

Grinding-Annihilation Core Rules

1st Edition



Introduction

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Introduction

Overview

Welcome to Robura - Grinding-Annihilation's Core Rules! The following pages contain everything you will need in order to wage an: grinding, endless, pointless and attritional war across the conquered lands of Robura.

Grinding-Annihilation is a tabletop war game in which players command an army of miniatures in an attempt to crush their sworn opponents through: skill, tactics and luck. At the heart of Grinding-Annihilation is the world of Robura, with the rules designed to bring to life the ceaseless war between its major factions.

Games of Grinding-Annihilation are won by scoring more Tactical Points than your opponent through achieving objectives, recovering relics, liberating structures or simply eliminating another General.

The game is played in a series of Strategy Phases across the Round of combat, during which they will plan Manoeuvres, Move Troops, Shoot, Assault, and finally Execute their orders.

War games are often quite complex, and Grinding-Annihilation is no different. When you and your opponent come to a disagreement, have a quick chat, and choose what makes most sense between you both (or which is most fun). If no single option is decided upon, you and your opponent can roll off, whoever rolls highest gets to choose the winning argument. Then you can keep fighting.

Robura & Her Factions

Robura is a word originating from an ancient culture which describes the galaxy you will be fighting within. As of **2809 A.B.S** Robura is sectioned into three core regions, the Nucleus, Long, and Unfixed Space. Each a describing term for the most charted to uncharted parts of space accordingly.

Robura is split across four major factions as of the moment. The grand Democratic and Progressive state of the **Prestige of Uracil (P.O.U)**, The Grand Eclectic Pact of the **Rassa Moxol**, The Mechanised

Faithful of the **Autereium**, and the Insurgent Diesworkers of the **Kolkata Alliance**.

The Prestige of Uracil (P.O.U)

The largest and supposedly most unified Star nation in Robura is the P.O.U. Despite the nation's powerful propaganda networks and sickeningly large populace, its bloated bureaucracy and poor internal management is on clear display. Being such a huge nation it fights hundreds of battles at any one time, causing its immense army to be poorly equipped, trained and ultimately too spread out to have any powerful impacts.

Despite the Star nation's festeringly corrupt government and poor financial situation which teeters on the edge of economic implosion if the endless war ever slows down, their army is primarily well known for its quick and overwhelming tactics. The hundreds of millions of soldiers are organised into Professional divisions, Planetary militia or even Elite Shell-Shockers.

The Rassa Moxol

The smallest Star nation in terms of overall size also makes its spot as one of the most powerful. A large alliance of races bound under one binding agreement which their empire is named for. Despite their seemingly cohesive appearance the Moxol's races are locked in raging fanatic devotion and competition.

The Moxol's government is overseen by a council who believe that in order to reclaim the mantle of the ancients they must harness the past and destroy the future. All ancient caches are claimed natively by this empire, not to be tampered with under threat of ever more endless wars.

Despite the Moxol's internal struggles between its races, it focuses its traditions and culture on uniqueness and creativity. This assisted with the empire's cultivation of technology causes them to be one of the best equipped, yet also one of the least effective across a large border. The races of the Moxol are organised into several warclans, generally depending on their race.

Introduction

The Autereium

In the far reaches of the galactic expanse, the Autereium looms as an ominous presence, its machinations veiled in mystery. A congregation of relentless machines, guided by the unfathomable intellect of a select few Artificial Intelligences, commands the depths of space.

At the helm of this mechanical colossus stand the Metrical Lords, embodiments of supreme intelligence and arcane mastery, shrouded in the esoteric reverence of the Wreathe. Emerging as the latest combatant in the saga of cosmic factions, the Autereium strikes fear into the hearts of those who dare to ponder its origins and ambitions.

Spanning across unique Voidworlds crafted within the folds of voids, where black holes churn with cosmic energy, the Autereium harnesses the primal forces of the universe to forge legions of obedient automatons. Their insatiable hunger for technological advancement knows no bounds, as they tirelessly labour to serve their mechanical lords and expand their dominion across the stars.



The Kolkata Alliance

A strange nation born from an uprising in loosely controlled Autereium space are the children of the Kolkatt, the Kolkata Alliance. Being effectively a machine age empire rising to the prominence of star power in a matter of centuries has caused a strange mix of traditions and limitations to merge into the strangest empire of the known galaxy.

Overseen by a singular monarch since their inception, the Kolkatt is the eternal god king of their people. Being a living biomachine has left him with a strange sense of foreign biologics, and extreme xenophobia for his empire. The Kolkatt does not rule his Star nation most of the time, instead preferring to leave it to his many wives, sons and daughters, the best of which he crowns War Praetors.

The strange blend of hyper stellar and machine age technologies has left the Kolkata fighting most of their wars from within tough and inefficient Mecha's powered by liquid fuel, and puffing out smoke stacks of toxic fumes. Their warfare is primarily to choke their enemies using extreme forward momentum and unconventional tactics.



Core Concepts

This section introduces several rules and terms which are important throughout this core rulebook and beyond.

Warfields

To play Grinding-Annihilation, you must first select a Warfield. The Warfield is a type of scenario which will tell you how to muster your armies, create your battlefield and deploy your forces on the tabletop. It will also inform you of any special rules that apply to this scenario, and what you need to win.

Armies

Each player within Grinding-Annihilation is a commander for an army of miniatures, hereafter referred to as Troops. The Warfield you have selected will guide you to how large your army should be.

Formations

Troops move and fight in Formations. A Formation can have one or more troops from a single Troop Catalogue. Troops and Formations of the same army are said to be friendly in relation to each other. Troops and Formations from your opponent's army are referred to as Enemy Troops and Formations. If a rule affects 'Troops' or 'Formations' without specifying that they are friendly or enemy, that rule affects all troops or all formations, regardless of allegiance.

Troop Catalogues

The rules you need to use your troops in games are presented on Troop Catalogues. Each formation has a Catalogue; you will need the Catalogues for all the Formations in your army.

Keywords

All Troop Catalogues have a list of keywords, separated into Faction and other keywords. Faction keywords can be used to help you decide which Troops to include in your army, but otherwise both sets of keywords are functionally the same. In either case, keywords appear in **bold**. Keywords are sometimes linked to a rule. For example, a rule might say that it applies to **Infantry** formations. This means it only applies to formations that have the **Infantry** keyword on their Catalogue.

Formation Cohesion

A Formation that contains more than one Troop must be set up and end any kind of move as a single cohesive group, with all of its troops within 2" horizontally and 5" vertically of at least one other troop from that formation. While a formation has seven or more troops, all of its troops must instead be set up and end any kind of move within 2" horizontally and 5" vertically of at least two other troops. This is called Formation Cohesion.

If for any reason a troop cannot be set up in Formation Cohesive way, that troop is destroyed. If a Formation cannot end a move in cohesion, it cannot make that move and its troops are returned to their previous position.

At the end of every turn, each player must remove troops, one at a time, from any of the formations in their armies that are no longer in cohesion, until only a single group of troops from each of those formations remain in play in cohesion. Troops removed in this way count as having been destroyed, but never trigger any rules that apply when a troop is destroyed.

Threat Range

Threat Range represents the zone of threat that troops present to their enemies. While a troop is within 1" horizontally and 5" vertically of an enemy troop, those troops - and their formations - are within Threat Range of each other.

Troops cannot be set up or end a Retreat move within the Threat Range of any enemy troops. If for any reason this condition cannot be met, the troop is destroyed.

Core Concepts

Warfield

Wars of Grinding-Annihilation occur on rectangular warfields. This can be any surface upon which the troops can stand - a dining table, or floor are common choices. Your Warfield will guide the size of the battlefield required.

Terrain Features

The scenery on a battlefield can be represented by models from the Features range. These models are called Terrain Features. Terrain features are set up on the battlefield before the battle begins.

Unless the Warfield you are playing instructs you otherwise, you should feel free to create an exciting battlefield using any terrain features in your collection.

Measuring Distance

Distances in Grinding-Annihilation are measured in inches ("). You can measure distances whenever you wish.

When measuring distance between troops, measure between the closest points of the base of the troops you're measuring to and from. If a troop does not have a base, measure from the closest point of that troop.

If a rule says it applies 'within' a certain distance, it applies to any distance that is not more than the specified distance. For example, within 1" means any distance that is no more than 1" away.

Visibility

Grinding-Annihilation uses true line of sight to determine visibility between troops. To check a troop's perspective, look from behind the troop. For gameplay reasons troops can see through other friendly troops and formations.

Troop Visible

If any part of another troop can be seen from the observing troop, the other troop is visible to the observing troop.

Formation Visible

If one or more troops are visible in a Formation, then that troop formation is visible.

Troop Fully Visible

If every part of another troop that is facing the observing troop can be seen from any part of the observing troop, then that other troop is said to be fully visible to the observing troop. I.e, the observing troop has line of sight to all parts of another troop that are facing it, without any other enemy troops or terrain features blocking visibility to any of those parts.

Formation Fully Visible

If every troop in a formation is fully visible to an observing troop, then that formation is fully visible to that troop. For the purposes of Formation Visibility, other troops in that formation can be seen through.

Dice

In order to fight a battle you will require a few size-sided dice (d6's). Some rules refer to 1, 2, 3 or more d6's, in that case it means to roll three six sided dice (Three D6's = 3d6), you then add the total of these dice together.

If a rule requires you to roll a D3, roll a D6 and halve the result (rounding up).

If a rule requires a dice roll of three or more, this is often abbreviated to 3+. Where several consecutive dice results are relevant to a rule, these are often shown as a range (eg. 1-3).

Re-Rolls

Some rules allow you to re-roll dice, which means to roll some or all of the dice again. If a rule allows you to re-roll a dice roll that was made by adding several dice (2d6, 3d6, ect) then, unless otherwise stated, you must reroll all of those dice again.

You can never reroll a dice more than once, and rerolls happen before modifiers (if any) are applied. Rules that refer to an unmodified dice are referring to the dice result after rerolls, but before any modifiers.

Core Concepts

Roll-Offs

Some rules instruct players to roll off. To do so, both players roll one D6, and whoever scores highest wins the roll-off. If there is a tie, roll again. Neither player is allowed to reroll or modify any of the D6 when making a roll-off.

