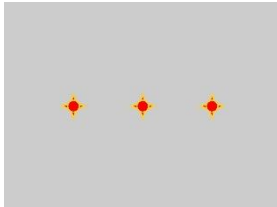


I - Objective

Players roll off with the winner deciding who will be Player One and who will be Player Two.

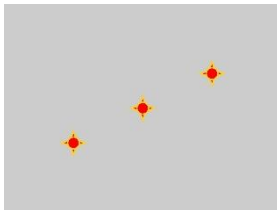
Player One chooses which objective set will be used. Objectives should be set up as per the Objective map.

1: Central Objectives



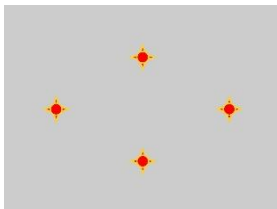
The battlefield contains three Objectives, one at the centre of the board and two more placed 12" to the left and right of the central objective.

2: Tryptic



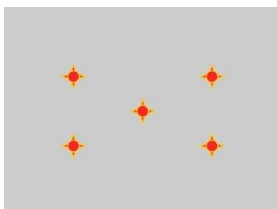
The battlefield contains three Objectives, one at the centre, one placed 12" from the top and right-hand table edges, and one placed 12" from the bottom and left-hand table edges.

3: Quadrants



The battlefield contains four objectives, each placed 9" in from the centre of each table edge.

4: Overload



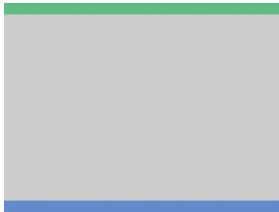
The battlefield contains five objectives, one at the centre, the remaining four placed 12" in from each short table edge and each long table edge.

II - Ingress

After objectives have been set, Player Two chooses which Ingress map will be used.

Player two selects which player will take the green and which will take the blue ingress points.

1: Meeting Engagement



Player Two selects a table edge to be their point of ingress.

Player One's ingress point is the opposite table edge. When a model enters play it may do so from any point along its own table edge.

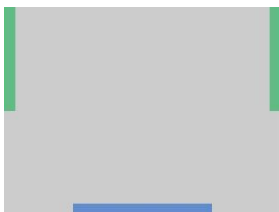
2: Running Encounter



Player Two selects a table corner as their point of ingress.

Player One's ingress point is the opposite table corner. When a model is available to enter play, it may do so from any point between its table corner and up to 18" along the adjacent edges.

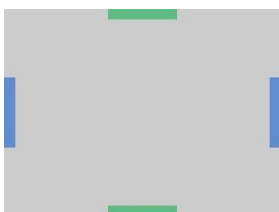
3: Cornered



Player Two selects a table edge and determines player colour.

When a green player model is available to enter play, it must do so from a point between either table corner, up to 12" along the short table edge. The Blue player's models must enter from a 12" corridor positioned in the centre of their table edge.

4: Ambush



Player Two determines player colour.

When a green player model is available to enter play, it must do so via a 12" corridor positioned at the centre of either long table edge.

When a blue player model is available to enter play, it must do so via a 12" corridor positioned at the centre of either short table edge.

III - Victory Conditions

Once Objectives and Ingress have been determined, Player One chooses which Victory Conditions will apply for the coming battle.

1: Capture & Control

During the *End Phase* of rounds *two to five*:

Players gains 1 Victory Token for each objective they *Control*.

Note: Only Controlled objectives generate victory tokens. Controlled objectives remain controlled unless an opposing model performs a successful Hack action on that objective, in which case control switches to the hacking player.

2: Secure and Hold

During the *End Phase* of rounds *two to five*:

Any player with two *Secured* objectives gains 1 Victory Token.
Any player with Three *Secured* objectives gains 2 Victory Tokens.

An objective that is *Controlled* is classed as *Secured* by the controlling player, even if no friendly models remain in range.

Note: Controlled objectives remain controlled unless an opposing model performs a successful Hack action on that objective, in which case control switches to the hacking player.

3: Download the Intel

During the *End Phase* of turns *two to five*:

Players gain 1 Victory Token for each objective they are *Securing* and 1 Victory Token for each objective they *Control*.

Note: An objective can generate up to 2 victory tokens for a player who both Secures & Controls it.

Control tokens are removed after scoring and objectives begin each new round uncontrolled.

The player who ends the game with the most tokens, wins.

Quick Reference - Game Structure

Round One Command Phase

Each player creates their **Command Pool** by collecting one Order Counter for every model in their force, plus one Order Counter for each point of *Command* in their force.

Roll for Initiative

Players roll off, adding their leaders *Exp*. The player with the highest total chooses whether to go first or last. If a player has fewer order counters than their opponent, they may reroll their first result.

Orders Bid

During any roll off to decide activation priority, either player may spend one of the Orders Counters from their Orders pool to re roll their dice. Each time a dice is re-rolled, an opposing player may then elect to spend one of their order counters to re-roll their own dice. This may happen as many times as players wish!

Recon Phase

Any models with the Recon ability may now enter play. Starting with the player who has first activation, players alternate deploying any available Recon models.

Ingress

Unless deployed via a *Recon* action, models begin the game off the board. Models enter the play area in Round One, by performing any move action. Models who fail to enter the board by the end phase of Turn One are assumed lost and take no further part in the battle.

