB and main ordnance.

Forlorn Hope squadrons ready to activate may move *Flat Out* and still fire main ordnance and execute CQB actions without penalty. They may not withdraw from the battlefield.

TERRAIN

Impassable: Squadrons cannot move through, into or out of impassable terrain. Models in impassable terrain for any reason are immediately destroyed.

Blocks LOS: Terrain that blocks LOS cannot be fired through, even using CQB attacks.

Elevated: Elevated terrain confers its size class to any elements occupying it.

Buildings

An infantry squadron may **occupy** a building as part of an *Embark* movement action. A model cannot occupy a building containing an enemy model. Use the disembarking rules when an infantry model occupying a building wishes to leave it.

A model occupying a building gains a **2D6 [RED] cover save** per model under threat.

A squadron occupying a building uses any point on the building's base when determining range or LOS. Any attacks against the squadron likewise use any point on the building's base.

Infantry occupying a building that has an objective attached to it supersede any light recon tanks attempting to claim the objective for the purposes of scoring.

WINNING

When a commander scores **Tactical Value (TV)** points, he *reduces* his **Zero Hour tracker** by the amount scored.

The victor is normally the commander who scores enough TV points to reduce his Zero Hour tracker to 0 (or **zero hour**).

If a commander reaches their zero hour by the end of a turn, the game ends (unless the scenario has alternative victory conditions).

The Zero Hour tracker usually starts at the **total MFV divided by 100** (but may vary according to the scenario conditions).

If a longer or shorter game is preferred, it may be set at a different number by mutual agreement.

Scoring TV points

A player scores TV points for the following:

a. When a player completely destroys an opposing squadron, he immediately scores TV points equal to the TV of all the elements that made up the squadron.

b. When a player withdraws a squadron from the battlefield, his opponent scores TV points equal to half (round up) of the squadron's TV.

c. When a player captures an objective, he scores TV points according to the type of objective during the Score Objectives segment of *each turn*.

Enemy squadrons score once, but objectives score multiple times.

Reaching the zero hour

Major triumph: A commander that reaches his zero hour in a turn without the opponent achieving wins the game with a major triumph.

Minor victory: A commander that reaches his zero hour in the same turn as his opponent, but scores more TV points past the zero hour than his opponent, wins the game with a minor victory.

Draw: If both commanders achieve their zero hour and score the same amount of TV points in the same turn, the game is a draw.

MODEL ASSIGNED RULES (MARs)

MARs can be attached to models, weapons mounted on models, and specific actions. In any case where a MAR conflicts with a standard rule, the MAR takes precedence.

Protective MARs are abilities or effects that allow a model to increase its survivability.

Weapon MARs are abilities that transfer to a specific effect or weapon type during an attack.

ANTI-PERSONNEL (WEAPON MAR)

The model ignores any negative modifiers from the *Hard Target* MAR when firing at infantry targets.

ARTILLERY SUPPORT [VALUE]

The model has the ability to place a number of **drop sites** equal to the listed value onto the battlefield during the Deploy Sky Drop Sites phase of the pre-game sequence. During the game the model may call in **artillery strikes** as part of its activation.

ASSAULT VEHICLE

Models embarked inside the model may elect to activate immediately after the model has resolved its activation.

BARRAGE (WEAPON MAR)

Models targeted by a *Barrage* weapon do not get cover saves.

CLOAKED (PROTECTIVE MAR)

Main ordnance ranged attacks against the squadron may not use the **explosive dice** mechanic, and instead use the **heavy dice** mechanic.

BULKY [VALUE]

The model takes up a number of slots on any transport it is embarked upon equal to the listed value.

COMMAND ELEMENT [X"]

All helix squadrons within the listed range (including the model itself) gain an additional D6 when testing for disorder.

Should the *Command Element* be destroyed or withdraw from the battle, all squadrons in the helix must make an immediate disorder test requiring 2 successes (without the *Command Element* bonus).

