

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.