

Rules of Engagement

A full-page illustration in a painterly style. In the foreground, a woman with long, dark, flowing hair is seen from the side, wearing a brown and red cloak. She is holding a large, futuristic black handgun with a red laser sight. In the background, a robotic enemy with a white and red suit and a helmet with red visors is firing a similar weapon. The environment is a hazy, industrial or alien landscape with greenish-yellow light and some debris. The overall mood is intense and action-packed.

By Graystoak

Introduction

Welcome to *Rules of Engagement* (V.3.2). This book provides a set of rules for strategic skirmish wargaming, set in a near future or *Sci Fi* universe. This rules system is intentionally agnostic, allowing it to be used with a wide range of models and settings.

The rules provided here are intended for skirmish level engagements, with a focus on close ranged, infantry combat with as few as ten models per player.



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Common Principles and Terminologies

Before progressing to the rule's chapters, it is convenient to summarise the common principles and terminologies used throughout this supplement.

Play Area

Rules of Engagement is intended for use on a tabletop battlefield. A standard game requires a play area three feet by four feet, though both larger and smaller battlefields are possible and may be desirable, depending on player preference. The play surface is best marked out by a board or gaming mat and does not require any special markings (such as squares or chevrons). Model movement and the range at which weapons can be used is determined by means of a measuring tape or ruler.

Terrain of some description is essential to game play, giving your troops something to manoeuvre around and seek cover behind. While this can be represented by two-dimensional templates, physical scenery, scratch built, bought, or printed, adds to the look and enjoyment of the game.

Measurements

All distances are measured in inches (") and it will be necessary to use a measuring tape with this calibration. A retractable or soft measuring tape is preferable.

Dice

As is common practice in many Wargames, dice are used to resolve certain interactions between models or the environment. Most commonly, dice rolls are used to determine the outcome of combat actions, whether a shot hits its target or causes sufficient damage to incapacitate its victim. The dice used for rules of engagement are Ten sided, commonly referred to as **D10's**. These are the only dice used and players may find it beneficial to have a few dice of varying colours.

Base Contact

The term *base contact* refers to the base of a miniature making physical contact with an element of scenery and includes models being placed on top of scenery where appropriate. Base contact can also be a model's base touching the base of another model. Models should never be placed in such a way that their bases overlap the bases of other models.

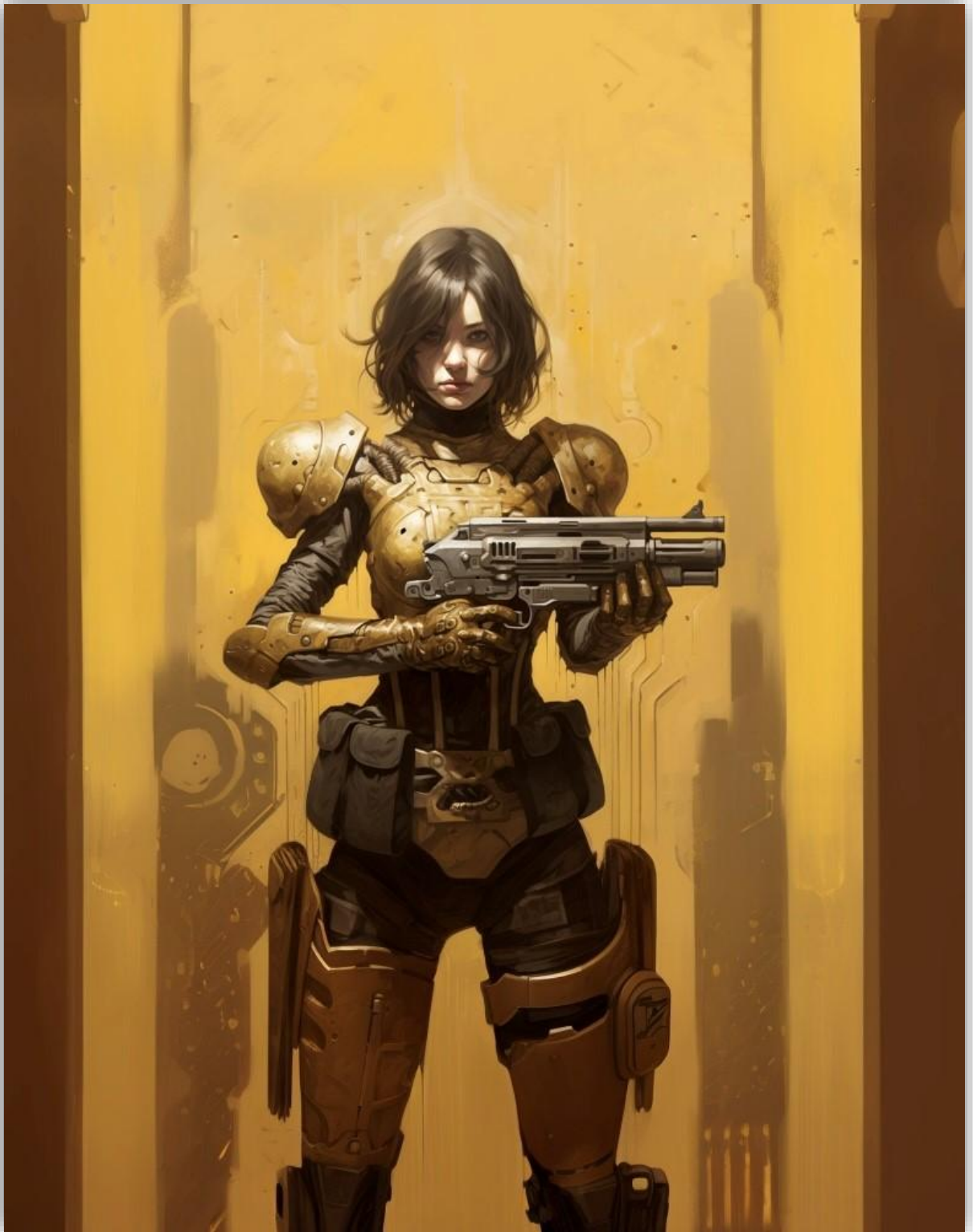
Counters

This game makes use of counters or tokens to track some in game conditions. Players may use plastic tokens, coloured dice or whatever they have at their disposal. Only four tokens are required; these represent *Wounds*, *Pinning*, *Orders* and *Controlled Objectives*. It is also necessary to keep track of *Victory Points* scored throughout the battle.

