Xenos & Zealots

28mm Sci – Fi Wargames Rules

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Introduction

Just imagine for a moment……..

You are standing in the middle of a warzone, commanding the strangest looking troops in an attempt to conquer the strangest looking planet from the equally obscure enemy.

The panoramic view of the landscape is odd. On one side is a barren land, huge rocks which allow for plenty of opportunities for ambush. No vegetation grows here. The land has been under enemy control for many years. Their unkind nature has made the land dry, dark and uninhabitable. The other side, however, is full of lush, green woodlands and fields. This land you must protect at all cost. This land must be encouraged to grow. This land may be the key to your own armies survival.

In our universe, war is inevitable in all arenas, on land, air, water and space. Each race is fighting for, not only its own survival, but to become the ultimate rulers in the universe. Within each race, several factions exist. Some factions uphold the standards of good, leading by example and living to exterminate all that is evil. Some factions, turned by chaos, live only to kill, each surviving by their own greed.

Now, I have set the scene, tell me you couldn't imagine being there, planning on how to build your force, how to protect the objective and how to annihilate the enemy. If you really couldn't, then put this book down and return to the dull world of reality. If, however, this cinematic approach to the game has you begging for more, then please read on.

The battlefield is an exciting and awe inspiring place,full of danger and confusion. A tabletop game should be just as exciting and awe inspiring , but without the actual danger and confusion!

Xenos & Zealots is a set of wargames rules, which allows the players to plan their strategy and make tactical decisions, which can give an interesting and entertaining game in any sci-fi setting.

Xenos & Zealots is played using units, which are represented by the 'scale models' of a particular race. *For example - a unit of 10 Space Knights is made up of 10 models and a unit of 1 Demolisher Tank is made up of 1 model.*

All units in Xenos & Zealots perform a similar role to their full size counter parts by using Statistical Data (Stats for short) to resolve their interaction on the tabletop.

Xenos & Zealots also uses a GAME TURN to let the players know where they are in the turn and what they can do and when. If for some reason there is a situation or interaction that is not covered by the rules, then the players can use the way the rules are written to determine the most probable out come. If there still is a difference of opinion, then dice off to resolve the situation quickly as to allow the game to proceed.

Contents

Resolution methods

The rules use 3 resolution methods.

1) Direct representation
This simply shows the number of dice rolled, or the distance of the maximum Movement / effect.

Example - Effective Range 0-12" means it can hit enemy models up to 12" away. Effect 2 means the weapon rolls 2 attack dice.

2) Modified Stat
This method uses a stat value as a target score for a dice roll, this value can be modified by situations and effects of other elements.

Example - Morale Value 3+.The player needs to roll 3 or more to pass a morale test. If the unit has suffered enough casualties this adds to the morale value making the test harder to pass.

3) Stats as Modifiers
The stat value is added to a players dice roll to determine the effective value.

Example - A weapon with a damage value 6 fires on a target with an armour value of 2. The targeted model adds 2 to his (D6) armour saving roll. If the total value is higher than the attacking weapon hit, the model passes the armour save and takes no damage.

Measuring Conventions
Measurements for movement are taken from the same point on the models base, or the hull of a vehicle (Front edge to front edge as standard).

Measurements for shooting are taken from the closest point on a models base for all infantry / beast type units or the end of the weapon if it is artillery, monster or a vehicle.

Dice rolling conventions
Dice size is listed as D followed by the number of sides.
D6 = standard 6 sided dice.
D10 = 10 sided dice.
D 3 = roll a D6, 1-2 = result of 1, 3-4 = result of 2, 5-6 = result of 3.

Rolling multiple dice, has a number in front of the dice size. *For example 2D6 means roll 2xD6.* Unless other wise stated apply each result separately.
Modifiers may be included to either add to the target score or to the dice roll value.

Re rolls
Re roll allows the player to re roll ANY dice they just rolled. But the result of the re rolled dice stands and can NOT be rolled again.

Limited re rolls
Allows re rolls of a natural value roll only. *Example may re roll failures that roll a natural 1*
(The natural roll is the face value of the dice rolled without any modifiers).

