



DEPLOYMENT

- Players roll D20: lower result chooses 1 Deployment Area (DA) or passes choice.
- Player that chose DA deploys half of their Units in the DA. Opponent then deploys all models in DA. First player then deploys the rest of the models in DA.
 - ◊ Base must be fully within DA, not in base contact with Enemies/Objectives.
- Reinforcements: players can swap Units as long as they stick to the max SPs.
- Second player gets Initiative in Turn 1.

GAME PHASES

- Start Turn Phase
 - ◊ Mark Turn number
 - ◊ Roll for Initiative (except Turn 1): D20 + current VPs + Units with Pinned counters
 - ◊ Lowest Initiative chooses who gets Initiative in Activation Phase.
 - ◊ Resolve 'Start Turn Phase' effects
- Activation Phase
 - ◊ Player with fewest Units gets 1 'Pass' Counter for every full 2 Activations less
 - Units with Group (X) count as single activation per Group.
 - ◊ Players alternately activate Units. Player with Initiative starts. Other Player is the Reactive player.
- Activate Unit or use Pass Counter (do not Activate).
- Activating Unit:
 - ◊ Resolve 'Unit is Activated' effects.
 - ◊ Assign Activation Counter.
 - ◊ Perform up to 2 Actions.
 - ◊ Active and Reactive player alternate, unless the Reactive player has no Units left.
- End Turn Phase
 - ◊ Resolve 'End Turn Phase' Effects.
 - ◊ Check Scenario Victory Conditions to see if a Player has won.
 - ◊ Remove Activation and Reaction Counters.
 - ◊ Next Turn.

ACTIONS

Aim: +4MW to TN & +2DAM for next Shoot Action this Activation.

- Weapons with Burst (x) or Projected or Tactical Fire ability cannot aim.
- Cloud or Explosive may only apply Aim against Primary Target.

Brace: Ignore Recoil (x) for the next Shoot Action this Activation and gain Suppressive.

Charge: Move shortest route up to MV to enemy in Clear/Obstructed LOS. Make free Strike Action with +2CC. Must complete move. May not Charge when engaged or if Unit cannot/will not move.

Climb: Move up to half MV up/down. May end Activation halfway climb. May use leftover MV to finish move. If it gains Pinned/Wound Counter, it falls.

Fly: Move/Charge in a straight line up to 2xMV. Enemies targeting Flying Unit get no Light/Heavy Obstruction penalty for Ambush Reactions. Enemies may not target this Unit with Charge as their Ambush Unit. Fly may not enter Enclosed Terrain.

Interact: Unit interacts with Scenario Objective.

Move: Unit moves up to MV. May move over/on to scenery up to the model's height.

Rally: Remove 1 Pinning Counter.

Reload: Remove 1 Reload Counter.

Shoot: Perform Ranged Attack. May not be performed when engaged.

Strike: Perform melee attack.

REACTIONS (ONLY BY REACTIVE PLAYER)

- Units can have max 1 Reaction Counter.
- Units may not gain Reaction Counters when they have Pinned Counters.
- Unit may perform 1 Reaction per Enemy Unit Action.
- Only 1 Unit can react to active Unit's action.

Ambush: Take during Active Unit's Action with non-Blocked LOS, unengaged/engaged with model with Pinned counters. Reacting Unit gains Reaction+Activation Counter. Perform Shoot/Charge Action. Then Active Unit finishes action. May redirect the Charge.

Counterattack: Enemy Unit performs Shoot/Strike Action on Active Unit after it finishes a Shoot/Strike Action against Reactive Unit. Only 1 Enemy Unit can Counterattack to an Action. Reacting Unit receives Reaction Counter.

Dive for Cover: Reaction to Shoot Action or when a Secondary Target. Assign Reaction Counter. Gain +2AR against for the attack.

Parting Blow: When Active Unit moves, Reacting Unit may perform a Strike Action. Gain a Reaction Counter. If Active Unit survives, it may continue move.

MOVEMENT

- Base must fit between scenery and bases to move past.
- May not end up on other bases.
- Units may move through friendly Units with same/smaller bases.
- May normally not move off the Battlefield.
- Reposition: 1/Activation if unengaged may move ≤2" for free if it ends btb with terrain.
- Pinned: Unit may not move close to Enemy Units in Clear or Obstructed LOS.

FALLING

- If falls > half MV, Unit must perform AR Test. DAM: 3 x fall height.

JUMPING

- Part of Move/Charge may jump up to MV", minus moved distance.
- If insufficient MV, the Unit falls.
- If gains Pinned/Wound Counter during jump, the Unit falls.

