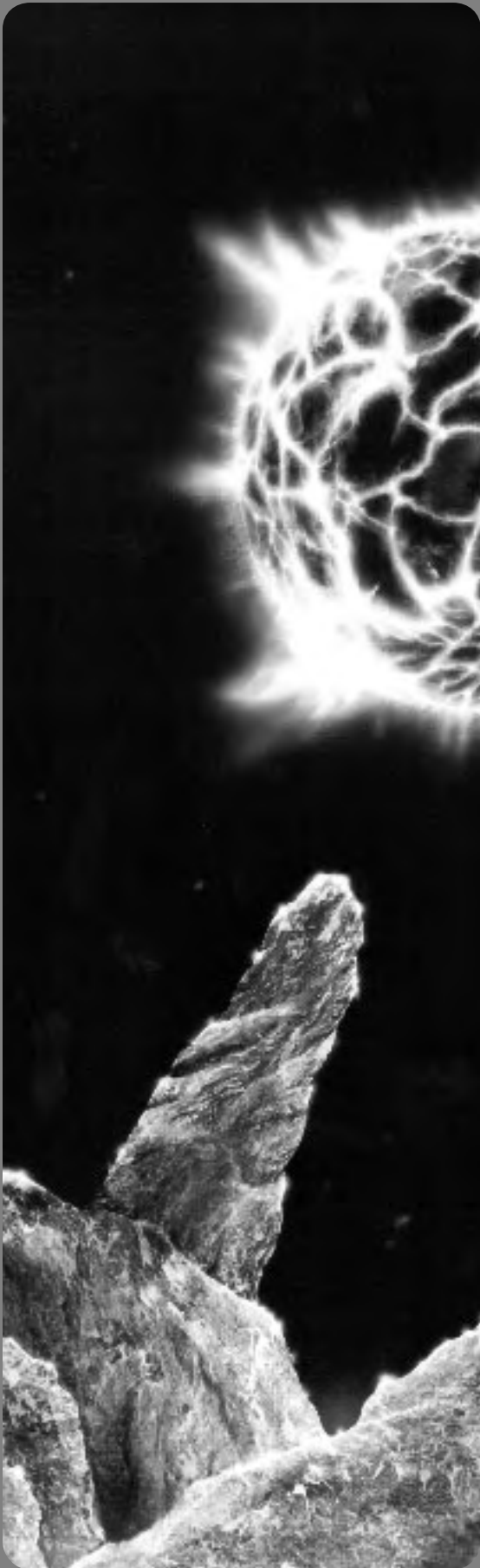


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<http://www.mj12games.com/>

## **DEFIANCE: VITAL GROUND**

UNIVERSAL SKIRMISH SYSTEM

Version 2.04

First Printing 2004

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Printed in the United States by Gorham Printing,  
Rochester, WA

<http://www.gorhamprinting.com/>

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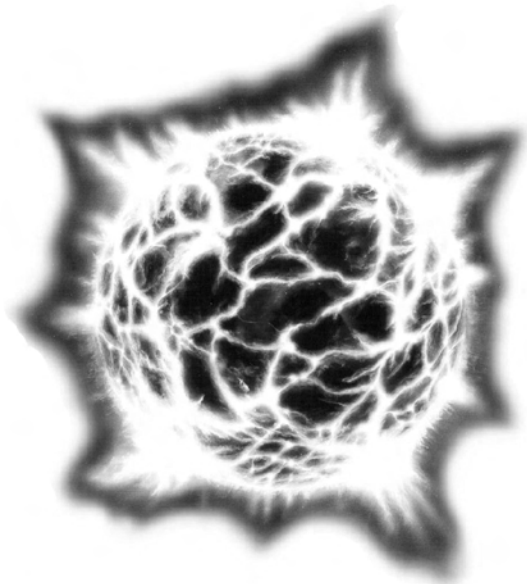
### **On The Cover:**

Redcoats of the Galactic Commonwealth skirmish with a unit of Meraxillan Taks on one of Drakor’s islands, as part of Operation Reclamation.

# MAIN RULES

## INTRODUCTION

Welcome to the **Defiance Universal Skirmish System™**, the game of near future and science fiction tactical combat that lets you modify or even create the strategic setting in which your battles will take place. Defiance:Vital Ground is a skirmish-level miniature combat game designed for a board or tabletop, using two general scales of figurine: 25-35mm (1:46-1:64 scale) or 12-18mm (1:89-1:134). With force sizes varying from one unit to several platoons, each trooper matters, and the correct combination of mobility, firepower, command and control is crucial to your success. The included U.S.S. Army Customizer is a comprehensive and statistically based force construction tool that literally allows you to design any weapon, any trooper and any army that you can imagine, all the while being assured that your creation will be balanced for play against any other U.S.S. force list. A lot of work and testing went into the Customizer, and we feel that you will not find a more versatile or more balanced universal force construction tool on the market today.



## DICE

The Universal Skirmish System is based around the use of a ten-sided die (hereafter referred to as a “d10”). Throughout the game, the roll of a d10 will be used to determine events from whether a figure is damaged by an assault rifle to whether a unit of figures that has suffered casualties has the courage to carry on. There are actually twelve different results that can be garnered from a d10 roll in the U.S.S. Anytime a natural (unmodified) 10 (“0”) is rolled, re-roll the die; if the next roll is 6 or higher (6+), roll it again, to a maximum of two re-rolls. For each re-roll of 6+, add one integer to the base roll of 10 (a 10% chance), making a new result of either 11 (a 5% chance) or 12 (a 2.5% chance). It is impossible to roll any number higher than twelve in this manner.

Occasionally, players will also be asked to roll three d10 variants, namely “d100”, “d5”, and “d2”. To roll a d100, simply roll two d10s in succession, with the first die representing the “tens” and the second die representing the “ones” (for example, a “3” followed by a “2” would be a “32”; a roll of two zeros (“00”) is read as “100”). For a d5, roll a d10 and divide by two, rounding up (1-2 = 1, 3-4 = 2, 5-6 = 3, 7-8 = 4, 9-10 = 5). For a d2, roll a d10 and divide by five, rounding up (1-5 = 1, 6-10 = 2).

## SCALE

Defiance U.S.S. can be played in one of two different scales: 30mm (anywhere from 25-35mm is fine) or 15mm (12-18mm). 30mm is preferable for those who prefer an individual aesthetic for their forces, with the detail of their figures high and their paint jobs appreciable from a distance. 15mm is preferable for those who want the look and feel of larger battles, with more realistic weapon ranges and movement values relative to the tabletop terrain.

All U.S.S. rules remain the same for both scales, the only difference being the units of all distance measurements. 30mm scale is the default, with all distances measured in inches (“”). In 15mm scale, all distances are *doubled* and measured in centimeters (cm). When basing figures, it is suggested that 15mm figures be placed on individual 15mm round or square bases (choose one shape only), while 30mm figures be placed on 25mm round or square bases. This book assumes 30mm play when giving examples, but all rules other than measurement remain unchanged between the two scales.

## EXAMPLE 1

*The Vobian Phantom has a movement rate of 5. This means that its normal movement pace is 5” per turn in 30mm scale (the default), or 10cm per turn in 15mm scale.*

**EXAMPLE 2**

*The Vobian Grav Cannon has an area of effect of 4" in 30mm scale. This becomes an area of effect of 8cm in 15mm scale.*

The ground scale of the Universal Skirmish System is slightly skewed to favor relatively short-ranged (that is skirmish) engagements. A good rule of thumb is that every 1" = 2m (in 15mm scale, 1cm = 1.6m). Most "maximum" weapon ranges will thus be between 100-200 meters. This is, of course, unrealistically short, but necessary to allow for play on a 20 square foot table, and is somewhat excused by the chaotic nature of close-ranged battles. The time scale of the Universal Skirmish System is roughly 1 turn = 5 seconds, based upon the assumption that an unencumbered human can sprint at a speed of about 15 mph (24 kph).