Models and Units

In Xenos & Zealots models represent the combatants in the army. Often models are grouped together into UNITS, with some being more powerful models *for example - Large powerful vehicles, Monsters, or Characters that* can be deployed as a single model UNITS.

Multiple model units operate together and so must maintain Coherency throughout the battle. Coherency is measured from the unit leader and all models in the unit **MUST** stay within the units Coherency radius of the unit leader. The coherency radius may vary from race to race but the stat can be found on the unit card.

Units that are made up of multiple vehicles and monstrous creatures follow the same rules as multiple model units. Although, due to their large / bulky size on the battlefield the coherency range may be different on their unit card.

Note artillery must have the models operating it (i.e. the 'gun crew'), within 1" of the weapon for it to be classed as operational and in coherency. Measure the distance between the models base and the actual artillery weapon model.

Unit types

Basic Infantry

This is the standard basic unit that is deployed on foot and is found in most battles. This can also include beasts without riders.

Mobile Infantry

This represents infantry units that have been given a transport vehicle or a monster to help them deploy into the battle more effectively.

Mounted Infantry

Infantry that has been trained to fight while mounted on bikes or beasts to improve their mobility.

Vehicles and Monsters

These are normally larger vehicles with heavier armour or very large beasts in which are used to support the infantry.

Artillery

Artillery are large weapons that need a crew to fire them. There are 2 basic types:-
1) ***Mobile Artillery –*** This can be manhandled / carried if possible by the crew and move at the same rate as the crew.

2) ***Massive artillery –*** These are immobile units and are used to fire from a dug in position.

In addition to the above all Artillery pieces mounted on vehicles follow all the rules for vehicles.

When shooting at artillery, artillery is counted as a vehicle if firing through the armoured 'Gun Shield' or 'Citadel' / Turret. It also counts as an infantry unit if a clear Line of Sight to the crew is available. If an indirect weapon hits the artillery, the attacker resolves the attack against the crew first.

Characteristics and Statistical Data (Stats)

In the universe of the far future, there are billions of inhabited worlds with diverse and amazing creatures. As we are focusing on a wargame rule set, we need to define how these races interact in our game.

For this we allocate values to particular characteristics. The technical term is Statistical Data. But players tend to shorten this to the more manageable 'Stat's'. We are going to assume that war remains similar to modern warfare, as the 'arms race in the future' will simply change the abilities of the combatants not the basic interaction.

Modern Warfare is all about Mobility to take objectives, Fire Power to control enemy movement and Assault to contest objectives.

I would like to present the 'natural' abilities of the combatants first then show the combined effect of the combatants and their weaponry as a net effect. The units' mobility and survivability are covered in their natural 'Stats'.

The units' offensive capability depends heavily on the weapon load out of the unit. This is shown in the 'Weapon Profile ' of the unit directly under the Unit Stats.

Unit Statistics

Mobility
This is how far the unit may move when taking a movement action. This is presented as a letter(s) to define how the unit moves and also a distance in inches (modified by some terrain types, which will be covered later.)

Armour value
How well protected the unit is by armour (metal plates, Ceramic composite, Natural chitin etc.) Large units have 3 values Front / Side / Rear (and Top).

Resilience value
How resistant the unit is to damage from hits that penetrate their armour.

Wounds / Structure
How many damaging hits the unit can take, this is represented as Wounds for organic units and structure for mechanical units.

Stealth Value
How hard the unit is to target with ranged weapons.

Assault Value
How hard the unit is to hit in close assault and the order in which they fight in close combat (Charging units always strike first).

Morale Value
How willing the unit is to fight on after taking damage.

Command Value
How good the unit, or the unit leader is at inspiring other friendly combatants in thier command range. This is expressed as a number of re rolls *(i.e. 1 to 4)* per game turn and the range radius between 3" and 12" the re rolls can be applied within.

Notes
This represents the important differences the unit may have over other units, which may be special equipment or sometimes its because of a natural special ability.

Weapon Profiles

All weapon effects are covered with the following data. These values represent the weapons as used by the individual unit.

Effective range
This is dependant on the skill of the user and the Accuracy in aiming ranged weapons or its speed and or reach in close combat.

Armour Penetration
How good the weapon is at penetrating armour, but in close combat this is dependant on user skill in landing blows accurately.