Re-Rolls

There are several game conditions that permit players to re roll one or more dice. This is generally favourable as it allows dice that have failed to achieve a required result, to be rolled again, in the hope of achieving a success.

While it is not permitted to re-roll a dice multiple times from a single action or special rule, it is possible to re-roll the same dice where multiple sources are available. One example of this is the *Accurate* special rule, which allows dice results of 1 to be re-rolled. This benefit could be applied to a dice that has already been re-rolled as part of an attack action, to be rolled again if a 1 is rolled. If a further 1 were to be rolled following the use of the *Accurate* rule, you could not then invoke the *Accurate* rule a second time to re roll that same dice.



Chapter 1 – Orders & Turn Structure

Games of *Rules of Engagement* are played over five rounds. Each round consists of three phases: *Command Phase*, *Activation Phase* and *End Phase*. Orders are central to the game play mechanics and are represented in game by Order Counters. These counters are used by players to activate their models each round. The following section describes how order counters are generated and their effect on each phase of the game.

1.1 Turn Structure

Command Phase

Each game round begins with the Command Phase. During this phase, each player collects one Order Counter for every model that they have in play. This is the players **Command Pool** for that round. Each command pool should be placed where it can be seen by both players. Players may generate their command pool in any sequence, or simultaneously, as players prefer. Once each player has collected their orders for the round, the turn moves to the *Activation Phase*.

Activation Phase

The Activation Phase forms the main part of the round. During this phase players take turns to issue orders to their models. While it is a player's turn to issue orders they may issue one or more orders to a single model, before passing play to their opponent.

Play alternates between players during the Activation Phase, so it is important to identify which player is currently taking their turn to activate. The player whose turn it is to issue orders is referred to as the **Active Player**. While one player is active, their opponent is the **Defending Player**.

The Activation Phase ends once both players have spent all order counters for that round. The round will also end if players have no models remaining who are eligible to activate. This may happen due to models being taken out of action or simply by players being sparing with their orders.

End Phase

Once the Activation Phase for the round is complete, each player removes all order counters from their models. Unspent orders from a player's Command Pool must also be discarded and cannot be carried over into future turns.

Pinning and wound tokens are left in place and will continue to affect the associated models into the next round.

Officers

Ranking Officers and renowned heroes inspire and bolster nearby troops.

Such individuals possess the *Command* special ability, allowing them to contribute additional orders to the Orders Pool.

The *Command* ability on each Officer's profile, will be followed by a number, representing how many additional Order Counters that officer adds to the Command Pool. Only Officers who are in play contribute additional orders in this way (e.g., models who have not been taken out of action).



Round One

When beginning a new game each player totals up the number of orders available to them (this will be one for each model plus an additional one per point of *Command* from available officers).

Roll for Initiative

Each player rolls one dice and adds the highest *Experience* (described in Chapter 3), available to their force. The winner of the roll may decide who will activate first. If one player has fewer order counters than their opponent, they may reroll their first result. During turn one, each model must be issued a suitable order to allow them to enter the board. Any model who fails to enter the board is considered missing in action and will take no further part in this battle.

Round Two Onwards

Each time a new game round begins, players enter the Command Phase for that round. This process is the same as it is for round one with the important difference that only models and officers who are present on the battlefield will contribute order counters. Models who have been taken out of action, or who have failed to enter play, no longer contribute orders to the orders pool. This includes the additional command orders for officers.

Players must therefore calculate their Command Pool each round, taking one counter for each model in play as well as any additional order counters for each point of *Command* available to them.

Just as in turn one, once both player's command pools are established, players roll off to determine who activates first or last.

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!

Passing Play

Usually play passes from one player to the other. However, If the active player has fewer order counters than their opponent, they may opt to pass play without activating a model, at the cost of one order counter. The order counter is discarded for this round. Play then passes back to the opposing player.



1.2 Issuing Orders and Activating

To enable your troops to carry out actions on the battlefield you must issue orders to them. A model receiving one or more orders is said to be activating and can perform actions such as moving, taking control of objectives or attacking their opponents. The available orders and the actions they allow are covered throughout this section.

To activate one of your models, first take an order counter from your command pool and place it beside the model that you wish to activate. An order may be issued to any model in your force, so long as they have not already activated this round. Once activated a model cannot activate again until the next round. Therefore, it is important for the active player to resolve all the actions of the chosen model before passing play to their opponent.

There are three primary orders available, these are called *Activation Orders* and are described on the following page. When placing an order counter, players must declare which of the Activation Orders is being issued to that model. The model receiving the order now becomes *active* and carries out the action or actions associated with the order.



In addition to the activation orders there are several further orders referred to as *Conditional Orders*. Just like activation orders, conditional orders may be carried out at the expense of one order counter per order. However conditional orders are only useable in certain circumstances and in some cases, only available to certain troop types.

The important distinction between activation and conditional orders is that a model must receive an activation order to become active and may only ever receive a single activation order per turn. Conditional orders on the other hand can only be issued when circumstances allow. However, a model may receive as many conditional orders as they can carry out in a turn. When issuing multiple orders to a model, players must place all order tokens and declare all orders before any dice are rolled. You cannot wait to see the outcome of one order before declaring a second.

The active player is obliged to place at least one order before passing play to an opponent. As outlined in the previous section, the active player may pass play without activating a model, so long as they have fewer orders than their opponent.

Play continues in this way, with spent order counters remaining on the table alongside each activated model. Once there are no orders left to issue, or no models left to activate, the round ends. Players then move to the End Phase in preparation of the next round.

