

REGIMENT



CORE RULEBOOK

EFFECTIVE 6.21.2026

REGIMENT CORE RULEBOOK

VERSION 0.2 – 6.21.2026

NOTICE:

REGIMENT is currently in an early Alpha stage. This is a work-in-progress wargame engine and as such, many mechanics and rules are subject to change. These rulebooks are equally subject to change. I do not recommend getting these rulebooks professionally printed until the game reaches a more stable state. To find more information, news and more up to date rules visit our website at: <http://www.regiment.info>

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CREDITS & ACKNOWLEDGMENTS

I want to shout-out all the people who have helped the game get this far.

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REGIMENT Battle Engine

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INTRODUCTION

REGIMENT is an accessible tabletop wargame engine designed for company to battalion-level science-fiction warfare. While many wargames focus on the courageous actions of individual soldiers and heroes, REGIMENT shifts the perspective to the command level. As a general, you do not merely manage a handful of troopers; you command massed formations of platoons and companies. You are responsible for the maneuver of entire armored columns and the tactical coordination of combat elements across a sprawling battlefield.

In this game, the primary tactical element is the unit. A unit consists of one or more physical bases. These bases function as a singular entity during the activation phase, meaning all constituent bases move together and share the same status effects and health pool. The unit base is the absolute mechanical authority for all measurements, including movement, range, and line of sight. While individual miniature figures are used to identify specific unit types, their physical poses or height do not influence the mechanics of the game.

GAME OVERVIEW

REGIMENT is a competitive game in which each player controls an army of units. The flow of battle is dictated by randomized initiative tokens drawn from a shared pool, then adjusted by one player. This ensures that no player has perfect information about the initial order in which forces will activate, requiring adaptation to a constant shifting battlefield. Each player draws three initiative tokens. The player with the fewest tokens in the batch determines the activation order for that batch.

During an activation, a unit receives up to two action points to spend on abilities and actions such as moving and shooting. If a unit is shaken, it must roll a morale check before activation. A successful roll grants the full two action points. A failed roll limits the unit to one action point for that activation.

Victory is determined by accumulating victory tokens over five rounds. Players earn these tokens by controlling objective markers across the battlefield or fulfilling specific mission card objectives. The player with the most victory tokens after five rounds wins.

HANDLING DISPUTES

Games like these have situations where the rules are not clear or do not work well enough. If you and your opponent cannot agree on a ruling or a measurement, do not let it stop the game.

1. Roll one 6-sided die.
2. On a 1, 2, or 3: use the Blue player's ruling.
3. On a 4, 5, or 6: use the Red player's ruling.
4. Continue playing and resolve any disputes or confusion after the match ends.

GAME ACCESSIBILITY

REGIMENT is designed as an accessible wargame engine. Players are not required to use proprietary game components. Any tool or piece that satisfies the mechanical requirements of the game is valid, provided both players agree on the substitution before play begins.

While REGIMENT leverages the widespread availability of select Star Wars: Legion components as a community standard, the following substitutions are acceptable for generic hobby components:

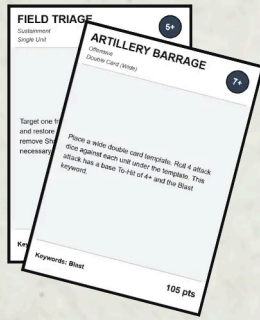
- Standard tape measures using Imperial inches for all measuring.
- Standard six-sided dice or digital dice-rolling applications.
- Two distinct sets of tokens, such as poker chips, drawn from an opaque container for the initiative draw.
- Multi-colored or labeled game chips or tokens for status markers.
- Coins or standard monetary chips for victory tokens and tactical points.
- Two standard-size cards in place of dedicated support card templates.
- Digital references via the REGIMENT army builder, website, or printed mission, support, and leader cards.

The following list maps REGIMENT tokens to compatible *Star Wars: Legion* equivalents:

REGIMENT Token	Legion Equivalent
Initiative Token	Order Token
Shaken Token	Suppression Token
Standby Token	Standby Token
Dug-In Token	Dodge Token
Dash Token	Panic Token
Wound Token	Wound Token
Leader Token	Commander Token
Objective Token	Objective Token
Tactical Point	Surge Token

When utilizing non-standard components, the player must ensure all markers are easily distinguishable. Resolve any ambiguity in component representation before the game begins to prevent friction or confusion during play.

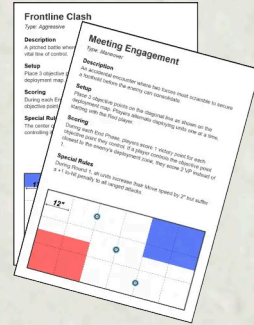
COMPONENTS



SUPPORT CARDS



LEADER CARDS



MISSION CARDS



D6 DICE



PLAYING CARDS



BAG OR CONTAINER



TAPE MEASURE



ROUND TRACKER



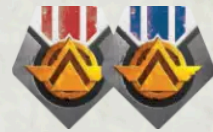
INITIATIVE TOKENS



WOUND TOKENS



VICTORY TOKENS



LEADER TOKENS



OBJECTIVE TOKEN



SHAKEN TOKEN



STANDBY TOKEN



DUG-IN TOKEN



TACTICAL POINT



DASH TOKEN

LEARNING BATTLE

Use this setup to learn the fundamental mechanics with a reduced table size and simplified army lists.

1. **Setup Battlefield:** Establish a 3' x 3' play area on a flat surface. Leave clearance around the edges for units, tokens, and reference materials.
2. **Prepare Game Components:** Organize dice, rulers, and all tokens into accessible piles for both players.
3. **Place Terrain and Objective:** Position the forest terrain as shown in the learning battle diagram. Place a single objective marker in the exact center of the battlefield.
4. **Select Factions and Colors:** Each player selects a faction and the corresponding 500-point tutorial army list. Assign red and blue designations.
5. **Prepare Round Tracker:** Set the round counter to 1 and place it near the battlefield edge.
6. **Prepare Units and Initiative Tokens:** Each player gathers their unit miniatures and a single initiative token for each, placing them on the edge of the play area nearest to them.
7. **Prepare Initiative Pool:** Combine all initiative tokens into an opaque container or bag. Shuffle the tokens.
8. **Collect Tactical Points:** Check your faction's command value on your army list or in the codex. Take that number of tactical points and place them on your side of the battlefield.
 - If your command value is 7+, you will collect seven tactical points.

DEPLOYMENT

Players alternate placing units within their designated deployment zones.

1. The blue player selects a unit and places all of its unit bases within 6" of their battlefield edge.
2. The red player selects a unit and places all of its unit bases within 6" of their battlefield edge.
3. Continue alternating until every unit from both armies is on the battlefield.

The deployment phase counts as round zero. Once all units are deployed and the battlefield is fully set, begin the first round.

START PLAYING

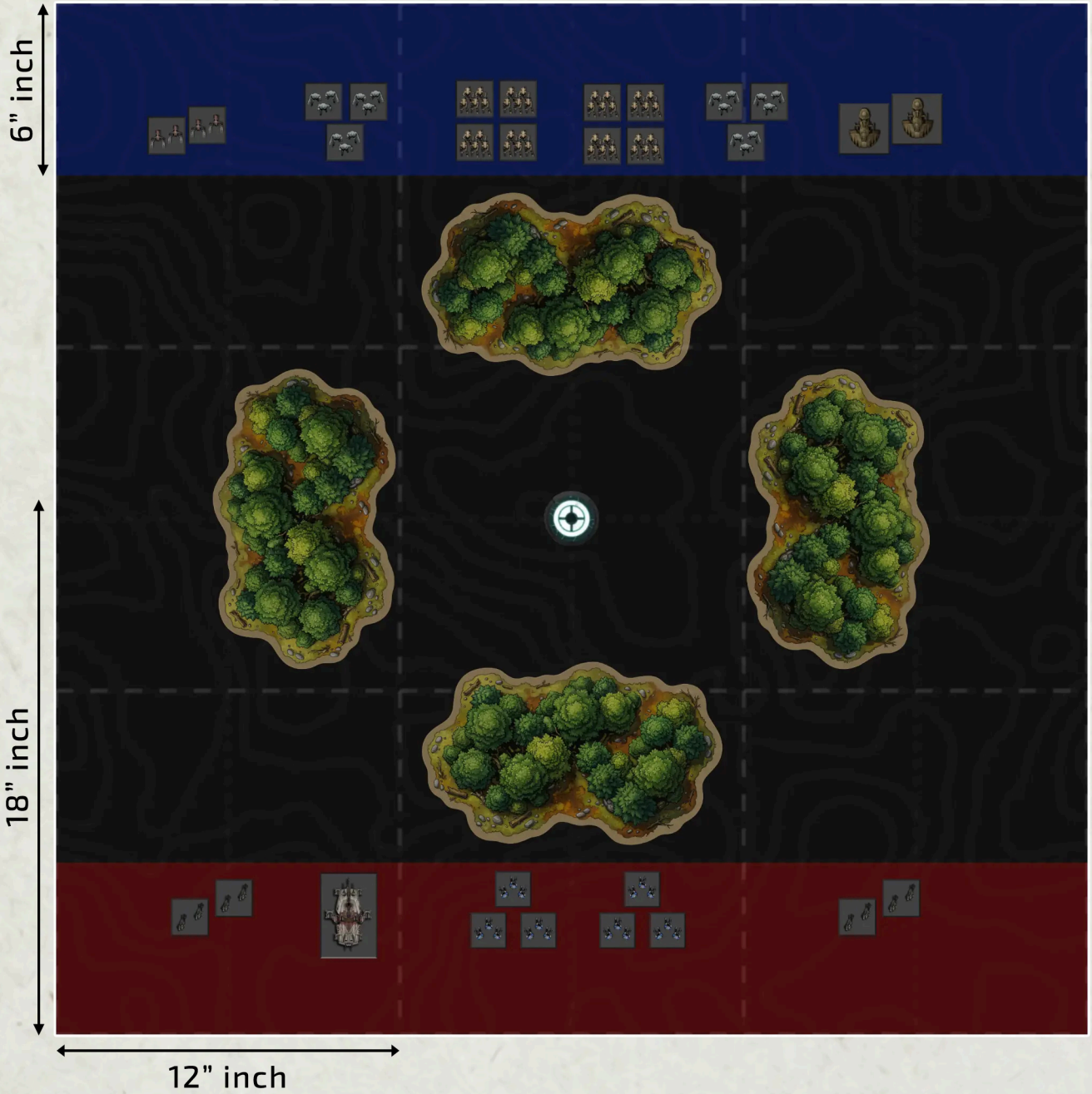
A match of REGIMENT lasts five rounds. Battles proceed through rapid, alternating activation pulses drawn from a shared initiative pool. Each round consists of two phases: the **activation phase** and the **end phase**.

1. **Draw the Queue:** Draw three initiative tokens from the shared pool to form the activation queue.
2. **Trio Check:** If the three tokens match exactly, the inactive player may force a complete redraw. Return the tokens to the pool, shuffle, and draw a new batch that must be accepted.
3. **Order the Tokens:** If the batch contains mixed colors, the player with the fewest tokens becomes the minority player. The minority player sets the exact order in which all three tokens resolve in the activation queue.
4. **Activate Units:** Resolve the tokens in order. When a token matches your color, select one of your unactivated units on the battlefield to activate. The unit receives 2 action points to spend on various actions like moving or shooting. If the unit is shaken, it must first roll a morale check against its faction's command value before acting. A failed roll reduces the unit to 1 action point for this activation.
5. **Draw the Next Batch:** After resolving all three tokens, draw a new batch of three. The minority player orders them, and the cycle repeats until the initiative pool is empty. If the pool contains fewer than three tokens, draw the remaining tokens as the final batch for that round.

When all tokens are resolved, end the activation phase and begin the end phase. During the end phase, assign victory tokens based on battlefield control, return all played initiative tokens to the pool, and increase the round counter by one.

The following pages detail every step and mechanic required to play. For precise rulings during a match, consult the rules glossary in the second half of this book. In the very back of this book you can find a quick reference sheet for important rules and a reference for all keywords and their effects.

LEARNING BATTLE SETUP DIAGRAM EXAMPLE



TUTORIAL ARMY LISTS

Use the tutorial armies below to begin your first match. For custom armies, access the official army builder at: <https://regiment.info/builder>

Set your army point limit to 500 points. Do not include any leader, or support cards in your first game. Select the learning scenario as your only mission.

GALACTIC EMPIRE

- 1x AT-AT (1)
- 3x Stormtroopers (3)
- 1x 74-Z Speeder Bikes (2)

REBEL ALLIANCE

- 3x Rebel Troopers (3)
- 1x T-47 Snowspeeder (1)
- 1x Rebel Pathfinders (3)
- 1x 1.4 FD Laser Cannon (1)

SEPARATIST ALLIANCE

- 3x B1 Battle Droids (4)
- 2x Droidekas (2)
- 1x AAT Battle Tank (2)

GALACTIC REPUBLIC

- 2x Clone Troopers (3)
- 1x AT-TE (1)
- 2x AT-RT Walkers (2)

DEFINING THE UNIT

Understand how models translate to the table. Every combat element in an army consists of three components: the miniature, the base, and the unit.

THE MINIATURE

Miniatures represent soldiers or vehicles on the table. They provide visual distinction but do not affect gameplay.

- The appearance of the miniature does not change the rules. The number of figures on a base or their height has no mechanical effect.
- Never measure distance from the miniature itself. Miniatures serve only as visual identifiers.

THE BASE

The base is the plastic platform supporting the miniatures. It serves as the primary reference for all mechanics.

- Measure all distances from any point on one base to any point on another.

- The base defines your troops' exact position on the table. Bases may never overlap or stack.
- Use the specified standard base sizes to ensure consistent gameplay with other players.
- Mark a facing direction on bases when the model's orientation is unclear.

THE UNIT

A unit consists of one or more bases functioning as a single combat element.

- Move and act with a unified command. When you order a unit to move, every base in that unit advances simultaneously.
- A single base represents a small squad or a vehicle. A complete unit represents a platoon or a vehicle group.
- Maintain unit cohesion at all times. Each base in a unit must remain within one inch of at least one other base from the same unit.
- Apply the "**if one, then all**" principle. When a mechanic affects one base in a unit, it affects the entire unit. This applies to movement, attack range, line of sight, and flank checks.

ANATOMY OF A UNIT PROFILE

Every unit in your army has a profile on your army list. This profile provides the core values needed to run your forces on the table.

SAMPLE UNIT PROFILE

Fast Hover Bikes (3)

- Vehicle - Hover
- Move: 12"/4" | Attack: 3/1 | Range: 8"/12"
- Wound: 3 | Courage: 3 | Save: 5+
- Keywords: Scout
- Base Size: 30mm Square

UNIT NAME AND SIZE

Displays your unit designation and initial base count. The number in parentheses indicates the starting number of bases. A unit of size 3 consists of three separate bases functioning as a single combat element.

TYPE AND SUB-TYPE

Identifies the unit classification and movement mode. These designations dictate terrain interaction and movement rules. Hover units receive special benefits to moving over difficult terrain, but as a vehicle is limited from some actions.

MOVE VALUE (MV)

Specifies the maximum distance each base can advance in inches. When two values appear (e.g., 12"/4"), the second number indicates a minimum move. Fast units must advance at least the minimum distance upon activation, even if they do not use a move action.

ATTACK DICE VALUE (ATK)

Lists dice rolled for ranged and close combat attacks. The first number applies to ranged fire; the second applies to melee engagements. Multiply the appropriate value by the number of surviving bases in the unit to determine total attack dice.

ATTACK RANGE (RNG)

Defines effective weapon reach and associated modifiers.

- **Short Range:** Distances up to the first value. Attacks at short range incur no penalties.
- **Long Range:** Distances between the first and second values. Attacks at long range require a +1 modifier to hit rolls.
- **Out of Range:** Distances beyond the second value. Targets cannot be engaged.

WOUNDS THRESHOLD (WND)

Represents the durability of a single unit base. Assign a wound token after receiving damage. When accumulated damage meets or exceeds this value, remove one base from the battlefield along with a number of wound tokens equal to the wound threshold value. Remaining damage carries over to additional bases if present. A unit is destroyed if it removes its last remaining base.

COURAGE VALUE (CRG)

Measures unit resilience under fire. If an attack inflicts hits equal to or greater than this value before saves are rolled, the unit immediately becomes shaken and receives a shaken token. Shaken units cannot perform complex actions or contest objectives until regrouping via the rally action.

SAVE VALUE (SV)

Determines how effectively a unit withstands incoming fire. Roll one die per successful hit. A result equal to or greater than this value negates the hit. Any unsaved hits become wounds and reduce the target wounds threshold.

KEYWORDS AND BASE SIZE

Keywords grant specialized rules and traits. Base size specifies the required plastic platform dimensions to maintain consistent gameplay and fair engagements.

UNIT ACTIONS

ACTION POINTS

Units gain action points (AP) to spend on abilities during its activation. Each unit begins its activation with 2 action points.

- A unit can perform each action type only once per activation.
- Action points must be spent immediately and cannot be saved, pooled, or transferred between units.

