Rules Primer

# GAME FLOW

1. Pre game actions
2. Beginning of round events
3. Each unit may take a move, attack, and ability action. They may take any, but if activated must take at least one. Alternate until all models are exhausted or unable to take actions. As an action, you may choose to exhaust a unit for the remainder of the round.
4. End of round events
5. Objective control is checked
6. Points are accumulated
7. Repeat until 6 rounds are complete
8. Battle end
   1. End of game events
      1. Score/victory calculation

# Resolving Combat

Each attack costs a number of Activation Points equal to the attacker’s AC (Attack Cost). You may take make multiple attacks in the same attack action. Combat damage is calculated by subtracting the attacking unit’s Toughness from the attacking unit’s Power (this cannot be lower than 1). Then subtract the defending unit’s Armor from the resultant number. Subtract the total from the defending unit’s wounds.

PA - TD  - AD = Damage

# Movement

Moving a unit costs the unit’s MC (Movement Cost) per 1 inch of movement.

# Penalties

There are two types of penalties incurred: Movement and Attack Penalties. For each level of a penalty, the cost of the associated action is increased by 50% of the unit’s AC/MC respectively. A unit may expend a point of Focus to ignore a single penalty level for one action.

* MP: Difficult terrain (per-inch of terrain)
* AP/MP: Avoiding an Opportunity Attack
* AP/MP: <= 25% Wounds

# Force Composition

Each team is 200 points. Players may play with a 300-point roster and select 200 after determining mission.

# Setup

A 36”x36” play area is recommended but adjust as necessary. For each additional player beyond the second, 6” on each side is recommended.