1.3 Activation Orders

During a player's turn they will be able to activate one of their models by issuing an Activation Order. While a model is active it will be able to perform one or more actions. This section describes which actions a model may take when receiving each of the orders.

Movement, Combat and Objective actions are described in detail in the next chapter.

There are three possible Activation Orders, each directing a model to act in a specific way. A model may only ever receive *one* of these orders per round.

Activation Orders

Advance -

A model receiving an advance order may make up to two *Move* actions. This includes *Climb* actions, where applicable.

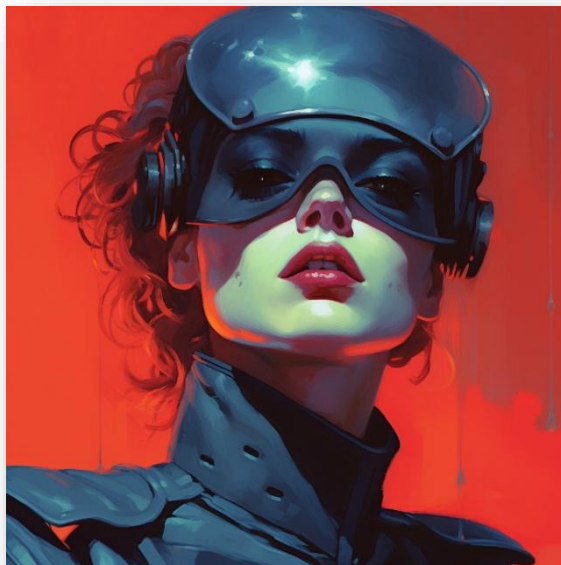
Engage -

A model executing this order makes a *Ranged Attack* action up to the maximum range of its weapon and gains a re-roll to one dice for this attack.

Tactical -

A model who is issued a Tactical order may make a single *Move* (or *Climb*) action, as well as one of the actions described below. The chosen action and move action may be performed in either order.

- Make a *Ranged Attack* up to *Short Range* (12")
- Perform an *Assault* action against an enemy model within assault range (4")
- Perform a *Hack* action on an Objective you are controlling
- Perform a *Treat* action on a friendly model within 2" (*Medic only action*)



1.4 Conditional Orders

In addition to the Activation Orders are three Conditional Orders. Where available, a model may be issued one or more Conditional orders each round.

Conditional Orders

Focus -

A model may receive one Focus order per activation, at the cost of one order token. The Focus action adds an additional benefit to a model's activation. Apply one of the following benefits to the models' actions this turn:

- While executing an **Advance Order**, make an additional **Move** or **Climb** action
- While making a **Ranged Attack**, Re-roll up to two dice to-hit
- While attempting a **Resolve Test**, Re-roll the entire result

Rally -

This order may only be issued by a model with the *Command* special ability. Its purpose is to rally friendly models who are suppressed or pinned down.

To execute this order, select a friendly model who has one or more *Pinning* tokens. That model immediately makes a *Resolve* test, removing pinning tokens where results are successful. The selected model takes no further action and *does not* count as having activated.

This order may be issued multiple times within a single activation, at the expense of one command token per rally order. However, it may only be issued to each friendly model once. Order tokens spent issuing rally orders are placed on the active commanding model.

Overwatch -

This action may be issued once per *opponent* activation and interrupts the normal turn sequence. It may only be issued to a model who has not yet activated this round.

After an opposing model completes an action within *Medium Range (18")* and line of sight of an un-activated model, you may interrupt your opponent's turn to make a ranged attack against that model. The Overwatching model resolves a ranged attack action up to medium range, following the normal rules for ranged attacks.

The Overwatching model counts as having activated for the turn. Place the Order counter beside the model as a reminder that it has activated. If the target survives the attack, it continues its activation once the Overwatch has been resolved.

(A Resolve test doesn't count as an action for the purposes of triggering Overwatch).

Chapter 2 – Movement & Terrain

This chapter describes how movement actions are performed as well as how terrain interacts with the movement rules.

2.1 Movement Actions

Movement in *Rules of Engagement* is measured in inches horizontally, parallel to the battlefield. While moving a model, distance must always be measured to and from the same point of the model's base (e.g. front to front, or rear to rear). This ensures that models do not increase their movement allowance to include the diameter of their base.

It will often be necessary to move models around terrain, and it is acceptable to move a model a portion of its movement, before changing direction and continuing the move. So long as you do not exceed the total distance permitted for the action.

A model making a normal *Move* action moves horizontally, across the surface of the battlefield. Battlefields may include accessible areas higher than the table surface. These areas are referred to as *Levels*, and it may be possible to use a *Climb* action to reach higher levels. This is described under *Elevations* in the next section.

For clarity movement falls into the three categories, described below.

Move – 4"

When making a *Move* action, models are permitted to move up to 4".

Climb – 2"

During a *Climb* action, a model is restricted to 2" of horizontal movement but may move up or down a single *Terrain Level* per action.

Assault Move – 4"

An assault move is only possible as part of a *Tactical* action and is the only action that allows a model to initiate Close Combat, by moving into base contact with an enemy model.

An assault move is otherwise treated as a normal move action, with the assaulting model moving up to 4" and following all usual restrictions.

Movement summary:

Move - 4"

Climb - 2"

Assault Move - 4"

2.2 Terrain

Terrain has two effects on game play. Firstly, it interrupts line of sight, providing cover for your troops to take advantage of. Secondly it affects movement, blocking the path of advancing models and creating staging points for the action to take place.

What follows is a set of terrain rules and terminologies. Terrain can vary wildly and players will need to agree which of the following categories will apply to the terrain they have at their disposal. Most terrain will fit into a single category, but players are encouraged to apply more than one ruling where appropriate, especially when using larger terrain pieces. This should be decided before the game begins to ensure there are no disagreements during play.

