


Tannhäuser: Revised Edition

Objective: Players try to defeat their opponent based on the conditions specified in the game mode being played.


Setup

1. Both players agree on a mode of play.
 - All game modes are covered in the Modes of Play section (page 28) in the *Tannhäuser: Rules of Play (Revised edition)* rulebook.
 - If playing with Story Mode, players must also choose a scenario to play.
2. Each player chooses which faction they want to play; both players must choose a different faction.
 - The available factions to be played may be limited if playing Story Mode.
 - If both players wish to play the same faction, each player rolls a die; the player with the highest roll gets to choose first and the player with the lower roll gets to pick from the remaining factions.
3. Both players agree on a map to play and place the corresponding board in the centre of the table.
 - If playing Story Mode, the map may be preselected.
4. Each player chooses the characters that make up their team from the characters that are available.
 - By default each player selects 5 characters, some scenarios may change this; unless stated otherwise each team must consist of 3 Heroes and 2 Troopers.
 - All characters on a player's team must be of the same faction and/or mercenaries ().
 - Some mercenaries are faction loyal and will not work against factions they are loyal to; faction loyalty is shown by a matching Affiliation symbol on the mercenary's Character sheet *i.e. Gorgei will not fight against the Matriarchy.*
 - i) Each player takes a single token from every character available for their faction, including mercenaries.
 - ii) Each player selects the 5 characters they want in their team by setting aside a token for each of those characters, keeping them concealed from their opponent.
 - iii) Once both players have selected their tokens, both players reveal their chosen tokens.
 - iv) If both players have selected the same mercenary, both players roll a die individually for each contested mercenary; the player with the highest rolled number gets to have the mercenary on their team, the player with the lowest roll must choose another character.
 - v) Players place the miniatures of their chosen characters next to the board.
5. Each player individually chooses an Equipment pack (Combat, Stamina, or Command) for each of their characters and fills each of the Equipment slots on their Character sheet with the corresponding Equipment tokens.

- The Equipment packs available to each character are detailed on pages 36 – 71 in the *Tannhäuser: Rules of Play (Revised edition)* rulebook.
- Some scenarios specify which packs or individual pieces of equipment must be used.
- Equipment tokens are placed face-down; once both players have placed all of their tokens for all of their characters, both players flip their Equipment tokens face-up.

6. Each player may equip the characters on their team with up to 3 Bonus tokens; players choose these simultaneously.

- Many Bonus tokens can only be used by certain characters; these are detailed on page 83 in the *Tannhäuser: Rules of Play (Revised edition)* rulebook.
- If both players want the same Bonus token, each player rolls a die; the player with the highest roll gets to use the Bonus token.
- Each Bonus token replaces one item of equipment from the character's chosen pack; the replaced Equipment token is returned to the box.
- Each character may only receive a single Bonus token.

7. Each player selects an Entry Point () for their characters to enter the map from; both players roll a die, the player with the highest roll chooses their Entry Point first, the other player must choose a different Entry Point from those that remain.


Rush-and-Go Variant: For maps with 4 Entry Points, the players may agree to play with this variant; players choose their Entry Points as per above but repeat the process twice in the same player order, giving each player 2 Entry Points they can utilise over the course of the game.




8. From this point on, setup will change depending on the mode of play chosen; all 6 game modes are covered in the Modes of Play section (page 28) in the *Tannhäuser: Rules of Play (Revised edition)* rulebook.

Setup Rolls: Each player rolls a die and adds any modifiers from Equipment tokens and other sources; both modifiers specified for Setup Rolls and Initiative Rolls are added. The player with the highest modified roll acts first during setup, as specified in the mode's setup rules.

- The Setup Roll also acts as the Initiative Roll for the first game turn, the player that wins this roll gets to activate a character first at the beginning of the game.
- The player who has the lowest modified roll may spend 1 Command Point from their first turn's Command Point allocation to re-roll their die once in an attempt to best their opponent's roll; if after the roll they beat their opponent, their opponent cannot spend a Command Point to make a reroll of their own.

Deathmatch: Deathmatch is default game mode:

Command Points: Each player setups up their Command Point tokens (i.e. ) to indicate that they have 2 Command Points.