Sequencing

While playing Grinding-Accidental Annihilation, you'll occasionally find that two or more rules are to be resolved at the same time. If this occurs during the battle, the player whose turn it is chooses the order. If this occurs after the battle, or at the start or end of a round, the players roll off and the winner decides the order in which rules are resolved.

The Strategy Phases

*Minute by endlessly bloody minute the war grinds on,
from the opening volleys of shots through furious
forward offensive and desperate counter-attacks, into
the last dying moments when victory hangs by a
thread.*

Grinding-Annihilation is played in a series of Strategy Phases. In each phase, both players have a turn. The same player always takes the first turn in each phase of battle. The mission you are playing will tell you which player this is. Each round consists of a series of phases, which must be resolved in the following order.

1. Manoeuvres Phase

Both players muster strategic resources, then you test your armies battle readiness.

2. Move Phase

Your formations cross the battlefield and reinforcements enter the battle grounds

3. Shooting Phase

Your formations fire their ranged weapons at a foe.

4. Assault Phase

Your formations charge forward towards the enemies, to battle at close quarters.

5. Brawl Phase

Both players' formations pile in and attack using melee weapons.

Once a player's turn has ended, their opponent starts their turn. Once both players have completed a turn, and the phase has been completed, the next one begins, and so on until the battle ends.

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Manoeuvres Phase

Generals command the flow of battle, consolidating resources and pinpointing objectives before making alterations to their battle plans and devising new tactics to defeat their foe.

Initiative

The players at the table make a Roll off in order to determine who goes first for this round.

Rules Manoeuvre

At the start of the Manoeuvres Phase, before doing anything else, both players gain 1MP. A Manoeuvre Point is a strategic resource that you can spend during the battle to use Battle-Manoeuvres.

Then, if you have any other rules that need to be resolved in the Manoeuvres Phase, you do so now before progressing to the Battle-Fatigue step.

Battle-Fatigue

In this step, you must take a Battle-Fatigue test for each of your formations that is below **Half-Strength**. To do so, roll 2D6: if the result is greater than or equal to the best Heroism Statistic in that formation, the test is passed; otherwise, the test is failed and, until the start of your next Manoeuvres Phase, that formation is Battle-Fatigued.

While Battle-Fatigued:

- The **Battle Effectiveness** statistic of all its troops is 0.
- If it Retreats, you must take a **Desperate Retreat** test for every troop in that formation.
- It is incapable of making Advance or Assault moves.
- Its controlling player cannot use Battle-Manoeuvres to affect that formation.
- All troops have an RS of 6+.

Once you have taken Battle-Fatigue tests for all your formations that require them, your Manoeuvre Phase ends and you progress to your Move Phase.

Move Phase

The ground shakes to the tread of marching feet and the growl of engines as armies advance across the Warfield.

Move Formations

Start your Move Phase by selecting one formation from your army that is on the battlefield to move:

- Unless that formation is within Threat Range of any enemy troops, it can make a Normal move, or Advance, or Remain Stationary.
- If that formation is within Threat Range of any enemy troops, it can either Remain Stationary, or Retreat.

After you have finished moving that formation, select another formation from your army to move, and so on, until you have done so with all formations. Once you have moved all formations progress to the Reinforce step of your Move Phase.

Each time you move a formation, you can move any of its troops you choose to. The controlling player chooses the order in which to move their troops. Whenever you move a troop, you can pivot it and/ or change its position on the battlefield along any path, but no part of its base can be moved across and enemy troop or cross the edge of the battlefield. It can be moved over friendly troops as if they were not there if you wish, but it cannot end its move on top of another troop. The only exception to this is when moving **Monstrous** or **Vehicle** troops and must be moved around them instead. The distance a troop moves is measured using the part of its base that moves furthest along its path. If a troop does not have a base, measure using whichever part of the troop moves the furthest.

Remain Stationary

If a formation Remains Stationary, none of its troops can be moved for the rest of the phase.

Normal Moves

When a formation makes a Normal move, each troop in that formation can move a distance in inches less than or equal to its Movement statistic, but no troops

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can be moved within Threat Range of any enemy troop.

Advance Moves

When a formation Advances, make an Advance roll for that formation by rolling one D6. Add the result in inches to the Move statistic of each troop within that formation until the end of the phase. An advancing formation cannot shoot or charge in the same turn that it advances.

Retreat Moves

When a formation Retreats each troop in that formation can make a Retreat Move by moving back a distance in inches less than or equal to its Move statistic, and when doing so you can move it within Threat Range of enemy troops, provided it does not end that move within the Threat Range of any enemy troops- if this is not possible, that formation cannot Retreat.

Desperate Retreat Tests

Unlike when making other types of moves, troops can move over enemy troops when making a Retreat move as if those troops were not there, but you must take a Desperate Retreat test for each troop that does so (excluding troops that are **Titanic** or can **Fly**) before any troops in that formation are moved. In addition, if a formation is Battle-Fatigued when it is selected to Retreat, you must make a Desperate Retreat test for every troop in that formation before any are moved.

Each time you take a Desperate Retreat test for a troop, roll one D6. For each roll of 1-2, one troop from the formation that is Retreating is destroyed (selected by you). The same troop can only ever trigger one Desperate Retreat per phase.

Moving Over Terrain

The Warfields of Robura are strewn with a wide variety of obstacles, structures and detritus collectively known as terrain features. When a troop makes any kind of move, it can be moved over a terrain feature but not through it (so troops can't move through a wall, but can climb it).

A troop can be moved over terrain features that are 2" or less in height as if they were not there. A troop can be moved vertically in order to climb up or down any terrain features that are taller than this, counting the vertical distance up and/or down as part of its move. Troops cannot end any kind of move mid-climb- if it is not possible to end the move as a result, that move cannot be made.

Flying

If a troop can **Fly**, then it makes a Normal, Advance or Retreat move, it can be moved over enemy troops as if they were not there, and can be moved within Threat Range of enemy troops when making such moves. Note this means that **Monstrous** and **Vehicle** troops that can **Fly** can be moved over other **Monstrous** and **Vehicle** troops when making such a move. However, troops that can **Fly** cannot end their move on top of any other troops or within Threat Range of any enemy troops.

When a troop that can **Fly** starts or ends a move on a terrain feature, instead of measuring the path it has moved across the battlefield, you instead measure its path 'through the air', in a 3d way (generally diagonally) rather than from a 2d top down way.

Reinforcements

Some formations have a rule that allows them to start the battle in Reserve. Such formations will arrive later in the battle and are known as Reserve Formations. Any Reserve Formation that has not been setup on the battlefield when the battle ends count as being destroyed.

In the Reinforcement step of your Move Phase, if you have any Reserve Formations in your army, you can select one or more of the, and set them up on the battlefield, one at a time. Once all your Reserve Formations that you wish to setup have been, your Move phase ends.

Details on how to set up Reserve Formations are described in the same rules that enabled the formation to be set up in Reserve. These rules typically specify a distance away from all enemy troops; whenever such a distance is specified, it always applies to the horizontal distance, even though normally you measure to and from the closest part of a troops base.

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Reserve Formations always count as having made a Normal move in the turn they are set up on the battlefield, and so cannot move any further during this phase. Otherwise, formations set up in this way can act normally.

Transports

Some formations carry others across the battlefield, providing their passengers with greater speed and protection.

Some troops have the **Transport** keyword. The following rules describe how formations can embark within and disembark from such troops.

Transport Capacity

All **Transport** troops have a transport capacity listed on their Troop catalogue. This determines the type and maximum number of friendly troops that can embark within them.

Formations can start the battle embarked within a **Transport** troop instead of being set up separately—declare which formations are embarked before set up.

Weapons Deck

Some transport troops have ‘Weapons Deck’ listed in their abilities. Each time such a troop is selected to shoot in the Shooting phase, you can select up to ‘x’ troops embarked within it. Then, for each of those troops, you can select one ranged weapon that embarked troops are equipped with. Until the transport troop has resolved all of its attacks, it counts as being equipped with all of the weapons you have selected in this way, in addition to its other weapons.

Embark

If a formation makes a Normal, Advance, or Retreat move, and every troop in that formation ends it within 3” of a friendly transport troop, they can embark within it. A formation cannot embark if it has already disembarked from a transport in the same phase. Remove the formation from the Warfield and place it to the side of the table - it is now embarked. Unless otherwise stated, formations which are embarked cannot do anything or be affected in any way.

Disembark

If a formation from your army starts your Move phase whilst embarked within a transport troop, that formation can disembark.

When a formation disembarks from a transport troop, set it up on the battlefield so that it is wholly within 3” of that transport troop, and not within Threat Range of any enemy troops. If for any reason this is not possible, these troops cannot disembark.

Formations that disembark from a transport troop that either remained stationary this phase or has not yet made a normal advance, or retreat move this phase can act normally, although they cannot Remain Stationary.

Formations that disembark from a transport which has made a Normal move, are counted as having made a Normal move themselves; they cannot move further. Additionally such a formation cannot declare a charge in the same turn, but can otherwise act normally.

Formations cannot disembark from a transport troop which either advanced or retreated this turn.

Destroyed Transports

If a transport troop is destroyed, any formations embarked within that transport troop must immediately disembark before that transport is removed from the warfield.

Formations that disembark from a destroyed transport troop are not affected by that troop’s Deadly demise. Instead, you must roll one D6 for each troop that disembarks. For each roll of a 1, a troop (of your choice) suffers 1 mortal wound. In addition, if a formation disembarks from a destroyed transport:

- Until the start of its controlling player’s next Manoeuvres Phase, that formation is Battle-Fatigued.
- Until the end of the turn, that formation counts as having made a Normal move this turn, and cannot declare a charge this turn.

Emergency Disembarkation

If a transport is destroyed and it is not possible to disembark a formation wholly within 3” of that

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transport, and not within Threat Range of any enemy troops, that formation must instead perform an Emergency Disembarkation. This is the same as a disembarkation from a destroyed transport, except that a formation must be set up wholly within 6" of that transport, and not within Threat Range of any enemy troops, and when rolling for each disembarking troop, that formation suffers 1 mortal wound for each roll of 1-3 (instead of just 1). If this action is still not possible, the troops which cannot be setup are instead destroyed.

Shooting Phase

In the Shooting phase, if you have one or more eligible formations from your army on the battlefield, you can select those formations one at a time, and shoot with them; Each formation can only be selected to shoot once per phase. Once all the formations you have selected, have shot, progress to the Charge phase.

A formation is eligible to shoot unless they have Advanced or Retreated this round.