Terrain Types

Open ground

A large portion of the battlefield will simply be *open ground*. This description applies to areas between scenic elements, where models can be moved and placed without restriction. The top or interior of terrain such as large buildings may also count as open ground, allowing models to move freely within such areas.

Obstacles

Obstacles is a broad category covering anything up to the height of a standard infantry model, that could feasibly be leapt or clambered over. This type of scenery offers protection by *Obscuring* infantry behind it and providing *Cover* for models in base contact with it. *Obstacles* can be crossed freely by infantry without affecting movement.

Impassable

Scenic elements such as large structures or sheer surfaces are considered Impassable to models taking move actions. Bodies of water or other liquids may also be classed as impassable to troops on foot, as may any feature deemed too dangerous to step onto. Where impassable terrain includes raised features, it will usually provide the effects of *Obscuring* and/or *Cover*.

Elevations

Where scenery is higher than the height of a model's head and has sufficient space and a suitable surface for placing miniatures, it may be accessed via a *Climb Move* action. Players must agree upon the level height and accessibility of such terrain.

A Terrain level is any level higher than the height of a standard infantry model, up to a height of approximately 4", depending on what scenery players have in use. Scenery beyond this height, up to a further 4" would be considered level 2 and so on.

When moving models up or down levels, vertical movement is not measured as the restriction on horizontal movement already considers this impediment. However, a model is restricted to moving up or down a single level per movement action. This is to ensure that particularly high structures, or those containing multiple levels, require an appropriate amount of time and effort to traverse.

When moving between multi layered terrain, players should refer to the following guidelines on movement allowances.

Slopes or steps - Open Ground, normal *Move* action (4")
Climbable surfaces – Elevation, *Climb* action (2")
Sheer surface - Impassible

In to, out of, but not through

This rule should be applied to scenery with a footprint large enough to place models within, but where line of sight is reduced. Common examples of this are structures, ruins, or areas of dense foliage. As the rule implies, you may shoot into such an area to target troops within. Similarly, troops sheltering inside can shoot out. However, it is not possible to shoot through the scenery to a model beyond.

Models within this type of terrain will always be classed as in *cover*, as they are in base contact with the terrain. Where appropriate this type of terrain may also cause models within to be *obscured*.



Larger Scenery

As a final consideration, where particularly large scenery is in use, players should identify pathways or openings that can provide access to troops, while other areas may be considered impassable. A good example of this would be a building with open doors, an accessible interior and elevated levels. The walls would be considered *impassable*, the doors would be *open ground*, and higher areas may be accessible as *elevations*.

The entire structure would be classed as *Into, out of, but not through!*

Chapter 3 – Infantry & Weapon Profiles

Rules of Engagement supports a range of different infantry types, generally referred to as *Troops* or *Troopers*. Each type of troop has its own profile which determines its basic abilities in game. To understand how the rules mechanisms for combat work, it is first necessary to understand troop profiles.



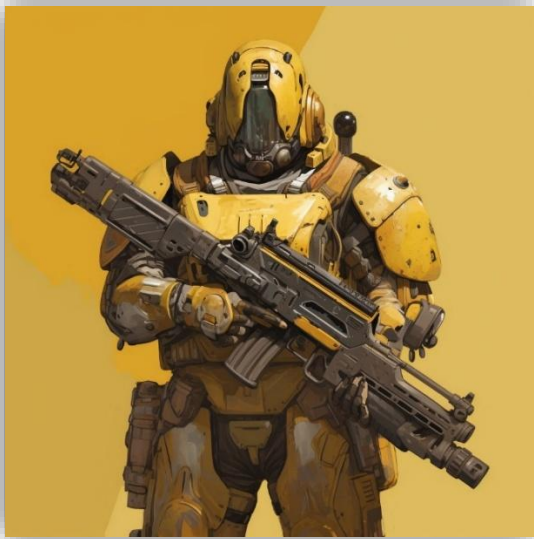
3.1 Infantry Profiles

An infantry profile consists of four statistics or *stats* and is primarily used when the model is the target of an attack. A model's stats will determine how likely they are to avoid incoming hits and shrug off any resulting damage.

In the case of more specialised troopers, additional rules granting further abilities may also be noted on their profile. These more advanced rules are covered in *Chapter 5 -Special Rules and Abilities*.

Below is a sample profile for a standard *Soldier*, followed by an explanation of each stat:

Soldier:
Exp 5) Res 6) W 2) C 0)



Experience (Exp) is displayed as a numeric value that represents the combat experience of the individual. This has several functions in game but most commonly is the value that an opponent must equal or beat on a dice roll, when targeting that troop with any type of attack. *Exp* is also used by the trooper itself when attempting to clear *suppression* or make other resolve-based tests (described in detail in Chapter 5).

Resilience (Res) represents any armour or natural protection possessed by the trooper. *Res* is displayed as a value which must be equalled or beaten by the trooper itself, when attempting to avoid damage caused by incoming hits. For this reason, lower *Res* values afford greater protection than higher ones.

Wounds (W) are a measure of how many times a model can receive damage before being eliminated from the game. When the number of wounds has been reached, the model is taken out of action.

Combat (C) is a measure of the trooper's prowess in close combat and will determine the ease at which they can hit an opponent when involved in a close combat. When rolling to hit an opponent with a close combat attack, a model may re-roll as many dice as their *Combat* value.

3.2 Weapon Profiles

Just as a trooper's abilities are represented by their stats, each weapon type has a unique profile detailing its effects. These include the weapons range in inches (*Range*), its rate of fire (*Rate*), and the strength of its hits (*Strength*).

The following sample profile is for an *Assault Rifle*, one of the common weapons in *Rules of Engagement*. It is followed by an explanation of each stat.