Round Structure

1) Command Phase

Each player creates their **Command Pool** by collecting one Order Counter for every model that they have in play, plus one Order Counter for each point of *Command* available.

The player with the fewest available orders may choose whether to activate first or last. In the case of a tie, players roll off, adding their leaders *Exp*. The player with the highest total chooses whether to go first or last.

2) Activation Phase

Player's alternate activating models. The player whose turn it is to issue orders is referred to as the **Active Player**. While their opponent is the **Defending Player**.

The Active Player must issue one **Active Order** to a model and may issue *Conditional Orders* to that model where appropriate. The Defending player may issue *Overwatch Orders*. The Activation Phase ends once both players have spent all order counters for that round, or once players have no models remaining who are eligible to activate.

3) End Phase

Calculate VPs for Victory Conditions (*where applicable*).

Each player removes all order counters including unspent orders from their Command Pool. Pinning and wound tokens remain in play. The game lasts for Five Rounds

Quick Reference - Orders & Activations

Active Orders

Perform one of the following orders per round at the cost of one *Order Token*

Advance - Make two **Move** or **Climb** actions

- **Move** up to 4"
- **Climb** up or down one level of elevation, moving up to 2" horizontally

Engage - Perform a **Ranged Attack** action

- Make a **Ranged Attack** up to maximum weapon range, **Re-Roll** up to one dice

Tactical – Make a **Move** or **Climb** action and **one** of the following actions

- **Ranged Attack** action up to short range (max 12")
- **Assault Move** action (up to 4" to initiate Close Combat)
- **Hack** action (Resolve test to bring Secured objective under Control)
- **Treat** action on friendly model within 2" (Medic Only)

Conditional Orders

Perform any available Conditional Orders at a cost of one Order Token per order

Focus – Once per activation. Gain one of the following benefits to associated action

- **During an Advance Order:** Perform an additional **Move** or **Climb**
- **While making a Ranged Attack:** Re-roll up to two dice to-hit
- **When attempting a Resolve Test:** Re-roll the entire result

Rally – Officer Only, once per eligible model

- A **friendly model** within short range makes a **Resolve Test**

Overwatch – Un-activated model only

- After an opposing model completes an action within **Medium Range** and **line of sight** of this model, you may make a **ranged attack** against the opposing model

To Hit Modifiers	Range Brackets	Movement
Target In Cover +1 (To targets Exp)	Short Range - up to 12"	Move - 4"
Obscured target +1 (To targets Exp)	Medium Range - 12"- 18"	Climb – 2" One level of elevation
Disrupted +1 (To targets Exp)	Long range - beyond 18"	Assault – 4"

Infantry Special Abilities	Weapon Special Rules
Brute Resolve C attacks at <i>Strength 1</i>. Cloaked Ranged attacks against this model become <i>Disrupted</i>. Command - X Models with this ability add (X) orders to the <i>Orders Pool</i> each <i>Command Phase</i>. Additionally, this model may issue <i>Rally</i> orders Fleet Once per activation, a model with the <i>Fleet</i> special ability may increase a <i>Move</i> or <i>Assault Move</i> to 6". Hacker This model gains a re-roll to <i>Hack</i> actions. Light May only be equipped with two weapons & may only use <i>Range C</i> weapons (<i>Pistols</i> or <i>Close Combat</i> weapons). Medic May perform <i>Treat</i> actions to heal other models. Recon May deploy within 6" of owning players ingress zone during the <i>Command Phase</i> of turn one. Resilient - X A model with this ability reduces the <i>Strength</i> of incoming attacks by (X), to a minimum of 0. Stubborn This model is not <i>Suppressed</i> until it has 2 Pinning tokens. Target When attacking a model with one or more Pinning tokens, ignore to hit modifiers for <i>Cover</i>. Tenacious This model is not <i>Pinned Down</i> until it has four Pinning tokens.	Accurate When making a ranged attack from a <i>Tactical</i> order, this weapon may be fired up to <i>Medium Range</i>. Bulky A model equipped with this weapon may never benefit from <i>Recon</i> or <i>Fleet</i>. If this weapon is used to make a ranged attack from a <i>Tactical</i> order, the attack is <i>Disrupted</i>. Backup A model already equipped with a ranged weapon, may reduce the cost of this weapon by 5cdts. Indiscriminate When declaring an attack, may spread attacks (<i>Rate</i>), between models within 4" of the initial target, even if they are beyond LOS. Additionally, attacks from this weapon Ignore to hit modifiers for <i>Obscured</i>. Lightweight May be equipped by models with the <i>Light</i> Special Ability (may not be used in <i>Close Combat</i>). Parry You may force your opponent to re-roll one successful hit in close combat. Pierce Ignore to hit modifiers for <i>in Cover</i> with this weapon. Radiate May spread attacks (<i>Rate</i>), between models within 4" and LOS of the initial target. Reliable When making an attack with this weapon, to hit rolls of 1 may be <i>re-rolled</i>. This is in addition to any re-rolls applied to the attack. Rend When rolling to resist against hits caused by this weapon, any results of 1 or 2 generate further hits which must immediately be resolved. These hits do not generate further hits. Spread Reduce this weapons <i>Rate</i> by 1 (to a minimum of 1), when firing beyond <i>Short Range</i>. Stun Models hit by this weapon in Close Combat receive a <i>Pinning Token</i>. Suppressive A model who is hit by an attack from this weapon gains an additional <i>Pinning Token</i>.