**Firefight**

**2nd Edition**

**(BETA rules)**

*Version 0.2 (May 2021)*

***Game Development: Andy Sharp***

Note that changes to the previous version are in red.

**Introduction to the Firefight Beta**

Welcome to the Public Beta release of the new Firefight rule set. Andy has been developing this new set of rules over the last year or so, and we are delighted the rules have got to a point where some wider and more strenuous testing is required – and is bound to throw up some interesting puzzles for Andy to solve!

One of the principles of the game Andy has focused on is to speed up play by focusing a lot of the mechanics around unit leaders. One of the key elements of the beta testing is to ensure this level of abstraction both works, and feels right from a gaming perspective.

**How complete are the rules?**

These are by no means the final rules – your testing and feedback will help shape them into what they will ultimately become. This is certainly not the final book manuscript either so don’t worry about how it’s worded or formatted at this point. We also don’t intend to deliver the final force lists in spreadsheet form! The final rules will all get a proper edit, and diagrams and examples and all the usual elements included. At this point, the important bit is to make sure all the core mechanics are sound, that the forces are balanced, the missions are challenging, and most importantly, the game is fun!

Talking of forces, the beta will initially launch with 4 force lists and few missions to get you going. We will publish updated rules, force lists as well as new missions and new force lists for other factions as the beta testing progresses and everyone gets used to the game.

Changes in updated rules and lists will be indicated as they are published.

**How do I provide feedback?**

There is a facebook group for discussing the rules and lists that Andy, Mantic staff and Andy’s existing veteran playtesters will monitor. The group is [here](https://www.facebook.com/groups/902124820355022).

**How do I play?**

If you already have a Mantic Warpath or Firefight army – great! If not, or for any units you don’t have, proxying other models is of course absolutely fine for beta testing. If you are tempted to get some fresh new models (and why wouldn’t you be?) then the Mantic web site has some special Firefight Beta launch offers ([www.manticgames.com](http://www.manticgames.com)).

Aim for 1000 point games on a 4x4 table to start with, but of course testing at smaller or larger games sizes is important too.

We hope you have great fun playing the new Firefight! Go get ‘em soldier!

Matt

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# 

# Introduction

Firefight is an exciting squad-based wargame set in Mantic’s Warpath Universe. A game of Firefight is played between two players with each controlling a Strike Force of highly trained (or degenerate) warriors and war machines, all vying for control of strategic objectives.

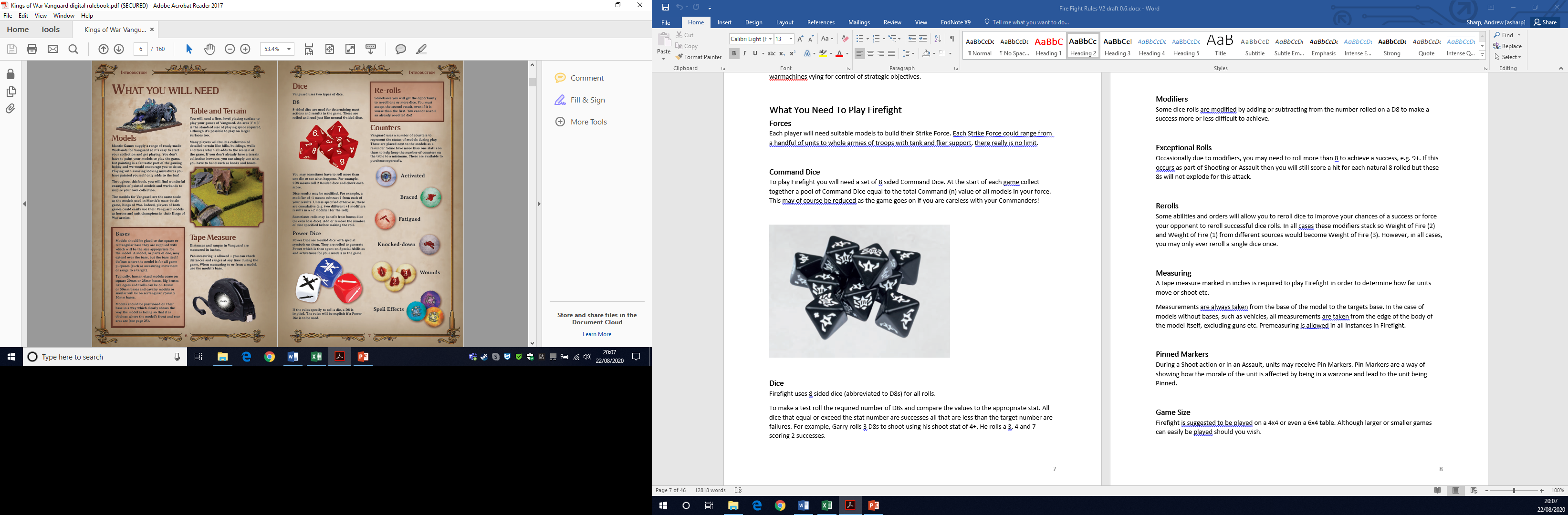
# What You Need To Play Firefight

## Forces

Each player will need suitable Mantic models to assemble their Strike Force. Each Strike Force could range from a handful of units to whole armies of troops with walker and flier support, there really is no limit.

## Command Dice

To play Firefight you will need a set of **Command Dice**. These 6 sided Command Dice are coloured red, white or blue which represent progressively more powerful commanders or units and shown by the keyword *Tactician* (n) on the units profile. Each die face will be either blank or has a number of symbols on them. [NOTE – these have the same configurations as Vanguard Power Dice so you can use those if you have them]



## Dice

Firefight uses 8 sided dice (abbreviated to D8s) for all rolls.

To make a test roll the required number of D8s and compare the values to the appropriate model or weapon stat. For example a value of 4+ means scores of 4 or more are successes. All dice that equal or exceed the stat number are successes, all that are less than the target number are failures. If a model has a stat of “–“ then no dice are rolled and therefore no successes can be achieved.

For example, Ian rolls 3 D8s to shoot using his shoot stat of 4+. He rolls a 3, 4 and 7 scoring 2 successes.

Sometimes a D4 or D2 is required. Roll a D8 and determine the result using the table below.

|  |  |  |
| --- | --- | --- |
| D8 | D4 | D2 |
| 1-2 | 1 | 1 |
| 3-4 | 2 | 1 |
| 5-6 | 3 | 2 |
| 7-8 | 4 | 2 |

## Modifiers

Some dice rolls are modified by adding or subtracting from the number rolled on a D8 to make a success more or less difficult to achieve. In all cases a natural roll (regardless of modifiers) of 1 is a failure and an 8 is a success. Modifiers are cumulative, so two modifiers that are both -1, result in a total modifier of -2 to the score on the dice.

## Exceptional Rolls

Occasionally, you may need to roll more than 8 to achieve a success, e.g. 9+.

If this occurs as part of a to hit or wound roll for Shooting or Assault then you will only roll half the number of dice, rounding down.

## Rerolls

Some keywords and orders will allow you to reroll dice to improve your chances of a success, or force your opponent to reroll successful dice rolls. In all cases such modifiers are cumulative, so Weight of Fire (2) and Weight of Fire (1) from different sources would become Weight of Fire (3). However, in all cases, you may only ever reroll each die once – you cannot reroll a reroll.

## Measuring

A tape measure marked in inches is required to play Firefight in order to determine how far units move or shoot etc.

Measurement between models, and range to targets is always taken from the base of the unit leader to the base of a model in the other unit (between the two closest points). In the case of models without bases, such as Vehicles, all measurements are taken from the edge of the main body or hull of the model itself, excluding guns etc.

You can measure to check distances or range at any time.

## Pinned Markers

During a Shoot action or in an Assault, units may receive a Pin marker. Pin markers are a way of showing how the morale of the unit is affected by being in a warzone.

A unit may only have a single Pin marker placed on it, and while it does it has a status of Pinned.

## Game Size

Firefight is suggested to be played on a 4x4 table space with 500-100 points per player, or even a 6x4 table for larger games of >1000 points per player.

# Models and Units

All models used in Firefight will be either individual models or part of a unit, typically of five or more models. For simplicity, the term **Unit** is used for both formations of several models, or just a single model, such as a Command model or Vehicle.

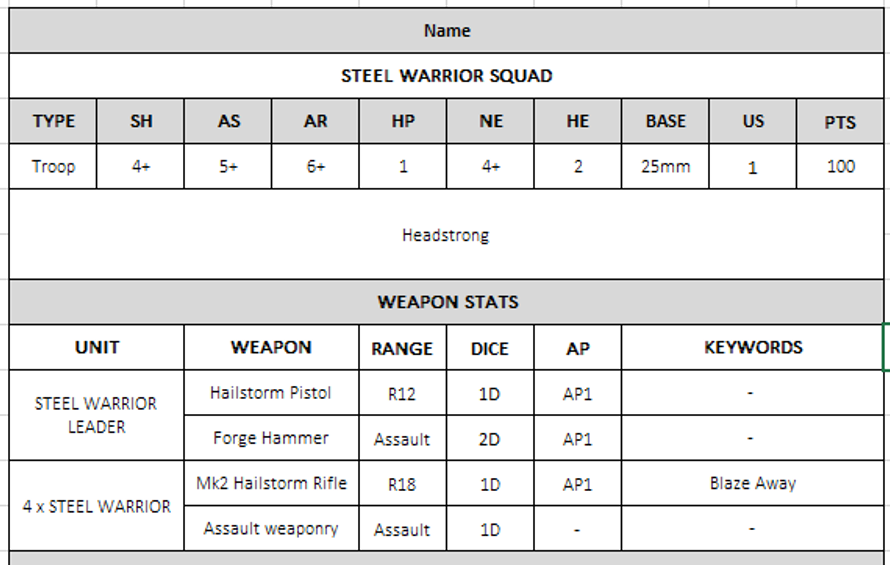
## Leader Models

Every unit should have a **Leader** model, which is important for determining many rules in the game. A Leader should be suitably modelled to look the part as well as being clear to your opponent. Some Leaders may have additional special rules or equipment and the Leader is always the last model removed from a unit when it takes casualties.