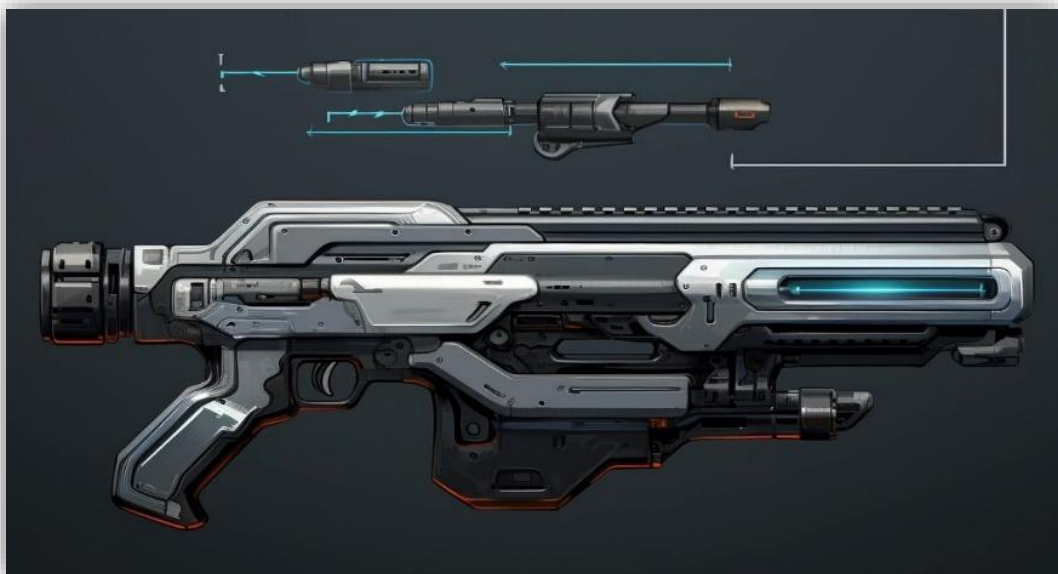
Assault Rifle:
Range 18) Rate 2) Strength 0)
***Spread**

Range will be followed by a number and is the weapons *maximum* effective range in inches. A Range of C denotes that the weapon may only be used in *Close combat*. A range that includes both a C and a number, may be used at range and in *Close combat*.

Rate will be followed by a number which corresponds to the number of dice the weapon rolls to *hit*, when making an attack.

Strength when attempting to resist incoming hits becoming wounds, a trooper's *Res* value must be adjusted by the strength of the attacking weapon. Most common weapons have a Strength of 0, meaning the *Res* value requires no adjustment. More powerful weapons will have a positive modifier, making them harder to resist against. It is also possible for weapons to have a negative modifier, making damage from such weapons easier to resist.

***Special Rules** Just like troop profiles, some weapon profiles will include special rules relating to the weapon type. These will be noted at the bottom of the profile and can be found in the *special rules*' summary.



Chapter 4 – Combat Actions

Combat between opposing models is represented by ranged attacks and close combat attacks. Both types of attack are resolved in the same way, requiring a roll *to hit* from the attacking player, followed by a roll to *resist* from the defending player. The number of dice rolled will depend upon the weapons used by the attacking model. Where hits are successful the defending player makes a roll against each hit to prevent them from becoming wounds. Hits that are not successfully resisted cause wounds on the defending model. Most troopers have two wounds allowing them to take a degree of damage before being taken out of action.

When determining if an attack has hit its target, it is the *Experience (Exp)*, value of the target that must be equalled or beaten by the dice roll of the attacking player.

When attempting to resist damage from an incoming hit, it is the *Resilience* of the target that must be equalled or beaten by a dice roll from the defending player.

While rolling to hit or resist, a roll of a *1* is always considered a failure. Similarly, a roll of a *10* is always considered a success. This ensures that even the most unskilled of warriors are capable of a lucky break, while the hardest trooper can be thwarted by a twist of fate!



4.1 Ranged Attacks

Range is measured in inches (") and is broken down into three brackets. The type of action a model is undertaking will determine the maximum range permissible for any attack being made as covered in the *Orders Chapter*. The range brackets for ranged attacks are:

Short Range - up to 12"
Medium Range - 12"- 18"
Long range - beyond 18"

Additionally, every weapon has a maximum range as detailed on its profile. A shooting attack can never exceed the weapon range, or the range determined by the action.

A model who is performing a ranged attack must first pick a target model in line of sight. Next check that the target is within range of the firing model's weapons, taking into consideration the type of action being taken.

Assuming a shooting model has range and line of sight to its target, it then rolls a number of dice equal to the Rate of the weapon being used.

Roll to Hit

To score a hit against a target model, you must equal or beat its *Experience* level. This means that each dice that rolls the targets *Exp* (or greater), scores one hit. However, there are several factors that can make hitting a target harder and these are represented by *modifiers*.

To Hit Modifiers

To hit modifiers are used to improve the *Exp* of a target when a shot against them is affected by battlefield conditions such as terrain, cover, or due to the attacking model being pinned down. Before rolling any dice, you must check to see if any of the following conditions apply and adjust the *target models Exp* value accordingly.

Target Obscured +1

A target model who is partially obscured from its attacker improves its *Exp* by +1. As a rule of thumb, unless a target is completely visible from the perspective of the attacking model, then it is obscured.

Target In Cover +1

A target model positioned in base contact with terrain that provides cover improves its *Exp* by +1. Note that the cover does not need to be between the attacker and the target for this condition to apply.

Disrupted Attack +1

There are several conditions that can cause an attack to become disrupted, and these will be noted in the relevant rules' sections. Most commonly, if an attacking model has at least one *pinning token*, the defender improves their *Exp* by +1.

Although the effects of these modifiers are cumulative, no single modifier may ever be applied more than once. For example, a target can be both *In Cover* and *Obscured* but cannot be *Obscured* twice.

Roll to Resist

A model who suffers one or more hits must make a dice roll and attempt to resist those hits become wounds. This is accomplished by the defending player rolling one die for each hit suffered and comparing the result to the *Res* value of the target model. Each roll that is equal or greater than the *Res* value will save that hit from becoming a wound. For every hit that is not saved the target suffers one wound.

Strength Bonus

It is possible for a weapon to reduce the effectiveness of a target's resistance with a Strength bonus.

