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Page 1: **Rules summary page 1**

Page 2: **Rules summary page 2**

Page 2: **Rules summary page 3**

Page 3: **Play reference x2 front**

Page 4: **Play reference x2 back**

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SETUP

Players agree on a **points value** (usually 100-150 points) then create their **crews** by choosing a **faction** and purchasing models up that points value.

You must choose 1 and only 1 leader, and a leader may take 1 **ability card** of their faction. You may include faction neutral models. A model's **frequency** is the maximum number you can take of that model. In a non-wayfarer list, you can only take 1 warfarer/100pts, 2/125pts, and 3/150pts. **Effect cards** are one use only events; you cannot take more than 10 points worth, and no card may be taken more than once.

Choose a **scenario** or roll a D10, and follow its steps. Set up the table (3x3' for up to 150 points, 3x4' for larger games) with lots of terrain, then agree on the definitions for each type of terrain. It is recommended that at least a third of the surface be water.

Follow the scenario steps for initiative and deployment. Unless otherwise specified, models must deploy at ground level. The player with **initiative** takes the first activation.

BASICS

Measure distances to and from the closest point of a model's base edge to the target. You may pre-measure at any time.

You may never re-roll a re-roll. A **blunder** or **feat** result may never be altered or re-rolled.


Successful test results: **Feat**, **nailed it**, and **pass**.
Success levels, best to worst: 1 **feat** | 2 **nailed it** | 3 **pass**.
Unsuccessful test results: **Fail** and **blunder**.

The **active player** is the player currently performing an activation. The other player is the **inactive** or **reacting player**.

Action points (AP): The first number represents how many APs the model gains at the start of each turn, while the second number is the maximum that character may hold at any one time.


DICE TESTS

Make an **attribute test** by rolling 2D10. One die is the **attribute die** and the second is the **feat die** (with a feat symbol instead of a 1). You are attempting to roll equal to or under the target attribute.

Feat: The feat die result is a . You have **nailed it** and you get a special **feat** bonus.

Nailed it: Both the attribute die and the feat die results are equal to or under the attribute.

Pass: The attribute die result is equal to or under the attribute.

Failure: The attribute die result is higher than the attribute (unless the feat die rolls a ).

Blunder: A double which is over the attribute. If the test does not supply a blunder result, treat the roll as a normal fail.

A stat given as 2 numbers usually means that if you roll a **pass** you use the first number, and if you roll a **nailed it** you use the second number. If the test involves more than 1 stat, if you **nailed it** you can chose only 1 **nailed it** result.

Optionally, if both players agree, you can count doubles which are equal or under the attribute (after modifiers), to be feats also.

Some effects modify stats for the duration of a roll. A modifier may never raise an attribute to more than 9 or less than 1.

When 2 models perform actions which directly oppose each other, make an **opposed test**. Both models roll their test simultaneously and compare their success levels. The higher success level wins the test and gets to apply their results, and the losing player's action automatically fails (even if their result was a success). If both models fail neither action is successful.

If both models roll the same success level then the numerically highest successful dice result wins. If both model's highest die result is equal it is a **true tie** and *both* models succeed.

TURN STRUCTURE

1. INITIATIVE PHASE

Count the difference between the number of conscious models on both sides. The player with less models receives an amount of **pass tokens** equal to that difference.

Both players roll D10. The player with the lowest result chooses to take the **initiative** or give it to their opponent (it is not necessary to roll for initiative on the first turn of the game). On a tie, re-roll.

Players give each conscious model APs equal to its AP.

2. ACTIVATION PHASE

The player with initiative is the first **active player**. They select and activate one of their models, spending APs to perform actions until they have no more APs or have spent as many as desired. They then declare that model's activation over, and pass active player status to the opponent.

When you can activate a model you may instead discard a pass token, which passes active player status back to your opponent.

Players alternate activating models and spending pass tokens until all models have had an activation.

Each model only has 1 activation per turn, and once it has finished its activation it may not be activated again that turn. If a model finishes its activation with left over APs it may, under certain circumstances, declare a **reaction**.

3. CLEANUP PHASE

Any unspent APs are lost and do not carry over to the next turn.

Execute any special *end of turn* events.

Remove any tokens or templates as required. Return any unspent pass tokens to a general pool.

Record the turn number, and return to the initiative phase.

ACTIONS

Every action costs 1 AP. Actions may be taken in any order and as many times as desired. Each action sequence is in 3 stages:

1. DECLARE:

- Active model declares action.
- Ask if opponent wishes to react.
- Declare any **nested actions** and **firefighths**.

2. TEST:

- Complete any movement action which requires tests.
- Roll combat actions in any order.
- Both players make any re-rolls they wish.

3. APPLY:

- Move models.
- Record wounds, change model health states, and apply any results of skills, weapon properties or other game effects.
- Grant APs for **feat** rolls, if any.
- Apply any effects that occur at the end of the action sequence.

MOVEMENT ACTIONS

1. **Declare:** Declare your movement action by spending 1 AP and indicating your desired movement path and destination.
2. **Test:** Make any dynamic movement tests if necessary.
3. **Apply:** Move the model as far along your declared movement path as the results of your test or movement type allows.