Crate Tokens (): Gather all Crate tokens depicting Command Points or equipment and shuffle the tokens face-down; for each Action circle () and Objective circle (i.e. ) randomly place one face-down token on the circle until each Action circle and Objective circle contains a token.

Victory Condition: A player immediately wins the game when none of their opponent's characters remain on the board.

Story Mode: The setup instructions, special rules and victory conditions are dependent on the scenario being played.

- Scenarios can be found on pages 72 – 79 in the *Tannhäuser: Rules of Play (Revised edition)* rulebook.

Equipment

Tannhäuser uses Equipment tokens to represent items and even abilities and bonuses which are not strictly speaking, physical equipment.

- Equipment tokens have two sides; the front side shows the equipment while the backside generally indicates the faction or character it belongs to.
- Each piece of equipment has specific rules regarding its use; these rules are generally found with information on the corresponding character.
- The rules associated with an Equipment token do not change over the duration of the game, even if they are dropped or handed off to a different character.

Equipment Slots: Each character has a number of Equipment slots on their Character sheet, each of which can hold up to one Equipment token.

- A character cannot have more Equipment tokens than they have Equipment slots.
- A character that has an Equipment token in one of their Equipment slots is said to have it in their inventory.

Disposable Equipment: Disposable Equipment tokens have a yellow and black border; Equipment tokens without this border are not disposable.

- Disposable equipment can be dropped on the board or handed off between characters, non-disposable equipment cannot.



Special Objects: Each character has a single Special Object, a defining and powerful piece of equipment that is unique to that character.

- Every character starts the game with their Special Object in one of their Equipment slots.



Equipment Packs: An Equipment pack is a collection of Equipment tokens that a player may choose for their character during setup; each character has multiple Equipment pack options available.

Traits: Many pieces of equipment have one or more traits that place them into broad classes of similar items *i.e. any equipment that can be used to launch an attack has the Weapon trait; most weapons have additional traits i.e. Hand-to-Hand, Pistol, or Mental.*

- An Equipment token's traits are always the first word, or words listed in the equipment's rules and are always separated from each other with a bullet point; if the equipment's rules do not begin with a trait word, it does not have any traits.
- When a rule refers to multiple traits, it is implying an Equipment token that has all of those traits.
Exception: *Smoke Grenade is a single trait, distinctly separate from the Grenade trait.*

Maps

Each map is divided into a series of paths with each path being comprised of a series of Movement circles (sometimes just referred to as 'circles') being marked with the same colour.

- In most instances, characters whose miniatures occupy circles on the same path can see and attack each other, miniatures that do not share the same path cannot.
- If a circle contains multiple colours, it belongs to all paths of the depicted colours; characters on these circles are simultaneously on all paths of the shown colours.
- Adjacency between Movement circles is determined independently of paths, and two circles can be adjacent to each other, regardless of whether or not they are on the same path.
- As a general rule, circles separated from one another by a wall are usually not adjacent to each other while circles separated by a door are adjacent; tactical diagrams of circle adjacencies can be found on pages 80 – 82 in the *Tannhäuser: Rules of Play (Revised edition)* rulebook.
- Paths are only made up of Movement circles but can be adjacent to other circles such as Action () and Objective (i.e. ) circles, which are never part of a path.



Movement Circle

A location where a miniature can stand.



Modifier Circle

A type of Movement circle that imposes special bonuses, penalties, or restrictions.




Entry Point


A type of Movement circle where a miniature can enter play.

Modifier Circles: Some Movement circles are Modifier circles; these circles are marked with icons that correspond to one of the four characteristics (Combat, Mental, Stamina, or Movement).

- The colour of an icon indicates whether the effect is positive for the character (green) or negative (red), and the number of icons indicated the magnitude of the bonus or penalty *i.e.* 2 red Mental icons inflicts a -2 penalty to the occupying character's mental characteristic.
- A character standing on a Modifier circle receives the bonus or suffers the penalty to the corresponding characteristic while they remain in the circle.

Rubble Tokens (): Rubble tokens replace the effect of a Modifier circle in which they are placed.

Movement Modifier: A character that enters a circle with a movement modifier must pay the modified movement cost at the time of entering the circle.

