

# REGIMENT



## RULES REFERENCE

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### REGIMENT Battle Engine

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### Non-Commercial Status

This is a non-commercial community resource. All REGIMENT rulebooks and faction rosters are provided for free and may not be sold.

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## Credits & Acknowledgements

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

**Lead Design & Development:** SpaceNavy.

**Tabletop Simulator Mod & Army Builder:** SpaceNavy.

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# RULES GLOSSARY

## Using This Booklet

If this is your first time playing REGIMENT, please read the Learn to Play booklet first. This Rules Reference booklet goes in-depth on all the rules of REGIMENT and addresses rules questions and special exceptions that are not included in the Learn to Play booklet. I do not recommend using this book to try to learn the game and instead use this to refer to when any rules questions arise in future games.

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. To find more information, news and more up to date rules visit our website at:

'<http://www.regiment.info>'

## Dispute Resolution (The Golden Rule)

In the event of a disagreement between players, measurement ambiguity, or rule interpretation conflict that cannot be resolved via immediate consultation of the Rules Reference, players must resolve the dispute via a binding randomized die roll.

- The active player casts 1d6.
- On a result of **1, 2, or 3**: the Blue Player's interpretation is utilized.
- On a result of **4, 5, or 6**: the Red Player's interpretation is utilized.

This resolution is absolute for the duration of the current Match. Players are encouraged to seek definitive clarification from the REGIMENT Rules Reference or community forums after the Match concludes to prevent future friction.

## Actions

Actions are the primary method by which a Unit interacts with the battlefield state. When a Unit is nominated during the Activation Phase, it must perform a Command Roll utilizing 2d6 to determine its available Action Points for that Activation. If the 2d6 total meets or exceeds the Faction Command Value, the result is a Pass and the Unit receives 2 Action Points (AP). If the total is less than the Faction Command Value, the Unit receives 1 Action Point (AP). Actions are categorized as either Simple Actions or Complex

Actions. A Unit cannot perform the same Action more than once per Activation. Units with the Shaken status are prohibited from performing Complex Actions. Action Points are expended immediately upon the resolution of an Action.

- **Simple Actions** (1 AP):
  - **Move**: The Unit moves up to its maximum move distance.
  - **Shoot**: The Unit performs a ranged combat attack.
  - **Rally**: The Unit removes its Shaken status.
  - **Special**: The Unit resolves a Support Card effect or scenario-specific interaction.
- **Complex Actions** (2 AP):
  - **Dash**: The Unit moves up to twice its maximum move distance and receives a Dash Token.
  - **Charge**: The Unit moves up to its maximum move distance in a straight line to establish base contact with an enemy Unit. The Unit initiates Close Combat and receives a +1 modifier to the quantity of dice rolled for the attack.
  - **Overwatch**: The Unit remains stationary and receives an Overwatch Token. This token is removed if the Unit performs a move, spends the token, or begins a new Activation.
  - **Volley Fire**: The Unit performs a ranged attack and adds +1 attack die per remaining base in the Unit to the Attack Pool.
  - **Dig-In**: The Unit remains stationary and receives a Dug-In Token. This token provides a +1 modifier to the Save Value and grants the Unit Cover. This token is removed if the Unit performs a move.

**Related Topics:** [Move Action](#), [Shoot Action](#), [Rally Action](#), [Special Action](#), [Dash](#), [Charge](#), [Overwatch](#), [Volley Fire](#), [Dig-In](#), and [Command Roll](#).

## Activation

Activation is the sequence by which a single Unit resolves its turn during the Activation Phase. To initiate this process, the player matching the drawn Initiative Token must nominate a friendly Unit that currently lacks an Activated Token. Upon nomination, the player must perform a Command Roll to determine the total quantity of Action Points to that Unit. These Action Points are then expended to resolve Actions.

- A Unit is required to finalize all selected Actions before its sequence concludes.
- Once resolution is complete, or the player opts to end the sequence, the drawn Initiative Token is placed next to the Unit to mark its activated status.
- A Unit possessing an Initiative Token is ineligible for further nomination for the remainder of the current Round.

- Any Action Points not expended by the conclusion of the sequence are immediately lost.

**Related Topics:** [Command Roll](#), [Actions](#), and [Round](#).

## Activation Phase

The Activation Phase defines the initial sequence of a Round where players resolve Unit actions via a randomized Initiative Token Pool. This phase initiates following the completion of any pre-Round setup and persists until all eligible forces have finalized their individual resolution sequences.

- Players must determine total force counts at the commencement of the phase. If the discrepancy between army sizes is 3 or more Units, the player possessing the larger force is subject to Bulk Activation and must resolve the Activation of two Units instead of one whenever a matching Initiative Token is drawn.
- Initiative Tokens are drawn from the pool one at a time; the player matching the faction depicted on the token must Nominate a friendly Unit and resolve its full Activation.
- Every Unit is restricted to exactly one Activation per Round. Once a Unit has finalized its sequence, it is marked with an Activated Token and is ineligible for further nomination.
- The Activation Phase concludes immediately upon the exhaustion of the Initiative Token Pool and the finalization of all nominated sequences. The match then proceeds to the End Phase.

**Related Topics:** [Round](#), [Activation](#), [Actions](#), [Initiative Tokens](#), and [End Phase](#).

## Anti-Armor (Keyword)

***“Attacks ignore Armor X and inflict a +1 penalty to the defender’s Save target (to a maximum of 6+).”***

This ability is designed to crack high-value targets. Mechanically, it completely negates any automatic saves provided by the Armor X keyword. Additionally, it makes standard saves more difficult by imposing a +1 penalty to the defender’s target save number (e.g., a 4+ save becomes a 5+ save).

The save penalty caps at a 6+. Anti-Armor applies this +1 save penalty to all targets it shoots at, even if the defending unit does not possess the Armor X keyword.

- *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.

- *Does the +1 penalty to save apply if the defender does not have Armor X?*

- Yes. Anti-Armor when used against non-armored targets still makes it more difficult to save against its attacks.

## Area Terrain

Area Terrain defines environmental zones, such as forests or smoke, that occupy a fixed footprint within the Play Area. This terrain type provides defensive modifiers to Units and acts as a conditional obstacle for Line Of Sight resolution. A Unit is eligible to receive the Cover modifier if all its Bases are positioned 50% or more within the perimeter of the Area Terrain. Line Of Sight interactions are governed by the relative positions of the Attacker and the Target regarding the Area Terrain boundary.

- A Unit may draw Line Of Sight into Area Terrain to Nominate a Target located inside the boundary. A Unit positioned inside Area Terrain may draw Line Of Sight out of the boundary to Nominate a Target outside.
- Line Of Sight is blocked if the Trace passes entirely through an Area Terrain piece to reach a Target positioned on the opposite side of the terrain footprint.

**Related Topics:** [Cover](#), [Line of Sight](#), and [Terrain](#).

## Armor X (Keyword)

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

Provides a baseline of guaranteed defense. Before rolling any defense dice, the defending unit automatically saves a number of successful hits equal to their Armor X value. You only roll defense dice for any remaining hits.

If the incoming attack has the Anti-Armor keyword, the Armor X ability is completely bypassed and provides zero automatic saves.

- *If I have Armor 2 and take 2 hits, do I roll any dice?*
  - No. The hits are negated during the allocation step. Since there are zero hits remaining to resolve, the Save Roll step is skipped entirely.

## Army

An Army is the total collection of Units and Assets fielded by a single player during an engagement. The combined Point Value of all components, including Leaders and Support Cards, cannot exceed the established Points Cap agreed upon by the players. Selection of individual Units for the Army is strictly governed by the specific Unit Quotas defined within the chosen Faction Roster. Each Army must be drawn from a single Faction and cannot include assets from

multiple Rosters unless specified by scenario rules. A player's Army is considered legal only if it adheres to all construction requirements specified during the Army Building process.

**Related Topics:** [Unit](#) and [Army Building](#).

## Army Building

Army Building is the sequence for constructing a legal force for play. This process initiates with the establishment of a Points Cap, which defines the maximum allowable cumulative Point Cost for all Units, Leaders, and Support Cards included within an army list. A standard match utilizes a 1000 point limit. After the Points Cap is established, each player selects one Faction. All Units and assets must be drawn from the associated Faction Roster; a list is restricted to a single Faction Roster and cannot include assets from other rosters.

Faction Rosters define individual Unit Quotas, which are expressed as a minimum and maximum percentage of the total Points Cap. A player must allocate points so that the sum of the costs for a specific Unit type falls within these defined thresholds. Percentages for Unit Quotas are always calculated against the initial agreed Points Cap regardless of the final total of points spent by the player.

Each army must include exactly one Leader. A Leader is added to an army by being assigned as a Leader Attachment to a valid Parent Unit as specified on the Leader Profile. The Point Cost of the Leader Attachment is added to the total Point Cost of the army list. A player is prohibited from including more than one Leader in their army list.

Support Cards represent off-table assets and are subject to specific restrictions during construction.

- **Support Point Limit:** The total combined Point Cost of all selected Support Cards cannot exceed 15% of the agreed Points Cap.
- **Support Quantity Limit:** A player is restricted to a maximum quantity of one Support Card for every 250 points of the Points Cap. In a standard 1000 point engagement, this results in a maximum of four Support Cards per player.

A player must select three Mission Cards, choosing exactly one from each of the following categories: Aggressive, Defensive, and Maneuver. These Mission Cards remain secret from the opponent until player colors are finalized.

Upon the commencement of play, players reveal their total points spent to determine the Strategic Bid. The player who has spent the lower number of points is the winner of the Strategic Bid. If the total points spent by both players are equal, the winner of the Strategic Bid is determined by a randomized method. The winner of the Strategic Bid must

choose to be either the Red Player or the Blue Player. Designated player colors establish the following responsibilities:

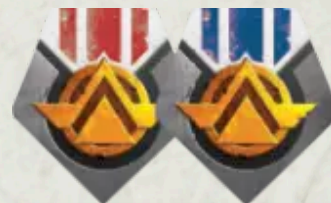
- **Blue Player:** The Blue Player provides their Mission Deck for the engagement.
- **Red Player:** The Red Player selects one Mission Card from the Blue Player's Mission Deck to serve as the objective for the match.
- The choice of Red Player or Blue Player dictates the order in which terrain pieces are placed within the Play Area during the Terrain Setup Phase if players are not using a pre-configured table layout.
- Unspent points from the Points Cap constitute the Bid Value and do not provide any additional Tactical Points or Action Points during gameplay.

A list is only considered legal for play if it adheres to all Points Cap restrictions, Unit Quotas, Leader requirements, and Support Card limitations. The Faction Command Value and the starting Tactical Point Pool are determined by the chosen Faction Roster and remain static throughout the Army Building and engagement phases.

**Related Topics:** [Army](#), [Unit Stats](#), and [Setup](#).

## Army Leader

An Army Leader is a specialized asset required for every force during Army Building. Exactly one Army Leader must be included in an army list. An Army Leader is not a



standalone Unit; instead, it functions as an Attachment that must be assigned to an eligible Parent Unit during the Deployment Phase. When a player deploys a valid Unit to the Play Area, they must designate that Unit as the host for the Army Leader. If the Deployment Phase concludes and the Army Leader has not been assigned to a Unit, the Leader is removed from play for the duration of the match.

- An Army Leader does not perform an Attack, generate Attack Dice, or participate in the resolution of Ranged Combat or Close Combat.
- The Army Leader is represented within the Play Area by a Miniature or a Leader Token. This representation must maintain proximity to the Parent Unit at all times to denote its attached status.
- If the Parent Unit is destroyed and removed from the Play Area, the associated Army Leader is immediately removed from play.
- Specific eligibility requirements for Parent Units and the functional radius of leadership abilities are specified on the individual Leader Profile.

**Related Topics:** [Army](#), [Command Roll](#), [Support Cards](#), and [Unit](#).

## Attack

Attack Resolution is the sequence for resolving offensive interactions during Ranged Combat or Close Combat. This process governs target validation, Dice Pool calculation, damage mitigation, and Casualty removal. The universal core logic defined in this entry applies to all offensive actions unless specified otherwise by specific combat rules.

**1. Declare Target and Verify Requirements:** To initiate an Attack, the active player must nominate a single target Enemy Unit and verify the following conditions:

- The Attacker must be able to draw an unobstructed Trace from at least one of its Bases to at least one Base of the Target Unit. Standard Units utilize a 180-degree Front Firing Arc for targeting.
- For Ranged Combat, the Target must be within the maximum Range of the Attacker. Range is measured from the closest point of the Attacker's Base to the closest point of the Target Unit's Base.

**2. Generate Attack Pool:** The Attacker calculates the total quantity of dice rolled for the engagement using the following logic:

- Identify the relevant Attack Stat for the engagement, categorized as either Ranged Attack or Melee Attack. Multiply the Attack Stat 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.