There are 3 types of movement, and you may perform several of them in one movement:

NORMAL MOVEMENT

Running along a flat surface such as even ground, a walkway or up stairs; no significant obstacles or terrain elements greater than 1". The model moves up to their **nailed it SPEED** in inches.

RESTRICTED MOVEMENT

Crawling (moving while prone) or swimming (base entirely in water; mark with a swim token). The model moves up to their **pass SPEED** in inches (even if a **nailed it** result was rolled on a dynamic movement test).

Entering or exiting the prone state may only be done during a movement action, and the model must apply a **SPEED** modifier of -1/-1 to enter or exit the prone state.

You can combine restricted movement with dynamic movement, but the model will only ever move its **pass SPEED**, regardless of the dynamic movement test result.

DYNAMIC MOVEMENT

Performing difficult and acrobatic movement due to difficult terrain elements.

Leaping: Moving from one object to another in a horizontal direction, up on to an object which is 1" or more but less than 3" in vertical distance from the starting position of the leaping model.

Climbing: If the object you wish to scale is higher than 3" you will have to climb. Climbing is moving up, down or along an object over 1" in height and on which it is impossible to balance a model.

There is some crossover between leaping and climbing, so sometimes a model will have a choice.

When performing a movement action which would cause a model to climb or leap, make an **AGILITY** test to see how far your model may move. You only ever make a single test per action; use the results to determine how far you move.

- **Feat:** Counts as a **nailed it** result, plus gain 1 AP at the end of the activation sequence.
- **Nailed it:** Move your **nailed it SPEED** along your movement path.
- **Pass:** Move your **pass SPEED** along your movement path.
- **Fail:** Move to the point on your movement path at which the dynamic movement begins, and stop.
- **Blunder:** Fall from a point on your movement path of your opponent's choosing. The model is laid prone at the bottom of the fall, and takes 1 wound plus 1 damage for each full inch minus 1 that it falls. This ends its action.

A model may end its movement while moving normally, swimming, climbing, or while prone. It may not end its movement in mid-jump. If your movement allowance leaves you hanging in mid-air you may, instead of moving back along your movement path to a legal resting point, choose to fall (and take falling damage).

NESTED ACTIONS WHILE MOVING

When declaring a move action you may declare a **single nested action** at the same time. This must be a **shoot** or **dodge** action and costs an additional AP. It may occur at any point during the active model's movement path, and that precise point must be indicated in the declare phase of the activation sequence.

Each enemy model may react as normal to either the move action or the nested action, but not both.

If declared during the **nailed it** portion of a model's declared movement path a nested action may be conditional on the success of a movement test.

Where this is the case, if the movement test fails the nested action will not occur, and the spent AP is returned to the active model at the end of the activation sequence.

COMBAT ACTIONS

THE SHOOT ACTION

A **shoot action** can occur during any part of a model's activation: even as a nested action in the middle of a move action.

A shoot action requires a ranged weapon, a target within range, and line of sight (LOS).

The target must be an enemy model (or in the case of a template weapon, a target spot) who is not in base contact with a model friendly to the shooting model.

The player controlling the target model claims any cover bonuses and both players agree on the required **target number** (TN), which is the shooting model's **MARKSMANSHIP** plus modifiers.

To shoot make a **MARKSMANSHIP** test:

Target in hard cover	-1 MARKSMANSHIP and +1 armour to target
Target in soft cover	-1 MARKSMANSHIP
Target in or behind smoke	-2 MARKSMANSHIP
Shooting model swimming or climbing	-1 MARKSMANSHIP

- **Feat:** Counts as a **nailed it** result, plus you receive 1 AP at the end of the activation sequence.
- **Nailed it:** The shot is accurate. If the target model is within the weapon's **pass** range, you hit using the weapon's superior damage (second number). If the target model is within the weapon's **nailed it** range, you hit using the weapon's normal damage (first number).
- **Pass:** The shot is accurate. If the target model is within the weapon's **pass** range it hits using the weapon's normal damage. Otherwise it misses.
- **Fail:** The shot misses.
- **Blunder:** The shot misses and the weapon **jams**. It may not be used again until it has been repaired. Indicate this with a **jam token**.

If the roll is successful and the damage value has been determined, the defending player must make an **armour roll**. Roll D10 for each damage caused.

Each dice roll equal to or under the target model's **TOUGHNESS** (plus or minus any applicable modifiers such as armour or cover) is a success.

Each failed roll causes 1 wound. Subtract wounds from the miniature's wound total. Models which reach 0 wounds move to the **down** state.

THE DODGE ACTION

You may declare a **dodge action** at any time, but will usually do so when being shot at, or attacked in close combat.

Dodge actions don't have to be opposed tests, but they usually are; in which case the results of the dodge are only applied if the opposed test is won (or tied) by the dodging model.

To dodge make an **AGILITY** test.

- **Feat:** Counts as a **nailed it** result, plus you receive 1 AP at the end of the activation sequence.

- **Nailed it:** At the end of the action sequence you may perform up to 2" of normal or restricted movement in the direction of your choice, if possible. Or you may make 1" of dynamic movement in the direction of your choice, without requiring a test. You may not use this movement to charge an enemy.
- **Pass:** You successfully dodge. At the end of the action sequence you may perform up to 1" of normal or restricted movement in the direction of your choice, if possible. You may not use this movement to charge an enemy.
- **Fail:** The dodge is a failure. Resolve the effects of the enemy shot, if any, as normal.
- **Blunder:** You trip and injure yourself. Take 1 damage. Then resolve the effects of the enemy shot, if any, as normal.