SHAKEN AND MORALE CHECKS

Units holding a shaken token are shaken and suffer penalties until the token is removed. When activating a shaken unit, immediately perform a morale check:

1. Roll two six-sided dice.
2. Locate your faction's command value on your army list or in the codex. Compare the dice total to the command value. A total equal to or greater than the command value passes the check. A total less than the command value fails it.
3. May spend tactical points to modify the roll result.
4. A successful check grants 2 action points. A failed check grants 1 action point for this activation.

Shaken units are prohibited from using any of the complex actions.

SIMPLE ACTIONS (1 AP)

Simple actions are basic abilities available to all units. Each of the following actions cost exactly one action point to use.

MOVE

Move each base in the unit up to its move value. May pivot any bases freely during movement. Unit bases must maintain cohesion meaning all bases must end the movement within 1" of at least one other base in that unit.

SHOOT

Select one visible enemy unit to target. Measure range to determine the applicable range band. Resolve the ranged attack sequence.

RALLY

Removes all shaken tokens from the unit instantly. The unit recovers and no longer suffers shaken penalties.

SPECIAL

The special action enables specific interactions based on game state:

- Activate support cards.
- Forcefully disembark transported units from a vehicle.
- Interact with objectives if specified by a mission card.

COMPLEX ACTIONS (2 AP)

Complex actions are more complicated abilities that require the unit to be unshaken status. Each of the following actions cost exactly two action point to use.

DASH

The unit moves up to its move value, resolves pivots and terrain checks, then moves up to its move value again, resolving pivots and terrain checks before final placement. The unit receives a dash token. Units with a dash token incur a hit modifier when targeted making them easier to hit. Dash tokens remain with a unit until it suffers an attack and the attack sequence fully resolves or the start of its next activation.

CHARGE

Move the unit until it physically touches an enemy base that was already within line of sight. Charging initiates close combat. The unit gains +1 to its melee attack dice value and Infantry units gain the Anti-Armor keyword for this melee attack.

STANDBY

The unit gains a standby token. The token allows a simple action later. Remove the standby token if the unit performs an action, is targeted by an attack, or at the start of its next activation. The standby activation resolves immediately after the triggered unit completes its action, before the activation queue proceeds to the next token.

VOLLEY FIRE

The unit remains stationary to improve shooting accuracy. The unit gains +1 to its ranged attack dice value for this ranged attack.

DIG-IN

Available only to infantry units. The unit gains a dug-in token. This token grants the unit cover and adds +1 to its save value until the unit moves. Remove the dug-in token immediately upon moving.

ROUND STRUCTURE

A match spans five rounds. Each round consists of two phases: the activation phase and the end phase.

ACTIVATION PHASE

1. **Draw the Queue:** Draw three initiative tokens from the shared pool to form the activation queue.
2. **Determine Activation Order:** If all three tokens match, the inactive player may force a single redraw. If token counts are equal or the pool is empty, resolve tokens in the order drawn. The player with the fewest tokens in the batch sets the activation sequence.
3. **Select Unit:** The player whose color matches the current token selects a unactivated unit.

4. **Activate the Unit:** The selected unit receives 2 action points. If the unit holds a shaken token, roll a morale check before acting. On a fail, it only receives 1 action point.
5. **Mark Activation:** Complete all actions for the unit. Place the initiative token from the queue beside the unit to mark it as activated.

Repeat steps 1–5 until the initiative pool is empty and all units have activated.

END PHASE

1. **Check Objectives:** Determine control of objective tokens on the battlefield. Award victory tokens to players specified by the mission card.
2. **Reset Initiative:** Return all played initiative tokens to the shared pool.
3. **Advance Round Counter:** Increase the round counter by one. Game ends at the 5th end phase.
4. **Check Victory Conditions:** Evaluate mission-specific victory conditions. A player automatically wins if they control 12 or more victory tokens at any time, or if they are the only player with units remaining on the battlefield.

Begin the next round. After Round 5 concludes, compare final victory token totals to determine the winner.

UNIT MOVEMENT

Reposition units by spending action points to advance bases across the battlefield. When activating a unit, every base in that unit may move.

HOW TO MOVE

Follow these steps to move a unit:

1. **Check unit profile.** Find the move value for the activated unit.
2. **Measure distance.** Move each base up to its move value.
3. **Move one base at a time.** Reposition each base until the entire unit advances.
4. **Pivot freely.** Stop, turn any base in any direction, and continue moving until you exhaust your move value. Use the center axis to rotate around. Pivots cost no movement inches

MOVEMENT RULES

Follow these rules during every move action:

- Do not exceed the move value on your army list.
- Pivot bases during movement without consuming extra distance by using the center axis of the base.
- Do not end movement overlapping other bases or movement blocking terrain.

MOVING THROUGH UNITS

- **Friendly units:** Bases may pass through their own unit or other friendly bases. Do not end movement overlapping or touching another base.
- **Enemy units:** Never move through bases occupied by enemy units. If contact is made, stop movement immediately.
- **Aerial units:** Aerial units are flying aircraft and are the exception to this rule. Units may move through space occupied by friendly or enemy aerial vehicles, but may never end their movement overlapping their bases. Aerial vehicles may also move through enemy units.

MINIMUM MOVE

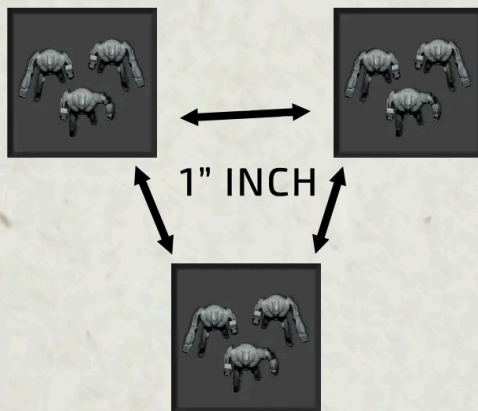
Fast units display a second move value (e.g., 14"/4"). The second value indicates the minimum move value.

- Advance at least the minimum distance in a straight line each turn.
- If a unit's total movement during its activation is less than its minimum move value, it must execute a mandatory straight-line move at the end of its activation, regardless of whether or not it used a Move, Dash, or Charge action.
- Do not pivot or turn during the mandatory move.
- If the mandatory move path is blocked, the unit is immediately destroyed and removed from the match.

UNIT COHESION

Maintain unit formation to preserve command structure.

- After moving, every base must remain within 1" of at least one other base in the same unit.
- If any base in a unit is ever found to exceed this distance after a unit finishes activating, the unit immediately becomes shaken.



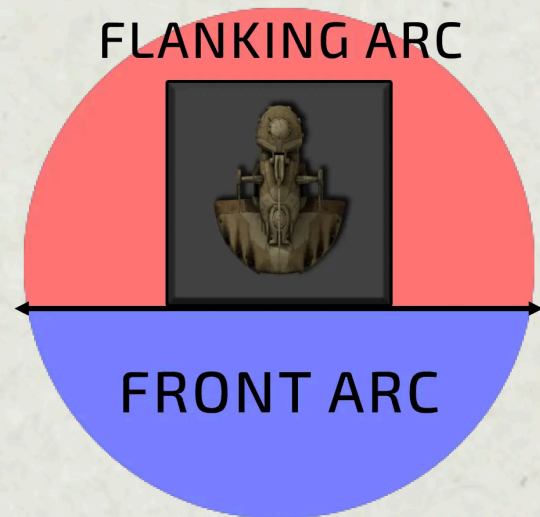
RANGED COMBAT

Use a Shoot or Volley Fire action to target one visible enemy unit within line of sight and weapon range.

FIRING ARCS

Determine firing arcs using base geometry. Each base has a designated front edge.

1. Draw a straight line across the base's front edge. All space in front of this line is the front arc. All space behind is the flanking arc.
2. Units may only target other units within their front arc unless specified otherwise.



FLANKING THE ENEMY

Attack from the side or rear to gain a hit modifier. Flanking applies to both ranged and melee attack resolutions.

1. Identify the target unit.
2. Check if at least one of your unit's bases is partially within the target's flanking arc.
3. If line of sight, range and flanking conditions are met, subtract 1 from the hit roll requirement.
 - For example, a 4+ hit roll would become a 3+.

LINE OF SIGHT

Verify visual clearance before shooting.

1. Draw a straight line from any point on your base to any point on the target's base.
2. If the line is clear, target is within line of sight (LOS).
3. If the line intersects LOS-blocking terrain, any other unit, line of sight is blocked.
4. Aerial units do not block line of sight and can see over all ground terrain.
5. The Indirect and Towering keywords are two

examples that ignore normal LOS requirements.

6. Line of sight is always mutual: if you see a target, they see you, with the exception of the Indirect keyword.

MEASURING RANGE

Calculate distance to determine range bands.

1. Measure the imaginary line previously used to determine the valid line of sight.
2. Compare that distance to your weapon range values (e.g., 8"/12").
 - If distance is between 0 and the first value, apply **short range**. No modifiers applied.
 - If distance is between the first and second value, apply **long range**. Add 1 to hit roll requirement.
 - If distance exceeds the second value, target is **out of range**. Cannot be engaged.

PRE-MEASURING

You are allowed to measure distances at any time before committing to an action. Such as:

- Checking distances before moving or shooting.
- Checking for line of sight.

Resolve ambiguous measurements through mutual agreement before rolling any dice.

RANGED ATTACK STEPS

1. **Select Target.** Designate one enemy unit within weapon range. Allocate all attack dice to this target. You cannot split attack dice across multiple units.
2. **Calculate Attack Dice.** Multiply the ranged attack value from your unit profile by the number of remaining bases in your unit. The total sum determines the amount of dice in the attack pool.
3. **Determine Hit Requirement.** Base hit requirement for ranged attacks start at 4+. Modify based on certain conditions. Apply all modifiers simultaneously. A roll of 6 always hits regardless of modifiers.
 - Add +1 for units at long range or in cover.
 - Subtract -1 if the attacker is flanking the target or if the target holds a dash token.
4. **Roll Dice.** Roll all ranged attack dice. Count each die matching or exceeding the hit requirement as a hit. You may spend one tactical point to modify a die result to 6.
5. **Check Courage.** Compare total hits to the target's courage value. If hits equal or exceed courage value, assign a shaken token to the target unit.
6. **Resolve Saves.** Defending player rolls one save die per hit. You may spend one tactical point to modify a

die result to 6. Count each die matching or exceeding the save requirement as a save. Unsaved hits become wounds. Assign one wound token to the unit for each unsaved hit.

7. **Resolve Damage.** When accumulated wounds equal the unit's wound value, remove one base from the battlefield and remove wound tokens equal to the wound value. When excess wounds carry over, they apply to the next base in the unit. If the unit has no remaining bases, it is destroyed.
8. **Remove Initiative Token.** When a unit is destroyed, remove its associated initiative token. If the unit already activated this round, remove the token with the destroyed bases. If the unit has not activated yet, remove one token matching your player color from the initiative pool.

CLOSE COMBAT

Close combat initiates when unit bases physically contact an enemy. Melee attacks are resolved simultaneously by both units. Each unit rolls attack dice, calculate hits, and assign wounds in the same phase. Melee engagements only begin by using the Charge action. The target unit must have been within line of sight prior to moving to be a valid Charge. Aerial units may not be chosen as a target for melee.

ENTERING BASE CONTACT

After declaring a Charge action, move your unit until at least one base physically touches an enemy base. Move all other bases from the attacker and defender to maximize base contact, while also maintaining unit cohesion.

MELEE ATTACK STEPS

1. **Engage Target.** Move your unit until at least one base physically contacts the target enemy base.
2. **Calculate Attack Dice.** Use the second value in the attack stat from your unit profile. Multiply this by the number of surviving bases in your unit. The total sum determines the amount of dice in the attack pool.
3. **Determine Hit Requirement.** Base hit requirement for melee attacks start at 4+. Modify based on certain conditions. Apply all modifiers simultaneously. A roll of 6 always hits regardless of modifiers.
 - Add +1 for units in cover.
 - Subtract -1 if the attacker is flanking the target or if the target holds a dash token.
4. **Simultaneous Attacks.** Both players roll attack dice simultaneously. Count each die matching or exceeding the hit requirement as a hit. You may spend a tactical point to reroll one die to a 6.
 - Infantry units using the Charge action gain the Anti-Armor keyword for this melee attack.
5. **Check Courage.** Compare total hits to the target's courage value. If hits equal or exceed courage value,

assign a shaken token to the target unit.

6. **Resolve Saves.** Defending player rolls one save die per hit. You may spend one tactical point to modify a die result to 6. Count each die matching or exceeding the save requirement as a save. Unsaved hits become wounds. Assign one wound token to the unit for each unsaved hit.
7. **Determine Winner.** Compare total wounds incurred by both units. The unit with fewer wounds is the winner of the close combat. The unit with more wounds will retreat later in the melee attack steps. If the number of wounds is equal between both sides it is a tie and the attacker will simply move backwards.
8. **Resolve Damage.** When accumulated wounds equal the unit's wound value, remove one base from the battlefield and remove wound tokens equal to the wound value. When excess wounds carry over, they apply to the next base in the unit. If the unit has no remaining bases, it is destroyed.
9. **Separate Unit Bases.**
 - **Winner:** The unit that sustained fewer wounds remains in place.
 - **Loser:** The unit that sustained more wounds must retreat. Move it away from contact a distance equal to half its move value and rotate it to face away from the enemy. If the retreating unit was flanked during combat, face it toward the nearest table edge instead and then move. Units with a move value of 0 that are forced to retreat are destroyed immediately.
 - **Tie:** If both units sustained equal wounds, the attacking unit is pushed back exactly 1 inch.

TERRAIN AND COVER

Terrain provides tactical advantages by shielding units or impeding movement.

OBTAINING COVER

Cover is a defensive modifier that reduces an attacker's chance to hit. Whether a unit receives cover is determined by the specific base you designate as your target. When you declare a ranged or melee attack, you designate a single visible enemy base as the target. The attack resolves against the entire unit, but the cover status of that exact base dictates whether the unit receives the cover bonus.

A base is considered in cover when at least 50% of its footprint overlaps Area, Depression, or Structural terrain. If the targeted base meets this threshold, the enemy unit receives the +1 hit roll penalty. If it does not, the unit receives no cover.

AERIAL UNITS

Aerial units remain above ground terrain, ignoring all movement penalties and line of sight restrictions from terrain. Aerial units always receive the cover bonus, even in open

ground. Aerial units may not end movement on top of another unit.

Keywords that ignore cover also apply when targeting Aerial units (e.g., the Blast and Anti-Air keywords).

TERRAIN TYPES

- **Open Terrain:** Normal ground such as grass or roads. No special rules apply.
- **Difficult Terrain:** Obstructed ground such as mud or thick brush. Subtract 2" from your move value when entering or even partially crossing this terrain.
- **Area Terrain:** Vegetation or dense cover such as woods. Provides cover. Blocks line of sight through to targets on the opposite sides.
- **Depression Terrain:** Depressions such as trenches or craters. Provides cover. Does not block line of sight.
- **Blocking Terrain:** Solid structures such as stone walls or large boulders. Blocks both movement and line of sight.
- **Elevated Terrain:** High ground such as hills or plateaus. Grants line of sight over all terrain and to all units. Blocks line of sight through to targets on the opposite sides.
- **Impassable Terrain:** Obstacles such as deep water or cliffs. Blocks movement. Does not block line of sight.
- **Dangerous Terrain:** Hazardous ground such as minefields. When any base enters this terrain, roll one die. On a 1 or 2, the unit becomes shaken and suffers 1d3 wounds.
- **Structural Terrain:** Buildings and enclosed structures. Functions as area terrain for line of sight and cover. Only infantry units may enter structures (one unit per structure). Vehicles cannot move through structural terrain.

STATUS AND TOKENS

Tokens represent unit states and accumulated damage. Place markers on the table next to your models so both players can track game state.

STATUS TOKENS

These markers indicate temporary conditions removed after specific events.

- **Dash Token:** Place this token next to a unit after it uses the dash action. Units that dash sprint at high speed and expose themselves recklessly. While a unit has this token reduce the hit requirement by 1 when targeting that unit for an attack. Remove this token after the unit suffers an attack or at the start of its next activation.
- **Standby Token:** Place next to a unit after using the standby action. The unit waits and may perform a simple action later in the turn. Spending the standby token allows the unit to perform one single simple action. Remove the token if the unit performs an action, suffers an attack, or at the start of its next activation. Unit may spend the token immediately after any unit within line of sight performs an

action.

- **Dug-In Token:** Place next to an infantry unit after using the dig-in action. While a unit has this token it gains cover and adds +1 to its save value. Remove the token immediately if the unit moves.
- **Shaken Token:** Assign this token when a unit sustains hits equal to or greater than its courage value. Units with a shaken token must roll a morale check before its activation, cannot perform complex actions, and cannot contest or control objectives. Remove the token by using the rally action.

WOUND TOKENS

Wound tokens track accumulated damage. Damage persists until a base is removed or healed.

1. **Assign damage.** Place a wound token next to the unit for every hit that bypasses save rolls.
2. **Remove bases.** When the number of wound tokens equal the unit's wound value, remove one base from the unit and battlefield.
3. **Carry over damage.** Leftover wound tokens remain with the unit and count toward removing the next unit base.
 - **Example:** A unit with a wound value of 3 sustains 4 damage and gains 4 wound tokens. Remove one base and three wound tokens. Retain one wound token for the other remaining bases.