**3. Roll To-Hit:** The Attacker rolls the Attack Pool to determine offensive success:

- The baseline requirement to score a Hit is a result of 4 or higher (4+).
- Environmental and mechanical factors including Cover, Range, and Unit Status may adjust the Success Threshold. Modifiers are applied to the threshold value itself, not the die result.
- A modified Success Threshold cannot be reduced below a 2+ and cannot be increased above a 6+.

**4. Check for Shaken Status:** Immediately following the To-Hit Roll, players must evaluate the Target Unit's Courage. This check occurs before any Save Rolls and is not modified by subsequent damage mitigation.

- Determine the total quantity of successful Hits. Compare this total to the Target Unit's Courage Stat.
- If the quantity of Hits is equal to or greater than the Target Unit's Courage Stat, 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. If a Unit that is already Shaken meets the Courage threshold again, no additional tokens are assigned.
- During Close Combat, both Units perform this check simultaneously. Both Units may receive a Shaken Token before resolving their respective Save Rolls.

**5. Resolve Defensive Saves:** The Defender attempts to negate incoming damage by utilizing the Unit's Save Stat:

- The Defender gathers one die for every successful Hit scored by the Attacker.
- The Defender rolls the gathered dice. Each die result that meets or exceeds the Unit's Save Stat negates one Hit.
- Any Hits that are not negated by the Save Roll are categorized as Wounds and proceed to the Casualty removal sequence.

**6. Assign Wounds and Remove Casualties:** Wounds are applied to the Target Unit to determine Base removal:

- For every increment of Wounds equal to the Unit's Wound Stat, the Unit must remove one physical Base.
- Excess Wounds persist on the Unit and apply to the next instance of damage. If the quantity of Wounds reaches multiple increments of the Wound Stat, multiple Bases are removed immediately.
- The defending player chooses which specific Bases to remove from the Unit.
- The defending player is strictly mandated to remove Bases in a manner that maintains Unit Coherency. A player cannot select a Base for removal if its absence would leave the surviving Bases out of Unit Coherency.
- If removing casualties makes Unit Coherency mathematically impossible to maintain, the Unit immediately receives a Shaken Token (if it does not already possess one). At the conclusion of the current Attack Resolution, the owning player must immediately push the isolated Bases the minimum distance required to restore Coherency. This push is not considered a Move Action and does not trigger Overwatch.

**7. Unit Destruction and Cleanup:** A Unit is categorized as Destroyed when its final Base is removed from the Play Area:

- 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 is discarded.
- Residual Wounds that did not result in a Base removal persist and are tracked for subsequent activations until the Unit is either repaired or destroyed.

**Related Topics:** [Ranged Combat](#), [Close Combat](#), [Unit Stats](#), and [Modifiers](#).

## Base

The base is the physical stand for miniatures and serves as the absolute mechanical authority for all Unit interactions. Movement and range are measured from base edges. Line of sight is traced from the base perimeter or corners. One edge is designated front-facing to define firing arcs and flanking.

**Related Topics:** [Unit](#), [Miniature](#), [Line of Sight](#), [Range](#), and [Cohesion](#).

## Base Contact

Base Contact defines a state where the physical perimeter of one Unit Base is touching the perimeter of another Unit Base. This state is a mandatory prerequisite for the initiation of a Melee engagement. Any Move Action or movement effect that results in the establishment of Base Contact with an Enemy Unit terminates immediately at the point of contact.

**Related Topics:** [Base](#), [Close Combat](#), [Charge](#), [Movement](#), and [Range](#).

## Blast (Keyword)

***"Attacks ignore Cover to-hit penalties."***

Represents high-explosive or area-saturation weapons. Attacks with this keyword ignore the +1 To-Hit penalty normally granted to defenders sitting in Cover.

Blast ignores Cover for all target types, explicitly including units with the Aerial sub-type. Because of this, Blast effectively functions as the game's universal "flak" or anti-aircraft mechanic.

- *Does Blast affect friendly units if they are caught under a template?*
  - Yes. Unless specifically stated otherwise by a card effect, Blast hits everything within its footprint including friendly units.

## Blocking Terrain

Blocking Terrain represents solid environmental features, such as massive rock formations or solid walls, that occupy a defined physical footprint within the Play Area. These obstacles function as absolute barriers to maneuverability and visibility for all Units. A Unit is strictly prohibited from entering or concluding any movement within the footprint of a Blocking Terrain piece.

- No portion of a Unit Base may overlap the boundary of the Blocking Terrain during the resolution of any movement effect. If the intended Path of a Unit is obstructed by the terrain boundary, the player must adjust the movement to bypass the obstacle. Any movement that would result in a Base overlapping or passing through the footprint is categorized as an illegal move and cannot be resolved.
- Blocking Terrain completely obstructs Line Of Sight. Units are prohibited from establishing a Line Of Sight through any portion of the terrain footprint to Nominate a Target positioned on the opposite side. This obstruction prevents the declaration of any offensive resolution. Line Of Sight is only established if a Trace can be drawn between Unit Bases without intersecting the Blocking Terrain boundary.

**Related Topics:** [Line of Sight](#), [Movement](#), and [Terrain](#).

## Blue Player

The Blue player is the participant who provides the mission deck for the Red player to select the objective for the match from.

**Related Topics:** [Red Player](#), [Setup](#), and [Mission Cards](#).

## Bulk Activation

Bulk Activation is a mandatory procedural Rule triggered during the Activation Phase when a specific numerical disparity exists between forces. If one player possesses an advantage of 3 or more Units compared to their opponent at the start of a Round, that player must utilize Bulk Activation for the duration of that Round. When a matching Initiative Token is drawn from the Initiative Pool, the affected player must nominate and resolve the Activation of two separate Units in immediate succession.

- At the commencement of every Activation Phase, players must calculate the total quantity of Units remaining in their respective armies. If the discrepancy is 3 or more, the player with the larger force is subject to the Bulk Activation requirement.
- The affected player first nominates and completes the Activation of a single Unit according to standard procedural steps. Immediately following the conclusion of the first Unit's Activation, the player must expend a second matching Initiative Token from the Initiative Pool to nominate and resolve the Activation of a second Unit.
- At the commencement of any subsequent Round, if the numerical difference between remaining Units has decreased to a value less than 3, the force disparity is considered stabilized and players revert to standard Activation protocols.
- If the affected player does not possess a second matching token in the Initiative Pool, the Bulk Activation requirement is waived for that draw.

**Related Topics:** [Activation](#), [Initiative Tokens](#), and [Round](#).

## Charge

Charge defines a Complex Action that enables a Unit to establish Base Contact and initiate Close Combat. To resolve this action, the Unit may perform a single Pivot to face the Target, then moves up to its maximum Move Stat along the shortest viable path to establish Base Contact. If this movement results in Base Contact with an Enemy Unit, the movement terminates immediately and a Close Combat engagement is initiated. The Charge Action provides a Dice Modifier that adds +1 die per remaining Base to the Unit's Melee Attack Pool for the duration of the current resolution.

- Units possessing the Shaken status are prohibited from declaring a Charge Action.
- The movement must follow the shortest viable path to the intended melee target and cannot intersect the footprint of movement blocking terrain or other Units to establish contact.

**Related Topics:** [Movement](#), [Base Contact](#), [Close Combat](#), and [Actions](#).

## Clone (Keyword)

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

Represents genetic and mental conditioning. Whenever the unit suffers an effect that would apply a Shaken token, they roll a 1d6. On a 5 or 6, they shrug off the psychological damage and the token is not applied.

This roll is made every time a Shaken token would be applied (only once per triggering effect), whether from

accumulated hits or other suppression effects such as Support Cards.

- *Can I spend a Tactical Point (TP) to guarantee the unit passes the Clone roll?*
  - Yes. A TP can be used to change a die facing to a 6, guaranteeing the pass.

## Close Combat

Close Combat is the mechanical procedure utilized to resolve engagements between Units that have established physical Base Contact. This process is governed by a Simultaneous Resolution logic, where both the Attacker and the Defender generate Melee Attack Pools and attempt to inflict damage at the same time. The outcome of Close Combat is determined by comparing the total unsaved Hits suffered by each participant to identify a Winner and a Loser. This outcome dictates subsequent Unit positioning, facing, and morale.

1. **Initiation and Engagement:** Close Combat is initiated when a Unit Base establishes physical contact with an Enemy Unit Base during the resolution of a Move Action, Dash, or Charge Action. The Unit performing the movement is designated the Attacker, while the Unit being contacted is designated the Defender. Upon making initial contact, the Attacker must attempt to maximize frontage by bringing as many of its remaining Bases into contact with the Defender as possible. This movement must follow the shortest possible Path from the point of initial contact and cannot be used to circumvent the Defender to gain a flanking bonus. Once Base Contact is established between any part of two Units, both Units are categorized as Engaged in Close Combat.

2. **Generate Attack Pools:** Both players determine their respective Melee Attack Pools simultaneously. Each player identifies the Melee Attack Stat found on their Unit Profile and multiplies this value by the quantity of physical Bases currently remaining in their Unit. The following situational Modifiers are applied at this stage to adjust the total quantity of dice rolled:

- If the Attacker reached Base Contact via a Charge Action, they add one additional die to their Attack Pool for every Base currently in the Unit.
- If a Unit possesses the Shaken status or has been successfully Flanked by the enemy, that Unit must subtract one die from its Attack Pool for every Base currently in the Unit.
- Vehicle Units acting as the Defender in a Close Combat engagement must subtract one die from their Attack Pool for every Base currently in the Unit.
- These Modifiers can stack, however, an Attack Pool cannot be reduced below a minimum of one die per Base through the application of these Modifiers.

3. **Simultaneous Strikes and Shaken Check:** Both players roll their generated Attack Pools at the same time. The baseline Success Threshold for a Hit is a result of 4 or higher (4+) but can be adjusted by Dash Tokens, Cover, or Flanking status. Long Range does not apply in Close Combat. Immediately after the dice are cast, each player compares the total quantity of successful Hits received to their Unit Courage Stat. If the quantity of Hits meets or exceeds the Courage Stat, the Unit receives a Shaken Token. Because strikes are simultaneous, it is possible for both Units to become Shaken during the same engagement. Shaken status acquired during this step does not penalize the Attack Pool currently being rolled, but it will affect future Activations.

4. **Resolve Defensive Saves:** After identifying Hits and updating Shaken status, both players roll for saves using their Unit Save Stat. Each player generates a Defense Pool consisting of one die for every Hit scored by their opponent. Each result that meets or exceeds the Unit Save Stat negates one Hit. Unnegated Hits are recorded as the final damage value for the exchange. All Wounds and Casualty removals are processed after both players have completed their defensive rolls and determined the Winner and Loser.

5. **Determine Winner and Loser:** Players compare the total quantity of unsaved Hits suffered by their respective Units to determine the tactical outcome of the engagement.

- The Unit that suffered the lower quantity of unsaved Hits is designated the **Winner**.
- The Unit that suffered the higher quantity of unsaved Hits is designated the **Loser**.
- If both Units suffer an identical quantity of unsaved Hits, the result is a **Tie**.

6. **Casualty Removal and Repositioning:** Once the Winner and Loser are identified, damage is applied and Bases are removed according to the outcome.

- Both Units suffer Wounds equal to the quantity of unsaved Hits received. Bases are removed according to standard Casualty removal rules. The player selects which Bases to remove but must maintain Unit Coherency.
- The Winning Unit remains in its current position and maintains its current facing direction.
- The Losing Unit must perform a Retreat. The Unit is moved a distance equal to half of its Move Stat directly away from the Winner. At the conclusion of this movement, all Bases in the Losing Unit must be rotated to face directly away from the Winning Unit. If a Unit is stationary and has no Move Stat or a value of 0" and is determined to be the Loser of the Close Combat, it is automatically Destroyed.
- If the result is a Tie, no Retreat is performed. Instead, the Attacker is pushed back 1 inch from the Defender. Both Units maintain their current facing direction.

7. **Termination of Engagement:** Units are prohibited from ending a Close Combat in Base Contact with one another. Engagement concludes once either the Winner moves back or the Loser performs a Retreat. If a Unit is destroyed during the application of Wounds, it is removed from the Play Area and its Initiative Token is managed according to the Unit destruction rules. Close Combat resolution is finalized once all damage is assigned and all required movements are resolved.

**Related Topics:** [Attack](#), [Base Contact](#), [Charge](#), [Move Action](#), [Modifiers](#), and [Unit Stats](#).

## 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. This requirement is enforced during the resolution of all movement effects, and the removal of Casualties. If a Unit is forced into a state where any Base violates this proximity

limit for any reason, the Unit immediately receives a Shaken Token and must make the minimum required move to restore cohesion.

**Related Topics:** [Unit](#), [Base](#), and [Movement](#).

## Command Roll

A Command Roll is a mandatory check performed at the start of every Unit Activation. The player rolls 2d6 and applies the -1 Shaken Modifier to the total result as necessary. If the final sum meets or exceeds the Faction Command Value found in the Faction Roster, the result is a Pass and the Unit receives 2 Action Points. If the result is lower than the Faction Command Value, the result is a Failure and the Unit receives 1 Action Point. Action Points are immediately available for expenditure during the current Activation Phase and are removed if not utilized before the Activation concludes.

