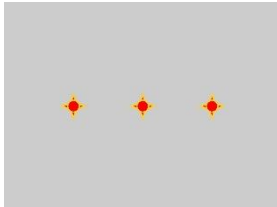


1 - Objective

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

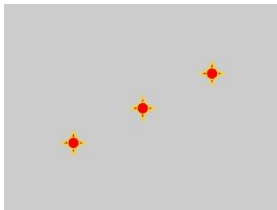
Player One chooses which objective set will be used. Objectives should be set up as per the Objective map.

1: Central Objectives



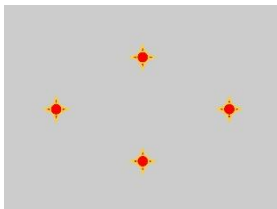
The battlefield contains three Objectives, one at the centre of the board and two more placed 12" to the left and right of the central objective.

2: Tryptic



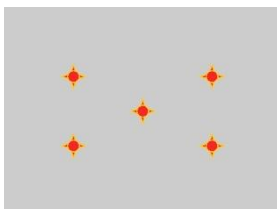
The battlefield contains three Objectives, one at the centre, one placed 12" from the top and right-hand table edges, and one placed 12" from the bottom and left-hand table edges.

3: Quadrants



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

4: Overload



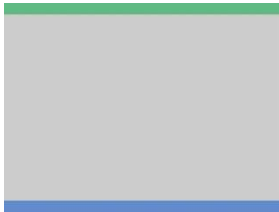
The battlefield contains five objectives, one at the centre, the remaining four placed 12" in from each short table edge and each long table edge.

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.

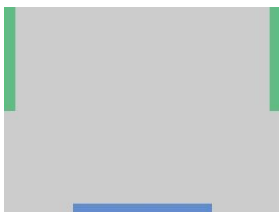
2: Running Encounter



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.

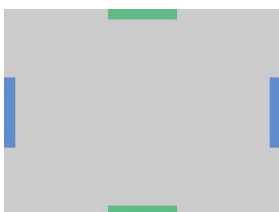
3: Cornered



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.

Legacy Experimental Rules

Each model who ends the game '*out of action*' must roll on the Injuries table. Any injuries sustained become permanent (unless otherwise noted) and should be recorded on the player's force roster. If a model subsequently rolls an injury that it already possesses, it must roll again until it receives a result that it does not yet have.

Results must be modified by the table modifier, considering conditions that have arisen during the battle. Results cannot be modified below 1.

Injury Table Modifier

End of Game Status	Modifier
Winning Side	+1
Finished within 2" of Friendly Model	+1
Finished within 2" of Enemy Model	-1
Downed in Close Combat	-1
Losing Side	-1

Injuries Table

D10 Roll	Injury	Effect
1	Deceased	Permanently remove from roster
2	Mortal Wound	-1 Wound
3	Chronic Injury	-1 Experience
4	Partially Blind	Ranged attacks become <i>Disrupted</i>
5	Immobile	Move & Climb rate reduced to <i>Tactical</i>
6	Shell Shocked	Counts as <i>Exp 8</i> for Resolve tests
7-8	Bed Rest	Unavailable for next mission
9-10+	Full Recovery	No lasting effect

If a model rolls the *Deceased* result, they are lost along with any equipment they were carrying during the battle.

Legacy Experimental Rules

After Injuries have been resolved, each player may nominate two members from their force to roll on the Experience table.

Models may choose which section of the Experience they roll on, but only models with the Command ability may roll on the *Command Abilities* table. Each ability may only be acquired once and should be recorded on that trooper's Force Roster entry. If a model rolls an ability that it already possesses, it must roll again until it receives a result that it does not yet have.

Experience Table Modifier

End of Game Status	Modifier
Winning Side	+1
Downed an Opponent	+1
Controlled an Objective	+1
Survived a Close Combat	+1
Suffered a Wound	-1
Losing Side	-1

Experience Tables

D10 Roll	Command Abilities	D10 Roll	Combat Abilities
1-3	No effect	1-3	No effect
4	Stubborn	4	Combat +1
5	Dual	5	Dual
6-7	Resilient - 1	6-7	Resilient - 1
8-9	Experience +1	8-9	Experience +1
10-11	Steady Shot	10-11	Tenacious
12+	Command +1	12+	Brute
D10 Roll	Strategic Abilities	D10 Roll	Ranged Abilities
1-3	No effect	1-3	No effect
4	Combat +1	4	Stubborn
5	Cloaked	5	Cloaked
6-7	Recon	6-7	Recon
8-9	Experience +1	8-9	Experience +1
10-11	Tenacious	10-11	Steady Shot
12+	Hacker	12+	Dead Eye

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

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 - Orders & Activations

Active Orders

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

Advance - Make a **Move** or **Climb** action

- **Move** up to 6" (models benefitting from *Fleet* may move 8")
- **Climb** up or down one elevation, moving up to 4" 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 **Tactical** move or **Climb** action and **one** of the following actions

- **Ranged Attack** at short range (max 12")
- **Assault Move** action (up to 4"/ Models with *Fleet* 6")
- **Hack** action (Resolve test to bring Secured objective under your 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

- *Advance Order Only* - Perform an additional **Move** or **Climb** action
- **Re-roll** up to two dice to-hit for a **Ranged Attack** action
- **Re-roll** a **Resolve Test**

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 that model

To Hit Modifiers	Range Brackets	Movement
Target In Cover +1 (To targets Exp)	Short Range - up to 12"	Move - 6"
Obscured target +1 (To targets Exp)	Medium Range - 12"- 18"	Climb – 4" One level of height
Disrupted +1 (To targets Exp)	Long range - beyond 18"	Tactical - 4" Move / 2" Climb
		Fleet - 8" Move / 6" Assault

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 Dead Eye This model ignores to hit modifiers for <i>Obscured</i> while making attacks from an <i>Engage</i> order. Dual If equipped with two identical C weapons, this model doubles the weapon <i>Rate</i> when making attacks with that weapon. This includes ranged attacks from <i>Pistols</i>. Fleet Once per activation, a model with the <i>Fleet</i> special ability may increase a <i>Standard Move</i> distance to 6" or an <i>Assault Move</i> distance to 8". Hacker When performing a <i>Hack</i> action, this model counts it's <i>Exp</i> as +1. Light May only be equipped with <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 Make a free standard move to enter the board 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. Steady Shot While executing an <i>Engage</i> order models with this ability cannot be <i>Disrupted</i>. Stubborn This model is not <i>Supressed</i> until it has 2 Pinning tokens. Tenacious This model is not <i>Pinned Down</i> until it has four Pinning tokens.	Accurate While making a ranged attack with this weapon you may re-roll <i>to hit</i> rolls of 1. Bulky A model equipped with this weapon may not 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>. 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. This ability is lost while making an attack from <i>Overwatch</i>. 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>). Radiate May spread attacks (<i>Rate</i>), between models within 4" and LOS of the initial target. This ability is lost while making an attack from <i>Overwatch</i>. 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. Scatter Ignore to hit modifiers for <i>in Cover</i> with this weapon. Slow This weapon can only be fired using an <i>Engage</i> or <i>Overwatch</i> order. Resilient - X A model equipped with this item reduces the <i>Strength</i> of incoming attacks by (X), to a minimum of 0. Spread Reduce this weapons <i>Rate</i> by 1 (<i>to a minimum of 1</i>), when firing beyond <i>Short Range</i>. Stun Models hit by this weapon in <i>Close Combat</i> 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>.