OTHER TOKENS

- **Initiative Tokens:** Track activation queue order. Return to the shared pool at the end of each round. Place next to a unit to mark its completed activation.
- **Victory Tokens:** Tracks player scores across the match.
- **Objective Tokens:** Represent capture points on the battlefield. Players earn victory tokens by controlling these markers according to the chosen mission card.
- **Tactical Points:** Currency spent to modify dice rolls.

TACTICAL POINTS

Tactical points allow players to modify dice rolls to force a 6 result. Players begin the match with a set number based on their faction's specific command value.

STARTING AMOUNT

Check the command value for your chosen faction at the top of your army list or the faction's codex page. Set aside that many tactical points before the first round begins.

Examples:

- Command value of 8+ grants 8 tactical points.
- Command value of 6+ grants 6 tactical points.

SPENDING MECHANICS

1. **Roll dice.** Roll any dice normally for attacks, morale, or otherwise.
2. **Spend points.** Remove one tactical point from your pool for each die you wish to modify.
3. **Change dice results.** Flip the selected die to show a 6 result. Apply this new result to the previous roll, ignoring whichever result was previously shown.

SPENDING RULES

- Can apply tactical points to any dice roll in the game unless a specific rule states otherwise.
- Players may spend multiple tactical points in a single resolution window to modify multiple dice, provided they have enough points.
- Resolve modifications immediately after rolling, before counting results.
- Never exceed your starting tactical point total during the match. Certain abilities may restore points, but totals cannot replenish beyond the initial amount.

WINNING THE GAME

OBJECTIVE TOKENS

Objective markers represent capture points on the battlefield. Players control markers by positioning units within a 3" radius measured from the marker's center.

CONTROLLING OBJECTIVES

At the end of each round, determine objective control by following these steps:

1. **Check distance.** A unit is within range if any part of its bases falls inside the 3" radius.
2. **Exclude shaken units.** Units holding a shaken token cannot contest or control objectives.
3. **Count units.** Tally how many units each player has within range. The player with the most units controls the objective. If unit counts are equal or no units are present, the objective is neutral.
4. **Maintain unit presence.** Moving all units outside the radius immediately neutralizes the objective. At least one friendly unit must hold the objective to control it. Neutral objectives award 0 victory tokens to both players.

Award victory tokens during the end phase based on objective control. Refer to the mission card for specifics on how and how many victory tokens are awarded.

ENDING THE GAME

The match always concludes after five rounds. A player wins immediately upon accumulating 12 or more victory tokens, or

upon becoming the only player with units remaining on the battlefield. Otherwise, at the end of Round 5, tally all earned victory tokens:

- The player with the most Victory Tokens wins.
- If there is a tie, look at the point costs of the enemy units you destroyed. The player who destroyed more points worth of the enemy army is the winner.
- If it is still a tie, the game is a draw.

SPECIAL ACTIONS

The special action costs 1 action point. Use it to interact with mission objectives, activate support cards, or disembark from transport units.

SUPPORT CARDS

Support cards allow off-table assets. Spending 1 action point on the special action allows a support card attempt.

1. Select a support card from your hand and designate a valid target on the battlefield. Your unit must have line of sight to the target if applicable.
2. Roll two six-sided dice. The total must meet or exceed the availability roll value printed on the card.
3. You may spend tactical points to influence these dice.
4. On success, resolve the card's effects and discard it. On failure, return the card to your hand.

Support cards are selected during army construction. Some cards may be faction-specific.

MISSION OBJECTIVES

The special action enables completion of mission-specific objectives. Follow the instructions printed on your mission card to use the special action appropriately.

TRANSPORT DISEMBARKATION

Units with the Transport keyword carry other units across the battlefield. The transporting vehicle may use a special action to forcibly deploy these units.

1. Select a transport unit holding transported units and use the special action.
2. Place the transported unit's bases on the battlefield.
3. Position every base touching the transport vehicle.
4. Maintain unit cohesion by keeping all bases within 1" of at least one other base in the unit.
5. These deployed units may activate later in the round if they have not yet.

TRANSPORTS

Units with the Transport keyword carry other units across the battlefield, shielding them from enemy fire.

CARRYING CAPACITY

A transport carries exactly one infantry unit. While embarked, the unit is temporarily moved off the battlefield but should be marked as embarked however you see fit. Embarked units cannot perform attacks, cannot be targeted until it disembarks.

EMBARKING

Units must use a Move simple action to embark a transport.

- End movement with at least one base touching the transport vehicle to embark.
- Units may deploy inside an empty transport during the deployment phase of setup at the start of the match. When a unit would normally deploy the player may declare it is embarked in a valid transport.
- If a unit containing an army leader is transported, the leader's abilities are disabled until it disembarks.

DISEMBARKING

Units exit transports through one of two methods:

1. The transported unit uses a Move action during its activation to place all its bases back onto the battlefield in base contact with the transport vehicle, then moves normally. Units cannot Dash or Charge to disembark transports.
2. The transport vehicle spends 1 action point to perform a special action. Place the carried unit's bases touching the vehicle.

TRANSPORT DESTRUCTION

If a transport is destroyed while carrying troops, the unit survives but is shaken.

1. The opposing player places the surviving unit on the battlefield in base contact with the transport wreck before it is removed from play.
2. The infantry unit immediately receives a shaken token if it does not already have one.
3. Multi-base transports require the loss of all unit bases to be destroyed. The loss of a single base does not affect embarked units.

UNIT CLASSIFICATIONS

Each unit has a primary type and movement subtype. These designations determine terrain interaction and other special effects.

PRIMARY TYPES

INFANTRY

Represents foot soldiers and emplaced weapons. Infantry units may occupy cover and use the dig-in action. These units may also enter structural terrain.

VEHICLE

Represents armored machines and other cavalry forces. Units of this type do not benefit from cover.

MOVEMENT SUB-TYPES

AERIAL

Represents aircraft and flying craft. Ignores all terrain movement penalties. Sees over all terrain and never blocks line of sight for other units. Gains the cover bonus at all times due to evasion and altitude. Cannot contest or control objective markers or engage in close combat.

HOVER / WALKER

Represents units with mechanized legs or anti-gravity propulsion. Ignores difficult terrain movement penalties.

GROUND

Represents foot, wheeled or tracked units. Subject to all normal difficult terrain movement penalties

ARMY BUILDING STEPS

Normal matches require players to construct custom armies. Use the official army builder at <https://www.regiment.info/builder> to create your list following these steps:

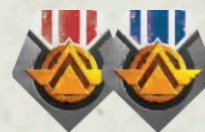
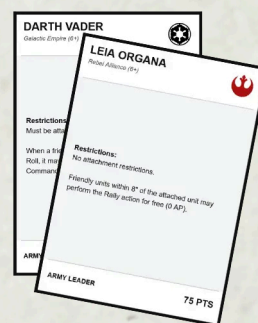
1. **Agree on a point limit.** Set a total point value for the match. Standard matches use 1000 points. Smaller matches use 500 points. Larger scale games may use even more points.
2. **Select a faction.** Choose one faction for your entire army. You may only use units, leaders, and support cards from that faction. Cross-faction combinations are prohibited.
3. **Allocate points to units.** Spend your point total on units from your chosen faction. Every unit must begin the match with the base count shown on its profile. You must adhere to faction quota limits, which restrict the percentage of your total points that may be spent on specific units.
4. **Assign an army leader.** Each army must include exactly one leader. Leaders do not count as separate units. Add the leader's cost to your total point expenditure. Assign the leader to an eligible unit during initial game setup.
5. **Select support cards.** Choose off-table support cards. Your support cards may not exceed 15% of your point limit. You may select one card per 250

points (e.g., maximum four cards for a 1000-point match). Some cards may be faction-specific.

6. **Prepare a mission deck.** Select exactly three mission cards. You must include one card from the aggressive category, one from the defensive category, and one from the maneuver category.
7. **Determine your bid.** Calculate the total cost of all units, your leader, and your support cards. Any unspent points become your bid. After placing terrain, both players reveal their army point totals. The player with the lower bid chooses to be the red or blue player which impacts the mission selection.
8. **Export your army list.** If using the official army builder you have various export options, including the list itself, code for the virtual tabletop mod, and a paper printable version for easy game reference.

ARMY LEADERS

Leaders provide specialized abilities to your army. Leaders are not independent units and cannot activate alone. Assign a leader to a host unit during army construction and table setup.



ASSIGNING A LEADER

You pick a leader when you build your army and assign them to a unit when you set up the game.

1. **Designate a host unit.** Select one unit from your army to receive the leader. Verify the leader's assignment restrictions by checking the leader card. Some leaders may only join specific units or types.
2. **Place the leader.** Position the leader token or miniature adjacent to the assigned unit. The leader becomes permanently attached to that unit for the entire duration of the match.
3. **Maintain proximity.** Move the leader alongside the host unit whenever it advances. The leader must remain adjacent to the unit at all times.

LEADER RULES

- Leaders do not draw initiative tokens nor do they perform actions. They are simply a part of their host unit.
- Enemy players cannot target leaders separately with

- Aura rules affect all friendly units within a specified distance, including the host unit. Measure the radius from any base in the leader's unit. Friendly units within this range receive the ability.

LOSING A LEADER

- Leaders remain on the table as long as their host unit survives.
- If the host unit is destroyed and removed from the battlefield, also remove the attached leader.
-
- Upon removal, all leader abilities and aura bonuses cease to function permanently.

SUPPORT CARDS

Support cards provide off-table assistance. These powerful one-time effects resolve during your turn. Once used successfully, set the card aside. Select support cards during army construction. Some cards may be faction-specific.

Select one support card for every 250 points in your army. The total cost of all selected cards cannot exceed 15% of your army point limit.



ACTIVATING SUPPORT CARDS

A unit must use a special action (1 action point) to activate a support card.

1. **Select a card and designate a target.** Choose a card from your hand and identify a spot or unit on the battlefield.
2. **Verify line of sight.** Your unit must have clear vision of the target unless the card specifies otherwise.
3. **Roll for success.** Roll two six-sided dice. The total must meet or exceed the success value printed on the card. You may spend tactical point to influence the roll result.
4. **Resolve the effect.** On success, execute the card's instructions and then discard it. On failure, return the card to your hand. You may attempt to activate the same card later.

TEMPLATE SHAPES

- **Single Unit** effects target a single unit.
- **Point** effects target anything underneath one standard playing card or a 3.5-inch by 2.5-inch template.
- **Double Long** effects target anything underneath two playing cards placed end-to-end or a 7-inch by 2.5-inch template.
- **Double Wide** effects target anything underneath two playing cards placed side-by-side or a 5-inch by 3.5-inch template.
- **X" Radius** effects cover anything within a X-inch radius of a central point.
- **Off-Board** effects something off the battlefield.

PLACING TEMPLATES

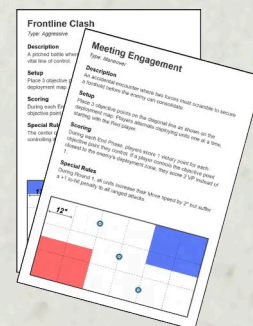
1. **Designate placement.** Choose a spot on the battlefield or an enemy unit within line of sight.
2. **Center the template.** Place the center of the template directly over the designated spot.
3. **Determine affected units.** Any base partially or fully covered by the template suffers the card's effect.

TIMING AND RESTRICTIONS

- Support cards can only be activated successfully once, afterwards they are discarded.
- You may attempt to activate one or more support cards multiple times per round, provided you have units available to spend the required action point on a special action.
- Support card activations occurs immediately after using a special action and passing the availability roll during the designated unit's turn.
- The activating unit retains its remaining action point for other simple actions. A unit may not perform more than one special action per turn.

MISSION CARDS

Players define match objectives and battlefield setup through a structured mission selection process.



MISSION DECK

Construct your mission deck during army building. Select exactly three cards, ensuring one card comes from each category:

- Aggressive missions require fast-paced engagements focused on attacking and contesting objectives.
- Defensive operations focus on holding territory and securing points.
- Maneuver tactics demand rapid relocation and objective capture.

Keep your mission cards hidden until after you have finished placing terrain and assigning player colors.

SELECTION PROCESS

1. **Compare army points.** After the battlefield terrain has been placed, players compare total army point costs. The player with the lower cost chooses to be either the red or blue player.
2. **Reveal decks.** The blue player presents their three mission cards to the red player.
3. **Select the mission.** The red player chooses one card from the blue player's deck. This card determines the match rules. Set aside all other mission cards.

DEPLOYMENT MAPS

Each mission card includes a deployment layout and setup instructions:

- Deployment zones designate areas where red and blue player armies place their units at the start of the match.
- Objective markers indicate exact locations for placing capture points on the battlefield.
- Scenario deployment maps may have specific terrain piece placements.

Follow the selected mission card's instructions to prepare the table and begin the match.

GAME SETUP

Table dimensions ensure consistent movement and range mechanics across all match sizes. Table dimensions scale to army point values:

- **Standard** or larger (1000+ points): 6 foot by 3 foot playing surface.
- **Skirmish** (500 or fewer points): 3 foot by 3 foot playing surface.

SETUP CHECKLIST

Follow these steps to prepare the battlefield:

1. **Construct army lists.** Use the official builder to select units within the agreed point limit.
2. **Place terrain.** Players alternate placing terrain pieces according to established spacing rules.
3. **Assign player colors.** Compare total army point costs. The player with the lower total selects red or blue.
4. **Select the mission.** The blue player reveals their mission deck. The red player selects one card to define the match.
5. **Assign leaders.** Both players designate eligible units and place leader tokens adjacent to them.
6. **Deploy units.** Follow the mission card map to position objective markers and place units within their designated deployment zones.

PLACING TERRAIN

Prepare the battlefield by positioning terrain to create cover, restrict lines of sight, and define movement paths. If the table is pre-built, skip to deployment. Otherwise, construct the layout using the following rapid-placement procedure.

1. ESTABLISH THE TERRAIN POOL

Gather all terrain pieces for the match. Aim to cover approximately 25% of the total table surface. Separate the pieces into two equal groups by category to ensure symmetrical tactical opportunities. The pool must contain a balanced distribution of the various terrain types.

Verify that both players receive an identical number and type of pieces before placement begins.

2. ROLL FOR PLACEMENT PRIORITY

Both players roll one six-sided die simultaneously. The player with the higher result chooses whether they will place first or second. In case of a tie, the players rolls again until a winner is determined.

3. ALTERNATING PLACEMENT

The designated first player places one terrain piece from their pool anywhere on the table. Players alternate turns, placing exactly one piece per round until both pools are empty. Maintain a minimum 4 inch gap between all terrain pieces to allow vehicle bases to pass through. Measure spacing from the outer edge of one terrain boundary to the outer edge of another. Players may place identical terrain features directly adjacent to each other to form a large continuous zone. Position cover and obstacles strategically. You do not know your final red or blue assignment until the mission is selected. Dominant cover, elevated ground, or narrow chokepoints may benefit or hinder your forces depending on your play side.

4. VERIFY AND LOCK LAYOUT

Once all pieces are placed, step back to view the complete table. Ensure no terrain violates the 4 inch spacing rule and that deployment zones remain clear. Confirm the layout with your opponent. The battlefield is now set. Proceed to the step 3 and assign player colors.

BASING YOUR UNITS

Use the base as your primary mechanical reference. The base is the physical platform supporting your miniatures and dictates all unit measurements. Miniature figures are purely cosmetic and do not affect gameplay.

- **Standard Infantry:** Placed on a 30x30mm square base. Standard squads typically mount three to six miniatures per base, according to player preference.
- **Light Vehicles and Cavalry:** Placed on 30x30mm or 40x40mm square bases. Vehicles that have a longer profile can be mounted on 25x50mm rectangular bases. Miniature count varies based on model dimensions, typically mounting only one to two models per base.
- **Heavy Vehicles and Artillery:** Placed on 40x40mm or 60x60mm square bases. Mount only one miniature per base.
- **Massive Vehicles and Titans:** Placed on 50x75mm rectangular or 60x60mm square bases. Mount only one miniature per base.

COMMUNITY RESOURCES

REGIMENT is an evolving project with an active player base. Access rules, tools, and community support at the official site:

<https://regiment.info/>

WEB TOOLS

Access specialized applications to prepare your army for the table.

ARMY BUILDER

Access the official list builder to construct your customized army list. Select units, leaders, missions and support cards. The application automatically calculates costs, unit quota limits and enforces list building rules.

<https://regiment.info/builder>

WIKI REFERENCE

Reference digital definitions for all rules, keywords, factions and unit profiles. Provides additional advice and recommendations for play.

<https://regiment.info/wiki>

FREQUENTLY ASKED QUESTIONS

Review official clarifications for common questions regarding game mechanics and project development.

<https://regiment.info/faq>

VENDOR DIRECTORY

Locate free and paid miniature and component suppliers. The hub provides direct links to recommended vendors.

<https://regiment.info/vendor-list>

TABLETOP SIMULATOR

Play REGIMENT digitally using Tabletop Simulator. The official mod enables online matches with streamlined setup and automated mechanics.