Overall, battles using the Universal Skirmish System represent either the final stages of a high intensity assault, or the last minute or so of a surprise operation.

**BASIC vs. ADVANCED**

The U.S.S. rules are divided into two major sections: Universal Basic and Universal Advanced. The former is made up of the core rules and concepts, while the latter adds several optional rules and/or modifications to the basic rules. We suggest that players get a few games of Universal Basic under their belts before trying their hands at some or all of the Universal Advanced rules. If using advanced rules, they will always take precedence over any basic rules that might conflict.

**ARMY CUSTOMIZER**

After you have read all of the main rules and concepts, you are ready to learn how to use the U.S.S. Army Customizer. This powerful army-building tool is written as easy-to-follow steps, each of which describes the creation of a particular aspect of your chosen army's battlefield paradigm. Examples of each step are provided from the four major races of the Defiance gameworld: the Vobians, Meraxilla, Altai, and Humans, each of which is driven by different goals, technologies and cultural maxims, thus making the army list of each unique and illustrative of the diversity possible within the U.S.S. framework. We encourage you to use the Army Customizer to bring all of your favorite miniatures onto the tabletop, as well as use your imagination to expand upon the Defiance universe itself, which is rife with possibilities.

**BASIC TERMINOLOGY**

Before we begin describing the rules proper, it is useful to introduce some of the key concepts of the Universal Skirmish System, as many of them may sound difficult when explained in the kind of detail necessary to keep the power-gamers subdued (you know who you are ☺).

After you understand the following terms and their general effects on game play, you should be able to pick up the details much easier later on. In fact, once a solid read-through of the game is performed, this section should be the first to which you turn when questions about the rules come up, as the intents of all are given here.

**The Turn Sequence**

Each turn in the U.S.S. is divided into three phases: the Command Phase, the Active Phase, and the Resolution Phase. The ordered events that will occur in each phase of the turn sequence are listed in appendix Table X.X.

**Die Roll Modifiers**

In the course of the game, players will make a number of die rolls looking for a target number (for example 7+). With most die rolls, game effects such as armor, movement and terrain will affect the result by adding a die roll modifier. Die roll modifiers are always written with respect to the die roll in question, regardless of which player is rolling. For example, an armor rating of -2 will modify a target damage roll of 7 to become a 5, while a reflex of +2 will modify a reflex roll of 7 to become a 9.

**The Unit**

Players control their forces at the level of the unit. A unit is defined as any collection of figures of the same quality (training level). It may be as little as 1 figure or as many as 24 figures. Units must always maintain a unit perimeter on the tabletop. Although each member of the unit may stray as far from other unit members as a player chooses, no member of one unit may ever cross the perimeter of another friendly unit. In general, friendly units may not intersperse.

**Standard vs. Ad Hoc Units**

During force construction, players will have the choice between building standard units (listed for each army) or ad hoc units (built *de novo* each game). Both of these are considered to be equal for purposes of tabletop gameplay with two exceptions: ad hoc units may not join, or receive command cards from their army's primary commander, and standard units may never be split. In all other respects (activation, orders, and others), standard and ad hoc units behave identically.

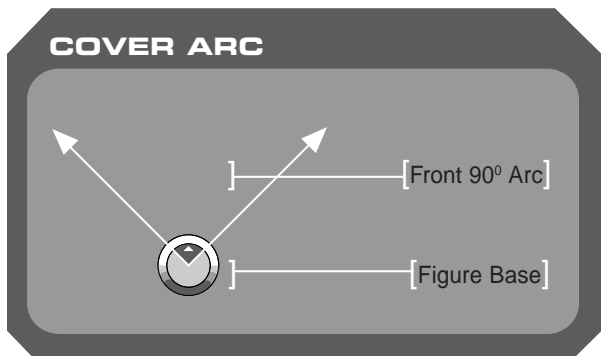
**Movement**

All unit movement must be declared to be at one of four different speeds: stationary, walking, running or sprinting. Sprinting is further divided into normal, jump and flight variants. Movement terms apply to all figures, whether infantry or vehicle.

**Cover Arcs**

All figures have a facing that determines their cover arc while performing covering fire. This is defined as the area contained by its front 90° arc, as shown on the following page.

A figure's "front" should be marked on its base to avoid confusion, especially in the case of non-humanoid miniatures or those with active poses.



## Initiative Cards

Each unit will have a particular playing card (taken from a standard 52-card deck) assigned to it at the beginning of the game. Each turn, all of these “initiative cards” will be shuffled and then revealed one at a time during the Active Phase. When a unit’s initiative card is drawn from the top of the shuffled deck, it must activate, performing all of its movement and firing. Units may be split or joined in the Command Phase of any turn. If this is the case, then new initiative cards will need to be assigned to each new daughter unit, or the new combination unit.

## Officers

The term “officer” in the U.S.S. is a blanket term that describes any infantry figure with leadership, command or focal point abilities. All officers have certain special rules that apply to them. It is possible for a figure to be both a leader and a commander, but focal points, being a special matrix class of officer, may not have any command or leadership ability. The chart below defines each type of officer and any rules unique to each type:

OFFICER DEFINITIONS	
Officer	Definition / Special Rules
Commander	-Any figure with command cards. -+1 to individual morale tests and individual rally rolls of figures in the same unit.
Leader	-Any figure with a leadership level -Possess and may assign attack chits. -Reduce minimum unit size of non-matrix units.
Focal Point	-Any figure with a focal level. -Reduce minimum unit size of matrix units.

## Commanders

Commanders represent methodological leaders, whose primary function is to recognize and exploit the tactical strengths and weaknesses of their own troops, as well as those of the enemy. On the tabletop, Commanders have two primary abilities. Firstly, they possess command cards. Command cards are a special type of initiative card that gives a particular unit a better chance of activating before its opponent’s units. Command cards act as secondary

initiative cards and if a given unit’s assigned command card is drawn before its initiative card, it may choose to either act at this point, or hold until the latter is revealed.

Secondly, the presence of a Commander will often inspire friendly troops. Therefore, any figures in a Commander’s unit will receive a +1 bonus on Individual morale tests and Individual rally rolls. This bonus is not cumulative, regardless of how many Commanders are in a given unit. Commanders do not affect unit morale tests or unit rally rolls. A unit may contain any combination of up to 2 Leaders and Commanders.

## Leaders

Unlike Commanders, Leaders represent “personal motivators”. That is, they lead by example and fight as integral parts of their respective units, rather than command the army as a whole. Leaders greatly affect the minimum unit size of units in which they reside; that is, they act to increase the unit’s casualty threshold. In addition, Leaders can directly affect battlefield outcomes. This is represented by their possession of “attack chits”, which give themselves or other troopers in the same unit either extra movement or a +1 bonus to damage rolls. A unit may contain any combination of up to 2 Leaders and Commanders.

## Focal Points

Many troops in a science fiction universe will be linked in some way, either through a core CPU, in the case of computerized mechanical soldiers, or a “hive queen”, in the case of a biotech race. The rules for such troops, designated as Matrix quality, require that they have a common focus to operate at maximum efficiency. Such “focal points” act in much the same way as a Leader would for normal troops, and their loss greatly diminishes the tactical capacity of matrix units as a whole. Unlike non-matrix units, matrix units may contain as many focal points as the controlling player desires.

## Heroes

Heroes represent particularly adept infantry who have certain advantages with respect to individual morale, weapon choice and targeting capability. They also possess attack chits, though (unlike leaders) they may not assign them to other figures.

## Morale Tests

There are two levels of morale in the basic game: individual and unit. Individual morale applies in “scary” situations, such as a lucky escape from a well-aimed shot (being “tagged”), being charged by an enemy trooper much larger in size, being caught in an explosive area of effect or being the target of suppression fire. Unit morale applies to groups of figures that have been reduced below their unit minimum size, meaning that they have suffered enough casualties to make discretion seem more and more to be the better part of valor.