If the active model is dodging against multiple shoot actions (usually because they are the target of multiple reactions) each reacting roll is compared to the dodge roll result, and the result of each hit is resolved separately using the normal rules for opposed tests. This is an exception to the normal reaction rules. Regardless of how many shots were fired at the dodging model, that model only counts as having dodged once, not once for each attack.

A model may react to a shot from a template weapon with a dodge. You must declare it once the intended placement of the template has been decided, but before dice are rolled. This is not an opposed test, so the outcome of the dodge roll does not effect the template shot. If a successful dodge move moves the model clear of the template, it avoids the effects of that template.

CLOSE COMBAT AND CHARGE ACTIONS

Once in base contact with an enemy you are 'in close combat', and fighting requires the use of the **close combat action**. The only way to get in to base contact with an enemy model is to declare (or be the target of) a **charge action**. No nested actions or firefights may be declared during a charge action.

1. **Declare:** Declare your charge action by spending 1 AP and indicating your desired movement path, point of destination, and target model (who must be an enemy model).
2. **Test:** Make any dynamic movement tests if necessary. If successful now take a **CC** test, applying any charge modifiers.
3. **Apply:** Move the model as far along your declared movement path as the result of your test or movement type allows. Then apply any and all effects of the combat.

To perform a close combat make a **CC** test:

Each standing enemy model in base contact after the first.	-1 CC
Charged (only if the charging model did not begin their move in water)	+1 CC
Prone, climbing, or swimming	-1 CC and -1 AGILITY
• Feat: Counts as a nailed it result, plus gain 1 AP at the end of the activation sequence.	
• Nailed it: Inflict your CC weapon's nailed it damage on the enemy.	
• Pass: Inflict your CC weapon's pass damage on the enemy.	
• Fail: You miss your opponent. Nothing happens.	
• Blunder: Not only did you fail, but take 1 damage, then resolve the other effects of the combat, if any.	

Any model in base contact with an enemy model who declares a close combat or dodge action may **react**, either with close combat or dodge. When the target model reacts in close combat players make an opposed test, and only the winner inflicts damage.

If you did not win the opposed test your test result is ignored (except in the case of a blunder) and therefore you do not need to consult the test results.

If there are multiple participants in a **close combat**, treat it like any other firefight with multiple participants. However, models in close combat gain a -1 modifier for each enemy model who is also in base contact with them other than the target model.

To move out of base contact with a conscious enemy model, a model must declare a dodge action and use its resulting dodge move to disengage from combat.

REACTIONS

During the declare step of the action sequence, after the active model has declared their action, the inactive player may respond by declaring **reactions**.

There is no limit to the number of reactions which can be declared against a single action, but each reacting model may only declare 1 reaction against that action, and it must be a combat action (**shoot, dodge, or close combat**). You cannot declare a charge action as a reaction.

If an action which may cause damage is declared, the active model must be the target of the action.

To declare a reaction a model must have 1 AP to spend and LOS to the active model during some part of its action sequence. The reaction may happen during any part of the active model's action as long as the inactive model has LOS.

If the active model's action is not a combat action, or targets a model other than the reacting model, then the rolls are **unopposed**.

If declared during the **nailed it** portion of a model's declared movement path a reaction may be conditional on the success of a movement test; if the test fails the reaction will not occur, and no AP will be spent. Likewise, if a firefight was declared this also does not occur and the AP spent by the active model is returned at the end of the action sequence.

CHARGES

A **charge action** is a **single action**, and so each model may only declare a single reaction against it. The target of the charge action may choose to declare a shoot, dodge or close combat action. These will be opposed tests vs the charging model's **CC**.

Other models may react with shoot actions or, if the charging model's declared movement will take it in to base contact with them as well, a close combat or dodge action. These tests will be unopposed.

A charge is a combat action, not a move action, so it is not possible for the active model to declare a nested action.

FIREFIGHTS

In response to a reaction declared against a move or interact action the active player may initiate a nested action called a **firefight** by immediately spending 1 AP to declare a combat action in response. If an action which may cause damage is declared the reacting model must be the target of this action. The firefight is an **opposed test** between the 2 models.

If more than 1 model is reacting then the firefight is between the active model and whichever model they are targeting. All the other rolls will be unopposed. It is not possible to declare more than 1 firefight, regardless of how many APs the active model has.

LINE OF SIGHT

LOS templates (A to E) may be used establish whether models can see their target. LOS is drawn from the shooting model's head in any direction. If the target model is stationary, replace the model with the appropriate LOS template, with the arrow pointing directly towards the shooting model. If the target model has declared a movement action, place the template along the declared movement path to establish if the shooting model has LOS (*before* reactions are declared).

If the shooting model can see any part of the template, excluding the base, it has LOS.

A miniature benefits from **cover** if any part of the LOS template, excluding the base, is obscured by terrain or a low visibility area such as a choke or smoke template.

Hard cover is anything substantial enough to stop a bullet. **Soft cover** are objects which would not stop a bullet, but which will break up the outline of a model (including weapon).

