// REFERENCE SHEETS

RECRUITMENT

Each player recruits their Squad. The standard format is 25pts, and your Squad must include between 1 and 3 Officers with Commissions from 1 to 3 stars. The recommended format for a game using the 'A Time of Heroes' special rule is 30pts.

Optional Equipment

For 1 point, you can give a piece of equipment to:

- 3 Rank 1 Combatants, or
- 2 Rank 2 Combatants, or
- 1 Rank 3 Combatant

SUMMARY OF COMBATANT COSTS	
COMBATANT	**POINTS COST**
Infantry	= Rank
Armoured Vehicle	= Rank +3
Special Weapon	+1 point
Commissioned Officer	= Rank + Commission
Specialist	+1 point
Equipment	Depends on Rank

Specialists

	INFILTRATOR	MEDIC	SAPPER	MECHANIC	HACKER
DOMINATION	✓	⊗	✓	✓	⊗
SCIENCE	✓	✓	✓	✓	⊗
PUTRESCENCE	⊗	✓	✓	✓	⊗
EQUALITY	⊗	⊗	✓	✓	✓
ORDER	✓	✓	⊗	✓	⊗
BRUTALITY	⊗	✓	✓	✓	⊗
HUNGER	✓	⊗	✓	⊗	✓
GREED	✓	✓	✓	✓	✓

STANDARD MISSION: SET-UP

1. Both players set up the scenery

2. Randomly select the first player

3. [Optional] Choose Event cards

4. Randomly determine Deployment Zones

5. Randomly determine primary missions, starting with the first player

6. Choose secret briefings

7. Starting with the first player, alternate placing one Tactical Objective each (4 total) in a quarter of the table that doesn't currently contain a Tactical Objective, outside Deployment Zones, and at least 30cm away from any other Tactical Objectives.

8. Starting with the first player, each player places their Mission Objectives.

9. Put together the Activation Deck

10. Deployment: Each player rolls a die for each member of their squad. The player with the most successes chooses who deploys first. Re-roll any draws. The first player to deploy places a surveillance Drone then deploys their whole Squad following the restrictions described in the scenario. Moving clockwise from the player who deployed first, the other players take turns to place one Drone and deploy their Squad.
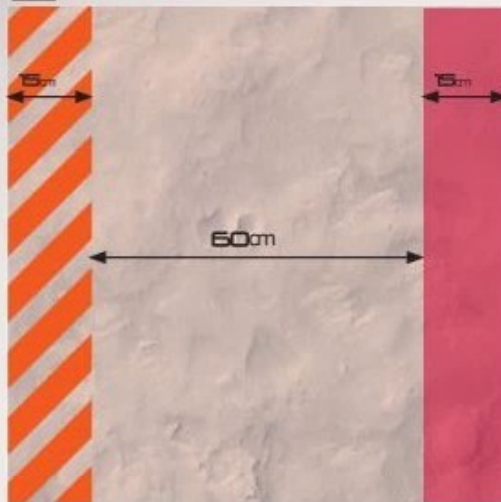
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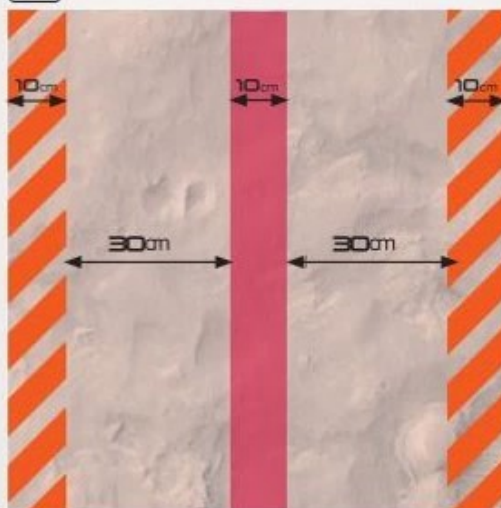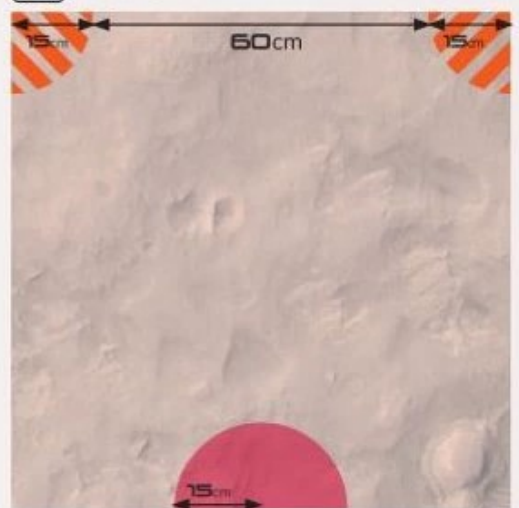**Player 1 deployment area**

Player 2 deployment area

⚀ FACE OFF

15cm · 60cm · 15cm

⚃ TRAPPED

15cm

⚁ BREAKTHROUGH

10cm · 10cm · 10cm · 30cm · 30cm

⚄ AMBUSH

15cm · 60cm · 15cm · 15cm

⚂ GUERILLA

60cm · 15cm · 15cm

⚅ DUEL

10cm · 10cm

PRIMARY MISSIONS

A successfully completed primary mission is worth 3 points.