**Related Topics:** [Actions](#), [Factions](#), and [Shaken](#).

## Courage

Courage defines a numerical attribute on a Unit Profile that establishes the threshold for sustaining the Shaken Status. This Stat is utilized during the resolution of an Attack. Once the Attacker rolls their Attack Pool, the total quantity of successful Hits is compared directly to the Target Unit's Courage Stat. If the quantity of Hits meets or exceeds this value, the Unit immediately receives a Shaken Token. This check is resolved prior to the declaration of any Save Roll and is not affected by subsequent damage mitigation. A Unit is restricted to a maximum of one Shaken Token regardless of the quantity of successful Hits sustained.

**Related Topics:** [Unit Stats](#), [Shaken](#), and [Rally Action](#).

## Cover

Cover is a defensive status representing the tactical benefit provided by environmental obstacles, dense foliage, or fortified structures. This status applies Target Modifiers to an Attacker's Hit requirement and provides defensive bonuses to a Defender's Save Rolls. Cover status is evaluated during the Declare Target stage of Attack Resolution.

### 1. Eligibility and Determination

- Area Terrain, Depression Terrain and Structural Terrain grant the Cover status to any Unit with all its Bases positioned 50% or more within the terrain boundary.
- A Unit possessing a Dug-In Token is categorized as possessing the Cover status.
- Units with the Aerial Sub-Type are categorized as perpetually possessing the Cover status regardless of terrain proximity.

### 2. Offensive Penalty

- An Attacker targeting a Unit that possesses the Cover status suffers a Target Modifier to the Success Threshold during the Roll To Hit stage.
- The requirement to score a Hit is increased by one. A Unit with a baseline Hit requirement of 4+ increases the threshold to a 5+.
- This penalty is subject to the universal Success Threshold limit of 6+.

### 3. Unit Type Restrictions

- Infantry Units are eligible to receive the offensive penalties and defensive bonuses provided by the Cover status.
- Vehicle Units are ineligible to receive the benefits of environmental Cover regardless of their physical position within the Play Area.
- Units possessing the Aerial Sub-Type are a unique exception and retain the Cover status regardless of their primary Unit Type classification.

### 4. Interaction with Actions

- The Dig-In Complex Action enables Infantry Units to generate the Cover status in open terrain.
- Upon successful resolution of a Dig-In Action, the Unit receives a Dug-In Token.
- This token provides the Cover status and a +1 modifier to the Unit's Save Stat.

**Related Topics:** [Attack](#), [Ranged Combat](#), and [Modifiers](#).

## Dangerous Terrain

Dangerous Terrain represents lethal environmental hazards, such as active minefields or lava fields, that occupy a fixed footprint within the Play Area. Unlike Difficult Terrain, which imposes numerical movement penalties, Dangerous Terrain poses a direct threat to the physical integrity of any Unit attempting to traverse its boundaries. Maneuvering through these features requires the resolution of specific checks that can result in immediate Casualty removal and mid-activation status changes.

- A Hazard Check is triggered immediately whenever any portion of a Unit Base enters or crosses the boundary of a Dangerous Terrain feature. The active player must roll 1d6 to resolve the check. If the result is a 1 or a 2, the Unit suffers 1d3 Wounds. These Wounds are applied immediately and cannot be negated by standard Save Rolls or defensive Keywords. Opposing players are strictly prohibited from expending Tactical Points to modify the result of the damage roll.
- If a Unit sustains at least one Wound during a Hazard Check, that Unit immediately receives a Shaken Token (if it does not already have one). This morale penalty is applied at the point of contact within the current Activation Phase. Units possessing the Unhindered Keyword or the Aerial Unit Type are categorized as immune to environmental hazards and may traverse Dangerous Terrain without the requirement of performing a Hazard Check.

**Related Topics:** [Wounds](#), [Movement](#), [Terrain](#), and [Dice](#).

## Dash

Dash defines a Complex Action that enables a Unit to traverse a distance up to twice its Move Stat and receive a Dash Token immediately upon declaration. Movement is resolved in two distinct increments, each up to the Unit's maximum Move Stat. The first increment permits movement in any direction and includes an unlimited number of pivots. A Unit Dashing represents a reckless sprint on a large scale, making the entire Unit easier to hit.



- A Unit Dashing represents a reckless sprint on a large scale, making the entire Unit easier to hit. A Dash Token applies a -1 penalty to the Unit's to-hit target, making it easier to attack (e.g., a 4+ to-hit requirement becomes a 3+).
- The Dash Token is discarded after an Attack targeting the Unit is fully resolved or when the Unit initiates its next Activation.

If the player intends to initiate base contact with a Dash action:

- This must be resolved during the second move increment.
- During the second move, the Unit must travel along the shortest possible Path from its current position.
- Before the second move, the Unit must maintain its current facing and perform no pivots after it starts moving.

- If the shortest Path to Base Contact is obstructed by movement blocking terrain or another Unit, the movement into contact is prohibited.

**Related Topics:** [Movement](#) and [Actions](#).

## Deployment

Deployment is the sequence for establishing an Army's presence within the Play Area prior to the commencement of the first Round. The boundaries of Deployment Zones and the specific sequence of unit placement are mandated by the Mission Card. In instances where the Mission Card does not define a sequence, players alternate unit placement one at a time, beginning with the Blue Player. The text on the Mission Card serves as the final authority regarding placement order. If a player fails to assign their Army Leader to an eligible host Unit during this process, that Army Leader is removed from play for the remainder of the game.

- No portion of a Unit Base may overlap the boundary of a Deployment Zone, other Unit Bases, or the footprint of Blocking Terrain.
- Bases within the same Unit must be placed in a state of legal Cohesion, ensuring every Base is within 1 inch of at least one other Base in that Unit.
- Players determine the facing of their Units during placement, provided all Bases remain entirely within the Deployment Zone.
- After both players have finalized the establishment of all Units according to the required sequence, the Deployment Phase ends and the match proceeds to the initial Activation Phase.

**Related Topics:** [Setup](#) and [Play Area](#).

## Depression Terrain

Depression Terrain defines recessed environmental features, such as tactical trenches, impact craters, or shallow gullies, that occupy a fixed footprint within the Play Area. These features provide a distinct defensive advantage to Units without creating a physical obstruction to visibility across the table. Unlike Blocking Terrain or Area Terrain, Depression Terrain does not inherently obstruct Line Of Sight.

- Traces may be drawn across, into, or out of the terrain footprint without restriction. This permits Units to maintain clear fire lanes while utilizing the terrain's depth for protection. Line Of Sight resolution remains reciprocal for all Units interacting with the boundary.
- A Unit is eligible to receive the Cover status if all of its Bases are positioned 50% or more within the perimeter of the Depression Terrain piece.

**Related Topics:** [Cover](#) and [Terrain](#).

## Destroyed

A Unit is categorized as Destroyed when its final Unit Base is removed from the Play Area due to the accumulation of Wounds. Upon the resolution of Unit destruction, the player must immediately remove the physical models and all associated markers, including Shaken Tokens, Dash Tokens, and Activated Tokens, from the environment. If the Destroyed Unit has not yet resolved an Activation during the current Round, the player must draw and correspondingly remove a Faction Initiative Token within the Initiative Pool and remove it from the match.

**Related Topics:** [Unit Stats](#) and [Wounds](#).

## Dice

Regiment utilizes standard six-sided (d6) Dice to resolve all mechanical checks, Command Rolls, and Attack Resolutions. Success requirements are defined by a Target Threshold; a result meets the requirement if the numerical value on the Die is equal to or greater than the specified target value. In procedural instances where a three-sided (d3) result is required, players must roll one six-sided (d6) Die and halve the outcome, rounding up to the nearest whole integer. Numerical outcomes are subject to modification through the expenditure of Tactical Points or the application of specific Unit Keywords as defined in the relevant rules.

**Related Topics:** [Attack](#), [Command Roll](#), [Support Cards](#), [Dangerous Terrain](#), and [Tactical Points](#).

## Difficult Terrain

Difficult Terrain defines environmental impediments, such as dense foliage, deep mud, or heavy rubble, that occupy a fixed footprint within the Play Area. These features do not inherently obstruct Line Of Sight or prohibit movement entirely, but they impose numerical penalties that hinder a Unit's capacity to navigate the environment. Traversal of these zones requires a higher expenditure of movement allowance, making them a primary tactical consideration during the Activation Phase.

- Any Unit Base that moves into or through the boundary of Difficult Terrain must subtract 2 inches from its maximum Move Stat. This penalty is applied as soon as any portion of a Unit Base overlaps or crosses the terrain boundary. This reduction is applicable to all Action resolutions involving movement, including standard Move Actions, Dash resolution, and Charge resolution.

- When resolving a Charge Action that intersects the boundary, the Unit must possess sufficient movement allowance remaining after the penalty calculation to establish physical Base Contact with the Target Unit. If the Unit cannot establish contact due to the adjusted distance, the movement terminates at the limit of the Unit's modified distance.
- Specific Unit properties provide mechanical immunity to these movement penalties. Units possessing the Hover or Walker Subclass, or those categorized as the Aerial Unit Type, ignore ground-level obstructions and traverse the footprint at their standard speed. Additionally, Units possessing the Unhindered Keyword are exempt from the movement reduction associated with Difficult Terrain traversal.

**Related Topics:** [Movement](#) and [Terrain](#).

## Dig-In

Dig-In defines a Complex Action restricted to Infantry Units that enables a force to establish fortified defensive positions. To resolve this Action, the Unit must remain entirely stationary during its current Activation; the player is strictly prohibited from resolving any Move Actions, Dashes, or Pivots. Upon successful declaration and resolution of this Action, the Unit receives a Dug-In Token to denote its entrenched status.



- While a Unit possesses a Dug-In Token, it is categorized as possessing the Cover status regardless of its physical proximity to terrain features. Furthermore, the Unit's printed Save Stat is improved by -1. For example, a Unit with a printed 4+ requirement resolves Save Rolls as a 3+ while the token is active.
- The Dug-In Token is discarded immediately if the Unit performs any movement or Pivot for any reason. This requirement encompasses both voluntary movement and forced movement resulting from environmental effects, Keywords, or Support Cards.

**Related Topics:** [Actions](#), [Cover](#), and [Unit Stats](#).

## Droid (Keyword)

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

Represents unwavering mechanical soldiers. When a Droid unit is about to receive a Shaken token, the controlling player may choose to assign 1 Wound to the unit to prevent the token from being received in order to maintain their action economy and objective control ability.

If the unit only has 1 Wound remaining, utilizing this ability will instantly destroy the unit.

- *Am I forced to take the wound?*
  - No, it is entirely optional. You can choose to accept the Shaken token instead.

## Elevated Terrain

Elevated Terrain defines environmental features, such as hills, ridgelines, or plateaus, that provide verticality within the Play Area. These features function primarily as vantage points, permitting Units to bypass specific visibility obstructions that would otherwise impede Line Of Sight at ground level. Navigating onto or across Elevated Terrain is resolved as a standard Move Action; the environment does not impose additional Move Stat penalties or speed requirements to scale these features. Occupying Elevated Terrain does not inherently grant the Cover status to a Unit.

- A Unit positioned on Elevated Terrain ignores Line Of Sight obstructions caused by intervening Units or terrain features located at a lower elevation. This mechanical advantage permits the Unit to establish visibility over Blocking Terrain features that would normally obstruct visibility for Units on the ground.
- Visibility involving Elevated Terrain is always reciprocal. If a Unit occupying an elevated feature successfully draws a Trace to a Target, that Target is categorized as having a clear Line Of Sight back to the elevated Unit for the purpose of resolving Ranged Attacks.

**Related Topics:** [Line of Sight](#) and [Terrain](#).

## Embark and Disembark

The Embark and Disembark mechanics define the transfer of friendly forces between the Play Area and specialized assets possessing the Transport Keyword. Each Transport Unit is restricted to a maximum capacity of exactly one friendly Infantry Unit. While a Unit is categorized as Embarked, it is considered Out Of Play and is prohibited from declaring Shoot Actions, utilizing Support Cards, or otherwise interacting with mechanical game elements until the Disembarkation sequence is finalized.

- **Embarkation:** A Unit initiates this process by resolving a Move Action or Dash that results in the establishment of Base Contact with a friendly Transport. If the movement concludes in Base Contact, the Unit is immediately removed from the Play Area. If a Unit begins its Activation Phase already in Base Contact with a friendly Transport, it may expend 1 Action Point to finalize Embarkation.

