

Advanced Rules Reference (V2.0)

TURN SEQUENCE

START

- i. See Superior Shard p159
- ii. Make outstanding *Fast* unit *Run* orders (no test)

ORDERS

- iii. Draw dice (see Distort p168, *Block* p159); assign order
- iv. If pinned/forced, take Order Test:

ORDER TEST RESULTS

1	Remove 2 pins; Carry out action/return dice;
Pass (2+)	Remove 1 pin; Carry out action/return dice;
Fail	Go <i>Down</i> ; remove 1 pin;
10	Go <i>Down</i>

- v. Carry out Action (Reactions possible):

Order	Test	Action on Success
<i>Fire</i>	Co (-1 for each pin)	Shoot without moving (inc. Hvy Weapons)
<i>Advance</i>	Co (-1 for each pin)	Move & Shoot (not Hvy Weapons)
<i>Run</i>	Co (-1 for each pin)	Move x2 (Ag test = <i>Sprint</i> x3); <i>Fast</i> can retain
<i>Ambush</i>	Co (-1 for each pin)	Wait to React; can retain
<i>Rally</i>	Co	1=Remove 1d6+2 pins; Pass = 1d6+1
<i>Down</i>	Automatic	Inf, Cmd, Bst or Wpn forces Shooting Hits against them to be re-rolled; no pins lost but check recovery at end of turn

TURN END

- vi. Check contested dice: for each roll opposing d10, winner claims dice (*Subverter Matrix*, p122).
- vii. Return non-*Down* dice to bag.
- viii. **Recovery Tests:** *Down* units take Order Test as in (iv) above to return dice to bag.
- ix. **Retain order if:** in *Ambush*; *Fast* unit with *Run* (p16).

REACTIONS

Reaction possible if **no order**, in **Ambush** or is MOD unit with dice remaining. Probes cannot react. Declare **all** reactions before testing for any. **Down** is automatic; other reactions test on (Init – pins): 1=always Pass and remove a pin; Fail=+1 pin; 10=+2 pins.

Reaction	Order	React To
Go Down	<i>Down</i>	Shooting from enemy <i>Advance</i> or <i>Fire</i>
Stand & shoot	<i>Fire</i>	Assaulted by <i>Run</i> (Perform PBS first)
Escape	<i>Run</i>	Assaulted by <i>Run</i> (can <i>Sprint</i>)
Firefight	<i>Fire</i>	Shot at by <i>Fire</i> from <=20" away (simultaneous shooting)
Dash to Cover	<i>Run</i>	Shot at by <i>Fire</i> > 20" away (can <i>Sprint</i>)
Ambush	<i>Ambush</i>	Enemy <i>Run</i> or <i>Advance</i> ; shoots as if <i>Fire</i> order (p49); Can retain <i>Ambush</i> order

MOVEMENT

Advance (M) = Standard 5"; Slow: 2.5"; Fast: 10".

RUN & SPRINT

Run = 2M; *Fast* units with *Run* force hit re-rolls as for *Down*

Run & *Sprint* = 3M, usable by most **infantry**, **mounted**, **beasts** & **command** with Ag test at end.

SPRINT TEST RESULTS (MOVE 3M FIRST) [AG]

1 / Pass	OK (1 = can move further +Ag" if take 1 pin)
Fail	exhausted; take 1 pin;
10	exhausted; take 2 pins.

AGILITY TESTS FOR OBSTACLES (NOT PROBES/VEHICLES)

Unit	Advance M	Run 2M/3M
Archaic	Cannot	Cannot
Crawler, Heavy Weapons	Ag test	Cannot
Other	No Ag	Ag test (except from defensive position)

TESTS FOR OBSTACLE, DIFFICULT TERRAIN, GRIP

Unit moving within 3" of *Grip* take Ag test before *Terrain* Ag tests.

No Ag test need if crossing obstacle from defensive position if otherwise could cross. **Weapon teams:** -1 Ag per crew short.

OBSTACLE/DIFFICULT TERRAIN/GRIP AG TEST

Result	Large/Grip	Non-Large
1	Full pace	Find <i>WayThrough/Way Over</i>
Pass (2+)	½ pace; Obstacle: Full	Full pace
Fail	No move	Area ½; stop at Obstacle
Fail on 10	No move, 1 pin	No move

Way Through: Pass Ag test providing unit remains in terrain feature.

Way Over: Permanent way over obstacle found.

SHOOTING

RANGE/LOS

Check eligibility on model by model basis; Cover worked out for unit.

LoS: blocked by individuals; can shoot at large units over smaller; ignore intervening buddy drones & probes; is blocked by intervening 2 * Light Terrain/Obstacles or 1* Dense terrain.