Damage value
This is a measure of how good the weapon is at damaging the soft target behind the armour. In close combat this is dependent on users' strength.

Effect
How many models the weapon can effect at range, or how many hits the weapon can inflict in close combat. This can be expressed as a value 1,2,3,4, or as an area of effect. *For example - Blast template 3" or 5" or 'TT' for the tear-drop shape template.*

Notes
This lists the extra weapon information in the following order.

- The type of weapon;-
  Assault (weapon) :- used in close combat ONLY.

  Small arms (weapon :- The standard ranged weapon of the unit

  Support (weapon) :- Special weapon to tackle specific harder targets

  Fire Support (weapon) :- Support weapon that can ONLY be fired by a unit that was given a Fire Support order.

- Special abilities :- Such as, Pistol grip, Rapid fire, Ignore Cover, Armour Bane, Suppressive, etc. A full list of special abilities will be listed later.

All this information will be presented on the front of the unit card along with the force type, unit name etc. Examples of this will be shown later. The rear of the unit card will have all the appropriate information on force organization depending on what Theme the player has chosen.

The Game Turn

Before the game starts the players decide who is going to be the Attacker or Defender. If players can't agree, then a simple roll off odds or evens will decide. The player chosen to be the Defender gets to choose their deployment zone first and the player chosen to be the Attacker gets to take his actions first.

Command Phase

- **BOTH** players place order counters face down next to their units on good morale.

- **BOTH** players can request off table support from Reserve units and artillery / air strikes. If a successful request roll is made place entry point / aiming point markers on the table to define where the support will arrive. The game uses 4 markers for this, 3 dummy markers and one active marker to keep the opposition guessing.

Primary Actions

- The Attacker turns over their units order counters one at a time. Then the attacker takes the first action with each unit in turn.

- The Defender turns over their units order counters one at a time. Then the defender takes the first action with each unit in turn.

Secondary Actions

- The Attacker carries out their second action with each unit one at a time and then removes the counter.

- The Defender carries out their second action with each unit one at a time and then removes the counter.

Resolution Phase

Both players roll for off table support arrivals and place them on table. Resolve any artillery and air strike effects as they arrive. After all off table support has arrived, both players can attempt to rally units on poor morale (*Units with Suppressed, Neutralized or Routing counters)*.

The Order Counters

Below describes the types of Order Counters that can be given to a unit, which must be acted upon in the correct sequence.

- **ADVANCE :-** The unit can Move with its first action and Shoot with its second action.
- **CHARGE :-** The unit Moves with the first action and Assaults with the second action.
- **DOUBLE TIME :-** The unit can Move with the first action and then Move again with its second action (but not into close combat).
- **EVADE :-** The unit can Shoot for its first action and then Move with its second action.
- **FIRE SUPPORT :-** The unit gets itself Ready for the first action and then Shoots for the second action.
- **INFILTRATE :-** The unit gets itself Ready for the first action and then Moves for its second action. This will improve the units' stealth value.

The Order Counters are made up of 2 actions. These actions are described as follows :-

- **MOVE :-** The unit can unit move up to its maximum Speed value.
- **SHOOT :-** The unit makes a ranged attack.
- **ASSAULT :-** The unit moves up to its maximum Speed value into close combat.
- **READY :-** The unit prepares its weapons / equipment to improve the effect in its following action *(e.g. Fire to full effect including heavy-ordnance and improves its Stealth Value by 1 when moving)*.

Movement

Movement is how far the models may move when taking a movement action, this is determined by the units Mobility value. The units Mobility value shows the maximum distance the model may move in an action across the tabletop. A models movement is also effected by the terrain that it moves through / over.

Models are assumed to occupy the area taken up by their base or the hull of the vehicle. No Models may move through enemy units or pass through gaps between other models or obstacles that are narrower than its own base / hull.

Multiple Model Units and Unit Leaders

All multiple model units are assumed to have a unit leader *(i.e. NCO or officer)* and should be easily identified in the unit. The unit leaders may have the same stats and weapons as the rest of their unit.

Character models may join friendly units by moving into the units' coherency range and the owning player declaring the character is attached and taking over command of the unit. If this happens the character model takes over as the 'unit leader' until the owning player states that the character is no longer attached by moving him out of coherency of the unit.

