

Turn Sequence

At the **start of each turn**, players roll a D8 the highest scorer deciding whether to go first or second.

Players **alternate activating** one unit at a time until all units are activated. The player with more units activate their remaining units at the end of the turn.

When a **unit is activated**, it is marked with an activation marker then **performs two actions**.

At the end of the turn all unit activation markers are removed, other markers are left in place.

Players may **pass** if they have fewer unactivated units.

Seize the initiative tokens may be used at any time during the game to activate a unit of the player's choice.

Random Activation

Option 1: Add coloured chits into a container for each unit, using a different colour for each side. Draw the chits randomly to activate sides.

Option 2: Add an extra chit for each veteran or elite unit and withhold a chit for each militia unit. At the end of the turn, if a player has one or more unactivated units activate one unit.

Option 3: Each unit is allocated a card. Draw one at a time to activate the specific units. Optionally include random event cards and a "turn end" card.

Quality & Leadership

Unit Quality	Quality Die	Leadership	LV
Untrained	D4	Poor	3
Green	D6	Average	2
Experienced	D8	Inspirational	1
Veteran	D10		
Elite	D12		

Untrained and Elite Troops

If fired on by untrained troops, shift the target die up.

If fired on by elite troops, shift the target die down.

Personal Armour

Type of Armour Worn	Armour Die
No Armour	D4 *
Basic Battledress	D4
Partial Light Armour	D6
Full-Suit Light Armour	D8
Light Power Armour	D10
Heavy Power Armour	D12
* Unarmoured use a D4 as their armour die. Treat any result as a wound. The die roll determines an instant kill.	

Other Equipment

Type of Equipment	Quality Die
Very inferior	D4
Inferior	D6
Average	D8
Superior	D10
Very superior	D12

Unit Cohesion

All models must be within 6 inches of the leader.

May only move or recover from suppression until restored.

Die Rolls

Simple die roll: the number rolled on a die is used to resolve an event.

Opposed roll: the players roll their relevant quality dice with the highest roll winning.

Unopposed roll: roll to score higher than a target value.

Modifiers are not applied to die rolls, the dice are "**shifted**" up or down.

Open die shift: when a die shifts above a D12 or below a D4, the excess shifts are applied to the opponent's die.

Closed die shift: can't shift above a D12 or below a D4.

Unit Activation

An activated unit performs two actions.	
Action	Note
Assault	Engage in hand to hand combat
Communicate	Send a message between units
Detach	Detach part of a unit
Detect	Detect hidden enemy
Medical Treatment	Treat wounded models
Move	Move a unit
Order	Order subordinate units to activate
Prop	Make use of terrain
Rally	Attempt to improve confidence
Regroup	Combine two units
Recover	Recover from suppression
Reorganise	Perform miscellaneous actions
Shoot	Shoot at an enemy

Unit Confidence

Confidence	Effects
Confident	No restrictions
Steady	No restrictions
Shaken	May not move toward the enemy or leave cover without passing a leadership test.
Broken	Must move away from the enemy to cover. May not leave cover except to withdraw. May fire if in cover. Rout if assaulted.
Routed	Ignore all suppression. Must withdraw.

Mission Commitment

High, medium and low. The importance the troops place on the mission and willingness to take risks and accept casualties to achieve it.
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Confidence Test

Circumstances requiring a confidence test	Commitment		
	Low	Medium	High
First time unit comes under fire	1	NTR	NTR
First time unit is suppressed	2	1	NTR
Unit takes casualties from fire	2	1	0
Unit leader becomes a casualty	3	2	1
Unit abandons wounded	3	2	1
Vehicle takes damage	3	2	1
Confidence Test Modifiers	Commitment		
	Low	Medium	High
Unit is under artillery or aerospace attack	+2	+1	+0
For each untreated casualty	+2	+1	+0
Unit takes more casualties in one attack than it has surviving members afterwards	+4	+2	+1
Unit is in travel mode	+4	+3	+2
Each vehicle damage marker	+2	+1	+0

Panic

Untrained units test when they first see the enemy. Green units test when they are first fired on or they see an AFV, power armoured troops or a terror unit. Experienced units test the first time they see a terror unit. Veteran and elite units do not panic.
Panic test: roll quality die against leadership. Failure means the unit panicked. Panicked units do nothing until they recover. When activated, attempt to recover by passing another panic test, requiring both actions. If less than half the required score, drop a confidence level. If forced to rout, may no longer recover.