*An unmodified roll of 10 for any morale test is always a success.*

## The Damage Roll

Any time a figure attacks an enemy figure using ranged or hand-to-hand (HTH) combat, it must make a damage



roll. The number of dice rolled will vary, but any successful damage roll will lead to the loss of one or more damage points from the target figure. The damage roll is modified by many factors, such as terrain, armor and movement.

*An unmodified roll of 1 for any damage roll is always a failure.*

### Shaken vs. Broken

Figures that fail an Individual morale test become shaken, meaning that they are temporarily unable to continue fighting until they can regain their nerve. Units that fail a Unit morale test become broken, meaning that their members are seriously considering leaving the battle altogether.

### Target Type

There are two general types of target in the Universal Skirmish System: vehicle targets and infantry targets. Each type of figure will be handled differently with regards to movement on the tabletop and the effects of enemy weaponry.

### Standard vs. Powered Infantry

There are two types of infantry in the U.S.S.: standard infantry (SI) and powered infantry (PI). The former may indeed wear protective armor, but this will generally be light and unrestrictive, contrasting the latter's armor, which will in general completely enclose the wearer and be capable of augmenting its strength and speed. This extra power comes at the cost of reduced agility, however, and powered infantry have more restrictive rules for movement and cover. Standard infantry, while more maneuverable and able to utilize terrain to their advantage, are more vulnerable to area of effect weaponry.

### Armor vs. Fields

All figures have an armor rating. This is a relative measure of the figure's ablative protection. In addition, some figures will also have field saves, which abstractly represent the protection provided by force fields, energy shielding, and others. Fields act differently than armor. While armor will affect the relative chance to damage of most weapons (affecting the combat die roll for better or for worse), fields will act in an "all or none" fashion, that is, a figure either gets the field save (at the listed target number) or it doesn't. To counteract armor and fields, many weapons will be armor piercing and/or field piercing.

### Weapon Type

Only certain frames can carry certain weapons. In general, larger weapons will require larger frames to carry them. The three general types of weapon are: standard infantry (SI) weapons, powered infantry (PI) weapons and vehicle (VE) weapons. Vehicle frames may carry SI, PI, and VE weapons. Powered infantry frames may carry PI and SI weapons. Standard infantry frames may only carry SI weapons.

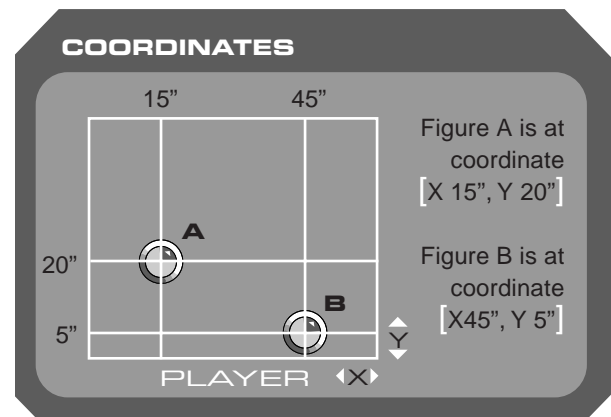
### Weapon Target Type

Weapons will also be designed to target a particular enemy frame. There are two general weapon target types: anti-vehicle (AV) weapons and anti-infantry (AI) weapons. Weapons designed to kill infantry will be less effective against vehicle targets. Similarly, weapons designed to

destroy vehicles, while powerful, will have a hard time getting a bead on the smaller and more agile infantry targets. Using an AI weapon against a vehicle target, or an AV weapon against an infantry target, will result in a large penalty to the chance of damaging the target in question. This is due to the fact that AI weapons do not have the power necessary to penetrate most vehicle frames, while AV weapons do not have the targeting capabilities to focus in on most infantry targets.

### Coordinates

Certain game effects, such as indirect fire and hidden set-up, will require that players call a coordinates designation on the tabletop. Coordinates are Cartesian, that is, with an X axis and a Y axis, and are relative to the player calling them, as shown in the following diagram:



## ADVANCED TERMINOLOGY

### Augmentations & Drawbacks

All U.S.S. army lists created using the Army Customizer will have a number of augmentations available to them, depending on their technology level, as well as several drawbacks. Augmentations are special abilities that give an army, unit or figure a particular advantage. Drawbacks will decrease the effectiveness of certain units and figures, but will free up for points for army construction in the process.

### Covert Operations

The rules for covert operations encompass several facets of battlefield technology and subterfuge. Units that use these rules will be able to perform several actions meant to recreate the electronic warfare component of a science fiction world. Representing the use of complicated sensing and jamming equipment, units will be able to hide, detect, sneak and/or infiltrate, adding a unique level of tactical complexity to the game.

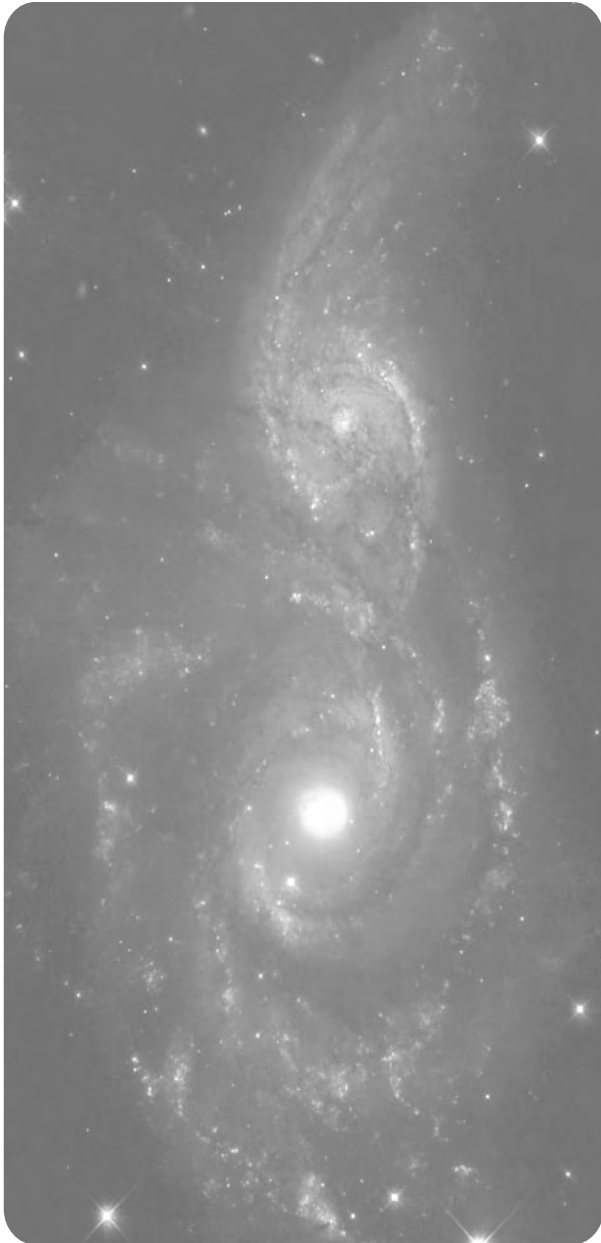
### Army Discipline

These rules add a third level of morale to the above descriptions for individual and unit morale: that of the entire army as a whole. The advanced morale rules attempt to capture the differing responses to battlefield

stress that members of different races and cultures would produce. Using these rules, each army has a relative level of overall discipline (the initial army discipline rating) and a unique reaction to the failure of Individual and Unit morale tests. In other words, “shaken” figures from one army will not necessarily act the same as “shaken” figures of another army. Similarly, “broken” units from one race will act differently than the “broken” units of their enemies. In addition, the concept of “current army discipline” allows for a means to represent the chaotic nature of the battlefield, with its rapid shifts of fortune.

### **Tournament Rules**

Once players are familiar with the ebb and flow of the standard game, we suggest that they use some or all of the U.S.S. tournament rules. In them, players will find several pre-balanced scenarios that will allow for more varied tactics than standard attrition-style match-ups. Included also are rules for randomizing forces, a novel way to add some uncertainty to the tabletop.