## Unit Profiles

All units in Firefight have a profile of statistics or ‘stats’ which show how effective it is at moving, shooting, assaulting and surviving in a combat zone. In addition, the size of the models in the unit, keywords and weaponry are detailed. Some models may be so poor at doing something they will be effectively unable to do it at all; such units will have a stat value of “-“ where appropriate.

An example unit profile is shown below:



**Unit Name:** Each unit is identified by its title

**Type:** The type of unit is used for list building and is important for some missions.

**Shoot (SH):** The ability of a model to fire ranged weapons accurately. A unit with a stat of – cannot Shoot or Blaze Away

**Assault (AS):** The skill or strength of a model in hand-to-hand combat. If a unit has a stat of – it cannot initiate an Assault and will roll no dice if assaulted

**Armour (AR):** The armour or resilience of a model to damage

**Health Points (HP):** The amount of damage (or wounds) a model can take before it is removed from the game

**Nerve (NE):** The psychological willingness of a unit to stay in the fight

**Height (HE):** The units Height value. This value is used primarily to determine LOS

**Base:** The size of base the unit has. If marked – the unit does not require a base

**Unit Strength (US):** The presence a unit has in controlling objectives etc. in some missions

**Points (PTS):** The cost to purchase the unit when building your strike force. The points cost includes the standard unit models and equipment, which can in some cases be modified with extra models or equipment as shown on each unit description. This is also used to determine the winner in some missions

**Keywords:** Some units will have special abilities that allow them certain advantages, or disadvantages, in the game. These keywords may be for the unit as a whole or for individual models or weapons within the unit. This will be clearly shown in the unit profile

**Weapon Stats:** The ranged and assault weaponry of all models within the unit.

## Bases

A model’s base is used for measuring throughout Firefight. All models should be attached to round bases of 25mm, 40mm or 60mm as shown on the unit stats. Some models, such as **Vehicles** may not have a base.

### Base Contact

A model is in base contact with something if its base is physically touching it (such as another model’s base, Obstacle, Objective etc.). For models that do not have a base, use the main body or hull of the model as the “base” to determine base contact (so ignoring things like guns or antenna sticking out from the model).

# The Rules

In a game of Firefight you and your opponent each take control of a specialised **Strike Force** of soldiers to play an exciting battle game. Once the battlefield has been set up with terrain and any objectives, the mission will tell you how to deploy your units and how to achieve victory.

### Friendly Units

If a rule refers to friendly models, this means all units in your Strike Force.

### Enemy Units

If a rule refers to enemy models, this means all units in your opponent’s Strike Force.

### Neutral Units

If a mission requires the use of third party models, such as civilians, these are considered neutral and are classed as enemy models for both players.

### In Play

All units and models are **In Play** if they are currently placed on the gaming table, including Flying units and also includes units within transports (even if the actual models are currently placed to one side until they emerge from their vehicle). Units and models that are currently in reserve, or have been destroyed, are not in play.

## Rounds and Turns

A game of Firefight is played over a series of **Rounds**. Within each Round each player will alternate taking **Turns** to activate their units, one at a time, until both players have completed activating all the units in their Strike Force. The Mission being played will determine the number of Rounds in a game.

### Game Sequence

1. Set Up
2. Deployment
3. Rounds
   1. Generate the Command Pool
   2. Take alternating Turns activating units
   3. End Phase
4. Determine the Winner!

### Who Goes First?

A **Recon Roll** (see Mission later) will determine which player has the **Initiative** and takes the first Turn in the first Round.

In subsequent Rounds the player who finished activating their models first in the previous Round will have the **Initiative**.

A Round will always begin with each player rolling their **Command Dice** to generate a Pool of **Command Points**. Players then take alternating Turns to activate a single unit starting with the player with the Initiative. During each of these Turns a player gets to do something (act) with one of their units. Each unit in your Strike Force only gets to act once in each Round and you must activate a unit if able during a Round. Once a unit has finished acting, the unit is marked as **Activated**.

### Taking Turns

Once a player has finished activating all their units and declares they are finished, the player with units yet to activate continues playing Turns until all their units are also activated. All units must be activated in a Round. Players may not choose to pass a Turn.

### End Phase

The Round concludes with the **End Phase.** The player who finished activating first will have the Initiative for the next Round and completes steps 1 to 3 followed by the player who finished activating last. Once these steps are complete determine if victory conditions have been met. If not, continue play for another round.

1. Remove a Pin Marker from a friendly unit for one Command Point
2. Perform Nerve tests
3. Remove all activation markers and any other markers that only last for the Round

# Command Points

Your soldiers will work best if properly led and organised which involves good leadership and orders. To simulate this we use **Command Points** to represent your ability to get the most from your Strike Force.

## Generating Your Command Pool

At the start of each Round both players create their **Command Dice Pool** by taking three **RED** **Command Dice** plus an additional number of the appropriate coloured Command Dice for units In Play with the Tactician keyword. Note that the Tactician keyword may be on some units that are not Command units, and these units will contribute their Command Dice as normal. Your Command Dice may be reduced as the game goes on or if you are careless with your Commanders!

Roll all of the dice in your Command Dice Pool and add up the Command Points. This is the total number of **Command Points** you have available for the Round about to be played. You may reroll one Command Dice for each Command model you have in play.

During a Round, Command Points are spent in a number of ways to increase the utility of your Strike Force. Players should either spend all their available Command Points for the Round or lose them. They cannot be saved for future Rounds.

**Standard Uses of Command Points**

The following options are available to all players during a Round by spending Command Points from their pool. These are not Orders (see below).

|  |  |  |  |
| --- | --- | --- | --- |
| **Command Point Cost** | **Use** | **When** | **Effect** |
| 1 | Extra Activation | After activating a unit | Activate another unit before returning to the normal activation sequence. You may only interrupt the normal Turn sequence like this once before your opponent must take another Turn. |
| 1 | Unpin | End Phase | Remove a Pin marker from a unit |

## Orders

**Orders** are special commands that are paid for using Command Points. A unit may only benefit from a single Order at a time, including from Orders with a persistent effect, such as some Commander Orders. If a unit could be affected from multiple Orders, it must choose which to benefit from before any actions are made or dice are rolled.

All Orders must be declared before any relevant dice are rolled.

### Faction Orders

Faction Orders may be given to non-pinned units during their activation. Faction Orders can only be used if the unit is within 12” of a Command model from its own Strike Force, unless stated otherwise. Spend the Command Point(s) for the Order before the unit makes any actions. Faction Orders will be described in detail within each army list.

Unless specified otherwise, a Faction Order given to a unit only lasts for that unit’s current activation. Thus any special rules or bonuses an Order may grant, are temporary.

The number in brackets after the Order name is the cost in Command Points to use that Order.

*For Example: One of the Forge Father Faction Orders is:*

**

*To use the “For the Forge Star” Order, your unit must not be pinned, be within 12” of a Command unit and must pay a cost of 1 Command Point. The unit the Order was played on would then have the Weight of Fire (2) and Marksman special rules until the end of its activation.*

### Commander Orders

Commander models in Firefight have their own unique special rules to represent their impressive tactical decision-making on the battlefield. Like all Orders these Command Orders also require Command Points.

A single Commander Order may be used during a non-pinned Command unit’s activation, before or after, but not during, an action. Commander Orders will have **Aura** or **Instant** effects. Aura’s last until the end of the Round. Aura effects will provide the stated benefit to all friendly models while within X inches of the command model and for the duration of any action or consequent free actions started within x inches of the command model. Instant effects are resolved immediately when the Command Points are spent and have no ongoing effect.

For Example: A Steel Warrior Huscarl can use the following Command Order

**Precision Optics (Aura) (2): While within 6” of the Huscarl, friendly units gain Marksman and Weight of Fire (1).**

To use this Command Order the Command unit must not be pinned and pay the cost of 2 Command Points. The effect last until the end of the Round and means all friendly units within 6” of the Huscarl gain the Marksman and Weight of Fire (1) keywords.

NOTE – the formatting and presentation of orders may be cleared up and simplified in the final book.

# The Turn

## Activations

To use a unit in a game of Firefight you must activate it. Players take it in turns to each activate a single unit and perform its actions, before play passes to their opponent (who then in turn activates a single unit from their own army, and so on). Each unit can only activate once per Round and should be marked with an activation marker when it has finished its activation.

