

# GAME OVERVIEW

The rules for setting up a game can be found starting on page xx†. Games end when either side completes their mission or when five turns have been completed.

## OVERVIEW OF A TURN

### TURN

A *turn* is comprised of the following 3 phases:

1. Command phase
2. Action phase
3. End phase

## 1) COMMAND PHASE

- A. Roll For Priority:** Players roll-off (page xx†) against each other. The winner chooses whether or not to be the *priority player* for the turn. The opposing player is the *non-priority player* for the turn.

### PRIORITY PLAYER

Whenever both players have to act simultaneously, the priority player goes first. As it can often be advantageous to see what the opponent does before reacting, being the priority player is not always an enviable position!

- B. Generate Command Points:** Both players generate command points equal to the current turn number, plus additional command points for each of their models on the table with the **COMMAND** ability (page xx†). This forms each player's command point pool.
- C. Declare Reinforcements:** Any reinforcements arriving this turn (page xx†) must be declared (priority player first). A command point bidding war is then conducted for each reinforcement attempting to return to play (page xx†).

## 2) ACTION PHASE

- A. First Activation:** The priority player activates any **one** of their units.

### UNIT ACTIVATION

To find out more about how units are activated and which types of actions they can perform while activated, see page xx†.

- B. Remaining Activations:** Then, starting with the non-priority player, both players alternate either:
- activating **one** of their units, or
  - activating **two** of their units, one after the other. The decision of whether or not to activate the second unit is made only after completing the first unit's activation.

Continue this process until all units from both sides have been activated that turn. If one player has fewer units than their opponent, they will typically finish activating all their units before their opponent does, in which case their opponent still gets to activate each of their remaining units one at a time.

- C. Final Activation:** The non-priority player always has the option of making the very last activation of the turn, if desired. This means they may choose to hold off activating their very last unit until the priority player has completed activating all of their units first, even when the non-priority player has fewer units than the priority player.

### REMEMBERING ACTIVATIONS

You may find that you have a hard time remembering which units have been activated, especially in larger games containing many units. If this is a problem, we suggest marking the units that have already been activated for the turn with a token.

## 3) END PHASE

- A. Retire Units:** Each player may retire (voluntarily destroy) any of their units, so as to be able to bring them back in later turns as a reinforcement (page xx†).
- B. Calculate VPs:** Tabulate any victory points the mission provides. If this results in either player completing their mission (page xx†), the game immediately ends.

# UNIT ACTIVATION OVERVIEW

This section provides a (very) brief overview of the options a unit has available to it when activated. For full details on unit activation and unit actions, see pages xx-xx†.

## ACTIONS

When a unit is activated, it may perform up to 3 actions.

There are 3 types of actions: (1) Movement, (2) Status, & (3) Shooting. Actions must be performed in this order. So, if you wanted to both move and shoot with your unit, the movement action would have to be performed first.

### 1) MOVEMENT ACTIONS

A unit may not perform more than one movement action.

- **MOVE:** The unit moves up to its MV characteristic in inches.
- **DASH:** The unit moves up to **double** its MV characteristic in inches, but can only fire wildly (pg xx†) during that activation.
- **CHARGE:** The unit moves up to **double** its MV characteristic in inches, but must move into contact with an enemy unit, who then gets to fire a round of defensive fire (pg xx†) at the charging unit.

### 2) STATUS ACTIONS

A unit may not perform the same status action more than once.

- **ON THE MOVE:** A unit on the move immediately gets to make a bonus move (how far is based on whether the unit Moved or Dashed with its previous action). A unit on the move suffers a minor Skill penalty when shooting, but the enemy suffers a major Skill penalty when shooting at a unit which is on the move.
- **TAKE COVER:** A unit taking cover is able to benefit from any terrain it is in/behind when the enemy shoots at it, and even gets a small amount of protection when in open ground. A unit taking cover suffers a minor Skill penalty when firing defensively. A unit which is taking cover cannot also be on the move (and vice-versa).
- **AIM:** A unit that is aiming gets a major Skill bonus when shooting. The first enemy to shoot back at a unit that is aiming gets a minor Skill bonus.

### 3) SHOOTING ACTIONS

A unit may not perform more than one shooting action.

- **FIRE:** The unit fires a standard round of shooting, which can cause both damage and suppression on the target.
- **SUPPRESSIVE FIRE:** A special round of shooting, which utilizes the firing weapons' Suppression characteristic. No damage can be inflicted, but the target can suffer more suppression than a standard round of shooting is able to cause.
- **CQ FIGHTING:** A special round of shooting against the enemy the unit is in contact with. Only melee and pistols can be used. If any damage is inflicted, the enemy has to take a Willpower test and if failed, retreat. CQ fighting may only be performed when a unit is in contact with the enemy.

## RECOVERY

Once a unit has completed its last action, it may attempt to reduce its suppression level by doing **one** of the following:

- **SHAKE-OFF:** The unit takes a Willpower test, and if passed, reduces its Suppression Level by 1.
- **REGROUP:** The unit's Suppression Level is reduced all the way to 0, but in order to regroup, the unit must be taking cover, more than 18" away from all enemies and not have performed any Shooting action during its activation.

# CORE GAME CONCEPTS

## UNITS

### MODELS

Units are made up of one or more *models*, each of which have a profile of characteristics that define how they behave (page xx†). The base of each model gives a clear indication of its front and rear 180° arcs. When a model is required to *face* something, that means you pivot it so that the center of its front arc points directly at what it is facing.

### MODEL SIZES

All models are either standard or large. Large models represent vehicles, giant walkers, etc. Full rules for large models can be found starting on page xx†. All other models, such as infantry, are *standard models*.

### SQUAD LEADERS

Most units have a model specifically designated as their *squad leader*. In the case of a unit comprised of only a single model, such as a lone sniper, that model is always the squad leader. When one of your units does not have a designated squad leader, you must identify to your opponent which model is the squad leader when deploying your force. The squad leader must always be visibly distinct from other models in the unit: either modeled or painted differently, or marked with a token.

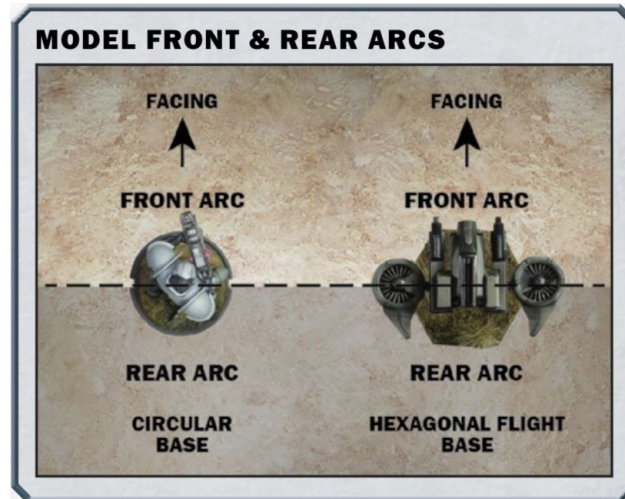
Should a squad leader ever be removed from one of your units, you must immediately select another model in the unit to take over as the replacement squad leader. Mark the new squad leader with a token or just swap the new model out with the former one, if the two models happen to have the same equipment.

### UNIT ARCS

Units have a front and rear arc, which is defined solely by the front/rear arc of its squad leader, representing the area of the battlefield the unit is focusing most of its attention on. All models in a unit must always face the exact same

direction as their squad leader. If you ever discover that some of the models in your unit aren't facing the same direction as their squad leader, immediately pivot them to the proper facing. If your unit is required to face another unit, first pivot your squad leader to face the other unit's squad leader, then pivot all other models in your unit to match their squad leader's facing.

It is often advantageous to get your unit into the rear arc of an enemy unit. In order for your unit to count as being within the rear arc of an enemy unit, you must have both your unit's squad leader **and** at least half the models from your unit at least partially within that enemy unit's rear arc.