- If the icon is red, an extra number of Movement Points equal to the number of icons present are required; a green icon gives the entering character back Movement Points equal to the number of icons present.
- Movement Modifier circles do not adjust a character's Movement characteristic ().



Walls: Walls divide areas on the Game board; usually this dividing is also reflected in a map's paths.

- Two circles on opposite sides of a wall are never adjacent, however, adjacency near ends and corners is more open to interpretation; tactical diagrams of circle adjacencies can be found on pages 80 – 82 in the *Tannhäuser: Rules of Play (Revised edition)* rulebook.



Doors: Doors are decorative rather than mechanical.

- Doors do not affect or indicate circle adjacency.

Entry Points: Entry Points are Movement circles where miniatures can enter play.




- Only the owner of an Entry Point can bring their miniatures into play via their Entry Point.
- When a player brings a miniature onto the Game board through an Entry Point, it costs 1 Movement Point.
- In maps with 4 Entry Points, some Entry Points may be unowned, in which case no player may use them to bring their characters into play.

Objective Circles: Objective circles are locations on the Game board that characters interact with to fulfil the victory conditions in certain modes.



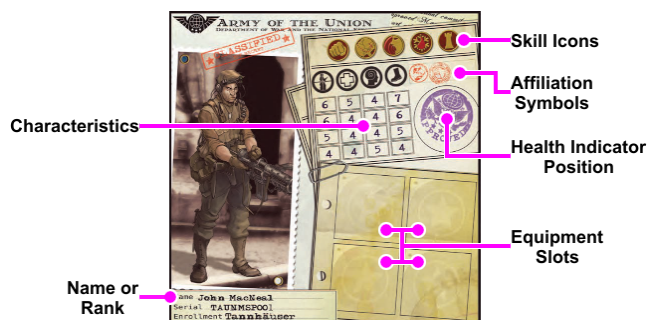
- There are two types of Objective circles, Primary Objectives, which are gold, and Secondary Objectives, which are silver.
- All Objective circles show a Skill icon which provides information about which Objective tokens can be placed on them during setup.
- Objective circles are not Movement circles and cannot be entered by characters.
- Objective circles do not belong to paths, but are adjacent to one or more Movement circles.

Action Circles: Crate tokens () are often placed in Action circles during setup; some scenarios introduce additional uses for Action circles.



- Action circles are not Movement circles and cannot be entered by characters.
- Action circles do not belong to paths, but are adjacent to one or more Movement circles.

Characters and Character Sheets



Name or Rank: If the character is a Hero, they have a name, if they have a rank, they are a Trooper.

- Heroes have 4 Health rows while Troopers have 3 Health rows.

Characteristics: A table of values that show the character's Combat, Stamina, Mental, and Movement characteristics at different health levels. Each character is described by four characteristics:

Combat (1): Fighting skills, both up close and at range.

Stamina (2): Physical durability and capacity to withstand pain.

Mental (3): Intelligence, willpower, perception, and mental capabilities.

Movement (4): Speed, quickness, and the number of Movement Points the character may use each turn.

	1	2	3	4
Best Row	5	4	4	8
	4	4	4	7
Current Row	4	4	3	6
Worst Row	3	4	3	5
	Best Value	Current Value	Worst Value	

Rows and Values: Every character has multiple rows of characteristic values.

- The top row is the set of values a character uses at the start of the game; successively lower levels are used as a character sustains wounds.
- The row of values the character's Health Indicator token points to is the character's Current Row and its values are the character's Current Values; characters always use the characteristic values from their Current Row unless a rule states otherwise.

Best/Worst Row: When a rule calls for a character to use their Best Row or Worst Row, they use the top or bottom row respectively, even if it's not the Best Value or Worst Value for that character.

Best/Worst Value: When a rule calls for a character to use their Best Value or Worst Value, they use their highest or lowest value respectively.

Null Characteristics: Some characters have a null value for some characteristics, as shown by a dash *i.e.* Voivodes have a null Mental value; a character with a null value cannot make tests or participate in duels based on that characteristic and are not affected by effects that would cause such tests or duels.