Select Targets

Each time a formation shoots, before any attacks are resolved you must select the enemy formations that are to be the target if your ranged weapon attacks, you can only select an enemy formation if at least one troop in that formation is both within range of the weapon and visible to the attacking troop. An enemy troop is within range of a weapon if that distance between it and its attacker are equal to or less than the weapons Range statistic.

If a troop has more than one ranged weapon, it can shoot all of them at the same target, or it can shoot each at a different target, but it cannot split its attacks from the same weapon across more than one target. Similarly, if a formation has more than one troop, those troops can shoot at the same or different targets. In any case, when you select a target formation you must declare which troops will target that formation with which weapons before any attacks are resolved. If any of these weapons have more than one profile you must choose between, you must also declare which profile is being used.

Make Ranged Attacks

The shooting formations troops now make attacks using their ranged weapons. Each time a troop shoots a weapon, it will make a number of attacks equal to the Swiftness (Sw) statistic in the weapons profile. You must make one Hit roll for each attack being made.

If you selected more than one target for your formation to shoot at, you must resolve all of the attacks against one target before moving onto the next. If your formation is shooting more than one ranged weapon at a target, and those weapons have different profiles, then after you have resolved attacks with one of those weapons you must, if any other weapons with the same profile are also being shot at that formation, resolve those attacks before resolving any other attacks against the target.

Note that, provided at least one troop in the target formation was visible to an attacking troop and in range of that attacking troops weapon when that target formation was selected, that weapons attacks can still be made, even if no more troops in the target formation remain visible to or in range of it when you come to resolve those attacks (for example, because troops in the target formation have been destroyed by attacks made with other weapons during your attack).

Locked in combat

A formation is not eligible to shoot while it is within Threat Range of one or more enemy formations.

While an enemy formation is within Threat Range of one or more formations from your army, you cannot

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select that enemy formation as a target of ranged weapons.

Monstrous formations are exceptions to these rules.

Stealth

If every troop in a formation has this ability, then each time a ranged attack is made against it, subtract 1 from the attacker's Hit roll.

Making Attacks

1. Hit Roll

When a troop makes an attack, make one Hit roll for that attack by rolling one D6. If the result of the Hit roll is greater than or equal to the attack's Ranged Skill (RS) statistic (if the weapon is ranged), or its Melee Skill (MS) statistic (if made with a melee weapon), then that Hit roll is successful and scores one hit against the target formation. Otherwise, the attack fails and the attack sequence ends.

An unmodified Hit roll of 6 is called a Critical Hit and is always successful. An unmodified Hit roll of 1 always fails.

2. Wound Roll

Each time an attack scores a hit against a target formation, make a Wound roll for that attack by rolling one D6 to see if that attack successfully wounds the target formation. The result required is determined by comparing the attack's Strength (S) statistic with the target's Vigor (V) statistic as shown below.

Attacks Strength vs Targets Vigor	D6 Result Required
Strength is 2x (or more) than vigour	2+
Strength is greater than the Vigour	3+
Strength is Equal to the Vigour	4+
Strength is Less than the	5+

Vigour	
Strength is Half (or less) than the Vigour	6+

If the result of the Wound roll is greater than or equal to the required number shown in the table, then that Wound roll is successful and scores one wound against the target formation. Otherwise, the attack fails and the attack ends.

An unmodified Wound roll of 6 is called a Critical Wound and is always successful. An unmodified 1 always fails.

3. Allocate Attack

If an attack successfully wounds the target formation, the player controlling the target formation allocates that attack to one troop in the target formation, as follows.

If a troop in a target formation has already lost one or more wounds, or has already had attacks allocated to it at this phase, that attack must be allocated to that troop. Otherwise, that attack can be allocated to any troop in that target formation. Note that it does not matter if that troop is visible to or within range/ Threat Range of the attacking troop.

4. Defence Save

The player controlling the target formation then makes one Defense Save. By default, this will be an armour Defense Check using the troops Defence (De) statistic, but some troops have invulnerable saves that can be used instead. To make an armour Defense Check, roll one D6, then modify the result by the Armour Penetration (AP) statistic of the attack. For example, if the attack has an AP of -1, then 1 is subtracted from the Defense Check.

If the result is greater than or equal to the Defence statistic of the troop the attack was allocated to, then that Defense Check is successful and the attack ends. Otherwise, that Defense Check fails and the troop suffers damage.

An unmodified Defense Check of 1 always fails.

5. Inflict Damage

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The Damage inflicted is equal to the Damage (D) statistic of the attack. A troop loses one wound of damage it suffers. If a troop's wounds are reduced to 0 or less, it is destroyed and removed from play. If a troop loses several wounds from an attack and is destroyed, any excess damage has no effect.

Mortal Wounds

Some attacks inflict mortal wounds. Each mortal wound inflicts one point of damage on the target formation, and they are always applied one at a time. Do not make a Wound roll or Defense Check (including invulnerable Defense Checks) against a mortal wound - just allocate it as damage.

Unlike damage inflicted by normal attacks, excess damage from a mortal wound is not lost if the original troop is destroyed, instead keep allocating damage to another troop in the target formation until all the damage has been allocated or the formation is destroyed.

If, when a formation is selected to shoot or fight, one or more of its attacks can inflict mortal wounds on the target, resolve any normal damage inflicted by the attacking formations attacks on that target before inflicting any mortal wounds on that target. If an attack inflicts mortal wounds in addition to any normal damage, but the normal damage is subsequently saved, the target formation still suffers those mortal wounds, as described above.

Reinforced Health

Some troops have 'Reinforced Health x+' listed in their abilities. Each time a troop with this ability suffers damage and so would lose a wound (including wounds lost due to mortal wounds), roll one D6: if the result is greater than or equal to the number denoted by 'x', that wound is ignored and is not lost. If a troop has more than one Reinforced Health ability, you can only use one of those abilities each time that troop suffers damage and so would lose a wound.

Deadly Demise

Some troops have 'Deadly Demise x' listed in their abilities. When such a troop is destroyed, roll one D6 before removing it from play (if such a troop is a Transport, roll before any embarked troops

disembark). On a 6, each formation within 6" of that troop suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each formation within 6").

Invulnerable Saves

Invulnerable saves are a unique ability which some troops have. Each time an attack is allocated to a troop with an Invulnerable Save, the target player must choose to either use the target's troops Defence statistic or its Invulnerable Save, but not both. Invulnerable saves are never modified by AP.

Assault Phase

In your Assault Phase, if you have any eligible formations from your army on the Warfield that you want to charge into close combat, you can select those formations one at a time and declare them to make an Assault. Each can only be selected once per phase. Once all Assaults are resolved, progress to the Brawl Phase.

A formation is eligible to Assault if it is within 12" of one or more enemy formations at the start of the Assault Phase, unless:

- That formation has Advanced or Retreated this round.
- That formation is not within the Threat Range of enemy troops.
- That formation is an Aircraft.

Assaulting with a Formation

Once you have chosen a formation to Assault with, you must then select an enemy formation within 12" as the targets of the Assault. The Targets do not need to be visible.

You then can make an Assault roll, by rolling 2D6. The result is the maximum number of inches each troop in that formation can move. For an assault to be possible the assaulting formation must be able to end that move:

- Within the Threat Range of every formation you selected as a target.
- Is outside the Threat Range of every formation that was not selected for the Assault.
- In Formation Cohesion.

The Strategy Phases

If any of these conditions cannot be met, the Assault fails and no troops in the assaulting formation move this phase. Otherwise the assault is successful and the troops in the assaulting formation make an Assault move - moving a number of inches up to the Assault Roll. During an Assault all troops must move closer towards the target, and must end up base-to-base with another enemy troop if possible.

Assaulting Over Terrain

Unless otherwise stated, a troop can be moved over a terrain feature when it makes an Assault move, but not through it. Therefore, treat this Assault Move like any other normal move

Flying Assaults

Flying Assaults work much in the same way as a normal flying move, unless otherwise stated.

Assault Bonus

Each time a formation makes an Assault move, until the end of the round, that formation has the Fights First ability.

Brawl Phase

As the Warfield is engulfed in the blood of warring armies, many meet head-on. Blades meet bone, ringing out like hammers on an anvil.

In both steps of the Brawl Phase, players alternate selecting eligible formations from their army, one at a time, starting with the player whose turn is not taking place, and fighting with them. Note that a player cannot pass or opt not to fight when they have one or more eligible formations that could fight - they must select one of them to fight.

In both steps, a formation is eligible to fight in either or both of the following apply:

- It is within the Threat Range of one or more enemy formations.
- It made an Assault move on its turn.

No formation can fight more than once per Brawl Phase. In each step, if all of one player's eligible formations that can fight have done so, the opposing player can then fight with all of their remaining eligible formations, one at a time.

Once neither player has any eligible formations left to fight with, you progress to the next step, the Brawl Phase then ends, as well as the Round of combat.

1. Fights First

In this step, all eligible formations with the Fight First ability fight. Remember that this will include formations that made an Assault move this round, and that have an Assault Bonus.

Formations with this ability that are eligible to fight do so in the Fights First step, provided every troop in the formation has this ability.

2. Remaining Combats

In this step, all remaining eligible formations fight. This includes any formations with the Fights First ability that were not eligible to fight at the start of the Brawl Phase, but have since become eligible.

Execute Orders

When you select a formation to fight, it first Closes in, then its troops make melee attacks, then they consolidate.

1. Close In

When a formation Closes in, you can move each troop in that formation that is not already base-to-base with an enemy troop up to 3" - this is a Close In move. For a close in to be possible, a formation must be able to end these moves within Threat Range of one or more enemy formations, and in Formation Cohesion. If these conditions cannot be met, no troops in the formation can make Close in moves in this phase, and you progress to making melee attacks with that formation.

2. Make Melee Attacks

When a formation makes its melee attacks, before resolving those attacks you must determine which troops can fight, then select which melee weapon each of those troops will make attacks with, then select the targets for those attacks.

Which Troops Fight

When a formation makes its melee attacks, only troops in that formation that are either within Threat Range of an enemy formation, or in base-to-base

The Strategy Phases

contact with another troop from their own formation that is itself in base-to-base contact with an enemy formation, can fight.

Select Weapon

When a troop fights, it must do so using a melee weapon it is equipped with. These weapons a troop is equipped with are described on its Catalogue. If a troop has more than one weapon, it can only use one of them to make attacks each time it fights, so you must now declare which it will use.