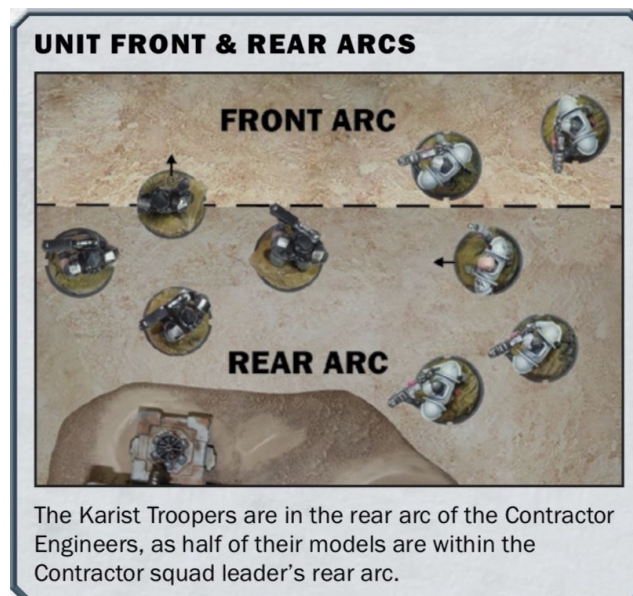


### ROUNDING UP

Whenever dividing the total of a number, such as halving a die roll, model characteristic, etc., results in a fraction, always round that fraction up. For example, if a model must halve its Movement characteristic of 5, the result would be 3. Similarly, if a force starts the game with 11 units, it would only be considered under 50% of its starting strength once it has lost 6 or more units.

### STANDARD DICE

Maelstrom's Edge requires only the familiar 6-sided die, referred to as a *D6*. The results required for a roll to be successful, such as a roll of 4 or more, is often abbreviated as '4+'. If you are required to roll a *D3*, this is accomplished by rolling a D6 and halving the result, rounding up where necessary. Occasionally, the rules require you to roll multiple dice together, such as '2D6' or '3D3'. This is a *multi-dice roll* and it means you roll that many dice and add all their results together to get a single grand total.



## MEASUREMENTS

Measurements are made in inches ("), using a tape measure. You are free to measure distance at any time. Use the closest edge of a model's base to measure distance to and from it. If a model doesn't have a base, then simply measure from the closest point of the model. When measuring distances to or from a unit, measure only from the closest model in the unit to the object you're measuring to.

If a model or unit needs to be **within** a certain distance, then **if any part of the model or unit is within that range, they qualify**. Only when the rules actually specify that a model/unit has to be wholly/entirely within an area does the full model/unit need to be within that range.

## MOVING A UNIT

In order to move a unit, first move **only** the unit's squad leader, measuring distance along the path the squad leader travels (as opposed to just measuring a straight line between where it starts and ends its move). A squad leader's movement can pass freely through friendly standard-sized models (they step out of the way to let their comrades by), but may not pass through large models, enemy models or through the gaps between enemy models that are part of the same unit. A moving model can never end its move on top of another model, and may not typically end its move in contact with an enemy model, though certain types of move, such as a charge (page xx+), allow this.

Once you've finished moving the unit's squad leader, place the rest of the unit's models in coherency (see below+), facing the same direction as their squad leader. You cannot use this as an excuse to move these additional models through or into anything their squad leader wasn't allowed to move through/into during its move. Movement distance is only ever measured for the unit's squad leader, not for the additional models which are placed after the squad leader finishes being moved.

### MEASURING RANGE TO & FROM A UNIT

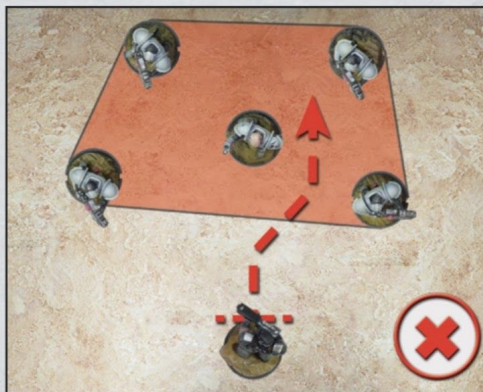


Measure to & from the closest model in the unit, even when that model is completely out of line of sight.

### MOVEMENT PATHS & UNIT GAPS



Movement is measured via the path the model moves.



Models cannot pass through the gaps of an enemy unit.

See **TERRAIN**, starting on pg xx+ for details on how terrain features impact how units move across the battlefield.

## TRACKING DIFFERENT DICE ROLLS

Often specific results from amongst many dice rolled at the same time need to be tracked separately; when a unit shoots with different types of weapons, or its models have differing characteristics that affect the result needed to succeed, for example. If different colored dice are available, use these to differentiate the rolls as needed. If you don't have access to different colored dice, then some rolls will need to be made separately in order to track all the necessary information. However, any such rolls are still assumed to have occurred simultaneously.

## DICE ROLL MODIFIERS

A dice roll sometimes has modifiers that apply to the result rolled. When this occurs with a multi-dice roll, always add the total of all the dice rolled together before applying these modifiers. For example, a '2D6-2' roll would mean that you would roll 2D6, and add the results of both dice together before subtracting 2 from that total (meaning a possible result between 0 and 10).



## UNIT COHERENCY

When all models in a unit are within 3" of their squad leader, the unit is in *coherency*. A unit must end any move it makes in coherency (or as close as possible). When you activate one of your units that is out of coherency it **must** perform a movement action (page xx†) if possible, thereby allowing it to regain coherency.

## SUPPRESSION

Unit disorientation and degradation is represented via a unit's *suppression level*, which starts at level '0', and can be raised to a maximum of '6'. When a unit's suppression level is anything above '0', it must be marked with a token kept next to the unit (a specially colored die is perfect for this). Anytime a unit which is at the maximum suppression level is required to further raise its suppression level, one model in the unit instead suffers an automatic injury (pg xx†).

## CHARACTERISTICS

Models have characteristics that represent how well they can move, fight, etc. With a few exceptions, the higher a characteristic value is, the better the model performs in that category. The minimum any characteristic can be reduced to is 0.

### MODEL PROFILE

- **Move (MV)** – The distance in inches the model is able to move.
- **Evasion (EVS)** – How difficult it is for the enemy to hit this model when shooting at them.
- **Skill (SKL)** – The model's fighting skill, both at range and in close quarters fighting.
- **Armor (AV)** – The durability of the model's armor, allowing it to shrug off some damaging attacks.
- **Close Quarters Attacks (CQA)** – How many attacks the model makes with a melee weapon.
- **Mass (MAS)** – The model's size and strength when wielding a melee weapon.
- **Fortitude (FOR)** – The model's ability to keep fighting as it takes damage. When its FOR reaches 0, the model is removed as a casualty.
- **Willpower (WP)** – The model's mental acuity and ability to stay cool under fire.
- **Model Type** – This details the model's type (infantry, vehicle, etc.). See page xx† for further information.

Characteristics sometimes have two values, one of which is in parentheses. This denotes that the model has an ability that regularly modifies the characteristic. For example, a model with SKL 2 that has the **MARKSMAN (+2)** ability, which gives it +2 SKL while making shooting attacks, will often have its SKL characteristic listed as: '2(4)'. The value outside of the parentheses is the unmodified characteristic value.

Some characteristics are listed as a value with a '+' after it, such as the Willpower (WP) characteristic, which has values such as '3+', '4+', etc. When one of your models/units is required to test against this type of characteristic, roll a single die. If the result equals or exceeds the characteristic, then the test has been passed. No matter what modifiers are applied to a characteristic test, a natural rolled result of '1' always fails and a naturally rolled result of '6' always succeeds.

## ROLL-OFFS

When players *roll-off*, such as with the roll for priority each turn, both you and your opponent roll a D6 and whomever rolls highest wins. If a tied result is rolled, roll again as needed until one player rolls higher.