Skill Icons: Icons representing the character's aptitude for completing objectives, which are mostly used in Objective Mode.

- If a character has a skill icon, they have that skill, otherwise they do not.
- Some skills are required to use certain equipment.


Health Position Indicator: A space that holds a Health Indicator token; this is used to track the character's health over the course of the game.

Affiliation Tokens: One or more symbols indicating which units the character is associated with.

Equipment Slots: Spaces for Equipment tokens; each space can hold up to one Equipment token at a time.

Line of Sight

A character that can see another character is said to have line of sight.

- Line of sight is reciprocal; a character that can see a character can always be seen by that character.
- Two characters that share a path can always see each other; this may be limited by some equipment, such as Smoke Grenades ().
- *Hand-to-Hand* attacks may target a character on the other side of a door, even if the attacking character does not have line of sight; the target must still be in an adjacent circle

Out-of-Path Ranges: Some equipment may allow a character to make ranged attacks on a character that does not share their path and as such does not have line of sight; these attacks may only be performed when the rules of a piece of equipment explicitly allows it.

- Such attacks are often limited by range expressed as (x) *Out-of-Path-Circles* and are measured the same way as movement is measured, via the shortest route possible.
- Out-of-Path ranges are not blocked by characters' miniatures, regardless of whether they are friendly or enemy.
- All penalties and bonuses from Modifier circles do not increase or decrease the measured range.

Tests and Duels

The success or failure of many things in *Tannhäuser* is determined by a dice roll as part of a test, or a duel.

Natural 10s: A die that rolls a 10 naturally (before being modified by bonuses and penalties) is regarded as a natural 10 and is always successful, regardless of the difficulty of the test and any penalties that apply.

- Some tests, duels, and pieces of equipment have additional rules that are triggered by natural 10s.

Natural 1s: A die that rolls a 1 naturally (before being modified by bonuses and penalties) is regarded as a natural 1 and is never successful, regardless of the difficulty of the test and any bonuses that apply.

- Some tests, duels, and pieces of equipment have additional rules that are triggered by natural 1s.

Penalties and Bonuses: Sometimes characters receive bonuses or suffer penalties when making tests or duels; these penalties can affect the number of dice in the dice pool, or the results of the dice.

- Examples of bonuses and penalties that affect the size of the dice pool are: *'one additional die'*, or, *'one less die'*.
- Examples of bonuses and penalties that effect the difficulty of the test are: *'a +1 bonus'*, *'a -3 penalty'*, or, *'a +2 modifier'*.
- A test whose dice pool is reduced to 0 or fewer dice is not invalidated; it just means the character is not allowed to roll any dice.

Tests: Tests occur when a character is acting without opposition of another character; a test has two elements, a Dice Pool, and a Difficulty.

- To perform a test the player rolls the number of dice specified and compares each die result to the difficulty; each result that equals or exceeds the difficulty, and if the player generates at least one success, the test is successful.

Dice Pool: The number of dice to be rolled; the dice pool is 4 dice unless another number is specified.

Difficulty: The number that the player needs to roll or exceed to be successful; the difficulty is 10 – the value of the characteristic that is being tested.

Duels: Duels occur when a character is directly opposing another character; a duel is effectively two players performing a test each (as per above) and comparing the results to determine the outcome.


- The character that initiates the duel is called the attacker and the other player is the defender.
- The attacker and defender each have their own respective dice pool and difficulty.
- Once each player has rolled their dice, each of the defender's success cancels one of the attacker's successes; if the attacker has at least one success that is not cancelled, they win the duel otherwise the defender wins the duel.
- The effects of winning and losing the duel are varied and are described in each case.

Combat (Attacking), Injuries, and Death

Injuries and Death: When a character sustains a wound, their Health Indicator token is rotated or dialled down one row per wound taken.

- As a character sustains wounds their characteristics generally reduce in value, worsening their effectiveness.


Death: If a character's Health Indicator token would be reduced below the bottom row of values on their character sheet, they die.

- When a character dies their miniature is removed from the board and any Disposable Equipment tokens () in their inventory are placed on the space in which they died.

Automatic Wounds: Automatic Wounds are wounds that applied directly to a character, bypassing any chance of the character performing a shock roll.