Download the mod from the link below. Ownership of Tabletop Simulator is required to play the mod.

<https://regiment.info/tts-mod>

JOIN THE COMMUNITY

Connect with other players, share progress, and assist with development.

DISCORD

Participate in real-time discussions, find matches on Tabletop Simulator, and communicate directly with the development team.

<https://regiment.info/discord>

OFFICIAL FORUM

Contribute to extended rules discussions and submit detailed playtest reports.

<https://regiment.info/forum>

REDDIT

Share painted army displays and discuss tactical strategies.

<https://regiment.info/reddit>

FACEBOOK

Receive official announcements regarding major updates and project milestones.

<https://regiment.info/facebook>

GLOSSARY

NOTICE:

I am working to improve the glossary and its verbiage so it isn't just a copy and paste from the learn to play section. Expect this to be improved and made more comprehensive in future versions.

ACTIONS

Each unit begins its activation with 2 action points. Units possessing a shaken token must first resolve a morale check. A successful check grants 2 action points; a failed check grants 1 action point for that activation. Action points must be spent immediately and cannot be saved, pooled, or transferred between units.

Actions are categorized as either simple actions or complex actions. A unit cannot perform the same action type more than once per activation. Units with the shaken status are prohibited from performing any complex actions. Action points are expended immediately upon completion of the action and cannot be saved or transferred between units.

SIMPLE ACTIONS (1 AP):

- **Move:** Each base in the unit advances up to its move value. Bases may pivot freely around its central axis during movement without consuming distance. All bases must end movement within 1" of at least one other base in the same unit to maintain cohesion.
- **Shoot:** The unit targets one visible enemy unit within weapon range and resolves the ranged attack sequence.
- **Rally:** The unit removes all shaken tokens and recovers from shaken status.
- **Special:** The unit activates a support card, forcefully disembarks units from a transport vehicle, or interacts with mission objectives as specified by the active mission card.

COMPLEX ACTIONS (2 AP):

- **Dash:** The unit performs two separate move actions in sequence. The unit receives a dash token and incurs a hit modifier when targeted.
- **Charge:** The unit advances until at least one base physically touches an enemy base that was within line of sight prior to the movement. The unit initiates close combat and gains +1 to its melee attack dice value for this engagement. If the charging unit is infantry, it gains the Anti-Armor keyword for this melee attack.
- **Standby:** The unit remains stationary and receives a standby token. The token can be spent to perform a simple action later in the turn after another unit performs any action. The token is removed if the unit performs an action, suffers an attack, or at the start of the unit's next activation.

- **Volley Fire:** The unit remains stationary and gains +1 to its ranged attack dice value for this ranged attack.
- **Dig-In:** Available only to infantry units. The unit remains stationary and receives a dug-in token, which grants the unit cover and adds +1 to the unit's save value. The token is removed immediately if the unit moves.

ACTIVATION

Activation defines the procedural sequence by which a single unit resolves its turn during the activation phase. When an initiative token matching a player's color is drawn in the activation queue, that player must nominate one of their unactivated units. Upon nomination, the unit receives 2 action points unless it holds a shaken token, in which case it must perform a morale check using 2d6 to determine its action point allocation. These action points are then expended to resolve selected actions.

- A unit must complete all selected actions before its activation sequence concludes.
- Once actions are resolved or the player chooses to end the sequence, the corresponding initiative token is placed beside the unit to mark its activated status.
- A unit marked with an initiative token cannot be nominated again until the next round.
- Any unspent action points are immediately lost at the conclusion of the activation.

ACTIVATION PHASE

The activation phase determines unit turn order and action resolution through sequential initiative token batch draws from the initiative pool and ordering into an activation queue. Players follow these steps until the initiative pool is empty:

1. **Draw the Queue:** Draw three initiative tokens from the shared pool to form the activation queue.
2. **Trio Check:** If all three tokens match in color, the inactive player may force a complete redraw. Return the tokens to the pool, shuffle, and draw a new batch that must be accepted.
3. **Order the Tokens:** If the batch contains mixed colors, the player with the fewest tokens becomes the minority player. The minority player determines the exact order in which all three tokens resolve.
4. **Activate Units:** Resolve the tokens in sequence. When a token matches your color, select one of your unactivated units. Each unit begins its activation with 2 action points. Units possessing a shaken token must first resolve a morale check. A successful check grants 2 action points; a failed check grants 1 action point for that activation. Action points must be spent immediately and cannot be saved, pooled, or transferred between units.

5. **Draw the Next Batch:** After resolving all three tokens, draw a new batch of three. The minority player orders them, and the cycle repeats until the initiative pool is empty. If the pool contains fewer than three tokens, draw the remaining tokens as the final batch for that round.

ANTI-AIR (KEYWORD)

Attacks ignore Cover. If an attack inflicts 1 or more wound on an Aerial type unit, it gains a Shaken token if it does not already have one.

Attacks with this keyword bypass the cover modifier for all targets. This keyword represents anti-aircraft armament specifically engineered to defeat aircraft units by negating their inherent evasion and altitude-based defensive advantages.

When an attack with this keyword inflicts one or more wounds on a target with the aerial sub-type, the target immediately receives a shaken token if it does not already possess one. The shaken status effect applies exclusively to aerial units, while the cover bypass applies universally.

- Does anti-air ignore cover for non-aerial units?
 - Yes. All attacks from a unit with this keyword ignore the cover modifier. However, the shaken token effect only applies when targeting units with the aerial sub-type.

ANTI-ARMOR (KEYWORD)

Attacks ignore Armor X.

Attacks with this keyword bypass the automatic save modifier provided by the Armor X keyword. This keyword is designed to defeat high-value targets by removing their innate defensive value before standard save dice are rolled.

- Does Anti-Armor negate the Shields X keyword?
 - No. Anti-Armor bypasses automatic saves from Armor X, but the defender may still use Shields X to re-roll any failed save dice.

AREA TERRAIN

Area terrain provides the cover modifier to units and blocks line of sight to targets on the opposite side of the terrain footprint. A unit receives the cover modifier only when every base in the unit is positioned at least 50% inside the terrain boundary. If any base is positioned less than 50% inside the boundary, the unit receives no cover bonus.

Line of sight is measured by tracing a straight line from any point on the attacking base to any point on the target base. A trace passing entirely through an area terrain piece blocks line of sight to targets positioned on the opposite side of the terrain footprint. Units may measure line of sight into or out of the terrain boundary to nominate valid targets.

When opposing army units are positioned within the same area terrain boundary, both still receive the cover modifier against attacks made directly between them.

ARMOR X (KEYWORD)

**Automatically save X hits per attack.
Ignored by Anti-Armor.**

Attacks automatically negate X hits before defense dice are rolled. This keyword provides a baseline of guaranteed defense by removing successful hits equal to the Armor X value. Only hits exceeding this threshold require standard save dice.

If an attacking unit possesses the Anti-Armor keyword, the Armor X ability is completely bypassed and provides no automatic saves.

- If a unit has Armor 2 and is hit by exactly 2 hits, does it roll any defense dice?
 - No. The hits are negated during the hit allocation. Since zero hits remain to resolve, the save roll is skipped entirely.

ARMY

An army represents the complete collection of units and assets fielded by a single player during a match. The total point value of all components, including leaders and support cards, must not exceed the agreed points cap.

ARMY BUILDING

Army building is the standardized procedure for constructing a legal army. The process begins by establishing a points cap, which defines the maximum cumulative point cost for all units, leaders, and support cards in the army list. Standard matches utilize a 1000-point cap.

After establishing the points cap, each player selects a single faction. All units and assets must be drawn exclusively from that faction roster. Cross-faction combinations are prohibited. Faction rosters define unit quotas, expressed as minimum and maximum percentages of the points cap. Quotas are calculated against the initial agreed points cap regardless of final spending totals.

Each army must include exactly one leader. Leaders are added as attachments to valid parent units as specified on the leader profile. The leader's point cost is added to the army list total. A player may not include more than one leader in their army.

Support cards represent off-table assets and are restricted during construction.

- **Support Point Limit:** The total point cost of all selected support cards cannot exceed 15% of the points cap.
- **Support Quantity Limit:** A player may select a maximum of one support card for every 250 points of the points cap (e.g., four cards for a 1000-point match).

Each player must select exactly three mission cards, choosing one from each category: aggressive, defensive, and maneuver. These cards remain concealed until player colors are finalized.

During setup, players reveal their total spent points to determine the strategic bid. The player with the lower total wins the strategic bid. In the event of a tie, the winner is

determined by a randomized method. The winner chooses to play as either the red or blue player.

Player color assignment dictates the following responsibilities:

- **Blue Player:** Provides their mission deck for the match.
- **Red Player:** Selects one mission card from the blue player's deck to serve as the match objective.

Unspent points from the points cap constitute the bid value and provide no additional mechanical benefits.

An army list is legal only when it satisfies all points cap restrictions, unit quotas, leader requirements, and support card limitations. The faction command value and starting tactical point pool are determined by the chosen faction roster and remain fixed for the duration of the match.

ARMY LEADER

An army leader is a specialized attachment required for every army. Exactly one army leader must be included in each army list during construction. Leaders are not standalone units and cannot activate independently. During the deployment phase, a player must assign the leader to a valid host unit or unit type as specified on the leader profile. If deployment concludes without a host assignment, the leader is immediately removed from play for the remainder of the match.

Leaders are represented by a miniature or token and must remain adjacent to their host unit throughout the match. They do not draw initiative tokens, perform actions, or generate attack dice. Leaders cannot be targeted separately during ranged or close combat resolution. If the parent unit is destroyed, the attached leader is also removed from the battlefield.

Each army leader provides two distinct abilities defined on their profile. The tactical ability can modify conditions for the host unit and nearby friendly forces within its specified radius. The command ability affects a larger area of the battlefield or the entire army. Refer to the specific leader's abilities printed on their cards or in the codex for more information.

ATTACK

Attack resolution is the standardized sequence for resolving offensive engagements during ranged or close combat. This process governs target validation, attack pool generation, damage mitigation, and casualty removal. The core logic applies universally unless specified otherwise by specific combat rules.

TARGET VALIDATION

- The attacker must verify line of sight to the target unit. For ranged attacks, measurement is taken from one point of the attacker's base to any point of the target base. Melee attacks require physical base contact established by a Charge action.
- All attacks must originate from the front firing arc unless a

keyword (such as Omnipresent) allows otherwise.

- The target must be within weapon range for ranged attacks. Melee attacks automatically satisfy range requirements upon successful charge movement.

ATTACK POOL GENERATION

- Identify the relevant attack dice value stat from the unit profile (ranged attack or melee attack).
- Multiply the relevant attack dice value by the total quantity of remaining bases in the unit.
- Add any additional dice provided by unit keywords or status effects, such as the charge action bonus or the volley fire action bonus.
- The final total represents the quantity of six-sided dice gathered for the attack pool to roll.

HIT RESOLUTION

- The baseline requirement to score a hit is a roll of 4 or higher.
- Environmental and mechanical factors including range bands, cover, and flanking conditions modify the success threshold value itself, not the individual die results.
- The modified success threshold cannot be reduced below a 2+ or increased above a 6+. A roll of 6 always succeeds regardless of modifiers.
- Roll all dice in the attack pool and count results meeting or exceeding the threshold as successful hits.

COURAGE CHECK

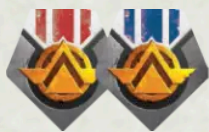
- Immediately after the hit resolution, compare the total number of successful hits to the target unit's courage stat.
- If the hits equal or exceed the courage value, the target unit immediately receives a shaken token (if it does not already possess one). A unit is restricted to a maximum of one shaken token at any time.
- During close combat, both units perform this check simultaneously before resolving defensive saves.

DEFENSIVE SAVES

- The defender gathers one six-sided die for every successful hit scored by the attacker and rolls for saves.
- Each die result meeting or exceeding the unit's save stat negates one hit.
- Any hits not negated by the save roll are categorized as wounds and proceed to casualty removal.

WOUND ASSIGNMENT

- Wounds are applied to the target unit and tracked using wound tokens to determine unit health and base removal. For every wound stat value accumulated, one physical base is removed from the battlefield.



- Excess wounds persist on the unit and apply to the next instance of damage.
- The defending player chooses which specific bases to remove, provided the selection maintains unit cohesion.
- If casualty removal makes cohesion mathematically impossible to maintain, the unit immediately receives a shaken token. The owning player must push the isolated bases the minimum distance required to restore cohesion. This adjustment does not count as a move action and does not trigger standby effects.

UNIT DESTRUCTION AND CLEANUP

- A unit is destroyed when its final base is removed from the battlefield.
- Residual wounds that do not result in base removal persist and are tracked for subsequent damage instances until the unit is repaired or destroyed.
- Upon destruction, the unit and all assigned markers including shaken tokens, dash tokens, and activated tokens are removed.
- If the unit has not yet activated during the current round, its corresponding faction initiative token is removed from the initiative pool. If the unit has already activated, the initiative token attached to it is removed along with the unit.

BARRIER (KEYWORD)

All friendly units, including vehicles, within 6" of this unit gain Cover. This Cover benefit is negated if an enemy attack originates from within 6" of the unit with Barrier.

All friendly units within a radius of 6 inches from this unit receive the cover modifier. This keyword overrides standard vehicle restrictions to grant defensive positioning benefits to allied forces.

The radius is measured from any point on the keyword-bearing unit's base to any point on the qualifying friendly unit's base. The cover modifier applies as long as the friendly unit falls within this designated radius. The benefit is immediately revoked if an enemy unit is positioned within the same 6-inch radius and targets that friendly unit. Attacks originating from outside the radius do not negate the cover bonus.

- *If an enemy unit is within 6 inches of the keyword-bearing unit and attacks a friendly unit, does that friendly unit still have cover?*
 - No. The cover modifier is revoked if the attack originates from within the barrier's radius.
- *If an enemy unit is outside the barrier's radius and attacks a friendly unit, does that friendly unit still have cover?*
 - Yes. Attacks originating from outside the radius do not negate the cover bonus.

BASE

The base is the physical platform supporting miniatures and serves as the absolute mechanical authority for all unit interactions. Miniature figures are purely cosmetic and do not influence gameplay mechanics.

- All distance measurements, including movement and range, are taken from the outer edges of bases.
- Line of sight is traced from any point along the perimeter or corners of the attacking base to any point on the target base.
- Each base designates one edge as front-facing to establish firing arcs and flanking conditions.
- Bases may never overlap or stack. Standard base sizes are enforced to maintain consistent gameplay.
- Movement and positioning adjustments are calculated from the base footprint, regardless of miniature height or pose.
- During attacks, a single base is designated as the target. The mechanical effects of that target base (including cover status) apply to the entire unit.

BASE CONTACT

Base contact is the state where the physical perimeter of one unit base is touching the perimeter of another unit base. This condition is the mandatory prerequisite for initiating a melee engagement or embarking/disembarking a transport unit.

- Base contact is only permitted during close combat resolution or transport embarkation and disembarkation sequences.
- Units may never end movement overlapping or stacked on another base. Contact must remain strictly perimeter-to-perimeter.
- Establishing base contact triggers close combat mechanics or transport deployment rules as specified by the active action or keyword.

BLAST (KEYWORD)

Attacks ignore Cover. If an attack inflicts 1 or more wounds, the attacker moves the target unit 2" in a straight line without pivoting. If a unit is moved, it discards any Dug-In or Standby tokens attached to it.

Attacks with this keyword bypass the cover modifier and force physical displacement upon inflicting damage. This keyword represents high-explosive or area-saturation weapons capable of physically pushing targets away.

The cover bypass applies to all target types, including units with the aerial sub-type. When an attack with this keyword inflicts one or more wounds, the target unit may be moved two inches by the attacker. The movement is executed in a straight line without pivoting for all bases. Any dug-in or standby tokens attached to the affected unit are immediately discarded when the displacement occurs.

- Does Blast affect friendly units if they are caught under a template?

- Yes. Unless a support card or mission rule explicitly states otherwise, blast resolves against all units positioned within its template footprint, regardless of faction allegiance.

BLOCKING TERRAIN

Blocking terrain represents solid environmental features that occupy a defined physical footprint on the battlefield. These features function as absolute barriers to unit movement and line of sight.

Units may never enter or end movement within the footprint of a blocking terrain piece. No portion of a unit base may overlap the terrain boundary during movement resolution. If a movement path is obstructed, the unit must adjust its trajectory to bypass the obstacle. Any movement resulting in base overlap or passage through the terrain boundary is invalid and cannot be resolved.

Blocking terrain completely obstructs line of sight. A trace cannot be drawn through the terrain boundary to nominate a target positioned on the opposite side. Line of sight is only established if a clear trace exists between unit bases without intersecting the terrain footprint.

BLUE PLAYER

The blue player is the participant who provides the mission deck for the match. This deck consists of three mission cards selected during army building and remains concealed until the mission selection phase.

CHARGE ACTION

Charge is a complex action that enables a unit to establish base contact with an enemy unit and initiate close combat. The target unit must have been within line of sight prior to moving to be a valid Charge. The charging unit advances up to its maximum move distance to establish base contact, at which point close combat resolution begins. The charge action provides a +1 bonus to the unit's melee attack dice value for the duration of the melee attack.