- **Disembarkation:** This process can be triggered by either the cargo or the Transport asset. If an Embarked Unit is Nominated to activate, it must expend a Move Action, Dash, or Charge Action to be placed in Base Contact with the vehicle; the player then resolves the movement starting from that point of contact. Alternatively, a Transport Unit may expend a Special Action during its resolution to Disembark its cargo. In this instance, one Base of the transported Unit is placed in contact with the vehicle, and all remaining Bases must be arranged in legal Cohesion.
- **Destruction:** If a Transport asset is Destroyed while carrying a friendly Unit, the authority for placement shifts to the opposing player. The opponent must place all Bases of the transported Unit anywhere in Base Contact with the wreck. Upon completion of this forced placement, the Unit immediately receives a Shaken Token to reflect the disruption of the transport's destruction.

**Related Topics:** [Special Action](#), [Move Action](#), [Unit Types](#), [Movement](#), and [Keyword](#).

## End Phase

The End Phase defines the mandatory sequence that concludes a Round. This phase initiates immediately following the exhaustion of the Initiative Pool and the finalization of all Unit Activations. During this sequence, players must resolve scoring and verify match persistence according to the established mission parameters.

- Players accumulate Victory Tokens according to the control of Objective Points and specific criteria defined by the active Mission Card.
- Scenario Victory Conditions must be evaluated to determine if a victor is established or if the match continues.
- All Initiative Tokens are collected from the Play Area and returned to the Activation Bag.
- Temporary status markers and effects are resolved or removed as specified by their respective duration protocols.
- The Round counter is incremented by one to initiate the subsequent turn cycle.

**Related Topics:** [Victory Tokens](#), [Objective Tokens](#), and [Round](#).

## Factions

A Faction serves as the primary organizational framework for an Army, defining its tactical identity and governing specific mechanical constraints. Each Faction is assigned a specific Command Value that represents the inherent efficiency of its leadership and communication networks. This Value directly influences the activation economy of

Units via the resolution of Command Rolls and dictates the starting quantity of the Tactical Points pool available for the engagement. Furthermore, Faction selection governs the eligibility of specific Unit Classes and the unique Army Leaders available during the Army Building process. Major Factions typically provide more extensive Unit rosters and larger resource pools compared to Minor Factions.

**Related Topics:** [Army Building](#), [Command Roll](#), and [Tactical Points](#).

## Fearless (Keyword)

*"This unit does not suffer the -1 Command Roll penalty while Shaken."*

Represents unshakeable resolve. This keyword increases the unit's base Courage value by +1, meaning they require more cumulative incoming hits before they cross the threshold to become Shaken.

- *Can a Fearless unit still become Shaken?*
  - Yes, they simply have a higher threshold to reach before it happens.

## Firing Arc

A Firing Arc defines the spatial area in which a Unit determines whether it can legally Nominate a Target for Ranged Attacks, or is susceptible to being Flanked. For standard Units, the two Firing Arcs consists of a 180-degree hemisphere extending from both sides of the designated front edge of the Base. The front facing arc is called the Front Arc and the rearward facing arc is called the Flanking Arc. To resolve a Shoot Action, the Attacker must establish a valid Line Of Sight to a portion of the Target Unit's Base that resides within the Front Arc. If the entirety of a potential Target's Base is positioned behind the plane established by the Front Arc and resides within the Flanking Arc, the Target cannot be engaged unless another rule overrides this.

- Determining the applicable Firing Arcs for the attacker and defender is a mandatory step during the Declare Target stage of Attack Resolution. Boundaries are traced from the front corners or the leading edge of the Base footprint.
- Proper Unit orientation is vital, as a Unit's ability to Shoot is restricted by its facing and can leave a Unit exposed to more dangerous Flanking attacks.
- In Close Combat, Firing Arcs are abstracted for the purpose of engagement and establishing Base Contact. However, the relative facing of the participants is still evaluated to determine if a Unit suffers a Flanking penalty to its Melee Attack Pool.

**Related Topics:** [Base](#), [Line of Sight](#), [Attack](#), and [Flanked](#).

## Flanked

Flanked defines a tactical status achieved when at least one Attacker Base is positioned, at least partially, within the rear 180-degree zone Flanking Arc of a defending Unit's Base, behind their Front Firing Arc. This positioning represents a significant formation vulnerability, granting the Attacker mechanical advantages and reducing the Target's combat efficiency during the resolution of Close Combat.

- If at least one of the Defender's bases is Flanked, the entire Unit is considered to be Flanked as well.
- An Attacker resolving a Ranged Attack or Melee Attack against a Target possessing the Flanked status receives a Target Modifier that reduces the Success Threshold by 1. For example, a Unit with a baseline Hit requirement of 4+ hits a Flanked Target on a result of 3+.
- During Close Combat resolution, a Unit categorized as Flanked must subtract 1 die from its Melee Attack Pool for every physical Base currently remaining in the Unit. The pool cannot be reduced below a minimum of 1 die per Base through the application of this penalty.

**Related Topics:** [Firing Arc](#), [Attack](#), and [Modifiers](#).

## Flight (Keyword)

*"This unit ignores all terrain movement penalties and can move through enemy units."*

Provides increased battlefield mobility. The unit completely ignores the movement penalties and damage risks associated with Difficult and Dangerous terrain. Furthermore, they may pass directly over enemy unit bases during their movement.

While they can move through enemy bases, they cannot end their movement overlapping an enemy base, or inside Impassable or Blocking terrain.

## Friendly and Enemy

Friendly and Enemy categorize Unit affiliation relative to the active player. All mechanical interactions in Regiment utilize these classifications to determine the eligibility of Targets for Ranged Combat, the application of Aura effects, and the resolution of movement. 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.

**Related Topics:** [Unit](#), [Army](#), [Factions](#), [Blue Player](#), and [Red Player](#).

## Green (Keyword)

*"This unit suffers a -1 penalty to Command Rolls."*

Represents fresh or poorly trained troops. The unit suffers a permanent -1 penalty to all Command Rolls, making it statistically harder to generate 2 Action Points (AP) for a Complex Action.

This penalty stacks with other debuffs. If a Green unit becomes Shaken, they suffer a total -2 penalty to their Command Rolls.

## Impassable Terrain

Impassable Terrain represents physical environmental barriers that are restrictive to Ground Unit maneuver. All Units, except Aerial sub-types, are prohibited from entering, traversing, or concluding a Move Action, Dash, or Charge within the footprint of an Impassable Terrain piece. Any movement that would result in a Unit Base overlapping the terrain boundary is categorized as an illegal move and cannot be resolved.

- Units possessing the Aerial Unit Sub-Type are exempt from these movement restrictions. These Units may traverse the airspace above Impassable Terrain or conclude a Move Action on top of the terrain footprint without penalty.
- Impassable Terrain does not inherently obstruct Line Of Sight. Units may draw a Trace through the terrain boundary to Nominate a Target on the opposite side.
- Establishing Base Contact with Impassable Terrain does not grant the Cover status.

**Related Topics:** [Movement](#), [Line of Sight](#), and [Terrain](#).

## Indirect (Keyword)

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

Artillery and mortar fire that fires in a parabolic arc. This unit does not require Line of Sight (LOS) to select an enemy target for a ranged attack.

- *Do I suffer a +1 To-Hit penalty for shooting at long range with Indirect fire?*
  - Yes. Indirect fire only waives the Line of Sight requirement; all other range and keyword modifiers apply as normal.
- *Can I shoot at a unit hidden inside Area or Structural terrain if I can't see them.*
  - Yes. You do not need to see them, but they will still count as being in Cover and receive the bonuses associated with their terrain.

## Initiative Tokens

Initiative Tokens are the mechanical components utilized during the Draw Step of the Activation Phase to regulate Unit resolution. The sequence is governed by a randomized



selection process from the Initiative Pool. Upon the withdrawal of an Initiative Token, the player matching the depicted Faction is authorized to Nominate a Friendly Unit for resolution. To be eligible for Nomination, a Unit must not possess an Activated Token or a previously assigned Initiative Token for the current Round. The physical token must be placed within the Play Area adjacent to the selected Unit Base to signify the commencement of the activation cycle.

Following the finalization of a Unit Activation, the Initiative Token persists in its position on the battlefield until the End Phase. This placement functions as a technical status indicator, categorizing the force as exhausted and prohibited from further Nomination within the current Turn Sequence. This tracking is mandatory for maintaining chronological integrity and prevents procedural errors during complex maneuvers.

- If a Unit is categorized as Destroyed prior to resolving its Activation, the owning player must immediately locate and remove one matching Initiative Token from the Initiative Pool.
- If a Unit is categorized as Destroyed after its Activation resolution is complete, the associated Initiative Token is removed from the Play Area immediately.
- During the resolution of the End Phase, all Initiative Tokens must be recovered from the battlefield and returned to the Initiative Pool for the subsequent Turn Sequence.

**Related Topics:** [Activation](#) and [Round](#).

## 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."***

Specialized electromagnetic weaponry designed to shut down machinery. If a target with the Vehicle type or Droid keyword suffers at least 1 unsaved Wound from this weapon, they must immediately roll a 1d6. On a 1-3, they receive a Shaken token.

This effect triggers after damage is resolved. If the target is already Shaken, the keyword has no additional effect.

- *If my Droid unit fails the Ion roll, can I use the Droid keyword to take 1 Wound instead of becoming Shaken?*
  - Yes. The Droid keyword applies anytime the unit would become Shaken.

## Keyword

Keywords define specific mechanical properties assigned to a Unit Profile. These technical tags function as logic triggers for specialized rules or serve as mandatory prerequisites for the resolution of Support Cards and Army Leader abilities. A Keyword may provide a constant situational modifier to Unit Stats or establish an exception to core movement and Line Of Sight restrictions. The presence of a Keyword is required to authorize the resolution of specific Special Actions as defined on the Unit Profile. Some keywords have a numerical values appended to the end, such as Armor 2 or Shields 1, indicate the potency or frequency of the associated mechanical effect during resolution.

**Related Topics:** [Unit](#), [Unit Types](#), and [Unit Stats](#).

## Line of Sight

Line Of Sight (LoS) defines the technical requirement for a Unit to Nominate a Target during Ranged Combat or when resolving Support Card effects. To verify visibility, the player must establish a straight Trace from any point along the attacking Unit's designated front Base edge to any part of the Target Unit's physical Base footprint. The Unit Base is the absolute mechanical authority for this calculation; physical attributes of the miniatures, such as limbs, weapon barrels, or antennas, are entirely ignored. Visibility is confirmed if at least one Trace can be drawn between these points without intersecting a prohibited obstruction.

A Trace is categorized as blocked if it passes through the footprint of LoS blocking terrain or the physical Base of any other Unit. Bases belonging to the same Unit are considered transparent to one another and never obstruct a LoS Trace.

- Units occupying Elevated Terrain ignore Line Of Sight obstructions caused by intervening Units or Terrain features located at a lower elevation.
- Specific Unit Keywords establish exceptions to standard visibility logic. The Towering Keyword dictates that Line Of Sight to or from the Unit cannot be blocked by standard obstructions. The Indirect Keyword authorizes the Unit to Nominate Targets even if a valid Line Of Sight cannot be established.

**Related Topics:** [Base](#), [Firing Arc](#), [Elevated Terrain](#), and [Keyword](#).

## Miniature

A Miniature defines the physical representation affixed to a Unit Base for the purpose of visual identification within the Play Area. All Miniatures are categorized as aesthetic elements and possess no inherent mechanical authority. The specific quantity of figures positioned on a Unit Base, their vertical height, or their individual physical poses do not influence any game mechanics.

**Related Topics:** [Base](#), [Unit](#), and [Army](#).

## Minimum Movement

Minimum Move defines a mechanical requirement for Units possessing two numerical values within their Move Stat. The integer residing on the right represents the Minimum Move value, which establishes a mandatory straight line distance the Unit must traverse during its Activation sequence. This traversal is mandatory even if the player does not declare a Move Action, Dash Action, or Charge Action. Resolution of a Minimum Move must follow a perfectly linear Path based on the orientation of the Unit Base at the start of the sequence.

The requirement is satisfied if the Unit resolves a movement-related Action and traverses a distance equal to or greater than the Minimum Move value. If the Unit concludes its Activation without resolving a movement-related Action that meets this threshold, it must execute a straight line traversal for the distance specified by the Minimum Move value. This traversal occurs at the conclusion of the Activation sequence.

- The Unit is prohibited from resolving any quantity of Pivots before, during, or after the execution of this mandatory movement.
- If any portion of the Unit Base is forced outside the Play Area boundary during the resolution of a Minimum Move, the Unit is immediately categorized as Destroyed and removed from the Match.
- Units possessing the Aerial Sub-Type maintain the capacity to ignore environmental obstructions or intervening Unit Bases while satisfying this traversal requirement.

**Related Topics:** [Move Action](#) and [Movement](#).

## Mission Cards

Mission Cards establish the foundational mechanical framework for every Match. These components provide the technical context for the engagement, defining the geometry of the Play Area, the coordinates of Objective Tokens, and the criteria for establishing victory. A Mission Card mandates strict spatial requirements for Unit deployment and Scoring Mechanic triggers.

## 1. Mission Selection Sequence

The Mission Selection Sequence is a mandatory requirement resolved during pre-game Setup. This sequence is governed by Army Building constraints and the resolution of the Bidding Protocol to determine Scenario authority.