Re-roll a **miss** if **Spotter** drone has LoS to target, or Ghar shooting and friendly **Tectorist** is within 15" of target.

Accuracy Modifiers (Misses re-rolled before hit re-rolls)

Each pin on shooting unit	-1
Long Range	-1
Intervening obstacle	-1
Target occupies building	-1
RF at long/extreme range	-1
Each crew short on weapons team (2/3)	-1
Extreme Range	-2
Intervening Light Terrain	-2
OH Fire	-2
Heavy weapon out of arc (had to turn >90)	-2
Within 3" of <i>Blur</i>	-D3
Non-OH or non-Hvy weapons with <i>Fire</i> order	+1
Per <i>Targeter</i> touching target (Direct Fire)	+1 to +3
Active <i>Ghar Flitter</i> within 5" of target (D10: 6-10=active) or Sensor Module tag (not with Targeters)	+1

OVERHEAD

Place marker or OH template(s). Roll: OH -2, no advantage from *Fire*; 10=dud (see LoS/Patch Sight). **Blind/Speculative** fire needs *Fire*, **only** succeeds on 1 and shifts D10+1"/pin random direction.

On Miss, move marker 1d10+1"/pin in random direction on **Advance** (1D5+1"/pin on **Fire**), minus 1" for each **Targeter** probe in touch with target unit or within 1" of aim point.

HIT RESULTS

Re-roll direct hits, ½ OH **Blast hits**, ½ **Net pins** if: **Fast** with *Run* order; **Down**; **Sprinting** (only during assault or ambush):

Lucky: Hits/first blast hit on a natural '1' can be allocated by shooting unit & can be allocated to buddy drones.

Dud: Misses on a natural '10' cannot be re-rolled/re-targeted

RESIST SAVES

Allocate hits amongst viable targets. Cannot re-roll Res re-rolls.

Resist Modifiers

Resist bonus of target's armour	+ Armour
Strike Value of shooting weapon; SV of hand weapon only if in H2H combat	- SV
Add cover bonus of occupied terrain except for H2H	+ Cover

PIN SUMMARY

- **1 pin:** hit by ranged fire <= Res 10; per casualty from H2H; Hit by ranged fire and suffer casualty/DC roll if Res > 10; if *Down*, has no more dice and is forced *Down* by Break Test.
- **2 pins:** non-Ghar hit with Disruptor; Heavily armoured hit with Disruptor (even if Resisted); non-Heavy hit by Slingnet Ammo
- **Net ammo raises max pins to:** X-launcher D3+1; X-howitzer D5+1; Mag Mortar D6+1

ASSAULTS

Needs *Run* order. Possible for most infantry, mounted, beasts, humungous & equivalent command. Probes cannot be assaulted;

POINT BLANK SHOOTING (PBS)

As for *Advance* shooting, including cover, hits & pins; Only standard & hand weapons with minimum range < 10"; ignore LoS;

Simultaneous except i) Stand & Shoot reactors go first and ii) *Down* units go last but still force re-roll of hits.

POST-PBS

Fast units with *Run* can *break off* after PBS is calculated & can consolidate (M) through opponent.

HAND TO HAND (H2H)/FOLLOW ON COMBAT

Simultaneous except if one side is *Down*, it goes last. Str test.

H2H Modifiers [Str]

Assaulting during first round of fighting	+1
Unit won first round in Follow on Combat	+1
Model armed with hand weapon	+1

Lucky: Hits on natural '1' can be allocated by owner

Dud: Misses on natural '10'; can't be re-rolled; may invoke a *hazardous hand-to-hand* effect.

Res Test: Vehicles use Damage Chart; others +1 Pin/casualty lost.

Winning: i) Check for Automatic Break, ii) Unit with most/equal pins takes **Break Test** (only if on chart for vehicles).

After combat: Survivors consolidate; winner(s) elect one round of follow on combat. **Consolidate:** (M) *Advance* move to move into proper formation; cannot trigger a **Reaction**.

BREAK TESTS

Probes do NOT take Break tests. **Damage Chart entities** only take Breaks Tests as directed on damage chart.

BREAK TESTS OTHERWISE TAKEN WHEN:

- 1+ pins/model when shot at by enemy & hit
- Shot at and hit and have ½ own casualties from enemy shooting
- Defeated/Draw in H2H

BROKEN

Unit is *Broken* or destroyed if it fails a Break test as above or it has

- **Number of pins >= Co (Automatic Break)**

An **Automatic Break** occurs at end of current action, PBS or H2H.