## RE-ROLLS

When you are allowed to *re-roll*, it means replacing the result of that roll, along with any effects caused by it, with a new result. Once the re-roll is made, there is no going back, even if the result is worse! If a multi-dice roll is re-rolled, then **all** of the dice must be re-rolled if any of them are. If only a single die is specifically allowed to be re-rolled, then this can **never** be used to re-roll a single die from amongst a multi-dice roll.

# SHOOTING

A standard round of shooting is comprised of:

ROUND OF SHOOTING
<ol style="list-style-type: none"><li>1. Nominate a target</li><li>2. Determine number of shots</li><li>3. Attacker rolls to inflict hits</li><li>4. Defender resolves special defense</li><li>5. Defender rolls for armor</li><li>6. Remove casualties</li><li>7. Raise target's Suppression Level.</li></ol>

## 1) NOMINATE A TARGET

### TARGET

Pick a single enemy unit to be the *target* of your unit's firing. In order for a target to be a valid choice, it must be within line of sight of your firing unit.

### LINE OF SIGHT

When you need to check line of sight, stoop over the table and take a *model's eye view* from just above your squad leader's head or center mass, imagining that you're looking from the point of view of the model. You just need to be able to spot absolutely **any** portion of an enemy model, even just a tiny bit, in order to count as having line of sight to that **entire unit**. Line of sight is only checked from the squad leader, as they are responsible for directing their unit's firing. The firing unit **must be able to spot at least one model in the target** unit in order to shoot at it.

### ATTACKS WITHOUT LINE OF SIGHT

Some attacks do not require line of sight, as is often the case with artillery and weapons with advanced tracking. When a firing unit is making this type of attack, a target out of line of sight is a valid choice. However, any attacks the firing unit may have which **do** require line of sight naturally cannot be used against such a target.

### RANGE

Range is always measured from the model closest in the firing unit to the closest model in the target unit, even when those models are out of line of sight of each other. This range then applies equally to all the models in the firing unit; in other words: range is **not** checked separately for each firing model.

- **STANDARD RANGE** - Weapons have a range listed in their profile, representing the maximum distance up to which they are reliably accurate. When a target is within a weapon's listed range, but not within 6", this is *standard range*.
- **LONG RANGE** - When the target is beyond a weapon's listed range, they are at *long range*.
- **SHORT RANGE** - When the target is within 6", they are at *short range*. Weapons with the **Short Ranged** ability get to fire additional shots when firing at a target which is at short range.

## 2) DETERMINE NUMBER OF SHOTS

**A standard-sized model may only fire with a single weapon per round**, but may choose from amongst any weapon it's carrying. You can even elect to have some models in your unit not fire at all. Where choice of a weapon would change what target a unit is able to select (such as a weapon that does not require line of sight), this must be declared before selecting the target.

Each weapon has a SHO (Shots) characteristic, which is the number of shots (dice) the weapon fires during a single round of shooting.

### 3) ATTACKER ROLLS TO INFLICT HITS

You must roll a D6 for each shot a weapon fires to determine if it hits or not. This is a roll *to hit* and you must equal or exceed the EVS characteristic of the target unit to score a success. Each success rolled means a single hit is inflicted on the target unit.

#### CRITICAL RESULTS

A *critical result* is a naturally rolled '1' or '6'. You cannot modify a critical result using dice flips (see box out†) or any other method. Similarly, dice flips or any other method cannot be used to turn a non-critical result into a critical result.

Critical results often bestow a special ability (explained throughout the rules). Where a model or unit has multiple special abilities triggered by a single critical result, the player that rolled the critical must choose **one** (and only one) of these to apply.

#### CRITICAL HIT - PERFECT STRIKE

The standard critical result on a roll to hit is the *perfect strike* ability. These shots have been fired with unerring accuracy and cannot be blocked by cover, fields, dodges, and non-critical defense rolls, so make sure to keep track of any perfect strikes you manage to achieve.

#### SKILL DICE FLIPS

Some warriors are better shots than others, represented by the SKL (Skill) characteristic. When rolling to hit, the attacker may utilize up to a number of dice flips (see box out†) equal to the highest SKL characteristic amongst models in the firing unit.

#### DICE FLIPS

*Dice flips* allow you to pick up a die you've just rolled, and change that result (by 'flipping' the die over to another side). Each dice flip allows you to change the facing of a roll by +1 or -1. For example, if you rolled a die and the result was a '4', you could use 2 dice flips in order to change that roll up to a '6' or down to a '2'. Alternatively, you could use those 2 dice flips to change the result of two different dice you rolled by +1 or -1 each.

Note that dice flips cannot be used to achieve a critical result; these only occur on naturally rolled '6's or '1's.

#### SKILL MODIFIERS & SUPPRESSION

A unit's SKL can be reduced by a number of factors, such as when it is on the move or when it is firing at an enemy target that is on the move. In addition, a unit's SKL is reduced by -1 for each Suppression Level it currently has.

If a unit's SKL is below 0 during round of shooting, the firing player must remove a number of their to hit dice (of their choice) equal to the negative value of their unit's SKL, before rolling to see how many hits they inflict. For example, if a unit had a SKL of -2 during a round of shooting, then you would have to remove 2 dice (of your choice) before rolling to inflict hits.

#### WILD FIRING

When a weapon or model is firing *wildly* (also referred to as *wild fire/wild firing*), this means that their target automatically counts as having EVS 6 for the duration of that round of shooting. The most common instances of wild firing are:

- When a unit performs a Dash action, any shooting they make during that same activation is wild firing.
- Any weapon that fires at a target that is beyond its standard range is wild firing.
- If every model in the target unit is outside of the firing unit's front arc, then the entire unit's shooting is wild firing.

#### WIDE OPEN SHOT

In most cases, an enemy target will not be standing still out in the open waiting to be shot, and the standard rules for shooting assume this. However in the odd case where the firing unit does have a completely unobscured line of sight to its target, it gains +2 SKL for that round of shooting. A firing unit only has a *wide open shot* when the target is **not any** of the following:

- On the move.
- Taking cover.
- Even partially obscured by any bit of terrain or an intervening model. Models in the firing unit and those in the target unit cannot obscure a target.

## 4) DEFENDER RESOLVES SPECIAL DEFENSE

A target that is taking cover is protected by the terrain they're in/behind, while some units have special dodge and/or field abilities. Collectively, these are known as *special defense*, and allow the target to block some number of hits against it each round of shooting. If a target has access to more than one type of special defense, the defender must choose which one to utilize during each round of shooting.

The target is able to block a number of hits on it equal to the value of the special defense that is protecting it. For example, if a unit has the **FIELD (2)** ability, then it is able to block up to 2 hits each round of shooting.

### COVER VALUES

Below† is a list of suggested cover values for typical terrain types. As always, before each game you and your opponent should feel free to assign a particular terrain feature a different cover value than what is listed if you agree it should offer more or less protection based on its appearance:

- **Light - cover value 2:** This cover helps conceal a target, but doesn't offer much in the way of physical protection. Examples include: water, bushes and chain link fences.
- **Regular - cover value 3:** Solid cover that both visually impairs a firer and offers physical protection against projectiles. Examples include: buildings, ruins, woods, hills, barrels, crates, craters and wreckage.
- **Heavy - cover value 4:** This is cover specifically designed or fortified to resist weaponry. Examples include: emplacements, gun nests and reinforced bunkers.

### SUPPRESSION & REAR COVER ARC

The target's cover value is degraded by -1 for each Suppression Level the target currently has. In addition, when a target's rear arc is fired upon, its cover value reduced by -1 for that round of shooting.

## 5) DEFENDER ROLLS FOR ARMOR

The defending player must roll for each hit that wasn't blocked by a special defense to determine if their unit's armor is able to deflect the shot before it inflicts damage. This is an *armor roll* and if this roll equals or exceeds the PEN characteristic of the weapon that caused the hit, then that hit is blocked.