CORROSIVE (WEAPON MAR)

If a model is damaged (but not destroyed) by a *Corrosive* weapon, place a Debilitating Effect marker next to it. A model with a Debilitating Effect marker has each level of its DR reduced by -1 until the model is removed as a casualty.

Debilitating Effect markers can be removed on a successful repair test. Debilitating Effect markers are not cumulative in their effects but must still be repaired individually.

CRYSTAL FORMATION

The model may be the target of a friendly Main Ordnance Firing action made by Aquan Prime laser weapons. The hits caused by the attack do not do damage against the targeted crystal; instead they are stored by it.

The crystal must then make an immediate out-of-sequence attack (with all relevant modifiers and conditions: *Hard Target*, flanks, etc) against an enemy target model that is within its LOS. The attack dice rolled by the crystal's attack are equal to the number of hits recorded in the previous attack against it.

The crystal's attack does not use any weapon MARs and is affected by damage as normal. All crystal nodes have the *Sectored Armour* MAR.

CYBER WEAPON (WEAPON MAR)

Cyber weapons ignore all shielding effects and may only target non-infantry models. Compile the attack dice pool as normal and roll to hit using any relevant MARs.

If the number of hits generated equal or exceed the nearest enemy's current DR, roll once on the following table. If an attack rolls enough hits to match or beat the nearest enemy's current DR multiple times, roll a number of times on the table equal to the number of times the DR was reached, and apply all results.

D6	Name	Effect
1	Advanced Targeting Offline	The affected squadron treats all main ordnance firing as *rushed*, and may not use *focused fire* or *overwatch*.
2-3	Internal Malfunction	The nearest model in the squadron gains a Debilitating Effect marker (see *Corrosive* MAR for its effects).
4-5	False Fall-Back Order	The squadron gains a Disorder marker.
6	Total Disarray	The squadron gains an Activation marker.

DRONE

The model increases its **quality** to *regular* and gains +1 to its CQB value when within the area of control of a drone nexus.

DRONE NEXUS [AREA OF CONTROL"]

The model can bolster drone forces that are within the listed area of control. The area of control of a drone nexus is reduced by 4" for each point of damage the model has sustained.

ENHANCED REPAIR SYSTEMS

The model adds +1 to the result of any repair test.

FEARLESS

The model does not take disorder tests for any reason.

FLYING VEHICLE

If a model makes a main ordnance attack against a flying vehicle, the targeted flyer is considered a *Hard Target (-1)* when moving at *Cruising* speed, and a *Hard Target (-2)* when moving at *Flat Out* speed.

Also, no flying vehicle may have damage allocated to it as a result of an artillery strike.

HARD TARGET [NEGATIVE MODIFIER] (PROTECTIVE MAR)

Any main ordnance attacks against the model suffer the listed negative modifier to the required roll to hit. This MAR may only apply under certain conditions noted in the model's entry.

HIT AND RUN

The squadron may move and shoot in its activation as normal *or* may shoot then move in the activation instead. Models in the squadron may not move *Flat Out* if they choose to use this MAR.

In addition, models that choose to shoot then move may not take advantage of any *Target Locks* or specialist fire orders such as *overwatch* or *focused fire*.

HOVER VEHICLE

When firing against this model with weaponry at long range, this model is considered to have the *Hard Target (-1)* MAR.

Models that already possess the *Hard Target* MAR (of any type) ignore this MAR.

INDEPENDENT TARGETING

The model is not restricted to firing all its weapons at the same target squadron during the Main Ordnance segment, and may instead nominate multiple targets.

INTERCEPTOR (WEAPON MAR)

Models with this MAR suffer no *Hard Target* penalties when firing main ordnance at a model with the *Flying Vehicle* MAR.

IMPROVED SHIELD HARMONICS [+VALUE] (PROTECTIVE MAR)

A model with this MAR increases the shield rating of any model within its squadron (including itself) by the listed value. If the squadron becomes disordered for any reason, this MAR is lost until the disorder is removed.

KILL TEAM

The model increases its CQB stat by +1 when it initiates a CQB engagement.