Where weapons include a Strength value, the targets *Res* must be adjusted, much like a *to hit* modifier adjusts a roll to hit. Most common weapons have a value of 0, meaning no adjustment is required. Where a number is present, that number is added to the targets *Res* value, reducing the chances of success. It is also possible for weapons to include a negative strength value, and this is represented by a negative strength modifier, such as -1. These lower powered weapons improve the resistance chances of their target.

For Example, a model with a *Res* value of 6, who suffers a hit at *Strength* 2, would have their *Res* value adjusted from 6 to 8, meaning they require a roll of 8 or greater to resist the hit.



4.2 Close Combat Attacks

Close combat attacks are carried out in the same manner as ranged attacks, with the key difference that they may only be made by models who are in *base contact* with an enemy model. Furthermore, under such circumstances close combat attacks are the *only* attacks permissible. Once in base contact, only close combat weapons, identified by *Range C* on their profile, may be used. This includes weapons that have both a *C* and a numeric range.

Assault Action and Engaging the Enemy

To carry out close combat attacks, a model must first initiate close combat with an enemy model by carrying out an *Assault Action* as part of a *Tactical Order*. Before carrying out the assault action, a model may make a move of up to 4" to better position itself for the assault. The owning player must then declare a target in line of sight and within the *Assault Move* allowance of 4", taking interposing terrain into consideration.

If the target enemy model is within range, then the attacking model moves into base contact with the opposing model. The two models are now *Engaged* in close combat. The active model will immediately resolve an attack against its opponent.

Multiple Combatants

It is possible for a model to be engaged by more than one enemy at a time. So long as a model can make base contact it can perform an assault move to engage an already engaged opponent.

Close Combat Weapons

Only weapons with *Range C* may be used in close combat.

Models who are not equipped with a suitable weapon are assumed to improvise with gun butts, fists or anything at their disposal.

A model with no close combat weapon may always resolve an attack using the following profile:

Improvised Weapon:

Range C) Rate 1) Strength -1)



Roll to Hit

A model making a close combat attack rolls a number of dice equal to the *Rate* of the weapon used for that attack. This follows the same sequence as making a ranged attack, with the *Exp* of the defending model used to determine success or failure. Each roll that equals or beats the target *Exp* causes one hit.

The 'to hit' modifiers for Cover and Obscured are not applicable to close combat. However, the modifier for a *Disrupted* attack still applies where relevant. For this reason, attacks in close combat will have a maximum *Exp* value modifier of +1.



C) Stat Re-Rolls

Models whose profile has a C) value of 1 or higher, benefit from *re-rolls* to hit, when making close combat attacks. A model may always re-roll dice up to their C) value.

Multiple Close Combat Weapons

Close assault specialists are often armed with more than one weapon that can be used in close combat. Where models are equipped with multiple C category weapons, they must declare which weapon profile they are using when making an attack.

To represent the advantage of wielding an additional hand weapon, a model equipped with two or more appropriate weapons adds +1 to the *Rate* of the chosen attacking weapon.



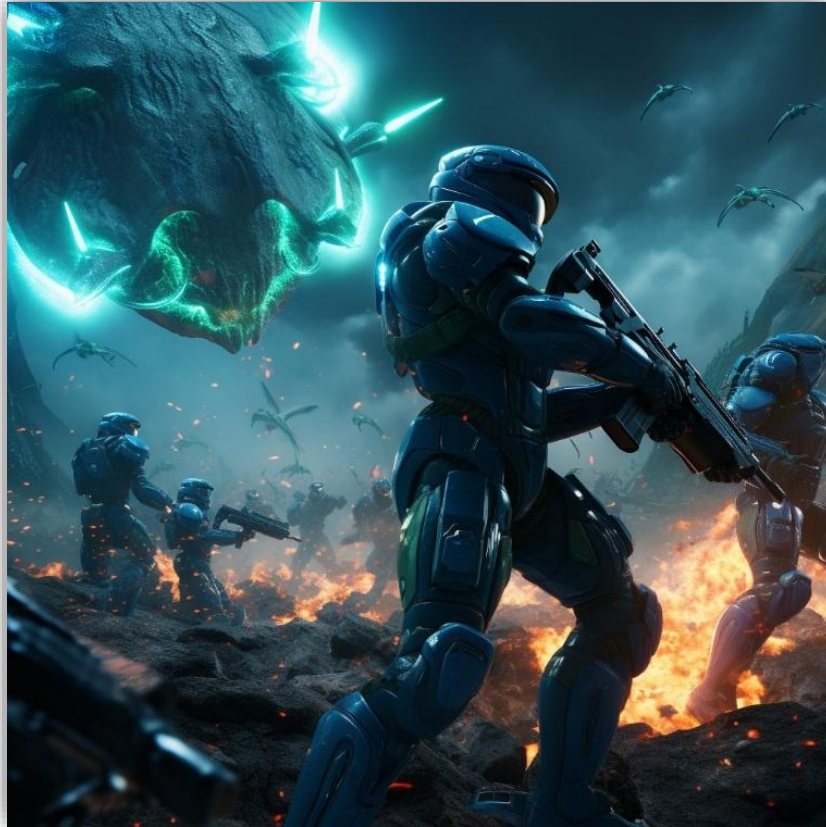
Roll to Resist

Once the number of hits has been determined, models must attempt to resist hits becoming damage using their *Res* value. This is carried out in the same manner as hits from ranged attacks, with the defending model requiring a roll equal or better than their *Res* value. Weapon *Strength* modifiers are applied as usual.

Activating While Engaged

When a player selects an engaged model to activate, the model will be forced to fight, rather than carrying out any of the usual orders. Under such circumstances, the active model simply makes a close combat attack against its opponent, as described above. This is treated as an active order and requires the expenditure of an order token, which should be placed beside the model as normal.

The only Conditional order an engaged model may carry out is a *Rally* order (Command models only). However, engaged troopers may make resolve tests if a Command model attempts to *Rally* them.