### ARMOR DICE FLIPS

Some warriors wear better armor than others, which is represented by the AV (Armor Value) characteristic. When making armor rolls, the defender may utilize up to a number of dice flips equal to the AV characteristic of models in the target unit. If the unit contains models with different AV characteristics, the defending player must choose which of these AV characteristics they wish use. However, when it comes time to assign damage to models in the unit, the models with the chosen AV must be assigned damage before other other models in the unit.

### REAR ARMOR

Warriors tend to have significantly less armor protecting their rear. When firing at an enemy unit's rear arc, their AV is reduced by -1 for that round of shooting.



## 6) REMOVE CASUALTIES

Any hits remaining that weren't blocked by special defense or the target's armor must now be applied to specific models within the target unit in order to cause casualties.

### ATTACK DAMAGE

Every weapon has a DAM (Damage) characteristic that defines how many points of damage are inflicted by that hit when it is applied onto a specific model in the target unit. So when a DAM 1 hit is applied to a model, it inflicts a single point of damage. Whereas if the attack is DAM 2, it inflicts 2 points of damage, etc. If an attack has a random DAM value, such as D3, then for each such hit roll a separate die to determine what the DAM value for that particular attack is.

### APPLY PENETRATIONS & REMOVE CASUALTIES

When there is a choice to be made, the defending player chooses where to apply hits within the target unit. This can be onto absolutely any model in the target unit regardless of whether it is within line of sight of the firing unit or any other factor. However, once a model has a hit applied onto it, they must continue to be applied onto that model until it is removed as a casualty or all hits for the round have finished being applied.

When a model has a hit applied onto it, its FOR (Fortitude) characteristic is reduced equal to the DAM characteristic of that hit. Once a model's FOR reaches 0 (or less), it is removed from the game as a *casualty*. Any excess points of damage caused from a single hit that are beyond what it takes to remove that model as a casualty **do not** carry over onto another model within the unit.

**Example:** An Epirian Contractor has FOR 1, which means any hit applied to them will cause them to be removed as a casualty. Even if a DAM 3 hit were applied onto the contractor, the excess damage from this hit would not carry over to other models within the unit.

When a model loses 1 FOR, they have suffered an *injury*\*. If a model already has one or more injuries on it (from a previous round of shooting, for example), then any hits on that unit must be applied onto the injured model first. This also means if the unit contains models with differing AV, you must choose to resolve hits against the unit using the AV of the already injured model.

*although the general term <b>injury</b> is used to describe serious damage a model suffers, in the case of a robot or vehicle, this represents a malfunction or debilitating operational damage.
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When all of a unit's models have been removed as casualties, that unit is *destroyed*.

## 7) RAISE TARGET'S SUPPRESSION LEVEL

As long as a target suffers at least one hit from a round of shooting, even if that hit is later blocked, its Suppression Level is raised by 1. If one or more models were removed from the target unit as casualties due to that round of shooting, its Suppression Level is raised by a further 1 (2 levels in total).

# TERRAIN

## TYPES OF TERRAIN

When setting up the table before a game, you and your opponent must agree which rules apply to each and every terrain feature on the table, including deciding their cover value (page xx†). There are three main types of terrain:

- **Obstacle:** An *obstacle* is typically a single, solid terrain feature from which a standard-sized model could theoretically gain some measure of protection by hiding behind it. Examples include: rocks, hills, walls, gun emplacements, fences, crates, barrels, etc.
- **Area Terrain:** *Area terrain* is a single base that typically contains **multiple** terrain features mounted on it, representing a much denser, cover-filled area than it appears. Examples include: woods, ruins, clusters of rocks or even multiple bunches of crates and barrels mounted together on the same base.
- **Building:** a *building* is a special impassable obstacle that has additional rules which allow a unit to enter and leave it.

## TERRAIN EFFECTS

Beyond designating a terrain type for each terrain feature, you may also choose to give terrain features additional terrain effects where you feel it is appropriate.

### IMPASSABLE GROUND

*Impassable ground* is terrain a model cannot move into, through or over. Usually these are large solid objects, like a building or a tall wall, but can also include area terrain features like deep water, lava fields and bottomless pits. Specific portions of a terrain feature can also be designated as impassable, like a pool of toxic chemicals within a woods, or the cliff on one side of a hill.

If an impassable obstacle has a top that is flat enough for a model to be set on it without tipping over, such as the top of a building, then a model which is moving dynamically (pg xx†) is allowed to finish its move on top of such terrain, despite it being impassable.

### DANGEROUS GROUND

*Dangerous ground* is terrain that causes minor damage to units moving through it. Instead of deciding that a river of lava, minefield, cliff, etc., is impassable, you may opt to instead make it dangerous ground.

If a unit moves through one or more areas of dangerous ground, including starting or ending its move there, then its suppression level is raised by 1 at the end of this move. If a unit is activated while in dangerous ground, but does not move with its first action, its suppression level is immediately raised by 1.

You can even choose to make a particular piece of terrain an extra deadly version of dangerous ground by upping the suppression penalty for moving through it to 2 or even 3 levels!

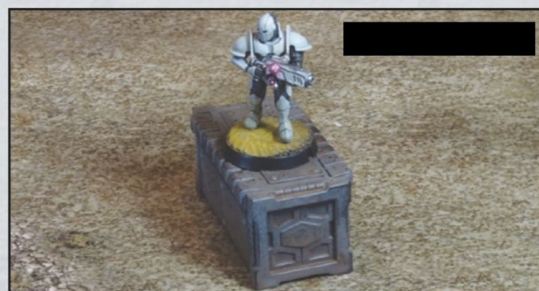
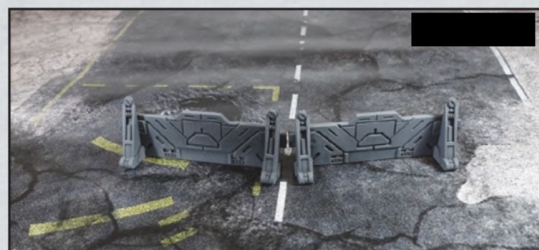
### OPEN GROUND

*Open ground* are parts of the battlefield that don't contain any terrain features, or any portion of a terrain feature you feel shouldn't benefit a unit that takes cover there.

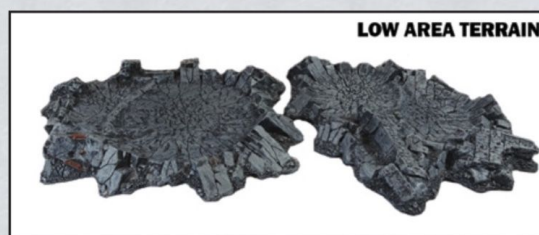
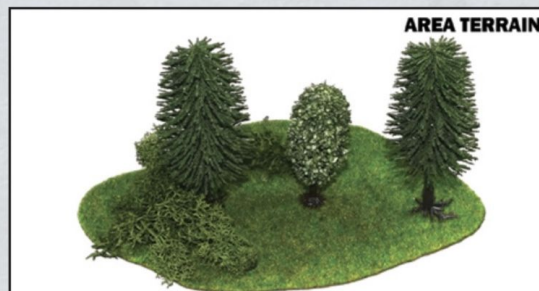
### TABLETOP

The *tabletop*, or *table*, describes the play area designated for the game, including terrain features. Therefore, a model on a hill is still considered to be on the table, for example.

## OBSTACLES



## AREA TERRAIN



## MOVING THROUGH TERRAIN

When measuring a squad leader's path of movement, ignore any slight change in elevation it makes as part of its move, instead just measure above the model from a top-down two-dimensional point of view.

However, if the model's movement path will take them vertically up and/or down 2" or more, then the vertical distance the model moves (straight up and/or down) must also be counted.

Models are able to move freely through area terrain, including passing right through seemingly solid objects, such as a tree or wall, except for sections of area terrain you have classified as impassable ground.