## Actions

To perform an action a unit must first be activated. Each unit in Firefight may perform up to two short actions or a single long action during its activation. You may not repeat an action during the same activation. A unit may also be ordered to Halt and do nothing should you wish.

|  |  |
| --- | --- |
| Action | Duration |
| Shoot/Blaze Away | Short |
| Advance | Short |
| Hit the Dirt | Short |
| Sprint | Long |

### Shoot/Blaze Away (Short)

A key part of most armies’ weaponry is ranged combat using a bewildering variety of weapons. A unit with ranged weapons may perform a Shoot or Blaze Away action with all weapons in range of the target and eligible to shoot.

### Advance (Short)

To get around the battlefield a unit must make a movement action. The basic form is an Advance action. The unit is moved a distance up to a full normal movement of 6”. A unit may not pass or end its move within 1” of an enemy unit unless it wishes to engage that unit in Assault. An Advance action that ends in base contact with an enemy unit will initiate an Assault.

### Hit the Dirt (Short)

Units, except Vehicles, may choose to Hit the Dirt to gain what cover they can from their surroundings. If they do this they will count as being in Light Cover until the unit next activates. No additional benefit is gained by also being in terrain that provides Light Cover.

### Sprint (Long)

Some units will do their best to close the distance to their enemy or to get into cover as quickly as possible, relying on speed and aggression rather than firepower.

A unit may make a Sprint action in the same way as an Advance action but the unit may move up to double its normal movement i.e. 12”.

A Sprint action that leads to contact with an enemy unit to initiate an Assault is called a Charge and, under certain conditions, there will be an advantage to the charging unit (see Assault later).

## Free Actions

Occasionally Orders or Missions may allow free actions. Free actions can be taken in addition to the normal two short or one long action rule.

# Movement

To achieve your mission objectives your units are likely to want to move around the battlefield to gain tactical advantage.

For all models, standard movement is (up to) 6”. Some keywords may allow models and units to move faster than this.

## Coherency

Soldiers in Firefight have been trained to act as part of a team following the directions of their unit leader.

All models within a unit must remain within 3” of their Leader model. This is called **Coherency**. They must be placed within the same terrain piece as their Leader whenever possible.

In very large units with more than 10 models in play, all models must remain within 6” of their Leader to be in coherency.

Removal of models from a unit e.g. due to casualties, should be performed to maintain unit coherency whenever possible.

If any model from a unit finds itself outside of coherency, the first action the unit must perform when next activating is to Advance or Sprint until it returns within or as close as possible to coherency.

## Interpenetration of Units

Models in units should not normally be placed closer than 1” to those from other units to ensure it is clear which units are which. No unit may come within 1”of any enemy unit unless they are initiating an Assault (see later). A unit may move through another friendly unit as long as it ends its move further than 1” away.

## Moving Units

To move a unit, simply measure the distance from the edge of the Leader model’s base and move the Leader model up to the maximum it can move for the action being performed (e.g. up to 6” for an Advance action). This move can be in a straight or curved line to avoid other models or terrain. Once you have moved the Leader model, move all the other models in the unit back to within coherency from the leader. Note this may mean that some models may move further than their maximum movement would normally allow, but we allow this for simplified play. When placing the rest of the models you may not put them in a piece of terrain in which the Leader has not also been placed. You may not place models in base contact with an enemy model unless the Leader model has engaged in Assault.

### Moving Units onto the Table

Units may enter the table after deployment as part of Mission set up rules or by bringing in **Reserves**. To move onto the table simply activate the unit and then measure from the edge of the board onto the table as part of an Advance or Sprint action. The unit is now **In Play**. The unit coming onto the table may not Assault an enemy unit in the same Turn.

### Moving Units off of the Table

No unit may move off the Table under normal circumstances. If allowed to leave the table by Mission specific rules then any Leader model, which can reach the table edge as part of an Advance or Sprint action, can leave the table. Then simply remove all the models from the unit and place them off the table and make it clear to your opponent that they have left the table rather than being destroyed. They are no longer In Play.

### Moving Units through Terrain

Units may not perform a Sprint action through Difficult Terrain or over Obstacles unless it is a Charge to make contact with an enemy unit to initiate an Assault. Such charges are then considered to be **Hindered**.

Units such as vehicles may have wheels or tracks that mean they move through terrain differently to other units.

**Wheeled** units may not cross Difficult Terrain or Obstacles. If all of a wheeled unit’s movement is in a straight line then they gain the **fast** keyword until the end of the Turn.

**Tracked** units may cross Difficult Terrain or obstacles as if it were Open Terrain.

**Anti-Grav** units may cross Difficult Terrain of Height 2 or less and Obstacles with no penalty to movement. They may use a Sprint action to move into or through Difficult Terrain. They may also disembark more easily from a vehicle with the Fly keyword.

**Walkers** may ignore Obstacles for movement and when determining if a charge is Hindered. They are still affected by Difficult Terrain.

Units (typically Vehicles) that can **Fly** may move freely over any terrain but their base must be able to be placed back on the gaming surface at the end of a move and they may not be placed on Blocking Terrain.

# Terrain

The soldiers of your Strike Force are no less willing than us to indulge in a bit of self-preservation, thank fully the battlefields of the future are littered with opportunities to use terrain to stay alive whether it’s an urban or rural battlefield they are fighting over.

To benefit from terrain 50% or more of a unit’s models must be within or behind the terrain in question. In the case of a single model such as a Support unit or Vehicle then the centre of the model must be within or behind the terrain to gain the benefit.

## Terrain Types

There are five main types of terrain you may encounter in Firefight:

### Open Terrain

The normal battlefield may have small undulations or debris across it but it does not impact on a model’s movement or provide cover. Unless specified otherwise all battlefield areas are Open Terrain by default.

### Blocking Terrain

Some parts of the battlefield may be just so difficult to manoeuvre over that they are effectively impassable, such as large rocks etc. We call this Blocking Terrain and no unit of any size may ever move through or stop on such terrain.

* Units cannot move across Blocking Terrain and must go around it
* Blocking Terrain impacts LOS as detailed below

### Difficult Terrain

This type of terrain consists of woods, rocks, waterways as well as industrial debris or features such as a pipe network. Movement within Difficult Terrain is much more difficult than Open Terrain.

* Units may not Sprint through Difficult Terrain unless it is to make contact with an enemy unit to Initiate an Assault as part of a charge.
* A unit with its Leader within Difficult Terrain will ignore the terrain when determining LOS to units outside of the terrain. Otherwise, Difficult Terrain blocks LOS as determined below.

### Obstacles

Obstacles are long and narrow linear pieces of terrain such as a line of sandbags or a low wall. Obstacles should in general be no more than 1” in height. Any higher and they will be considered Blocking Terrain instead.

* Units can move over Obstacles normally as part of an advance action even ending either side of them.
* Units may not Sprint over Obstacles unless it is to make contact with an enemy unit to initiate an Assault.
* Obstacles are Height 1 for determining cover but never block LOS

### Hills

Hills are elevated pieces of terrain that provide advantageous positions for units to see down on their enemies. It is suggested that players avoid placing Hills in deployment areas during Mission Set-Up.

* In order to be on a Hill for game purposes, the unit Leader model must be positioned with all of its base on the Hill.
* Hills have no impact on a unit’s movement.
* If a unit’s Leader model is on a hill then the unit ignores the hill when checking LOS. Otherwise Hills impact LOS as described below.
* While on a Hill a unit adds the Hill’s Height to its own. For example, a Height 2 unit on a Height 3 Hill would be Height 5.

# Line of Sight

Models usually need to see what they want to fight or shoot at, so determining Line of Sight (**LOS**) is critical to a game of Firefight.

To determine LOS for a unit, draw a straight, imaginary line from any part of the Leader model’s base to the base of any model in the target unit. Models from the Leader’s own unit do not block LOS. For models without a base such as Vehicles, simply measure from the edge of the main body or hull. This may mean that some models in a unit cannot see the target, but we allow them to shoot as in effect the models would be moving around within their area to take shots and then get back into cover.

* If the imaginary line passes over no other unit or terrain feature then LOS is Clear
* If either the unit drawing LOS, or the target unit has a Height greater than any other unit or terrain the line crosses, LOS is Clear
* If any units or terrain in the way are the same Height or greater than both the unit drawing LOS and the target unit, then LOS is Blocked
* Units with the Fly keyword do not block LOS

LOS will thus either be Clear (at least one model in the target is visible) or Blocked (no enemy models are visible).

# Terrain and Line of Sight

## Terrain Height

The Height of all terrain should be agreed by both players before the game starts, as well as the level of cover it provides (see later). As a rough guide, a piece of terrain is one level of height for each inch of physical height, so a 3” tall Building would be Height 3.

|  |  |
| --- | --- |
| Terrain Piece | Example Heights |
| River, Pond | 0 |
| Obstacle | 1 |
| Hill | 3 |
| Building | 3 |
| Woods | 5 |

Terrain can block LOS to any units behind it in the same way as a unit. For example, a Height 3 or higher building will block LOS between two units of Height 3 or less. Some terrain pieces such as rivers will be flat (Height 0) and never block LOS.

Terrain does not block LOS drawn to units that have their Leader model within the terrain piece.

# Ranged Attacks

Units armed with weapons with a range shown in inches may perform a Shoot/Blaze Away action against a unit to which they have LOS. In all cases LOS, Cover and Range are determined from the Leader model of the shooting unit and not from the individual models of the shooting unit.