Death of a Leader

At the end of that activation, a new unit leader is appointed. Roll a D6: 1 or 2 = new LV is higher, 6 = new LV is lower.
If a commander becomes a casualty, all subordinate units take a confidence test with a +1 modifier. If no 2IC, may promote a subordinate using 2 actions of subordinate unit. May cascade promotions.

Move Action

Nominate the point the unit is moving toward. Roll the unit movement die and multiply the result by 2. Each movement point is one inch of movement in clear terrain. Difficult terrain requires more points.	
Unit Type	Movement Die
Encumbered Infantry	D4
Infantry	D6
Fast Infantry	D8
Cavalry	D10
Vehicles	D12
<p>The unit must move as far as it is able or to the nominated point, whichever is closer.</p> <p>Distance is measured from the unit leader other figures are moved to maintain unit cohesion.</p> <p>No model can end its move closer than 2 inches from an enemy unit unless it is assaulting.</p> <p>Friendly units may interpenetrate one another, unless one unit is in travel mode. In this case, the moving unit must stop 2 inches from the other unit.</p>	
Troops carrying heavy equipment or casualties move at one die type lower than normal.	
Squads can move while carrying their wounded as long as there is at least one able bodied trooper per casualty being carried.	
Units may abandon wounded and incur morale risks.	

Travel Movement
<p>Unit marching in one or two figure wide column. Use the maximum number of movement points without rolling a die. The only actions available to the unit are to move or reorganise.</p> <p>One reorganise action to form up in column and another to return to a normal tactical formation.</p> <p>While in column, the unit is more susceptible to enemy fire and other effects. If fired on, the unit is automatically suppressed and must take a confidence test.</p>

Terrain Effects			
Category	Normal Infantry	Power Armoured Infantry	Cost
Clear	Open, light scrub, slopes, roads	Open, light scrub, rough, cultivated, slopes, roads	1
Poor	Rough, cultivated, swamp, all woods, open water (if amphibious)	Swamp, all woods, open water (if amphibious)	2
Difficult	Rivers/ streams (crossing)	Rivers/ streams (crossing), open water (wading on bottom)	3
Impassable	Open water (non-amphibious)	Open water (non-amphibious)	-

Crossing Obstacles
<p>Crossing an obstacle, such as a fence, requires spending movement points. For example, a low fence that can be quickly climbed over may cost 1 inch of movement, while a higher wall that requires assistance to climb may cost 3 inches of movement. All obstacles should be defined in the scenario.</p>

Assault Action

<p>Activate unit. Courage test. Move to contact. Both sides strike. Determine casualties. Determine winner.</p>
<p>Assault requires 2 actions. Both units are activated by an assault. May not assault while suppressed, shaken, broken or routed. A broken unit will automatically route if close assaulted as long as the attacker's die roll is higher than theirs. Attacker must be able to see the target. A routed unit must withdraw without a courage test. Power armoured troops count as 2 models for outnumbering.</p>
<p>If a unit is activated when it is 2 inches away from an enemy unit, no courage test is required. The assaulting unit automatically moves to contact. The defender can't withdraw or engage in defensive fire.</p>

Withdrawal
<p>The defender may voluntarily withdraw before the courage test, or may be forced to do so by the test. If the defender is already routing, they MUST withdraw. The unit moves one move away from the attacker, towards cover if possible, abandons wounded and drops one CL. A unit that withdraws removes all suppression markers. The attacker may occupy the position or attempt to assault.</p>

Courage Test	
Both sides roll quality die with the modifiers below.	
Attacker > 2x defender: defender must withdraw	
Attacker > defender: attack occurs, defender may withdraw.	
Defender>= 2x attacker: attack fails, attacker loses both actions. If defender not suppressed, attacker drops one CL.	
Defender >= attacker: attack fails. Attacker loses one action.	
Situation	Die Shift
Outnumbered 2:1	-1
Outnumbered 3:1 or more	-2
Per suppression marker	-1
Confident	+1
Shaken, broken or routed	-1
Facing a terror weapon	-2
Defender in soft cover	+1
Defender in hard cover	+2

Move to Contact
<p>Attacker makes one move action. If insufficient to reach the defender, the defender may attempt defensive fire. Attacker makes a second move action. If still insufficient to reach the defender, they are caught in the open.</p>

Defensive Fire
<p>Defender may fire, even if already activated. If suppressed, roll quality die and score > suppression. Withdrawing defenders may NOT shoot. Support weapons may be used, but not heavy weapons. If no casualties, no effect. Attack proceeds. If casualties, attacker rolls quality die. If result > LV + casualties, attack proceeds. Otherwise, return to position, suppressed and end turn.</p>

Strike	
Combat is simultaneous. Each player takes a turn as striker. Routing units do not strike back. Striker rolls quality die and strike dice against the target's quality die. Target die shifted down as follows:	
Situation	Die Shift
Outnumbered 2:1	-1
Outnumbered 3:1 or more	-2
Striker's SV >12	-1
No successes: No effect. One success: Minor success. Two or more successes: Major success.	