A model may benefit from both soft and hard cover, but not more than 1 instance of the same type of cover.

Climbing, swimming, and prone models draw LOS to and from any part of their base, not the model, so unless the target model is moving there is no need to use a LOS template. Climbing, swimming, and prone models *do* benefit from cover if the model or template base is partially obscured.

You cannot shoot through your own models. However, if you can draw LOS to the model (even if that model is partially obscured by a friendly model), you may target it. Intervening models do not count as cover.

If a target is partially obscured by any enemy models the shooting model must instead target the nearest model.

MODEL STANCES

STANDING

This is the default model stance, and all rules apply to a standing model unless otherwise specified.

PRONE

Prone models should be left standing with a **prone marker** to indicate their stance.

Prone models do not block LOS, although their bases do. LOS is drawn to and from a prone model's base, not the model itself: imagine the model is lying flat, occupying the space normally filled by the base itself.

Voluntarily entering or exiting the prone stance may only be achieved through a movement action.

Prone models suffer negative modifiers to combat actions.

SWIMMING

Models automatically enter the swimming state whenever their base is fully surrounded by water and not touching land. They exit the swimming state as soon as their base touches land. Swimming models should be left standing with a **swim marker** to indicate their stance.

Swimming models do not block LOS, although their bases do. LOS is drawn to and from a swimming model's base, not the model itself: imagine the model is floating flat, occupying the space normally filled by the base itself.

While swimming a model benefits from soft cover. Swimming models may climb, but they may not leap out of the water, though they may leap *into* water. When models enter water they automatically lose all fire tokens, and swimming models cannot be assigned fire tokens.

Swimming models may perform actions as normal, but suffer negative modifiers to combat actions.

CLIMBING

Climbing models are left at the bottom of the climb with a **climb marker** denoting the exact amount in whole inches that it has climbed. Both players must agree exactly where the model is located for purposes of drawing LOS.

LOS is drawn to and from a climbing model's base, not the model itself: imagine the model is lying flat against the climb surface, occupying the space normally filled by the base itself.

Climbing models may perform actions as normal, but suffer negative modifiers to combat actions.

Unless a surface has been explicitly designated unscaleable by both players before the game starts, a model may leap onto a climbable surface and end the move there, or continue climbing.

BASE CONTACT

Two models whose bases are touching are said to be in base contact. This is not a stance, but a rules condition.

TEMPLATE WEAPONS

There are 3 types of template: the teardrop template, small template, and large template. Weapons which use them have the *Template (X)* special rule. A model comes under the influence of a template's effects if any part of its base is under the template.

To use a template, declare a shoot action, nominate a target area in LOS, and place the template centre over the target area.

If the weapon firing the template or any of its weapon properties cause damage, the template must not cover or partially cover friendly models, or a combat involving a friendly model (even if that model is not covered). It also may not cover or partially cover any **stealthed** models unless at least 1 enemy model which is not in stealth is also covered or partially covered by the template.

Models hit by a template suffer the damage and weapon effects belonging to the template weapon profile.

You can **dodge** a template weapon by declaring a dodge reaction after the template is placed, but before it scatters. A successful dodge must bring the model entirely out of the template's area of effect.

If a player is required to nominate a **target model**, or target a specific model (eg. in a reaction or firefight), the player who is firing the template weapon may, after a target area is nominated and the template is placed but before it scatters, nominate any enemy model under the template as the target model.

Rolls involving template weapons may never be opposed tests.

If a template weapon is involved in a reaction either as the active or reacting model, rolls are made independently.

If a stealthed model is under a template fired by a weapon which causes damage or has weapon properties which cause damage, before rolling damage the firing model must roll equal or under their **INTELLIGENCE** on a single D10, or no damage is done to the stealthed model. However, if damage is applied, the stealthed model loses its stealth token and becomes revealed at the end of this action sequence.

Teardrop template: A weapon using this template does not require a roll to hit. Instead the template is placed automatically after the shot is declared, with the pointed end touching the firing model's base. Other models may react to the shooting model as normal, but all rolls are unopposed. In order to be hit by a teardrop template some part of the target model (including the base) must be visible from the template's point of origin.

Template (large and small): For the purposes of cover, LOS is drawn from the centre of these templates, so all **MARKSMANSHIP** modifiers for cover are ignored.

Scatter: If an object is scattering as part of a shoot action, do so immediately after **MARKSMANSHIP** tests and re-rolls have been finished, but before damage has been applied.

Use the indicated scatter distance (usually a dice roll). To determine direction, place a template over the target area with the 1 pointed to the centre of the board and roll D10: the direction corresponds to the number printed on the template edge.

If a scattering object meets a piece of solid terrain which counts as hard cover, it immediately stops at that point.

DAMAGE AND HEALTH

Damage expressed as a number, which is the amount of D10 **armour dice** a model rolls to prevent that damage. Unless otherwise stated, the model receiving damage is always entitled to make an armour roll. Armour rolls are made all at once, and all wounds are inflicted at once, even if inflicted by different sources.

If a model is ever described as **taking wounds** these are automatic, and no armour roll is made.

After all wounds have been inflicted change the model's **health state** if necessary. Do not track negative wounds.

Healthy: A model which has not taken any wounds.