Units with the shaken status are prohibited from declaring the charge action. When an infantry unit resolves the charge action, it gains the Anti-Armor keyword for the subsequent melee attack. The action requires the expenditure of two action points.

CLONE (KEYWORD)

When this unit would become Shaken, roll 1d6. On a result of 5+, the effect is negated.

A unit with this keyword rolls one six-sided die whenever an effect would apply a shaken token. A result of 5 or higher negates the shaken status. This keyword represents genetic and mental conditioning that overrides standard morale failure. The roll occurs each time a shaken token would be assigned, including accumulated combat hits and suppression

effects from support cards. Only one clone roll is permitted per triggering effect. The result is resolved immediately before the token is placed on the unit.

- Can a tactical point be spent to guarantee a successful clone roll?

- Yes. A tactical point may be used to alter a die result to a 6, ensuring the clone roll succeeds.

CLOSE COMBAT

Close combat is the procedure for resolving engagements between units that have established physical base contact. Engagements begin exclusively through the Charge action. The target unit must have been within line of sight prior to the attacker's movement to be a valid target. Aerial units may not be targeted for close combat.

1. INITIATION AND BASE CONTACT

- After declaring a charge action, move the unit until at least one base physically touches an enemy base.
- Reposition remaining attacker and defender bases to maximize contact while maintaining unit cohesion.
- Once base contact is established, both units are categorized as engaged in close combat.

2. ATTACK GENERATION

- Determine the melee attack stat value from the unit profile (the second or right side value in the attack stat).
- Multiply the melee attack stat by the total quantity of surviving bases in the unit to calculate the attack pool.
- Infantry units utilizing the charge action gain the Anti-Armor keyword for this melee engagement.

3. HIT RESOLUTION AND COURAGE CHECK

- Roll the attack pools simultaneously against a baseline hit requirement of 4+. Apply all modifiers simultaneously. A roll of 6 always succeeds.
- Modifiers include: +1 for units in cover; -1 if the attacker is flanking the target or if the target holds a dash token.
- Add +1 to the hit requirement if the targeted base is in cover. (Same 50% threshold as ranged attacks. Units with a Dug-In token always receive cover.)
- Immediately after rolling, compare total successful hits to the target unit's courage stat.
- If hits equal or exceed the courage value, the target unit immediately receives a shaken token. Simultaneous resolution allows both units to potentially become shaken during the same exchange.

4. DEFENSIVE SAVES

- Each unit rolls one save die per hit scored against it.
- Spend tactical points to alter die faces to a 6 if available.

- Results meeting or exceeding the unit's save stat negate one hit. Unsaved hits are recorded as wounds.

5. OUTCOME DETERMINATION

- Compare total wounds incurred by both units.
- The unit with fewer wounds is designated the winner.
 - **Winner:** Remains in place and maintains current facing.
- The unit with more wounds is designated the loser.
 - **Loser:** Retreats half its move value directly away from the winner. Rotate all bases to face directly away from the winner. If the unit was flanked, move toward the nearest table edge instead. Units with a move value of zero are automatically destroyed.
- If wounds are equal, the result is a tie.
 - **Tie:** The attacker is pushed back exactly one inch. Both units maintain their current facing. No retreat occurs.

6. CASUALTY REMOVAL

- Apply wounds to both units. When accumulated wounds equal the unit's wound value, remove one base and clear wound tokens equal to the wound value. When excess wounds carry over, they apply to the next base in the unit. If the unit has no remaining bases, it is destroyed.

Close combat concludes once all wounds are assigned and required movements are finalized. Units are prohibited from ending a close combat in base contact. Initiative tokens for destroyed units are handled according to standard destruction rules.

COHESION

Cohesion defines the mandatory proximity requirement between bases within a single unit. Every base in a unit must maintain a distance of 1 inch or less from at least one other base belonging to that same unit at all times.

- Cohesion is enforced during all movement effects and casualty removal sequences.
- If any base in a unit exceeds this distance limit, the unit immediately receives a shaken token. The owning player must execute the minimum required move to restore cohesion. This adjustment does not count as a standard move action.
- Bases may never overlap or stack when restoring cohesion.

COURAGE

Courage is a numerical attribute on the unit profile that establishes the threshold for sustaining shaken status. This stat is evaluated during attack resolution.

- Immediately after the attacker rolls the attack pool, compare the total quantity of successful hits to the target

unit's courage stat.

- If the quantity of hits meets or exceeds the courage stat, the target unit immediately receives a shaken token.
- The courage check resolves prior to defensive save rolls and remains unaffected by subsequent damage mitigation or cover modifiers.
- A unit is restricted to a maximum of one shaken token regardless of the quantity of successful hits sustained.

COVER

Cover is a defensive modifier that reduces an attacker's chance to hit. Whether a unit receives cover is determined by the specific base you designate as your target:

- **Target-Base Determination:** When you declare a ranged or melee attack, you designate a single visible enemy base as the target. The attack resolves against the entire unit, but the cover status of that exact base dictates whether the unit receives the cover bonus.
- **Cover Threshold:** A base is considered in cover when at least 50% of its footprint overlaps cover granting terrain. If the targeted base meets this threshold, the enemy unit receives the +1 hit roll penalty. If it does not, the unit receives no cover.
- **Exceptions:** Units with the Aerial sub-type or those holding a Dug-In token always receive the cover bonus, regardless of terrain or targeting choice.
- **Targeting Constraints:** You may only designate bases you have line of sight to, and ranged targets must fall within your unit's front firing arc. This means defenders must keep their bases tightly aligned with terrain to ensure the visible base is protected, while attackers can exploit exposed flanks or fragmented formations to deny cover.

OFFENSIVE PENALTY

- Attackers targeting a unit with the cover status suffer a target modifier to the success threshold during the roll to hit stage.
- The hit requirement is increased by one (e.g., a baseline 4+ becomes a 5+).
- This modifier is subject to the universal success threshold cap of 6+.

UNIT TYPE RESTRICTIONS

- Infantry units are eligible to receive the offensive penalties and defensive bonuses provided by environmental cover.
- Vehicle units are ineligible to receive the benefits of environmental cover regardless of their physical position, unless overridden by a separate effect.
- Aerial units override standard unit type restrictions and retain the cover status at all times.

DAINGEROUS TERRAIN

Dangerous terrain represents lethal environmental hazards that occupy a fixed footprint on the battlefield. Dangerous terrain threatens unit integrity and requires hazard checks upon traversal. A hazard check triggers immediately when any portion of a unit base enters or crosses the boundary of a dangerous terrain feature. The active player rolls one six-sided die to resolve the check.

- A result of 1 or 2 inflicts 1d3 wounds on the unit. These wounds are applied immediately and cannot be negated by save rolls or defensive keywords.
 - Roll 1d6 and half the result, rounding up.
- Tactical points **cannot** be spent to modify these rolls.
- If the hazard check inflicts at least one wound, the unit immediately receives a shaken token (if it doesn't have one).

Units possessing the unhindered keyword or the aerial sub-type are immune to dangerous terrain hazards. These units bypass hazard checks and traverse the terrain without suffering penalties.

DASH ACTION

Dash is a complex action that enables a unit to move up to twice its move stat across two separate increments. Each increment may cover a maximum distance equal to the unit's move stat and are considered as two separate move actions for mechanic purposes. The dash action begins with the immediate acquisition of a dash token.



The dash token imposes a -1 modifier to the hit requirement of any attack targeting the unit. This penalty applies immediately upon declaration and persists until the token is discarded. The dash token is removed after an attack targeting the unit is fully resolved or at the start of the unit's next activation.

DEPLOYMENT

Deployment constitutes round zero and is the procedural sequence for establishing an army within the play area. Deployment zone boundaries and unit placement sequences are defined by the selected mission card. If the mission card does not specify an order, players alternate placing one unit at a time, beginning with the blue player. The mission card text serves as the final authority regarding placement order and zone parameters.

- No portion of a unit base may overlap the deployment zone boundary, other unit bases, or the footprint of movement blocking terrain.
- Bases must be placed in legal cohesion, ensuring every base remains within 1 inch of at least one other base in the same unit.
- Players determine unit facing during placement, provided all bases remain entirely within the designated deployment zone.
- The deployment phase concludes once all units are placed

according to the established sequence, immediately preceding the first activation phase.

- Units may be deployed inside empty transports.

Army leaders must be assigned to eligible host units during deployment. If deployment concludes without a host assignment, the army leader is removed from play for the remainder of the match.

DEPRESSION TERRAIN

Depression terrain defines recessed environmental features such as trenches, craters, and gullies. These features provide a distinct defensive advantage without creating physical obstructions to visibility.

- Traces may be drawn across, into, or out of the terrain boundary without restriction, permitting units to maintain clear fire lanes while utilizing depth for protection.
- Line of sight resolution remains fully reciprocal for all units interacting with the terrain boundary.
- A unit receives the cover status when its bases are positioned 50% or more within the terrain boundary.

DESTROYED

A unit is categorized as destroyed when its final base is removed from the battlefield due to accumulated wounds. Upon destruction, the unit and all associated markers are immediately removed from play.

- Shaken tokens, dash tokens, and initiative tokens are discarded alongside the unit.
- If the destroyed unit has not yet resolved an activation during the current round, its corresponding faction initiative token is removed from the initiative pool.
- Residual wounds that did not result in base removal are tracked for subsequent damage instances until the unit is repaired or the match concludes.

DICE

REGIMENT utilizes standard six-sided dice to resolve all mechanical checks, morale checks, and attack resolutions. Success requirements are defined by a target threshold, where a roll meets the requirement if the numerical result equals or exceeds the specified value.

- When a three-sided die result is required, players roll one six-sided die and halve the outcome, rounding up to the nearest whole integer.
- Numerical outcomes may be modified through tactical point expenditure or the application of specific unit keywords as defined by active rules.

DIFFICULT TERRAIN

Difficult terrain defines environmental impediments that occupy a fixed footprint on the battlefield. These features do not obstruct line of sight or prohibit movement entirely, but impose numerical penalties that restrict traversal speed.

Movement through difficult terrain incurs a fixed distance reduction. Any unit base that enters or crosses the terrain boundary must subtract two inches from its maximum move stat. This penalty applies immediately upon boundary contact and is enforced during all movement effects, including standard move actions, dash resolution, and charge resolution.

When resolving a charge action that intersects difficult terrain, the unit must have sufficient adjusted movement allowance remaining to establish physical base contact with the target. If the modified distance is insufficient to reach the target, the unit terminates movement at its adjusted maximum.

- Units possessing the hover or walker sub-type, or those categorized as the aerial unit type, bypass ground-level movement penalties and traverse difficult terrain at their standard speed.
- Units possessing the unhindered keyword are exempt from the movement reduction associated with difficult terrain traversal.

DIG-IN ACTION

Dig-In is a complex action restricted to infantry units that enables the establishment of fortified defensive positions. The unit must remain entirely stationary during its activation; no move actions, dashes, or pivots may be resolved. Upon declaration, the unit receives a dug-in token to denote its entrenched status.



- While the dug-in token is active, the unit possesses the cover status regardless of terrain proximity. The unit's save stat is improved by one (e.g., a 4+ save resolves as a 3+).
- The token is discarded immediately if the unit moves, encompassing both voluntary movement and forced movement from environmental effects, keywords, or support cards.
- Vehicles and aerial units cannot declare Dig-In.

DROID (KEYWORD)

When this unit would become Shaken, it may choose to suffer 1 Wound to negate the status effect.

A droid unit may assign one wound to negate the application of a shaken token. This keyword represents unwavering mechanical soldiers that prioritize action economy and objective control over morale stability. The decision to assign the wound is entirely optional; the controlling player may accept the shaken token instead.

If the unit possesses only one wound remaining, assigning the wound to negate the shaken token immediately destroys the

unit.

- Does a droid unit have to take the wound to negate the shaken status?
 - No. The wound assignment is entirely optional. The player may choose to accept the shaken token instead.

ELEVATED TERRAIN

Elevated terrain defines environmental features such as hills, ridge lines, and plateaus that occupy a fixed footprint on the battlefield. These features function as vantage points and do not impose movement penalties or speed requirements for scaling. Navigating onto or across elevated terrain is resolved as a standard move action.

Units positioned on elevated terrain ignore line of sight obstructions caused by intervening units or terrain features at a lower elevation. This advantage permits line of sight to pass over blocking terrain that would normally obstruct visibility for ground units.

Line of sight interactions involving elevated terrain are governed by the following rules:

- Visibility is always reciprocal. If a unit on elevated terrain successfully traces a line of sight to a target, that target maintains clear line of sight back to the elevated unit for ranged attack resolution.
- Elevated terrain blocks line of sight between units positioned on opposite sides, provided neither unit is fully within the terrain boundary.
- Units may measure line of sight into, out of, or across the elevated terrain footprint without restriction.

EMBARK AND DISEMBARK

Embark and disembark mechanics govern the transfer of units to and from specialized assets possessing the transport keyword. Each transport unit has a maximum capacity of exactly one friendly infantry unit. While embarked, the unit is considered out of play and is prohibited from declaring shoot actions, utilizing support cards, or interacting with mechanical game elements until disembarkation is finalized.

EMBARKATION

- Units embark by resolving a move action that places at least one base in base contact with a friendly transport. The unit is immediately removed from the play area upon successful contact.
- Units may deploy inside an empty transport during the deployment phase of setup at the start of the match.
- If a unit begins its activation in base contact with an empty transport, it may expend one action point to finalize embarkation.

DISEMBARKATION

- Embarked units may disembark by resolving a move action during their activation. The unit is placed in base contact with the transport and then moves normally from that

position. Dash and charge actions cannot be used to disembark.

- A transport unit may expend a special action during its activation to forcefully deploy its cargo. All bases of the transported unit are placed touching the transport vehicle and must be arranged in legal cohesion.
- If a transport is destroyed while carrying a unit, the surviving unit is placed on the battlefield in base contact with the wreck. The placement is determined by the opposing player.

END PHASE

The end phase constitutes the mandatory sequence that concludes a round following the finalization of all unit activations. Players follow these steps to conclude the turn cycle:

1. **Check Victory Conditions:** Evaluate special mission victory conditions. If either player has 12 or more victory tokens or is the only player with units remaining, that player immediately wins the match.
2. **Award Victory Tokens:** Allocate victory tokens based on objective control and mission-specific criteria defined by the active mission card.
3. **Reset Initiative:** Collect all initiative tokens from the play area and return them to the shared pool.
4. **Clear Temporary Effects:** Remove or resolve temporary status markers and effects according to their specified duration protocols.
5. **Advance Round Counter:** Increment the round counter by one to initiate the subsequent turn cycle.

ENTRENCH (KEYWORD)

When this unit would use the Dig-In complex action, it costs 1 action point to use instead of 2 action points.

Units with this keyword reduce the action point cost of the dig-in action from two to one. This keyword represents specialized engineering training that enables rapid fortification of defensive positions. The cost reduction applies exclusively to the dig-in complex action and does not modify movement, combat, or status token rules.

- Does entrench allow the dig-in action when the unit is shaken?
 - No. The shaken status prohibits complex actions unless explicitly overridden by another rule. The action point reduction does not bypass this restriction.

FACTIONS

A faction defines the primary organizational framework for an army, establishing its tactical identity and governing specific mechanical constraints. Each faction is assigned a command value that reflects its leadership efficiency and communication capabilities.

The command value directly determines two starting

parameters for the engagement:

- The threshold for shaken morale checks during unit activation.
- The initial tactical point pool allocated to the commanding player at the start of the match.

Faction selection dictates the eligibility of unit classes, army leaders, and support cards during the army building process. Faction rosters are categorized as minor or major, with major factions typically providing broader unit selections and expanded resource pools.

FEARLESS (KEYWORD)

This unit automatically passes Morale Checks.

This keyword represents unwavering resolve and modifies the threshold required to sustain shaken status. When a Fearless unit is shaken and activates it always gets 2 actions points without needing to roll.

- Is a fearless unit remain immune to shaken status?
 - No. The keyword guarantees a passed morale check but does not negate the negative effects that are associated with the shaken status including no complex actions, or contesting objectives.

FIRING ARC

A firing arc defines the spatial boundary that determines whether a unit may legally nominate a target for ranged attacks or is susceptible to flanking conditions. For standard units, the firing arc is established by drawing a straight line across the front edge of the base. The area directly in front of this line constitutes the front arc, while the area behind constitutes the flanking arc.

Ranged attack resolution requires the attacker to establish line of sight to a base portion of the target unit that resides within the attacker's front arc. Targets positioned entirely behind the front arc plane are exempt from ranged engagement unless a specific rule overrides this restriction.

Firing arc boundaries are traced from the front corners or leading edge of the base footprint during the declare target stage of attack resolution. Unit orientation dictates valid targeting windows and vulnerability to flanking penalties. In close combat, firing arcs are abstracted for base contact purposes, though relative facing is still evaluated to determine flanking modifiers to the melee attack pool.

FLANKED

Flanked defines a tactical condition achieved when at least one base of an attacking unit is positioned partially within the rear 180-degree flanking arc of a target unit. This condition represents a structural vulnerability and modifies combat resolution by reducing the target's defensive efficiency.