KINETIC (WEAPON MAR)

Provided all weapons used are within effective range, the model with shields targeted by a *Kinetic* weapon uses **heavy dice** when making shield saves.

There is no effect on cover saves.

LUMBERING

If the model finds itself unable to move due to terrain at the beginning of its Movement segment, it may perform a pivot (even if it is normally unable to do so) to turn on the spot and face any direction. This is treated as making a *Flat Out* movement action. In all other instances, a lumbering model must use the 45º turning template.

Lumbering models who enter Leviathan CQB do not count as ramming their targets, as the contact will be resolved later in the activation in the form of a Leviathan CQB action.

PINPOINT (VALUE) (WEAPON MAR)

If an ordnance attack using a *Pinpoint* weapon causes damage, but fails to destroy a non-infantry model in the target squadron, the firer may roll an additional number of dice equal to the listed value.

If the result contains 1 or more 6s, the target model suffers an additional point of damage that cannot be mitigated by any MARs or shield saves. If an attack contains weapons with differing *Pinpoint* values, choose the highest.

PORTAL TECHNOLOGY [LIMITATIONS]

The model is considered to be a **portal** with the listed limitations designating those models that may make use of them to deploy.

REAR ECHELON

The model is always considered to have activated once deployed.

RECON SPECIALIST

The model may perform an out-of-sequence movement action in the Recon phase at the start of the game.

SCATTER (WEAPON MAR)

Scatter weapons ignore any negative modifiers from the *Hard Target* MAR when firing at non-flying targets.

SECTORED ARMOUR

The model never suffers from penalties to its DR from flank or aft main ordnance attacks.

SHIELD PROJECTOR [+X SHIELD DICE, RANGE"] (PROTECTIVE MAR)

The model counts all friendly elements within the range listed as having a shield rating equal to X.

This shield save is not cumulative with any other cover/shield saves but may provide elements without shield ratings a degree of protection.

SKY DROP

The model may make use of the **sky drop** deployment rules.

SKY DROP NEXUS [LIMITATION, VALUE]

The model has the ability to place a number of **drop sites** equal to the listed value onto the battlefield during the Place Drop Sites segment of the pre-game sequence.

In some cases, the *Sky Drop Nexus* MAR will have a limitation attached to it, which means that these designators may only be used to bring down elements stated as the listed limitation.

TAKE & HOLD

The model may be used to score when playing with objectives.

TARGET LOCK

The model may elect to target their Nexus Designator at an enemy squadron prior to firing their squadron's main ordnance.

Total the amount of hits scored by the target lock attack and refer to the following table. The model must have LOS to at least 1 model in the target squadron.

Result	Effect
0-3 Hits	*Target Lock* has no effect
4+ Hits	The firing squadron gains a placed bonus with a single attack from main ordnance this activation.

TERROR WEAPON (WEAPON MAR)

A squadron that suffer damages from a *Terror* weapon loses -1 D6 when taking disorder tests.

TRACKED/WHEELED VEHICLE

The model interacts differently with various terrain types.

TRANSPORT [ELEMENTS, VALUE]

The model is deployed with a number of elements embarked. The listed value is the maximum capacity of the elements permitted to be embarked. **A transport may only ever carry 1 infantry squadron.**

WALKER

The model interacts differently with various terrain types.

QUALITY

Elite squadrons roll 1 additional die when making disorder tests.

Militia squadrons roll 1 fewer dice when making disorder tests.

PLANETFALL
FIRESTORM — GROUND WARFARE

PRE-TURN PHASE

1. **Tactical Action Cards (TAC)** Buy back TAC cards (double the card's cost). Play 1 TAC card if desired.
2. **Late Arrivals** Flanking forces and reserves arrive.
3. **Determine initiative** Roll opposed tactics test, bidding Logistics points if desired. Winner chooses initiative order.

