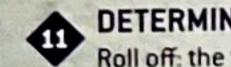**10 REDEPLOY UNITS**

Some rules allow players to redeploy certain units after both armies are deployed. Unless otherwise stated, such rules are resolved in this step. Players alternate resolving any such rules, starting with the Attacker.

**11 DETERMINE FIRST TURN**

Roll off: the winner takes the first turn.

**12 RESOLVE PRE-BATTLE RULES**

Players alternate resolving any pre-battle rules units from their army may have, starting with the player who will take the first turn.

**13 BEGIN THE BATTLE**

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

**14 END THE BATTLE**

The battle ends after five battle rounds have been completed. Even if one player has no models remaining in their army at the start of their turn, players continue to play out their turns until the battle ends.

**15 DETERMINE VICTOR**

At the end of the battle, the player with the most VP is the winner. If the players are tied, the battle is a draw.

The maximum VP each player can score is 100VP. Each player scores 10VP if their army is painted to a Battle Ready standard. The maximum VP that can be scored from each source of VP is detailed on the right. In all cases, any excess VP awarded above these maximums are lost.

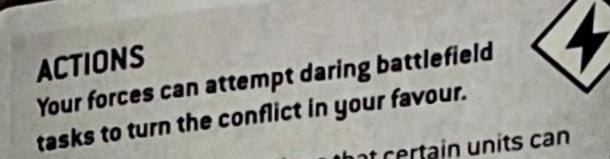| VP SOURCE | MAXIMUM VP |
|---|---|
| Primary Mission and/or Secret Mission | 50VP |
| Secondary Missions | 40VP* |
| Army painted to a Battle Ready standard | 10VP |

\* If using Fixed Missions, 20VP maximum per Fixed Mission card.

## SECRET MISSIONS

**Secret Missions are challenging covert goals you can pursue if the Primary Mission seems in jeopardy.**

At the end of the third battle round, starting with the player who had the second turn, if your Primary Mission VP total is less than or equal to your opponent's, you can choose to undertake a Secret Mission. If you do:

- Secretly select one card from your Secret Mission deck and place it to one side, face-down.

- You cannot score more than 20VP from the Primary Mission card; any excess VP awarded above this maximum are lost.

- At the end of the battle, reveal your Secret Mission card to your opponent. If you achieved the goal described on that card, you score VP as described on that card.

## ACTIONS

Your forces can attempt daring battlefield tasks to turn the conflict in your favour.

Some cards feature Actions that certain units can perform. Each Action states which units can perform it, when it is started and completed, and what the effects of completing it are.

A unit cannot start to perform an Action if one or more of the following apply to that unit:

- It is an AIRCRAFT unit.
- It is Battle-shocked.
- It has an Objective Control characteristic of 0.
- It is within Engagement Range of one or more enemy units (unless it is a TITANIC CHARACTER unit).
- It Advanced or Fell Back this turn.
- It is not eligible to shoot this phase (including units that have already been selected to shoot this phase).

If a unit starts to perform an Action, until the end of the turn, that unit is not eligible to shoot or declare a charge, unless it is a TITANIC CHARACTER unit, in which case, until the end of the turn, that unit cannot start to perform another Action and is not eligible to declare a charge.

If a unit performing an Action makes a move (excluding Pile-in and Consolidation moves) or leaves the battlefield, that Action cannot be completed.

## VP FOR DESTROYING MODELS OR UNITS

Some cards award VP for destroying enemy models or units. If you gain VP as described on such cards, you retain those VP even if those destroyed models or units are subsequently returned to the battlefield.

## VP UP TO A LIMIT

Some cards award VP up to a stated limit, which may not be a round multiple, e.g. '2VP (up to 5VP)'. In such cases, you can keep scoring up to the stated limit, then any excess VP awarded are lost.

## DISCARDING CARDS

Some cards begin with a section named 'When Drawn', which details immediate next steps including when such cards either can or must be discarded. Note that if such a card is a Secondary Mission card, this section only applies if you are using Tactical Missions.
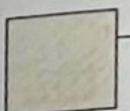


## DEPLOYMENT CARD KEY

**ATTACKER'S DEPLOYMENT ZONE**

The Attacker must set up their army within this area.

**DEFENDER'S DEPLOYMENT ZONE**

The Defender must set up their army within this area.

**NO MAN'S LAND**

The region of the battlefield that is not within either player's deployment zone.

**OBJECTIVE MARKERS**

The quantity and locations of objective markers are shown with this icon.

**CENTRE OF BATTLEFIELD**

**ATTACKER'S BATTLEFIELD EDGE**

**DEFENDER'S BATTLEFIELD EDGE**