When moving multiple model units, first move the unit leader model or attached character. Then position the rest of the models from the unit no further than their mobility rating around the unit leader. Remember to keep the models within the coherency of the unit leader.

Terrain

The terrain found on gaming tables is massively varied. From everyday objects used as temporary game terrain, to finely crafted in scale terrain. It is VERY important that players agree what the terrain is classed as before the game starts. We assume that the game area is classed as open terrain, which has NO effect on movement speeds, UNLESS an area is defined as holding a specific type of terrain feature.

The basic **Area Terrain** types are.

- ***Hard Flat Surfaces –*** such as roads, paved areas, runways, car parks, flat frozen ground, compacted sand and ash.
- ***Difficult Ground -*** Rubble -damaged building-, walls or heavily broken / cratered ground covered with debris / clumps of vegetation etc.
- ***Light Woods –*** such as an area with significant vegetation and or scattered trees and bushes.
- ***Heavy Woods or Jungle -*** Is an area of dense vegetation heavily populated with large bushes and or trees.
- ***Water Feature –*** Streams, rivers, ponds, lakes and swamps etc.(Some terrain features may have more exotic contents like acid, lava etc. The effects of these should be agreed before the game starts.)
- ***Built Up Area –*** these include Towns, industrial complex, villages, etc.

Other sorts of terrain that are NOT classed as area terrain are classed as Obstacles. These include walls, fences, ditches, steep inclines, cliff faces, and single buildings that can be occupied. Obstacles can be climbed up / over or occupied by infantry / beasts. Players should also agree before the game what units can enter or hold buildings.

For example:-
An aircraft hanger can have most units move into them. A small tin shack might only be able to hold a 5 model infantry squad.
A simple 2” movement penalty to climb over an obstacle or up / down a level in a multistory building can be used as a basic starting point.

Players are free to modify this to suit their own terrain, but AGREE on movement penalties BEFORE the game starts!

Terrain, Cover and Line of Sight

Models can see and be seen out of Area Terrain if they are within 4” of the outside edge of the area terrain feature. If a model has more than 4” of area terrain between it and its intended target then the target is obscured, which means the Line of sight is blocked by the area terrain.

Models that are within 4” of the outside edge of the area terrain can claim cover from it.

Models that are within 1” of an obstacle can claim cover bonus, if being targeted from models on the other side of the obstacle. This is providing the obstacle blocks 50% or more of the targeted models profile. We will assume models 'on foot' can kneel down.

If the obstacle is made from substantial material, it may be considered to add an extra +1 to the Stealth Value of the models cover value for a total of +2. This represents shots being deflected by the type of hard cover. Most players reserve this for fortifications but it can be applied to thick stone / concrete walls etc. Again the players should agree this upon before the game starts.

Mobility Types

How a unit moves across the battlefield determines how they interact with some terrain features. There are 4 mobility types in this game:-

- **Legs (L)** – foot infantry / cavalry and walking vehicles and monsters
- **Wheels (W)** – Mainly motor bikes and buggies, wit some heavier multi-wheeled transport vehicles
- **Tracks (T)** – Mainly tanks and other vehicles using caterpillar tracks, and some monsters / creatures that slither like snakes.
- **Hover (H)** – These are vehicles that skim across the battlefield like modern day helicopters giving close support. Either using conventional rotors for lift or anti-grav propulsion. Flying units that give close support, (ground attack runs, or dropping off troops) count as Hover (H) mobility while on table at this low altitude.

Units' mobility is shown as the symbol for mobility type followed by the movement speed.
For example :-

- Standard Infantry ***(L) 5"***
- Dreadnought ***(L) 6"***
- War Bike ***(W) 12"***
- Rhino ***(T) 6"***
- Land Speeder ***(H) 12"***

Movement Terrain Table

Terrain Type	Open	Road / Hard Surface	Difficult Ground	Light Woods	Heavy Woods	Water Feature	Built up area
Legs	0	2" bonus	1" penalty	1" penalty	2" penalty	Impassable	1" penalty
Wheels	0	2" bonus	2" penalty	2" penalty	Impassable	Impassable	1" penalty / Impassable
Tracks	0	1" bonus	0	1" penalty	2" penalty / Impassable	Impassable	0 / Impassable
Hover	0	1" bonus	0	1" penalty	2" penalty / Impassable	1" penalty	1" penalty / Impassable

Note :- Where the table shows a penalty / impassable, it is down to the players to agree if the terrain can be crossed by that type of vehicle or not.