- The flanked condition applies to the entire unit if any single base falls within the designated flanking arc.
- Units possessing the flanked status receive a target

modifier that reduces the hit requirement by one for both ranged and melee attacks. For example, a baseline 4+ hit requirement becomes a 3+.

- Flanking conditions are evaluated during the declare target stage of attack resolution and persist until the engagement concludes or the unit repositions.

FRIENDLY AND ENEMY

Friendly and enemy categorize unit affiliation relative to the active player during resolution. These classifications govern target eligibility, aura application, and movement interactions throughout the match.

- A friendly unit is defined as any force belonging to the player currently resolving an action or activation.
- An enemy unit is defined as any force belonging to the opposing player.
- These classifications remain static for the duration of the match and are used to validate all offensive, defensive, support, and terrain mechanics.

GREEN (KEYWORD)

This unit rolls 3d6 when making Morale Checks and must discard the highest die.

Green modifies the resolution of morale checks for units possessing the keyword. When resolving a morale check, the unit rolls three six-sided dice and discards the highest result. The remaining two dice are summed and compared to the faction command value.

This keyword represents fresh or poorly trained troops with lower innate resilience under combat stress. The modified dice pool reduces the statistical probability of passing morale checks, reflecting the unit's inexperience and susceptibility to combat fatigue.

IMPASSABLE TERRAIN

Impassable terrain represents physical environmental barriers that restrict ground unit maneuverability. All units, excluding aerial sub-types, are prohibited from entering, traversing, or concluding movement within the footprint of an impassable terrain piece.

Movement resulting in a unit base overlapping the terrain boundary is invalid and cannot be resolved.

- Units possessing the aerial sub-type are exempt and may traverse the airspace above or conclude movement on the terrain surface without penalty.
- Impassable terrain does not obstruct line of sight. Traces may be drawn through the boundary to nominate targets on the opposite side.

INDIRECT (KEYWORD)

This unit does not require Line of Sight to perform ranged attacks.

The indirect keyword allows units to select enemy targets for ranged attacks without requiring line of sight. This keyword represents high-angle artillery or mortar trajectories that bypass direct visibility requirements.

- *Does indirect fire remove range and cover modifiers during attack resolution?*
 - No. The keyword only waives the line of sight requirement. All other range bands, terrain cover, and keyword modifiers apply normally to the hit requirement.
- *Can indirect fire target units concealed within area or structural terrain?*
 - Yes. Units may be targeted without line of sight, but they still receive the cover modifier and associated defensive bonuses if positioned within terrain boundaries.

INITIATIVE TOKENS

Initiative tokens regulate unit activation sequencing through randomized selection from the initiative pool during the activation phase. When a token is drawn, the player matching its color nominates a friendly unit that has not yet activated. Eligible units must not possess an activated token or a previously assigned initiative token for the current round. The drawn token is placed adjacent to the selected unit base to signify the commencement of the activation cycle.



The initiative token remains on the battlefield as a status marker until the end phase. This placement categorizes the unit as exhausted and prohibits further nomination during the current turn sequence. The tracking system maintains chronological integrity and prevents procedural errors during complex maneuvers.

- If a unit is destroyed before resolving its activation, the owning player removes one matching initiative token from the initiative pool.
- If a unit is destroyed after completing its activation, the initiative token is also removed from the battlefield.
- During the end phase, all initiative tokens are recovered from the play area and returned to the initiative pool for the subsequent turn sequence.

ION (KEYWORD)

After resolving an attack where this unit inflicted 1+ Wounds on a Vehicle or Droid, the defender must pass a 1d6 Ion check. On a result of 1-3, the target immediately becomes Shaken.

Ion forces a shaken status check on specific target types following damage resolution. When a unit inflicts one or more

unsaved wounds on a target possessing the vehicle type or droid keyword, the target must immediately roll one six-sided die. A result of 1 to 3 assigns a shaken token to the target. The check resolves immediately after damage application and provides no additional effect if the target already possesses a shaken token.

- *Can the droid keyword be used to negate a failed ion check?*
 - Yes. The droid keyword applies to any effect that would assign a shaken token, allowing the controlling player to assign one wound instead.

KEYWORD

Keywords define specific mechanical properties assigned to unit profiles. These tags function as logic triggers for specialized rules, establish mandatory prerequisites for support cards and army leader abilities, and authorize specific special actions. A keyword may provide constant situational modifiers to unit statistics or establish exceptions to core movement and line of sight restrictions.

Numeric keywords include a numerical value appended to the keyword name (e.g., Armor 2, Shields 1). This value indicates the potency or frequency of the associated mechanical effect during resolution. If an effect adds a numeric keyword to a unit that already possesses it, the values stack. For example, a unit with Shields 1 that receives an additional Shields 1 effect would have a combined Shields 2 value.

LINE OF SIGHT

Line of sight defines the visibility requirement for nominating targets during ranged combat or support card resolution. Visibility is verified by drawing a straight trace from any point on the attacking unit's base to any point on the target unit's base. The base footprint is the absolute mechanical authority for this calculation; miniature physical attributes such as limbs, weapon barrels, or antennas are entirely ignored. A trace is blocked if it passes through the footprint of line of sight blocking terrain or the physical base of any other unit. Bases belonging to the same unit are transparent and never obstruct line of sight traces.

Line of sight interactions are governed by the following rules:

- Line of sight is measured to the specific base being designated as the attack target. If any portion of that base is visible, the unit may be targeted.
- Units occupying elevated terrain ignore line of sight obstructions caused by intervening units or terrain features at a lower elevation.
- Specific unit keywords establish exceptions to standard visibility logic. The towering keyword prevents line of sight from being blocked by standard obstructions. The indirect keyword allows units to nominate targets without establishing a valid line of sight.

MINIATURE

Miniatures represent the physical models affixed to unit bases for visual identification. All miniatures function exclusively as aesthetic elements and possess no inherent mechanical authority. The quantity of figures on a base, vertical height, and individual poses do not influence game mechanics.

MINIMUM MOVEMENT

Minimum movement defines the mandatory traversal requirement for units displaying dual values within their move stat. The secondary value establishes the minimum straight-line distance the unit must cover during its activation sequence. This requirement applies regardless of whether the unit declares a move action, dash action, or charge action.

If a unit's total movement during its activation is less than its minimum move value, it must execute a mandatory straight-line move at the end of its activation, regardless of whether or not it used a Move, Dash, or Charge action.

- No pivots may be resolved before, during, or after the mandatory movement.
- If any portion of the unit base is forced outside the play area boundary during this movement, the unit is immediately destroyed and removed from the match.

MISSION CARDS

Mission cards establish the foundational mechanical framework for every match. These components define the engagement geometry, objective placement, scoring mechanics, and victory criteria. A mission card dictates deployment boundaries and scoring triggers specific to the selected scenario.

MISSION SELECTION SEQUENCE

The mission selection sequence resolves during pre-game setup and follows a structured bidding protocol:

- Each player constructs a mission deck containing exactly three mission cards: one aggressive, one defensive, and one maneuver.
- Players reveal their total army point costs to determine the strategic bid. The player with the lower total wins the bid and chooses to play as the red or blue player. If bids are equal, the players roll a single d6; the higher roll wins the bid.
- The blue player reveals their mission deck to the opponent.
- The red player selects one mission card from the blue player's deck to serve as the active scenario for the match.

ANATOMY OF A MISSION CARD

Each mission card contains standardized technical modules that govern deployment, resolution and scoring:

- Header data provides the unique scenario identifier and category classification.

- The setup protocol establishes deployment zone boundaries and specifies objective token coordinates.
- Scoring mechanics define the procedural timing and requirements for acquiring victory tokens.
- Victory conditions specify end-state requirements based on round progression or token thresholds. If no custom condition is printed, the default victory condition applies: the player with the most victory tokens after round five wins. Ties are broken by comparing the total point costs of destroyed enemy units. A player automatically wins if they accumulate 12 or more victory tokens at any time, or if they are the only player with units remaining on the battlefield.
- Special rules establish mission-specific mechanical overrides that may alter the tactical point pool, apply situational keywords, or modify unit statistics.

MISSION CATEGORIES

Mission cards are categorized into three distinct classifications based on strategic objectives and play area geometry:

- Aggressive missions emphasize direct conflict by positioning objective tokens along the center-line to facilitate base contact.
- Defensive missions prioritize position fortification and reward forces for occupying specific tactical zones.
- Maneuver missions emphasize unit speed and repositioning, typically requiring forces to reach table edges or bypass enemy formations.

OBJECTIVE AND DEPLOYMENT PROTOCOL

Following mission selection, players finalize the play area and initiate deployment:

- Objective tokens are positioned according to the coordinates provided in the mission map diagram.
- Upon objective placement, the match environment transitions to a locked state. Players then initiate the deployment phase according to the mission card's setup instructions.

MODIFIERS

Modifiers are numerical adjustments that alter the volume of dice in a dice pool or the success threshold required for mechanical checks. All modifiers must be calculated and applied immediately prior to rolling dice during the relevant action sequence. Modifiers are categorized as either target modifiers or dice modifiers. Target Modifiers adjust the numerical result required on a die to achieve a success.

- Long range and the cover status impose a +1 penalty to the hit requirement, increasing the threshold.
- Flanking conditions and dash tokens impose a -1 bonus to the hit requirement, decreasing the threshold.
- Save rolls are subject to target modifiers that adjust the required save threshold. The dug-in token provides a -1

improvement to the save stat, lowering the required result.

Dice Modifiers adjust the total quantity of dice allocated for a specific resolution. This category encompasses effects that modify the size of an attack pool or alter individual die faces through mechanical abilities or tactical point expenditure.

MORALE CHECK

A morale check is a mandatory procedure performed at the start of a unit activation when that unit possesses a shaken token. The controlling player rolls two six-sided dice and sums the results.

- If the total equals or exceeds the faction command value, the unit passes the check and receives two action points for the current activation.
- If the total is less than the faction command value, the unit fails the check and receives one action point for the current activation.
- Action points are immediately available for expenditure during the current activation phase. Any unspent action points are lost when the activation concludes.

MOVE ACTION

A move action is a simple action that authorizes a unit to advance up to its move stat. The unit may pivot freely during movement without consuming distance, provided the action does not establish base contact with an enemy unit. If the unit intends to initiate close combat, it must follow the shortest possible path to the target while maintaining its starting orientation. Movement resolves according to the following parameters:

- The unit must maintain its initial facing throughout the traversal if moving to establish base contact.
- Pivots during a movement into contact are strictly limited to maximizing frontage against the target unit. Pivots may not be used to achieve a flanking condition.
- Movement terminates immediately when any portion of a unit base establishes contact with an enemy base, initiating a close combat engagement.
- A move action does not grant the attack pool modifiers or anti-armor keyword reserved for the charge action.

MOVEMENT

Movement defines the procedural adjustment of physical coordinates for a unit within the play area. The unit base functions as the absolute mechanical authority for all spatial measurements and interactions. The maximum traversal distance is determined by the move stat on the unit profile, which dictates the distance in inches each base may travel during a move action, dash action, or charge action.

MOVEMENT RESOLUTION

When a unit is nominated to perform a move action, every base within that unit traverses individually according to the following sequence:

1. **Pivot and Orientation:** Bases may pivot freely around their center axis at any point during traversal. Pivots do not consume movement distance.
2. **Path Traversal:** Each base traces a path across the play area clear of prohibited elements, including enemy unit bases and movement-blocking terrain. Measurement is verified from a consistent point on the base at both the start and end of traversal. The arc of any pivot must not cause the base to exceed the authorized movement distance or enter restricted footprints.
3. **Final Placement:** Movement concludes when all bases are positioned flat on the play area surface. Bases may never overlap enemy bases or movement blocking terrain at the conclusion of movement.

FRIENDLY AND AERIAL MOVEMENT

- Bases may traverse through the space occupied by friendly bases but may never conclude movement overlapping a friendly base.
- Bases are strictly prohibited from traversing through enemy bases.
- Units possessing the aerial sub-type bypass ground-level movement restrictions and may traverse normally movement-blocking terrain, but still may not overlap any other unit's base.

UNIT COHESION

Units comprising multiple bases must maintain unit coherency at all times. Upon conclusion of movement, every base must remain within 1 inch of at least one other base in the same unit. Illegal placement beyond this threshold must be adjusted before finalizing movement. If coherency is broken by casualty removal or forced movement, the unit immediately receives a shaken token. The owning player must execute the minimum required move to restore cohesion.

ADVANCED MOVEMENT & MODIFIERS

The dash action is a complex action that authorizes a unit to traverse up to twice its move stat across two discrete movement sequences.

Terrain traversal applies specific movement modifiers. Any base entering or crossing difficult terrain must subtract two inches from its move stat. Units possessing the hover sub-type, walker sub-type, aerial classification, or the unhindered keyword are mechanically immune to difficult terrain penalties and maintain their standard move stat.

OBJECTIVE TOKENS

Objective tokens define fixed coordinates on the battlefield used to determine match resolution according to the active mission card. A unit is categorized as contesting an objective token when any portion of its base resides within a three-inch radius of the token center.

Control evaluation occurs during the end phase of every round



to determine victory token allocation. Control is awarded to the player with the highest quantity of units contesting the three-inch radius. The count is based on the total number of units rather than individual base counts. If both players possess an identical number of units within the radius, the objective is contested and no victory tokens are awarded for that round. Control returns to a neutral state when all units depart the three-inch radius.

Objective control mechanics are governed by the following rules:

- Units possessing a shaken token are prohibited from contesting or controlling objectives and are excluded from all control calculations.
- Scoring occurs exclusively during the end phase according to the victory token thresholds specified by the active mission card.
- Partial base presence within the radius satisfies the contesting condition.
- Neutral objectives award 0 victory tokens to both players.

OMNIPRESENT (KEYWORD)

This unit cannot be flanked, and its attacks are not limited by firing arcs.

Omnipresent modifies the unit's spatial combat parameters by eliminating standard firing arc restrictions and flanking vulnerabilities. For the purposes of all combat resolutions, every edge of the unit's base is designated as the front edge.

The unit possesses no rear or flank boundaries. Enemy units attempting to engage this unit are prohibited from applying flanking hit modifiers regardless of the attacker's relative position. Additionally, the unit may initiate ranged attacks from any direction without penalty or restriction.

- Flanking attacks against this unit do not apply the standard -1 hit modifier.
- The unit ignores firing arc restrictions and may target any visible enemy unit regardless of relative orientation.
- This keyword applies to both ranged and melee attack resolutions.

OPEN TERRAIN

Open terrain defines the default environmental state of the play area, representing unobstructed surfaces such as paved roads or barren plains. This classification serves as the foundational mechanical standard against which specialized terrain types are evaluated.

Movement and visibility through open terrain follow standard mechanical parameters:

- Units traversing open terrain utilize their full printed move stat without numerical penalties or distance reductions.
- Line of sight traces drawn across open terrain are resolved without obstruction or accuracy modifiers, provided no intervening units or specialized terrain features intersect the path.

- Units positioned within open terrain are ineligible for the cover status unless they possess a dug-in token.

PIVOT

A pivot defines the mechanical rotation of a unit base around its geometric center point. This adjustment does not consume movement distance and is categorized as a free mechanical interaction. Players may resolve any quantity of pivots at any stage during a movement action, including at commencement, during path traversal, or upon final placement.

PLAY AREA

The play area, also referred to as the battlefield, defines the physical boundaries utilized for all procedural game mechanics and spatial interactions. Standard and larger matches utilize a 6-foot by 3-foot surface, while skirmish or smaller matches employ a 3-foot by 3-foot boundary. The play area is subdivided into 12-inch and 6-inch grids to translate mission card coordinates for objective token and deployment zone placement.

Movement resolution is strictly bounded by the play area perimeter:

- The perimeter serves as an absolute mechanical limit. If any unit base is moved entirely outside the designated boundary, the unit is immediately destroyed and removed from play.
- Board edge removal applies to all movement resolutions, including move actions, dash actions, and forced retreats.
- Units removed in this manner are treated as permanent casualties and factor into final victory score calculations and remaining force strength determinations.

RALLY ACTION

The rally action is a simple action that authorizes a unit to restore operational capability by removing the shaken status. This action requires the expenditure of exactly one action point and resolves automatically without a dice roll check.

Upon successful declaration, the unit immediately discards all assigned shaken tokens. The removal of this status occurs instantly and restores the unit's capacity to declare complex actions during subsequent activation windows. Specialized mechanical effects or keyword triggers associated with shaken status removal resolve immediately following the status clearance.

- The rally action provides no mechanical benefit to units that do not currently possess a shaken token.
- Any unit may declare this action during its activation phase, provided it has the required action point available.

RANGE

Range defines the spatial distance between an attacker and a target unit, governing engagement eligibility and attack accuracy. Each unit profile specifies short range and long range values to establish effective weapon parameters.

- Short range represents the optimal operational distance where attacks resolve without accuracy penalties.
- Long range defines the maximum engagement distance. Measurements exceeding the short range threshold but remaining within the long range limit incur a +1 target modifier penalty to the hit requirement.

Range measurement utilizes the unit base as the absolute mechanical authority. A player may select any point on the attacker's base and any point on the target base to verify engagement eligibility. The target unit satisfies the range requirement if at least one portion of its base resides within the weapon's maximum profile and maintains valid line of sight.