Casualties
<p>Success: add all dice and divide by target die type. Double total if major success. Allocate hits randomly on models. For each hit, roll impact vs armour. Impact die <= armour die: no effect. Impact die > armour die: target is wounded. Impact die > target die*2: target killed. Two or more wounds on the same figure is an automatic kill</p>

Result	
Make a second courage test and apply casualty modifiers. Loser withdraws and drops a confidence level. If winner doubles the loser, the loser drops 2 CL. If a draw, the attacker withdraws but does not drop CL. No test required if one side wiped out.	
Situation	Die Shift
Per wounded figure or killed figure	-1
Leader wounded or killed	-1

Multiple Units
<p>Divide outnumbered unit into detachments. Each performs a courage test. The whole unit obeys the worst result. Resolve each combat separately. Perform final courage test with each detachment and apply the worst result to the parent unit.</p>

Shoot Action

Roll quality and firepower against target die. No successes: No effect. One success: Target is suppressed. Two or more successes: Target is suppressed and may incur casualties.
A unit cannot shoot while it is suppressed. Each weapon may only fire once per activation. Units may split fire. One action per target. Only able bodied troopers may fire.

Line of Sight
Direct fire requires LOS between unit leaders. Hills, buildings, and woods block LOS. Smoke blocks LOS without special sensors.
Concealment
Completely concealed targets may not fire. Use a reorganise action to switch between partial and full concealment.

Weapon Range	
Short Range	12”
Effective Range	48”
Long Range	>48”
Range is measured between unit leaders.	
Pistols may only be used at short range.	
Some weapons may have range restrictions.	

Target Die	
The initial target die is a D8 shifted according to the following table. If the target die is shifted above a D12, no shooting is possible.	
Situation	Die Shift
Target at long range	+1
Target partially concealed	+1
Target completely concealed	+2
Target propped	+1
Small target	+1
Target at short range	-1
Firer untrained	+1
Firer elite	-1
Target is in travel mode	-1
Firer is using suppressive fire	-1

Firepower Dice
Unit FP = number of figures x individual FP rounded UP to nearest die type. Max: D12.
Support weapons add their die type to the FP. Use small arms impact or lowest support impact if only firing support weapons. Fire individually to use the support weapon's impact.

Casualties
Total all the fire dice (including those that did not succeed) and divide by the target die type. Result is the number of hits. Fraction equals chance on target die type for an additional hit.
Allocate hits randomly on models. For each hit, roll impact vs armour. Impact die <= armour die: no effect. Impact die > armour die: target is wounded. Impact die > target die*2: target killed. Two or more wounds on the same figure is an automatic kill.
Cover Soft cover: +1 armour die shift. Hard cover: +2 armour die shift.

Suppressive Fire
Target die shifted down 1. No hits possible, only suppression.

Heavy Weapons

Heavy weapons cause encumbrance: move D4. If crew is reduced to half, may no longer move, but may fire. It takes one action to set up or pack up a heavy weapon.	
Weapon Size	Effective Range
1	48 (4ft)
2 - 5	effectively unlimited
Fire Control	
All heavy weapons have a fire control system	
FC	Effect
Inferior	Target gets a positive closed target die shift.
Average	No effect.
Superior	Target gets a negative closed target die shift.

Stabilisation	
Weapons mounted on vehicles have a stabilisation system	
Stabilisation	Effect
Inferior	If the vehicle moved for one action, the weapon cannot be fired.
Average	If the vehicle moved for one action, shift the target die up by one.
Superior	No penalty if the vehicle uses one action to move and one to fire. However, the vehicle may move AND fire in the same action, in which case the target die is shifted up by one.

Detect Hidden Units

Roll unit quality die and sensor die against the target die.
Shift the target die down if the target is larger than size 1.
Failure: target remains hidden.
Minor success: remove marker if a dummy.
Major success: replace marker with actual unit.