Wounded: A model who has taken wounds, but is not at 0 wounds. There are no ill effects.

Conscious: A model which is healthy or wounded is conscious.

Down: A model at 0 wounds is unconscious: move them to the prone state, and remove their APs. A downed model does not gain an activation or APs, either during the initiative phase or through any game effect, and may not grant bonuses to other models through skills. Any damage caused to a down model will move it to the taken out state, and no armour roll is made. Down models do not block movement or LOS, but a model may not stand on them.

Taken out: A model who, in a single action sequence, receives wounds equal or greater than double their current wounds is taken out. Remove them from the board; they take no further part in the game.

Unconscious: Models down or taken out are unconscious.

FALLS AND FALLING DAMAGE

When a model falls, measure the falling distance in whole inches (round up) and subtract 1. The model takes that many points of damage, and must make an armour roll.

Models which fall in to water do not take falling damage.

A model may never fall into base contact with an enemy model. If a fall would do so, instead place it 1" away from that model, and as close to the original fall point as possible.

ABILITIES

Models with a **role** have an associated **ability**. *Tough* models do not have a role ability.

LEADER: COMMAND

After declaring an action with a leader model, but before executing that action, you may declare a **command order**, which can happen at any point during the course of that action. This is not an action and does not cost APs.

A command order allows a player to move APs from any friendly, conscious model to another friendly, conscious model.

Once the command order has been declared continue with the rest of the action as normal. All command rolls are taken at the end of the action, but before the beginning of the next action.

If the command order is successful a leader may continue making command orders until one is failed, or the action during which the command orders were declared ends.

Once the action in which the command orders were declared is over, or a command order is failed, no more command orders may be made until the next turn.

Nominate both a donor model and recipient model. The donor model must have an AP available, and the donor and recipient must be different models but both from the same faction as the leader model. The leader model must have been able to draw LOS first to the donor model, then to the recipient model during the course of the action (and in that order).

The leader model may declare itself as either donor or recipient.

Make an **INTELLIGENCE** test.

- **Feat:** Counts as a **nailed it** result, plus gain 1 AP at the end of the activation sequence.
- **Nailed it:** Move 1 or 2 AP from the donor to the recipient model.
- **Pass:** Move 1 AP from the donor to the recipient model.
- **Fail:** The command attempt is a failure and nothing happens. The leader model may make no more command orders for the remainder of this turn.
- **Blunder:** Discard 1 AP from the donor model. The leader model may make no more command orders for the rest of this turn.

Once a command roll is complete, if successful, a leader may declare another command roll with the same or different donor and recipient.

MECH: REPAIR

A mech may attempt to fix a jammed piece of equipment if they are in base contact with the owning model (including themselves), by declaring an **interact action** and making an **INTELLIGENCE** test. The owning model must be a member of the mech's faction.

- **Feat:** Counts as a **nailed it** result, plus immediately gain 1 AP.
- **Nailed it:** The weapon is repaired. Remove the jam token.
- **Pass:** The weapon is repaired. Remove the jam token.
- **Fail:** Nothing happens.
- **Blunder:** The weapon is beyond a field repair job, and cannot be used for the rest of the game.

MEDIC: FIRST AID

A model with **first aid** may attempt to heal a wounded model of its own faction if they are in base contact (including themselves), by declaring an **interact action** and making an **INTELLIGENCE** test.

- **Feat:** Counts as a **nailed it** result, plus immediately gain 1 AP.
- **Nailed it:** The target model gains 2 wounds.
- **Pass:** The target model gains 1 wound.
- **Fail:** The heal attempt is a failure and nothing happens.
- **Blunder:** The target model takes 1 wound.

A **down** model who has any wounds healed with this skill will change health state. Healing may never take a model above its starting wound value.

SCOUT: INFILTRATE

Infiltrate is a special deployment rule designed for scenario play. Each scenario will explain how and when models with this ability deploy.

STEALTH

A model is **stealthed** when it has a **stealth token** assigned to it. A stealthed model may not be shot at, charged, or placed in base contact with an enemy model, except at the end of a charge action initiated by that stealthed model.

An enemy or friendly model may move through a stealthed model as though it were not there.

LOS cannot be drawn to a stealthed model, so command orders may not include them as either donor or recipient.

When a stealthed model declares any action which is not a move action, they lose their stealth token and become revealed at the end of the action sequence. However, it is also possible to reveal an enemy stealthed model. If an enemy model could draw LOS to the stealthed model (if it was not in stealth) it may attempt to reveal it. This can be done as an action or reaction by declaring a special shoot action called **reveal**.

Reveal works exactly like a shoot action (including modifiers for cover, but not from skills related to shooting) but, instead of hitting, a successful reveal action removes the stealth token from a stealthed model. Test **INTELLIGENCE** instead of **MARKSMANSHIP**, and use this reveal profile instead of your weapon profile: **range 8/14, damage 0/0**. On a blunder result the reveal fails, but there is no other negative effect.

If a stealthed model ever receives a **fire token** it automatically becomes revealed, losing its stealth token.

You may declare a reaction against a stealthed model who has initiated combat. However, any opposed action is at -2 to the relevant attribute. So if your action is to dodge, -2 **AGILITY**; if it is to close combat, -2 **CC**, and if it is to shoot, -2 **MARKSMANSHIP**.