If the selected weapon has more than one profile to choose, a troop can only use one of them to make attacks each time it fights, therefore you must declare this before you resolve attacks as well.

When a troop fights, it will make a number of melee attacks determined by its Swiftness (Sw) statistic of the melee weapon it is using.

Select Targets

Before you resolve any melee attacks, you must first select the enemy formations that will be the targets for all of those attacks. In order to select a target for a melee attack, the attacking troop must either be within Threat Range of that enemy formation, or in base-to-base contact with another troop in its own formation that is itself in base-to-base contact with that enemy formation.

If the melee weapon a troop is using to fight with can make more than one attack, those attacks can all be made against the same target, or they can be split between different targets. Similarly, if a formation has more than one troop, each troop can make its attacks at the same, or different, targets. In either case, declare which attacks will target which formations before any attacks are resolved.

If there are no eligible targets (because there are no formations within Threat Range for example) then that formation cannot make melee attacks this phase, but it can still consolidate.

The Strategy Phases

Make Attacks

Melee attacks follow the same attack sequence as ranged attacks (see Making Attacks, pages 21-23), and you make one Hit roll for each attack being made.

If more than one enemy formation has been targeted by an attacking formation's melee attacks, resolve all of the attacks against one target before moving onto the next.

If your formation is making attacks with more than one melee weapon against a formation, and those weapons have different profiles, then after you have resolved an attack with one of those weapons, if any other weapons with the same profile are also being used to make attacks against that formation, you must resolve those attacks before resolving any other attacks against the target.

Note that all of the attacks you have declared targets for are always resolved against the target formation, even if, when you come to resolve an attack, no troop in the target formation of that attack remains within Threat Range of the attacking troops formation.

3. Consolidate

After a formation has finished making all of its melee attacks, it Consolidates. Each time a formation Consolidates, you can move each troop in that formation that is not already in base-to-base contact with an enemy troop up to 3" - this is a Consolidation move. For a Consolidation to be possible, a formation must be able to end these moves within Threat Range of one or more enemy formations and be in Cohesion. If these conditions cannot be met, then each troop in that formation can instead make a Consolidation move towards the closest objective marker, but only if, after doing so, that formation is within range of that objective marker, and in Cohesion. If these conditions cannot be met, no troop in the formation can make Consolidation moves this phase.

If a formation can end its Consolidation within Threat Range of one or more enemy formations, then each time one of its troops makes a Consolidation move, it must end that move closer to the closest enemy troop. If it can also end that move in base-to-base contact with one or more enemy troops while still satisfying

all of the conditions above, it must do so, the controlling player chooses the order in which their troops move.

Troop Catalogues

Each formation has a Catalogue that lists the statistics, gear, abilities and keywords of its troops. This section presents a summary of these elements, and a few Catalogues.

Catalogue Name

Here you will find the name of the formation.

Profiles

These contain the following statistics that tell you how powerful the troops in the formation are:

Movement (M): This is the speed at which a troop can traverse the warfield. If a troop has a Movement of ‘-’, it is unable to move.

Vigour (V): This indicates the ability for troops to withstand an attack.

Defence (De): This indicates the protection a troops armour gives them from sustaining wounds.

Wounds (W): Wounds represent how much damage a troop can sustain before it succumbs to its injuries. If a troops Wounds statistic is reduced to 0, that troop is destroyed.

Heroism (He): This reveals how courageous, determined and self-controlled a troop is. The lower this number, the better a troop's Heroism is.

Battle Effectiveness (BE): This shows how effectively a troop can express control over an objective on the warfield.

Abilities

Many formations have special abilities and rules that may ally during the game, from Core Rules shared by many formations to unique arcane abilities and invulnerable saves. These will be described here, along with any rules that apply when larger troops such as vehicles have suffered sufficient damage.

Some abilities are bestowed by gear items that troops can be equipped with, these are known as Gear Abilities. These only apply when a troop in a formation is equipped with the relevant item.

Weapons

Weapons are described with the following statistics:

Range: How far the weapon can shoot. Weapons with Melee range are melee weapons and can only be used in close combat. All other weapons are ranged.

Swiftness (Sw): This tells you how many attacks are made each time when this weapon is used.

Melee Skill (MS): This reflects the user's skill in wielding the relevant melee weapon.

Ranged Skill (RS): This shows how accurate the user is with the relevant ranged weapon. If this statistic is N/A do not roll hits, these are all auto-hits.

Strength (S): How likely the weapon is to wound a foe.

Armour Penetration (AP): This represents the weapons ability to pierce through the targets defences.

Damage (D): The amount of damage inflicted by a successful wound.

Keywords

Catalogues have a list of keywords, separated into Faction keywords, and other keywords. The former are used when deciding which troops to include in your army, but otherwise both sets are functionally the same.

Formation Composition and Other Rules

This section details the number and types of troops in a formation, and the default weapons and gear those troops are equipped with. It may also describe other interactions, such as how formations with the Leader ability can attach to other formations, and passenger restrictions may apply to Transport troops.

Gear Options

Some catalogues have a bullet-pointed list of gear options. When you include such a formation in your army, you can use these options to change the weapons and other gear of the formation. The order

Troop Catalogues

you use these options in does not matter, but each can only be used once.

Deployment Abilities

Some abilities are used during deployment, or when setting up a formation - either into the warfield or the Reserves. These are deployment abilities, and some widespread examples are shown below.

Reserve Troop

During the Declare Battle Formation step, if every troop in a formation has this ability, you can set it up in Reserves instead of setting it up on the battlefield.

Scouts

Some formations have ‘Scouts x’ listed in their abilities. If every troop in a formation has this ability, then at the start of the first round, before the first phase begins, it can make a Normal move of up to x” as if it were your movement phase.

Infiltrators

During deployment, if every troop in a formation has this ability, then when you set it up, it can be set up anywhere on the warfield that is more than 9” horizontal away from the enemy deployment zone, and all other enemy troops.

Leader

Some **Character** formations have ‘Leader’ listed on their catalogue. Such Character formations are known as Leaders, and the formations they can lead - known as Escort formations - are listed in their catalogue.

During the Declare Battle Formations step, for each Leader in your army, if your army also includes one or more of those Leaders Escort formations, you can select one of those Escort formations. That Leader will then attach to that Escort formation for the duration of the battle and is said to be leading that formation. Each Escort formation can only have one leader attached.

While an Escort formation contains a Leader, it is known as an Attached formation and, with the exception of rules that are triggered when formations are destroyed, it is treated as a single formation for all rules purposes. Each time an attack targets an attached formation, until the attacking formation has

resolved all of its attacks, you must use the Vigour statistic of the Escort troop in that formation, even if a Leader in that formation has a different Vigour statistic. Each time an attack successfully wounds an Attached formation, that attack cannot be allocated to a Character troop in that formation, even if that Character troop has lost one or more wounds, or has already had attacks allocated to it this phase. As soon as the last Escort troop in an attached formation has been destroyed, any attacks made against that formation that have yet to be allocated then can be allocated to Character troops in that formation.

Aircraft

Some troops have the Aircraft keyword. The following rules apply to them:

Deploying Aircraft

When you are instructed to Declare battle Formations, Aircraft troops must start the battle in Reserves instead of being set up on the Warfield. Once the battle has started, Aircraft are treated as a Strategic Reserve for all rule purposes. Only formations that are themselves placed into Reserves can start the battle embarked within Aircraft Transport troops that are in Reserves.

Hover

Some Aircraft trooper have ‘hover’ in their abilities. When you are instructed to Declare Battle Formations, before doing anything else, you must first declare which troops have the ability to hover with this ability.

If a trooper is in Hover mode, then until the end of the battle, its Move statistic is changed to 20”, it loses the Aircraft keyword and it loses all associated rules for it being an Aircraft trooper. Troops in Hover mode do not start the battle in Reserves, but you can choose to place them in Strategic Reserves following the normal rules if you wish.

Aircraft in the Move Phase

Aircraft troopers cannot Advance, Retreat, or Remain Stationary. If, when an Aircraft is selected to move in the Move Phase, any enemy formations are within Threat Range of it, that are Aircraft can still make a Normal Move.

Troop Catalogues

Each time an Aircraft troop makes a Normal move, first move the troop straight forward, and it must move a minimum of 20" - all parts of the troops base must end the move at least this far from where they started. After it has moved, it can pivot on the spot up to 90 degrees - this does not contribute to how far the troop moves. If, when making a Normal move, any part of an Aircraft's base crosses the edge of the battlefield, or it cannot move a minimum of 20", that troops move ends and it is placed into Strategic Reserves. There is no upper limit to how far Aircraft troops can move, and their Move statistic is therefore 20+.

If placed into Strategic Reserves, an Aircraft troop will always arrive from Strategic Reserves in your next round.

Aircraft and the Movement of Others

When a formation is selected to move, in the Move phase, if the only enemy troops that are within Threat Range of that formation are Aircraft troops, then that formation can still make a Normal or Advance move.

Whenever a troop makes any kind of move, it can be moved over an enemy Aircraft troop as if they were not there, and can be moved within Threat Range of enemy Aircraft troop, but it cannot end that move on top of another troop or within Threat Range of any enemy Aircraft troops.

Aircraft in the Charge and Brawl Phase

Aircraft formations cannot declare an Assault, and only formations that can Fly can select an Aircraft formation as a target of their Assault. Such formations can end their Assault move within the Threat Range of one or more enemy Aircraft formations.

An Aircraft troop is only eligible to fight if it is within Threat Range of one or more enemy formations that can Fly, and it can only make melee attacks against formations that can Fly. Only troops that can Fly can make melee attacks against Aircraft formations.

Aircraft troops cannot make Close-in or Consolidation moves. Each time a troop makes a

Close in or Consolidation move, unless that troop can Fly, Aircraft troops are ignored for the purposes of moving closer to the closest enemy troop.

Battle-Manoeuvres

Manoeuvre Points (MP) can be spent during the battle to use Battle-Manoeuvres. All players can use the core Battle-Manoeuvres presented here.

Additional Battle-Manoeuvres can be found in the Troop Catalogues.

When you use a Battle-Manoeuvre, reduce your MP total by the cost listed on that Battle-Manoeuvre. If you do not have enough MP for a specific Battle-Manoeuvre, you cannot use it. You can use the same Battle-Manoeuvre multiple times during a battle, but you cannot use the same Battle-Manoeuvre more than once in the same phase.