Break Test Results [Co -1 for each pin]

1	OK; remove one pin
Pass	OK
Fail	Break if defeated in H2H or > ½ starting models are casualty, else go Down (if already Down take +1 pin)
10	Automatically Broken

WIN/LOSS: ARMY BROKEN

An army is *Broken* if it has lost more than ½ it's starting order die.

In points based scenarios, *Broken* armies **lose** and cannot score more points than an unbroken winner

DAMAGE CHARTS

For each hit, roll **1d10** (1d5 if **heavily armoured** and Res save failed on a 10).

Massive damage hits make two damage rolls and take the highest score: if double rolled, add 1 to result.

Roll	Weapon Drones	Heavy Weapon	Vehicle	Humungous Beast
1	+1 pin, go <i>Down</i>	+1 pin, go <i>Down</i>	No effect	No effect
2	+D3 pins, go <i>Down</i>	+D3 pins, go <i>Down</i>	+1 pin	+1 pin
3	+D3 pins, go <i>Down</i> , <i>Immobilised</i>	+D3 pins, go <i>Down</i> , <i>Weapon Malfunction</i>	+1 pin	+1 pin
4	+D3 pins, go <i>Down</i> , <i>Weapon Malfunction</i>	+D3 pins, go <i>Down</i> , <i>Weapon Malfunction</i>	+1 pin, go <i>Down</i>	+1 pin, go <i>Down</i>
5	+D6 pins, <i>Break Test</i>	+D3 pins, go <i>Down</i> , <i>Weapon Malfunction</i>	+1 pin, go <i>Down</i>	+1 pin, go <i>Down</i>
6	Destroyed	Destroyed	+D3 pins, go <i>Down</i> , <i>MOD loss</i>	+D3 pins, go <i>Down</i> , <i>MOD loss</i>
7	Destroyed	Destroyed	+D3 pins, go <i>Down</i> , <i>MOD loss</i> , <i>Immobilised</i>	+D3 pins, go <i>Down</i> , <i>MOD loss</i>
8	Destroyed	Destroyed	+D3 pins, go <i>Down</i> , <i>MOD loss</i> , <i>Weapon Malfunction</i>	+D3 pins, go <i>Down</i> , <i>MOD loss</i>
9	Destroyed	Destroyed	+D6 pins, <i>Break Test</i> , <i>MOD loss</i>	+D6 pins, <i>Break Test</i> , <i>MOD loss</i>
10	Destroyed	Destroyed	Destroyed	Destroyed

KEY TO DAMAGE CHART

Immobilised:	Cannot move (see self-repair /Ghar Wrecker).
Weapon Malfunction:	Highest SV active weapon system becomes inactive (see self-repair /Ghar Wrecker).
Break Test:	Take single Break Test after all damage rolls on target resolved. On Pass, go <i>Down</i> ; on Fail, <i>Destroyed</i> .
MOD loss:	Remove dice from bag, then table, down to minimum 1 dice (unit no longer MOD). MODn targets required to go <i>Down</i> always take a dice from the bag first unless all their dice are used.

COMMON SPECIAL ATTRIBUTES

- **Command:** Units in 10" use commander's Co stat.
- **Follow:** Units with no pins in 5" of model at start of action can take same action (draw dice). Extended to 10" by synchroniser drone.
- **Hero:** Units in 10" use Commander's Init stat.
- **Leader n:** Re-roll failed Res tests from 'n' Hits; Damage Chart models roll extra DC dice and discard highest.
- **Medic, medi-probe, medi-drone:** Units in 5" re-roll 1 failed Res test.
- **OH Patch Sighting.** To spotter/scout in 20"; cannot 'chain'; take LoS penalties from spotter patched to.
- **Outcast:** Command, Hero & Follow only apply to or from other Outcast units (bar High Commander).
- **Rebel:** Ignore 1 pin if friendly Rebel unit within 5".

BUDDY DRONES/PROBES

- **Shard:** No pins. Sharded models within 1" of each other or in contact with enemy (as in PBS) can be targeted as if a single unit.
- **Ghar – Flitter:** Friendly Ghar direct shots on targets within 5" may get +1 to Acc: 1-5=No; 6-10=yes. **Tectorist:** One friendly Ghar shot missing target within 15" can be re-rolled.
- **Shield:** Roll D10: 1=shot blocked, drone OK; 2-9=shot blocked, drone destroyed; 10=drone OK, shot hit target.
- **Spotter:** Re-roll single miss (not duds)
- **Synchroniser:** Follow has 10"; Also, post-move, attempt sync. with synch drone unit in 10": take an order test to do so; no chaining.
- **Targeter:** +1 Acc to direct fire shots on unit attached to; reduces miss by 1" on OH fire on unit or target point in 1"; max 3.