- Every player must maintain a Mission Deck consisting of exactly three unique Mission Cards.
- A Mission Deck must contain exactly one Mission Card from each category: Aggressive, Defensive, and Maneuver.
- The Bidding Protocol is resolved by comparing the total numerical point cost of each Army List. The player who assigned the lowest point total wins the Bid.
- The winner of the Bid must assign themselves the Red Player or Blue Player designation.
- The Blue Player must reveal the contents of their Mission Deck to the opponent.
- The Red Player evaluates the Blue Player's Mission Deck and selects a single Mission Card to serve as the active Scenario for the Match.

## 2. Anatomy of a Mission Card

A Mission Card is organized into technical modules that dictate the flow of resolution. These modules define the physical state of the table and the logic triggers required for scoring.

- Header Data identifies the Mission Card by unique identifier and category classification.
- The Setup Protocol provides grid coordinates for the placement of Objective Tokens and establishes the boundaries of Deployment Zones.
- Scoring Mechanics specify the procedural timing and requirements for the acquisition of Victory Tokens.
- Victory Conditions define the end-state requirements for the engagement, based on Round counts or Victory Token thresholds.
- Special Rules establish mission-specific mechanical overrides that may alter the Tactical Point Pool, apply situational Keywords, or modify Unit Stats.

## 3. Mission Categories

Mission Cards are categorized into three distinct classifications based on their strategic objective and Play Area geometry. These categories mandate specific tactical interactions between Units.

- The Aggressive category emphasizes direct conflict by positioning Objective Tokens along the centerline of the Play Area to facilitate Base Contact.
- The Defensive category prioritizes position fortification and rewards forces for occupying specific tactical zones.

- The Maneuver category emphasizes Unit speed and repositioning, typically requiring forces to reach table edges or bypass enemy formations.

## 4. Objective and Deployment Protocol

Following the selection of a Mission Card, players must finalize the Play Area. This step transitions the Match environment to a Locked state.

- Objective Tokens must be positioned according to the coordinates provided in the Map Diagram.
- Unless a Mission Card provides a technical override, Objective Tokens utilize a 3-Inch Radius for Contesting calculations.
- A Unit is categorized as Contesting an Objective Token if any portion of a Unit Base resides within 3 inches of the token center.
- Control of an Objective Token is awarded to the player possessing the highest quantity of individual Units currently Contesting that token.
- Upon the completion of Objective Token placement, the Match environment is categorized as Locked and players initiate the Deployment Phase as dictated by the instructions on the active Mission Card.

**Related Topics:** [Setup](#), [Deployment](#), [Objective Tokens](#), [Winning The Game](#), [Blue Player](#), and [Red Player](#).

## Modifiers

Modifiers are numerical adjustments that alter the physical quantity of dice in a Dice Pool or the Success Threshold required for mechanical Checks. This includes adjustments to Attack Resolutions, Save Rolls, Command Rolls, and Availability Rolls. Modifiers are categorized as either Target Modifiers, which adjust the specific numerical result required on a die to achieve a success, or Dice Modifiers, which adjust the total volume of dice gathered for a specific resolution. All Modifiers must be calculated and applied during the procedural timing window of an action sequence immediately prior to the casting of dice.

- Target Modifiers for To-Hit Values adjust the Success Threshold of an Attack Roll. A Penalty increases the numerical result required for a success, while a Bonus decreases the requirement. Long Range and Targets possessing the Cover status provide a +1 Penalty to the Hit requirement. Targets that are categorized as Flanked or possess a Dash Token provide a -1 Bonus to the Hit requirement.
- Save Values are subject to Target Modifiers that adjust the required result for a Save Roll. Improvements to a Save Stat decrease the Success Threshold, while penalties increase it. For example, a Unit possessing a Dug-In Token improves its printed Save Stat by -1.

- Command Rolls are subject to a cumulative Penalty if the activating Unit possesses the Shaken status. This Modifier is a flat -1 subtraction from the final sum of the 2d6 roll, calculated before comparing the result to the printed Faction Command Value.
- Dice Modifiers primarily apply during the resolution of Close Combat to adjust the quantity of dice gathered for the Attack Pool. A charging Attacker receives a +1 Bonus to the number of dice rolled for every physical Base in the Unit. Conversely, a Unit categorized as Shaken, Flanked, or belonging to the Vehicle Unit Type suffers a -1 Penalty to the quantity of dice rolled for every physical Base. The Attack Pool cannot be reduced below a minimum of 1 die per Base through the application of Modifiers. These Dice Modifiers are applied in addition to standard Target Modifiers for Hit resolution.

**Related Topics:** [Range](#), [Cover](#), [Flanked](#), [Dash](#), [Unit Stats](#), and [Tactical Points](#).

## Move Action

A Move Action defines a Simple Action that authorizes a Unit to traverse a distance in inches up to its printed Move Stat. If the movement does not result in the establishment of Base Contact with an Enemy Unit, the Unit is permitted to resolve any quantity of Pivots during the resolution of the movement at no additional movement cost. If a Unit intends to establish Base Contact with an Enemy Unit to initiate Melee, the force must traverse along the shortest possible Path. During a move into contact, the Unit must maintain its starting orientation for the duration of the traversal.

- The Unit is prohibited from resolving a Pivot during a Move Action into Base Contact for the purpose of achieving a Flanked status.
- Pivots performed during a move into base contact are strictly restricted to maximizing the frontage of the Unit against the target Enemy Unit.
- Movement terminates immediately upon any portion of a Unit Base establishing contact with an Enemy Unit Base, at which point a Melee engagement is initiated.
- Establishing Base Contact via a Move Action does not authorize the application of Attack Pool Modifiers reserved for the Charge Action.

**Related Topics:** [Actions](#), [Movement](#), [Unit Stats](#), and [Pivot](#).

## Movement

Movement defines the procedural change 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. Movement is calculated and resolved individually for every Base within a Unit. A Unit's maximum traversal distance is defined by the Move Stat found on the Unit Profile. This numerical value

indicates the distance in inches each Unit Base is authorized to travel during a single Move Action or as part of a more complex resolution. The Move Stat serves as the foundational variable for the resolution of Move Actions, Dash Actions, and Charge Actions. When a Unit is Nominated to resolve a Move Action, the player must resolve the traversal for every individual Base according to the following sequence:

**1. Pivoting and Orientation:** A Unit Base is authorized to resolve any quantity of Pivots at any point during its traversal. A Pivot is defined as a rotation around the center point of the Unit Base and does not consume any portion of the authorized Move Stat. Pivots may be performed at the commencement of movement, at any interval during the Path traversal, or upon final placement to establish a specific Firing Arc for future resolution.

**2. Path Traversal:** The player must trace a Path for each individual Unit Base across the Play Area. This Path must remain clear of prohibited elements including other Unit Bases, or terrain that specifically blocks movement. Measurement must be precise; the distance traveled is determined by measuring from the same point on the Unit Base at both the commencement and conclusion of the traversal. If a player initiates measurement from a specific corner of a Base, the final position of that exact corner must be used to verify the distance does not exceed the Move Stat. The player must ensure the arc of any Pivot performed during traversal does not cause any portion of the Base to exceed the authorized distance or enter restricted footprints.

**3. Final Placement:** A Move Action is finalized when the Unit Base is placed flat upon the surface of the Play Area. A Base is prohibited from concluding its movement overlapping any portion of another Unit Base or the footprint of movement blocking terrain.

- A Unit Base is permitted to traverse through the physical space occupied by Friendly Unit Bases. However, the Base cannot conclude its traversal in a state of overlap; there must be sufficient open space within the Play Area for the Base to be placed entirely clear of Friendly forces.
- A Unit Base is strictly prohibited from traversing through or over the physical footprint of any Enemy Unit Base.
- Ground-bound forces must navigate around environmental obstructions. Units possessing the Aerial Unit Type are exempt from ground-level movement restrictions and may traverse or conclude movement within the footprint of normally movement blocking terrain, but still may never overlap another Unit's Base.

**Unit Cohesion:** Units comprised of multiple Bases must maintain Unit Coherency. Upon the finalization of any movement for all Bases in a Unit, every individual Base must

be positioned within 1 inch of at least one other Base belonging to the same Unit. If the final placement of a Base results in isolation beyond this 1-inch requirement, the movement is categorized as an illegal move and must be adjusted. If a Unit is forced out of Unit Coherency via casualties or forced movement, it must immediately gain a Shaken token (if it does not already have one) and make the shortest possible move to re-acquire cohesion.

**Advanced Movement: The Dash Action:** A Dash Action defines a Complex Action that authorizes a Unit to traverse a distance up to twice its printed Move Stat. The resolution of this movement consists of two discrete movement sequences performed in immediate succession rather than a single continuous traversal. The Unit must resolve one movement up to its Move Stat value and conclude its Path traversal before initiating the second movement sequence.

- Upon the declaration of a Dash Action, the Unit receives a Dash Token.
- While a Unit possesses a Dash Token, all Enemy Units resolving a Ranged Attack against that Unit receive a Target Modifier bonus that improves their To-Hit target by -1.

**Movement Modifiers:** The nature of the Play Area impacts traversal efficiency via the application of modifiers. Any Unit Base that enters or traverses the footprint of Difficult Terrain must subtract 2 inches from its Move Stat for the duration of the current Action. This reduction is applied as soon as any portion of the Unit Base overlaps the terrain boundary. Units possessing the Hover or Walker Subclass, or those possessing the Unhindered Keyword, are mechanically immune to this penalty and maintain their standardized Move Stat across all environments.

**Related Topics:** [Move Action](#), [Dash](#), [Pivot](#), and [Terrain](#).

## Objective Tokens

Objective Tokens define specific physical coordinates within the Play Area utilized to determine Match resolution as dictated by the active Mission Card. A Unit is categorized as Contesting an Objective Token if at least one of its Unit Bases resides, at least partially, within a 3-Inch Radius of the token center point. Control is evaluated during the End Phase of every Round to determine the accumulation of Victory Tokens.



- Control is awarded based on the **total quantity of Units**, regardless of how many individual Bases comprise those Units.
- Once all Units leave an Objective Token's control radius, it returns to a neutral state. To score a Unit must actively be within the control boundary.

- The player possessing a higher quantity of individual Units currently Contesting the 3-Inch Radius of an Objective Token secures Control of that objective. Upon securing Control, the player receives Victory Tokens according to the specific Scoring Mechanics defined by the active Mission Card.
- If the opponent possess an identical quantity of Units currently Contesting the 3-Inch Radius, the Objective Token is categorized as Contested. In this state, neither player secures Control and no Victory Tokens are awarded for that specific location for the current Round.
- Units currently possessing a Shaken Token are strictly prohibited from Contesting Objective Tokens and are excluded from all Control calculations. These Units do not contribute to the Unit Count and cannot prevent an opposing player from securing Control of the point.

**Related Topics:** [Winning The Game](#), [Mission Cards](#), and [Shaken](#).

## Omnipresent (Keyword)

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

Represents 360-degree awareness or multi-directional weapon mounts. For the purposes of combat, every edge of this unit's base is considered its "Front."

Because it has no "Flank" or "Rear," it completely denies enemy units the standard +1 To-Hit bonus for Flanking attacks. It may also fire from any direction without penalty.

## 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 all specialized Terrain types are evaluated. A Unit occupying Open Terrain is categorized as fully exposed to potential Attack Resolution, as the environment lacks physical obstructions to hinder ballistic trajectories or provide visibility interference.

- Units resolving a Move Action, Dash, or Charge across Open Terrain utilize their full printed Move Stat without receiving any numerical penalties or distance reductions.
- Line Of Sight Traces drawn through or across Open Terrain are resolved without obstruction or accuracy Modifiers, provided no intervening Units or specialized Terrain features intersect the Path between the Attacker and the Target.
- A Unit is categorized as ineligible to receive the Cover status while positioned within Open Terrain, unless it possesses a Dug-In token.

**Related Topics:** [Terrain](#).

## Overwatch

Overwatch defines a Complex Action that assigns an Overwatch Token to a Unit. Upon declaration of this Action, the Unit Activation sequence concludes immediately. A Unit possessing an Overwatch Token is authorized to interrupt a subsequent Enemy Unit Activation sequence to resolve an out-of-sequence Shoot Action. This interruption trigger is restricted to two specific timing windows: the interval immediately following the Nomination of an Enemy Unit, or the interval immediately following the finalization of all Actions resolved by an Enemy Unit.



- The Target must reside within the attacking Unit's Line Of Sight and weapon Range to satisfy the requirements for the resolution of the out-of-sequence Shoot Action.
- The Overwatch Token is discarded immediately upon the finalization of the out-of-sequence Shoot Action resolution.
- If a Unit possessing an Overwatch Token is Nominated for Activation, the token is removed immediately prior to the Command Roll.
- Units currently possessing a Shaken Token are prohibited from declaring an Overwatch Action.