## **UNIVERSAL BASIC**

The basic rules, which make up most of this volume, provide a wide array of tactical options, and it is suggested that players only add in advanced rules after they feel comfortable with their breadth. In our experience, this takes about 2-3 games using only the basic rules described below.

### **Choosing Your Force**

Included in this volume are four complete army lists, each of which was created using the U.S.S. Army Customizer. Each figure and weapon in an army list is assigned a point value (PV), which represents its relative battlefield effectiveness. For standard (attrition-style) battles a 1:1 PV ratio is perfect, leaving tactics and luck to determine the outcome. If the game being run dictates an inequity in set-up or victory conditions, players should try and come to a fair relative point value. As we can not predict all possible advantages in any given battle, we suggest that players simply have a pre-game “pow-wow” where they work out the tactical issues involved, decide upon relative force strengths and then roll for which player starts on which side. This is the best way to prevent arguments in our experience. We provide official scenarios in the section “Competitive Rules” (page 58), which players may use as guidelines for varying their battle tactics and goals from game to game.

Recommended force sizes range from 1000 PV (about 3-5 units of regular infantry) to 5000 PV (Several platoons of regular infantry, plus elites and vehicles). Keep in mind that figures with a PV of greater than 200 each, such as many size 3 infantry figures and most vehicles, are best used in games of at least 2000 PV per side. To give you an idea of the time a given battle will take, we have found that each 1,000 PV of troops, between all players involved, will equal about 30-40 minutes of actual game time for experienced players.

#### **EXAMPLE**

*Player A and B have chosen the scenario “First Strike” (page 62). Player A, the attacker, has a total force size of 2000 PV, while player B, the defender, has 1000 PV. If both players already had a game or two under their belts, they could reasonably expect to finish this scenario in less than 2 hours.*

### **Choosing Your Units**

All army lists have a list of standard units, from which players may design their forces. Each such unit has a minimum and maximum size and must begin the game as a discreet entity. A unit’s minimum size is based on its quality, while its maximum size is based on the army list in question. Certain standard units are dubbed “exclusive”, meaning that no more than one unit of its type may be included in any force.

In addition to standard units, players may design ad hoc units. These are units that a player designs on a per-

game basis. The percentage of a force's point value that can be made up of ad hoc units varies by army list. Ad hoc units may be any combination of figures of the same quality. Due to their non-standard nature, ad hoc units are slightly less flexible than standard units (page 14). They otherwise follow the same restrictions on minimum and maximum size as standard units.

After units are created, each individual unit is assigned an "initiative card" from a standard deck of playing cards. It is easiest if each player chooses a unique suit for her entire army (Diamonds, Hearts, Clubs, or Spades).

All units, whether standard or ad hoc, must always be placed on the tabletop exactly as purchased.

### EXAMPLE

*The Meraxillan Sovereignty army list has 9 standard units, 4 of which are exclusive. A Meraxillan player decides to build three standard units: a Citizen Troupe (5-12 Citizen-Soldiers) and two Fakir Troupes (5-12 Fakirs). She also decides that she would like to have a unit that mixes Citizen-Soldiers and Fakirs. As there is no such standard unit, she must therefore design an ad hoc unit. This is allowed, as both the Citizen-Soldier and the Fakir are of Fanatic quality. Note that this ad hoc unit will have the same minimum (5) and maximum (12) size as any other Fanatic unit in the Meraxillan army.*

*Before standard unit placement, the Meraxillan player assigns an initiative card to each of her four units. She chooses Spades as her suit of choice, and assigns the Ace to her Citizen Troupe, the Two & Three to her Fakir Troupes and the Four to her ad hoc unit.*

### Choosing Terrain

Before the fun can begin, it is recommended that all players come to a consensus regarding the terrain that they will be using. As there is no way to predict the outlay of every tabletop battlefield, it is important that any ambiguous terrain pieces are defined as one of four distinct types before the first turn begins. For game play purposes, terrain is divided into four categories: light, medium, heavy and impassable. Below are some examples of each:

#### TERRAIN TYPE

**Light Terrain:** grasslands, knee-deep water, sparse forest.

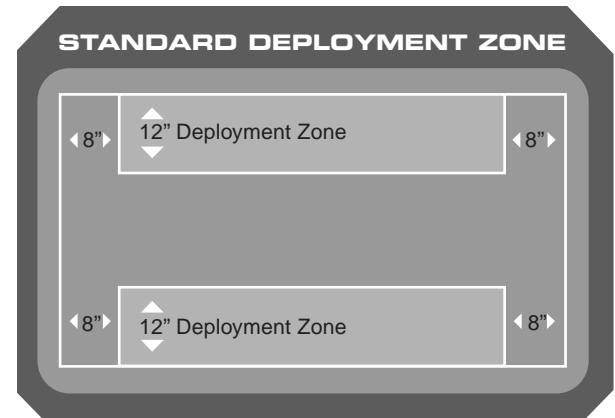
**Medium Terrain:** sandbags, waist-deep water, hill outcroppings, pine forest.

**Heavy Terrain:** light fortifications, walls short enough to climb, neck-deep water, rock outcroppings, dense forest (with undergrowth).

**Impassable Terrain:** heavy fortifications, walls too tall or perilous to climb, cliffs, large boulders.

### The Standard Game

For purposes of having a default scenario, we define the "standard game" as a battle between equal forces of from 1000 PV to 5000 PV, on a rectangular surface of at least 20 but no larger than 40 square feet. Each player will have a pre-defined "deployment zone", in which he will place all of his units, as shown below. Deployment zones should be along the longest table edges, though players with square tables can choose any two opposite edges.



### Standard Terrain Set-up

We give official "competitive" suggestions for terrain set-up on page 59, but for now it is easiest if players simply design a tabletop that has enough terrain pieces to encourage mobility and give no more than a few fire lanes that are longer than 2 or 3 feet (~75 cm). The best way to do this is to have one player set-up all terrain, and then allow his opponent to add or subtract up to 6 terrain pieces. Each then rolls a d10, re-rolling ties, with the highest roller choosing which deployment zone he will use.

### Standard Unit Placement

After all terrain has been placed on the tabletop, players should then place their units in a random order as described below. Remember that units must always be placed exactly as purchased. No splitting or joining can occur until the first official game turn.

#### UNIT PLACEMENT

- 1** Shuffle the initiative cards for each player's units into one deck. Place any command cards to the side until the first turn.
- 2** Draw the top card from the deck. The unit that it represents is then placed on the tabletop, within its standard deployment zone.
- 3** Continue drawing cards and placing units until the deck is empty.
- 4** After all units have been placed, the first game turn's command phase officially begins.

### THE INFANTRY TROOPER

Each infantry figure will have a set of characteristics and statistics (referred to as "stats") that represent its armor,

weaponry and morale. While several of the terms you see here will be described individually in greater detail later on, for now it will be useful for you to see them as a cohesive whole. All examples listed in the section below come directly from the army lists contained in this volume, which were created using the Army Customizer. Vehicles are described separately.

### Terms

•**Point Value [PV]** / Each figure will have a point value (written next to its title). This represents its battlefield effectiveness. The higher the PV of the figure, the more useful it will be.

#### EXAMPLE

*The Altai Sapling has a PV of 18, while the Altai Seedling has a PV of 9. In game terms, the better morale, movement and HTH abilities of the Sapling combine to make it roughly twice as powerful as the Seedling.*

•**Size [SZ]** / This represents how physically large the figure is and therefore how easy it is to specifically target. Size ranges from 1 (smaller than man-sized) to 5 or greater (large tanks). In addition to targeting, size will also affect climbing movement and stun weapon effectiveness. Targets of size class 1-3 are referred to as infantry targets. Infantry targets are further subdivided into powered infantry [PI] and standard infantry [SI].

The size scale itself is based on volume. A size 2 figure is about the volume (not the weight) of a human in powered armor. Each change in size increases or decreases the volume of the figure in question by a factor of 8. So, for example, a size 1 figure would be about the size of a dog, while a size 3 figure would be about the size of a compact car.

