SUMMARY SHEET

Game Sequence

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

Determine First Player

Both players roll 1D6 and add modifiers. Reroll ties. Highest roll can choose to be first or second player.

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. Cannot run/charge and walk in same turn
Run (long) – Move the model up to twice its SP
Charge (long) – Declare an enemy model as a charge target, then move the up to SP + 3". After moving, the charging model may perform a free melee attack against the target
Aim (short) – The next time this model performs a ranged attack this turn, it will get +1 to hit.
Focus (short) - The next time this model performs a melee attack this turn, it will get +1 to hit or +1 AP.
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.

Command Points

At start of turn, generate 2 CP plus CP of all friendly models. Discard unused command points at end of the round.

USING COMMAND POINTS
Extra Action (1 CP): During a model's activation, give it an extra short action. Cannot repeat the same action more than once per activation.
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 (2 CP): When choosing a model to activate, instead of choosing an unactivated model, choose a model that has already. The reactivated model may perform a single short action.
Retaliate (1 CP): After being attacked in melee and surviving, a model may attack back.
Seize The Initiative (X CP): During the end phase, gain a bonus to next turn's roll for first player. Gain +1 bonus per CP spent.

Attack Sequence

1. Attacker chooses target(s) and split dice
2. Attacker makes 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 hit* LOS to target is partially blocked
Long Range: *-1 hit* if target more than 12" away
Aim: *+1 hit* if attacker took the Aim action
Cover: *+1 Armor* for defender if behind an obstacle and touching the obstacle
Target Knocked Down: *+1 AP* if target knocked down

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: free *Focus* bonus if this is a charge attack
Outnumbering: *+1D6 attack dice* if target engaged by one or more friendly models. Those models cannot be engaged with anyone other than the target model.
Target Knocked Down: *+1 hit* and +1 AP if target knocked down
Cover: *+1 armor* for defender if behind an obstacle and touching the obstacle
Focus: *+1 hit or +1 AP* if attacker took the Focus action
Disengaging Attack: *+1 hit* and *+1 AP* if this is a disengaging attack

Disengaging Attack

If a model moves out of engagement range, the opposing model may make a free disengage attack.

Knocked Down

A model that is knocked down:
- Cannot attack an enemy model, including disengage attacks or retaliations
- Must choose Stand Up as its first action
- Attacks get +1 AP when targeting this model
- Melee attacks get +1 to hit when targeting this model
- 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

Team Broken

A team is broken if it has less than half the number of starting models remaining. Once broken, each unengaged model in the team 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

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, 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.