### DYNAMIC MOVE

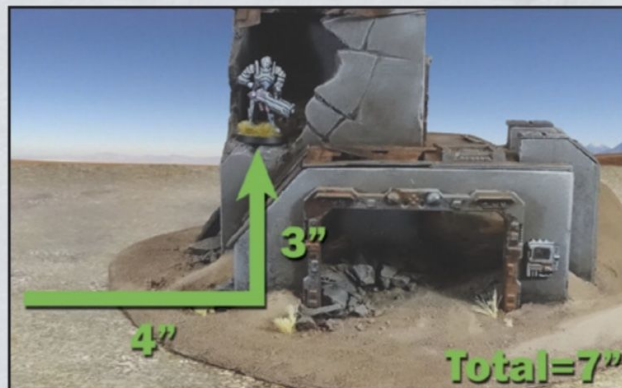
A unit comprised entirely of models with the **DYNAMIC MOVE** ability may opt to *move dynamically* (also referred to as a *dynamic move*) anytime it moves. A unit moving dynamically passes freely through all intervening models and terrain, and ignores any vertical distance it makes while moving onto or off of tall terrain.

Note that even though a unit moving dynamically ignores intervening terrain and models **while** moving, it still may not end its move in a normally disallowed position, such as in impassable ground, etc., and is still affected by dangerous ground that it actually starts or ends its move in.

### TIGHT SPACES & TRICKY MOVES

A model may never end its move in a place where it cannot stand without tipping over or where it cannot fit, even when this means the model is unable to utilize its full movement distance.

## VERTICAL TERRAIN



A model moving 2" or more vertically in area terrain counts that distance as part of its movement.



A model moving over an obstacle that is at least 2" tall counts the vertical distance moved both up and back down it.

## UNSTABLE FOOTING



Models cannot finish a move in a position where they cannot stand without tipping over or sliding.



## LINE OF SIGHT AND TERRAIN

Obstacles block line of sight exactly as they appear on the table: if you are able to spot an enemy model through or over an obstacle, then your unit has line of sight to them.

Area terrain represents a much denser grouping of terrain than is actually seen on the tabletop. Therefore, line of sight cannot be drawn from outside an area terrain feature and pass entirely through it to see models on the **other side**.

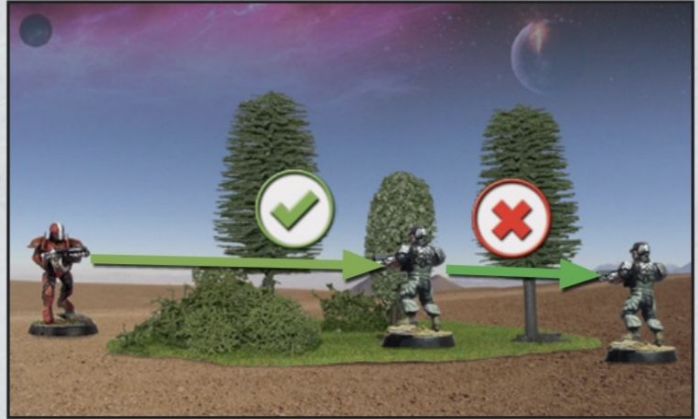
However, when checking line of sight to/from models that **are actually in area terrain**, ignore the individual terrain elements on the area terrain feature. Therefore, as long as a model is even partially in a piece of area terrain, it can freely see out of that terrain and likewise it can be spotted from outside, regardless of how densely the terrain feature is actually filled with walls, trees, etc. A unit with at least one of its models in area terrain never counts as being a wide open shot.

### LOW AREA TERRAIN

Some area terrain doesn't contain any individual raised features. Examples include: craters, rivers, etc. These are *low area terrain*, and while models still benefit from taking cover there, low area terrain does not block line of sight through the feature as standard area terrain does.

†**DIAGRAM NEEDED: Examples of low area terrain.**

### LINE OF SIGHT & AREA TERRAIN



The Karist Trooper is able to draw a line of sight to the Contractor standing **in** the area terrain. He cannot, however, draw a line of sight **through** the area terrain, and therefore cannot spot the Contractor standing behind it.

## TAKING COVER IN TERRAIN

For a unit that is taking cover to benefit from an obstacle, the unit's squad leader, and at least half of the models in the unit, must either be touching that obstacle, including standing on the obstacle (or even just partially on the obstacle's base, if it has one).

### FLAT OBSTACLE

By default, a unit taking cover benefits from an obstacle just for having its models standing on top of that obstacle. However, if the top of an obstacle is very flat and open, such as is often the case with a hill, when setting up the table you should feel free to designate the top of such an obstacle as open ground, which means models standing on the obstacle will not benefit from its protection if they take cover there.

†**DIAGRAM NEEDED: Unit standing on top of a VERY FLAT hill.**

For a unit that is taking cover to benefit from area terrain, the unit's squad leader, and at least half of the models in the unit, must be at least partially on the base of that area terrain.

Note that due to casualties being removed from a unit, it is entirely possible for a unit that is taking cover to lose (or gain) the benefit of a terrain feature's protection.

## BUILDINGS

### ENTERING/EXITING A BUILDING

When making any move besides a Charge, if your squad leader is able to reach an unoccupied building (even just touching it), you may elect to have your unit enter that building. Remove the models entering a building from the table and set them aside. However, for all game purposes they are considered to be physically inside the building. A unit entering a building may not make an On the Move action.

A unit inside a building may only perform a Movement action if it will take the unit out of the building. When moving a unit out of a building, first place the unit's squad leader touching the building, then measure its move normally from there.

A unit that is inside a building may use a Move action to move up to the roof of the building (assuming the unit will fit up there without any of its models tipping over), and similarly, a unit that is on top of an unoccupied building may use a Move action to move back inside of it.

If you don't feel units should be able to enter into a particular building, instead classify it as either a standard obstacle (which will still allow units to climb onto its roof) or an impassable obstacle (which will prevent units from climbing onto its roof).

### UNITS INSIDE A BUILDING

A building has the capacity to hold **a single unit comprised of any number of standard-sized infantry models**. While inside, measurements required to/from a unit/model inside the building are instead measured to/from the closest edge of the building.

A unit inside a building may make shooting attacks as normal, checking line of sight from any point of the building in lieu of from the squad leader model.

A unit inside a building can be shot at by the enemy. If the attacking unit can draw line of sight to any part of the building, then it counts as having line of sight to the unit inside. A unit inside a building never counts as being a wide open shot, but isn't otherwise protected by being in the building unless it is taking cover. A unit inside a building has no rear arc. A unit inside a building may not be charged.

#### LARGE BUILDINGS

By default, only standard-sized infantry may enter a building. For a particularly large building, if it seems fitting that non-infantry and/or large models should be able to enter into it, you should feel free to designate that building as allowing those types of models inside. No matter how massive the building, though, no more than one unit is ever allowed inside at a time.

# UNIT ACTIVATION

## ACTIONS

When a unit is activated, it may perform up to 3 actions. During a unit's activation, Any Movement actions performed must occur before any Status actions are performed, and any Status actions must occur before any Shooting actions. All restrictions listed below apply only for the duration of the unit's activation (once the unit has finished its activation, those restrictions no longer apply).

### **FREE ACTION**

An active unit is sometimes able to make a *free action*. Free actions do not count towards the limit of 3 actions they are able to perform during their activation. If a free action does not specify a type (movement, status or shooting), then it can be performed at any point during the unit's activation.

## **1) MOVEMENT ACTIONS**

*General restrictions:* A unit may not perform more than one movement action during its activation.

### **MOVE**

Your active unit may move up to a number of inches equal to the lowest MV characteristic amongst models in the unit.

### **DASH**

Your active unit may move up to a number of inches equal to **double** the lowest MV characteristic amongst models in the unit.

*Restrictions:* A unit that dashes can only fire wildly during that same activation.

### **CHARGE**

Your active unit may move up to a number of inches equal to **double** the lowest MV characteristic amongst models in the unit. Declare a single enemy unit within this distance as the *charge target* before starting your move. Make sure you check your unit's position in relation to the charge target (whether starting in the charge target's front or rear arc), as this will matter for both the subsequent defensive fire (pg xx†) and CQ fighting (pg xx†). Your unit's squad leader, and as many other charging models as possible, must end this move in contact with the charge target. Once your unit successfully charges, the target immediately gets to fire a round of defensive fire (pg xx†).