Battle-Manoeuvre Categories

Each Battle-Manoeuvre belongs to one of four categories, as described below.

War Tactic: These Battle-Manoeuvres bolster a formation's effectiveness in battle, boosting their attacks or defensive capabilities at a critical moment.

Epic Feat: These Battle-Manoeuvres are used by individual troops or formations to perform mighty feats.

Stratagem: These Battle-Manoeuvres enable formations to gain new strategic insights, giving them a small but valuable window of support.

Gear: These Battle-Manoeuvres represent the effects of using specialised items of equipment in battle.

Battle-Manoeuvre Key

Either Player's Turn

Your Turn

Opponents Turn

Command Re-Roll

Core - War Tactic - 1MP

A great commander can bend even the vagaries of fate and fortune to their will, the better to ensure victory.

When: In any phase, just after you have made a Hit, Wound, Damage, Defense Check, Advance, Assault, Desperate Retreat, or Hazard Roll, or just have rolled the dice to determine the number of attacks made by a weapon, for an attack, troop or formation in your army.

Effect: You re-roll that roll, test or Defense Check.

Counter Offensive

Core - Stratagem - 2MP

In close-quarters combat, even a slight hesitation can leave an opening for a swift attack.

When: Brawl Phase, just after an enemy formation has fought.

Target: One formation from your army that is within Threat Range of one or more enemy formations and that has not already been selected to fight this phase.

Effect: Your formation fights next.

Epic Challenge

Core - Epic Feat - 1MP

The legends of Robura are replete with deadly duels between great champions.

When: Brawl Phase, when a Character formation from your army that is within Threat Range of one or more Attached formations is selected to fight.

Target: One Character troop in your formation.

Effect: Until the end of the phase, all melee attacks made by that troop have [Precision].

Battle-Manoeuvres

Grenade

Core - Gear - 1MP

Priming their hand-held projectiles, these soldiers draw back and hurl swirling death into the enemy.

When: Your shooting phase.

Target: One Grenades formation from your army that is not within Threat Range of any enemy formations and has not yet been selected to shoot this phase.

Effect: Select one enemy formation that is not within Threat Range of any formations from your army and is within 8" of and visible to your Grenades formation, Roll six D6: for each 4+, that enemy formation suffers 1 mortal wound.

Tank Shock

Core - Stratagem - 1MP

Ramming the foe with a speeding machine made of steel may be an unsubtle tactic, but it is none the less effective.

When: Your Assault phase.

Target: One Vehicle formation from your army.

Effect: Until the end of the phase, after your formation ends an Assault move, select one enemy formation within Threat Range of it, then select one melee weapon your formation is equipped with. Roll a number of D6 equal to that weapons Strength statistic. If that Strength statistic is greater than that enemy formations Vigour statistic, roll two additional D6. For each 5+, that enemy formation suffers 1 mortal round (to a Maximum of 6 mortal wounds).

Rapid Ingress

Core - Stratagem - 1MP

Be it cunning strategy, potent technology or a Subspace ritual, there are many means by which a commander may hasten their soldiers.

When: End of your opponents Move phase.

Target: One formation from your army that is in Reserves.

Effect: Your formation can arrive on the warfield as if it were the Reinforcements step of your Move phase.

Restrictions: You cannot use this to enable a formation to arrive on that warfield during a battle round it would not normally be able to do so in.

Fire Overwatch

Core - War Tactic - 1MP

A hail of wildfire can drive back even the most determined foe.

When: Your opponents Move or Assault phase, just after an enemy formation is set up or when an enemy formation starts or ends a Normal, Advance, Retreat or Assault move.

Target: One formation from your army that is within 24" of that enemy formation and that would be eligible to shoot if it were your shooting phase.

Effect: Your formation can shoot the target as if it were your Shooting phase.

Restrictions: Until the end of the phase, each time a troop in your formation makes a ranged attack, an unmodified Hit roll of 6 is required to score a hit, irrespective of the attacking weapons Ranged skill or any other modifiers. You can only use this once per round. Additionally, this ability cannot be granted to friendly Titanic formations.

Smokescreen

Core - Gear - 1MP

Even the most skilled marksman struggle to hit targets hidden behind plumes of smoke.

When: Your opponents Shooting phase, just after an enemy formation has selected its targets.

Target: One Smoke formation from your army that was selected as the target of one or more attacks.

Effect: Until the end of the phase, all troops in your formation have the Benefit of Cover, and the Stealth Ability.

Battle-Manoeuvres

Drop to the Ground

Core - War Tactic - 2MP

Seeking cover from incoming fire, soldiers hurl themselves into any cover they can find.

When: Your opponents Shooting phase, just after an enemy formation has selected its targets.

Target: One Infantry formation from your army that was selected as the target of one or more of the attacks.

Effect: Until the end of the phase, all troops in your formation have a 5+ invulnerable save and have the Benefit of Cover.

Heroic Intervention

Core - Stratagem - 1MP

Voices raised in war cries, your soldiers surge forth to meet the enemy head-on.

When: Your opponent's Assault phase, just after an enemy formation ends an Assault move.

Target: One formation from your army that is within 6" of that enemy formation and would be eligible to declare an Assault against that enemy formation if it were your Assault phase.

Effect: You can only select a Vehicle formation if it is a Walker, Note that even if this Assault is successful, your formation does not receive an Assault bonus.

The Warfield

This section provides rules for using a range of terrains that can transform your game table into an extremely thematic warfield that fits right into the endless wars of Robura.

Warfields are populated with terrain features that your troops will need to move over or around, and which can partially or fully block line of sight between troops. These rules apply to most common terrain features. Unless otherwise stated, troops can move up, over, and down terrain following the normal rules laid out in the Move phase.

Benefit of Cover

Troops can sometimes gain a measure of protection from terrain features. Each time a ranged attack is allocated to a troop that has the Benefit of Cover, add 1 to the Defense Check made for that attack (excluding invulnerable saves). Benefit of Cover cannot improve Defence beyond 3+. Multiple instances of this effect do not stack - a troop can only be affected by this rule one at a time.

In general every vehicle is only considered capable of receiving the Benefit of Cover, if less than half that troop is visible.

Craters and Rubble

Movement

Troops can be moved normally.

Visibility

Troops are normally visible.

Benefit of Cover

Each time a ranged attack is allocated to an Infantry troop that is wholly within this terrain feature, that troop gains the Benefit of Cover.

Barricades and Fuel Pipes

Movement

Troops can move up and down this feature, but they cannot be set up or end any kind of move atop them.

Visibility

Troops are normally visible.

Threat Range

- In the Assault phase, if an enemy formation is within 1" of this terrain feature, an assaulting formation on the opposite side of this terrain can still make an Assault move

against that enemy formation provided it ends that move as close as possible to this terrain feature and within 2" of that formation.

- In the Brawl Phase, formations are eligible to fight - and troops can make attacks - if their target is on the opposite side of this terrain feature and within 2" of them.

Benefit of Cover

Each time a ranged attack is allocated to an Infantry troop that is wholly within this terrain feature, that troop gains the Benefit of Cover.

Battle Debris and Statuary

Movement

Troops can be moved normally.

Visibility

Troops are normally visible.

Benefit of Cover

Each time a ranged attack is allocated to a troop, if that troop is not fully visible to every troop in the attacking formation due to this feature, that troop gains the Benefit of Cover.

Hills, Structures, Sealed Buildings, And Armoured Containers

Movement

Troops can be moved normally, with the top of these structures being suitable for troops to stand upon, although troops are not allowed to overhang the side of these features.

Visibility

Troops are normally visible.

Benefit of Cover

Each time a ranged attack is allocated to a troop, if that troop is not fully visible to every troop in the attacking formation due to this feature, that troop gains the Benefit of Cover.

The Warfield

Woods

Borders

When this terrain feature is set up all players must agree on its respective boundary of effect.

Movement

Troops can move normally.

Visibility

Troops are never considered fully visible within this terrain feature. Due to this, all formations except Towering and Aircraft troops only have partial visibility. Troops wholly inside this feature can see out of it normally.

Benefit of Cover

Each time a ranged attack is allocated to a troop, if that troop is wholly within this feature, or it is not fully visible to every troop in the attacking formation because of this terrain, that troop gains the Benefit of Cover.

because of this terrain, that troop gains the Benefit of Cover.

Ruins

Borders

When this terrain feature is set up all players must agree on its respective boundary of effect.

Plunging Fire

Each time a troop that is wholly within this feature makes a ranged attack, if that troop is 6" or more vertically from ground level, and every troop in the target formation is at ground level, improve the Armour Penetration statistic of that attack by +1.

Movement

- Troops with the Infantry or Bestial keyword can move through this feature as if it were not there. A troop cannot although end its move in a wall, floor or roof.
- Infantry, Bestial and Flying troops can be set up or end a move on any floor level, but if that level is not the ground floor, such troops can only do so if their base does not overhang.

Visibility

Troops cannot see over or through this terrain feature; this terrain feature cannot draw line of sight to a target that is on the other side of it. This does not apply to Aircraft or Towering troops.

Benefit of Cover

Each time a ranged attack is allocated to a troop, if that troop is wholly within this feature, or it is not fully visible to every troop in the attacking formation

Warfield Scenarios

War of Control

In a War of Control, two armies will combat against one another for control of strategic locations attempting to secure control over their foe.

1. Muster Armies

First, players will need to muster armies based on the battle size they have selected. This Scenario is designed for all sizes.

2. Scenario Objectives

Capture and Control

Starting from the second round of battle, at the end of each player's Manoeuvre phase, the player whose turn it is scores 1 Tactical Point (TP) for each objective marker they control (to a Maximum of 3TP per round). Details of how to control objective markers are found below.

3. Create The Warfield

Minimum Warfield size is 44" x 60" for smaller to medium games whilst larger battles should be 44" x 90".

Players must then alternate setting up Objective Markers and Terrain on the Warfield, starting with whichever player wins a roll-off, until a total of four Markers have been placed. Objective Markers cannot be placed within 6" of any Warfield edge, 3" of your Deployment Zone, or within 9" of any other Objective Markers.

