

SUMMARY SHEET

Game Sequence

1. Game Setup
2. Play Rounds
 - a. Get power & pass counters
 - b. Take alternating turns
 - c. End phase
3. Determine the winner

Model Activation

Perform one long action or two short actions. Cannot repeat the same action more than once per activation.

STANDARD ACTIONS
Attack (short) – Perform a single melee or ranged attack.
Walk (short) – Move the model up to its SP
Run (long) – Move the model up to twice its SP
Charge (long) – Declare an enemy model as a charge target. Move the charging model up to its SP + 3" directly towards the target. After moving, the charging model may immediately perform a free melee attack against the target
Aim (short) – The next time this model performs a ranged attack this activation, it will get +1 to hit.
Focus (short) - The next time this model performs a melee attack this activation, it will get +1 to hit.
Stand Up (short) – A model that is knocked down must perform a Stand Up action before it can take any other actions

Passing

At the beginning of the round, the player with fewer models receives X pass counters, where X is the difference in model count. A player may choose to spend a pass counter instead of activating a model.

Fatigue

A fatigued model may only perform a single short action. Remove the fatigue counter at the end of its activation.

USING FATIGUE
Fatigue Action: During a model's activation, give it an extra short action. Cannot repeat the same action more than once per activation.
Re-Activation: When choosing a model to activate, instead of choosing an unactivated model, choose a model that has already activated but is not fatigued. The reactivated model may perform a single short action. Must also spend 1 Command Point .
Retaliate: After being attacked in melee, a model can be fatigued to perform a retaliation attack.

Command Points

At start of turn, generate 2 CP plus CP of all friendly models.

USING COMMAND POINTS
Follow Up Activation (1 CP): After activating a model, activate a second model. This can only be done once per turn.
Hit/Armor Re-Roll (1 CP) When making a hit roll or an armor roll, a player may spend 1 CP per die to reroll that die.
Re-Activation (1 CP): When choosing a model to activate, instead of choosing an unactivated model, choose a model that has already activated but is not fatigued. The reactivated model may perform a single short action. Must also fatigue the model.
Clear Fatigue (1 CP): In the end phase, clear fatigue off of one model.

Attack Sequence

1. Choose target(s) and split dice
2. Make hit roll
3. Target make armor roll
4. Target take wounds
5. Target make recovery roll

Ranged Attacks

A model may not Shoot if it is currently engaged. A model may not Shoot a target that is currently engaged. A model may split ranged attack dice between target and other models within 2" of target.

Obscured: -1 <i>hit</i> LOS to target is partially blocked
Long Range: -1 <i>hit</i> if target more than 12" away
Aim: +1 <i>hit</i> if attacker took the Aim action
Cover: +1 <i>Armor</i> for defender if behind an obstacle and touching the obstacle
Target Knocked Down: -1 <i>Armor</i> for defender

Melee Attacks

A model may take a Melee action against a target model it is engaging. A model may split melee attack dice between any engaged models.

Charge: <i>free Focus bonus</i> if this is a charge attack
Outnumbering: +1D6 <i>attack dice</i> if target engaged by one or more friendly, unfatigued models
Target Knocked Down: +1 <i>hit</i> and -1 <i>Armor</i> for defender
Cover: +1 <i>Armor</i> for defender if behind an obstacle and touching the obstacle
Focus: +1 <i>hit</i> if attacker took the Focus action

Retaliate

As long as it is not fatigued, a model that has been attacked in melee and survived may retaliate. Perform a melee action as normal.

Knocked Down

A model that is knocked down:

- Cannot engage or attack an enemy model, including disengage attacks or retaliations
- Must choose Stand Up as its first action
- Suffers -1 *Armor* from attacks
- Does not get a recovery roll if reduced to 0 or fewer wounds, immediately removed from play
- Are considered to be half their normal height for LOS purposes

Warband Broken

A Warband is broken if it has less than half the number of starting models remaining. Once broken, each unengaged model in the Warband must make a Fallback Check (ie. Nerve test) at the beginning of its activation, (but not if it re-activates):

- If the test is passed, the model may be activated as normal.
- If the test is failed, the the model must make a special Fallback! Action. Model does not clear fatigue counters

Fallback! Action

A model making a Fallback! action must move double SP (Run) towards its own table edge, along as direct a path as possible. The model cannot do any other actions during its activation, cannot be fatigued, and cannot use special abilities.

If the model reaches a table edge, it must immediately make another Nerve test. If the Nerve test is passed, the model stops and its activation ends. If the Nerve test is failed, the model is removed from play.

If a model is Knocked down, it must instead Stand Up and move its SP (Walk) towards its own table edge.