Shock Rolls Outside of Combat: Unless a source of damage specifies that it inflicts automatic wounds, that target of the damage may always make a shock roll to resist that damage as though it had arisen in combat.

Performing a Shock Roll: The character performs a test by rolling 4 dice.

- The difficulty of the test is 10 – the character's current Stamina value ().
- Each successful die rolled in the shock roll cancels one wound, for each wound remaining the player dials the character's Health Indicator token down 1 row.

Automatic Attack Successes: During an attack, automatic attack successes are treated like regular successes during an attack, as though a die had been rolled and resulted in a success.

- The target of automatic attack successes can make a shock roll in an attempt to cancel them; each success in the shock roll cancels one automatic attack success, and any that are not cancelled inflict one wound each.
- When automatic attack successes are combined with a regular (rolled) attack, the player makes a single, combined shock roll to attempt to negate both the rolled and automatic attack successes, not two separate rolls.
- Automatic attack successes can be inflicted without a roll of the dice *i.e. when a Grenade explodes*.

Attacking: When one character attacks another, combat is resolved as follows:


1. **Declare Target and Weapon:** The attacker must choose a Weapon (Equipment token with the *Weapon* trait) from their character's inventory that they will use in the attack and choose a legal target character.

- If the attacker has no weapons or chooses not to use one, they will make an unarmed attack (No Weapon).
- The attacker must either share a path with the target, or be on an adjacent circle unless special rules or equipment allow different targeting conditions, or prohibit normally legal targets.

Melee Attack: An attack made with no weapon or a weapon with the *Hand-to-Hand* trait is called a melee attack and the attacker must be adjacent to the target.


Ranged Attack: An attack made with a weapon with the traits *Pistol*, *Automatic* and/or *Mental* is called a ranged attack and the attacker may use these to attack an adjacent or non-adjacent target.

2. **Perform Attack Roll:** The attacker makes an attack roll by rolling the number of dice as determined by the chosen weapon's traits according to the follow table:

- The difficulty of the attack is 10 – the character's current Combat value (); if a die meets or exceeds this value, it is successful.
- If none of the attacker's dice are successful, the combat ends immediately.
- If at least one of the attacker's dice is successful, the defender must perform a shock roll in the following step; the number of successes rolled is important so take note of how many dice are successful.

Weapon Trait	No Weapon	Hand-to-Hand	Pistol	Mental	Automatic
Dice Pool	2 dice	4 dice	4 dice	4 dice	5 dice

3. **Perform Shock Roll:** If the attacker rolls at least one success, the defender must make a shock roll; the number of dice used for a shock roll is always 4 dice.

- The difficulty of the test is 10 – the character's current Stamina value ().
- The number of successes rolled is important so take note of how many dice are successful.

4. **Deal Wounds:** Each successful die rolled in the shock roll cancels one successful die rolled in the attack roll; for each successful attack die that was not cancelled, the character receives one wound.

- If all attack dice are successfully cancelled, the defender receives no wounds.
- The defender dials his Health Indicator token down one row for each wound sustained.


Grenades


Any pieces of equipment with the *Grenade* or *Smoke Grenade* trait use the following rules to resolve their effects:

- Grenades are thrown using the *Throw a Grenade* action; it does not count as an attack.

- Each Grenade token represents a single piece of ordinance; when thrown the corresponding token is removed from the throwing character's inventory.
- A character can throw a Grenade in their own circle, any occupied circle, or any unoccupied Movement circle.
- When a Grenade is thrown, the throwing character must choose a target in circle in range; all circles, except for the last circle must share a path with the throwing character, this represents the grenade bouncing into an adjacent room or hallway.


Grenade Effects: A Grenade has a throwing range of up to 5 circles, not including the thrower's circle, but it does include the target circle.

- A thrown Grenade deals 4 automatic attack successes to any character in its target circle and any circle adjacent to the target circle; each affected character performs a separate shock roll to resist wounds.
- After resolving any damage dealt by a Grenade, place a Rubble token () in the target circle; if the circle is a Modifier circle, the Rubble token replaces the effect of the modifier.

Smoke Grenade Effects (): A Smoke Grenade has a throwing range of up to 8 circles, not including the thrower's circle, but it does include the target circle.