- Units are strictly prohibited from resolving shoot actions against targets positioned beyond the printed long range limit.
- If any portion of a target unit's base satisfies the range and line of sight requirements, the entire unit may be nominated for engagement.
- In close combat, range is abstracted to base contact, as melee engagements require physical base contact between participants.

RANGED COMBAT

Ranged combat defines the resolution of offensive engagements between units separated by distance. The process follows a strict sequential logic where an attacker resolves a shoot action against a designated target. Legal resolution requires satisfying spatial requirements regarding line of sight and range before generating the attack pool.

1. TARGET AND CHECK LINE OF SIGHT

- Designate one enemy unit within weapon range. All attack dice must be allocated to this single target; attack dice cannot be split across multiple units.
- Verify line of sight by drawing a trace from any point on the attacker's base to any point on the target's base. All units are restricted to a 180-degree front firing arc for targeting.
- Visibility is reciprocal, except for units possessing the indirect keyword, which bypass standard line of sight requirements.

2. DETERMINE HIT REQUIREMENT

- The baseline hit requirement for ranged attacks starts at 4+. Apply all modifiers simultaneously to adjust the success threshold. A roll of 6 always hits regardless of modifiers.
- Add +1 to the hit requirement if the targeted base is at long range or in cover. A base is in cover when at least 50% of its footprint overlaps cover granting terrain. If the designated target base does not meet this threshold, no cover bonus applies.
- Subtract -1 from the hit requirement if the attacker is flanking the target or if the target holds a dash token.

- The final hit requirement cannot be modified below a 2+ or above a 6+.

3. GENERATE AND ROLL ATTACK POOL

- Multiply the ranged attack value from the unit profile by the number of remaining bases in the unit. The total sum determines the exact quantity of dice in the attack pool.
- Roll all ranged attack dice. Count each die matching or exceeding the hit requirement as a hit.
- You may spend one tactical point to modify a die result to 6.

4. COURAGE AND SHAKEN CHECK

- Compare the total number of successful hits to the target unit's courage value. If hits equal or exceed the courage value, assign a shaken token to the target unit.

5. RESOLVE DEFENSIVE SAVES

- The defending player rolls one save die per hit. You may spend one tactical point to modify a die result to 6. Count each die matching or exceeding the save requirement as a save. Unsaved hits become wounds. Assign one wound token to the unit for each unsaved hit.

6. RESOLVE CASUALTIES

- When accumulated wounds equal the unit's wound value, remove one base from the battlefield and remove wound tokens equal to the wound value. When excess wounds carry over, they apply to the next base in the unit. If the unit has no remaining bases, it is destroyed.
- When a unit is destroyed, remove its associated initiative token. If the unit already activated this round, remove the token with the destroyed bases. If the unit has not activated yet, remove one token matching your player color from the initiative pool.

RED PLAYER

The red player is the participant who selects one mission card from the blue player's mission deck. This selection establishes the match objective and determines the victory conditions for the engagement.

ROUND

A round defines the primary chronological unit of a match, consisting of a standardized procedural loop for unit resolution. Matches persist for exactly five rounds unless an alternative duration is explicitly specified by the active mission card.

Each round follows a strict two-phase sequence:

1. **Activation Phase:** Players execute a repeated cycle of initiative token draws and unit activations until the initiative pool is exhausted. During this phase, players nominate units, allocate action points, and resolve movement, combat, and status effects.

2. **End Phase:** The end phase initiates immediately following the exhaustion of the initiative pool. Players resolve scoring mechanics to accumulate victory tokens based on objective control. Scenario victory conditions are evaluated for match termination. All initiative tokens are recovered and returned to the shared pool, temporary status effects are cleared, and the round counter is incremented by one to begin the subsequent cycle.

Players must maintain an accurate numerical tally of the current round throughout the match. Valid tracking methods include incrementing the numerical facings of a six-sided die, utilizing sequential numbered tokens, or adjusting a dedicated round counter dial. The counter increments only at the conclusion of each end phase.

SCOUT (KEYWORD)

After all units have finished deploying, this unit may be repositioned up to 6", including outside the deployment zone. Players take turns resolving this ability for each eligible unit, starting with the Red player.

Scout grants a unit the ability to reposition after the deployment phase concludes. Eligible units may advance up to six inches. This movement may conclude outside the designated deployment zone boundaries.

The scout movement must comply with standard terrain rules and spatial restrictions. Units cannot end movement in base contact or initiate close combat during deployment.

Resolution of scout movement proceeds in an alternating sequence, beginning with the red player. Each eligible unit resolves its scout movement before proceeding to the initial activation phase.

SETUP

Setup is the mandatory sequence required to transition the play area into an active state for a match. This sequence initiates after the finalization of army lists and determines the active mission card, the coordinates of objective tokens, and the starting positions of units within their designated deployment zones.

1. TERRAIN PLACEMENT

Players establish the battlefield landscape collaboratively prior to the assignment of player roles, unless a pre-made map or standardized layout is utilized. Participants alternate placing terrain features across the play area until the environment is finalized. This sequence is balanced by pre-role placement ordering, ensuring the board state is locked before players possess knowledge of their starting table edge or active scenario parameters. A minimum 4-inch gap must be maintained between all terrain pieces.

Refer to the terrain placement instructions in the learn to play section.

2. PLAYER COLORS AND BIDDING

The bidding protocol determines the hierarchy of selection authority for the remainder of the setup sequence. Players compare the total point values assigned to their respective army lists. The participant who spent the lower quantity of points wins the bid and selects the Red Player or Blue Player designation for themselves for the duration of the match.

- The Blue Player provides the tactical context of the engagement and must reveal the contents of their mission deck to the opponent.
 - A mission deck consists of exactly three unique mission cards, containing exactly one card from the Aggressive, Defensive, and Maneuver categories.
- The Red Player exercises selection authority and must select exactly one of the Blue Player's mission cards to serve as the active scenario for the match.

3. MISSION AND OBJECTIVE PLACEMENT

The active mission card serves as the definitive authority for the coordinates and quantities of objective tokens. Players position these markers according to the scenario diagram provided by the active mission card. Every objective token utilizes an omnidirectional 3-inch radius for the purpose of contesting and control evaluation.

Objective tokens must be placed on valid, non-blocking terrain. If an objective token is accidentally placed on movement-blocking terrain during setup, the obstructing terrain piece must be relocated to an adjacent clear space. The objective token remains fixed in its original position and does not move.

4. ARMY DEPLOYMENT

Units are transitioned from the army preparation area to the physical play area within the boundaries defined by the active mission card. Mission scenario rules will typically specify the unit deployment order but if not, players will alternate placing one unit at a time until all forces are positioned, starting with the red player. When deploying units, both players must pick an eligible unit and place their leader token next to it.

Setup is finalized once the last unit is placed and all pre-game keyword abilities are resolved, at which point players immediately initiate the activation phase of the first round.

SHAKEN

Shaken is a status representing psychological stress, combat suppression and mechanical disruption. A unit immediately receives a shaken token if the total number of hits generated against it during a single attack resolution meets or exceeds its courage value. This determination occurs immediately after verifying successful hits and prior to resolving save rolls. The presence of a shaken token imposes mechanical restrictions on unit performance until the status is removed via a rally action.

- Units with the shaken status are required to make morale checks at the start of every activation. A pass grants them



the standard two action points, while a failure limits them to only a single action point.

- In addition, the unit is prohibited from declaring or resolving complex actions and are restricted to simple actions.
- The unit is prohibited from contesting or controlling objective tokens and is ignored during the evaluation of match scoring.

SHIELDS X (KEYWORD)

After performing a Save Roll, this unit may re-roll up to X failed saves.

Shields X is a defensive keyword that allows a unit to re-roll failed save dice following a standard save roll. The defending player may re-roll up to a number of failed save dice equal to the unit's shields x value. Each die may be re-rolled only once per attack resolution. This keyword resolves after any automatic saves provided by the armor x keyword are applied.

- *If I have Shields 2 but only failed 1 Save, can I "save" the other re-roll for later?*
 - No. Shield re-rolls are checked and spent per individual attack resolution. They do not carry over to future attacks.
- *Can I use a Tactical Point (TP) to change a die result after I have re-rolled it with Shields?*
 - Yes. You may re-roll the die first, see the result, and then spend a tactical point to flip it to a 6 if you still failed.

SHOOT ACTION

The shoot action is a simple action that allows a unit to resolve a ranged combat attack against a designated enemy unit. To declare this action, the attacker must verify that the target is within their 180-degree front firing arc, within weapon range, and visible via a clear line of sight trace. The line of sight is measured by drawing a straight line from any point on the attacking unit's base to any point on the target unit's base. If the trace intersects any line of sight-blocking terrain, or non-aerial unit base, line of sight is blocked.

The target unit must be within the unit's weapon range brackets to be a valid target. Engagement is authorized if the measured distance falls within the short or long range values listed on the unit profile. Units positioned beyond the long range value are out of range and cannot be targeted.

- A unit may perform the shoot action only once per activation.
- Range measurement is always conducted along the same line used to verify line of sight.

SPECIAL ACTION

The special action is a simple action that allows a unit to interact with external game mechanics, mission objectives, or transport vehicles. This action does not provide inherent

movement and must be used strictly according to the governing rules text. The three primary applications are activating a support card, forcefully disembarking a transported unit, or completing a mission-specific objective.

When using this action, the activating player must declare the specific effect being triggered and ensure all prerequisite conditions are met. For transport disembarkation, the carried unit is placed on the battlefield touching the transport vehicle while maintaining unit cohesion. For support cards, the unit must have line of sight to the target and succeed on the card's availability roll. For mission objectives, the unit must fulfill the exact requirements printed on the active mission card.

- The special action may only be performed once per activation.
- Any movement, targeting, or resolution effects must strictly follow the rules printed on the relevant card, objective, or transport rule.
- If a condition for the special action cannot be met, the action cannot be declared.

STANDBY ACTION

The standby action is a complex action that costs 2 action points. Units currently possessing a shaken token are prohibited from declaring an Standby action. Declaring this action immediately concludes the unit's current activation and places a standby token next to the unit. The token allows the controlling player to interrupt any other unit's activation to perform a single simple action.



The interrupt must be declared immediately after the triggered unit completes one action. At the time of declaration, the unit holding the standby token must have line of sight to the triggered unit. The token is also removed under the following conditions:

- The unit performs any action.
- After the unit suffers a ranged attack or a melee attack.
- The player nominates the unit to activate again.

STRUCTURAL TERRAIN

Structural terrain functions differently based on unit classification. Vehicle units treat this terrain as blocking terrain, which prevents movement through the footprint and blocks line of sight. Infantry units treat this terrain as area terrain, allowing them to enter and occupy the interior.

- Vehicle units are strictly prohibited from entering or ending movement within the footprint of structural terrain. The boundary acts as impassable terrain for these units.
- A single structural terrain feature may be occupied by exactly one unit at a time.
- Infantry units positioned inside the boundary receive the cover modifier. This bonus applies only when 100% of the unit's bases are positioned entirely within the terrain footprint. If any base extends outside the boundary, the unit receives no cover.

- Line of sight traces passing entirely through structural terrain to targets on the opposite side are blocked.
- Opposing infantry units may initiate close combat against defenders inside the structure by establishing base contact with the terrain footprint. Vehicle units cannot engage units within structural terrain in close combat.
- At the end of a close combat resolution inside structural terrain, the losing unit must retreat from the footprint. The winning unit may choose to occupy in the structure.

SUPPORT CARDS

Support cards are off-table tactical assets integrated into an army list during construction. They do not have physical miniatures and do not generate initiative tokens on the play area. Army construction restricts support card selection to one card per 250 points of the army's point limit. The total cost of all selected support cards cannot exceed 15% of the total army point limit.



Activation requires 1 action point spent on a special action during a friendly unit's activation. The player declares the specific card and identifies a legal target or coordinate on the battlefield. This triggers an availability roll of 2d6 against the success threshold printed on the card.

- If the 2d6 total meets or exceeds the threshold, the card's effect resolves immediately and the card is discarded.
- If the total is lower than the threshold, the special action is spent but the card returns to the player's hand.
- When activating an effect, line of sight must be established to the target unit or target point.
- Availability rolls are subject to modifiers from keywords and tactical point expenditure.

TEMPLATE SHAPES

Support cards may require placing a template to determine affected areas. Standard playing cards (3.5" x 2.5") may be used as measurement templates:

- Single Unit effects target a single unit.
- Point effects target anything underneath one standard playing card or a 3.5-inch by 2.5-inch template.
- Double Long effects target anything underneath two playing cards placed end-to-end or a 7-inch by 2.5-inch template.
- Double Wide effects target anything underneath two playing cards placed side-by-side or a 5-inch by 3.5-inch template.

- X" Radius effects cover anything within a X-inch radius of a central point.
- Off-Board effects target something off the battlefield.

TACTICAL POINTS

Tactical points are a finite resource used to modify individual die results during mechanical check resolution. Players receive an initial pool based on their faction's command value. A command value of 6+ grants exactly 6 tactical points at the start of the match. The pool cannot exceed this initial value at any point during the engagement.



Spending 1 tactical point allows a player to change the facing of a single d6 to a 6 result. This modification occurs immediately after rolling and before counting results. Tactical points may be applied to attack rolls, save rolls, morale checks, and availability rolls, unless a specific rule explicitly prohibits it. Players may spend multiple tactical points in a single resolution window to modify multiple dice.

- A tactical point is removed from the active pool immediately upon expenditure.
- Modifications are applied after all situational modifiers have been set, but before dice results are counted against hit requirements or success thresholds.
- Players may spend multiple tactical points in a single resolution window to modify multiple dice, provided they have enough points.
- While certain abilities or mission card triggers may restore tactical points, the pool size remains strictly capped at the starting allocation.

TERRAIN

Terrain consists of physical environmental features placed within the play area during setup. Each feature is assigned one or more terrain types that dictate its mechanical interactions with movement, line of sight, and defensive positioning. Any portion of the play area not explicitly designated as a terrain feature is classified as open terrain and serves as the baseline for all maneuvers.

Players may assign multiple terrain classifications to a single feature if both players agree before the match begins. A feature with multiple classifications must satisfy the mechanical rules for all assigned types.

- **Blocking Terrain:** Establishes an absolute physical and visual barrier, prohibiting movement and blocking line of sight traces through its footprint.
- **Area Terrain and Depression Terrain:** Provide the cover modifier based on the position of unit bases relative to the terrain boundary.
- **Difficult Terrain:** Reduces a unit's move value by 2" for as long as it enters or traverses the feature.
- **Dangerous Terrain:** Triggers a risk of damage or shaken status upon entry. Rolling a 1d6, a result of 1 or 2 applies the shaken status and inflicts 1d3 wounds.

- **Elevated Terrain:** Grants line of sight over all other terrain and to all units. Blocks line of sight through to targets on the opposite side.

- **Impassable Terrain:** Prevents unit bases from moving through its footprint but does not block line of sight.

- **Structural Terrain:** Treats vehicle units as unable to enter, move through, or trace line of sight through it. Functions as area terrain for infantry units.

- **Open Terrain:** Represents unobstructed surfaces. Provides no cover modifier or movement penalties.

TOW-CABLE (KEYWORD)

This unit may declare the Charge action against Walker targets. When doing so, ignore standard Close Combat rules and the Aerial combat restriction. Instead, roll 4 attack dice hitting on 3+ with Anti-Armor. If 3 or more hits are unsaved, the Walker is destroyed. Otherwise, apply wounds normally. The unit is then pushed back 1" from the target.

The tow-cable keyword overrides standard close combat rules when declaring a charge action against walker targets. Instead of following normal melee resolution steps, the attacker rolls four attack dice. All dice hit on a result of 3 or higher, and the attack applies the anti-armor keyword.

If three or more hits are left unsaved, the walker is instantly destroyed regardless of remaining wounds or wounds value. If one or two hits are left unsaved, the walker sustains standard wounds according to normal damage resolution rules. After resolution, the attacking unit is pushed back exactly 1" from the target.

- *Can the Walker use Shields X to re-rolls save against a Tow-Cable attack?*
 - Yes. The walker makes its saving throws and may re-roll failed saves as normal.
- *Can tactical points be used to influence the roll results?*
 - Yes. Tactical points may be applied to any dice in this sequence by either player.

TOWERING (KEYWORD)

Line of Sight to or from this unit can never be blocked.

Line of sight to or from a unit with the towering keyword can never be blocked by terrain features, other units, or standard line of sight rules. This keyword ensures the unit maintains visibility across the entire play area.

The towering keyword does not negate cover or targeting restrictions. Units shooting at a towering unit may still apply cover modifiers if the target is positioned within cover-providing terrain. Conversely, units shooting from a towering unit do not bypass cover bonuses held by targets unless a specific rule states otherwise. Smaller units may still block line of sight to or from other units.

- Can smaller units hide behind a Towering unit?
 - Yes. Line of sight interactions are specific to the unit possessing the keyword and do not extend to adjacent units.

TRANSPORT (KEYWORD)

May transport 1 Infantry unit. Units may deploy inside transports.