4. Declare Battle Formations

In the order below, both secretly note down:

- Which of their Leader formations will start the battle attached (they must specify which Leader formation is attached to which Escort formation)
- Which of their formations will start embarked within a Transport. (They must specify which formations are embarked).
- Which of their formations are in the battle and Reserves (including Strategic Reserves)

5. Deploy Armies

Players then alternate deploying their formations, one at a time, starting with the Attacker. Troops must be set up within their controlling players deployment zone. Continue setting up all formations until both players have finished, or you have run out of room to set up.

If both players have formations with abilities that allow them to be set up after both armies have deployed, the players must roll off and alternate setting up those formations, starting with the winner.

The deployment Zone should be 20" from the short side.

6. Determine First Turn

Players should roll off again, and the winner takes the first turn.

7. Resolve Pre-Battle Rules

Players now resolve any pre-battle rules.

8. Begin the Battle

The first round begins. Players go through Strategic phases until the round ends.

9. End the Battle

The battle ends when all troops in one army have been destroyed, or once the fifth round has ended (whichever comes first).

10. Determine Victor

If, at the end of the battle, one army has been destroyed, the player commanding the opposing army is the victor. Otherwise, total the Tactical Points of each player, the one with the most wins. In a tie, both draw.

Warfield Scenarios

Exstintech Recovery

Exstintech are caches of ancient knowledge from the Cent'Irum of ages past. It is imperative that we capture these caches before they decay away.

1. Muster Armies

First, players will need to muster armies based on the battle size they have selected. This Scenario is designed for small or medium sized battles.

2. Scenario Objectives

Exstintech Caches

During the battle, four objectives markers will be destroyed and removed from the warfield as follows:

- In the second round of combat, during each player's Manoeuvres phase, they choose one objective marker to remove from the warfield.
- In the third round of combat, during each player's Manoeuvres phase, they choose another Objective marker and remove it from the warfield.
- Holding an objective awards 1 TP at the beginning of the next Manoeuvres phase, before any are destroyed.

3. Create The Warfield

Minimum Warfield size is 40" x 60" for smaller to medium games.

Objective markers are to be placed as follows;

- One placed in the middle of the warfield.
- One within 5" of each player's deployment zone, opposing sides of the warfield (mirroring). (10 Inches from the Short edge)
- One on the other side of the warfield of the other, 5" outside of each player's deployment zone. (10 Inches from the Short edge)

Players must then alternate setting up Terrain on the Warfield, starting with whichever player wins a roll-off..

4. Declare Battle Formations

In the order below, both secretly note down:

- Which of their Leader formations will start the battle attached (they must specify which

Leader formation is attached to which Escort formation)

- Which of their formations will start embarked within a Transport. (They must specify which formations are embarked).
- Which of their formations are in the battle and Reserves (including Strategic Reserves)

5. Deploy Armies

Players then alternate deploying their formations, one at a time, starting with the Attacker. Troops must be set up within their controlling players deployment zone. Continue setting up all formations until both players have finished, or you have run out of room to set up.

If both players have formations with abilities that allow them to be set up after both armies have deployed, the players must roll off and alternate setting up those formations, starting with the winner.

Additionally the deployment zone for each army is on the long side of the warfield, stretching 10".

6. Determine First Turn

Players should roll off again, and the winner takes the first turn.

7. Resolve Pre-Battle Rules

Players now resolve any pre-battle rules.

8. Begin the Battle

The first round begins. Players go through Strategic phases until the round ends.

9. End the Battle

The battle ends when all troops in one army have been destroyed, or once the fifth round has ended (whichever comes first).

10. Determine Victor

If, at the end of the battle, one army has been destroyed, the player commanding the opposing army is the victor. Otherwise, total the Tactical Points of each player, the one with the most wins. In a tie, both draw.

Warfield Scenarios

Scientist Capture

Scientists, regardless of allegiance, hold inherent value, their expertise and knowledge coveted by all factions. They possess the potential to contribute to our cause or, failing that, their minds can be dissected by machines to extract their memories and glean invaluable insights. In the tumult of conflict, the acquisition of scientific knowledge becomes a prized objective, pursued through any means necessary to gain an advantage over our adversaries.

1. Muster Armies

First, players will need to muster armies based on the battle size they have selected. This Scenario is designed for battles of any size.

2. Scenario Objectives

Scientist Capture

Both players begin as they would in War of Control, with there only being 3 Objective Markers on the battlefield, all three in the centre of the map, located 5" of either side, and one in the very centre.

During the Manoeuvres phase, if you control a point you may choose one troop in a friendly formation within range of that Objective Marker to gain the SCIENTIST and CHARACTER keywords, unless there is a CHARACTER attached to that formation, who by default is chosen to get the SCIENTIST keyword. If this formation is delivered back into your deployment zone and remains there until the next Manoeuvres phase, you gain 1 Tactical Points.

Note formations with no Battle-Effectiveness cannot be chosen to have the SCIENTIST keyword.

3. Create The Warfield

Minimum Warfield size is 44" x 66" for smaller to medium games, and 44"x90" on larger games.

The Objective Markers are set as follows.

- One 5" of each long edge, in the middle of the warfield.
- One in the direct centre (between the above)

Players must then alternate setting up Terrain on the Warfield, starting with whichever player wins a roll-off..

4. Declare Battle Formations

In the order below, both secretly note down:

- Which of their Leader formations will start the battle attached (they must specify which Leader formation is attached to which Escort formation)
- Which of their formations will start embarked within a Transport. (They must specify which formations are embarked).
- Which of their formations are in the battle and Reserves (including Strategic Reserves)

5. Deploy Armies

Players then alternate deploying their formations, one at a time, starting with the Attacker. Troops must be set up within their controlling players deployment zone. Continue setting up all formations until both players have finished, or you have run out of room to set up.

If both players have formations with abilities that allow them to be set up after both armies have deployed, the players must roll off and alternate setting up those formations, starting with the winner.

Additionally the deployment zone for each army is on the short side, stretching 15" for either player.

6. Determine First Turn

Players should roll off again, and the winner takes the first turn.

7. Resolve Pre-Battle Rules

Players now resolve any pre-battle rules.

8. Begin the Battle

The first round begins. Players go through Strategic phases until the round ends.

9. End the Battle

The battle ends when all troops in one army have been destroyed, or once the fifth round has ended (whichever comes first).

Warfield Scenarios

10. Determine Victor

The player with the most TP's by the end of round 5 is considered the victor.

No Man's Land

In times of war, the instinct to hunker down in trenches and wait prevails, yet this approach often leads to prolonged and agonisingly slow conflicts. Your commanders urge you to break this deadlock by boldly charging over the top and swiftly seizing the enemy's lines!

1. Muster Armies

First, players will need to muster armies based on the battle size they have selected. This Scenario is designed for battles of any size.

2. Scenario Objectives

Over the Top

Both players begin with 4 Objective Markers on the board. The Objective Markers are set up in such a way where the players must brawl out in the middle, with no obvious victor unless someone takes an aggressive stance.

For every Objective Marker at the beginning of the Manoeuvres phase you control, gain 1 TP (To a Max of 3 per round).

Blitzkrieg

If a player ends round 5 with a formation inside of the enemies Deployment Zone (Not Including those Deployed from Reserves), you gain 1 TP when final scores are calculated.

3. Create The Warfield

Minimum game board size is 44"x90".

The Objective Markers are set as follows.

- Four 8" from each deployment zone, 11" from either of the long sides of the board.

Players must then alternate setting up Terrain on the Warfield, starting with whichever player wins a roll-off..

4. Declare Battle Formations

In the order below, both secretly note down:

- Which of their Leader formations will start the battle attached (they must specify which Leader formation is attached to which Escort formation)
- Which of their formations will start embarked within a Transport. (They must specify which formations are embarked).
- Which of their formations are in the battle and Reserves (including Strategic Reserves)

5. Deploy Armies

Players then alternate deploying their formations, one at a time, starting with the Attacker. Troops must be set up within their controlling players deployment zone. Continue setting up all formations until both players have finished, or you have run out of room to set up.

If both players have formations with abilities that allow them to be set up after both armies have deployed, the players must roll off and alternate setting up those formations, starting with the winner.

Additionally the deployment zone for each army is on the short side, stretching 20", although deployment zones are not within 5" of either of the long sides.

6. Determine First Turn

Players should roll off again, and the winner takes the first turn.

7. Resolve Pre-Battle Rules

Players now resolve any pre-battle rules.

8. Begin the Battle

The first round begins. Players go through Strategic phases until the round ends.

9. End the Battle

The battle ends when all troops in one army have been destroyed, or once the fifth round has ended (whichever comes first).

10. Determine Victor

The player with the most TP's by the end of round 5 is considered the victor.

Objective Markers

Warfield Scenarios

Objective markers represent objects of tactical importance that both sides must try and secure.

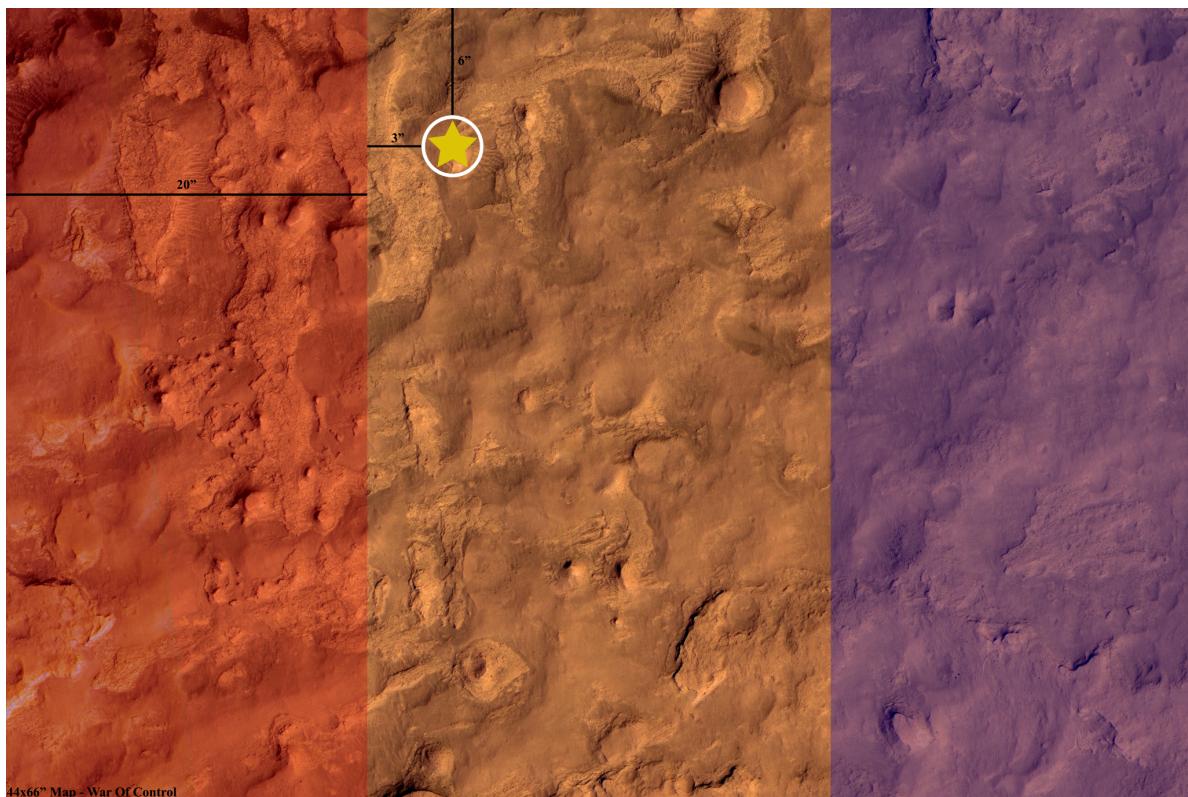
When setting objectives on the field, place them so they are centred on points specified by the Scenario. Movement over Objectives is normal, as if they were not there.