## **2) STATUS ACTIONS**

*General restrictions:* A unit may not perform the same status action more than once during its activation.

### **ON THE MOVE**

If your active unit's previous action was a Move, it gains 1 On the Move token. If your active unit's previous action was a Dash, it gains 2 On the Move tokens. Remove these tokens the next time the unit activates, moves or takes cover (whichever comes first). A unit with any On the Move tokens is considered to be *on the move* and:

- immediately gets +1D3" of extra movement for each On the Move token it has.
- when shooting, the unit suffers -1 SKL for each On the Move token it has.
- enemies targeting a unit on the move suffer -2 SKL for each On the Move token the target has.

*Restrictions:* A unit that is on the move cannot perform a Take Cover action.

### **TAKE COVER**

Your active unit gains 1 Cover token. Remove these tokens the next time the unit activates or moves for any reason (whichever comes first). A unit with any Cover tokens is considered to be *taking cover* and:

- is able to benefit from the terrain it is in/behind when attacked. If the unit taking cover is not in/behind actual terrain, it counts as being in terrain (pg xx†) that has a cover value of 1.
- if it ever has more than one Cover token on it, it gains +1 to its cover value for each additional Cover token (beyond the first) it has.
- it suffers -1 SKL during defensive fire for each Cover token it has.

*Restrictions:* A unit that is taking cover cannot perform an On the Move action.



## AIM

Your active unit gains 1 Aim token and:

- it gains +2 to its SKL hit when shooting for the remainder of its activation for each Aim token it has.
- enemies targeting a unit with any Aim tokens get +1 SKL for each Aim token that the target has. After resolving a round of shooting against a unit with one or more Aim tokens (including defensive fire), remove 1 Aim token from the unit.
- remove any remaining Aim tokens a unit has the next time it activates or moves (whichever comes first).

## 3) SHOOTING ACTIONS

*General restrictions:* A unit may not perform more than one shooting action during its activation.

### FIRE

The unit fires a standard round of shooting (pg xx†).

### SUPPRESSIVE FIRE

A valid enemy target must be chosen and only weapons within standard or short range may be fired. Your unit fires a modified round of shooting: rolls to hit are not made and damage is not caused. Instead, the target's Suppression Level is automatically raised by 1 and:

- The firing unit makes 1 Suppression test for each weapon being fired. A Suppression Test is a single D6 rolled against the weapon's SUP characteristic. The target unit must then take a WP test (pg xx†) for **each** successful Suppression test.
- For each WP test the target fails, its Suppression Level is raised by 1 additional level, up to a maximum of 2 additional levels (so 3 overall, including the 1 automatic level raised).

### DEFENSIVE FIRE

Defensive Fire is not performed by a unit during its activation. Instead, it is a free action automatically triggered by specific situations, with the most common being:

- When a unit is charged (pg xx†).
- When a unit is targeted by a hit & run attack (pg xx†).

In all cases, defensive fire interrupts the activation of the unit that triggered it, allowing the other side to fire a modified round of shooting:

- The target is the enemy unit that triggered the defensive fire.
- The target automatically counts as being visible, at short range, and hit in their front arc. The target is never considered to be a wide open shot (pg xx†).
- The shooting unit suffers a -1 SKL penalty while firing defensively.

After defensive fire is complete, the original unit resumes its previous activation (assuming it wasn't destroyed by the defensive fire, of course).

### CQ FIGHTING

The unit fires a modified round of shooting against the enemy unit it is in contact with:

- Only melee and pistol weapons can be used.
- Whether the target is in cover and/or is attacked from its rear arc is determined from where the attacking unit **started its charge move** (not where it currently is). If you forgot to check this before charging with your unit, then by default the charge target counts as being attacked in its front arc and gets the full benefit of any terrain they are behind/in, provided they are taking cover, of course.

*Restrictions:* CQ Fighting may only be performed when your unit's squad leader is in contact with an enemy unit, and it is also the **only** action that may be performed while your unit is in contact with an enemy unit.

## MELEE WEAPONS

A melee weapon's range is listed as CQ, indicating that it can **only** be used during CQ fighting. A hit by a Melee weapon cannot be blocked by cover (though **Field** and **Dodge** abilities still can).

### MELEE SHOTS CHARACTERISTIC

If a melee weapon's SHO characteristic is listed as 'CQA', it is equal to the model's CQA characteristic. If its SHO is instead listed as a modifier, such as '+2' or '-1', then add that modifier to the model's CQA. For example, if a model with a CQA of '1' is using a melee weapon that has a SHO of '+1', this means you would get to roll a total of '2' dice to hit for it.

### MELEE PENETRATION CHARACTERISTIC

If a melee weapon's PEN characteristic is listed as 'MAS', it is equal to the model's MAS characteristic. If its PEN is instead listed as a modifier, such as '+2', then add that modifier to the model's MAS characteristic.

### SECONDARY CQ WEAPON

If a model is armed with at least two melee weapons, or a melee weapon and a pistol, it gets a +1 SHO bonus during CQ fighting for the weapon it chooses to attack with. Models that are able to attack with multiple weapons during CQ fighting (such as large models), do not get the +1 SHO bonus for having a secondary CQ weapon.

### UNARMED

If a model has no melee or pistol weapons, it may still attack in CQ fighting using the following weapon profile:

Name	RNG	SHO	PEN	DAM	SUP	TYPE	Special
Unarmed	CQ	CQA	MAS	1	-	melee	

## CQ FIGHTING RESULTS

### CQ WP TEST

CQ fighting is particularly brutal, with the potential to drive its target back. If at least 1 injury is caused by CQ attacks, then after the round of CQ fighting is completed, the target must take a CQ WP test. This is exactly like a normal WP test (page xx+), but with a -1 modifier to the roll (though remember, a natural roll of '6' always succeeds). **If the test is failed, the unit must retreat.**

### RETREAT

- A retreating unit moves up to a number of inches equal to **double** the lowest MV characteristic amongst models in the unit. Models that end a retreat within 12" of any enemy are removed as casualties.
- Models cannot end a retreat further away from their table edge than where they started.
- A unit retreating from a failed CQ WP test may move freely through the enemy unit that just attacked it, and models in the fleeing unit are only required to finish their retreat at least 6" away from that enemy unit, instead of the normal 12" limitation.

### CONSOLIDATE

After completing a round of CQ fighting, an active unit may perform a special Consolidate status action (provided it hasn't already performed all 3 of its actions already). A unit performing a Consolidate action may do **one** of the following:

- Move up to a number of inches equal to **half** of the lowest MV characteristic amongst models in the unit. This may be used to move back into contact with the enemy charge target, if desired (and they can be reached with the move).
- Gain 1 Cover token. This option may not be chosen if the unit is currently out of coherency, or is in contact with the enemy.

### UNITS FACING OFF

When two enemy units are in contact with each other, they are considered to be *facing off*. **Units that are facing off are still valid targets for other units to shoot at**, but they never count as being a wide open shot when they are.

When a unit that is facing off against an enemy next activates, its first action must either be a CQ Fighting action against the enemy unit it is facing off against, or any Movement action that will take it out of contact with that enemy unit. If it elects to perform a CQ Fighting action, its target does not benefit from any Cover tokens it may have, as the fighting is assumed to have fully swept into the terrain, and its attacks automatically count as hitting the target's front arc.

## **RECOVERY**

Immediately after an active unit has completed its last action (for that activation), it may attempt to reduce its suppression level by doing one of the following:

### **SHAKE-OFF**

Take a WP test for your active unit. If passed, reduce its Suppression Level by 1.

**WP test:** Roll a D6 for your unit. If the result equals or exceeds your squad leader's WP characteristic, then they have passed the WP test. No matter what modifiers are applied to a WP test, a natural rolled result of '1' always fails and a naturally rolled result of '6' always succeeds.