CAVALRY

The model type of a cavalry model is **cavalry**, not **character**.

Cavalry models may not become **prone** either voluntarily or by effect. They may never declare an interact action.

COMBAT AND WOUNDS

Wounds for the rider and the mount are tracked separately.

When targeting a cavalry model, declare a shot against the whole model. If you **pass**, damage is allocated to the mount. If you **nailed it**, you may choose to allocate damage to the rider or the mount. The owner of a template weapon may choose whether to allocate damage against the rider or mount.

Use the appropriate **TOUGHNESS** and **ARMOUR** attributes. Weapon properties and skills must be used against the same target that the damage was allocated to.

Tokens are assigned to the cavalry model as a whole. When these tokens would cause damage, the opposing player may choose who they will damage. Falling damage or damage caused by blundered movement tests are allocated to the mount.

If it is not clear whether a particular game effect should affect the rider or mount the player who caused the effect may decide. If no player caused the effect, the cavalry model's owner may decide.

If either rider or mount's wound total is reduced to 0 the model separates. At the end of any action sequence where this happens, if the rider is **down** place the rider model in base contact with the cavalry model, and replace the cavalry model with a suitable beast model. Then move the model to the **down** state.

If the rider is **taken out**, replace the cavalry model with a suitable beast model.

You cannot heal a cavalry model; a rider must dismount to be healed.

DISMOUNTING

As part of a move action, and with a -2/-2 **SPEED** modifier, you can choose to separate rider and mount.

1. **Declare:** Declare your movement action by spending 1 AP, indicating your desired movement path, your point of destination, and the point of separation of the rider and mount.
2. **Test:** Make any dynamic movement tests if any are necessary.
3. **Apply:** Move the model as far along your declared movement path as the results of your test or movement type allows, first stopping at the chosen separation point for mount and rider.

Place the rider model in base contact with the cavalry model, and then move the cavalry model to the declared destination point. Replace the cavalry model with an appropriate beast model to represent the mount.

Replace the cavalry model profile card with cards for the rider and mount, record current wound levels, and allocate any remaining APs and tokens between the cards as you see fit.

Indicate to your opponent which of the 2 models will continue the activation. The other is considered to have activated for the turn and will receive no activation till next turn.

When a rider dismounts, only the cavalry model may be reacted against, as it is the active model. At the time reactions are declared the dismounted model does not exist.

Reactions are always vs the cavalry model as a whole, regardless of the point at which the reaction was directed. However, if the reaction occurs after the separation point, only the mount will take damage regardless of the shooting model's test result.

The active model is not permitted to declare a firefight or nested action after the separation point.

REMOVING

As part of a move action, and with a -1/-1 **SPEED** modifier, a dismounted model may remount their former mount by moving into base contact with it. This ends the action and no further movement may be achieved.

1. **Declare:** Declare your movement action by spending 1 AP, indicating your desired movement path, and your point of destination (which must result in the rider and mount being in base contact).
2. **Test:** Make any dynamic movement tests if any are necessary.
3. **Apply:** Replace the mount model with the cavalry model and remove the rider model from the game. Replace the mount and rider profile cards with the cavalry model profile card, making note of the separate model's wound profiles.

Discard any APs the mount model owned, and transfer any APs belonging to the rider model to the cavalry model profile card. Transfer any effect tokens from both models to the cavalry model. You may now continue the activation using the cavalry model as the active model.

BEASTS

The model type of a beast model is **beast**, not **character**.

Beasts operate like characters, but they may not voluntarily enter the **prone** state or crawl, they may not carry objectives or use the interact action, and they may not be healed or revived using the *First Aid* skill.

TERRAIN

Rough terrain: Areas of flat terrain which cannot be run over at high speed. Crossing rough terrain requires you to leap or crawl.

Swamp land, uneven or rough terrain, very dense forest or a covering of rubble.

Blocking terrain: Vertical or near vertical obstacles which require a leap or climb dynamic movement test to navigate.

Scalable cliffs, buildings, walls above 1" in height, crates.

Water: Areas of water where swimming is necessary.

Impassable terrain: Terrain that blocks all movement including climbing and leaping.

Sheer cliffs, highly polished walls, lakes of lava, or acid too wide to leap.



TURN STRUCTURE

1. INITIATIVE PHASE

The player with less conscious models receives **pass tokens** equal to the difference between the number of conscious models on each side.

Both players roll D10. The player with the lowest result chooses to take the **initiative** or give it to their opponent. On a tie, re-roll.

Players give each conscious model APs equal to its **AP**.

2. ACTIVATION PHASE

Starting with the player with initiative, players activate one of their models, spending APs to perform actions. You can instead discard a pass token and skip your turn.

3. CLEANUP PHASE

Any unspent APs are lost and do not carry over to the next turn. Execute any special *end of turn* events.

Remove tokens or templates and return unspent pass tokens.

Record the turn number, and return to the initiative phase.

ACTIONS

MOVEMENT ACTIONS

When declaring a move action you may declare a **single nested action** (**shoot** or **dodge**) at the same time for 1 AP.

NORMAL MOVEMENT

Up to **nailed it SPEED** in inches.