RANGED ATTACKS (SHOOT ACTIONS)

- Can only Shoot with no Reload Counters, at Enemy Unit
- Must have Clear/Obstructed LOS, Unit must be in range of weapon
- Shoot Action: Unit's MW as TN, modified by:
 - ◊ Weapon range modifiers
 - ◊ DEF rating of target Unit
 - ◊ -2 for Light Obstruction (1 modifier/shot)
 - ◊ -4 for Heavy Obstruction (1 modifier/shot)
 - ◊ -5 when engaged with friendly Unit(s)
 - ◊ Other
- If successful, enemy Unit must perform AR test:
 - ◊ $1D20 \leq AR - DAM$ (Target Unit: +2AR if in base contact with Heavy Obstruction)
- If failed, attack missed.
- Natural 1: Critical success. Weapon gains X1 Damage multiplier.
- $D20 \geq$ Critical Failure value: gains Reload Counter. On a hit, apply hit & Critical Failure.

AREA OF EFFECT WEAPONS

- Target enemy Units normally.
- Target Unit is Primary Target, other Units in Threat Zone are Secondary Targets.

CLOUD

- Unit suffers effects first time in Threat and at end of their Activation if in the Threat Zone
- Mark Impact Point with Counter.
- During next End Turn Phase, roll D20. 11+: cloud dissipates, remove Threat Zone.

EXPLOSIVE AREA OF EFFECT

- Only affect Secondary Targets that are not Blocked from the Primary.

PROJECTED AREA OF EFFECT

- Threat Zone = Shooter's base width, up to Range.
- Perform Shoot Action for Primary+Secondary Targets independently. Check TN per Unit.
- Ignore modifiers for Light/Heavy Obstruction.
- Only targets unblocked Secondary Targets.
- May be performed when Unit is engaged.

TACTICAL FIRE

- May target any spot on the Battlefield in range, regardless of LOS.
- May not target a spot 1/2 of Terrain's (with Cover) height in inches away from it.
- All Units in the Threat Zone are Secondary Targets.

MELEE ATTACKS

- Units may make a Strike Action with their ST for DAM.
- Unit may only perform Strikes against engaged Enemy Units.
- Unit may Move/Charge/Fly/Climb/Compulsary Move when in base contact.
- Strike Action: Unit's CC as TN, modified by:
 - ◊ +1 as part of Charge Action
 - ◊ DEF rating of target Unit
 - ◊ Weapon modifiers
 - ◊ +1 for each Friendly Unit engaged with Enemy Unit.
 - ◊ Other
- If successful, enemy Unit must perform AR test:
 - ◊ $1D20 \leq AR - DAM$ (+1DAM for each other Friendly Unit engaged with Enemy Unit).
- Natural 1: Critical success. Weapon gains X1 Damage multiplier.
- $D20 \geq$ Critical Failure value: gains Pinned Counter. On a hit, apply hit & Critical Failure.

ARMOR TEST RESULT

Succeeded TN by 6+: No Effect
Succeeded TN by 0 – 5: 1 x Pinned Counter
Failed TN by 1 – 5: 1 x Pinned Counter & 1 x Wound Counter
Failed TN by 6+: 1 x Pinned Counter & 2 x Wound Counters

- If a Unit has equal to or more than their W-rating, they are removed as casualty.
- Damage Multipliers: cumulative. # AR tests equal to # Damage Multiplier.

TERRAIN

- Climbable: Units can Climb this at full MV rating.
- Cover: Heavy Obstruction gives +2AR when in base contact
- Dangerous: Unit in contact or begins movement makes TN(LD) test. Failure: DAM7 hit.
- Destructible: May be destroyed
- Enclosed: Empty/Enemy inside, Unit spends Action to enter. Only enemies: TN(LD) test.
- Rough: Move half MV in contact
- Weapon Mount (X): Can be used by any Unit in contact for one Activation per Turn.
- Zone: Terrain traits apply to the entire Zone.
- Zone (Dense): LOS >2" of the Zone is Blocked.

UNIT SPECIAL ABILITIES

Advisor: This Unit may be included in “Agents of Light” Reinforcements and replaces its normal Designation with Trooper.

Aggressive: After this Unit completes a Shoot Action it may be moved 2” toward any Enemy Unit to which it has non-Blocked LOS.

Ambush: This Unit's Weapons receive a x1 Damage Multiplier for Strike Actions targeting Enemy Units that have not been assigned an Activation Counter this Turn.

Awareness: While possessing no more than one Reaction Counter, this Unit may be assigned a Reaction Counter to perform a Reaction.