•**Quality [QU]** / A figure's quality rating represents its relative level of military training, battlefield effectiveness and/or motivation. Infantry figures may be one of six quality ratings:

#### QUALITY RATING

<b>Green:</b>	inexperienced and/or unmotivated
<b>Regular:</b>	experienced in combat.
<b>Veteran:</b>	battle-hardened.
<b>Matrix:</b>	communal intelligence.
<b>Fanatic:</b>	trained for combat and very highly motivated.
<b>Linked:</b>	able to communicate through telepathy or brain-link technology.
<b>Elite:</b>	trained extensively for combat and battle-hardened; special forces.

*See page 15 for a more extensive description of how different qualities vary in game terms.*

•**Move [MV]** / This represents the speed of the figure as expressed by walking speed in inches per turn (in 15mm scale, double this number and convert it to cm). An average move is 4, meaning that the figure can crawl 2", walk 4", or run 8" in a turn across open terrain. All infantry targets will have a Move between 3 and 8; vehicles will generally be faster. In addition to the base movement rate, some figures will be capable of sprinting, jumping or flying. These abilities will be listed after the figure's base move rate (for example "4 Sprint", or simply "4S").

*See page 25 for more information on figure movement.*

•**Armor Rating [AR]** / A figure's AR is a relative measure of how well it resists direct ablative damage. AR values range from +4 (little to no armor) to -3 (thick armor plating). Standard infantry will always have a zero or positive AR, while figures with a negative AR will always be powered infantry. Certain powerful weapons ("armor piercing") will be able to ignore a figure's AR.

#### EXAMPLE

*The Confederate Storm Warrior (SI) has an AR of +3, representing mediocre partial body protection, while the Confederate Assault Trooper (PI) has an AR of -1, representing enclosed, high-density armor plating.*

•**Field Save [FS]** / Certain figures will have a powered energy field in addition to any other protective armor they might have. Energy fields are largely impenetrable, but oscillate at a certain frequency. Thus, blind luck is more of a factor in determining if a weapon passes through the field than the actual power of the beam or projectile in question. A figure's FS is written as a target number on a d10. By rolling equal to or higher than the FS, figures with fields can ignore damaging hits. Certain powerful weapons ("field piercing") will be able to ignore a figure's FS.

#### EXAMPLE

*The Vobian Specter has a FS of 5+. Any successful damage roll against a Specter will be negated if the Vobian player can roll a 5 or higher on a d10. Note that field piercing weapons will disallow this roll.*

•**Damage Capacity [DC]** / Damage capacity is the number of times that a figure can suffer a damaging hit before being eliminated. It is measured in damage points. Each successful damage roll will reduce a figure's damage capacity by one. Most figures have a DC of only 1, but many large figures have 2 or 3 damage points and some vehicles have 5 or more.

*Together, a figure's SZ, QU, MV, AR, FS and DC represent its "frame". All frames in a given army will be unique.*

•**Hand-to-Hand Rating [HR]** / This represents how deadly a figure is in hand-to-hand (HTH) combat. It is written as a number of dice to be rolled, followed by the number needed to score a damaging hit. See the rules on HTH Combat (page 45) for more information.



**EXAMPLE**

*The Meraxillan Tak has a HTH Rating of 3@7+. This means that it may roll up to three dice in HTH combat, with a target damage number of 7+ for each die.*

- **Reflex [RF]** A figure's reflex characteristic represents its speed of motor response, and largely affects how likely it is to attack first in HTH combat. Reflex varies from -3 (worst) to +3 (best) and affects the reflex roll (page 45).
- **Agility [AG]** / A combination of speed, litheness, and instinct, this represents a figure's ability to dodge and/or attack moving vehicles, climb rough terrain features or perform similar acts of dexterity. At certain points during the game, figures may be forced to make an agility roll to resolve such nimble acts. A successful agility roll is one where the die result is equal to or less than the agility stat, after any modifiers are applied.
- **Officer [OF]** / Officers represent specialized troops that have certain tactical and strategic abilities that help other troops at the unit and army level. Non-matrix figures may be leaders, commanders, or both. Non-matrix units may contain up to 2 officers with command or leadership ability, but may not contain focal points. Matrix quality units may contain *any number* of focal points, but may not contain leaders or commanders.

Listed in its OF stat, each troop type will have two officer profiles from which to choose. It may mix these in any way allowed. Each officer profile is listed with its additional cost in parentheses. The letter "C" indicates a commander, "L" a leader, and "F" a focal point. Note that all matrix frames will have the same two officer profiles (1F and 2F).

**EXAMPLE**

*The Corporate Infantry frame of the Human Confederacy has two officer profiles listed: "1C (+60) or 1L, 1C (+95)". Thus, a Corporate Infantry unit could contain any combination of up to two of the following: a level 1 commander, for an additional cost of +60 PV each, or a level 1 leader / level 1 commander, for an additional cost of +95 PV each.*

*The Boxcar Beast frame of the Vobian Hegemony, like all matrix frames, has the profiles "1F (+30) or 2F (+60)" listed. Thus, any matrix quality unit could contain any number of level 1 focal points, for an additional cost of +30 PV each, or level 2 focal points, for an additional cost of +60 PV each.*

- **Hero Cost [HC]** / Certain non-matrix troops will have the option of being bought as Heroes. A Hero represents a particularly adept soldier who is not necessarily a good Leader or Commander. Any figure that has a value written here may be made a Hero by spending the number of extra points listed. Any number of figures in a hero-capable unit may be purchased as heroes. Heroes do not have levels like leaders and/or commanders, and no matrix quality frame may be made into a hero.

**EXAMPLE**

*The Meraxillan Runner has a Hero Cost of "+32". Thus, any number of figures in Runner unit could be made into heroes by spending 65 PV each instead of the normal 33 PV.*

- **Covert Operations Level [CO]** / Every figure will have a CO level, representing its inherent stealth and/or electronic jamming and countermeasures. A figure's CO will only affect certain rules, all of which are advanced (page 54). The higher the CO level, the more effective the figure will be at hiding and sneaking. The letter "I" written after the CO level indicates that the figure has infiltration ability. The cost of a figure's CO level is only added to its final cost if both players have agreed to use the advanced rules for covert operations, in which case *all* figures must be purchased with this cost calculated into the target point value of the game. The CO cost is fixed, and figures may not choose to purchase a lower CO level than that listed.

**EXAMPLE**

*The Altai Seedling has a CO stat of "2I", with an associated cost of "(+8)". If playing with the advanced rules for covert operations, all figures in a Seedling unit would be given a CO level of 2 infiltrate, at a cost of 17 PV each instead of the normal 9 PV.*

- **Primary Weapon** / Primary weapons are those with which the figure in question is typically equipped, based on its role and the larger economics of supplying an army. Only one primary weapon may be carried by each infantry figure. Primary weapons are purchased for an entire unit at one time, with each member having the same primary weapon. Only officers and heroes may be equipped with a different primary weapon than the rest of their unit.

**EXAMPLE**

*The Vobian CITF Trooper has a choice between the Kunstler Assault Rifle or the Ghost Gun as a primary weapon. All non-officer figures would have to be equipped with the same weapon, though any officer could choose from both, regardless of what the rest of the unit was carrying.*

- **Support Weapon** / Support Weapons represent highly specialized arms that are in limited supply due to their high manufacturing cost. Up to one-half of non-officer figures (round down) in a given unit may *replace* their primary weapon with a support weapon. Only one support weapon may be carried by each infantry figure. Units need not contain any figures with a support weapon if the controlling player desires. In addition to one-half of the normal figures in a unit, officers and heroes may always be equipped with support weapons. They may also purchase a support weapon that is different from the rest of the unit, and carry it in addition to their primary weapon instead of replacing it.