A successfully countered primary mission is worth 1 point.

Unless otherwise mentioned, objectives are the size of a base (generally 25mm to 40mm), and can never be placed in Deployment Zones.

1. Escort:

Get your VIP to an exit point in one piece.

2. Recover:

Be the first to recover 3 of your faction's objectives.

3. Hunt:

Collect as many objectives as possible to improve your chances of controlling the right number at the end of the game.

4. Conquest:

Place at least 3 flags in enemy Deployment Zones.

5. Sabotage:

Destroy the objective the enemy has secretly chosen.

6. Conflict:

Eliminate as many enemies as possible!

SECRET BRIEFINGS

Reveal your Briefing at the end of the game. If its conditions have been fulfilled, score 2 additional victory points.

1. Defence:

Don't let any enemy Combatants into your Deployment Zone.

2. Assassination:

Eliminate the enemy Officer that you secretly chose at the start.

3. Breakthrough:

Get one of your Infantry Combatants into the enemy Deployment Zone and keep them alive.

4. Priority Target:

Eliminate the most expensive enemy Infantry Combatant.

5. Destruction:

Eliminate an enemy Armoured Vehicle.

6. Supremacy:

Get one of your Armoured Vehicles out of your Deployment Zone and keep it in one piece.

TACTICAL OBJECTIVES

An Infantry Combatant can control a Tactical Objective by moving into contact with it. While a Combatant controls a Tactical Objective, no other Combatants, allied or enemy, can control it.

1. Comms Relay:

Increase the grade of one of your Officers by 1.

2. Electronic Counter-Measures:

Lets you ignore the Drones' Pacification special rule.

3. Munitions Dump:

Lets you roll an extra die during one shooting action each turn.

4. Satellite Link:

Grants a number of reinforcement points equal to the number of successes rolled on 3 dice.

5. Shield:

Grants 2 cover to every allied Rank 1 and Rank2 Infantry Combatant within 10cm of the shield.

6. 1Weapons Emplacement:

Ranged weapon with the profile R30 B6 P8.

GAME SEQUENCE

1. Shuffle the Activation Deck
2. Choose the active player
3. Activate one of the active player's Combatants.
4. Resolve orders.
5. Repeat steps 2, 3, and 4 until the end of the turn.
6. End of the turn (when the third Patrol card is drawn, or all Combatants on both sides have been Activated).
7. Resolve end of turn effects: the final active player chooses the order to resolve them in.
8. Repeat steps 1 to 7 until the end of the game.
9. Endgame (scenario conditions met or only one side's Combatants are left on the battlefield)

ORDERS SUMMARY

DIRECT ORDERS

FORWARDS!	▫ Move up to 20cm. ▫ Charge: move up to 20cm + make a free hand-to-hand attack against the **A** value of an enemy in contact. ▫ Disengage: disengage check then move up to 20cm.
FIRE!	▫ Shoot against the E value of a target within range. *Shooting = Attacker's A+P (+ bonuses) – Defender's E (- penalties)*
SUPPRESSIVE FIRE!	▫ Shoot at a target within range. The attacker rolls dice equal to *Attacker A+P (+ bonuses) (- penalties).* The defender rolls dice equal to their **W**. If the attacker gets more successes, the target loses all their Reactive Orders. If the attacker gets twice as many successes, the target also makes a move directly away from the shooter.
NO QUARTER!	▫ Hand-to-hand attack against the A value of an enemy in contact. *Hand-to-hand = Attacker's A+P (+ bonuses) – Defender's A (- penalties)*
FIRST AID	▫ An Infantry Combatant regains 2 **HP**. Must be the first action of the turn. No other action allowed this turn.
SCENARIO ACTIONS	▫ The Combatant performs an action described in the scenario.
UNIVERSAL ACTIONS	▫ The Combatant performs an action thought up by the players. Variable difficulty threshold. *Number of Dice = A Aggression – Rank + Difficulty + discarded Hazard + chosen Hazard*

REACTIVE ORDERS

RETURN FIRE	▫ The Combatant shoots at an enemy within range using their E value. The enemy must have targeted them with shooting. *Shot = Attacker's A+P (+ bonuses) – Defender's E (- penalties)*
SNAPSHOT	▫ The Combatant shoots at an enemy that has moved (move or charge) within range and line of sight, using the target's E value. *Shot = Attacker's A+P (+ bonuses) – Defender's E (- penalties)*
INTERCEPT	▫ The Combatant charges an enemy who moves within range.