ACTIVATION PHASE
MOVEMENT

1.Check coherency

A squadron that begins its activation with models **out of coherency distance** *must* move back into coherency next move.
2" Light, armoured and elevated models.
4" Flying models.

A squadron out of coherency at the end of its Movement segment automatically takes a Disorder marker for each surviving element.

2. Nominate movement action

The activated squadron must nominate a movement action.

CRUISING – FLAT OUT – RAMMING – EMBARK – DISEMBARK – REMAIN STATIONERY

2. Execute movement action

The activated squadron executes its nominated movement action.

Special Fire Orders

Focused fire A squadron which remains stationary and does not participate in CQB can perform a *focused fire* action in its Main Ordnance segment. *Focused fire* is **placed** (3+).

Overwatch A squadron which does not perform any actions other than remaining stationary during the movement, CQB or Main Ordnance segments of its activation can be placed on **overwatch**. *Overwatch* fire is **rushed** (+5).

CLOSE QUARTERS BATTLE (CQB)

A squadron ending its Movement segment with models within 4" of an enemy may call a CQB engagement. If it declines, a single enemy squadron within 4" has the option to call a CQB engagement against the active squadron.

A squadron may only initiate 1 CQB engagement in any turn, but may be engaged multiple times.

CQB attacks are resolved like other attacks, however the target squadron (even if it has an Activated maker) also performs a simultaneous CQB attack, with every model in range and LOS contributing.

Squadrons that have moved *Flat Out* or squadrons that have Disorder markers may not initiate a CQB engagement, but may return fire if engaged themselves.

A squadron moving *Flat Out* suffers a *rushed* penalty to its CQB roll to hit.

A squadron with Disorder markers suffers a *rushed* penalty to its CQB roll to hit.

CQB attacks ignore *Protective* MARs and shield saves. Cover saves may be taken normally unless it is a *Storming* CQB.

CQB targets do not get flank/aft bonuses. All CQB weapons have a 360º arc of fire and a range of 4". Unless otherwise stated, all CQB engagements require a 4, 5 or [RED] 6 to hit.

A CQB attack follows the same rules as main ordnance shooting and counts as a weapon in its own right.

MAIN ORDNANCE

The active squadron may fire its main ordnance weapons if it did not take a *Flat Out* movement action or set overwatch.

Declare main ordnance attacks

All attacks from a squadron must be directed towards the same target unless otherwise stated.

Determine range

Effective: less than or equal to the weapon's effective range.

Long: greater than the weapon's effective range, but less than or equal to the weapon's long range.

Mutual agreements

1. Agree which models may participate in the attack based upon LOS and fire arc.
2. Agree if any models are not viable as targets.
3. Agree order of viable targets in the target priority chain.
4. Agree on any flank or aft bonuses.

Compile Attack Dice (AD) pools

1. Decide which weapons are firing.
2. Determine if any weapons are able to combine.
3. Determine the firing solution and attack dice.

Resolve firing action

1. **Determine the firing quality and hit number:**

   Placed: 3+, regular: 4+, rushed: 5+.

   All firing begins as **regular** and requires a **4, 5 or [RED] 6**. Finally, **apply any applicable MARs** and roll attack dice.

2. **Calculate successes** and reduce the amount of successes by the amount of Damage markers on the members of the attacking squadron.

3. **If the total number of attack successes is equal to or greater than the Damage Rating (DR) of the closest model in the target squadron, that model is damaged**. Allocate dice. to apply hits.

4. **Perform shield saves 4, 5 or [RED 6]**. Remove successes from floating dice first, working back from the furthest model.

5. **Apply damage and remove casualties**. Each time a model's DR was reached, apply a Damage marker.

6. Move on to the next attack.

Firing Consolidation

Perform any disorder tests and place any required markers.

END PHASE

1. **Compulsory actions** Replace Disordered markers with Damage markers.
2. **Score objectives** Score all captured objectives.
3. **Check for the end of the game** If either commander has reached zero hour, the battle is over.
4. **Repair** Repair Cyber Attack or Debilitating Effect markers: roll a D6 for each marker: on 4+ it is removed.
5. **Remove in-game effects** Remove any expired in-game effects (such as TACs) and markers.
6. **Prepare for the next turn** Remove *all* Activation markers.

