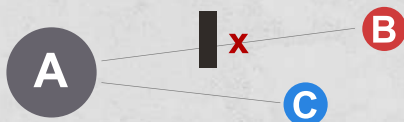


TERM DEFINITIONS

- **Directly** (toward/away): moving on the line from the center of the model's base through the center of targeted model's base or point, stopping only in contact with another model or terrain feature it cannot move through
- **Disregard**: ignore the result of the disregarded roll; still counts against ROF
- **Engage**: base contact
- **Killed**: model reduced to 0HP is killed and removed from play
- **Measure**: players may measure any distance at any time. Between two objects, always measure from the closest points between them.
- **Re-roll**: never re-roll a die more than once
- **Stat check**: use the highest value of that stat on a model's Card
- **Simultaneous actions**: if abilities/actions controlled by opposing players would happen at the same time, the the lowest rolling player determines the order to resolve effects
- **Success**: when the result on a die roll is equal to or less than TN

LOS



If an unobstructed *straight* line can be traced from the *viewer* to the *target*, models are in Line of Sight with each other.

TERRAIN KEYWORDS

- **Blocks/does not block LOS**
- **Climbable**
- **Dangerous**: a model entering or moving over suffers an automatic PW4 hit.
- **Jumpable**: a model may jump from this terrain piece to another terrain piece with the jumpable keyword as part of a move action; it must have enough movement to reach the terrain piece (otherwise it *falls*) and may ignore models and terrain while jumping. It can jump at no cost, as part of their move, from a higher level of terrain to a lower level of another terrain piece.
- **Impassable**: a model may not move over this terrain.
- **Levels** (x): the amount of floors of a terrain; models may not make attacks against models on different levels while within the same terrain feature. While not within, a model with reach or a size of huge or bigger, may make melee attacks against models up to one level above them, as long as they can draw LOS. When attacking outside of the terrain piece, a model ignores all models on different levels than itself for LOS.
- **Cover**: cover penalties do not stack, use the highest. A model may ignore Cover from terrain feature it controls (if it is within 1" of the terrain piece, while there is no enemy within 1").
If the source of Cover is between the attacker and its target (or if an ability grants cover), the attack suffers **-2AS (light cover)** or **-4AS (heavy cover)**.
- **Obscuring**: blocks LOS unless, from the viewer's LOS window, less than 2" of this terrain piece lies between it and the target.
- **Rough**: a model must forfeit 2" of MV to move into or through this terrain piece.
- **Wall**: the model may move through if it is the same size or smaller, but may not end its movement with its base overlapping this terrain piece.

ROUND PHASES

1. PREPARATION

2. INITIATIVE

The player rolling lowest on a d20 chooses either to activate one of his models, or selects one of his opponent's models. Re-roll all ties.

3. ACTIVATION

Players alternate the activation of a single model in Initiative order.

A model may activate once each round. If a player has no models left to activate, play passes to the next until all models have activated. All models must activate each round.

4. LINGERING EFFECTS

Once all Linging Effects are resolved, the game round ends and a new one begins.

MOVEMENT

- **Penalties**: can never reduce a model's MV below 1".
- **Breaking free**: a model engaged with an enemy must spend 2AP to break free, and then move up to its MV value, but may not engage models during this movement.
- **Falling**: a model whose base is moved completely off a level of terrain, falls down and suffer an automatic PW 5 hit for each level it fell, then goes prone.
- If it falls onto another model, both suffer hits and prone.
- **Jumping**: a model may spend 1 additional AP when making a move action. Then it ignores the Dangerous and Rough keywords of any terrain it crosses.

PRONE: a model may go prone or stand up by spending 1AP (or due to certain abilities). Effect on prone models:

- MV value is reduced by ½
- may not climb or jump
- may not gain benefits of charging
- when making melee attacks suffer -2AS penalty
- melee attacks against a prone model gain +2AS
- ranged attacks against a prone model suffer -2AS penalty
- reduce the size of a prone model by 1 category

PSYCHOGENICS

Augmentation: the player must select a target within LOS, spend 1AP and roll equal or under the TN listed for the augmentation. A model may spend 1 additional AP to gain +2 to the effect's TN.

Offensive: follow all the rules for an attack of their type. They may be aimed.

PANIC

Panic Counters(PC) make a model suffer -2AS, -2PS and +2DF. During its activation, a model with a PC may spend 1AP to make a PS Check, removing the Panic Counter on a success. A model may only have 1 PC at any time.



SQUADLINK

When a model with Squadlink activates, a number of additional models may activate; total number cannot exceed the highest value(Y). Each model must share (x)value with all others and be within 4" of another one. Resolve each individual model's full activation, before resolving the next, until all have activated.

HOLD ACTION

An unengaged model may spend its last 2AP to go On Hold (until it chooses to use its held action or it next activates). While On Hold it can take the following special actions:

- GET THE JUMP

Ranged: when an enemy model Moves while within RNG, the model may immediately perform a Ranged Attack action, exactly as it would during its activation. This may be done at any point during that model's move, effectively interrupting it with an attack, before, during or after its resolution.