RESTRICTED MOVEMENT

Crawling (moving while prone) or swimming. Up to **pass SPEED** in inches. To enter or exit the prone state, apply a **SPEED** modifier of -1/-1.

DYNAMIC MOVEMENT

AGILITY test:

- **Feat:** Counts as a **nailed it** result, plus gain 1 AP at the end of the activation sequence.
- **Nailed it:** Move your **nailed it SPEED**.
- **Pass:** Move your **pass SPEED**.
- **Fail:** Move to the point on your movement path at which the dynamic movement begins, and stop.
- **Blunder:** Fall from a point on your movement path of your opponent's choosing. The model is laid prone at the bottom of the fall, and takes 1 wound plus 1 damage for each full inch minus 1 that it falls. This ends its action.

COMBAT ACTIONS

SHOOT

MARKSMANSHIP test:

Target in hard cover	-1 MARKSMANSHIP and +1 armour to target
Target in soft cover	-1 MARKSMANSHIP
Target in or behind smoke	-2 MARKSMANSHIP
Shooting model swimming/climbing	-1 MARKSMANSHIP

- **Feat:** Counts as a **nailed it** result, plus you receive 1 AP at the end of the activation sequence.
- **Nailed it:** The shot is accurate. If the target model is within the weapon's **pass** range, you hit using the weapon's superior damage. If the target model is within the weapon's **nailed it** range, you hit using the weapon's normal damage.

- **Pass:** The shot is accurate. If the target model is within the weapon's **pass** range it hits using the weapon's normal damage. Otherwise it misses.

- **Fail:** The shot misses.

- **Blunder:** The shot misses and the weapon **jams**. It may not be used again until it has been repaired.

If successful, the defending player must make a D10 **armour roll** for each damage caused. Each roll equal to or under the target's **TOUGHNESS** is a success. Each failed roll causes 1 wound.

DODGE

You may declare a **dodge action** any time, but usually when being shot at, or attacked in close combat. Dodge actions are usually opposed tests: the results of the dodge are only applied if the opposed test is won (or tied) by the dodging model.

AGILITY test:

- **Feat:** Counts as a **nailed it** result, plus you receive 1 AP at the end of the activation sequence.
- **Nailed it:** At the end of the action sequence you may perform up to 2" of normal or restricted movement in the direction of your choice, if possible. Or you may make 1" of dynamic movement in the direction of your choice, without requiring a test. You may not use this movement to charge an enemy.
- **Pass:** You successfully dodge. At the end of the action sequence you may perform up to 1" of normal or restricted movement in the direction of your choice, if possible. You may not use this movement to charge an enemy.
- **Fail:** The dodge is a failure. Resolve the effects of the enemy shot, if any, as normal.
- **Blunder:** You trip and injure yourself. Take 1 damage. Then resolve the effects of the enemy shot, if any, as normal.

CLOSE COMBAT

The only way to get in to base contact with an enemy model is to declare (or be the target of) a **charge action**. No nested actions or firefights may be declared during a charge action.

CC test:

Each standing enemy model in base contact after the first.	-1 CC
Charged (only if the charging model did not begin their move in water)	+1 CC
Prone, climbing, or swimming	-1 CC and -1 AGILITY

- **Feat:** Counts as a **nailed it** result, plus gain 1 AP at the end of the activation sequence.
- **Nailed it:** Inflict your CC weapon's **nailed it** damage on the enemy.
- **Pass:** Inflict your CC weapon's **pass** damage on the enemy.
- **Fail:** You miss your opponent. Nothing happens.
- **Blunder:** Not only did you fail, but take 1 damage, then resolve the other effects of the combat, if any.

REACTIONS

Each reacting model may only declare 1 reaction against a single action, and it must be a combat action (**shoot**, **dodge**, or **close combat**). You cannot declare a charge action as a reaction.



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REACTIONS

Each reacting model may only declare 1 reaction against a single action, and it must be a combat action (**shoot**, **dodge**, or **close combat**). You cannot declare a charge action as a reaction.

WEAPON PROPERTIES

ARMOUR(X)
During armour rolls this model adds X to its **TOUGHNESS**.

BLIND
Place a **blind token** next to any model hit by this weapon.
Remove the token at the beginning of the cleanup phase. This model is at -2 **MARKSMANSHIP**, **CC** and **AGILITY** while it has any blind tokens.

CHOKER
Choke turns any smoke template placed by this weapon into **noxious smoke**. Noxious smoke behaves exactly as normal smoke but any model who spends an AP while under or partially under the noxious smoke template takes 1 wound.

DEVIATE (X)
If the roll to hit for a template weapon is a **fail**, scatter D10" from the original target. If the roll to hit is a **pass**, scatter X" in a random direction. If the roll to hit is a **nailed it** or **feat**, the template lands on target.

FINITE
This weapon is of limited supply. If a **blunder** is rolled it cannot be repaired, and may not be used for the rest of the game.

FIRE (X)
Place X **fire tokens** on any model hit by this weapon to indicate it has been set on fire. A model set on fire must make a single armour roll during the cleanup phase. If this roll is failed the model takes 1 wound. If the roll is successful remove 1 fire token. If this model enters water all fire tokens are immediately removed.

KNOCKDOWN
A model hit by this weapon is knocked **prone** and assigned a prone marker during the apply step of the action sequence.