- When thrown, place a Smoke Grenade token in the target circle, indicating all circles sharing a path with the circle are filled with smoke.
- Any character standing on a circle filled with smoke can only attack targets in adjacent circles, and in addition rolls 2 fewer dice during attack rolls.

Duration: The effects of the Smoke Grenade last for the remainder of the turn it was thrown and the entirety of the next 2 turns. Use this method to track the duration:

1. When thrown, place a Smoke Grenade token in its target space with 2 Smoke tokens () placed on top of it.
2. During each *Refresh Tokens* step, remove the topmost Smoke token if possible, if not, remove the Smoke Grenade token; once the Smoke Grenade token is gone, the path is no longer affected by smoke.

Overwatch

A character on overwatch is ready to attack in response to enemy activity.

- Characters can be placed on overwatch during the *Set Overwatch* step.

- Launching an overwatch attack is always optional.
- A player must give their opponent a chance to declare an overwatch attack when activating their characters.

Triggering an Overwatch Attack: A character on overwatch can interrupt an enemy character's activation upon any of the following triggers:

- Each of a potential target's action announcements or movements between two adjacent spaces may only trigger a single overwatch attack against that target, regardless of how many characters on overwatch can legally act.

The enemy character moves onto a circle on the same path as a character on overwatch: The enemy character can be moving from a circle on the same path, or a different path.

- The attack is resolved immediately after the movement into the new circle, but before any additional movement can be carried out, or actions declared.

The enemy character moves onto a circle adjacent to a character on overwatch.

- The attack is resolved immediately after the movement into the new circle, but before any additional movement can be carried out, or actions declared.

The enemy character announces an action while standing on the same path or a circle adjacent to a character on overwatch.

- The attack is resolved before the action is carried out; the announced action that triggered the overwatch attack must be carried out, the player cannot choose a different option.

Overwatch Attack: Upon interrupting, the character launches an overwatch attack against the character being interrupted.

- An overwatch attack is resolved in the same manner as a normal attack with the exceptions that the character whose actions triggered the attack must be the target.
- Weapons with the *Mental* and/or *Heavy* traits cannot be chosen for an overwatch attack.
- If the target of an overwatch attack is killed, their activation ends immediately with no more movement or no action being performed; if they are not, their activation continues from the point of interruption.
- When a character launches an overwatch attack, the token beneath their miniatures is removed from the board; the character is no longer on overwatch and cannot launch another overwatch attack or activate normally this turn.

Command Points

Each player has Command Points at their disposal each turn; these token are not linked to a particular character, but all characters on the player's side.

- A player's Command Points are refreshed at the beginning of each turn during the *Refresh Tokens* step, and can be utilised throughout the turn.

- Any remaining Command Points that are not used during a turn are lost during the next turns *Refresh Tokens* step.

Restrictions on Spending Command Points: During a single character's activation, a player cannot spend Command Points for the same for the same effect more than once *i.e. a player may not increase the same characteristic's value, buy an extra Movement Point, or shake off a wound more than once etc. during a single activation.*

- This restriction is reset for each successive character's activation.

Spending Command Points: Command Points can be spent for the following effects in addition to any extra uses specified in some scenarios.

- All values that are improved by spending Command Points return to their printed value at the end of a character's activation.




Re-rolling Setup or Initiative Rolls: Immediately after both players roll a die for either a Setup Roll or Initiative Roll, the player who lost the roll may spend 1 Command Point to reroll their die; the new result replaces the first result, even if it is worse.

- In the event of a tie, each player rerolls their die; no player may spend a Command Point to reroll in the event of a tie.
- A player may only do this once during any particular Setup or Initiative Roll.
- If the rerolling player gains advantage, their opponent is not allowed to spend a Command Point to make a reroll of their own.

Buying Extra Movement Points: A player may spend 1 Command Point during a character's activation to add 1 Movement Point to their pool of Movement Points.

Placing a Character on Overwatch: A player may spend 1 Command Point per character to set any number of characters on overwatch during the Set *Overwatch* step of the turn.

- The same character may not be put on overwatch multiple times during the same turn.
- A character set on overwatch does not receive an activation for the game turn on which they are on overwatch.