Blitz: When this Unit completes a Shoot Action that resulted in an Armor Test Failure for at least one Enemy Unit, this Unit may immediately perform a free Move Action.

Blur (X): This Unit receives a bonus of X to its DEF Characteristic against Shoot Action Tests targeting it as part of any Reaction.

Camouflage (X): Any Obstruction modifiers to the TN for a Shoot Action Test targeting this Unit are increased by +X.

Command (X): If this Unit is neither Engaged nor has a Pinned Counter it may:

- Spend an Action to remove a Reaction or Pinned Counter from a Friendly Unit within 12” and non-Blocked LOS
- Once per Turn, spend an Action and perform a TN (LD) Test. On a Success, a Friendly Unit of Unit Type X within 12” and non-Blocked LOS may perform one Action when this Unit completes its Activation.

Controller (X): Friendly Units with the Zombie Unit Special Ability within X inches of this Unit are not restricted in the Actions they may perform and may Reposition when Activated.

Dark Cult: This Unit may be included in “Servants of Darkness” Reinforcements and replaces its normal Designation with Trooper.

Determination: This Unit may re-roll any TN (PW) or TN (LD) Tests Failures.

Dodge: When this Unit performs a Dive for Cover Reaction, perform a Test with a TN equal to the lowest die result of the Enemy Unit's Shoot Action. On a Success, this Unit does not receive a Reaction Counter.

Driven: The Suppressive Weapon Special Ability is ignored when targeting this Unit.

Duelist (X): This Unit modifies the Rating of its DEF Characteristic by X when targeted by an Enemy Unit's Strike Action. For example, a Unit with a DEF Rating of -1 and Duelist (-2) would have a DEF Rating of -3 when targeted by a Strike Action.

Engineered for War: This Unit is a member of the Algeroth Faction, but may be included in a Demnogonis, Ilian, Muawijhe, or Semai Faction Force.

Entrenched: If this Unit is not placed on a Terrain Feature during Deployment, place a counter next to it to denote it is entrenched. While entrenched, this Unit receives a -1 bonus to its DEF Characteristic and a +2 AR bonus for Armor Tests in response to Shoot Actions. Remove the entrenched counter if this Unit moves for any reason.

Evasive (X): This Unit modifies the Rating of its DEF Characteristic by X when targeted by an Enemy Unit's Shoot Action. For example, a Unit with a DEF Rating of 0 and Evasive (-2) would have a DEF Rating of -2 when targeted by a Shoot Action.

Executioner (X): This Unit's Strike Actions score Critical Hits on a natural roll of X or lower, instead of only on a natural roll of “1.”

Faith (X): During deployment, this Unit adds X tokens to their force's central Faith Pool. At any time, a Friendly Unit with this Special Ability can spend a token from the pool to re-roll any of their Tests.

Fearless: This Unit may be assigned a Reaction Counter even when it currently has a Pinned Counter.

Fierce Charge: This Unit gains an additional +2 DAM on Strike Actions performed as part of a Charge Action.

Firing Stance: This Unit ignores the Recoil Weapon Special Ability when making a Shoot Action.

First Aid (X): Once during this Unit's Activation, immediately before or after declaring or performing an Action, this Unit, if in base-to-base contact with a Friendly Unit (including itself) with one or more Wound Counters, may attempt a TN(X) Test. Success removes a Wound Counter and a natural roll of a “1” removes all Wound Counters. Friendly Units (not including itself) within 6” of this Unit are never assigned more than one Wound Counter as a result of a failed Armor Test.

Flight: This Unit may perform the Fly Action.

Focused Fire: This Unit's Shoot Actions with weapons that do not have the Cloud, Explosive, or Projected Weapon Special Abilities gain a cumulative +1 DAM for each prior Shoot Action Test Success against the same Target this Activation.

Group (X): During Deployment, X number of Units of this Unit Type must be deployed at the same time all within 6” of each other. When any Unit of this Unit Type is Activated, X Units of this Unit Type without an Activation Counter must be Activated as a single Activation, the player choosing the order in which each of these Units is Activated, performing the Actions of each Unit independent of the other Units in the Group. If a player cannot deploy or activate X number of Units of this Unit Type, the player must deploy or activate as many as possible.

Gymnastic: This Unit doubles the distance they may move during a Climb Action and halves the distance of any fall.

Honorbound: This Unit never gains the bonus for Overwhelming Numbers.

Impact (X): After this Unit has completed a Fly Action, all other Units within X inches of this Unit must Succeed at a TN(LD) Test or receive a Reaction Counter.

