# Unit Types

| | Infantry | Vehicles | Skimmers | Walkers | Behemoths | Aircraft |
|---|---|---|---|---|---|---|
| Coherency | 2" | 3" | 3" | 3" | - | 6" |
| Scenery Type | | | | | | |
| Passable | - | - | - | - | - | - |
| Impassable | Cannot move through | Up to 2" tall | Up to half height of model | | | Up to 8" tall |
| Exceptional | +2" MV if all move is on it | | | | | - |
| Tough | 2" for every 1" moved | - | - | - | | - |
| Other units | Cannot move through | | Up to half height of model | | | - |

# Commanders

| Command Value | Infuence | Points |
|---|---|---|
| 1 | 4" | 0 |
| 2 | 8" | 35 |
| 3 | 12" | 65 |
| 4 | 16" | 95 |
| 5 | 20" | 125 |
| 6 | 24" | 155 |

# Actions

Can be completed in any order. Each squad makes up to 2 actions. Cannot do the same action twice.

## Moving

Move up to unit's MV value. Turn on axis as much as you want.

## Shooting

Cannot shoot a weapon if the unit moves further than the M&F value during the round (before or after shooting).
Pick target whose centre of model is within weapon arc and range. Targets in physical contact are always in range. Close Qquarters weapons must be in same Garrison. Allocate all weapon shots from a squad before rolling.

Roll Shots number. Any equal to or above modified Accuracy hit.

# Accuracy

| Instance | Modifer |
|---|---|
| Shooting at scenery | 2+ |
| Unit out of coherency | +1 |
| Unit disembarked | +2 |
| Target Hull Down | +2 |
| Target in Soft Cover | +2 |

## Damage

Roll 1 dice for each hit. Add Energy to the result.
If target is behind Body Cover, +1 penalty to roll.
If total equals or beats target's Armour, does 1 Damage. If 2 or more above Armour, Critical hit does 2 Damage.
Units with Passive Countermeasures roll number of dice equal to Damage. For every roll equal or higher than the Passive Countermeasures number, 1 Damage is discarded.

# Fortitude

If squad is under 50% of its original total Damage Points and takes damage from Close Quarters weapon during Battlegroup activation, take a Fortitude Test at the end of the activation.
Roll 1 dice. If lower than Fortitude, squad abandons Garrison or moves to linked Garrison and drops any Objectives.

# Searching

Infantry or Vehicles within 2" or in same Garrison as Hidden Objective. Roll 1 dice and add turn number. If 7 or more, Objective becomes Open and they claim it.

# Scanning

Non-Aircraft Transport use both actions to gain a Scan Token. Discard Scan Tokens before rolling to give +1 to Searching actions within 2" per Token. 1 per unit, discard when Moving.

# Transports

When destroyed, roll 1D3. On 1-2 each unit embarked takes that many Energy 10 automatic hits. If unit survives, disembark it. If it cannot be placed, it is destroyed. On 3, no effect.

# Aircraft

When destroyed (unless Aircraft-S), roll 1D3. On 1-2 all scenery and units within that many inches take that many Energy 10 automatic hits. On 3, no effect.

# Scenery

Scenery effects different units in various ways. A dash shows that it is unaffected.
**Solid:** Cannot draw line of sight through. Always Impassable.
**Soft Cover:** +2 penalty to Accuracy against units in or behind.
**Body Cover:** +1 penalty to damage rolls against units in or behind.

**Destructible:** Can be shot, hit on 2+. If Critical, only 1 Damage and gains Collateral Damage token.
When destroyed, replace with Tough scenery. Roll 1D3. Units within that many inches take that many automatic hits. Energy value equal to scenery piece's Armour.
If unit in destroyed Garrison, they take 2D3 hits instead.
**Flammable:** If damaged by Flame weapon, receives additional Collateral Damage token. Collateral Damage resolved at Energy 2.

# Collateral Damage

At the start of Round Up Phase, each Collateral Damage token causes 1 automatic Energy 4 hit. Always damages on roll of 6.
If occupied Garrison, resolve all upon placing token. Hits scenery and random occupied squad. No Body Cover against Collateral Damage. If it fails to damage building, remove it.

# Garrisons

## Entering & Exiting

Infantry may enter a Garrison if movement ends within 2" of entrance.
May enter and move to any edge of the Garrison. Squads may exit as a Moving action. Place in coherency within 2" of Garrison and discard remaining movement.
If more enemy squads are inside than enemy squads, make Fortitude Test. If passed, leave as normal. If failed, lose Damage Points equal to amount failed by, then run away.

## Moving

Move to edges, count as stationary for M&F.

## Shooting

Close Quarters weapons may only be used against enemy units in Garrison. Weapons with a dash or a value of 0 automatically hit.
Units on edge draw line of sight and range from edge, may shoot out and be shot at.
Units that shoot with Close Quarters weapons on the turn they enter a Garrison must re-roll successful damage.
Units in the centre may be targeted by Flame weapons.
If an occupied Garrison receives Collateral Damage tokens, resolve them immediately, in addition to during the Round Up Phase.

| Scenery Piece | Armour | Damage | Special |
|---|---|---|---|
| Barricade | 10 | 5 | Body Cover, Destructible, Soft Cover, Tough |
| Small forest | 7 | 20 | Destructible, Flammable, Garrison, Impassable, Soft Cover, Solid |
| Medium forest | 7 | 30 | Destructible, Flammable, Garrison, Impassable, Soft Cover, Solid |
| Large forest | 7 | 40 | Destructible, Flammable, Garrison, Impassable, Soft Cover, Solid |
| Small building | 10 | 10 | Body Cover, Destructible, Garrison, Impassable, Soft Cover, Solid |
| Medium building | 10 | 20 | Body Cover, Destructible, Garrison, Impassable, Soft Cover, Solid |
| Large building | 10 | 30 | Body Cover, Destructible, Garrison, Impassable, Soft Cover, Solid |
| Medium Bunker | 13 | 20 | Body Cover, Destructible, Garrison, Impassable, Soft Cover, Solid |