Special Movement Abilities

- **Amphibious (A)** – The unit counts water features as open ground.
- **Dozer Blade / DTM (D)** – The unit counts difficult ground and light woods as open ground. Can also ignore some linear obstacles if players agree before the game.
- **Jump Jets (J)** – The unit may jump up to 8" over terrain. Each height level they go up during the jump, reduce the length of jump by 2".

Shooting

Shooting is the game term used to describe ranged attacks. Shooting is resolved in 3 steps :-

1) Targeting
2) Roll to hit
3) Armour Save Roll

Targeting

The unit leader directs the ranged attacks of their unit. When the unit performs a shooting action the unit leader selects an ***Aiming Point*** within their line of sight to the target. The rest of the unit may fire on any enemy units within a 6” radius of this point. This is called the ***Target Zone***.

The attacking models may only fire on models in the Target Zone providing the targeted models are within the attacking models weapons 'Effective Range' and firing arc, (refer to shooting rules diagrams for visual and fire arcs).

Single model units, (vehicles and monstrous creatures) also pick a target point, and can fire different weapons at different models within 6” of the target point. Again, providing that the targeted models are within the effective weapons range of the firing weapons.

Roll to Hit

The shooting unit declares what weapons are firing at which enemy units before rolling any dice. All shooting is resolved on the closest enemy unit before resolving any shooting on the next closest enemy unit(s).

The shooting unit rolls any relevant number of attack dice at the target. Any dice that roll equal to or higher than the target models modified Stealth value have successfully hit the targeted models. It is a good idea to place the successful hit dice next to the targeted models.

Any hits must be allocated on the models closest to the shooting unit first. Models in the open have hits allocated to them before models in cover. Models in cover only have hits allocated to them once all the models in the open have taken hits and the attack dice score high enough to hit the models in cover.

A model can claim the bonus of cover if the line of sight from the shooting model is partially blocked to the target models hull or body. Do not count weapons banners or any form of 'decoration', hands or feet or other relatively small appendages.

To Hit Modifiers.

Situations and events constantly change on the battlefield, so the chances of being seen and shooting at targets vary .These are represented by modifiers that add to the targets stealth value, OR add to the attackers to hit dice score.

Add to the targets Stealth Value if Target is ;-

Over 36” from attacker +1
In cover +1
In hard cover +2
On Infiltrate Orders.+1

Add to the attackers to hit dice roll if ;-

Target closer than 18" +1
On Fire Support orders +1
On OK morale and returning fire +1
Attacker using advanced targeting equipment +1

Armour Saves

Every model hit has a chance to survive unscathed if their armour can absorb or deflect the hit from the weapon.

For every model hit, roll a D6 and add the models ***Armour Value (AV)*** to the result of the dice roll. If the total score is equal to or greater than the weapons ***Armour Penetration (AP)*** value, the models armour has stopped the model taking any damage. If the total is less than weapons AP value, then the model has been at least ***suppressed*** by the weapon hit.

Make a note of how much the model failed its amour save by as this is called the ***penetration value*** from the weapon that hit. The ***penetration value*** is then added to the Weapons damage value of the weapon that defeated the target models armour save. The model loses a wound / structure point for every multiple of the targets ***Resilience*** value.

*Below is an example of the modified **Damage** value. A model that is hit and failed its armour save :-*

- *Takes NO wounds on a modified damage roll of less than its **Resilience** value, but will become suppressed.*
- *Takes 1 wound from a modified damage value that exceeds its **Resilience** value, but is not Double it.*
- *Takes 2 wounds on a modified damage value that is over Double its **Resilience** value, but not Triple it.*
- *The model is destroyed by a modified damage value that is triple its **Resilience** value. The penetrating hit is that devastating the model has no chance of surviving.*

Applying Damage

Multiple model units

The damage is applied to models in the unit in such a way that whole models are removed first. For example this means units containing multiple wound models, are not left with lots of models on half their starting wounds. Starting with the models closest to the attacking unit any multiple damaging hits are applied to the target model only, they are not transferred to any other models.