**Related Topics:** [Actions](#), [Ranged Combat](#), and [Activation](#).

## Pivot

A Pivot defines the mechanical rotation of a Unit Base around its geometric center point. This adjustment does not consume any portion of a Unit's authorized Move distance and is categorized as a free mechanical interaction. A player is authorized to resolve any quantity of Pivots at any stage during the resolution of a Movement action. This includes the commencement of movement to establish a Path, at any interval during Path traversal to navigate around environmental obstructions, or upon final placement within the Play Area to establish a specific orientation.

- The physical orientation established by a Pivot determines the boundaries of the 180-degree Firing Arc and the corresponding rear 180-degree arc.
- A Unit must establish a valid Line Of Sight Trace to a Target residing within its Firing Arc to satisfy the requirements for a Shoot Action or Ranged Attack resolution.
- Positioning an Enemy Unit Base within the rear arc of a Unit satisfies the spatial requirement for the Flanked status, granting Target Modifier bonuses to the Attacker.

- Precision during the execution of a Pivot is mandatory, as the final orientation of the Unit Base serves as the absolute mechanical authority for Firing Arc and Flanked calculations until the Unit resolves a subsequent movement sequence.

**Related Topics:** [Movement](#), [Move Action](#), [Firing Arc](#), and [Flanked](#).

## Play Area

The Play Area defines the specific physical boundary utilized for the resolution of all procedural game mechanics and spatial interactions. Standard Match dimensions consist of a 6-foot by 3-foot surface, while Skirmish Matches utilize a 3-foot by 3-foot boundary. To facilitate Setup, the Play Area is subdivided into a 12-inch large grid and 6-inch smaller grid used to translate coordinates from the Mission Card for the placement of Objective Tokens and Deployment Zones.

- The perimeter of the Play Area serves as an absolute mechanical limit. If any individual Unit Base is moved entirely outside the designated boundary, that Unit Base is immediately categorized as Destroyed and removed from the Play Area.
- Removal due to board edge transition applies to all forms of movement resolution, including Move Actions, Dash Actions, and forced Retreats.
- Unit Bases removed in this manner are treated as permanent casualties for the calculation of the final Victory Score and the determination of remaining force strength.

**Related Topics:** [Setup](#) and [Deployment](#).

## Rally Action

A Rally Action defines a Simple Action that authorizes a Unit to restore its operational capability by removing the Shaken status. Upon the resolution of this Action, the Unit must discard any assigned Shaken Token. This removal occurs automatically and does not require any roll check. Following the disposal of the Shaken Token, the Unit is no longer subject to the negative effects associated with it. While any Unit is eligible to declare a Rally Action, the resolution provides no mechanical benefit to forces that do not currently possess the Shaken status.

- The expenditure of exactly 1 Action Point is mandatory to authorize the resolution of this Action.
- Any specialized mechanical effects or Keyword triggers associated with the removal of a Shaken Token are resolved immediately after the status is categorized as cleared.
- Removing the Shaken status via a Rally Action restores the Unit's capacity to declare Complex Actions during subsequent resolution windows.

**Related Topics:** [Actions](#) and [Shaken](#).

## Range

Range defines the spatial distance between an Attacker and a Target Unit to determine engagement eligibility and accuracy. Every Unit Profile specifies Short Range and Long Range values. Short Range represents the optimal operational distance where resolutions suffer no accuracy penalties. Long Range defines the maximum engagement distance. Any measurement exceeding the Short Range threshold but remaining within the maximum Range is subject to a +1 Target Modifier penalty.

- 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 Unit's Base to verify engagement eligibility. A Target Unit satisfies the Range requirement if at least one part of its Base resides within the weapon's maximum profile and is visible to the Attacker.
- Units are strictly prohibited from resolving a Shoot Action 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 is eligible for Nomination.
- In Close Combat, Range is abstracted as the participants must be in Base Contact for resolution.

**Related Topics:** [Base](#), [Line of Sight](#), [Ranged Combat](#), [Modifiers](#), and [Base Contact](#).

## Ranged Combat

Ranged Combat defines the resolution of offensive engagements between Units separated by distance. This process is governed by a sequential logic where an Attacker resolves a Shoot Action against a designated Target. Legal resolution requires the Attacker to satisfy spatial requirements regarding Line Of Sight and Range prior to the generation of the Attack Pool.

**1. Target Nomination And Validation:** The player declares a Shoot Action and Nominates an Enemy Unit as the Target. Validation is determined by establishing a Trace from the front edge of the Attacker's Unit Base to any portion of the Target's Unit Base. Visibility is reciprocal; if a Trace is established from the Attacker to the Target, the Target maintains Line Of Sight to the Attacker. All Units are restricted to a 180-degree Firing Arc extending from the designated front edge of the Unit Base.

- The only exception to reciprocal visibility is an attack resolved by a Unit possessing the Indirect Keyword. In this circumstance, the Attacker is not required to be visible to the Defender.

**2. Range Verification:** The distance between the Attacker and the Target is calculated using the Unit Base as the absolute mechanical authority. A player selects any point on the Attacker's front Firing Arc and any point on the Target Unit's Base to verify engagement eligibility. Target Units are categorized according to three distance brackets: Short Range, Long Range, and Out Of Range.

- Any measurement exceeding the Short Range threshold but remaining within the maximum Long Range is subject to a +1 Target Modifier penalty to the Hit requirement.
- Units are prohibited from resolving a Shoot Action against a Target positioned entirely beyond the maximum Long Range limit, categorized as Out Of Range.
- If any portion of a Target Unit satisfies visibility and Range requirements, the entire Enemy Unit is eligible for Nomination.

**3. Generate Attack Pool:** The player generates an Attack Pool by multiplying the printed Ranged Attack Stat by the quantity of physical Unit Bases currently remaining in the Unit. Situational Target Modifiers are applied to determine the final Hit requirement. The baseline requirement for a Hit is a result of 4 or higher (4+).

- A Unit is eligible to receive the Cover status if all physical Unit Bases in the Unit are positioned 50% or more within the perimeter of Area Terrain or other terrain types that explicitly provide Cover. If any single Unit Base is positioned less than 50% within the perimeter, the Unit does not receive the bonus.
- Targets possessing the Cover status grant a +1 Target Modifier penalty to the Attacker.
- If the Attacker establishes Line Of Sight from within the Target's rear 180-degree arc, the Target is categorized as Flanked and the Attacker receives a -1 Target Modifier bonus.
- Units possessing a Dash Token grant a -1 Target Modifier bonus to the Attacker.
- Modifiers are cumulative, but the final requirement cannot be modified to a value easier than 2+ or more difficult than 6+.

**4. Attack Resolution And Shaken Check:** The player casts the gathered Attack Pool against the calculated Hit requirement to identify successful Hits. Immediately following the verification of Hits, the player must resolve a Shaken Check. If the total quantity of Hits generated in a single resolution meets or exceeds the Target's Courage Stat, the Target Enemy Unit immediately receives a Shaken Token.

**5. Resolve Defensive Saves:** The Defender resolves a Save Roll to mitigate assigned Hits. The Defender generates a Defense Pool consisting of 1 six-sided die for every Hit assigned. These dice are rolled against the printed Unit Save

Stat. Every result that meets or exceeds the Save Stat successfully negates 1 Hit. Any results remaining unnegated after the resolution of Keywords or Tactical Points are categorized as Unsaved Hits.

**6. Damage Application And Casualty Removal:** Unsaved Hits are assigned to the Target Enemy Unit as permanent Wounds. The Unit Wound Pool is incremented for every Unsaved Hit received. When the total quantity of Wounds meets or exceeds the Unit Wound Stat, 1 physical Unit Base is removed from the Play Area as a Casualty. Ranged Combat resolution is finalized once all Casualties are removed and the Attacker continues its Activation.

- If the quantity of Unsaved Hits exceeds the Unit Wound Stat multiple times, the process repeats until all damage is assigned and the corresponding quantity of Unit Bases are removed.
- The owning player of the Target Enemy Unit selects which specific physical Unit Bases to remove but must maintain Unit Coherency.
- If the final physical Unit Base of a force is removed, the Unit is categorized as Destroyed and its Initiative Token is removed from the Match.

**Related Topics:** [Shoot Action](#), [Line of Sight](#), [Range](#), [Modifiers](#), and [Unit Stats](#).

## Red Player

The Red player is the participant who selects the mission card from the Blue player's mission deck to select the objective for the match.

**Related Topics:** [Blue Player](#), [Setup](#), and [Mission Cards](#).

## Round

A Round defines the primary chronological unit of a Match, consisting of a standardized procedural loop for Unit resolution. A Match persists for five Rounds unless an alternative duration is specified by the active Mission Card.

**1. Round Tracking:** Players must maintain an accurate numerical tally of the current Round for the duration of the Match. Valid mechanical methods for tracking include incrementing the numerical facings of a six-sided (d6) die, utilizing sequential numbered tokens, or adjusting a dedicated Round Counter dial.

**2. Activation Phase:** The Activation Phase consists of a repeated cycle that persists until the Initiative Pool is exhausted. Upon withdrawing an Initiative Token, the player Nominates an unactivated Unit to resolve a Command Roll. This check is performed using 2d6 against the printed Faction Command Value. A successful result awards two Action Points, while a failure awards one Action Point. A Unit

is categorized as Activated once its sequence concludes and the Initiative Token is placed adjacent to the Unit Base.

- Units are prohibited from resolving the same Action type more than once during a single Activation.

**3. End Phase:** The End Phase initiates immediately following the exhaustion of the Initiative Pool. Players resolve Scoring Mechanics to accumulate Victory Tokens based on the control of Objective Tokens. Scenario Victory Conditions are evaluated to determine Match termination. All Initiative Tokens are recovered and returned to the pool. Temporary status effects are resolved, and the counter is incremented by one to initiate the subsequent cycle.

**Related Topics:** [Activation](#), [Initiative Tokens](#), [Mission Cards](#), and [Winning The Game](#).

## Scout (Keyword)

*"After both players finish deploying units, this unit may be repositioned up to 6", including outside the deployment zone."*

Advanced forward deployment. After a unit deploys, that unit may make a free repositioning move up to its maximum Move speed OR 6 inches (whichever is higher). They may end this move outside of the standard deployment zone.

This move must obey all standard terrain rules and cannot be used to initiate Close Combat on Turn 1.

## Setup

Setup is the mandatory sequence required to transition the Play Area into an active state for combat resolution. 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. Environmental Integration And Terrain Placement:** Players establish the tactical 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 governed by pre-role placement logic, mandating that the board state is locked before players possess knowledge of their starting table edge or the active scenario parameters. This requirement ensures participants prioritize a balanced distribution of environmental features.

**2. The Bidding Protocol And Player Alignment:** The Bidding Protocol determines the hierarchy of selection authority for the remainder of the Setup sequence. Players compare the total numerical point value 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 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 Calibration And Objective Token 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.

- A Unit satisfies the technical requirements for contesting an Objective Token if any portion of a Unit Base resides within the 3-inch radius of the token center point.
- Units possessing the Shaken status are prohibited from contributing to contesting counts and are ignored during the evaluation of Objective Token control.

### 4. Army Deployment:

Units are transitioned from the Army List to the physical Play Area within the boundaries defined by the active Mission Card. Unless specified otherwise by scenario-specific rules, players alternate placing one Unit at a time until all forces are positioned.

- Every Unit Base must be assigned a final orientation upon placement to define the front Firing Arc.
- All Units are restricted to a 180-degree front Firing Arc for the resolution of Shoot Actions.
- A Unit is eligible to receive the Cover status only if 100% of the physical Unit Bases comprising that Unit are positioned 50% or more within the perimeter of a terrain feature that provides Cover.
- If any single Unit Base is positioned less than 50% within the terrain perimeter, the entire Unit is ineligible for the Cover bonus.
- 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.

**Related Topics:** [Mission Cards](#), [Deployment](#), [Play Area](#), and [Terrain](#).

## Shaken

Shaken defines a status representing tactical suppression and psychological strain. A Unit immediately receives a Shaken Token if the total quantity of Hits generated against it during a single Attack Resolution meets or exceeds its printed Courage Stat. This determination occurs immediately after the verification of successful Hits and prior to the resolution of Save Rolls. The presence of a Shaken Token imposes mechanical restrictions on Unit performance until the status is removed via a Rally Action.



- Units possessing the Shaken status are prohibited from declaring or resolving Complex Actions and are restricted to Simple Actions.
- The Unit is prohibited from Contesting or securing Control of Objective Tokens and is ignored during the evaluation of Match scoring.
- The Unit suffers a -1 penalty to its Command Roll during its Activation.
- In Melee engagements, the Unit must subtract 1 die from its Close Combat Attack Pool for every remaining Unit Base.

**Related Topics:** [Courage](#), [Rally Action](#), [Command Roll](#), and [Objective Tokens](#).

## Shields X (Keyword)

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

A secondary layer of energy shielding. After rolling defense dice to save hits, the defending unit may pick up and re-roll up to a number of failed save dice equal to their Shield X value (1, 2, or 3).

