

QUICK REFERENCE SHEET

Round sequence

1. Command Phase
2. Movement Phase
3. Overwatch Phase
4. Combat Phase
5. End Phase

In all Phases, activation of Units alternates between players.

Command Phase

In the Command Phase, players perform the following in order.

1. Roll for Command Points
2. Assign Action Tokens
3. Roll for Initiative
4. Reveal Hidden Action Tokens

Roll for Command Points

Roll 3 Black Command Dice plus those gained from Units with Tactician that are In Play. Can re-roll one per Command Unit In Play.

Mandatory Tokens

- Engaged Units All get Combat Tokens.
- Pinned Units get Advance Tokens.
- Unengaged units that start the Round with a Pin marker must be given an Advance Token. Engaged Units receive no tokens of any kind.
- Command Units that are not Pinned get both Sprint and Overwatch Tokens.

Transport Units and Units inside them get given the same token.

Roll for Initiative

Round 1: Both roll D8. Winner has the Initiative for the Round. Re-roll ties.

Round 2+: Both roll D8. Winner has the Initiative for the Round. If a tie is rolled, the player that didn't have the Initiative in the previous Round wins.

Movement Phase

Spend Advance and Sprint tokens to activate and move. Must Sprint to engage an enemy in Assault. At the end of a move, swap Action Tokens for a Combat Token as appropriate.

Units with Overwatch tokens spend them to fire at enemy Units that Assault them in this Phase.

Coherency

Must be within 1" of at least one other Base in the Unit, in an uninterrupted chain or group, and within 6" of all the other Bases in the Unit.

Interpenetration of Units

Can't come within 1" of any enemy Unit unless they are engaging that Unit in an Assault. A Unit may move through another, unengaged, friendly Unit as long as its Bases end their moves at least 1" away

Overwatch Phase

Spend Overwatch tokens to fire ranged weapons at enemy targets. Units with Blast weapons that wish to fire Indirectly, must spend an Overwatch token to do so.

How to Resolve Shooting

Unless it is a Super-heavy Unit, a Command Unit can only be selected as a target for Shooting if it is the closest viable target within range and LOS of the shooting Unit.

Units cannot shoot into or out of an Assault.

Summary of Steps

1. Nominate a target
2. Check Range and LOS (per Base)
 - a. In Cover?
3. Determine Number of Dice to Roll (number of eligible firing bases and their ADice)
4. Roll to Hit (using SH value)
5. Roll to Damage (using AR value)
6. Remove Casualties (one Base per Damage)



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Standard Shooting Modifiers

-1	Target is In Cover
-2	Target has the Fly Keyword. -1 for Super-heavy target.
-1	Target has the Stealthy Keyword
-1	Shooting Unit has a Pin marker

Firing Blast Weapons

Summary of Steps

Whether a Unit is firing Directly or Indirectly, the steps are the same:

1. Place first template
2. Roll potential scatter (Indirect Fire only)
3. Place additional templates (using Targeting Die)
4. Roll to Hit (Use Unit's SH value or 5+ if firing Indirect. All modifiers apply except Indirect which ignores the cover modifier unless the target is in a building)
5. Roll to Damage
6. Remove Casualties

Combat Phase

Spend Combat Tokens to fire ranged weapons or to trigger and resolve an assault. Shoot ranges weapons as above.

In an Assault, all engaged Units fight regardless of which Unit spent the token. Bases in contact and friendly bases within 1" of them can all attack. All attacks from all involved Units are simultaneous.

Summary of Steps

1. All Units involved attack simultaneously.
 - a. Allocate attacks.
 - b. Roll to hit (using AS value).
 - c. Roll to damage (using AR value).
2. Remove casualties.
3. Determine Winner (most Bases killed). Loser takes Nerve test for each Base difference in total scores.

Lose one more Base for each fail.

4. Tidy Up
 - a. Separate from Vehicles and Super-heavy.
 - b. Units still in contact - Bases Pile-in.

OR

- c. No Units in contact - Units consolidate (3"). Winner can Pile-in.
- d. Remove all Combat Tokens.

Standard Assault Modifiers

-1	Unit has a Combat (-1) token
-1	Unit has a Pin marker
-1	Unit arrived from Reserve this Round
-1	Unit disembarked from transports this Round into Assault (see page 42)
+1	Infantry and Heavy Infantry vs APCs (see page 46)

Pinning

A Unit with a Pin marker, has a -1 to-hit modifier both for Shooting and for Assault. Also, while a Unit with US 2 or more has a Pin marker, its US counts as 1.