If over ½ of the unit has been removed as casualties or is suppressed, then mark the unit with a Suppressed Counter. This replaces its order counter, until the unit is rallied.
(Show suppressed models by carefully laying them on their side,as they become suppressed. Stand them back up after the unit receives its suppressed marker.)

If over ½ of the unit have been removed as casualties, any further suppression or casualties cause the unit to becomes neutralized. Mark the unit with a Neutralized Counter and this replaces its order counter, until the unit is rallied.

If over ¾ of the unit have been removed as casualties, any further suppression or casualty results cause the unit to rout. Mark the unit with a Rout counter.

Single model units
More powerful models are often deployed in units of 1 model. These are usually vehicles and monsters. Sometimes a Hero Character may also be deployed on their own instead of with a retinue.

Monsters and vehicles have a slightly more complex damage resolution. Their Armour values is split between :- Front / Side / Rear & Top.
If the attacker is attacking 'in front' of the model, then he is in the target models front arc. The attacker is also attacking on the Monsters / Vehicles Front Armour Value.

If the attacker is attacking between the front and rear of the model, then they are in the side arc and attacking the Side Armour value.

If the attacker is attacking from 'behind' the model, then they are classed as in the rear arc or they may be on top of it. The attacks are resolved against the Rear Armour value.

Many of these single model units have multiple damage points (wounds or structure points). These are divided between the models mobility and attacks, rather than losing a model to represent damage like multiple model units do. As these larger models take damage they slowly loose combat their effectiveness.

Example :- a Dominator battle tank has 2 Structure Points in mobility and 1 Structure Point for each of its 3 weapon systems. This gives the Dominator a total of 5 structure points..

The Dominator tank takes a penetrating hit from an enemy RPG / missile. This causes the loss of one structure point. Both players roll off to decide who chooses the damage type.

If the Dominator takes a mobility hit, then it loses HALF its mobility speed. The vehicle goes from moving 6" to 3". If the Dominator loses its last Structure point in mobility it becomes Immobilised!

On the other hand the Dominator loses ONE weapon system for each Armament structure point lost.

Monsters are dealt with in a similar way. Except some monsters loose close combat attacks as well as ranged attacks, this represents upper limb damage.

When single model units suffer a penetrating hit they automatically become suppressed and receive a Suppressed counter to replace their order counter as normal.

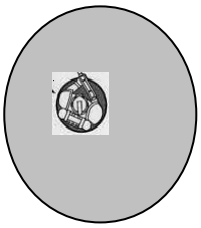
When a single model unit loses over half its starting structure points / wounds, then any further penetrating hits cause it to be Neutralized. It receives a Neutralized counter instead of an order or suppressed counter.

Once a model has lost ALL of its Attack structure points / wounds it automatically Routs if it suffers any further penetrating hits.

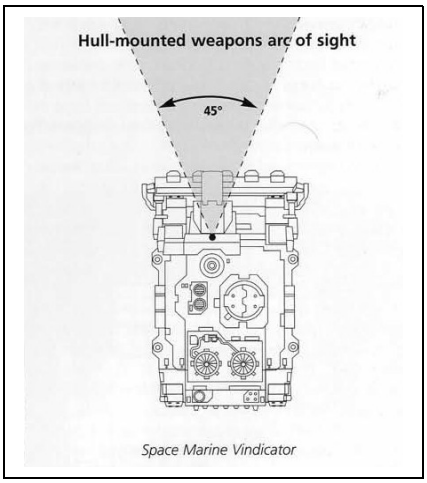
When a model is immobilized it ALWAYS counts as Suppressed and can't be rallied to any higher state of morale. Any further penetrating hits cause it to be Neutralized.

Arcs of Sight and Arcs of Fire

Single infantry models usually have a 360° arc of sight and arc of fire.