A die can never be re-rolled more than once. Shields are resolved after any automatic Armor X saves have been applied.

- *Does Anti-Armor negate my Shields re-rolls?*
  - No. You still get to roll your saves and re-roll your failures, but you must meet the increased target number imposed by the Anti-Armor penalty
- *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 TP to flip it to a 6 if you still failed.

## Shoot Action

A Shoot Action defines a Simple Action that authorizes a Unit to resolve Ranged Combat against a designated Enemy Unit. To satisfy the technical requirements for this action, the player must verify three spatial variables: Line Of Sight, Firing Arc, and Range. A valid Trace must be established from the designated front edge of the attacking Unit Base to any part of the Target Unit footprint. The Target Unit must reside within the 180-degree Firing Arc extending from the front edge of the attacking Unit Base. Measurement is conducted using the Unit Base as the absolute mechanical authority. Engagement is authorized if any portion of the Target Unit Base resides within the maximum Long Range bracket specified on the Unit Profile.

- A Unit is restricted to a maximum of one Shoot Action resolution during a single Activation.
- Visibility is categorized as reciprocal; establishing a Trace to a Target Unit automatically grants that Target Unit Line Of Sight to the Attacker, unless the Attacker possesses the Indirect Keyword.
- Technical verification of distance is performed by selecting any point along the attacking front edge and any point on the Target Unit Base.
- Any Target Unit located entirely beyond the maximum Long Range limit is categorized as Out Of Range and is ineligible for nomination.

**Related Topics:** [Actions](#), [Attack](#), [Ranged Combat](#), [Firing Arc](#), [Range](#), and [Line of Sight](#).

## Special Action

A Special Action defines a Simple Action that authorizes a Unit to resolve certain abilities specified by external game mechanic or Mission Card conditions. Resolution of this Action requires the expenditure of exactly 1 Action Point. Upon declaration, the player must identify the specific Support Card, Mission Card objective, or Transport interaction being utilized. This Action provides no inherent traversal distance to the activating Unit. Any movement resolved during this sequence must be explicitly authorized by the rules text of the governing Support Card or Mission Card.

- If a Special Action involves the disembarkation of Units from a Transport, those Units are placed within the Play Area according to the specific Transport rules.

- The technical requirements, engagement Range, and resolution parameters of a Special Action are governed by the rules text of the governing card or Objective Token.

**Related Topics:** [Actions](#), [Support Cards](#), [Embark And Disembark](#), and [Mission Cards](#).

## Structural Terrain

Structural Terrain defines man-made environmental features within the Play Area that provide specialized mechanical interactions based on Unit Type classifications. Units possessing the Vehicle Unit Type treat these features as Blocking Terrain, resulting in an absolute prohibition on movement through the footprint and the establishment of Line Of Sight Traces. Units categorized as Infantry treat Structural Terrain as Area Terrain, authorizing these Units to occupy the interior of the feature. Units positioned inside the boundary receive the Cover status, representing the protection offered by reinforced walls and partitions.

- Units possessing the Vehicle Unit Type are strictly prohibited from entering or concluding any movement within the footprint of Structural Terrain. For these units, the boundary acts as Impassable Terrain.
- Units categorized as Infantry treat Structural Terrain as Area Terrain for movement, and cover authorizing these Units to occupy the interior of the feature. Exactly one Unit is authorized to occupy a single Structural Terrain feature at any time.
- A Unit is eligible to receive the Cover status only if all of the physical Unit Bases are positioned entirely within the structural terrain perimeter.
- Close Combat with defenders occupying a structure is initiated when an Attacker establishes physical Base Contact with any portion of the structural footprint.
- Only Infantry Units may initiate a Close Combat against units within Structural terrain. At the resolution end of the close combat, the loser must vacate the terrain and the winner may choose to garrison the building.

**Related Topics:** [Terrain](#), [Unit Types](#), [Area Terrain](#), [Blocking Terrain](#), and [Difficult Terrain](#).

## Support Cards

Support Cards define tactical assets originating from off-table locations. These components are integrated into an Army List during Army Building and do not possess physical Miniatures or generate Initiative Tokens within the Play Area. Force construction parameters restrict players to a maximum of exactly one Support Card for every 250 points allocated to the Army's point limit cap. Furthermore, the cumulative numerical cost of all assigned Support Cards is prohibited from exceeding 15% of the total point allowance of the Army List.

Utilization of a Support Card requires the expenditure of exactly 1 Action Point to resolve the Special Action during the Activation of a friendly Unit. The player must declare the specific Support Card to be utilized and identify a legal Target coordinate or Unit. This declaration triggers a mandatory Availability Roll resolved by casting 2d6 against the numerical Success Threshold printed on the component.

- If the result of the 2d6 casting meets or exceeds the printed Success Threshold, the mechanical effect of the Support Card is resolved immediately and the card is discarded and removed from play.
- If the result of the 2d6 casting is lower than the Success Threshold, the current Special Action is categorized as spent but the Support Card is returned to the player's hand for future resolution.
- Unless the rules text of a specific Support Card provides a technical override, these effects ignore standard Line Of Sight requirements and may target any coordinates within the Play Area.
- Resolving an Availability Roll is categorized as a mechanical check and is subject to numerical adjustments from specialized Keyword abilities or Tactical Point expenditure.

**Related Topics:** [Army Building](#), [Setup](#), and [Special Action](#).

## Tactical Points

Tactical Points (TP) define a finite resource utilized to manipulate individual die results during the resolution of mechanical checks. Every player receives an initial allocation of Tactical Points during the pre-game Setup sequence. The numerical quantity of this pool is determined by the numerical value of the printed Command Value on the Faction Profile. A Faction possessing a Command Value of 6+ initiates the Match with a pool of exactly 6 Tactical Points. At no point during the engagement is a player authorized to possess a total quantity of Tactical Points exceeding this initial starting value.

The expenditure of Tactical Points grants the player direct authority over the final result of a single six-sided (d6) die cast. This interaction is resolved after a Dice Pool has been cast but prior to the application of the resulting values to the game state. A player is authorized to expend exactly 1 Tactical Point to override the current facing of any single die and change it to a facing of 6. This modification capability applies to all forms of resolution, including Attack Rolls, Save Rolls, and Command Rolls, unless a specific rule explicitly prohibits the use of resources for that check. Players maintain the capacity to expend multiple Tactical Points within a single resolution window to modify multiple individual dice.

- A Tactical Point is removed from the player's active pool immediately upon expenditure.

- The modification of die results via Tactical Points occurs only after all relevant situational Modifiers have been applied to determine the final Hit requirement or success threshold.
- While specialized abilities or Mission Card triggers may generate additional Tactical Points during the Match, the current pool size remains subject to the maximum limit established by the starting allocation.

**Related Topics:** [Army Building](#), [Command Roll](#), and [Factions](#).

## Terrain

Terrain defines the physical environmental features positioned within the Play Area. During the Setup sequence, players must assign one or more Terrain types to every feature to dictate how that feature interacts with traversal, Line Of Sight, and defensive positioning. Any portion of the Play Area not explicitly designated as a specialized Terrain feature is categorized as Open Terrain, serving as the baseline for all operational maneuvers. Terrain establishes tactical friction within the Match environment by creating physical barriers or awarding defensive benefits to occupying Units. Specialized categories such as Elevated Terrain or Dangerous Terrain incorporate additional mechanical complexity by offering superior vantage points or imposing lethal risks to Units traversing the area.

The application of multiple Terrain categories to a single physical feature is authorized provided participants reach a collaborative agreement prior to Match commencement. A feature assigned multiple classifications must satisfy the mechanical requirements for all designated types, such as a feature functioning as both Area Terrain and Difficult Terrain simultaneously.

- Units treat a feature possessing multiple categories as satisfying the rules for all assigned designations, such as a feature being categorized as both Area Terrain and Difficult Terrain.
- Blocking Terrain establishes an absolute physical and visual barrier within the Play Area, prohibiting movement and the establishment of Line Of Sight Traces through the footprint.
- Area Terrain and Depression Terrain provide the Cover status to Units based on the position of Unit Bases relative to the Terrain boundary.
- Difficult Terrain imposes a numerical reduction to the Move Stat of any Unit entering or traversing its footprint for the duration of the current Action.
- Dangerous Terrain triggers a risk of damage or the application of the Shaken status during movement resolution.
- Elevated Terrain provides technical exceptions to standard visibility logic and Firing Arc validation for Units occupying the feature.

- Impassable Terrain prevents the physical traversal of Unit Bases through its footprint but does not obstruct the establishment of Line Of Sight Traces.
- Structural Terrain treats Vehicle Unit Types as being unable to trace Line of Sight or move through it.
- Open Terrain represents unobstructed surfaces and is resolved as possessing a null value for all defensive and movement calculations, providing no Cover status or traversal 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."***

A highly specific, cinematic takedown maneuver. When this unit declares a Charge action against a Walker unit, it suspends standard melee rules. Instead, it rolls a flat 4 dice hitting on 3+ with the Anti-Armor keyword. If 3 or more of these hits are left unsaved, the Walker is instantly destroyed regardless of remaining wounds.

If the attacker scores 1 or 2 unsaved hits, the instant-destroy effect fails, and the Walker simply takes 1 or 2 standard Wounds as usual.

- *Can the Walker use Shields X to re-rolls save against a Tow-Cable attack?*
  - Yes, the Walker makes its saving throws and re-rolls as normal against incoming hits.
- *Can Tactical Points (TP) be used to influence the roll results?*
  - Yes, TP can be used on any dice in this sequence by the attacker or defender.

## Towering (Keyword)

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

Colossal battlefield assets. Because of their sheer size, Line of Sight (LOS) drawn to or from this unit can never be blocked by terrain features or other units.

While LOS cannot be blocked, Towering does not negate Cover. If a Towering unit shoots at infantry hunkered down in a trench, the infantry still gains the +1 To-Hit Cover bonus.

- *Can smaller units hide behind a Towering unit?*
  - Yes, the LoS ability only affects the Towering unit itself, not units around it.

## Transport (Keyword)

***"May transport 1 Infantry unit. Embark/Disembark via Move Action in Base Contact. Transport may use Special Action to disembark the transported unit."***

Transports represent APCs, gunships, or massive walkers. The transport may hold exactly one friendly Infantry unit inside it. Units must use a Move action to embark (moving into base contact) or disembark (starting in base contact). The transport may use a Special action to forcibly disembark its transported unit.

If a Transport is destroyed, the passenger is not automatically destroyed. Instead, the opponent places the transported unit anywhere in Base Contact with the wreck. The passenger unit immediately becomes Shaken.

- *Can an embarked unit shoot out of the Transport?*
  - No, while embarked, a unit is off the table 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 still use its second Action Point (if it has one available) to perform a Shoot action.
- *Can a unit embark and then the Transport move in the same turn?*
  - Yes. Units activate individually. If a unit Embarks, the Transport can later be nominated to activate and move that squad across the map.

## Unhindered (Keyword)

***"This unit ignores Difficult and Dangerous terrain penalties."***

Specialized traversal gear or training. This unit completely ignores movement penalties associated with Difficult terrain and the damage risks associated with Dangerous terrain.

Unhindered applies to all types of movement, including Dash and Charge actions. However, the unit still cannot move through Impassable terrain.

## Unit

A Unit defines the primary tactical element within an Army List and consists of one or more physical Bases. The Unit functions as a singular entity during the Activation Phase. All constituent Unit Bases share assigned Status Tokens and technical effects unless a specific Keyword provides an override.

**Related Topics:** [Army](#), [Base](#), [Miniature](#), [Activation](#), and [Unit Stats](#).

## Unit Stats

Unit Stats define the technical parameters governing the interaction between a Unit and the engine logic. These values are standardized across all individual Unit Bases comprising a Unit and serve as the baseline for mechanical resolution.

- **Unit Name**

- Specifies the designation assigned to the asset for identification within the Army List and Match.

- **Unit Size**

- Denoted by an integer in parentheses adjacent to the Unit Name.
- Represents the starting quantity of physical Unit Bases comprising the Unit.
- A Unit must consist of at least one or more Unit Bases.

- **Unit Classification**

- Categorizes the asset according to Unit Type and Subtype.
- Primary Unit Types include Infantry, and Vehicle.
- Subtypes include Aerial, Hover, Walker, and Ground.

- **Move (Mv)**

- Specifies the maximum linear distance in inches a single Unit Base is authorized to traverse during a Move Action or Simple Action.
- If a Move Stat contains two numerical values (e.g., 14"/4"), the second integer is categorized as the Minimum Move value.
- Units possessing a Minimum Move value must traverse at least that distance during their Activation, following a linear Path, regardless of whether a movement-related Action is declared.

- **Attack (Atk)**

- Dictates the quantity of six-sided dice assigned to each physical Unit Base to calculate the total Attack Pool for the resolution of Ranged Combat or Close Combat.
- The left integer represents the Ranged Attack value, and the right integer represents the Melee Attack value.
- The total quantity of dice in the pool is determined by multiplying the relevant attribute by the current quantity of surviving Unit Bases prior to the application of situational Modifiers.