## EXAMPLE

A Meraxillan unit is made up of 7 Taks and one Tak Officer (1L, 1C). Up to 3 of the Taks may replace their primary weapon with a Support Weapon (the Doppler Grenade Launcher or the Shrieker/Hedgehog) if they choose, but each must purchase the same one. The controlling player decides to exchange all 3 of their primary weapons (Shriekers) for Shrieker/Hedgehog combo weapons. In contrast, the Tak Officer could choose to purchase a Doppler Grenade Launcher, still keeping its Shrieker if it chose.

•**Side Arm / Side Arms** are secondary weapons that are generally less powerful than primary weapons, but fulfill a specific role, for example a pistol. Unlike primary or support weapons, more than one side arm may be purchased, in addition to multiple copies of the same side arm. Side arms are purchased for an entire unit, with each member having the same side arm. Only officers and heroes may be equipped with different side arms than the rest of their unit.

## EXAMPLE

Confederate After Riders may purchase the HC Handgun as a side arm, in addition to whatever primary or support weapons they were using. The controlling player could therefore choose to either equip the entire unit with HC Handguns, or none at all. However, any officers in the unit could be given the Handgun, even if no other figures were so equipped.

In the case of ad-hoc units all members of a unit of a unique frame type must be equipped with the same Primary weapon, Support weapon or side arm.

•**Augmentation /** Listed here will be any upgrades available to the infantry frame in question, as well as its associated cost. Augmentations are considered an advanced rule and are described on page 53.

## [1] THE UNIT

The basic element of the U.S.S. system is the figure. A figure is any single playing piece that is mounted on its own base. On the tabletop, any group of figures that activates independently is called a unit. Units represent collections of one or more figures that move and fire together. In general, the more units a force has, the more flexible it will be.

### Unit Perimeter

A unit is defined by its perimeter. A figure from one unit may never voluntarily cross the perimeter of another friendly unit.

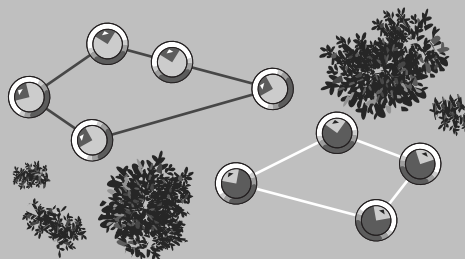
There are several exceptions to the perimeter rule:

- Jumping or flying figures may cross perimeters *while in the air*, but may not land such that they violate perimeters.
- Figures engaged in HTH combat ignore the normal rules for unit perimeter.
- Units made up of vehicles or Elite quality figures may ignore all unit perimeter restrictions completely.

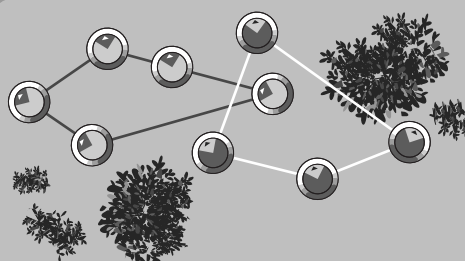
Remember that enemy unit perimeters may always be crossed. Only friendly unit perimeters will limit movement.

If, due to some game effect, one or more figures from one unit are found to be violating the perimeter of another unit, the controlling player must move either or both units in such a way that they will be again separated as soon as possible.

## UNIT PERIMETER



In the diagram above, the two units are not violating perimeters. However, in the diagram below, the perimeters of the two units cross, indicating an illegal unit formation.



If this were due to an involuntary game effect (for example, one or more figures being moved by a game effect), then the controlling player would have to move each unit so that both unit perimeters were restored, as soon as he is able.

### Unit Quality

All figures in a unit must be of the same quality. The only exception is a vehicle that is carrying passengers (page 52). In a unit with a vehicle carrying passengers, all figures other than the vehicle itself must be of the same quality (that is, they must have been able to form a unit on their own, independent of the vehicle).

•**Maximum Unit Size /** All army lists will have a restriction on the maximum size of each of their units. No unit may have a size greater than this number unless it is in mob formation.

•**Minimum Unit Size /** Based upon their quality and the presence of any Leaders, units will have a minimum unit size. At the beginning of the game, all units set-up on the table must be no smaller than their minimum unit sizes, taking any leader effects into

account. As casualties mount, a unit may drop below its minimum size. From that point on, it will be forced to take a Unit morale test at the end of the every turn, unless it is able to subsequently join with an adjacent unit of the same quality, bringing the combined unit above its minimum unit size.

### **Ad Hoc vs. Standard Units**

Units are divided into two categories based on how they were purchased. Standard units represent those that conform to the restrictions for standard units given in the “official” army lists. Ad Hoc units represent any combination of figures of the same quality that meet the minimum unit size requirement.

- Ad Hoc Unit Advantages**/The main advantage of an ad hoc unit is its customizability. Players can design specific units for specific tasks, as their tactics demand. Ad Hoc units may also be split (see below), allowing for some degree of flexibility after game play begins.

- Ad Hoc Unit Disadvantages** / Ad hoc units exist outside of the normal order of battle for a given army. Therefore, they may not receive command cards from a Primary Commander. They may also never join with another unit, whether ad hoc or standard.

### **Mob Formation**

Certain armies may choose to have any of their standard units begin the game in mob formation. Mob formations have double their normal maximum unit size. They are treated as a combination between ad hoc and standard status. Like ad hoc units, no unit in mob formation may receive command cards from a primary commander or join with another unit. Like standard units, no unit in mob formation may ever split into two separate units.

All leaders and commanders that are part of a unit in mob formation will have their leadership and/or command levels reduced by one for as long as they are part of the mob unit; in the case of leaders, this will be the entire game. Focal Points are unaffected.

### **How Units Activate**

Activation is done on a unit-by-unit basis. At the beginning of the game, have a regular deck of playing cards ready. Each player picks a suit (preferably, one black and one red) and assigns an initiative card from that suit to each unit in his army. Record this on the army control sheets provided in this book. In addition, for each Command Level possessed by a player's force, assign an extra card (of the same suit as the others); these extra cards are known as “command cards”.

- Primary Commanders** / At the beginning of the game, players must choose a Primary Commander for their force. Primary Commanders must have been purchased as part of a standard (not ad hoc) unit and must have at least 1 command card. Command cards belonging to the force's Primary Commander may be assigned to *any* standard unit in the army in the Command Phase. Ad hoc units may not be assigned command cards from a primary commander. Whenever a Primary Commander is eliminated, the controlling player must

designate a new Primary Commander in the resolution phase of the same turn. If no commanders are left, or the only remaining commanders are in ad hoc units, then the army is considered to be without a Primary Commander for the remainder of the game.

- Secondary Commanders** / Any figure with command points other than the Primary Commander is considered to be a Secondary Commander. All Secondary Commanders may assign command cards, but these are tied to the unit (whether standard or ad hoc) in which the Secondary Commander resides and may not affect other units.

### **EXAMPLE**

*A Confederate army is made up of 3 units, two standard Assault Teams with 6 Assault Warriors each, and one ad hoc unit containing 2 Storm Pioneers and 2 Snipers. The army contains two Commanders, one Primary Commander (an Assault Warrior, with 1 command point), who resides in the first Assault Team, and one secondary Commander (a Sniper, with 2 command points), who resides in the ad hoc unit. Note that the Sniper, despite having the most command points, can not be the army's primary commander, as he resides in an ad hoc unit.*

*The Confederate player chooses Spades as his army's card suit. He assigns the first Assault Team to be the Ace of Spades, the second Assault Team the Two of Spades, and the ad hoc unit the Three of Spades. The player then chooses the King of Spades as his Primary Commander's command card, and the Queen and Jack of Spades as his Secondary Commander's command cards. At the beginning of each turn, the Primary Commander's King may be assigned to either of the army's 2 standard units, but not the ad hoc unit. The Queen and Jack of Spades, as they are derived from a Secondary Commander, must always be assigned to the unit in which the secondary Commander resides (the ad hoc unit).*

### **The Initiative Deck**

After all initiative and command cards for both sides have been assigned, shuffle them together into one deck, excepting any command cards used for covert operations on the first turn (page 54). During each turn's Active Phase, cards will be drawn one at a time from the shuffled deck. As soon as a unit's initiative card comes up, it must activate (see below). If a unit's assigned command card comes up, it may choose to either activate or wait for its initiative card. If a unit's initiative card has already been drawn, any assigned command cards have no effect, and should be ignored.

