Supplies

- Attack / Defense Dice set
    - 3 Success, 3 Non-success per die
- Tape measure
- 4x5 play area
- Models and Cards

Make up of a Unit

- Standard Unit
- Vehicle

Types of Units

- Troops
    - Troops are basic infantry units. They will cost the least points to field/model. They are selected in groups of 3-5 depending on the model.They have the ability to work in cohesion or break apart and work individually. Both methods have advantages and disadvantages.
- Command
    - Command units are the Leaders of your army. They are selected as an individual unit, but can join any squad. The command unit can also give benefits to certain units he he joins them. They tend to be a lot tougher to kill and have a better load out than their troops.
- Heavy
    - Heavies are are tougher units that troops. They generally carry larger weapons, have higher toughness, and have a larger base. They are selected in groups of 1-3 models.
    - Heavy models can move and with fire heavy weapons
- Vehicle
    - Vehicles work a slightly different than other units. They move faster, but what sets them apart is their AV. AV = Armor Value. It is a number of hits the attacker must do in order to cause damage to the vehicle's HP. If AV is 2 and 3 hits are rolled then the vehicle takes 1 HP damage. They can also fire up to 2 weapons per turn. If a vehicle take and extra move during it's Action Phase, all weapons fired from it do so at 1 RS. Enemies attacking a vehicles that used a "run" during it's action phase do so at 1 RS or CQ

Model Stats

- HP-Number of wounds a model can take before being removed
- Range (RS)-This number is rolled against a weapons accuracy rating. Each success under the goal causes a loss of 1 die during damage step.
- Close Quarters (CQ)-This number is rolled against an opposing model's QG to determine if an attack hits.

- Defense (D)-This number is added to a Armor profile to determine number of defense dice during CQ
- Initiative (I)-determines movement and attack order

What is a turn

Turns take place for both player simultaneously. Each model has an Initiative value listed on the card. This can be altered with gear cards. During the action phase players determine who has the lowest initiative. That model takes its actions first. Continue making actions in ascending initiative. The actions that model can take are listed on the card.

Once a model has completed its actions for the phase it is in, rotate the card 90* to show it has gone. When the new phase starts, rotate the card back to the vertical position if the card has any actions left. If a card is still rotated at the end of a turn, return it to the vertical position.

- Action
    - Each model has an Initiative value listed on the card. This can be altered with gear cards. During the movement phase players determine who has the lowest initiative. That model takes its actions first. Continue making action on models in ascending initiative.
    - All actions are declared (actually done or a maker is placed) in the action phase. Some actions are taken during other phases (Fire is an example).
- Combat
    - Combat takes place in 2 phases. Ranged phase comes first. Any models that will be firing, will do so in descending order of initiative. After all models that are shooting are done, continue on to the melee phase. This phase works the same way
    - Ranged
    - Melee
- Ties
    - Ties during movement are broken by a Token.
    - It is claimed by one player before the game by a 3 vs 3 attack dice roll. Most successes win.
    - After each turn hand the other player the token.
    - Ties in the combat round resolve all parties simultaneously.

Action

- During this phase when your model's initiative comes up, you will declare you action. Each model gets 2/turn. If the action is to be taken in the action phase, you take it immediately. If it is to be taken in another phase, lay a matching token by the model.
- During the action phase, the model with the lowest initiative goes first. Then each model will declare and take actions in ascending order. Ties are broken by the lead token. The player with the lead token will move a unit first if initiatives are tied.

- If there are multiple unit at the same initiative. The lead player will declare its actions and then the other player will move and then it returns to the lead player.
- If models were taken as a unit, they will all move at the same time even if they are not in cohesion.
- Basic actions can be taken by any model.
    - Move: This allows a model to move up to its movement range. A second movement can be taken and has the following effect.
        - A second movement allows a model to take an additional full movement.
        - When models that have taken a second movement are fired on, the unit firing does so at RS 1.
    - Charge: Models that charge take an extra movement to engage in Melee. This can only be performed if the opposing unit is in range. Charging units get a +1 die to the attack roll.
    - Aim: +1 die on Accuracy roll.
    - Fire: The unit will remain stationary and will fire during the Ranged combat phase.
- Some models have Special Actions that can be taken. These will be listed on it's card.
- Units in cohesion must all take the same action.
- Models that are part of a unit but out of cohesion may take a different action than the rest of the unit.

Ranged Combat

- The attacking player chooses a target within range. That player then rolls a number of attack dice equal to the RS of the model. If the number of hits rolled is equal to or greater than the Accuracy value of the weapon the attack hits.
- Once it is determined that the attack hits, you roll to inflict damage. The attacking player rolls attack dice equal to the weapon's strength. The opponents roles a number of defense dice equal to the model's Armor Rating (AR). For each hit left on the board, the defending model takes 1 damage.

Template weapons

- Negates physical shields
- Role for accuracy
    - For each hit under the target the enemy player moves the template that far in any direction.
    - Damage is as marked on card.
    - Each model affected rolls AR to prevent damage.
    - If no hits are rolled, the attack misses completely.

Close Quarters

- CQ range is normally .5"

- The attacking player rolls a number of attack dice equal to the model's CQ and the opponent rolls a number of defense dice equal to the defending model's CQ. Compare the results. For each defensive success rolle remove 1 hit. If there are any hits remaining the attack is successful.
- If the attack successfully hits, the you roll for damage. To do so, the attacker rolls a number of attack dice equal to the model's Weapon Strength. They compare the results to a defensive role that is a combination of the defending model's D + AR. For each hit left on the board, the defending model takes 1 damage.
- If a Model has 2 CQ weapons then that model can make 2 Attacks. Both resolve normally.

Magic

- Magic works just like equipping gear. Circles with numbers will be in the Gear section of the model's card. Effects will be on the magic card.
- The phase that it happens in is also denoted on the card.
- The number of symbols denotes the number of spells you can equip.
- The color denotes the type.
- The number in the symbol is the lvl spell.

Squad Cohesion

When a model is within 2" of another model they are in cohesion. Any number of models can be in cohesion. As long as the 2" rule is not broken, models can form a line or cluster of cohesion.

Squad cohesion is optional. The are various advantages and disadvantages listed below.

Advantages:

- Command can give special rules to squad members when in cohesion.
- When a model fires on a cohesive squad, the defender gets to pick which models the wounds go to.

Disadvantages to staying in cohesion:

- When being attacked by a weapon that hits more than once, more than one unit can take damage.

Advantages to leaving cohesion:

- It allows for a more firing angles and free movement.

Disadvantages to leaving cohesion:

- Models can be targeted individually.

Terrain

- Terrain only affects line of sight.

Line of Sight

- Line of sight is based on a cylinder for each model. The cylinder is the base of the model straight up to the top of the head.
- If any point of the cylinder of the attacking model can see the entire cylinder of the target the target is not in cover.
- If the attacking model can not see the whole cylinder but can see part of it, the target model is in partial cover.
- If the attacking model can not see any part of the cylinder of the target model, the target model is in full cover, and can not be targeted by the attacking model.
- If you are attacking a squad, only the models that are not in full cover can be targeted and hit.

Cover

- Cover comes in 2 varieties
    - Full Cover: Can not be fired at.
    - Partial Cover: increases defense die by 1