Temporarily increasing a Characteristic Value: A player may spend 1 Command Point at any time to increase the current value of their character's Combat (), Mental (), or Stamina () characteristic by one.

- Multiple characteristics can be modified in this way but each characteristic may only be increased once.
- The increase lasts until the end of the character's activation and is applied after any bonuses or penalties from equipment.

- A player may not increase a value between the roll of a die and the resolution of the roll; the characteristic must be modified before the roll is made.


Launching a Counterattack: If a character is attacked by an enemy and survives, they may spend 1 Command Point to make a counterattack, using their worst Combat value for the attack.

- The opportunity must be taken or declined immediately after the initial attack is resolved, before the attacker's activation continues or ends.
- A thrown Grenade does not count as an attack as it is its own action, as such a counterattack cannot be launched against a thrown Grenade.
- The initial attacker must be the target of the counterattack; the attack is resolved using the normal rules for attacking.
- Only one counterattack can be made in response to any given attack.
- The *Extra Ammunition* equipment may not be used to gain an additional counterattack.
- A counterattack cannot be followed up with a counterattack by the initial attacker.

Shaking Off a Wound: Immediately after making a shock roll, a player may spend 1 Command Point to shake off a single wound that a character would otherwise suffer.

- A player cannot use this to improve a character's overall state of health compared to before the attack; this can only be used to negate a new wound, not heal an old one.



Introducing a Reinforcement Character: A player may spend 3 Command Points before activating any characters to introduce a reinforcement character to the Game board.

- Only Troopers may be introduced as reinforcements, furthermore only a Trooper that has died in the course of play and is not on the map may return as a reinforcement.
- A character that is reinforced must enter the Game board on the turn they are reinforced; reinforcements enter the through an owner's Entry Point ().
- When introducing a reinforcement, the player may equip the character with any of their Equipment packs, but may the character may not be equipped with Bonus tokens.
- When a character returns as a reinforcement, the player may not have enough tokens to represent the character's equipment; in this instance players should use proxy tokens.
- There is no limit to the number of times a player may introduce reinforcements over the course of the game.

Turn Order

The game is played over a series of turns; in each turn the following steps are performed in the order listed with each player fully completing the step before players move onto the next step.

1. **Refresh Tokens:** Both players refresh their Command Points to the number specified by the game mode; this step is skipped during the first turn.

- As this step is skipped during the first turn of the game; Command Points spent during the Setup Roll were taken from the player's points for the first turn.
- Unused Command Points from the previous turn are lost, regardless of the source they came from.
- Tokens used to mark character activations from the previous round are removed from all players' Character sheets.
- Any characters that were placed on overwatch in the previous turn but did not make an overwatch attack lose their overwatch status; remove the tokens from under their miniatures to indicate they are no longer on overwatch.
- The top Smoke token () or Smoke Grenade token () on each stack on the Game board is removed.

2. **Roll Initiative:** Each player makes an Initiative Roll, rolling a single die and then adding any applicable bonuses *i.e. bonuses from Equipment tokens*; this step is skipped during the first turn of the game.


- All bonuses including bonuses belonging to different characters are cumulative.
- Once dice have been rolled and bonuses have been added, the player with the lower final result may choose to spend 1 Command Point to reroll their die; if a player rerolls, their second result is their final result.
- After the player has chosen to or not to reroll their die, the player with the highest modified Initiative Roll has initiative for the current turn.

3. **Set Overwatch:** Beginning with the player that does not have initiative, players take alternating turns; during each turn a player may choose to place a character they control on overwatch or decline.

- Setting a character on overwatch costs 1 Command Point; to indicate a character has been placed on overwatch, place an unused Objective token underneath the character's miniature on the Game board.
- A character placed on overwatch will not receive an activation during the current turn.
- When both players decline in sequence, the *Set Overwatch* step ends; a player may choose to place a character on overwatch if they have previously declined providing that both players have not yet declined in sequence.

4. **Activate Characters:** Players alternative activating their characters one at a time beginning with the player that has initiative.