## Resolving Shooting

### Range

Measure the distance between the base of the Leader model of the shooting unit and the base of the closest model within Clear LOS in the target unit to determine the range. All weapons in the unit that have a listed range equal to or greater than the distance measured to the target, are eligible to fire. Any with a maximum range less that the measured distance are not eligible and cannot fire at the target. Note this may mean that some weapons may be firing slightly more than their maximum range (or not at all), given their model’s position, but we accept this abstraction for speed of play. For models without a base such as vehicles simply measure to/from the nearest edge of the body or hull of the model from which Clear LOS can be drawn. If a model has more than one weapon it may shoot with both during the same action assuming they are both within range.

### Number of Dice

Take a number of D8s equal to the dice value of each eligible weapon being used by the shooting unit. For example: a unit of 6 enforcer operatives with laser rifles shoots and rolls 1 die for each model for a total of 6 dice.

If there are weapons with different AP values, or keywords, then dice should be rolled separately for those weapons, or alternatively use different coloured dice so that you and your opponent know which weapons have resulted in a hit.

### Roll to Hit

Roll the dice and apply any relevant modifiers to the results. Any dice that then equal or exceed the Shoot value of the firing unit, will each result in a hit. Modifiers are cumulative, unless specified otherwise.

If, due to modifiers, you would need to score more than 8 in order to hit, half the number of affected dice (rounding down) before making the roll.

Natural rolls of 8 are always a success irrespective of the shoot value or modifiers. Natural rolls of 1 always miss (but may still be rerolled by some keywords).

**Standard Shooting Modifiers**

|  |  |
| --- | --- |
| -1 | Target is In Light cover |
| -1 | Target has the Fly keyword |
| -2 | Target is in Heavy Cover |

*For example, the previous unit of Enforcers are rolling 6 dice, normally requiring scores of 4 or more to get hits on the target (Shoot value 4+). However, the target is in Light Cover, so all the results suffer a -1 reduction (so in effect, only results of 5 or more will now be successful hits). The player rolls and gets 1, 3, 4, 6, 6 and 8, resulting in 3 hits. If the target had not been in cover, the result of 4 would also have been a hit.*

### Roll to Wound

For each hit, take a die and roll again. If, due to modifiers or a high Armour value, you would need to score more than 8 in order to cause a wound, half the number of affected dice (rounding down) before making the roll.

Any dice that equal or exceed the Armour value of the target unit will each result in causing a wound on the target unit. The AP of weapons that hit in a shoot action will reduce the Armour value of the target unit by an amount equal to the AP of the firing weapon, improving the chance to wound.

Natural rolls of 8 are always a success irrespective of the Armour value or modifiers. Natural rolls of 1 always miss (but may still be rerolled by some keywords).

### Remove Casualties

Wounds are now allocated to models in the unit. When a model has been allocated as many wounds as it has Health Points on its profile, the model is removed from play (dead). Wounds must be allocated to remove whole models before allocating to another model. Any excess wounds that cannot remove a whole model are marked next to the unit and are added to future wounds suffered.

The models that are allocated wounds and removed from a unit are determined by the player using that unit in their Strike Force. Models removed from the unit should be first taken from models within Clear LOS. If all models within Clear LOS, except the leader, are removed then further models may be removed outside of LOS until all wounds have been applied. The Leader model is always the last model to be removed.

## Blaze Away

A unit may choose to **Blaze Away** at a target rather than perform a Shoot action. During a Blaze Away action only weapons with the **Blaze Away** keyword may be used and each weapon increases its Shoot dice by one. No modifiers are used and hits are only scored on natural rolls of 8, regardless of the firing unit’s Shoot stat. Wounds and casualties are resolved as normal (see above). In addition, so long as at least one hit is scored, the target unit will gain a **Pin marker**.

## Cover

In cases where the target unit is partially visible behind another unit or terrain piece, the Shooting unit might suffer a negative modifier to its to-hit rolls. To decide whether the target unit is in cover, draw LOS from the Leader model of the Shooting unit to all models within the target unit.

The target unit will be in cover if:

* At least half of its models are within Difficult Terrain, behind an Obstacle or behind terrain but LOS is still clear from the point of view of the firing unit.

**OR**

* LOS to at least half the models within the unit is Blocked

A unit may only benefit from one type of cover at a time (not light and heavy cover together)

### Light Cover

Terrain such as a woodland, hedge, wall or rubble provides limited defensive benefit to units within it or units behind it. Terrain like this will provide Light Cover.

### Heavy Cover

A piece of well-built terrain such as a building, or fortifications, that provides significant defensive benefit to units within it or behind it. Terrain like this will provide Heavy Cover.

### Big Targets

Intervening units/terrain that are three Height levels smaller than either the firing unit or the target offer no cover. For example, Height 1 units/terrain do not offer cover to or from Height 4 units.

### Not Sure?

In the rare, marginal cases when you’re not sure whether your target is in cover or not, simply roll a die. On a 5+ it is not, on a 4 or less it is.

# Assault

Some units are keen to tear their enemies’ limb from limb in bloody hand-to-hand Assault. Other units will do their best to avoid this at all costs.

Should a Leader model move into base-to-base contact with an enemy model then the unit is now **Assaulting** the enemy and is deemed the Attacker. The unit being assaulted is the Defender. A unit may only make contact with an enemy unit if it intends, and is permitted, to initiate an **Assault** andmay only assault a single unit. Assault can occur as part of an Advance or Sprint action. The player initiating the Assault must declare this before any movement is made to allow their opponent to declare any **Assault Reaction** if it is able to do so (see below).

Units may approach within 1” of other units that are themselves up to 3” away from the defending unit. When assaulting an enemy unit, move the unit leader into base to base contact and then place as many models from the attacking unit as possible into base-to-base contact with enemy models from the unit being assaulted while still maintaining coherency. All models from both units that are within coherency are then considered to be part of the assault.

If assaulting over an obstacle, the assault will only be valid if the leader model is able to be placed directly opposite an enemy model in contact with the obstacle. Determine whether the assault is hindered (see below) based on the movement and placement of the leader model and no other models in the unit.

## Charging

If a unit initiated an Assault using a Sprint action, it will benefit from +1 to-hit modifier in the subsequent Assault and will fight before its opponent. There is no such benefit to initiating an Assault via an Advance action.

### Hindered Charges

A Charge action is considered to be **Hindered** in any of the following circumstances:

* The Charging unit does not have LOS to the target unit before it moves
* The Charge movement (from Leader to target) is not in a straight line
* The Charge movement (from Leader to target) travels through any Difficult Terrain, or engages an enemy unit behind an Obstacle, or within a building

Units performing aHindered charge will still fight before their opponent but will not get the +1 to-hit modifier mentioned above.

## Assault Reactions

Any un-activated and non-pinned unit that would be contacted as part of an Assault, has an opportunity to react before the assaulting unit moves.

The Assault Reactions a unit may perform (if any) are detailed on the unit’s profile. If a Reaction type is not listed, the unit may not perform it.

After performing an Assault Reaction, mark the reacting unit as Activated and complete the move of the assaulting unit to contact (or as far as possible – see Failed Assaults).

Orders cannot be used on a unit when it is performing an Assault Reaction.

### Blaze Away

Any unpinned, unactivated unit with at least one weapon with the Blaze Away keyword may perform a Blaze Away assault reaction. This Assault Reaction is taken as per the rules for **Blaze away** in the Ranged Attacks section i.e. only Blaze Away weapons may be used. For Blaze Away, LOS is considered to be clear. If the assaulting unit survives it will continue to Assault the target. Remember that if any hit was scored, the charging unit will gain a Pin marker. After the assault reaction is resolved, move the assaulting unit into contact. Wounds caused by Blaze Away will count towards assault resolution in the subsequent Assault.

### Evade

Retreating from an assaulting enemy is a dangerous business but some units may find it is worth the risk. Evading units must pass a Nerve test (see later). If successful, make an Advance action in a straight line, following all normal movement rules. Determine the evading unit’s direction of movement from the assaulting unit leader’s position before it assaulted to the evading units leader. After the assault reaction is resolved, move the assaulting unit into contact if able (see Failed Assaults). Should the evading unit end out of contact with the assaulting unit they will have survived to fight another day. Mark the evading unit as Activated. If the Nerve test is failed or the evading unit does not manage to get out of assault range an assault will be performed as normal.

### Controlled Fire

Some units are so disciplined that they can maintain excellent fire control even when facing an assaulting enemy. The unit performs a Shoot action with a -1 modifier to-hit, counting LOS as clear and ignoring cover. After the assault reaction is resolved, move the assaulting unit into contact. Wounds caused by Controlled Fire will count towards assault resolution in the subsequent Assault.

### Counter Charge

Some units are so aggressive that they are able to launch a Counter Charge as an assault reaction. Move the assaulting unit into contact. A Counter Charging unit is not moved but will count as Charging itself in the subsequent Assault. This will mean that the Counter Charging unit fights simultaneously with the unit that initiated the assault if it also Charged or before the assaulting unit if the assault was initiated as part of an advance action.