DISORDER TESTS

Roll 3D6 and attempt to score successes equal to the amount of damage sustained in that segment.

+1 D6 One or more models are within the Command range of their helix's Command element.

+1 D6 The squadron has the Elite Quality type.

-1 D6 If the squadron has the Militia Quality type.

-1 D6 if the squadron was targeted by a *Terror* weapon.

Elite squadrons +1 D6. **Militia squadrons** -1 D6.

SKY DROPS

Sky Drop and Artillery markers

A **Sky Drop (SD) marker** is a hexagonal marker with a micro die placed in it that is placed in the Deploy Sky Drop Sites phase of the pre-game sequence and is used to bring in models from off-table. Unless otherwise stated, all SD markers are deployed with their micro die showing a 6.

An **Artillery marker** is a sub-type of SD marker that may only be used as a location for **artillery strikes**.

Artillery strikes are limited by the number of models in the force with the *Artillery Support (#)* MAR and the total number of Artillery markers generated for placement in the Deploy Sky Drop Sites phase of the pre-game sequence.

Sky Drop and Artillery markers have distinct functions, and must be clearly identified on the tabletop.

Nexus Designator

A model with the *Nexus Designator* MAR may target a friendly SD marker in range and perform a firing action against it, independently of the squadron's other main ordnance firing. NDs are not weapons and do not harm enemy models directly.

If there is more than 1 Nexus Designator (ND) in the squadron, they can combine designation attack dice and LOS is not required.

A model may perform a *Flat Out* movement action and use its ND in the same activation.

The ND may be used *once per activation* in *one* of these following ways:

1. **Sky Drop Site Designation action:** The ND may designate friendly SD markers (including designating Artillery markers) deployed by that faction in an attempt to improve the ability of off-table elements to drop into the battlefield. This does not require LOS. The number of hits generated reduce the micro die as normal (down to a minimum of 1).

2. **Artillery Strike Designation action:** The ND may be used to target friendly Artillery markers deployed by that faction to bring in an artillery strike immediately. This does not require LOS. Once an artillery strike has been resolved, the Artillery marker is removed.

   In both the above cases factional allies may not perform designation actions on SD markers deployed by other allies (though natural allies may), so SD markers deployed by allies must be clearly differentiated. Unless otherwise stated, factional and natural allies may make use of each other's SD markers to bring in their own elements without penalty.

3. **Target Lock action:** The ND may be used to perform a Target Lock action against an enemy squadron. This does require LOS to the targeted squadron. Only models with NDs *and* the *Target Lock* MAR may perform this action.

Designate a Sky Drop Site

1. **Nominate a SD marker** deployed by that force within range of the NDs performing the designation. No LOS is required.

2. **Perform a Firing action** with any NDs available at the SD site (using the *exploding dice* mechanic).

3. **All ND 'attacks' hit on a 4, 5 or 6 [RED].**

4. **For each hit, decrease the number on the micro die by 1** (to a minimum of 1).

Drops and Deviation

The micro die in the centre of the SD marker indicates the number of D6 the dropping asset or artillery will deviate when deployed. The commander nominates an edge of the marker to be their preferred direction and rolls a D6.

On a roll of 1, the drop is accurate and deviates in the preferred direction; otherwise tick round the marker *clockwise* by the number rolled to find the actual direction.

Then roll the number of D6 shown on the micro die to determine the distance, in inches, that the asset will **scatter**.

Elements (or in the case of transports, multiple elements) that deviate off the table or into impassable terrain are destroyed. Immediately amend the opponent's Zero Hour tracker by the total TV of the elements lost.

Should a SD marker ever be decreased to 1 on its micro die, the drop is considered to be *zeroed in* and the commander may choose to reroll the deviation direction of the drop (the second result must be accepted).