Break Away

Alternatively, an engaged model may attempt to break away from their opponent. After issuing an order token, the active player may declare that the model is breaking away, rather than attempting to fight. The *active* model forgoes its chance to attack and instead the *defending* model (or models), immediately resolves an attack against it. If the active model survives the attack, it may make a standard move action and disengage from its opponent.

Consolidate

A model who successfully eliminates all opponents engaged with it, or who's opponent has disengaged, may immediately make a consolidation move of up to 2". This move may not be used to initiate base contact with a new target.

Shooting at Engaged Models

Models who are *Engaged* may not make Ranged Attacks or be targeted by *Ranged Attacks*.

Chapter 5 - Further Actions

In addition to the movement and combat actions covered so far are several further actions, each of which require a model to pass a *Resolve* test to be successful.

Resolve Test & Resolve based Actions

When a model is required to make a resolve test, it must roll a dice and compare the result to its *Exp* value. If the result is equal to or lower than the model's *Exp* then the action has been successful. If the result is higher than the model's *Exp* it has been unsuccessful and will have to wait until it receives fresh orders before further attempts can be made.

Rally

When attempting to *Rally* a model rolls one dice for each pinning token it has. Each successful result removes a single token.

Hack

A model must be *Securing* an objective to perform a Hack action. If the resolve test for the Hack is successful, that Objective becomes *Controlled* by the player. This should be indicated with a suitable token or dice.

Treat

A Treat action may only be issued to a model with the *Medic* Special Ability.

Automatically restore one wound to a wounded model within 2". This may not take a model above its starting wound allocation and may not be used on a model who is *out of action*.

Alternatively, you may attempt to restore one wound to a model who is *out of action*. The model with the Medic ability must make a Resolve test. If successful, restore one wound to an out of action model within 2". Return the model to its upright position with one wound remaining



5.1 Pinning Down & Suppression

The pinning down rule represents the detrimental effects of enemy fire and the tactical use of fire coordination between friendly troopers to suppress an enemy.

Each time a model is hit by an enemy ranged attack it will receive a pinning token. Note that the model only gains one token for each enemy that targets it, regardless of the number of dice rolled or hits caused. The attack does not need to cause any wounds for a pinning token to be placed, so long as at least one hit is scored.

Resolve Test & Rally

When a model who has one or more pinning tokens becomes active, before taking any actions, it must make a *Resolve* test, rolling one dice per token. Each successful result removes a single pinning token. A model who is *Engaged* with an enemy model skips this step. Note, they may still make a *Rally* if ordered to do so by a command model.

Suppressed

A model who has at least *One* pinning token is *Suppressed*. So long as a model has fewer than three pinning tokens, it may carry out its activation as normal, with the following exception: Suppressed models who make an attack at range or in close combat, become *Disrupted*. This grants a +1 *Exp* bonus to the target, as described under 'to hit' modifiers.

Pinned Down

A model who receives *Three* or more pinning tokens, immediately becomes *Pinned Down*. A pinned down model no longer counts as scoring for objective purposes. Should a pinned down model receive an order, it will have the opportunity to *Rally*. If, after attempting to *Rally* a model is still pinned down, it will ignore any orders it has received. It may instead make a *Consolidation move*, moving up to 2". It then ends its activation.



Chapter 6 - Special Rules and Abilities

This chapter describes the Special Rules and Abilities that represent unique, exotic, or unusual troop and weapon types in game.



6.1 Infantry Special Abilities

Brute

Close Combat attacks made by a model with the Brute special ability are resolved at *Strength 1*, unless the strength of the attacking weapon would be greater.

Cloaked

Attacks targeting this model at range become *Disrupted*.

Command - X

Models with this ability contribute *X* additional *Command Tokens* to the orders pool during the Command Phase.

Additionally, this model may issue *Rally* orders.

Fleet

Once per activation, a model with the *Fleet* special ability may increase a *Move* or *Assault Move* to 6". (*Climb* moves may not be increased).

Hacker

This model gains a free re-roll to *Hack* actions.

Light

This model may only be equipped with two weapons and may only use weapons with range *C* (including *Pistol* weapons), or weapons with the *Lightweight* Special Rule.

Medic

A model with the Medic ability may perform *Treat* actions to heal other models (as described in *Further Actions* p23).

Recon

During the turn one *Command Phase*, a model with the *Recon* ability may may be deployed within 6" of the owning players ingress zone. They may not be placed on impassable terrain.

Resilient - X

This model reduces the strength of incoming hits by *X* to a minimum of 0.

Stubborn

A *Stubborn* model does not become *Supressed* until it has two or more pinning tokens.

Target

While attacking a model with one or more *Pinning Tokens*, ignore to hit modifiers for Cover.

Tenacious

A model with the *Tenacious* special ability does not become *Pinned Down* until it has four pinning tokens.

6.2 Weapon Special Rules

Accurate

When making an attack with this weapon, to hit rolls of *1* may be *re-rolled*. This is in addition to any re-rolls applied to the attack.

Bulky

A model equipped with this Weapon may never benefit from the *Fleet* or *Recon* special abilities. If this weapon is fired from a *Tactical* order, the attack becomes *Disrupted*.

Backup

While building a force, a model who is equipped with a ranged weapon, may reduce the cost of equipping this weapon by *5cdts*.

Indiscriminate

These weapons are designed to hit multiple targets within a small area. When declaring an attack, models within *4"* of the original target may be selected as additional targets, even if they are out of sight of the attacker. The active player may split the weapon *Rate* between any eligible targets but must declare how many dice will be rolled against each *before* rolling to hit.

Additionally, this weapon ignores to hit modifiers for *Obscured*.

Lightweight

A lightweight weapon may be equipped by a model with the *Light* special ability. Note this does not enable the weapon to be used in *Close Combat*.



Parry

When a model equipped with this weapon is the target of a close combat attack, you may force your opponent to re-roll one successful hit.