## Failed Assaults

Should a unit moving to Assault be unable to end in base-to-base contact with its target, such as from an Evade Assault Reaction, then the Assault will have failed. Instead, move the assaulting unit an Advance move towards the target, remaining outside of 1” from enemy units as normal. The Assaulting unit is then marked as activated.

## Resolving Assaults

### Who Fights in an Assault?

Both units in an Assault will fight. If one unit Charged it will resolve all its attacks before the opponent. This may mean that the defender gets less models to attack with due to casualties. In all other circumstances, both units will fight simultaneously.

All models within a unit are eligible to fight as long as they are in coherency or in base-to-base contact with an enemy model.

### Number of Dice

Take a number of D8s equal to the dice value of each Assault weapon being used by models in the attacking unit. If, due to modifiers, you would need to score more than 8 in order to hit, half the number of affected dice (rounding down) before making the roll.

If there are weapons with different AP values, or keywords, then dice should be rolled separately for those weapons, or alternatively use different coloured dice so that you and your opponent know which weapons have resulted in a hit.

### Roll to Hit

Roll the dice and apply any relevant modifiers to the results. Any dice that then equal or exceed the Assault value of the attacking unit, will each result in a hit. Modifiers are cumulative, unless specified otherwise.

Natural rolls of 8 are always a success irrespective of the Assault value or modifiers. Natural rolls of 1 always miss (but may still be rerolled by some keywords).

**Standard Assault Modifiers**

|  |  |
| --- | --- |
| +1 | Unit Charged (not if Hindered) |
| -1 | Unit is Pinned |
| -1 | Target unit is in Heavy Cover |

### Roll to Wound

For each hit, take a die and roll again. If, due to modifiers or a high Armour value, you would need to score more than 8 in order to cause a wound, half the number of affected dice (rounding down) before making the roll.

Any dice that equal or exceed the Armour value of the target unit will each result in causing a wound on the target unit. The AP of weapons that hit in an assault action will reduce the Armour value of the target unit by an amount equal to the AP of the firing weapon, improving the chance to wound.

Natural rolls of 8 are always a success irrespective of the Armour value or modifiers. Natural rolls of 1 always miss (but may still be rerolled by some keywords).

### Remove Casualties

For each wound taken the owning player allocates wounds to models in the unit to maximise model removal. Excess wounds are marked next to the unit.

Models removed from the unit should be first taken from models in base to base contact with enemy models. If all models within base to base contact, except the leader, are removed then further models may be removed who are not in base to base contact until all wounds have been applied. The Leader model is always the last model to be removed.

### Defender Fights Back

After resolving all attacks with the attacking unit the defending unit rolls its attacks in the same way, as described above. If the attacking unit charged, the number of models the defender attacks back with will be reduced if any models have been killed.

If the units are fighting simultaneously, calculate the damage both sides cause before any casualties are removed from either side.

### Assault Resolution

Total up all the wounds caused by both the Attacker and Defender during the assault, and include any due to Assault Reactions. The side that suffered the greater number of wounds has lost.

The loser of an Assault will be marked as Activated and gain a Pin marker. In addition, the loser must withdraw 6” in a straight line directly away from the winner and leave any terrain it was occupying if able. Determine the direction of withdrawal by taking a straight line between the winning and losing unit leader models. If a unit cannot withdraw the full 6” due to Blocking Terrain or the table edge, move it as far as possible. If the losing unit cannot move to be at least 1 inch away from all enemy units, it is destroyed and removed from the table. Enemy units with the Fly keyword do not stop a unit withdrawing and its models must instead be moved by the owning player the minimum distance to avoid being within 1” of the withdrawing unit.

If the assault is a draw or no wounds have been caused then the attacking unit moves back an Advance move following the exact path it followed to assault, using the normal movement rules. Both units are then marked as activated and both gain a Pin marker.

The winner of an Assault may make a 3” consolidation move in any direction, remaining 1” from enemy units. The winning unit may immediately remove a Pin marker if it has one. If the losing unit was occupying terrain the winner may move to occupy the same terrain feature as part of its consolidation move. To occupy terrain simply move the unit leader within the terrain feature up to 3” and place models within coherency and within the same terrain feature.

*For example, a unit of Five Kalyshi charge a unit of five Enforcers. The Enforcers are unactivated and unpinned and so are able to make a Controlled Fire assault reaction which kills two Kalyshi. The Kalyshi unit moves into contact and becomes the attacker, the enforcers are the defender. The Kalyshi roll 3 dice per surviving model for a total of 9 dice, normally requiring scores of 3 or more to hit the target (Assault value 3+). However, the Kalyshi charged, so all the results benefit from a +1 modifier (so in effect, results of 2 or more will now be successful hits). The player rolls and gets 8 hits. The kalyshi unit then rolls to wound against the Enforcers armour of 6+, modified by -1 due to AP1 on the Kalyshi’s Glaives for a target number of 5+. The player rolls and gets 4 wounds and as each enforcer has a single hit point, four models are removed from the defending unit.*

*The single defending Enforcer left in the unit will now fight back with 1 dice needing a 5+ to hit. They roll an 8 and score a hit. The kalyshi armour is 5+ and is not modified as there is no AP on the enforcer assault weaponry. The enforcer player rolls a 6 and kills a Kalyshi. The Kalyshi win the assault by 4 to 3, as models killed by assault reactions still count to assault resolution.*

# Pinning

The Battlefield is a dangerous place and many soldiers will want to keep their heads down to protect themselves reducing their combat effectiveness. We call this being **Pinned**.

Units will be Pinned in the following situations:

* Losing or drawing an Assault
* Hit as part of a Shoot action by a weapon with the Pinning keyword
* It received any hits as part of a Blaze Away action
* It is a Vehicle wounded by an Anti-Tank weapon
* It has the Fly keyword and has suffered a wound
* It is a unit emerging from a destroyed transport vehicle

Place a Pin Marker next to the unit to remind all players of the unit’s current status and the unit will then automatically Hit the Dirt for free. While a unit has a Pin Marker it is Pinned.

A Pinned unit will suffer a -1 modifier to its to-hit roils in an Assault and also to any Nerve tests it makes. A unit may only ever have one Pin marker.

Units that begin their activation Pinned will remove the Pin marker for free when they Activate, but may only perform a single short action for that activation.

Pin markers may also be removed by spending Command Points in the End Phase, or by some orders and keywords.

# Nerve

All units have a Nerve value, which represents their psychological willingness to remain in the fight when the chips are down or, in the case of robots or machinery, the accumulated malfunctions that come with being in a warzone.

A unit may also need to test Nerve in response to certain keywords, Orders or Psychic attacks. The effect of this will be explained in the appropriate section.

### How to Test Nerve

To perform a Nerve test roll a single D8, using the modifiers listed below. Modifiers are cumulative, unless specified otherwise.

Natural rolls of 8 are always a success irrespective of the unit’s Nerve value or modifiers. Natural rolls of 1 always miss. If the unit has or is within 6” of a unit with the Inspiring or 9” of a unit with the very Inspiring keyword it may reroll a failed Nerve test.

|  |  |
| --- | --- |
| -1 | The unit is Pinned |
| -2 | The unit is now a single model remaining in a Troop or Specialist unit\* |
| +1 | The unit is in Heavy Cover |

If the result equals or exceeds the Nerve value of the unit, the Nerve test is passed and the unit suffers no further effect, although the unit will keep its Pin Marker if it had one.

\*Commander units are meant to lead from the front and as such do not suffer the single model remaining modifier.

### Testing Nerve due to Casualties

Taking heavy casualties can lead to units becoming combat ineffective well before they are wiped out. To represent this attritional effect units which are at less than 50% of their original model count will need to test Nerve in the **End Phase**.

If the Nerve test is failed the unit will be destroyed and removed from the game.

# Psychic Abilities

In the wide expanse of the universe, there are many strange and unusual alien races. Some of these creatures are imbued with innate or learnt talents that allow them to use the power of their minds to perform unimaginable acts. This may even lead some less developed cultures to assume that these creatures are in some way magical. In fact, the ability to use such skills is often a feature of a highly developed brain structure that transcends normal physical functioning to generate these psychic abilities.

Each Psychic ability works in a different way as explained in the unit profile. Some will have an action cost associated with them. Different Psychic abilities may be used in the same activation as long as each Psychic ability is not repeated, and the unit has enough actions available.

Psychic abilities that are also ranged attacks should be measured from the Psychic unit’s Leader model to the closest model in the target unit irrespective of LOS (and so can target units where LOS is blocked). Psychic ranged attacks are not modified by the target being in cover but will be affected by any other modifiers.

# Reserves

It is not always advisable to show your full hand when fighting in a warzone and an astute commander will make good use of reserves, allowing them to enter the fray only when the time is right.

Units may begin the game in Reserve due to Mission set up or other special rules. While in Reserve, units do not contribute to the Command Pool or victory conditions and are not In Playuntil they are placed on the table. Units in Reserve will still count Command Dice to Recon Rolls made at the start of the game. Unless a Mission says otherwise, reserves can always be brought onto the table from their player’s own table edge or up to half way up either side of the table from the start of Round 2.

Some units may have keywords, which allow them to use modified reserve rules for aerial or subterranean deployment as described in the unit profile.

# Buildings

Buildings often litter the battlefields in Firefight and can be of vital importance to defence and a real burden for the attacker to clear.