Choosing and Deploying Sky Drop Assets

Before the start of a game, both commanders must decide which squadrons are to be kept back to insert into the battlefield using the sky drop rules and put these models aside. These elements do not constitute activations until the commander decides to bring them in as an activation in their own right.

Models deployed into combat via sky drop count as making a *Remain Stationary* movement action during their activation but cannot go on *overwatch* or perform *focused fire* on the turn they deploy. Deployed models may not be placed within 1" of a enemy model and must be in coherency.

SD markers that bring in squadrons are not removed once they are resolved. Models held off table are not considered to be 'activations' until they are deployed in the same way as embarked models.

If a model is unable to deploy due to lack of space at the determined location, the model must travel further down the direction of deviation until such time as it – and any assets being transported – can deploy.

Any models passed over by the line down the direction of scatter by this additional movement may add their CQB dice to models within 4" of the model's eventual landing point should a CQB engagement be called upon the model's deployment.

PORTALS

One **portal** allows the specified models to deploy onto the battlefield as though deployed with a *Disembark* movement action.

A pair of portals deployed by the same helix are assumed linked, and suitable models may travel between them. Models that move into base contact with the portal are immediately placed in base contact with the other portal instead, treating the movement as a *Disembark* movement action. Models that go through a portal may act normally during the remainder of their activation.

ARTILLERY STRIKES

An **artillery strike** may be called in by a model with a ND instead of firing at a friendly drop site this turn. The drop site must still be in range of the ND. Once an artillery strike has been resolved, the SD marker is removed from play.

An artillery strike uses all the rules for designation and deviation, but once the target point has been determined, place the **Blast marker** with its centre at that point.

Only models touched (even partially) by the template can be viable casualties in the upcoming attack, and the order of the target priority chain allocated in ascending levels of DR (although the owning player may choose the order of the chain when DR levels of possible models are the same).

Roll the number of attack dice stated in the force list. An artillery strike is always considered to gain the **aft attack bonus** (reducing the DR of all targets under the template by -2) and have the *Barrage* and *Scatter* MARs.

If the template covers multiple squadrons, only the models under the template may be hit. This may lead to multiple squadrons suffering under the artillery strike, with damage allocated as normal and any disorder tests taken simultaneously after all casualties have been removed.

FIRESTORM PLANETFALL
GROUND WARFARE

WEAPON MARS

ANTI-PERSONNEL (WEAPON MAR)
The model ignores any negative modifiers from the *Hard Target* MAR when firing at infantry targets.

BARRAGE (WEAPON MAR)
Models targeted by a *Barrage* weapon do not get cover saves.

CORROSIVE (WEAPON MAR)
If a model is damaged (not destroyed) by a *Corrosive* weapon, give it a Debilitating Effect marker. The model has each level of its DR reduced by -1 until it is removed as a casualty. Debilitating Effect markers can be removed on a successful repair test; they are not cumulative in effect but must still be repaired individually.

CYBER WEAPON (WEAPON MAR)
Cyber weapons ignore all shielding effects and may only target non-infantry models. If the number of hits generated equal or exceed the nearest enemy's current DR, roll once on the following table. If an attack rolls enough hits to match or beat the nearest enemy's current DR multiple times, roll a number of times on the table equal to the number of times the DR was reached, and apply all results.

1	Advanced Targeting Offline	The affected squadron treats all main ordnance firing as *rushed*, and may not use *Focused Fire* or *Overwatch*.
2-3	Internal Malfunction	The nearest model in the squadron gains a Debilitating Effect marker (see *Corrosive* MAR for its effects).
4-5	False Fall-Back Order	The squadron gains a Disorder marker.
6	Total Disarray	The squadron gains an Activation marker.

INTERCEPTOR (WEAPON MAR)
Models with this MAR suffer no *Hard Target* penalties when firing main ordnance at a model with the *Flying Vehicle* MAR.

KINETIC (WEAPON MAR)
Provided all weapons used are within effective range, the model with shields targeted by a *Kinetic* weapon uses **heavy dice** when making shield saves. There is no effect on cover saves.