- When it is a player's turn to activate a character, the player may choose to activate any character on his team that is not on overwatch, and have not been activated this turn.
- If a player runs out of characters to activate, the remaining player activates the rest of their characters, one after the other.

- Characters that have not entered play must begin their activation by moving onto one of their Entry Points (), doing so costs 1 Movement Point; this must be done before they can carry out any actions.
- Each player must enter all of their characters into play on the first game turn; they may not leave any of their starting characters off of the board to be introduced in later turns.




Ending an Activation: When a player finishes activating a character, they must place an unused Objective token, face-down, on the corresponding Character sheet to indicate they have been activated.

- The *Activate Characters* step ends once all characters that are not on overwatch have been activated.


During an activation, a character performs one of the following:

- Move and then act
- Act and then move
- Act without moving
- Move without taking an action
- Move, act, and then move some more

Moving: Each Movement Point allows the player to move the character from their current Movement circle to an adjacent Movement circle.

- At the beginning of a character's activation, they gain a number of Movement Points equal to their Movement characteristic ().
- A character is not required to spend any or all of their Movement Points during their activation; any unused Movement Points are lost at the end of their activation.
- A character may move through, but not end their activation in, or stop to act in a Movement circle that is occupied by a friendly miniature.
- Modifier circles showing Movement characteristic icons cost more or fewer Movement Points to enter; each red symbol requires 1 extra Movement Point to enter, each green symbol requires 1 less Movement Point to enter.
- A character may never move onto an Action circle () or Objective circle (i.e. ).

Bull Rush: A character may not enter a Movement circle occupied by an enemy miniature, except by attempting to bull rush the enemy from an adjacent Movement circle; to attempt a

bull rush, the moving character and target character engage in a Stamina () duel.

- Attempting a bull rush does not count as the character's action for the turn.
- A character may only attempt one bull rush per activation.

- A character may not attempt a bull rush if they do not have enough Movement Points to move beyond the bull rushed circle or there are no circle circles they can occupy beyond the bull rushed circle.

If the moving character wins: They may move through the target circle occupied by the enemy character as though it were not occupied.

- A bull rushing character cannot stop to act or end their activation in the target circle.

If the moving character loses: They may not move into the target circle, and the enemy character may immediately make a free melee attack against them.

Actions: This is not an exhaustive list of actions, some special rules, especially those included in particular scenarios provide additional actions for certain circumstances.

- Some equipment provides special actions although this is usually covered under the *Use Equipment* action.

Attack: A character uses this action to attack an enemy character.

Throw a Grenade: A character uses this action is used to throw any piece of equipment with the *Grenade* trait or *Smoke Grenade* trait.

Pick Up Equipment: A character uses this action to add any or all Equipment tokens from the circle they occupy or an adjacent circle to their inventory, and/or drop any or all disposable Equipment tokens from their inventory into the same circle.


- By the end of the action, the character may not have more Equipment tokens than they have Equipment slots on their Character sheet.

Pass Equipment: A character can take one or more Equipment tokens from their inventory and place them in the inventory of a friendly character that stands in an adjacent circle.

- If the receiving character does not have enough free slots to receive the Equipment tokens, the character may give Equipment tokens to the character taking the action, or they may drop any number of Equipment tokens in the circle they occupy.
- At no point may any character have more Equipment tokens than they have Equipment slots on their Character sheet.

Use Equipment: This is a catch-all for Equipment tokens that must be triggered by an action in order to be used.

- Each piece of equipment describes the requirements and effects of the action(s) necessary to be used.


Search a Crate: A character adjacent to a Crate token () may take this action to secretly inspect the contents on the underside of the Crate token and then choose one of the following options:


Return the token to the Game board: The token is returned to the same location, face-down.

If the crate contains equipment: They may place the token in an empty Equipment slot on searching character's Character sheet.

- If the character does not have space for the equipment, they may drop an item from their inventory in the circle they occupy at no additional cost to make room.

If the crate contains Command Points: The player may add them to their side's pool of Command Points for the turn.

Activate an Action Circle (): Some scenarios allow characters to perform special actions by activating certain Action circles; a character adjacent to such an Action circle may take this action to perform the corresponding action.

- The action of an Action circle can be used, even if the Action circle has a Crate token () on it.