Detection Range	
Range	Die
<12	D8
12-24	D10
>24	D12
Sensors	
Sensor Type	Die
Unaided Vision	D4
Aided Vision (binoculars) or basic electronic sensors	D6
Enhanced Electronic Sensors	D8
Superior Electronic Sensors	D10

Detach

One action to form a detachment and another action to regroup.
The parent is the element that contains the unit leader.
When the parent unit is activated, use an action to attempt to activate the detachment. This requires a communication test if the detachment is more than 6" away or is no longer within line of sight.
The detachment may make two actions.

Medical Treatment

It takes one action to assess all wounded in a unit.
Non-medical troops roll D6.
Unit medic roll D8
Medical specialist roll D10. Must be within 2" of leader.

Non-Power Armoured Infantry	
D6 Roll	Effect
1-2	The figure has been killed. Replace the untreated marker with a kill marker.
3-5	The figure is stabilised. Replace the untreated marker with a wound marker.
6+	The trooper is treated with drugs, patched up and can resume normal

Power Armoured Infantry	
Automatically test after each wound.	
D6 Roll	Effect
1	The figure has been killed. Replace the hit marker with a kill marker.
2-4	The figure is stabilised. Replace the hit marker with a wound marker.
5	The trooper is unhurt, but the suit is wrecked. Replace the hit marker with a disabled marker.
6+	The trooper is treated with drugs and patched up and can resume normal duty. Remove the hit marker.

Communicate

Roll quality die of sender.
To succeed, score higher than the worst LV of sender or receiver.
Shift die type down for each command level bypassed.
Not required if within 6" and LOS.

Jamming
An opposed die roll comparing the quality die of the communications equipment with the quality die of the jamming system. Minor success: shift the communication die down once. Major success: shift the die down twice.

Order

Commander attempts communication.
If successful, unit is (re)activated and receives two actions.

Combined Assault
Only applies when a commander activates multiple subordinates to assault the same target enemy unit. The combat is conducted as for "multiple units in close combat".

Prop Action

A unit may prop even if it is notionally in the open.
The unit receives a positive target die shift and armour die shift when being shot.
The unit may not move, but can fire and perform most actions as normal.
The unit may not initiate close assault.
It requires one action to "unprop".

Rally

Commander attempts communication.
If successful, unit rolls quality die. Target score = unit LV plus commander LV.
If result > target number, increase confidence by one level.

Recover Suppression

Suppressed units may only:
Defend if attacked
Reorganise if in cover
Prop
The leader may attempt to communicate, or remove suppression.
Roll unit quality die. If this exceeds unit leadership, remove one suppression marker.
A unit may accumulate up to 3 suppression markers.

Regroup

Combines two depleted units into one.
Activate both units.
LV: best, Q: larger unit, Confidence: worst

Reorganise

Used for miscellaneous activities.
Unit does not move, but may reposition within existing footprint.

Vehicles Mechs and Monsters

Shooting at vehicles
Use normal shooting system to determine hits.
If impact die beats armour die, vehicle is damaged. If impact die is more than double armour die, vehicle is destroyed.
Open Top Vehicles
The firer has can engage the passengers or the vehicle. Passengers gain the benefit of cover (hard or soft) and the vehicle won't be hit. If the occupants are suppressed, the vehicle is suppressed and will close down.
Damage to vehicles
For each damage marker: Treat terrain as one level more difficult; Targets gain positive die shift from shooting; Shift the quality die down when defending in close combat.
Suppression
When suppressed: Terrain is one class more difficult. The target die is shifted up by one. Passengers may not disembark. Vehicle external weapons may not be fired. Mechs and monsters may continue to fire.
Hits on Passengers
When a vehicle is damaged, test each passenger to see if they are hit. Roll the relevant armour die for that figure. If it exceeds the weapon class of the weapon, the passenger is unharmed. Otherwise, they are hit and need to be medically treated as for other wounded troops. If the vehicle was destroyed, then each passenger must score more than double the weapon class or is considered hit.

Shooting by Vehicles
Use the normal shooting rules.
Multiple Weapons
Normally, weapons are fired as a single action per weapon. Some vehicles can fire multiple weapons at the same target as a single action. The shots are resolved individually. Mechs and monsters may fire two weapons at the same target as a single action, resolved individually.

Passenger Transport
Passengers use one action to mount or dismount a vehicle. To mount, all models must be within 2" of the vehicle. When dismounting, the unit must be deployed so that all models are within 2" of the vehicle. Once dismounted, the unit may use its second action to move further away.