- **Range (Rng)**

- Establishes distance thresholds for engagement eligibility and Target Nomination.
- The left integer defines the Short Range boundary, and the right integer defines the Long Range boundary.
- Any measurement exceeding the Short Range limit but residing at or within the Long Range limit applies a +1 Target Modifier penalty to the Hit requirement.
- Target Units positioned entirely beyond the Long Range limit are categorized as Out Of Range and are ineligible for Nomination.
- Technical verification of distance is resolved by selecting any point along the front Firing Arc of the Attacker and any point on the Target Unit Base.

- **Wound (Wnd)**

- Defines the damage capacity of an individual physical Unit Base used to determine the removal of a Casualty from the Play Area.
- During damage resolution, when the total volume of assigned Unsaved Hits equals the Wound Stat, exactly one Unit Base is removed.
- Any remaining Unsaved Hits are recorded as persistent Wounds applied toward the subsequent Base removal.

- **Courage (Crg)**

- Represents the technical suppression threshold used to determine the application of the Shaken status.
- If the total quantity of Hits generated in a single Attack Resolution meets or exceeds the Courage Stat, the Unit immediately receives a Shaken Token.
- This determination occurs immediately following the verification of successful Hits and prior to the resolution of Save Rolls.

- **Save (Sv)**

- Defines the Success Threshold for individual die results within a Defense Pool to successfully negate assigned Hits.
- Every result that meets or exceeds the numerical Save Stat negates exactly one Hit during the damage mitigation sequence.

- **Points (Pts)**

- Specifies the numerical cost utilized for Army List construction.
- This value determines total force strength and establishes selection priority during the Strategic Bid and Setup sequence.

- **Quota Limit**
  - Defines the numerical limit or percentage restriction applied to the inclusion of a specific Unit within an Army List relative to the total recruitment point cap.
- **Keywords**
  - Identify specialized abilities or technical rule overrides granted to the Unit and its constituent Unit Bases.

### Example Unit Profile (2)

Vehicle - Aerial | Move: 14"/4" | Attack: 4/0 | Range: 10"/16" | Wound: 5 | Courage: 3 | Save: 4+ | Anti-Armor | 125 Pts | Limit: 0-3

**Related Topics:** [Unit](#), [Army Building](#), [Movement](#), [Attack](#), [Courage](#), [Range](#), and [Wounds](#).

## Unit Types

Unit Types define the categorical framework used to define how specific forces interact with the environment, Enemy Units, and the rules of engagement. 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 a technical override. A Vehicle Unit resolving Close Combat as the Defender must subtract exactly 1 die from its Melee Attack Pool for every remaining Unit Base.

## 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 the resolution of movement.
- **Aerial:** Altitude-based operational classification.
  - **Visibility:** Ignore all standard Line Of Sight restrictions when resolving a Trace check.
  - **Defense:** Permanently categorized as possessing the Cover status for the duration of the Match.
  - **Combat Restrictions:** Prohibited from declaring or resolving Close Combat. Aerial Unit Bases do not obstruct the Line Of Sight of other Units.
  - **Mission Limits:** Prohibited from establishing Control or Contesting Objective Tokens.

**Related Topics:** [Unit](#), [Keyword](#), [Terrain](#), and [Cover](#).

## Veteran (Keyword)

*"This unit gains a +1 bonus to Command Rolls."*

Highly trained and disciplined operatives. This unit receives a permanent +1 bonus to the result of all Command Rolls, heavily tipping the odds toward generating 2 Action Points (AP) for a Complex Action per turn.

This bonus mathematically counters the penalty for being Shaken. A Shaken Veteran unit effectively rolls their Command Roll at a flat +/- 0 modifier.

## Victory Tokens

Victory Tokens define the numerical variable used to determine the outcome of a Match. The cumulative tally of Victory Tokens is evaluated for termination logic at the conclusion of the final Round. Players accumulate tokens during the End Phase through the Control of Objective Tokens or by satisfying technical criteria specified by the active Mission Card.

**Related Topics:** [Mission Cards](#), [Objective Tokens](#), and [Winning the Game](#).

## Volley Fire

Volley Fire defines a Complex Action that authorizes a Unit to resolve a Ranged Combat attack with increased lethality and permits the Unit to increase its Ranged Attack Dice Pool by one die per remaining Unit Base...

The resolution of this Action requires the expenditure of exactly 2 Action Points. All standard requirements for Target Nomination, including verification of Line Of Sight and Firing Arc validation, must be satisfied prior to the casting of dice.

Technical verification of distance is resolved by selecting any point along the front Firing Arc of the Attacker and any point on the Target Unit Base to verify weapon Range. Volley Fire represents a Unit focusing entirely on accuracy and fire saturation from a fixed position.

- Volley Fire is restricted to the engagement of a single designated Enemy Unit residing within the Attacker's weapon Range and Firing Arc.
- Units currently possessing a Shaken Token are strictly prohibited from declaring or resolving the Volley Fire Action.
- The additional dice provided by this Action are categorized as bonus dice and are included in the Attack Pool before the application of situational Target Modifiers or the expenditure of Tactical Points.

**Related Topics:** [Shoot Action](#), [Actions](#), [Modifiers](#), and [Ranged Combat](#).

## Winning the Game

Winning The Game is determined by the cumulative tally of Victory Tokens accumulated by a player throughout the Match. While the total destruction of the Enemy Unit population results in an immediate Victory, standard Match resolution occurs at the conclusion of the final Round. The active Mission Card dictates the specific Round limit and primary Scoring Mechanics utilized to award tokens.

Players calculate the sum of all Victory Tokens acquired during the Match sequence. These tokens are primarily awarded during the End Phase through the validation of Objective Token Control and the fulfillment of secondary Mission Card parameters.

- The player possessing the highest numerical quantity of Victory Tokens is the winner.
- If participants possess an identical quantity of Victory Tokens, determine the amount of Destroyed Enemy Units point values. Which ever player Destroyed more Enemy Units in total points cost is the Winner.
- If participants possess an identical quantity of Victory Tokens and Destroyed Units, the result is a Draw.
- Immediate Victory is awarded if a player successfully removes all Enemy Units from the Play Area.
- If the Match concludes due to a specific Mission Card trigger, the current Victory Token totals serve as the absolute authority for determining the winner.

**Related Topics:** [Victory Tokens](#), [Objective Tokens](#), [Round](#), and [Mission Cards](#).

## Wounds

Wounds define the permanent numerical tracking of sustained damage and the resulting removal of Unit assets. This metric tracks the physical attrition of a Unit rather than

temporary status fluctuations. Each Unit Profile includes a Wound Stat that specifies the damage capacity of a single Unit Base. During the resolution of Ranged Combat or Melee Combat, individual results categorized as Unsaved Hits are assigned to the Unit as Wounds.



The removal of Unit assets is governed by a cumulative integer threshold. Assigned Wounds are added to a Unit's current Wound Pool until the total meets or exceeds the printed Wound Stat. Upon satisfying this condition, exactly 1 physical Unit Base is removed from the Play Area as a Casualty.

- If the volume of Unsaved Hits generated in a single resolution satisfies multiple increments of the Wound Stat, the corresponding quantity of Unit Bases must be removed immediately.
- Wounds residing in the Wound Pool after a Unit Base removal that do not satisfy a subsequent increment persist on the Unit and are applied to the next damage calculation.
- A Unit is categorized as Destroyed upon the removal of its final Unit Base.
- Following the destruction of a Unit, its assigned Initiative Token is removed from the Match.

**Related Topics:** [Unit](#), [Base](#), and [Unit Stats](#).

# KEYWORD REFERENCE

## Anti-Armor:

Attacks ignore Armor X and inflict a +1 penalty to the defender's Save target (to a maximum of 6+).

## Armor X:

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

## Blast:

Attacks ignore Cover to-hit penalties.

## 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.

## Fearless:

This unit gains +1 to its Courage value.

## Flight:

This unit ignores all terrain movement penalties and can move through enemy units.

## Green:

This unit suffers a -1 penalty to Command Rolls.

## 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.

## Omnipresent:

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

## Scout:

After deploying, this unit may be repositioned up to its move speed or 6" (whichever is higher), including outside the deployment zone.

## Shields X:

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

## Tow-Cable:

When this unit Charges a Walker unit, ignore standard close combat rules and 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.

## Towering:

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

## Transport:

May transport 1 Infantry unit. Embark/Disembark via Move Action in Base Contact. Transport may use Special Action to disembark the transported unit.

## Unhindered:

This unit ignores Difficult and Dangerous terrain penalties.

## Veteran:

This unit gains a +1 bonus to Command Rolls.

# QUICK REFERENCE SHEET

## GOLDEN RULE & DISPUTES

Keep game moving. If you can't agree on a ruling roll 1d6.

On a 1-3 Blue player is correct, 4-6 Red player is correct.

Review rules after the game.

## ROUND SEQUENCE

**Activation Phase:** Activate units until initiative pool is empty. Units activate only once.

Draw Token → Nominate Unactivated Unit → Command Roll (2d6) → Spend AP → Mark Activated.

- **Pass (>= CV):** Gain 2 Action Points (AP).
- **Fail (< CV):** Gain 1 Action Point (AP).
- **Shaken Units:** Suffer -1 penalty to the Command Roll.

**End Phase:** Score objectives (within 3" radius), return tokens, advance round.

## ACTIONS LIST

Can't use the same action twice.

- **Simple Actions (1 AP)**
  - **Move:** Move up to **Mv** distance. Free pivots.
  - **Shoot:** Perform Ranged Combat attack.
  - **Rally:** Auto-remove **Shaken** status.
  - **Special:** Use Support Card (roll 2d6 >= target), Disembark transports.
- **Complex Actions (2 AP)**
  - **Dash:** Move twice and gain Dash Token. Lost if attacked or next activation.
  - **Charge:** Move up to **Mv** into Base Contact. Gain +1 CC die per base for melee.
  - **Overwatch:** Gain Overwatch Token. Interrupt enemy act to Shoot. Lost when used or next activation.
  - **Volley Fire:** Shoot with +1 **Atk die** per base.
  - **Dig-In:** Inf only. Gain Cover & Improve **Sv** by one. Lost when you next move.

## UNIT TYPES

- **Infantry:** Dig-In, Cover, Structural Terrain eligible.
- **Vehicle:** No Cover. -1 CC Die if defending.
- **Aerial:** Ignores terrain/LoS/units. Always in Cover. Cannot Melee or score Objectives.
- **Hover/Walker:** Ignores Difficult Terrain move penalty.
- **Ground:** No special effects.

## ATTACK RESOLUTION

1. **LoS/Range:** Base-to-base in Front Arc. Melee (CC), Short (no penalty), Long range (+1 to-hit) or Out of Range.
2. **Attack Pool:** **Atk** stat × remaining bases.
3. **To-Hit:** Baseline **4+**. *Modifiers applied below.*
4. **Shaken Check:** If total Hits >= **Courage** stat, target becomes Shaken.
5. **Save Roll:** Defender rolls 1d6 per Hit. Meet/exceed **Sv** stat to negate.
6. **Wounds:** Unsaved hits = Wounds. Remove 1 base per **Wnd** stat reached.

**To-Hit Modifiers** - *Adjusts the 4+ target; can stack.*

- **Long Range:** +1 Penalty
- **Target in Cover:** +1 Penalty (*100% of bases >=50% inside*)
- **Target is Flanked:** -1 Bonus
- **Target has Dash Token:** -1 Bonus

## CLOSE COMBAT (CC)

- Must be in **Base Contact**. Maximize frontage, maintain facing.
- Both sides roll **simultaneous** Attack pools. Baseline 4+ to hit, same modifiers. **CC Attack Pool Modifiers:**
  - **+1 Die (per base):** Charging Attacker.
  - **-1 Die (per base):** Shaken, Flanked, or Vehicle Defender.
- **Resolution:** Compare unsaved hits taken.
  - **Winner:** Fewer hits taken. Stays stationary.
  - **Loser:** More hits. **Retreat 1/2 Mv** away & reverse facing. (0" move = destroyed).
  - **Tie:** Attacker pushed back 1".

## TERRAIN & ENVIRONMENT

- **Difficult:** Subtract 2" from move distance.
- **Area:** Grants Cover. Blocks LoS through, but not in/out.
- **Depression:** Grants Cover. Does not block LoS.
- **Blocking:** Blocks LoS & Movement.
- **Elevated:** Ignores LoS in/out. Reciprocal visibility.
- **Impassable:** Blocks Movement. Does not block LoS.
- **Dangerous:** Roll 1d6 on entry. 1-2 = Shaken & 1d3 Wounds.
- **Structural:** Area for Inf (max 1 unit inside). Blocking for Veh.
- **Cohesion:** Bases must end moves within 1" of another base in the unit.
- **Tactical Points (TP):** Spend 1 TP to change *any* single die result to a 6 (non-renewable).