A unit may never be activated more than once per turn, so ignore any further cards assigned to an activated unit, whether they are initiative cards or command cards, and simply draw the next card in the initiative deck.

### **Unit Splitting**

At the beginning of any turn, before initiative cards are drawn, any ad hoc unit may be split into two smaller ad

hoc units. Standard units may *never* be split. This split must be made so as to maintain the unit perimeter of each new unit. As soon as the split is declared, assign a new card to the “splitter” unit and shuffle it with the rest of the initiative cards. The new unit now acts just like any other unit.

You may not split a unit if either of the resulting two units would be under its minimum unit size. Note also that Leader effects (page 18) will only apply to the split unit into which Leaders are placed.

**UNIT SPLITTING**

The diagram above shows an ad hoc Vobian unit made up of 4 Boxcar Beasts (1 with a focal level of 2) and 6 Spondylocrits. The diagram below shows it after splitting.

Notice that unit perimeters are not violated by either of the new units. Notice also that the unit of Boxcar Beasts on the right is only allowed to be 2 figures below its matrix quality minimum unit size of 6 due to the presence of a level 2 focal point, which brings its minimum unit size to 4.

### Unit Joining

Any two or more standard units that are of the same quality may join to form a single larger unit at the beginning of any turn. This may not lead to the formation of a unit that is above the army’s maximum unit size (stated in the army lists). In addition, the formation of the new unit may not lead to the violation of the perimeter of any other units. All units formed by joining are immediately considered to be ad hoc units, even though both parent units were originally standard units.

*Joining is a way to restore two dwindling units to a size above their minimum.*

## [2] MORALE

Morale is an integral part of the Universal Skirmish System and, as such, will be introduced before combat. Even though many of the combat terms introduced here will be explained in more detail later on, we feel that it is first best to conceptualize game play from a morale standpoint.

### Morale Tests

Morale is an important aspect of battle. Poorly trained troops are apt to bug out at the first sign of trouble, while well-trained or fanatical troops will often fight to the last man. Morale Tests are conducted by the roll of a d10 in certain “morale-breaking” situations. Sometimes the roll will only affect a particular figure, while other times an entire unit will be affected. If the number rolled is equal to or higher than the modified morale of the figure or unit in question, then the test is passed and no adverse effects occur. However, a failed Morale Test will lead to a figure or unit becoming shaken, broken, or even eliminated.

### Figure Quality

All figures (and hence units) in the U.S.S., whether infantry or vehicle, have a quality rating. A figure’s quality affects its likelihood of failing an individual morale test or an individual rally roll. A unit’s quality affects its likelihood of failing a unit morale test or unit rally roll, as well as helping to determine its minimum unit size, which is the number of figures a unit of a given quality must contain in order to avoid making a Unit morale test in the resolution phase.

Below are listed the eight classes of Figure Quality:

- Green / Green Troops** are new recruits with little or no battlefield experience (possibly not even any training). They are apt to fail individual morale tests and must be kept in large units if the controlling player wants them around for more than a few turns.

Morale: 6+  
 Minimum unit size: 6  
 Special: leaders reduce minimum unit size.

- Regular / Regular troops** are those with a good degree of military training and at least some experience in combat (even if only simulated).

Morale: 5+  
 Minimum unit size: 5  
 Special: leaders reduce minimum unit size.

- Veteran / Veteran troops** have had extra training, either in the barracks or on the field, in working together as a team and have a higher threshold for casualties than regular troops.

Morale: 5+  
 Minimum unit size: 4  
 Special: leaders reduce minimum unit size.

- Matrix / Together**, matrix units represent a separable hive-mind or computer network linking all unit members together. This means that matrix quality figures never



make individual morale tests. However, matrix units require Focal Points to operate at maximum efficiency, and their cohesion suffers greatly if these are eliminated. Matrix figures may not be heroes. In addition, Matrix troops may not be Leaders or Commanders and are unaffected by them.

Morale: 4+

Minimum unit size: 6

Special: automatically pass individual morale tests, focal points reduce target morale number and minimum unit size, unaffected by Leaders or Commanders.

•**Fanatic** / The Fanatic strongly believes that her side is in the right and will often be willing to sacrifice herself in the name of her species. This bravado tends to be of a mob-like nature, however, and will fade as the number of figures in a given unit drops off significantly.

Morale: 2+

Minimum unit size: 5

Special: leaders reduce minimum unit size.

•**Linked** / Linked troops can communicate their thoughts to other unit members either as a direct telepathic stream or as a complex and lightning fast computer brain analysis. This makes Linked leaders very effective, as direct brain-linking is more efficient than any radio connection and much more sublime than the simplistic commands that may transverse a hive-mind. The net tabletop effect is to create a small number of "fire teams" that can act independently while still remaining in contact with the unit as a whole.

Morale: 4+

Minimum unit size: 4

Special: may declare separate orders for separate "fire teams" <sup>1</sup>, leaders reduce minimum unit size.

<sup>1</sup>A fire team is any combination of at least 3 figures from a linked unit. Fire teams may change in composition from turn-to-turn and are declared at the time of unit activation.

•**Elite** / Each Elite trooper represents a highly trained and independent killing machine, well versed in combined arms operations on the battlefield. In addition to their high morale and low minimum unit size, Elite troopers have the added ability of independent action, meaning that they may act as individuals, not units, as the situation demands.

Morale: 3+

Minimum unit size: 4

Special: may declare separate orders for separate figures, leaders reduce minimum unit size.

•**Vehicle** / All types of vehicles are treated similarly with respect to morale. While their crews may indeed be susceptible to the odd lapse of courage, in general vehicles will never actually "break", as they are somewhat isolated from the carnage that is occurring on the battlefield at large. Thus, failing morale tests is handled differently for vehicles than for infantry, as described on page 50. Vehicles may not be heroes, leaders or

commanders. In addition, infantry attack chits assigned to vehicles may only be used to increase damage rolls.

Morale: 3+

Minimum unit size: 2 or none <sup>1</sup>

Special: may declare separate orders for separate figures, limited ability to be assigned attack chits, may be purchased separately or as units <sup>1</sup>.

<sup>1</sup>Vehicles may be purchased separately or as parts of standard units; if the latter is the case, each vehicle may declare orders independently. If the unit shares an initiative card (due to being a standard unit or a player-created ad hoc unit), however, it must take unit morale tests if reduced to one member (minimum unit size = 2).

## MORALE TESTS

There are two types of Morale Tests in the Universal Skirmish System: Individual morale tests and Unit morale tests. The former are made in response to a particular event that will only affect one figure, while the latter represents the response to the reduction of a unit to below its minimum unit size.

### Individual Morale Tests

Individual morale tests affect only the figure in question. They are most often made in response to being "tagged" by an enemy weapon, but are also triggered by several other game effects. Individual morale tests are made each time an appropriate event happens (summarized below). Once triggered, an individual morale test must be completed before any other game effects are resolved. The same figure may be forced to take multiple tests in the same turn. The target number of an individual morale test is equal to the base morale of the figure in question, as given by its quality. For example, a Green figure will always need a 6+ on a d10 to pass an Individual morale test.

### INDIVIDUAL MORALE TESTS

#### Events That Force an Individual Morale Test

- A figure is tagged by an enemy weapon (most common).
- A figure enters or is caught within suppression fire.
- A figure with a Damage Capacity greater than one suffers a damaging hit.
- A figure is caught within an area-of-effect (AOE).
- A figure is successfully "damaged" by a terror weapon.
- A figure is charged by an enemy figure.
- A figure attacks a moving vehicle in hand-to-hand (HTH) combat.

Matrix figures, by their very nature, never need to make Individual morale tests, regardless of the situation.

An unmodified roll of 10 on an Individual morale test is always a success.