At the start of battle objectives are considered contested, and so are not controlled by either player. To control an objective marker, a player will first need to move troops within range of it. A troop is within range of an objective if it is within 3" horizontally or 5" vertically.

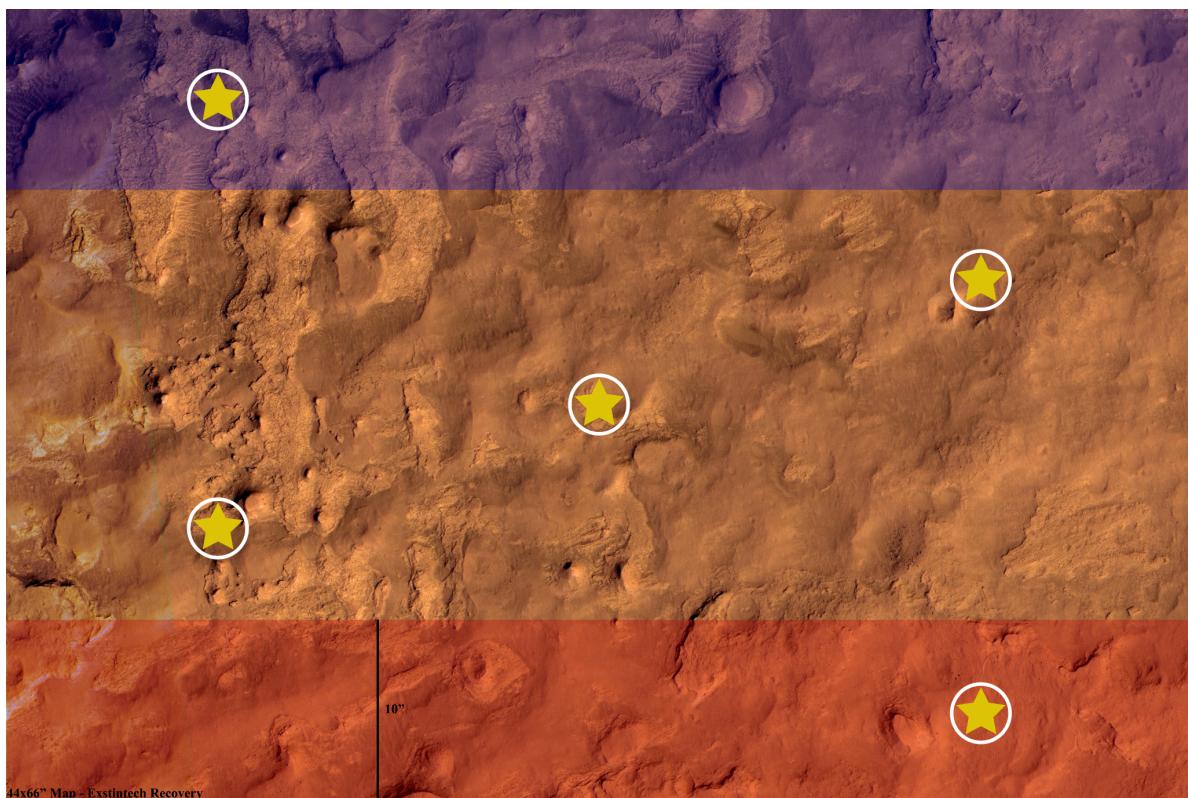
Every troop on the objective has a Battle Effectiveness (BE) statistic listed. To determine the control over an objective, add the BE of all your troops within range. A player will control the objective at the end of any phase if their Level of Control is greater than their opponents.

Warfield Scenarios

War of Control

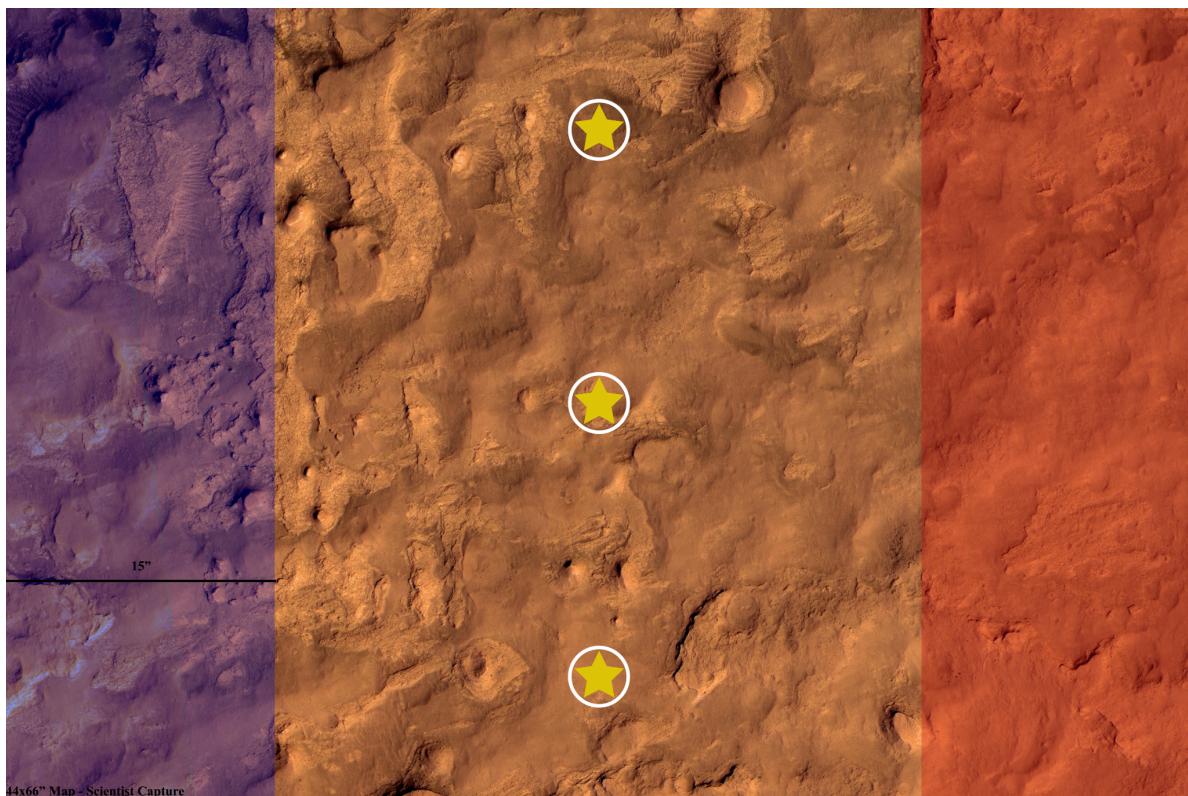


Exsintech Recovery

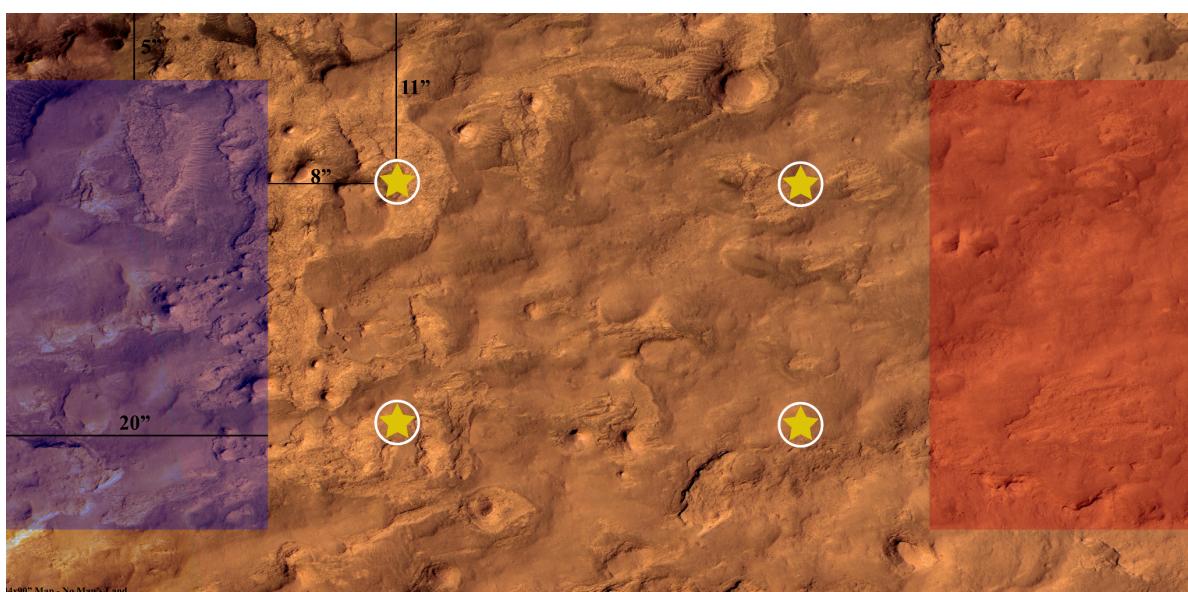


Warfield Scenarios

Scientist Capture



No Man's Land



Army Creation

1. Army Sizes

Small:

Points Per Army:

1000

Duration:

Up to 2 hours

Medium:

Points Per Army:

2000

Duration:

Up to 3 hours

Large:

Points Per Army:

3000

Duration:

Up to 4 hours

2. Army Faction

Note on your Army which Faction keyword you are using.