NATURAL
When this weapon **blunders** it causes 1 wound to the owning model, instead of the usual 1 damage caused by a blunder in close combat.

PIERCE (X)
When making an armour roll against damage caused by this weapon, deduct X from the defending model's **TOUGHNESS** (to a minimum of 1).

PRIMITIVE
All models count as having the **repair** skill, when attempting to fix a jam on this weapon.

REACH (X)
When declaring a close combat action this model may ignore the requirement for base contact, and target an enemy model in LOS up to X" away, or in the case of a charge, from this model's destination point. The enemy model may react as normal, but if they react with a close combat action they will be unable to cause damage unless they too have **reach** or a similar ability.

SCARCE (X)
Your model may only use this item X times per game.

SLOW (X/X)
Place a **slow token** next to any model hit by this weapon. Until the end of that model's next activation, it will suffer a -X/-X modifier to its **SPEED**.

SMOKE
Smoke uses the template specified in the weapon profile. A weapon with this property may fire without declaring a

target model (even as a reaction or firefight). The template represents a cloud of smoke. Smoke does not block LOS, but any target model in or behind smoke benefits from a special -2 **MARKSMANSHIP** cover bonus (this stacks with normal cover). Furthermore, no model may gain a charge bonus if part of their charge move was through smoke. During the cleanup phase remove the smoke template.

SNEAKY (X)
When making a close combat attack, if the roll is not opposed, gain **CC** +X.

SPRAY
+1 **MARKSMANSHIP** when shooting at **pass** range.

STUN (X)
When you successfully hit a model with this weapon, after applying any damage, you may remove up to X AP from that model.

SUNDER (X)
When making an armour roll against hits made by this weapon reduce the defending model's armour by X.

TEMPLATE (X)
There are 3 template types: small, large, and teardrop. Any model whose base is partially or completely under the template is hit and subject to the weapon's damage and weapon properties.

ABILITIES

LEADER: COMMAND

INTELLIGENCE test:

- **Feat:** Counts as a **nailed it** result, plus gain1 AP at the end of the activation sequence.
- **Nailed it:** Move 1 or 2 AP from the donor to the recipient model.
- **Pass:** Move 1 AP from the donor to the recipient model.
- **Fail:** The command attempt is a failure and nothing happens. The leader model may make no more command orders for the remainder of this turn.
- **Blunder:** Discard 1 AP from the donor model. The leader model may make no more command orders for the rest of this turn.

MEDIC: FIRST AID

INTELLIGENCE test:

- **Feat:** Counts as a **nailed it** result, plus immediately gain 1 AP.
- **Nailed it:** The target model gains 2 wounds.
- **Pass:** The target model gains 1 wound.
- **Fail:** The heal attempt is a failure and nothing happens.
- **Blunder:** The target model takes 1 wound.

MECH: REPAIR

INTELLIGENCE test:

- **Feat:** Counts as a **nailed it** result, plus immediately gain 1 AP.
- **Nailed it:** The weapon is repaired. Remove the jam token.
- **Pass:** The weapon is repaired. Remove the jam token.
- **Fail:** Nothing happens.
- **Blunder:** The weapon is beyond a field repair job, and cannot be used for the rest of the game.

SCOUT: INFILTRATE

Infiltrate is a special deployment rule for scenario play.

WEAPON PROPERTIES

ARMOUR(X)
During armour rolls this model adds X to its **TOUGHNESS**.

BLIND
Place a **blind token** next to any model hit by this weapon.
Remove the token at the beginning of the cleanup phase. This model is at -2 **MARKSMANSHIP**, **CC** and **AGILITY** while it has any blind tokens.

CHOKER
Choke turns any smoke template placed by this weapon into **noxious smoke**. Noxious smoke behaves exactly as normal smoke but any model who spends an AP while under or partially under the noxious smoke template takes 1 wound.

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If the roll to hit for a template weapon is a **fail**, scatter D10" from the original target. If the roll to hit is a **pass**, scatter X" in a random direction. If the roll to hit is a **nailed it** or **feat**, the template lands on target.

FINITE
This weapon is of limited supply. If a **blunder** is rolled it cannot be repaired, and may not be used for the rest of the game.

FIRE (X)
Place X **fire tokens** on any model hit by this weapon to indicate it has been set on fire. A model set on fire must make a single armour roll during the cleanup phase. If this roll is failed the model takes 1 wound. If the roll is successful remove 1 fire token. If this model enters water all fire tokens are immediately removed.

KNOCKDOWN
A model hit by this weapon is knocked **prone** and assigned a prone marker during the apply step of the action sequence.

NATURAL
When this weapon **blunders** it causes 1 wound to the owning model, instead of the usual 1 damage caused by a blunder in close combat.

PIERCE (X)
When making an armour roll against damage caused by this weapon, deduct X from the defending model's **TOUGHNESS** (to a minimum of 1).

PRIMITIVE
All models count as having the **repair** skill, when attempting to fix a jam on this weapon.

REACH (X)
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When making an armour roll against hits made by this weapon reduce the defending model's armour by X.

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There are 3 template types: small, large, and teardrop. Any model whose base is partially or completely under the template is hit and subject to the weapon's damage and weapon properties.

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