Mortuary Enzymes: When this Unit is removed from the Battlefield as a Casualty all Units in base-to-base contact with it suffer a DAM 8 hit.

Nerves of Steel: This Unit may declare an Action that moves them closer to enemies in LOS even if they have a Pinned Counter.

Networked: Before declaring a Reaction, this Unit may relocate one of its Reaction Counters to a Friendly Unit with the Networked Special Rule within 8” that doesn't currently have a Reaction Counter. If this Unit has the Command Unit Special Ability, it may ignore the LOS requirements when using that ability to target another Friendly Unit with the Networked Special Ability.

Pack Hunter (X): While within 8” of another Unit of Unit Type X and possessing no more than one Reaction Counter, this Unit may be assigned a Reaction Counter to perform a Reaction.

Precise Senses: This Unit ignores the Camouflage Unit Special Ability when performing Shoot Action Tests.

Rebreather (X): When performing an Armor Test against a weapon with the Cloud (X) Weapon Special Ability, this Unit reduces to X the DAM Rating of that weapon.

Recruit: This Unit must succeed at a TN(LD) Test to remove a Pinned Counter as part of a Rally Action.

Relentless: This Unit cannot received Pinned Counters.

Shadowed: Enemy Units may not declare an Ambush Reaction in response to this Unit's Move or Charge Actions or Reposition.

Shake It Off: This Unit automatically removes any Pinned Counters it possesses during the End Turn Phase.

Shift: This Unit may, as an Action once per its Activation, be removed from the Battlefield and then placed onto the Battlefield at a location up to its MV Rating in inches away in any direction, as long as the location satisfies the Model Placement rules. Removal from the Battlefield does not constitute Movement, but placement does.

Tactical: Once per Turn, this Unit may be assigned a Reaction Counter even if it already possesses one or more Reaction Counters while within 2” of a Scenario Objective. This model gains +4 LD whenever using the Interact Action.

Trailblaze: This Unit ignores the Rough Terrain Trait.

Zombie: This Unit may never receive a Reaction Counter. Additionally, unless this Unit is within range of a Friendly Unit with the Controller Unit Special Ability when Activated, this Unit may perform only the Move, Shoot, and Strike Actions and may not Reposition.

WEAPON SPECIAL ABILITIES

Accurate (X): Shoot Actions performed with this Weapon score Critical Hits on a natural roll of X or lower, instead of only on a natural roll of “1.”

Burst (X): Shoot Actions with this Weapon may perform up to X Shoot Action Tests assigned to any combination of Targets within a four inch diameter area. Each of these Tests should be resolved sequentially, in the order determined by the Unit's player, resolving any Shoot Action Test Critical Failures immediately.

Cloud (X): This Weapon is subject to the Cloud Area of Effect Weapon rules and has a Threat Zone X inches in radius.

Concussive: All Units in the Threat Zone created when this weapon performs a Shoot Action receive a Pinned Counter after the action, regardless of the Success of the Shoot Action.

Continuous: If a Unit Fails an Armor Test against this Weapon, it immediately takes another hit using the Weapon's DAM Rating (ignoring Aim or other bonuses). A Failed Armor Test against this second hit will not trigger the Continuous Weapon Special Ability.

Explosive (X): This Weapon is subject to the Explosive Area of Effect Weapon rules and has a Threat Zone X inches in radius.

Projected: This Weapon is subject to the Projected Area of Effect Weapon rules.

Reach (X): Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, even though the Units are not Engaged, and are considered Engaged with Enemy Units in Clear or Obstructed LOS up to X inches away solely for the purpose of Charge Actions.

Recoil (X): The TN for any Shoot or Strike Actions performed with this Weapon suffer a -X penalty.

Silenced: Shoot Actions performed with this Weapon do not trigger Counterattack Reactions from any Enemy Unit who has Obstructed LOS to this model.

Smoke: From any LOS Lines drawn into or through this Weapon's Area of Effect are Blocked. The Area of Effect is considered to be of infinite height.

Suppressive: If all of the Shoot or Strike Tests from a Shoot or Strike Action using this Weapon target the same Enemy Unit, that Enemy Unit receives a Pinned Counter after the action, regardless of the Success of the Shoot or Strike Action.

Tactical Fire: This Weapon may perform Tactical Fire Shoot Actions.

Thrust (X): When performing a Strike Action as part of a Charge Action, increase the DAM of this Weapon by X.

Vicious: This Weapon's DAM increases by +2 per Wound Counter on an Enemy Unit targeted by a Strike or Shoot Action using this Weapon. Strike Actions additionally receive +2 to the Unit's CC Rating per Wound Counter.