PINPOINT (VALUE) (WEAPON MAR)
After all firing is determined and casualties removed, if a main ordnance attack using a *Pinpoint* weapon causes damage, but fails to destroy a non-infantry model in the target squadron, the firer may roll an additional number of dice equal to the listed value.

If the result contains 1 or more 6s, the target model suffers an additional point of damage that cannot be mitigated by any MARs or shield saves. If an attack contains weapons with differing *Pinpoint* values, choose the highest.

SCATTER (WEAPON MAR)
Scatter weapons ignore any negative modifiers from the *Hard Target* MAR when firing at non-flying targets.

TERROR WEAPON (WEAPON MAR)
A squadron that suffer damages from a *Terror* weapon loses -1 D6 when taking disorder tests.

PROTECTIVE MARS

CLOAKED
Main ordnance ranged attacks against the squadron may not use the *explosive dice* mechanic, and instead use **heavy dice**.

HARD TARGET (NEGATIVE MODIFIER)
Any main ordnance attacks against the model suffer the listed negative modifier to the required roll to hit. This MAR may only apply under certain conditions noted in the model's entry.

IMPROVED SHIELD HARMONICS (+VALUE)
A model with this MAR increases the shield rating of any model within its squadron (including itself) by the listed value.

If the squadron becomes disordered for any reason, this MAR is lost until the disorder is removed.

SHIELD PROJECTOR [+X SHIELD DICE, RANGE"]
The model counts all friendly elements within the range listed as having a shield rating equal to X. This shield save is not cumulative with any other cover/shield saves.

CLASSES

LIGHT	ARMOURED
Light infantry	Medium tank
Heavy infantry	Utility/designator
Light tank (recon)	Weapon/sky drop
	APC
ELEVATED	Infantry sky drop
Building	Heavy tank
Leviathan	Mobile command centre

FLYING
All flyers

OBJECTIVES

Total MFV	Primary Objectives Per Side	Secondary Objectives	Tertiary Objectives Per Side
3000 pts or less	4	2	1
3001-6000 pts	8	4	2
6001-9000 pts	12	6	3
9001+ pts	16	8	4

TERRAIN

Terrain Type	Impassable to:	Block LOS	Elevated	Special Rules
Buildings	Non-flying or non-infantry models	Variable	Variable	Cover save [RED 2] for any occupying light or heavy infantry. Buildings with more than 1 storey are elevated and block LOS to and from all non-flying models. Buildings with a single storey are not elevated and block LOS to and from all non-elevated and flying models. All buildings may be occupied and have an **occupancy level** of 1 (a maximum of 1 infantry squadron may occupy a building).
Vegetation/ Forests/Jungle	Tracked/wheeled models	Light elements	No	Cover save [RED 1] for any light or heavy infantry. Walkers may not move *Flat Out* through vegetation. An area of vegetation may be occupied if both commanders agree. If so, this feature has an occupancy level of 1.
Huge Rocks/ Spires	Non-Flying models	Light and armoured elements	Yes	None.
Rough Ground/ Craters	None	No	No	Tracked/wheeled elements and Infantry may not move *Flat Out* over rough ground
Raised Ground/ Hills	None	Light and armoured elements	Yes	The edges of raised ground can also be designated as cliffs, which are impassable to all models except flying models.
Rivers (non-lethal)	Infantry, tracked/ wheeled elements	No	No	Walkers may not move *Flat Out* through a river. Rivers of lava and similar can be considered impassable to walkers if both commanders agree.
Roads	No	No	No	All infantry, tracked/wheeled models may increase their movement Value by +3" if they spend their entire movement segment on the road.
Bridge/ Crossroads (roads only)	No	No	No	Attaches to roads and share the same rules. Bridges connect 2 pieces of road over a river.
Walkway (Buildings only)	Tracked/wheeled, hover and walker models	No	Yes	Attaches 2 buildings together, and may only be traversed by infantry.