Before the game begins every building should be designated as having a Capacity (n), in the same way as transport vehicles, or be marked as blocking. For each point of Capacity they may hold a single Troop model, or Specialist of Height 2 or less. For each 2 points of Capacity they may hold a single Specialist model of Height 3 or more. Support models or models with the Bulky or vehicle keywords may not enter buildings.

Units may occupy buildings, which provides significant defensive benefits in the form of **Heavy Cover**.

## Entering and Exiting a Building

Any troop or specialist unit can enter an unoccupied building if its Leader model ends its movement in base-to-base contact with the building and that face of the building has a suitable entry point, such as a window or door. Just simply reposition all models from the unit in the building. All entry to a building is at the ground floor level.

If a unit’s current model count is too great for a building’s current (or remaining) Capacity then the unit may not enter the building at all.

Units may leave a building as part of an Advance or Sprint action. Simply measure the distance moved from a suitable door or window on the side that the unit wishes to move from.

## Buildings and Shooting

All buildings provide Heavy Cover to units inside. To shoot a unit within a building determine LOS and measure range to the building itself, not the unit within.

### Firing Out of Buildings

We assume that all buildings have suitable windows or doors to shoot out of or even battle damage or loopholes created by the defenders, which allow units within the building to shoot out of all sides of the building with all of their weapons. Determine LOS and range from the side of the building itself.

## Buildings in Assault

Units outside a building, initiating an Assault with a unit inside a building will have a -1 modifier to their to-hit rolls, as buildings provide the defenders with **Heavy Cover**. In addition, charges against a unit in a building are **Hindered**.

Should the assaulting unit win they may occupy the building if able. Units that are unable to enter buildings, such as a Support unit, may still assault units in buildings but may not occupy the building. Vehicles may not assault units within buildings. Should the building zone also contain another enemy unit and the assaulting unit wishes to occupy the building then they will immediately perform a second assault against this unit counting as a hindered charge but still with the -1 to-hit modifier for Heavy Cover. A second unit assaulted in this way may not make Assault Reactions.

## Large Buildings

Some very large buildings may be divided into multiple zones, horizontally or vertically, each with their own Capacity (n). It should be agreed before the game how many zones and of what size and Capacity a building is.

Moving from one zone of a building to another, horizontally or vertically, requires an Advance action; units may not Sprint or Charge within buildings. If a unit is moving from one zone of a building to another zone occupied by an enemy unit this will lead to an Assault with both sides counting the -1 to hit from Heavy Cover on their rolls.

Units may not perform a Shoot action between zones of the same building counting the target as being in Heavy Cover. Units may only shoot out of a building determining LoS and range from the sides of its zone. A unit may not shoot through an unoccupied zone to target a unit in another zone or outside of the building.

## Building Roofs

Some buildings may be designated as having an accessible roof zone which should have a capacity like any other zone. Units may access a roof zone through the building as described above or directly from above as part of aerial deployment or exiting a transport vehicle with the *Fly* ability. In addition, units with the anti-grav or fly keywords can access roof zones as part of an advance or sprint action without needing to enter the building first, counting the distance travelled vertically in inches to determine whether they can reach the roof zone. If a building has a roof zone which is accessible from the ground via a clearly marked ladder, external stairway or ruined surface then any unit may access the roof zone as described without needing to enter the building. Vehicles may be placed in a building roof zone.

Units in roof zones will only count as being in light cover from shoot actions but will count as being in a building for assaults.

# Vehicles

Vehicles come in many shapes and sizes. Many vehicles will have their movement further defined by one of the following keywords; Walker, Fly, Wheeled, Tracked and Anti-Grav. Vehicles follow the normal rules with the following exceptions:

## Vehicles and Movement

Vehicles may not enter buildings.

Many vehicles will also have a keyword which affects their movement (see page XX), e.g. Vehicle, Wheeled

## Vehicles and Shooting

If a Vehicle doesn’t have a base, determine range and LOS to and from the Vehicle using the main body or hull (ignoring guns, aerials, fins etc).

## Vehicles and Assault

Vehicles may engage in Assault but may not assault units in buildings.

Vehicles losing an Assault will receive a Pin marker, but are not marked as Activated (unless they are the attacking unit that initiated the Assault).

## Heavy Armour

Some Vehicles are so heavily armoured they are more resistant to damage. Successful wounds against a vehicle with Heavy Armour must be rerolled with a 5+ on the second roll causing a wound. Wounds caused by a weapon with the Anti-Tank keyword do not need to be rerolled.

## Vehicles and Pinning

Vehicles will only gain a Pin Marker in the following circumstances:

* Suffers a wound from a weapon with the Anti-Tank keyword
* Flying vehicle wounded by shooting
* Loses an Assault

## Destroyed Vehicles

When a Vehicle is destroyed, leave the model on the table with a suitable marker e.g. flames. The destroyed Vehicle is Blocking Terrain for the rest of the game of the same Height as the original Vehicle.

Vehicles with the Fly keyword that are destroyed are removed from the table like other models.

## Flying Vehicles

Vehicles with the Fly keyword must perform an Advance or Sprint action during each activation. This move must result in them being placed at least 6 inches from their starting point.

Vehicles with the Fly keyword may not initiate an Assault and may not be attacked in Assault by another unit unless that unit has the Anti-Grav or Fly keyword.

Shoot actions against a Vehicle with the Fly keyword will suffer an additional -1 to-hit modifier unless the firing weapon has the Anti-Aircraft special keyword. Vehicles with the Fly keyword do not block LOS to other units.

Vehicles with the Fly keyword that suffer one or more wounds from Shooting will gain a Pin Marker.

## Transport Vehicles

Transport vehicles can carry troops into action and will have a Capacity (n) listed on their profile. For each point of Capacity they may hold a single Troop model, or Specialist of Height 2 or less. For each 2 points of Capacity they may hold a single Specialist model of Height 3 or more. Support models or models with the Bulky or vehicle keywords may not be placed in Transport Vehicles. Only full units may be carried in Transport Vehicles – units cannot be partially embarked in a Vehicle or split between two vehicles. More than one unit may be placed in a transport vehicle as long as all conform to the capacity limits. Units within Transport Vehicles must be activated as normal but may be activated to do nothing.

Transport Vehicles activate separately from any units they are currently transporting.

### Entering and Exiting a Vehicle

Units may enter a vehicle by using an Advance or Sprint action to reach the side of the vehicle. Units may never enter and exit a vehicle in the same round.

If a player wishes to deploy a unit within a transport vehicle, observing normal capacity rules, during deployment they should deploy the vehicle first and then when next deploying a unit simply state the unit is on board the vehicle. Mark the presence of the unit within the vehicle in some way, such as by leaving a single model from the unit in base contact or on the vehicle.

A unit may exit (disembark) a vehicle if its first action is an Advance or Sprint but it may not assault an enemy unit in the same activation. Simply move the Leader model, measuring from the body of the vehicle. This may be done before or after the Vehicle has moved.

### Exiting a Flying Vehicle

A unit with the Anti-Grav keyword may exit a Vehicle with the Fly keyword if its first action is an Advance or Sprint but it may not assault an enemy unit in the same activation. Simply move the Leader model measuring from the base of the vehicle. This may be done before or after the Flying Vehicle has moved.

A unit without the Anti-Grav keyword may exit a Vehicle with the Fly keyword as a long action. Place the Leader model in base-to-base contact with the flier and the rest of the models from the Unit within coherency. The disembarking unit is then marked as activated. In addition, the Flying Vehicle may not perform a Sprint action this Round (before or after the unit disembarks).

### Destroyed Transport Vehicles

If a Transport Vehicle is destroyed, any unit that is currently on board may suffer damage. Each unit in a destroyed vehicle will suffer D8 hits with AP1. Surviving models are placed in base contact with the transport model’s last position, are marked as activated, and gain a Pin Marker.

In addition, if the Transport Vehicle has the Fly keyword any unit on board without Anti-Grav will be destroyed.

# Keywords

Not all soldiers are created equal and some will have a unique set of special abilities that set them out from the rest and make them the heroes of your Strike Force.