Close Assault
Vehicles may be close assaulted in the same way as units. Vehicles themselves do not close assault, but can generate "tank shock". Only monsters and mechs fight back. The crew can choose to dismount to fight back as long as the vehicle is not suppressed.
Infantry Assaulting Vehicles
The infantry unit and the vehicle make the normal courage test. However, the vehicle can't be forced to withdraw and will only do so voluntarily. When making the courage test, use the vehicle's size category for the purpose of calculating outnumbering. If the infantry assault, they make a single attack comparing weapon impact versus armour. They then withdraw to the nearest cover. If an open top vehicle is assaulted, the attacker must declare if they are attacking the vehicle or the passengers. If they are attacking the vehicle itself, the occupying unit is included for the purpose of determining outnumbering. Additionally, if the attackers fail to reach the vehicle in their first move of the assault, the passengers may perform final defensive fire. If they are attacking the passengers, then they count as being behind cover. Should the passengers be forced to withdraw, they close down the vehicle instead and the attackers may switch their assault to the vehicle itself.
Final Defensive Fire
Vehicles are able to perform final defensive fire as described in the standard assault rules if they have support weapons, such as machine guns, or the passengers are able to fire from inside the vehicle.
Mechs and Monsters in Assault
Mechs and monsters may initiate an assault or be the target of an assault as if they are an infantry unit. A mech or monster that fails the courage test will withdraw using the same rules as infantry. Mechs and monsters may not initiate an assault if they are suppressed. Mechs fight a round of close combat using the same rules as infantry units; giving and receiving hits based on the weapons being used. They will withdraw as usual if they fail the courage test at the completion of the assault.
Tank Shock
Vehicles can initiate an assault against an infantry unit in an attempt to shock and overrun the infantry. The normal courage roll is made with minor changes to the outcome. If infantry > vehicle: vehicle moves but infantry move aside. If Infantry > 2 x vehicle, infantry may make an attack. Otherwise, infantry withdraw. Vehicles may not initiate tank shock if they are suppressed.

Artillery

Off-Table Artillery
All off table fire is assumed to be indirect fire and requires an on-table observer.
On-Table Artillery
High angle systems, such as rockets and mortars, have a minimum range. This is 24" for light mortars and 48" for all other weapon types.
Guns that are firing over "open sites" at a visible target follow the normal direct fire procedure when they are activated.

Indirect Fire		
Observer uses one action to call for fire. Rounds land when the fire unit is activated.		
Ammunition Types		
Warhead Type	Impact vs Infantry	Impact vs Armoured Target
General purpose explosive	D8	D8
Anti-personnel submunitions	D12	D8
Anti-armour submunitions	D6	D12x2
Artillery Types		
Delivery System	Burst Radius	
Small (light mortars)	3"	
Medium (medium mortars, light artillery)	4"	
Large (heavy mortars, field artillery)	6"	
Very large (superheavy artillery, area saturation weapons)	10"	

Request for Fire Support Action		
Any unit may request a fire support mission. Units may include a dedicated FO or LO.		
Requesting fire support requires one action. The requesting unit rolls a D8 and needs to exceed their leadership plus the following threat level to succeed. Shift die up for each fire support chit spent.		
Requestor	Difficulty Level	
Artillery request by FO	+0	
Artillery request by other	+2	
Air request by LO	+2	
Air request by other	+4	
Orbital request by LO	+3	
Orbital request by other	+6	
The die type is shifted down based on the command level. The delay also depends on the levels of command		
Support comes from	Die shift	Delay
Same platoon	0	1 turn
Same company	-1	1 turn
Same Battalion	-2	2 turns
Same brigade or higher	-3	3 turns
If successful, place a target marker at the target point. Optionally place up to 2 dummy markers.		

Resolving Impact	
On the appropriate turn, resolve the impact instead of activating a unit. The accuracy depends on the range finding equipment of the observer. Shift up the die if the round is laser guided. Shift up the die twice if the round is self-guiding.	
Range Finding Equipment	Die Type
Not a dedicated FO	D4
Inferior	D6
Average	D8
Superior	D10
Roll > observing unit LV: round on target. Roll <= unit LV: round missed by die x D8 inches in random direction. If multiple rounds, subsequent rounds fall D8 inches in random direction relative to the first round.	
For each model in the blast zone, roll armour vs impact to determine wounds. Armour is shifted up for cover. Soft = 1, hard = 2. Allocate hits randomly on models. For each hit, roll impact vs armour. Impact die <= armour die: no effect. Impact die > armour die: target is wounded. Impact die > target die*2: target killed. Two or more wounds on the same figure is an automatic kill. All units in the blast zone are suppressed and test CL.	