Melee: when engaged by an enemy, the On Hold model may attempt to attack before the enemy resolves its Charge Attack. Both players roll a d20 add their model's DF Value. If the On Hold model rolled lower, it may perform an Attack Action (Melee), exactly as it would during its activation. If the charging model rolled lower, the On Hold model may still perform an Attack Action, but it will be resolved only **after** the Charge Attack from the enemy model (assuming the On Hold model survives!). When the On Hold model has **reach** and the attacker comes within 2" of it:

- if the attacker is charging, resolve as above with the attacker moving into base contact.

- if the attacker is merely moving *within 2" without of the On Hold model but does not intend to charge it*, then the On Hold model may *immediately* perform an attack against it as it passes by.

- EVADE. When targeted by a ranged attack or affected by a template, it may make a PS Check; if it succeeds, the model may move up to its MV value or go prone before the attack resolves, using its new location to determine range and cover. If it was a:

- **template attack:** the On Hold model is automatically missed if it moves out of the template, but the original location is still used to determine placement, if it was the target (check for MAL).

- **non-template attack:** in case the On Hold model moves out of LOS or RN, the attacker may choose a new target.

- OTHER ACTIONS. Some special abilities allow to perform other actions while On Hold. If no trigger time is listed on the stat card, it may be performed at any point during an enemy model's activation, effectively interrupting its current action.

ATTACK RULES

A model may not target friendly models when making attacks.

1. Select AG: you may attack with any or all the attacks listed under that group, and each lists the number of attacks it can make when selected.

Selective fire: choose one of the profiles listed below the attack name; if attack can be used multiple times in a turn, a different profile may be used each time the attack is selected.

2. Select target: target must be in range and LOS. Multiple attacks of an AG can be split between targets, but are simultaneous.

3. Determine TN: d20 + AS (attacker) + DF (target)

4. Make attack roll: equal or less

5. Check for malfunction: if the roll equals or exceeds MAL value, the attack automatically misses and the attacker suffers an automatic hit from the attack.

Critical Failure: a roll of 20 automatically misses and the attacker loses 1AP.

Critical Hit (result of 1): a model suffering it automatically fails its AR save (no roll is made) + suffers all effects from all weapon abilities from the attack (effects that would normally require a roll automatically succeed).

6. AR save: Target hit doesn't suffer damage if rolls equal or lower than $TN = (\text{target's})AR - (\text{weapon's})PW \pm \text{any modifiers}$ Roll as many times as listed under weapon's PW(x2, x3, ecc).

Critical Success: a roll of 1 automatically succeeds regardless of results on any other die, so overrides Critical AR Failure.

Critical Failure: automatically fails the AR Save and loses 1 additional HP; multiple AR Failures are not cumulative.

MELEE (RN = 0)

- **Charge:** when a model spends AP on movement that brings it into base contact with an enemy, it makes a free attack with any AG, which receives +1AS and +1AP

- **Gang up:** an attacking model receives +1AS and +1PW on its melee attacks for every other friendly model engaged with the target.

- **Reach:** make melee attacks against models up to 2" away; even charge attacks, but only one charge attack per move action and only charge each model once per round. It gains benefit from Gang Up, but does not contribute unless it is in base contact.

- **Arc:** follow rules for Reach attacks, target all enemy models within 2" and LOS(even when charging). A model may only be targeted once per arc attack, the attack suffers a cumulative -2PW after resolving each attack, even if it misses, until there are no more eligible targets or the PW reaches 0(if the attack has no PW, but only an ability such as Knock Prone, ignore the 0PW rule).

RANGE (RN > 0)

A model may not make ranged attacks while engaged.

Aiming: spend 1 additional AP to gain +2AS to all ranged attacks

Firing into melee: an enemy is treated as having Heavy Cover if it's engaged with a model friendly to the attack when being targeted.

BLAST (BL) ATTACKS

A. Target a point on the table within the maximum RN of the attack(no need of LOS): if it does not malfunction, the BL will scatter.

B. Target an enemy model: if the attack hits and does not malfunction, place the BL marker, so that the center hole is anywhere completely over the target's base. All models under the template are hit. If the attack misses, the BL marker will scatter.

BL attacks cannot critically hit.

Malfunction: the opponent places the template's center hole anywhere completely over the attacking model's base.

Scatter: roll a d20. The attack scatters in the direction indicated by the top-most point of the triangle face on the die, 1/2 the number on the scatter roll, up to a maximum of 1/2 the distance they were fired.



SPRAY & STREAM ATTACKS

These template attacks ignore cover.

1. Lay down the template with the short end touching the firing model's base and centered through the target's base.

2. Resolve a *ranged* attack against the target(only this roll may malfunction or gain aiming benefits) and then every other model under the template that it has LOS to. Note that it may never place the template so that it would touch a friendly model.

Malfunction: roll d20, place the short end of the template touching the firing models base, facing the direction indicated by the scatter roll (see Scatter rules). The firing model is automatically hit and resolve a ranged attack against all models under the template.