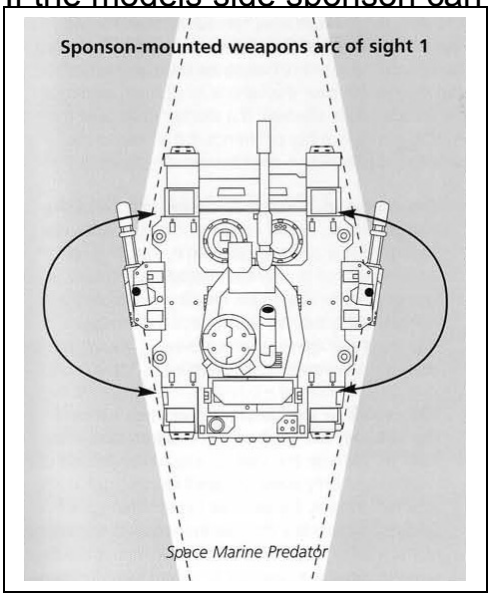
Larger models like vehicles and monsters may have varying arcs of sight and weapon effect arcs. Turret weapons can rotate and so have a full 360° arc of sight and arc of fire.

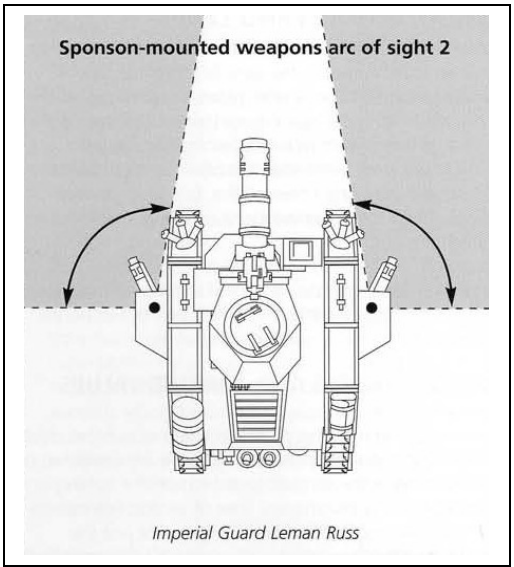


Hull mounted weapons have limited arc of sight and therefore limited arc of fire. This is 45° (i.e. 22.5° either side of direct front facing). See diagram.

Large monsters and Walkers have a 90° arc of fire from its front with each of its weapon. Prior to shooting the Large monster or walker may pivot on the spot up to 45° to fire at its intended target.

The arc of sight and arc of fire of side sponsons will depend on the model type. What the model has is what it can do. Below are two examples of different side sponson types. If the models side sponson can turn 180° then it can fire 180° along the side of the vehicle. If the models side sponson can only turn 90° from its front facing then that is its arc





Morale

All units start the game on good morale and are able to receive order counters normally in the Command Phase of the game. During the game enemy attacks can shake the confidence of units in which, can limit their abilities in game.

There are 4 morale states in this game. ***OK, Suppressed, Neutralized and Routed***.

Suppressed

The unit starts to show concern for its survival. The Suppressed unit will do one of the following.

- ***Move to Cover -*** The unit will move to any cover it may take within the units standard movement distance. Single model units may turn to face their attackers to present their highest armour facing instead of moving to cover. The unit will ***NOT MAKE ANY RANGED ATTACKS***.

- ***Withdraw -*** The unit will disengage from any combats and attempt to move directly away from all visible enemy. The unit will ***NOT MAKE ANY RANGED ATTACKS***.

- ***Return Fire -*** The unit may shoot at the enemy unit(s) that fired on them, OR the closest enemy unit if the unit that fired on them is out of weapons range. They can not shoot at any other unit(s). The unit ***MUST REMAIN STATIONARY***, but ***COUNTS AS MOVING.*** Suppressed units fight normally in assault, but their attackers gain +1 to their assault value.

Neutralized

The unit has become stunned or scattered and is disoriented. The unit is focused on repairing / regaining its fighting ability.

- The unit may ***NOT MOVE OR SHOOT***. Neutralized units will fight normally in assault but their attackers double their assault value against them!

Routed

The unit has lost ALL will to fight on. It MUST move directly away from any enemy units as fast as it can. Any unit that receives a Routed result that can't move counts as ***DESTROYED***.Any unit that is Assaulted while routing is Automatically ***DESTROYED***.