Radiate

When declaring an attack with this weapon, models within *line of sight* and 4" of the original target may be selected as additional targets. The active player may split the weapons *Rate* between any eligible targets but must declare how many dice will be rolled against each target before rolling to hit.

Pierce

When rolling to hit with this weapon ignore to hit modifiers for *Cover*.

Rend

When rolling to *Resist* hits caused by this weapon, any dice results of 1 or 2 generate additional hits, which must immediately be resolved. These hits do not in turn generate further hits.

Resilient - X

A model equipped with this item reduces the strength of incoming hits by *X* to a minimum of 0, while making *Resolve Tests*.

Spread

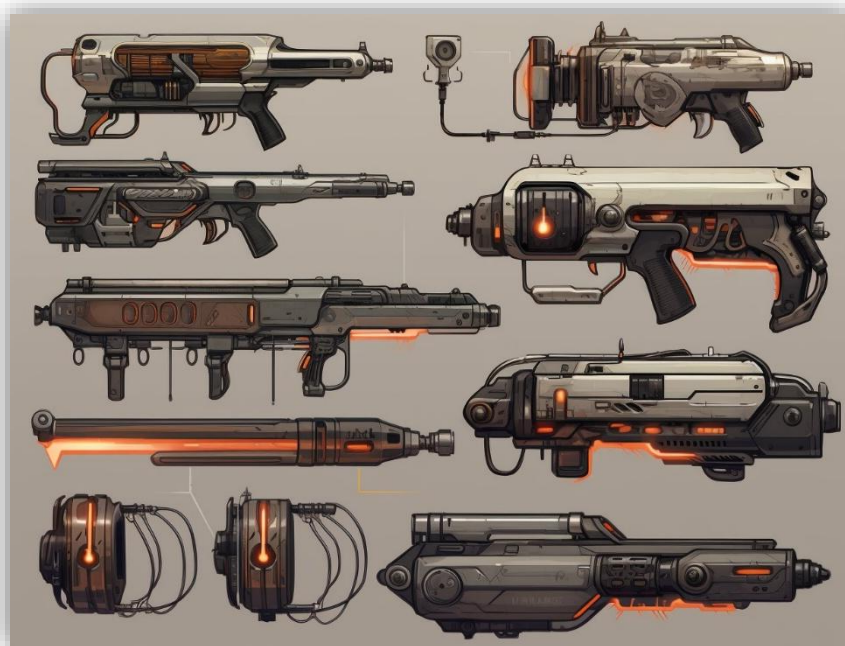
Weapons with the *Spread* special rule lose accuracy over distance. These weapons reduce their rate by 1 (to a minimum of 1), when firing beyond *Short Range*.

Stun

Models hit by this weapon in Close Combat receive a *Pinning* token.

Suppressive

A model who is targeted by an attack from this weapon gains an additional *Pinning* token.



Chapter 7 - Deployment and Battlefield

This section describes how to set up the gaming area ahead of play.

Battlefield

Rules of Engagement is played on a three-foot by four-foot tabletop battlefield. As *ROE* uses true line of sight it is preferable to use three-dimensional terrain elements. As a guide, players should use enough terrain to completely fill approximately one third of the board, though in practice this would be spread across the entire surface. Players then set up their terrain in any mutually agreeable manner and should take a moment to discuss what type of terrain each element represents.

Determine Player One and Player Two

Once the battlefield is established, players must determine who will be Player One and who will be Player Two. To achieve this, players compare the points values of their forces, referred to as the *Force Rating*. The player with the lowest Force Rating decides who will be the Player One. If both players have equal points values, each player rolls one dice, and the player who rolls highest decides whether to be Player One or Player Two.

Objectives and Scoring

Victory over an opponent is determined by securing battlefield objectives. Unless otherwise stated, an objective is *Secured* by any player who has a friendly model in base contact with that objective during the *End Phase*, so long as an opposing player does not also have a model in base contact with the same objective. An objective which has models from more than one player with models in base contact during the end phase is contested and is not secured by either player.

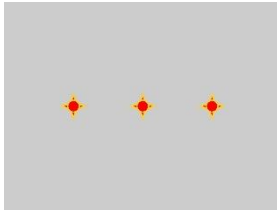


7.1 Objective

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

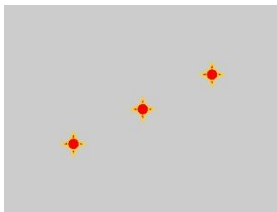
Player One chooses which objective set will be used. Objectives should be set up as per the Objective map.

1: Central Objectives



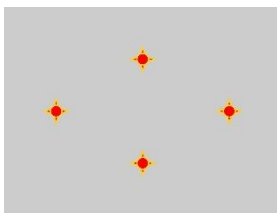
The battlefield contains three Objectives, one at the centre of the board and two more placed 12" to the left and right of the central objective.

2: Tryptic



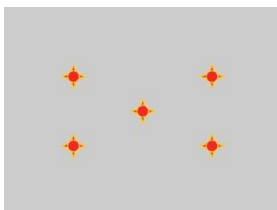
The battlefield contains three Objectives, one at the centre, one placed 12" from the top and right-hand table edges, and one placed 12" from the bottom and left-hand table edges.

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.

7.2 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.

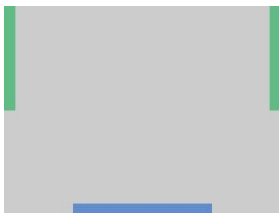
2: Running Encounter



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

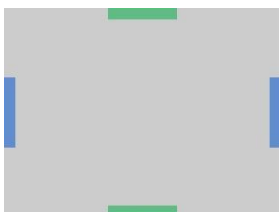
Player One's ingress point is the opposite table corner. When a model is available to enter play, it may do so from any point between its table corner and up to 18" along the adjacent edges.

3: Cornered



Player Two selects a long 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 18" along the short table edge. The blue player's models must enter from a 24" corridor positioned in the centre of their table edge.

4: Outflank



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.

7.3 - 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 & 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.