### **REGROUP**

The unit's Suppression Level is reduced to 0.

*Restrictions:* A Regroup may only be performed by a unit that is taking cover, more than 18" away from all enemy units and did not perform **any** Shooting action during their activation.

## MODEL TYPES

There are four basic *model types*:

- Bike
- Infantry
- Behemoth
- Vehicle

### BIKE

For every full 2" at least one model in a bike unit ascends or descends vertically during a move, that unit's suppression level is raised by 1. For example, if one or more bikes moves over a 2" tall obstacle, their unit suppression level would be raised by 2: 1 for going up 2", and another 1 for going back down 2".

### INFANTRY

Infantry are standard (non-large) models. There are no additional infantry-specific abilities.

### BEHEMOTHS & VEHICLES

Behemoths & vehicles are large models and have a dedicated rules section starting on page xx†.

## DESIGNATORS

Models and units often have one or more *designators*. Many designators do not have any specific rules associated with them, instead they just clarify whether or not a model/unit will be affected by an ability, special rule, etc. For example, if a unit has at least one model with the '**Robot**' designator, then it is affected by any ability that affects robots.

If a designator applies to every single model in the unit, then it is listed in the *Unit Designators* box-out of their unit profile (†**DIAGRAM NEEDED: Unit Designators part of unit profile**). Alternatively, if a designator applies only to specific models within the unit, then it is listed after their model type, in parentheses, such as: 'Infantry (Robot)'.

The following are some of the more common designators that have some rules associated with them:

## CHARACTER

Models with the Character designator are heroic individuals that have the option to either operate on their own, or to join a friendly unit for the game (see **CHARACTERS JOINING A UNIT** below†). When a character is operating on their own, the enemy may not target it while there is another viable target within 3" of the character, unless the enemy firing unit is within short range.

### CHARACTERS JOINING A UNIT

When you deploy your force, instead of deploying your character as a separate unit, you may opt to instead have it start joined to a friendly unit (including a friendly unit you are placing into reserve). If you join a character to a unit, you must declare this to your opponent. A character joined to a unit counts as being part of that unit for the rest of the game, except for one circumstance: the unit and character count as separate units for scoring mission objectives. For example, if both the character and the unit were destroyed, then this would count as two units having been destroyed for mission objective purposes.

When a character joins a unit, it immediately assumes the role of squad leader for as long as it remains part of that unit. A character may never join a unit that contains any models with the **Solo** designator, nor may it join a unit with a different model type than the character's. No more than one character may join the same unit.

When a unit and its joined character are both destroyed, the two may **not** be returned to play together as a single reinforcement (pg xx†).

## COMMAND (X)

Models with the **COMMAND** ability generate a number of additional command points (X) for their player's command point pool each turn during the command phase. Command models that are dead or in reserve are ignored for this purpose.

The standard range for the **COMMAND** ability (also known as *command range*) is 18", measured directly from the command model itself, even when they are part of a multiple model unit.

At any point during a command model's activation, it may issue an order to a friendly unit within its command range, including itself. Issuing an *order* just means expending 1 command point from your command point pool, and in return, reducing the suppression level of the unit receiving the order by 1.

A command model **cannot issue more orders than its command value per turn**, so a Command (2) model can issue a maximum of 2 orders during its activation, though it can issue both of those orders to the same unit, if desired.

A model that has the **COMMAND (0)** ability generates no additional points for the command point pool. They are allowed to issue 1 order during their activation, but their command range is limited to **just their own unit**.

## ORGANIC/INORGANIC MODELS

- Models with the **HUMAN** or **XENOS** designator are considered organic models (for attacks, abilities, etc., that specify they affect organic models).
- Models with the **ROBOT** or **VEHICLE** designator are considered inorganic models (for attacks, abilities, etc., that specify they affect inorganic models).

# LARGE MODELS

## LARGE MODEL GENERAL RULES

Both vehicles and behemoths are *large models* and follow the general rules for large models presented here, though vehicles have rules specific to them, starting on pg xx†.

## LARGE MODEL MOVEMENT

When moving a large model squad leader, it may always pass freely through other large models that are part of the same unit.

## LARGE MODEL TERRAIN & COVER

Large models are too unwieldy to hunker down and take cover as effectively as standard models, and therefore have a few extra restrictions on how/when they are able to benefit from terrain. Large models suffer a -1 cover value penalty when they take cover.

## LARGE MODEL SHOOTING

Unlike most models, a large model is not limited to firing just a single ranged weapon in each round of shooting and instead may fire all the weapons it is equipped with. However, as a large model suffers injuries, the amount of weapons it is able to fire diminishes (†NEED DIAGRAM: Example of damage box on unit profile).

When attacking in CQ fighting, a large model's CQA characteristic is used for *each* melee weapon it attacks with (**not** split between them).

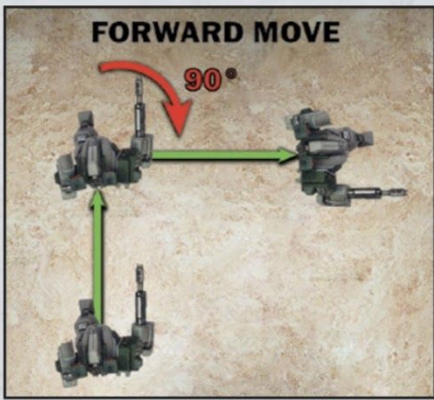

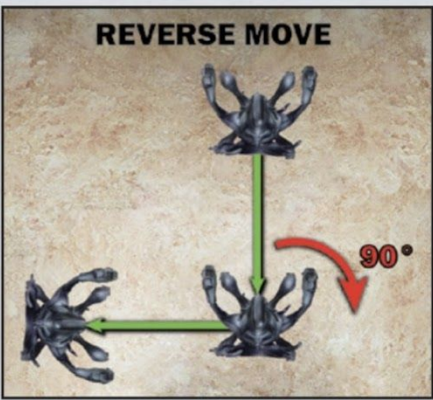
## VEHICLES

## VEHICLE MOVEMENT

For every full 2" a vehicle unit ascends or descends vertically during a move, its suppression level is raised by 1. For example, if a vehicle moves over a 2" tall obstacle, its suppression level would be raised by 2: 1 for going up 2", and another 1 for going back down 2".

## DIRECTIONAL MOVEMENT

A vehicle unit not moving dynamically is bound by *directional movement*, which means the unit's squad leader must make its entire move either forward (the direction the model is facing) or reverse (the direction away from where the model is facing). A squad leader bound by directional movement can pivot as they move to change direction, however the number of 90 degree pivots they may make during the move is equal to their EVS characteristic. These pivots can be made at any point during the move (including the very beginning or end) and multiple pivots can be combined together to allow the model to pivot more than 90 degrees. When moving in reverse, the model's MV & EVS characteristics are halved. †DIAGRAM NEEDS UPDATING: Using a vehicle model.

DIRECTIONAL MOVEMENT		
		
A Hunter may make a single pivot (half its EVS 2) when performing a forward move.	An Angel uses both its 90° pivots (half its EVS 3) at the very beginning of its move to pivot a full 180°.	An Angel making a reverse move may only make a single 90° pivot, regardless of EVS.

When a squad leader bound by directional movement is required to finish a move facing a specific direction, it always ends the move facing that direction, even if it had already pivoted the maximum number of times already during that move.



## TRANSPORTS

Vehicles with the **TRANSPORT** designator are able to ferry friendly units around the battlefield in relative safety.

### ENTERING/EXITING A TRANSPORT

When making any move besides a Charge, if your squad leader is able to reach a friendly unoccupied transport, you may elect to have your unit enter it. Remove the models entering a transport from the table and set them aside. However, for all game purposes they are considered to be physically inside the transport. A unit entering a transport may not make an On the Move action.