3. Army Detachment

Certain army detachments cannot use certain troops.

4. Select Formation Roster

Select all the formations you want. Your formation must include at least one Character formation. Each time you include a formation, it can take any upgrade, enhancement or option it has access to. Note on your Army Roster, the number of troops in the formation, any weapons, gear, upgrades, and any enhancements it has, and its point value. Subtract this point value from the total permitted size of your army.

You cannot have more than one Enhancement per Character troop, and cannot have more than three Enhancements in an army.

Additionally, you cannot have more than one of each Character troops per army.

5. Select General

Select one Character troop from your army to be your general - this will be your army leader - and make note of this. Your General gains the General keyword.

Strategic Reserves

These rules let you place formations into Strategic Reserves - a special type of Reserves you can use to keep formations off the battlefield until you require them. Note that while all Strategic Reserve formations are also technically Reserve formations, the reverse is not true, and so these rules do not apply to formations that are using other rules that enable them to start the battle in Reserves.

Placing Formations into Strategic Reserves

Before the battle, when you are instructed to Declare Battle Formations, you can select one or more formations from your army to be placed into Strategic Reserves (excluding Fortifications).

The combined point value of all the formations you wish to place into Strategic Reserves before the battle (including those embarked within transports) must not exceed 25% of your total points limit for your chosen battle size.

Arriving from Strategic Reserves

Formations that are placed into Strategic Reserves are called Strategic Reserve Formations, and may arrive later in the battle during the Reinforcements step of any Move phases except the first round of battle.

Setting up Strategic Reserve Formations

Where on the warfield a Strategic Reserve formation can be set up when it arrives depends on the round of battle, as follows:

- During the second round of battle, Strategic Reserve Formations that arrive must be set up wholly within 6" of any warfield edge, but no troop in those formations can be set up within the enemy deployment zone, and must be at least 12" from any enemy formation.
- Starting from the third round of battle, Strategic Reserve formations can be set up wholly within 9" of any warfield edge, and

Army Creation

must be at least 12" from any enemy formation.

Army Creation

Weapon Abilities

Storm

Storm Weapons fire so indiscriminately that they can be shot from the hip as warriors storm forward.

Weapons with [STORM] in their profile are known as Storm Weapons. If a formation that Advanced this round contains any troops equipped with Storm Weapons, it is still eligible to shoot in this round's Shooting phase. When such a formation is chosen to shoot, you may only resolve attacks using the Storm Weapons.

Rapid Fire

Rapid fire weapons are capable of long-ranged precision shots or controlled bursts.

Weapons with [RAPID FIRE X] in their profile are known as Rapid Fire weapons. Each time such a weapon targets a formation within half that weapon's range, the Swiftness statistic of that weapon is increased by the amount denoted by 'X'.

Ignores Cover

Some weapons are so horrific they root enemies from entrenched positions.

Weapons with [IGNORES COVER] in their profile are known as Ignore Cover weapons. Each time an attack is made with such a weapon, the target cannot have the Benefit of Cover against that attack.

Twin-Weapon

Some weapons are designed to fit the same targeting system, for greater lethality.

Weapons with [TWIN-WEAPON] in their profile are known as Twin Weapons. Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll.

SideArm

Sidearms can be wielded even at point-blank range.

Weapons with [SIDEARM] in their profile are known as SideArm Weapons. If a formation contains any troops equipped with SideArms, that formation is

eligible to shoot in its controlling players Shooting phase, even if it is within Threat Range of enemy formations. When chosen to shoot, only the troops equipped with SideArms may resolve attacks using their SideArm Weapons that are within Threat Range.

If a troop is equipped with one or more SideArms, unless it is a Monstorous or Vehicle troop, it can either shoot with all its SideArms or with all of its other ranged weapons. Declare whether such a troop will shoot with its SideArms or its other ranged weapons before selecting targets.

Destructive

Destructive weapons fire waves or clouds of lethality, only few can evade these.

Weapons with [DESTRUCTIVE] in their profile are known as Destructive Weapons. Each time an attack is made with such a weapon, a Critical Hit automatically wounds the target.

Bayonet

Bayonet weapons are deadly on the charge.

Weapons with [BAYONET] in their profile are known as Bayonet Weapons. Each time an attack is made with such a weapon, if the bearer makes an Assault move this turn, add 1 to that attack's Wound roll.

Indirect

Indirect weapons launch formations into the air, avoiding obstacles.

Weapons with [INDIRECT] in their profile are known as Indirect Weapons, and attacks cannot be made with them even if the target is not visible to the attacking troop.

If no troops in a target formation are visible to the attacking formation when you select that target, then each time a troop in the attacking formation makes an attack using an Indirect weapon, subtract 1 from that attack's Hit roll, and the target has the Benefit of Cover.

Precision

Army Creation

Precision attacks can pick high-value targets out in a crowd, whether through pinpoint aim or arcane abilities.

Weapons with [PRECISION] in their profile are known as Precision Weapons. Each time an attack is made with such a weapon and wounds an Attached formation, if a Character troop in that formation is visible to the attacking troop, the attacking troops player can choose to have that attack allocated to that Character troop instead of the normal attack sequence.

Volatile

High Volatility weapons can injure several troops in a single blast, but fitting them can have dire consequences if not aimed well.

Weapons with [VOLATILE] in their profile are known as Volatile Weapons. Each time you determine how many attacks are made with a Volatile weapon, add 1 to the result for every five troops that were in the target formation when you selected it as the target (rounded down). Volatile weapons can never be used to make attacks against a formation that is within Threat Range of one or more formations from the attacking troops army (including its own formation)

Inferno

Inferno weapons are powerful weapons whose fury is magnified at close ranges.

Weapons with [INFERNO X] in their profile are known as Inferno Weapons. Each time an attack made with such a weapon targets a formation within half that weapon's range, that attack's Damage statistic is increased by the amount denoted by 'X'.

Heavy

Heavy weapons are difficult to wield and to use properly must have the user brace before firing.

Weapons with [HEAVY] in their profile are known as Heavy Weapons. Each time an attack is made with such a weapon, if the attacking troops formation Remained Stationary this turn, add 1 to that attack's Hit roll.

Hazard

Hazard weapons are powered by unstable and dangerous sources which pose a substantial risk to the wielder when used.

Weapons with [HAZARD] in their profile are known as Hazard Weapons. Each time a formation is selected to shoot or fight with Hazard weapons, after that formation has resolved all of its attacks you must take one Hazard test for each Hazard weapon that was just used.

A Hazard test requires rolling one D6, for each 1 that is failed and one troop in that formation equipped with a Hazard weapon is destroyed (selected by the controlling player), unless that troop is a Character, Monstrous, or Vehicle, in which case it suffers 3 mortal wounds instead. Note that if you selected a Character troop in an Attached formation, the mortal wounds suffered must be allocated to that troop first, even if there is another troop in that formation that has lost one or more wounds or has had attacks allocated to it this phase.

Devastating

Devastating weapons can inflict strikes of such power that they make a mockery of armour.

Weapons with [DEVASTATING] in their profile are known as Devastating Weapons. Each time an attack is made with such a weapon, a Critical Wound inflicts a number of mortal wounds on the target equal to the Damage statistic of that weapon and the sequence ends.

Annihilation

Annihilation weapons can obliterate several foes at once, disintegrating them into nothing more than star dust.

Weapons with [ANNIHILATION] in their profile are known as Annihilation Weapons. Each time an attack is made with such a weapon, an unmodified hit roll of 5 or 6 automatically wounds a target.

Sustained Fire

Some weapons strike in a flurry of blows, tearing a foe apart.

Army Creation

Weapons with [SUSTAINED FIRE X] in their profile are known as Sustained Fire Weapons. Each time an attack is made with such a weapon, if a Critical Hit is rolled, that attack scores a number of additional hits on the target as denoted by 'X'.

Extra Attacks

Some warriors ride to battle atop trusty mounts that gore and trample nearby foes. Others wield combat weapons that deliver a frenzy of additional blows.

Weapons with [EXTRA ATTACKS] in their profile are known as Extra Attack Weapons. Each time the bearer of such a weapon fights, it can make attacks with that weapon in addition to the one it chooses to fight with. The Swiftness statistics made with an Extra Attacks weapon cannot be modified by other rules. Additionally, EXTRA ATTACKS can only be applied to melee weapons.

Anti -

Certain weapons are the bane of a certain foe.

Weapons with [ANTI - Keyword - X+] in their profile are known as Anti Weapons. Each time an attack is made with such a weapon against a target with the keyword after the Anti-, an unmodified Wound roll of 'X+' scores a Critical wound.

Emission

Weapons can be made with not just physical matter but also emissive matter; and these are used against infantry to plague them for life.

Weapons with [EMISSION] in their profiles are known as Emission Weapons. Each time an attack is made with such a weapon which targets an INFANTRY formation, add 1 to Wound rolls.

Formation Strength

Starting Strength

The number of troops in a formation when it is added to your army is known as its starting strength.

Below Half-Strength

Some rules will refer to a formation being below Half-Strength:

- If a formation has a Starting Strength of 1, then it is said to be Below Half-Strength while its remaining number of wounds is less than half of its Wound statistic.
- For any other formation, while the number of troops in that formation is less than half of its Starting Strength, that formation is Below Half-Strength.

Destroyed

Throughout a battle, troops will suffer damage and be destroyed. When a troop is destroyed, it is removed from the warfield. When every troop in a formation is destroyed, the formation is destroyed.

Attached Formations

Some Character formations have the Leader ability, which lets them merge with other formations (known as Escorts) to form an Attached formation.

The Starting Strength of an Attached formation is equal to the combined Starting Strengths of all its formations. If either the Leader or the Escort formation in Attached formation is destroyed, the Starting Strength of the remaining formation is changed to be equal to its original Starting Strength.

For the purposes of rules that are triggered when a formation is destroyed, such rules are still triggered when one of the individual formations that made up an Attached formation is destroyed.