Keywords will be listed on the unit’s profile. Some may also be gained due to certain orders or situations in game.

|  |  |
| --- | --- |
| Aerial Deployment | This unit can be deployed at the start of the game as if they had the Scout keyword. If entering play as Reserves they do not follow the normal rules but may instead be deployed in any Open Terrain or building roof zone outside of 6” from any enemy units as a short action. They may not assault this Round if using Aerial Deployment |
| Anti-Aircraft | This weapon may ignore the -1 to hit modifier for Shooting at units with the Fly keyword |
| Anti-Grav | This unit may cross Difficult Terrain of Height 2 or less and Obstacles with no penalty to movement (so can use a Sprint action to move into or through Difficult Terrain). They may also disembark more easily from a vehicle with the Fly keyword |
| AP (n) | The armour piercing potential of a weapon. The AP value reduces the targets armour stat when rolling to wound e.g. an AP1 weapon reduces a targets armour from 6+ to 5+ |
| Anti-Tank | Anti-Tank weapons count Heavy Cover as Light Cover for Shoot actions. A Vehicle that suffers a wound from an Anti-Tank weapon will gain a Pin Marker. Anti-Tank weapons do not need to reroll to wound against vehicles with Heavy Armour |
| Aura | Some Commander orders have an Aura, as defined in the Commander Units profile.  Aura’s last until the end of the Round. Aura effects will provide the stated benefit to all friendly models while within X inches of the command model and for the duration of any action or consequent free actions started within x inches of the command model. |
| Beast | This unit has claws etc which prevent it being able to claim some mission objectives. This will be described in the relevant mission |
| Blast (n) | For each hit from a weapon with this keyword roll dice equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D4) attack, it will suffer from one to four hits rather than a single hit. Once this is done, roll damage as normal for all the hits caused |
| Blaze Away | Models carrying a Blaze Away weapon may perform a Blaze Away action |
| Bulky | A unit containing one or more models with this keyword cannot be placed in a Transport Vehicle or enter a Building |
| Capacity (n) | The amount of models a building or unit, usually a transport vehicle, can accommodate. For each point of Capacity they may hold a single Troop model or Specialist of Height 2 or less. For each 2 points of Capacity they may hold a single Specialist model of Height 3 or more. Support models or models with the Bulky or vehicle keywords may not be placed in transport vehicles or buildings. |
| Construct | This unit cannot be Pinned |
| Controlled Fire | This unit can perform the Controlled Fire Assault Reaction |
| Counter Charge | This unit can perform the Counter Charge Assault Reaction |
| Drone | Robotic drones may be added to some units to provide additional benefits. Keywords provided by a drone affect the drones unit while the drone remains in play. Additional weapons provided by a drone work like normal weapons and keywords related to them are applied to the drone’s attacks only. Drones do not have an individual profile and follow the normal rules for coherency, etc. Drones do not count as a model for determining casualties or when to test Nerve. Drones may not be chosen as casualties and remain with the unit until it is removed from the game |
| Evade | This unit can perform the Evade Assault Reaction |
| Fast | This unit may move 12” as an Advance action or 18” as a Sprint action |
| Fly | Flying models may move over any terrain but must be placed back on the table at the end of their move. Shoot actions against a model with this keyword have a -1 to hit modifier.  Units with this keyword may not be able to claim some mission objectives. This will be described in the relevant mission.  Vehicles with the Fly keyword have additional rules in the Vehicles section |
| Frenzy (n) | The unit may reroll (n) dice that failed to hit during an Assault. |
| Hacker | This unit can interact with some terrain elements in specific scenarios |
| Headstrong | When this unit activates it may remove a Pin marker on a roll of 5+. If the unit successfully removes a Pin marker the unit may act as if it had not been Pinned. If you roll a 4 or less the unit will remove its Pin marker but will only have a single short action as per the normal rules for Pinning |
| Heavy Armour | This unit is so heavily armoured that successful wounds against it must be rerolled unless caused by a weapon with the Anti-Tank keyword |
| Horde | While this unit has 10 or more models In Play it will gain +1 to-hit in Assault |
| Indirect | This unit may target units to which it does not have LOS. Units targeted by an indirect weapon will not benefit from cover provided by LOS (intervening units, intervening terrain, or obstacles the target unit is in contact with but will benefit from being within a building). |
| Instant | Some Commander orders have an Instant effect, as defined in the Commander Units profile.  Instant effects are resolved immediately when the Command Points are spent and have no ongoing effect. |
| Inspiring | Friendly units within 6” of this unit may reroll failed Nerve tests |
| Invigorated | Units with this keyword can choose to become invigorated to move 9” as an Advance action or gain Frenzy (1) for the activation. At the end of the units activation roll a die and on a 5+ the unit suffers a wound. |
| It Burns! | Weapons with this keyword always hits on a 4+ irrespective of the firing unit’s Shoot stat and any modifiers. If at least one hit is caused the target unit must immediately take an unmodified Nerve test i.e. before wounds are rolled, if failed they are marked as activated. Roll to wound the target unit as normal. |
| Marksman | A unit or weapon with this keyword may Reroll any result of 1 when rolling to hit during a Shoot action |
| Medic | While within 6” of this model, friendly Troop and Specialist units have the Resilient (1) keyword. In addition, when a unit with the Medic keyword activates it may as a Short action recover a Health point on a friendly Troop or Specialist unit within range on a D8 roll of 5+ (you may replace a model previously removed from this unit if required). Health Points cannot be recovered by units with the Construct, or Vehicle keywords |
| Mobile Defences | This unit counts their armour as being one better against Shoot and Blaze Away actions (for example 5+ instead of 6+). Weapons with the Indirect, It Burns! or Anti-Tank keywords ignore this rule |
| Pinning | Weapons with this keyword will Pin a unit they hit during a Shoot action (even if they do not cause any wounds) |
| Protection | Units with this keyword may place the first wound they suffer during each Shoot or Blaze Away action against them, on any other friendly unit within 6”. Wounds allocated in this way will not trigger other rules such as a Nerve test |
| Psychic | LOS is not required for Psychic weapons and Psychic Shoot actions are unaffected by Cover but will be affected by other modifiers |
| Regeneration (x+) | When this unit activates roll a single dice and if it equals or exceeds the target x+ number the unit regains 1 Health point |
| Resilient (n) | The unit may force a reroll of n successful damage rolls (may not be used by units with the construct or vehicle keyword) |
| Rush | This unit may move 15” when performing a Sprint action |
| Scout | This unit can make a single Advance or Sprint action after deployment is finished but before the first turn of the first round begins. If performing a Sprint action the unit treats obstacles and difficult terrain as open terrain during the Scout move.  If both armies have units with this keyword, both players roll a single die each. The highest scorer decides who begins to move one of their scout units first, then the players alternate until all scout units have been moved |
| Shield (n) | This unit ignores (n) hits it receives as part of a Shoot or Assault action. Shields take effect after rerolls and blast effects. For each hit ignored reduce the shield n value by 1 |
| Shield Generator | In the End Phase, roll a D8 for each shield lost by the unit. Recover 1 shield for each 5+ rolled |
| Slow | This unit may only move a maximum of 9” when making a Sprint action. |
| Slow Reload | Shoot actions are long actions for this weapon. Vehicles may ignore this rule |
| Smoke | A weapon with this keyword may target a friendly or enemy unit or a piece of the battlefield. If a hit is scored place a smoke marker 6” in length by 3” in width and Height 3 on the table with the centre placed on the target point. This smoke marker will block LOS to any unit behind the smoke but not within it. Units within the smoke will count as being in Light Cover for weapons that require LOS to the target. In the End Phase roll a dice for each smoke marker, on a 5+ remove the marker from play |
| Sniper Scope | A weapon with this keyword has an additional +1 to-hit modifier for shoot actions. In addition, if a Sniper Scope causes the removal of a model the shooting player can choose which non-Leader model is removed, including a drone if one is present. If a model is removed by a sniper scope wound the target unit gains a pin marker |
| Stealthy | This units always count as being in at least light cover for shoot actions that require LOS to the target. If the unit is in heavy cover it will count this instead |
| Subterranean Deployment | This unit can be deployed at the start of the game as normal. If entering play as Reserves they do not follow the normal rules but may instead be deployed in any Open Terrain outside of 6” from any enemy units as a short action. They may not initiate an Assault this Round if using Subterranean Deployment |
| Tactician (n) | This unit will add n dice to the Command Dice Pool whilst In Play. It is not necessarily a commander |
| Teleport | Sprint actions may ignore terrain and unit proximity rules. The final placement of the unit must still conform to coherency and be further than 1” from any enemy units unless initiating an Assault |
| Terrifying | When a unit with the Terrifying keyword performs a charge place a Pin marker on the target unit before assault reactions are determined |
| Tracked | Tracked units may cross Difficult Terrain and obstacles as if it were Open Terrain. |
| Unflinching | A Pinned unit with this keyword may perform a Charge as its only action this activation. It will not remove its Pin marker and so will still suffer the -1 to hit in Assault |
| Vehicle | This unit is subject to the rule for Vehicles |
| Very Inspiring | Friendly units within 9” of this unit may reroll failed Nerve tests |
| Vicious (Shoot) or Vicious (Assault) | Reroll all rolls of 1 when rolling to wound as part of a Shoot or Assault action as appropriate. |
| Walker | Walkers may ignore Obstacles for movement and when determining if a charge is Hindered. They are still affected by Difficult Terrain. |
| Weight of Fire (n) | The unit may reroll n unsuccessful dice when rolling to-hit with a Shoot action |
| Wheeled | Wheeled units may not cross Difficult Terrain or obstacles. If all of a wheeled unit’s movement is in a straight line then they gain the **Fast** keyword. |

# Missions

In Firefight your armies do not just randomly fight battles they need an objective, we call this a mission.

There are two types of missions in Firefight **Battle Missions** for more balanced and competitive play and **Narrative Missions** for more story driven games.

## Prepare Your Forces

First you and your opponent need to choose which faction you will play and how many points you will use to build your Strike Force.

## Choose a Gaming Area

Firefight is usually played on a 4’x4’ or 6’x4’ table. If playing with fewer than 1500 points, you should consider using a 4’x4’ table.

## Determine the scenario

Either pick one of the scenarios below or roll a die to randomly select a Battle Mission or Narrative Mission.

## Place Terrain

Unless the Mission specifies terrain placement you should follow the below advice for giving a dramatic and plausible landscape to fight over.