The transport keyword allows a unit to carry exactly one friendly infantry unit. Embarked units are removed from the play area and cannot trace line of sight, perform attacks, or be targeted until they disembark.

Embarking and disembarking units are resolved using a move action. To embark, a unit must end its movement in base contact with the transport vehicle. To disembark, a unit begins its move action in base contact and moves onto the play area. Alternatively, the transport may spend 1 action point on a special action to forcibly disembark the carried unit, placing all bases in base contact with the transport.

If a transport is destroyed while carrying troops, the passenger unit is not destroyed. The opposing player places the surviving unit in base contact with the transport wreck. The passenger immediately receives a shaken token.

Units may deploy inside an empty transport during the deployment phase of setup at the start of the match.

- Can an embarked unit shoot out of the transport?
 - No. While embarked, a unit is off the play area and cannot trace line of sight, attack, or be targeted.
- Can I shoot immediately after disembarking?
 - Yes. Since disembarking uses a move action, the unit may spend remaining action points to perform additional actions, including the shoot action.
- Can a unit embark and then the transport move in the same turn?
 - Yes. Units activate individually. Once an embarked unit is placed inside the transport, the transport may be nominated to activate and move

UNHINDERED (KEYWORD)

This unit ignores Difficult and Dangerous terrain penalties.

The unhindered keyword allows a unit to ignore movement penalties and damage risks associated with difficult terrain and dangerous terrain. This keyword applies to all forms of movement, including standard move actions, dash actions, charge actions, and mandatory minimum moves.

Units with the unhindered keyword still obey all other terrain restrictions. They remain prohibited from entering or moving through impassable terrain and must adhere to all other line of sight, cover, and movement blocking rules.

UNIT

The unit is the primary tactical element within an army list and consists of one or more physical bases. The unit functions as a single entity during the activation phase. All constituent bases share assigned status tokens and technical effects unless a specific keyword provides an override. During attacks, a single base is designated as the target. The mechanical effects of that target base (including cover status) apply to the entire unit.

UNIT TYPES

Unit types define the categorical framework used to determine how specific forces interact with the environment, enemy units, and engagement rules. Every unit profile is assigned one primary classification and, where applicable, a mechanical sub-type. These designations dictate defensive eligibility, action availability, and traversal requirements.

PRIMARY CLASSIFICATIONS

- **Infantry:** Massed ground troop assets or emplaced weapons. Authorized to utilize structural terrain and uniquely eligible to resolve the dig-in action.
- **Vehicle:** Armored combat assets. Restricted from receiving cover bonuses unless a specific rule provides an override. A vehicle unit resolving close combat as a defender must subtract exactly 1 melee attack die from its attack pool for every remaining base in the unit.

SECONDARY CLASSIFICATIONS

- **Ground:** Baseline traversal classification. Subject to all standard terrain movement penalties.
- **Hover/Walker:** Propulsion or articulated traversal. Authorized to ignore numerical movement penalties imposed by difficult terrain during movement resolution.
- **Aerial:** Altitude-based operational classification. Units ignore all standard line of sight restrictions when resolving trace checks. Aerial units always receive the cover bonus, even in open ground. Units are prohibited from declaring or resolving close combat and are banned from contesting or controlling objective tokens. Aerial bases do not obstruct line of sight for other units.

VETERAN (KEYWORD)

This unit rolls 3d6 when making Morale Checks and must discard the lowest die.

Veteran modifies the resolution of morale checks for units possessing the keyword. When resolving a morale check, the unit rolls three six-sided dice and discards the lowest result. The remaining two dice are summed and compared to the faction command value.

This keyword represents highly trained and disciplined operatives with superior combat resilience. The modified dice pool increases the statistical probability of passing morale checks, reflecting the unit's experience and resistance to combat fatigue.

VICTORY TOKENS

Victory tokens track player scoring throughout the match. Players accumulate tokens during the end phase by controlling objective tokens or fulfilling specific conditions outlined on the active mission card. The match concludes after five rounds, and the player with the highest total victory tokens wins. A player wins immediately upon reaching 12 or more victory tokens, or by eliminating all opposing units from the battlefield. Ties are broken by comparing the total point values of destroyed enemy units.



- Immediate victory is triggered if a player successfully removes all enemy units from the play area.
- If a mission card specifies an alternative victory condition or round limit, that trigger overrides the standard five-round conclusion. Token totals serve as the absolute authority for determining the winner if the match ends early.

VOLLEY FIRE ACTION

The volley fire action is a complex action that costs 2 action points. It allows a unit to resolve a ranged combat attack while granting a +1 bonus to its ranged attack dice value for that specific attack.

Standard targeting requirements must be satisfied before rolling. The player must verify that the target is within the unit's weapon range, inside the 180-degree front firing arc, and visible via a clear line of sight trace. The ranged attack dice value is calculated normally, adding the +1 bonus to the base value before the attack dice are rolled.

- The volley fire action targets exactly one enemy unit within the attacker's weapon range and firing arc.
- Units with the shaken status are prohibited from declaring or resolving this action.
- The +1 ranged attack dice bonus applies only to this specific ranged attack and is calculated as part of the base dice pool before any dice are rolled.

WINNING THE GAME

Winning the Game is determined by the cumulative tally of victory tokens accumulated by each player. The standard match concludes after five rounds unless an immediate victory condition is met. The active mission card may specify alternative scoring parameters, but victory tokens remain the primary metric for determining the match outcome.

A player wins immediately upon accumulating 12 or more victory tokens at any point, or by becoming the only player with units remaining on the battlefield. Otherwise, victory tokens are tallied at the conclusion of the fifth end phase. Tokens are primarily awarded during the end phase through objective token control and specific mission card objectives.

The match winner is determined through the following resolution steps:

- The player with the highest victory token total wins the match.
- If victory token totals are identical, the player who destroyed enemy units with the highest total point cost wins.
- If total destroyed point values are also identical, the match ends in a draw.

WOUNDS

Wounds track permanent damage and the resulting removal of unit assets. This metric measures physical attrition rather than temporary status effects. Each unit profile includes a wound stat that defines the damage capacity of a single unit base. During ranged combat or melee combat resolution, unsaved hits are assigned to the unit as wounds.



Base removal follows a cumulative damage threshold. Assigned wounds are added to the unit's wound pool until the total meets or exceeds the printed wound stat. When this threshold is reached, exactly one unit base is removed from the play area along with a quantity of wound tokens equal to the wound stat.

Excess wounds that do not satisfy the wound stat remain in the wound pool and carry over to the next damage calculation. When a unit's final base is removed, the unit is categorized as destroyed. Following destruction, the unit's assigned initiative token is immediately removed from the match.

- If unsaved hits generated in a single attack resolution exceed the wound stat, all corresponding unit bases must be removed immediately.
- Remaining wounds in the wound pool persist after base removal and apply to the next damage calculation.
- A unit is destroyed upon the removal of its final unit base.
- The initiative token associated with a destroyed unit is removed from the match.

CHANGELOG

v0.2 - 6.21.2026

Previously v0.1 - 5.04.2026

- Consolidated Learn-to-Play and Rules Reference booklets into a single, unified core rulebook.
- Added section on unit basing.
- Clarified match duration is always 5 rounds.
- Clarified the deployment phase as Round 0 to prevent activation timing confusion.
- Clarified universal victory conditions: accumulating 12+ Victory Points or eliminating all enemy units triggers an immediate win in any mission.
- Implemented tri-batch activation queue mechanic: draw 3 tokens, minority player sets order, mono-draw rules.
- Removed Bulk Activation mechanic; activation now strictly follows initiative batch resolution.
- Renamed Command Rolls to Morale Checks; applies only to shaken units. Removed the -1 penalty for shaken status when rolling.
- Close Combat now strictly requires the Charge action; moving or dashing into melee is no longer permitted.
- Removed straight-line and pivot restrictions for charging; units may pivot freely and must simply end in base contact.
- Revised retreat mechanics: flanked defeated units retreat towards nearest table edge.
- Eliminated attack dice pool modifiers for close combat; only to-hit modifiers apply.
- Infantry units using Charge now gain the Anti-Armor keyword for that melee attack.
- Disembarkation restricted to Move action only; Dash and Charge are no longer permitted.
- Revised Overwatch to Standby: allows one simple action after any other unit completes an action.
- Clarified that Dig-In tokens are lost upon any movement (voluntary or forced).
- Changed Tactical Points to use Star Wars Legion-style Surge Tokens.
- Flight keyword removed.
- Keyword changes with new morale check mechanic. Veteran rolls 3d6 discard lowest; Green rolls 3d6 discard highest; Fearless automatically passes morale checks.
- Clarified that keywords with X values are able to stack.
- Anti-Armor no longer reduces defender save values; functions strictly as an automatic save bypass.
- Scout now is a flat 6" movement during deployment phase always starting with red player.
- Blast changed to have a knockback effect on wounds.
- New keyword Entrench: Dig-In costs 1 Action Point instead of 2 Action Points.
- New keyword Anti-Air: Attacks ignore Cover; inflicting 1+ wounds shakes aerial
- New keyword Barrier: Grants Cover to all friendly units within 6" (even vehicles).
- Confirmed cover rules: units share Cover when within the same Area/Depression terrain; 50% base coverage threshold applies per targeted base.
- Clarified elevated terrain blocks line of sight for units on opposite sides.
- Clarified charge requirements: target must be within Line of Sight at the start of the charge.
- Clarified base contact rules: permitted only during Charges or Transport embarkation/disembarkation.
- Refined terrain placement procedure for pickup games (spacing, distribution, and verification).
- Leaders now feature split abilities: Tactical (affects host unit/vicinity) and Command (affects wider battlefield/army).
- Added leader assignment step to setup; leader abilities are disabled if assigned to an embarked unit.
- Mentioned faction-specific support card restrictions are possible.
- Clarified transport rules: 1 infantry unit per transport; Transports with multiple bases; deployment inside transports is permitted.
- Updated tutorial army lists to reflect balance and keyword changes.
- Clarified mission card structure: victory point values are intentionally omitted except in the learning scenario; follow mission-specific scoring rules.

KEYWORD REFERENCE SHEET

Anti-Air:

Attacks ignore Cover. If an attack inflicts 1 or more wound on an Aerial type unit, it gains a Shaken token if it does not already have one.

Anti-Armor:

Attacks ignore Armor X.

Armor X:

Automatically save X hits per attack. Ignored by Anti-Armor.

Barrier:

All friendly units, including vehicles, within 6" of this unit gain Cover. This Cover benefit is negated if an enemy attack originates from within 6" of the unit with Barrier.

Blast:

Attacks ignore Cover. If an attack inflicts 1 or more wounds, the attacker moves the target unit 2" in a straight line without pivoting. If a unit is moved, it discards any Dug-In or Standby tokens attached to it.

Clone:

When this unit would become Shaken, roll 1d6. On a result of 5+, the effect is negated.

Droid:

When this unit would become Shaken, it may choose to suffer 1 Wound to negate the status effect.

Entrench:

When this unit would use the Dig-In complex action, it costs 1 action point to use instead of 2 action points.

Fearless:

This unit automatically passes Morale Check rolls.

Green:

This unit rolls 3d6 when making Morale Checks and must discard the highest die.

Indirect:

This unit does not require Line of Sight to perform ranged attacks.

Ion:

After resolving an attack where this unit inflicted 1+ Wounds on a Vehicle or Droid, the defender must pass a 1d6 Ion check. On a result of 1-3, the target immediately becomes Shaken.

Scout:

After all units have finished deploying, this unit may be repositioned up to 6", including outside the deployment zone. Players take turns resolving this ability for each eligible unit, starting with the Red player.

Shields X:

After performing a Save Roll, this unit may re-roll up to X failed saves.

Tow-Cable:

This unit may declare the Charge action against Walker targets. When doing so, ignore standard Close Combat rules and the Aerial combat restriction. Instead, roll 4 attack dice hitting on 3+ with Anti-Armor. If 3 or more hits are unsaved, the Walker is destroyed. Otherwise, apply wounds normally. The unit is then pushed back 1" from the target.

Towering:

Line of Sight to or from this unit can never be blocked.

Transport:

May transport 1 Infantry unit. Units may deploy inside transports. (See glossary for further details).

Unhindered:

This unit ignores Difficult and Dangerous terrain penalties.

Veteran:

This unit rolls 3d6 when making Morale Checks and must discard the lowest die.

QUICK REFERENCE SHEET

MATCH FLOW & DISPUTES

- **Game lasts 5 rounds. Activation Phase → End Phase.**
- **Disputes:** Roll 1d6. 1–3 = Blue correct, 4–6 = Red correct.
- **Initiative:** Draw 3 tokens. If all 3 match, inactive player may force redraw. Minority player orders the batch. Resolve tokens in order. Each unit activates once per round. Return tokens to pool after each round.

ACTIVATION & MORALE

- Each unit starts with **2 Action Points (AP)**.
- **Shaken Units:** Must roll 2d6 vs Faction Command Value (CV). Pass ($\geq CV$) = 2 AP. Fail ($< CV$) = 1 AP. Shaken units cannot use Complex Actions or control objectives.

ACTIONS LIST

Max 1 use of each action type per activation.

Simple Actions (1 AP)

- **Move:** Advance bases up to Move value. Free pivots. Must end within 1" of unit cohesion.
- **Shoot:** Resolve ranged attack against one visible enemy in front arc.
- **Rally:** Remove all Shaken tokens instantly.
- **Special:** Activate support cards (roll 2d6 vs card target), disembark transports, or complete mission objectives.

Complex Actions (2 AP)

- **Dash:** Move twice. Gains Dash Token.
- **Charge:** Move into base contact with LOS target. Initiates close combat. +1 melee attack dice. Infantry gets AntiArmor.
- **Standby:** Gain Standby Token. Allows a simple action after another unit acts (must have LOS to them).
- **Volley Fire:** +1 ranged attack dice for this attack only.
- **Dig-In:** (Infantry only) Gain cover and +1 Save. Token lost if unit moves.

STATUS TOKENS

- **Dash:** Target gets -1 to-hit against it. Lost if unit is attacked (after resolution) or start of next activation.
- **Standby:** Trigger simple action after any unit acts. Lost when used, attacked, or next activation.
- **Dug-In:** Provides cover +1 Save. Lost immediately on move.
- **Shaken:** No complex actions, no objectives. Requires morale check each activation.

UNIT TYPES

- **Infantry:** May use Dig-In, benefit from Cover, and enter Structural Terrain. Gets Anti-Armor when use Charge action.
- **Vehicle:** Does not benefit from Cover.
- **Aerial:** Ignores terrain/units for LoS & movement penalties. Always has Cover. Cannot melee or control objectives. Bases do not block LoS.
- **Hover/Walker:** Ignores Difficult Terrain move penalties.
- **Ground:** Subject to all standard terrain penalties.

ATTACK RESOLUTION

- **Attack Pool:** (Attack stat) \times (surviving bases in unit). All dice go to one target.
- **To-Hit:** 4+ base. Apply modifiers simultaneously (max 2+, min 6+). 6 always hits.
- **Modifiers:** +1 for Long Range or Cover. -1 for Flanking or Dash Token.
- **Shaken Check:** If total Hits \geq Courage stat, target becomes Shaken.
- **Saves:** Defender rolls 1d6 per hit. \geq Save stat = negate. Unsaved hits = wounds.
- **Wounds:** 1 base removed per Wound stat reached. Excess carries over. Unit destroyed when last base falls.
- **Close Combat:** Initiated by Charge. Both sides roll simultaneously. **Winner:** (fewer wounds) stays put. **Losers:** retreats $\frac{1}{2}$ Move value directly away, facing away from the attacker (or toward nearest table edge if flanked). 0" Move loser destroyed. **Tied:** attacker pushed back 1".

MOVEMENT & COHESION

- Measure base-to-base. Never overlap or stack bases.
- **Cohesion:** Every base must end within 1" of another base in the same unit.
- **Minimum Move:** Fast units show 2 values (e.g., 14"/4"). Second value is minimum. Must advance it straight. If not, mandatory straight move at end. Blocked = destroyed.

TERRAIN & COVER

- **Difficult:** -2" to Move value.
- **Area:** Grants cover. Blocks LoS through, not in/out.
- **Depression:** Grants cover. No LoS block.
- **Blocking:** Blocks movement & LoS.
- **Elevated:** Sees over everything. Blocks LoS through.
- **Impassable:** Blocks movement. No LoS block.
- **Dangerous:** Enter/trace triggers 1d6. 1–2 = Shaken + 1d3 wounds.
- **Structural:** Infantry = Area terrain (max 1 unit inside). Vehicles = Blocking.
- **Cover:** +1 to-hit for attacker. Granted if $\geq 50\%$ of targeted base inside cover terrain. Aerial always has cover.

TACTICAL POINTS

- Start pool = Faction Command Value. Max pool never exceeds starting amount.
- Spend 1 TP to change any single die result to a 6. Apply immediately after rolling, before counting.

OBJECTIVES & VICTORY

- **Control:** End phase. Units within 3" of objective control it. Count units, not bases. Shaken units don't count. Tie = neutral (0 VP).
- **Win:** Most Victory Tokens after Round 5. Immediate win at 12+ VP or only forces remaining. Tiebreaker: highest destroyed enemy points.