A unit inside a transport may only perform a Movement action if it will take the unit out of the transport. When moving a unit out of a transport, first place the unit's squad leader touching the transport, then measure its move normally from there. If the squad leader cannot be placed touching the transport (the transport is completely surrounded by the enemy, for example), then the unit may not exit the transport.

Before removing a transport as a casualty, a unit inside it gets out first: place the unit's squad leader on the table touching the transport and the rest of the unit within coherency. The unit then suffers D3 injuries and its suppression level is raised by 2. Only then is the transport model removed. If a unit is unable to exit a transport that is being removed as a casualty, then the entire unit is also removed as casualties.

### UNITS INSIDE A TRANSPORT

A transport can carry **a single unit comprised of any number of standard-sized infantry models**. While inside, measurements required to/from a unit/model inside the transport are instead measured to/from the closest edge of the transport. Units inside a transport may not be charged.

When activated, the only action a unit inside a transport is allowed to make is a movement action when it wishes to exit the transport. A unit inside a transport automatically counts as taking cover for the purposes of suppression recovery. A unit inside a transport cannot shoot or be shot at, even with weapons that do not require line of sight.

### OPEN TRANSPORTS

If a vehicle has the **OPEN TRANSPORT** designators, then a unit which is inside the transport may perform actions when activated, including shooting, with line of sight being drawn from the transport. A unit shooting from an open transport may only fire wildly. Any On the Move tokens the transport happens to have **do** affect the unit inside, though this **does not** prevent the unit from performing Take Cover actions while inside.

A unit inside an open transport can be targeted by enemy shooting, as long as the firing unit can draw line of sight to the transport, though any On the Move tokens the transport happens to have do apply to the unit inside. A unit inside an open transport never counts as being a wide open shot, and if taking cover, the transport protects them as if it were terrain with a cover value of 4. A unit inside a transport has no rear arc.

# WEAPONS

## WEAPON PROFILE

Weapons have their own profile of characteristics, similar to a model's profile.

- **Range (RNG)** – The weapon's effective range in inches, though most weapons are able to fire wildly beyond this.
- **Shots (SHO)** – The number of shooting dice the weapon generates when fired.
- **Penetration (PEN)** – The ability of the weapon to punch through the target's armor.
- **Damage (DAM)** – The amount of damage the weapon inflicts on its target once past its armor.
- **Suppression (SUP)** – How well the weapon performs during suppressive fire.
- **Type (TYPE)** – The weapon's archetype(s), which dictates how it behaves.
- **Special** – Any additional special abilities the weapon has are listed in full here.

Sometimes a weapon has multiple profiles, which indicate distinct modes it can be fired in. When you declare which weapon a model will be attacking with, you must also declare which mode the weapon will be utilizing. Any abilities or restrictions a specific profile has, apply **only** when that profile is being utilized. For example, if a weapon has both a melee and a (non-pistol) ranged profile, only the melee profile can be used during CQ fighting.

## WEAPON TYPES

### AREA OF EFFECT (AoE)

AoE weapons use the number of models in the target to determine how many shots they fire:

- *SB (small blast)*: Equal to **half** the number of models in the target. Large models **each** count as 2 models for this purpose.
- *LB (large blast)*: Equal to the **full** number of models in the target. Large models **each** count as 3 models for this purpose.

### GRENADE

Only one model per unit may ever attack with a grenade during a round of shooting.

#### FRAG GRENADES

Frag grenades are a special type of grenade, in that they have no weapon profile.

When performing a Fire action at a target within short range, one model in the shooting unit equipped with them may elect to toss a frag grenade instead of firing another weapon. If it does so, the target's suppression level is automatically raised by 1 (on top of any other suppression level raises caused by the round of shooting). A frag grenade may be tossed during a Suppressive Fire action at a target within short range, but it just counts as a 'SUP 2+' weapon fired by the model who tossed it in this case.

#### CHARGING WITH FRAG GRENADES

One charging model equipped with frag grenades (page xx+) may elect to toss a frag grenade at the charge target. If it does so, that model forgoes its chance to attack in the subsequent round of CQ fighting (page xx+), but the target's suppression level is raised by 1 **before** it is able to fire defensively.

## HEAVY/SUPERHEAVY

The **HEAVY** weapon type affects only standard models, not large models. The **SUPERHEAVY** weapon type affects all models.

*Ranged Heavy/Superheavy Weapon:* If a unit moves during its activation, any heavy weapons in the unit which shoot during that same activation fire wildly. In addition, when a unit that is on the move fires defensively, any heavy weapons in that unit fire wildly.

*Heavy Melee Weapon:* If a model uses a heavy melee weapon to attack in CQ fighting, then it cannot benefit from a secondary CQ weapon. Similarly, a heavy melee weapon can never count as being a secondary CQ weapon.

*Superheavy Melee Weapon:* A large model cannot attack with more than one superheavy melee weapon during a round of CQ fighting.

## HIT & RUN

A **Hit & Run** weapon has 'H&R' listed as its range and may **only** be fired as part of a Hit & Run action (pg xx†):

### HIT & RUN (SHOOTING ACTION)

A hit & run is a modified round of shooting:

- The target must be an enemy that the shooting unit passed within 1" of while moving during this activation (including passing over the target while making a dynamic move).
- The target gets to fire defensively before the hit & run is resolved.
- Only weapons with the **Hit & Run** ability may be used.
- The target is automatically within line of sight, at short range, and hit in their front arc.
- The shooting unit suffers a -1 SKL penalty during the hit & run, but also ignores the effects of any Aim or On the Move tokens it has.

## MELEE

See page xx† for details.

## PISTOL

Pistols get +1 SHO when the target is at short range. Pistols fired at long range automatically miss. If equipped with two (or more) pistols, a model gets +1 SHO bonus when firing one of them. Models that are able to shoot multiple weapons (such as large models), do not get the +1 SHO bonus for having two pistols.

## SHORT RANGED

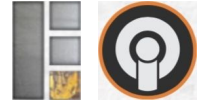
Short ranged weapons get +1 SHO when the target is at short range. Short ranged weapons fired at long range automatically miss.

# SAMPLE UNIT PROFILE

## SPIDER DRONES

### POINTS: 7

A Spider Drone's low-profile and unique leg design makes them nigh impossible to shake from a defensive position.



Name	MV	EVS	SKL	AV	CQA	MAS	FOR	WP	Model Type
Spider Drone	6	4	2	1	1	2	1	5+	Infantry (Robot)
Apprentice Bot Handler	6	4	2	1	1	3	1	4+	Infantry (Bot Handler, Human, Squad Leader)

**UNIT SIZE:** 1 Apprentice Bot Handler & 2 Spider Drones.

**EQUIPMENT:** *Handler:* Maglock Dominator Pistol.

*Drone:* Drone Class Machine Guns.

Name	RNG	SHO	PEN	DAM	SUP	TYPE	Special
Drone Class Flakk Guns	12"	2	5	2	6+	Short Ranged	
Drone Class Machine Guns	18"	2	3	1	5+		
Maglock Dominator Pistol	24"	1	4	2	6+	Pistol	<b>Guided:</b> when target has at least one Painted token, this attack has unlimited range, does not require line of sight and cannot be blocked by the <b>Dodge</b> ability.

### OPTIONS:

- May add up to 2 more Spider Drones: +3 pts each.
- May replace Apprentice Bot Handler with Spider Drone: -2 pts.
- Any Spider Drone may replace Drone Class Machine Guns with Drone Class Flakk Guns: +0 pts.

### ABILITIES

- **Bot Handler [Handler]:** When issuing an order to a **Robot** unit, reduce its suppression level by 2, instead of 1.
- **Bot Protocol - Stay Low [Drones]:** During this unit's activation, if within command range of a Bot Handler, spend 1 CP to give this unit +1 to its cover value while taking cover, up to a maximum of +2, until this unit next activates.
- **Command (0) [Handler]:** During its activation, can issue up to 1 order per turn, but command range extends only to its own unit.

**UNIT DESIGNATORS:** Bot Division