Rallying units

Units on poor morale (Suppressed Neutralized or Routed), can be rallied in the Resolution Phase of the game. The owning player rolls a D6 for each unit on poor morale. If the result is equal to or higher than the units modified ***Morale value***, the unit returns to good morale and can take orders normally.

The Modifiers to a units Morale value are as follows.
At half or less of starting wounds / structure points +1
Suppressed +1
Neutralized +2
Routing +4.

The Modifiers for the owning players Rally dice roll.
Unit has over ¾ of Starting wounds / structure points +1
More friendly units within 6" than enemy units +1
Unit leaders CM value + 'variable'

Assault

Although firepower can reduce enemy effectiveness and mobility, it takes a lot of firepower to destroy enemy units that are holding a well defended or fortified position. The battles for these objectives tend to rely on close assault to dislodge the enemy and determine which force controls them. Also some units are much better at the close assault aspect of warfare than making long ranged attacks. In short assaults are an integral part of the modern warfare and used in conjunction with firepower / mobility to win battles!

- Assaults can only take place by units that were given a Charge order.
- Assaults can only take place in the Second Action phase of the game turn.

The procedure for an assault is as follows :-

Step One

- The unit leader picks one enemy unit within their line of sight and within the units (modified) movement speed range.
- The assaulting unit moves into contact. Starting with the units leader as with all movement, the unit leader may be placed in direct contact (base / hull to base / hull) to the target units models. Or he may be placed within 2” of an enemy model in the target unit.
- The rest of the unit is moved to within 6” of the unit leader ***AND MUST BE PLACED IN DIRECT CONTACT*** with the enemy models. Any remaining models may be placed in direct contact if there is room or within 2” of an enemy model providing there is room within the 6” coherency radius, or as close as possible if terrain obstructs placement.

Step Two

Both players roll a D10 and add their units modified assault value. Remember that the player with the highest assault value strikes first.

Assault modifiers :-

- +2 for Charging
- +2 for holding fortification
- +1 for defending an obstacle
- +1 for specialist assault war gear *(i.e. Howling banshee masks etc.)*
- +1 if enemy suppressed
- x2 if enemy neutralized

Step Three

Resolve attacks of the unit with the highest assault value. Roll the relevant number of attacks for models in direct contact first and then any models within 2” of enemy models.

Any dice score that is equal to or over the enemy models assault value are hits. Work out damage resolution as for shooting hits *i.e. Weapon AP vs Target AV, then, weapon damage + penetration value vs target resilience.*

Remember that models that suffer a suppressed result from a failed armour save take no damage but loses one attack in close assault.

Step Four

Resolve attacks of the unit with the lowest assault value. Roll the relevant number of attacks for models in direct contact first and then any models within 2” of enemy models.

Any dice score that is equal to or over the enemy models assault value are hits. Work out damage resolution as for shooting hits. *I.e. Weapon AP vs Target AV, then, weapon damage+ penetration value vs target resilience.*

Remember that models that suffer a suppressed result from a failed armour save takes no damage but loses one attack in close assault.

Step Five

Determine the effect of the assault. The unit that lost the most wounds / structure points has lost the assault.

- If the losing unit has higher number of remaining wounds than the winning unit then it will withdraw in good order. It then has the choice to charge the enemy unit it just withdrew from in the next turn.

- If the losing unit has lower number of remaining wounds than that of the winning unit then it must withdraw. If the unit passes a morale test then it can withdraw in good order but ***Can’t Charge*** into combat in the next turn. If the unit fails the morale test then the losing unit ***Routs***.

- If the number of wounds taken in assault is the same, then the unit with the highest number of active (non suppressed) models is the winner.

NOTE *:- if a unit can not withdraw a minimum of 3” from all enemy models (e.g. it is totally surrounded), then the unit moves clear of all enemy models a minimum of 1” and counts as withdrawn from combat* ***but is automatically NEUTRALIZED****.*

The winner of the assault may choose to consolidate their position by moving the models in the unit back into coherency and automatically recover any models from Suppression.

To recover from suppression stand any models back up and removing any suppression counters that have been placed on the unit.

Also in the unlikely event that a Neutralised unit wins the assault, they can automatically return to good morale for the next turn and receive orders as normal.