Place a single piece of terrain roughly 6” x 6”, a linear obstacle or equivalent per 1’ x 1’ square of the table. Place the terrain in a mutually acceptable manner. Buildings should be used sparingly unless specified by the mission.

## Mission Descriptions

### Forces

Some missions will impose restrictions on your Strike Force construction. This is more common in Narrative Missions.

### Terrain

Some missions may have specific requirements as to what terrain to use and where to place it on the board.

### Deployment

Each mission will include a map of the battlefield showing how to deploy your models on the board. It will also state whether there are restrictions on the use of Reserves or Scouts.

### Game length

Each mission will have a determined length of Rounds before a winner will be decided.

## Recon Roll

Great commanders are able to gain an advantage before their troops even take to the field. Every game will start with a **Recon roll**. To perform a Recon roll each player rolls Command Dice equal to all those provided by models in their Strike Force and compares their results.

The player with the highest score chooses which board edge and deployment area to take as theirs and must then deploy their entire Strike Force first. Reroll in the case of a draw.

## Deploying your models

The player who won the Recon roll places (deploys) their entire Strike Force onto the table, wholly in their chosen deployment area, one unit at a time, recording any unit being kept in Reserve (off the table). Units must be placed in coherency and in legal positions (e.g. a player cannot deploy a Vehicle into a building). Their opponent then does the same for their Strike Force.

The player who won Recon roll may withhold a number of units of their Strike Force equal to the difference in successes between players off of the table during deployment. Once their opponent has completed their deployment they may then deploy these withheld units within their deployment zone following the normal scenario rules but gaining the advantage of knowing where their opponent has deployed.

## First Player

In Round one the player who won the Recon roll will have Initiative. In each subsequent Round the player who finished activating their units first will get to activate first in the next Round and so has the Initiative.

## Objectives

Some missions include objectives, which players must claim to win the game.

Objectives can be pieces of vital Intel, hardware, ammunition or even food. They should each be suitably modelled on a 40mm base. Objectives do not block LOS or affect movement.

To claim an objective a unit must have at least one model in base contact with the objective and have its Leader model within 3” of the objective. In addition, if there are multiple units meeting these criteria the objective will be claimed by the player with the most combined Unit Strength of all the Units eligible to claim the objective.

Some objectives may require a model to interact with them as an action. This will be described in the mission briefing.

## Unit Strength

Some missions will only be achievable if the right sort of troops are occupying the objectives. Unit Strength is an abstract way for us to determine this and is stated in the unit profile.

## Last Man Standing

If a Troop or Specialist unit is reduced to a single model, it will have a Unit Strength of zero (See Missions). This does not apply to Command units.

## Battle Missions

Battle missions are designed for more balanced or competitive play. There is nothing to stop you using them for any type of game though!

### Meeting Engagement

Even in the futuristic battlefields of Firefight, not everything always goes to plan and sometimes armies just blunder into each other without fixed objectives in a meeting engagement.

**Terrain:** There are no specific terrain requirements for this mission

**Deployment:** 12” deployment zones for each player along the long table edge

**Game Length:** The game will last 5 Rounds

**Victory Conditions:** Compare the points values of all units destroyed during the game from each side. If the difference between the scores is at least 10% the player who destroyed the most will be the winner. For example in a game where the Strike Forces are equal to 2000pts, you need to have destroyed at least 200pts more than your opponent to win.

### Occupation

It is imperative that your Force occupies an important communications hub vital to this battlefield. This may be represented by a communications array, transmission tower, power plant or military HQ, either way it is vital to allow the deployment of strategic reserves as part of the overall military campaign.

**Terrain:** Mark out a circular area 12” across from the exact centre of the table. This is the communications hub to be occupied. The central zone should have a minimum of one and a maximum of 2 buildings within it, each of Capacity (10).

**Deployment:** 12” deployment zones for each player along the long table edge

**Game Length:** The game will last 5 Rounds

**Victory Conditions:** The Force which has the most combined Unit Strength fully within the central zone at the end of the game will win.

### Control the Intel

Your Force must capture a series of Objectives scattered throughout the battlefield. These objectives could be such vital equipment as terminals and ammo dumps or even food that your troops need.

**Terrain:** There are no specific terrain requirements for this mission

**Deployment:** 12” deployment zones for each player along the long table edge.

After rolling for table edges but prior to deployment roll to see who places the first of D4+2 objectives. Players alternate placing objectives on the tableoutside of deployment zones in the opposing players half of the board no closer than 6” from another objective.

**Game Length:** The game will last 5 Rounds

**Victory Conditions:** For each objective controlled by a player at the end of a Round gain 1 victory point.The player with the most victory points at the end of the game is the winner.

## Narrative Missions

Narrative missions are designed to have a greater focus on fun than balanced or competitive play.

### Seismic Shift

The planet is unstable due to excessive mining, natural events or interplanetary warheads breaking the core apart. The ground is unstable and shifts unpredictably. What a place to fight a battle!

**Terrain:** There are no specific terrain requirements for this mission.

At the start of each round roll a dice to see what the seismic effect is this round.

1-2 Unstable – All units test Nerve. If a unit fails its Nerve test it gains a Pin Marker.

3-4 Cracked earth - Units may not perform a Sprint action

5-6 Rumbling ground - All Shoot actions will be at an additional -1

7-8 Eruptions - Each unit takes a wound. If in a building it takes 2 wounds.

**Deployment:** 12” deployment zones for each player along the long table edge

**Game Length:** The game will last 5 Rounds

**Victory Conditions:** Compare the points values of all units destroyed during the game from each side. If the difference between the scores is at least 10% the player who destroyed the most will be the winner. For example in a game where the Strike Forces are equal to 2000pts, you need to have destroyed at least 200pts more than your opponent to win.

1. **Raid the Labs**

This entire area is a Mazon labs black site for research into secret and dangerous tech. The rewards, and the risks, from searching this area can be vast.

**Terrain:** Players take it in turns to place a total of 6 Mazon Labs research buildings of capacity (10). All buildings must be placed outside of deployment zones in the opposing players half of the board no closer than 3 inches from another building.

When a unit (excluding units with the walker, bulky, vehicle, beast or fly keywords) moves into contact with a research building it may search for valuable research. Buildings may not be entered by units in this game. Buildings may be searched multiple times. To search a building a unit must perform a short action and roll on the search table:

1-2 Research Specimens! – You have unleashed some specimens (counts as a 2 model unit of Stage 2A ‘Leaper’s)! The specimens count as charging and no assault reactions are allowed. Fight one round of Assault and then remove the Research Specimens. The Searching unit gains 1 VP if it is not destroyed

3-4 Med Packs – The unit regains D4 wounds. This may replace models already removed as casualties. No effect on units with the construct ability

5-6 Research Files – Gain 1 VP

7-8 Vital Research – Gain 2 VP

**Deployment:** 12 inch deployment zones for each player along the long table edge

**Game Length:** The game will last 5 Rounds

**Victory Conditions:** The player with the most victory points is the winner.

# Building Your Strike Force

Decide with your opponent how many points you wish to play and the mission. Then build your Strike Force, purchasing units and upgrades from your point’s allowance, up to the limit you have agreed (and no more). There are some additional conditions to consider (see below) and some unit types can only be selected in your force by “unlocking” them with other units you have taken.

* You must take at least one Command unit in your Strike Force. No units are required to unlock this first Command unit
* For every Troop unit you may take a Specialist unit
* For every two Troop or Specialist units you may take a Support or Command unit

You “allocate” Troop units to unlock a Specialist unit option. You may use two Troop or Specialist units to unlock a Support or Command unit option. The same Troop unit cannot be allocated to unlock both a Specialist and a Support or Command unit option.

*For example taking 6 Troops allows you to take 3 Specialist units and 3 Support or Command units, or 2 Specialist and 3 Support or Command units, in addition to the first Command unit.*

## Unit Upgrades

Many units can be enhanced from the basic listing by taking an upgrade option of more models and/or specialised weaponry. If only a single option of several types of additional troops or weapons can be taken it will be marked with an \*. Many weapon upgrades will be limited to a certain number per unit. Additional models added to the unit may not be designated the unit leader. Unit leaders may not be given an upgrade unless specifically mentioned in the description.

Weapon or equipment upgrades will either replace an existing model or be added to the unit’s initial equipment. In some cases all models in the unit must be given the upgrade. In all cases how the upgrade works will be explained in the description.

If extra models are added to a Command unit they have their own stat profile which may be different from the Command model. For Shooting and Assaulting, use the stat of the model actually being used. For Armour rolls you may choose to take the best armour stat available from the models currently in the unit. The Command model in a unit will always be the Leader and follow the normal rules for leaders. In addition, the Command models keywords will be used, any keywords that may normally come from other models in the unit will be ignored.

Models marked [1] are unique and cannot be taken more than once in a Force.

**APPENDIX: Command Dice alternatives**

Don’t have Vanguard Power Dice for your Command Dice? Use the following table to use standard D6s:

RED – **1-2** = Nothing, **3**=1, **4**=1, **5**=1, **6**=2

WHITE – **1** = Nothing, **2**=1, **3**=1, **4**=1, **5**=2, **6**=2

BLUE – **1**=1, **2**=1, **3**=2, **4**=2, **5**=2, **6**=3

Or make your own!

Diagram, shape, square

Description automatically generated