A Unit will gain a Pin marker in the following circumstances:

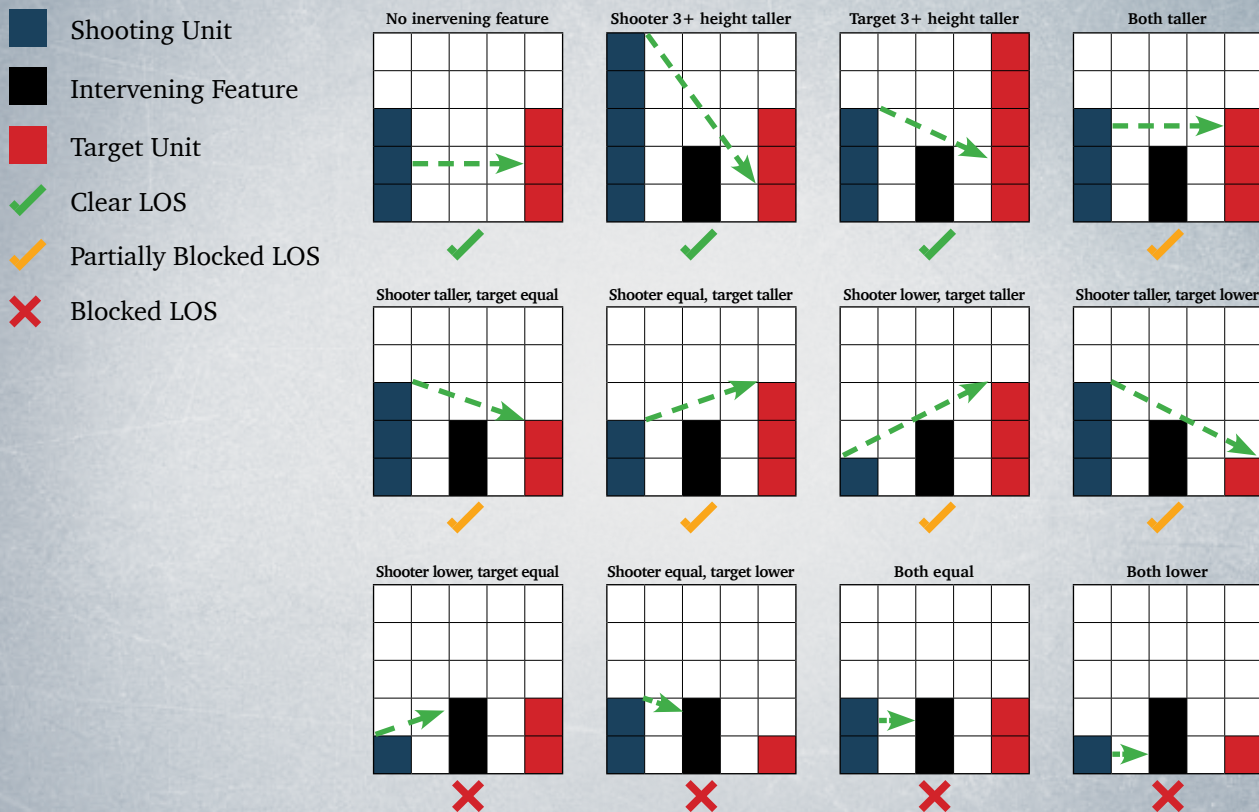
- A Unit loses half or more of its current number of Bases from a single shooting attack.
- A Unit loses an Assault.
- A Unit is hit by any weapons with the Pinning Keyword, even if no casualties are suffered.
- Bases in a Unit survive being in a destroyed transport vehicle.

End Phase

1. Trigger 'End phase' special rules
2. Roll for Pin markers removal
3. Check victory conditions
4. Remove other markers/tokens

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This LOS chart shows all possible situations and whether there is Clear, Partial or Blocked LOS to a target.



Tactical Orders

Command Point Cost	Order	Timing	Effect
1	Keep Going!	After activating a Unit in a Phase and completing its action	Activate another Unit before returning play to your opponent to have their turn.
1	Fight on!	After rolling to hit or to damage a target	Re-roll up to two dice in a Unit's roll that failed to hit or damage a target with a Shooting or Assault attack.
1+	Courage!	In the End Phase (Roll for Pin markers removal step) before any dice are rolled.	Each Command point spent removes one Pin marker from one friendly Unit.