### Failing An Individual Morale Test

If a figure fails an Individual morale test by rolling below its base morale on a d10, then it becomes shaken. Place a shaken counter next to the figure to indicate this. If using the advanced rules for morale (page 57), the effects of being shaken will vary by army. In the basic rules, however, the effects of being shaken are the same for all figures:

#### SHAKEN FIGURE EFFECTS

Shaken figures must immediately be placed prone. If activated while shaken, the figure in question may only crawl towards the nearest cover (though it need not do so), remaining prone. It may not fire any weapons or charge, but will fight back if attacked in HTH combat (albeit with a penalty to its reflex roll).

All shaken figures may be rallied in the next resolution phase. If at any time a shaken figure fails a second individual morale test, then it is considered eliminated and is immediately removed from the table.

Any figure that is part of a broken unit and subsequently becomes shaken is considered eliminated.

*Note that the above is equivalent to the individual morale test failure called "cower" (page XX)*

### Unit Morale Tests

Unit morale tests affect all figures in the unit. They are made in response to a unit being below its minimum unit size in any Resolution Phase. Unit morale tests are only performed once per turn, and only in the Resolution Phase. The target number of a Unit morale test varies, based on the difference between the unit's current size and its minimum size. For each integer of difference between current unit size and minimum unit size, subtract one from the die roll. For example, an Elite unit that is reduced to 2 figures will need to make a test in the resolution phase with a -2 penalty to the die roll.

#### EXAMPLE

*A unit of Altai Seedlings (quality = Green) that starts the game with 8 figures will not need to make a Unit morale test until it has 5 or fewer figures in a subsequent Resolution Phase. Once reduced below its minimum size, however, this unit must make a Unit morale test in every turn until the game ends. At 5 figures, the unit would be forced to make a Unit morale test with a -1 penalty (a target roll of 7+). At 4 figures, the penalty is -2 (a target roll of 8+), and so on.*

•Leaders / Leaders have the ability to lower the minimum unit size of any unit of which they are a part. Leaders of Level 1 or 2 reduce their minimum unit size by 1; Level 3 and 4 Leaders reduce it by 2. No unit may contain more than two Leaders at one time.

#### MINIMUM UNIT SIZES

Leader Level <sup>1</sup>	Min. Unit Size
1 or 2	1 less than normal
3 or 4	2 less than normal

<sup>1</sup>Leaders are not cumulative. If multiple Leaders are in the same unit, use the effect of the Leader with the highest Level.

#### EXAMPLE

*A Green unit that contains a Level 2 Leader has a minimum unit size of 5 figures, instead of 6. If it contained both a Level 3 Leader and a Level 2 Leader, its minimum unit size would be 4.*

•Focal Points / As noted above, Matrix quality units rely on Focal Points to maintain cohesion. Similar to a Leader, a Focal Point will reduce the minimum unit size. Unlike Leaders, it will also determine the target morale value of its unit. There is no limit to the number of Focal Points that can be in a given Matrix quality unit.

#### MINIMUM UNIT SIZES

Focal Point <sup>1</sup>	Morale	Minimum Unit Size
None	4+	6
1	3+	5
2	2+	4

<sup>1</sup>Focal Points are not cumulative. If multiple Focal Points are in the same unit, use the effect of the Focal Point with the highest level.

#### EXAMPLE

*A unit of 6 Vobian Cyberdactyls contains a level 1 Focal Point, giving it a minimum unit size of 5 and a morale value of 3+. On turn one, the Cyberdactyl Focal Point is eliminated, bringing the unit to 5 total members, now with a minimum unit size of 6 and a morale value of 4+. In the resolution phase, as the unit is under its minimum unit size by 1 figure, it must make a unit morale test with a target number of 5+.*

### Failing A Unit Morale Test

If a unit fails a Unit morale test during the Resolution Phase, then all figures in that unit become broken. Place a broken unit counter next to the unit in question. Broken units must wait until the following turn's Resolution Phase in order to attempt to clear their broken status. Any figures that were previously shaken before their unit failed a Unit morale test are immediately removed from the game. If using the advanced rules for morale (page 57), the effects

of being broken will vary by army. In the basic rules, the effects of being broken are the same for all units:

### BROKEN UNIT EFFECTS

All figures in the affected unit must immediately be placed prone. During the unit's next activation, it may not fire at or charge enemy figures. Each figure in the unit must crawl towards any cover nearest to them until rallied in a subsequent resolution phase.

If a figure in a broken unit subsequently fails an individual Morale Test, it is immediately removed from play. If a broken unit fails a Rally Roll (see below), then the entire unit is removed from the board and counts as being destroyed.

*Note that the above is equivalent to the unit morale test failure called "regroup" (page XX).*

•**Matrix Units / Units of matrix quality** act differently than other units when they fail unit morale tests:

### BROKEN MATRIX UNIT

For one full turn, all figures in the affected unit may not fire or move at all, not even to go prone. The unit will then automatically rally in the next resolution phase.

*Note that the above is equivalent to the unit morale test failure called "communication breakdown" (page XX).*

### Rallying

During the Resolution Phase, players may attempt to rally any shaken figures, or units that have been broken for at least one full turn. Both of these effects are resolved by a Rally Roll. Rally rolls may be done on an individual or unit basis, and have the same success number as their respective individual and unit morale tests.

•**Individual Rally Rolls / Each figure** that is shaken at the beginning of the Resolution Phase must attempt an Individual rally roll. Rally Rolls for shaken figures are made on an individual figure basis and are not affected by the presence of Leaders. The presence of one or more Commanders in the same unit will give a +1 bonus to Individual rally rolls. If the Individual rally roll is successful, the figure's shaken status is immediately removed. If the roll fails, the figure maintains its shaken status. Individual rally rolls are always made before unit rally rolls or unit morale tests.

•**Unit Rally Rolls / Rallying a broken unit**, in contrast to rallying shaken figures within a unit, must be done with only one die roll. If applicable, unit rally rolls are always made *instead of* the unit morale test of an already broken unit. A unit rally roll is made against the same target number as for a unit morale test. If a broken unit fails a rally roll, it is considered dissolved (eliminated) and should be removed from the table. If the rally roll is successful,

then the broken status of the unit is removed. A unit that successfully makes a unit rally roll does not need to make a subsequent Unit morale test in the same resolution phase.

### EXAMPLE

*A unit of 6 Altai Berzerkers (Quality: Fanatic) without an Officer is attacked with the result of three figures eliminated and one figure tagged. The tagged figure makes an individual morale test with a target number of 2+, but rolls a 1, leaving it shaken. At the beginning of the resolution phase, the tagged figure rolls a 1 on its individual rally roll and remains shaken (keep counter next to it). As the total of non-shaken figures in the unit is now 2 figures under its minimum unit size of 5, it must make a unit morale test with a target number of 4+. If it fails this roll, the unit will be broken, the shaken figure will be eliminated (a figure cannot be both shaken and broken), and a unit rally roll will be required in the next Resolution Phase instead of a unit morale test.*

Remember that matrix quality units do not need to make individual or unit rally rolls.

## [3] COMMAND & CONTROL

These rules summarize many of the morale concepts mentioned above with respect to Focal Points, Leaders and Commanders, all of which are an integral part of combat and morale in the Universal Skirmish System.

### Leaders

Leaders are the NCOs and former grunts who take a direct role in motivating the troops under their command. Leadership traits are represented by the ability to aid Unit morale tests and Rally Rolls by reducing the minimum unit size. In addition, Leaders may direct their troops individually in battle. This is represented by their possession of attack chits. Leaders are graded from Level 1 (junior NCO or especially charismatic trooper) to Level 4 (experienced NCO or tribal chieftain).

### ATTACK CHITS

Leader Level <sup>1</sup>	Minimum Unit Size	Attack Chits
1	-1	none
2	-1	1
3	-2	1
4	-2	2

<sup>1</sup>Leaders are not cumulative. If multiple Leaders are in the same unit, use the effect of the Leader with the highest Level.

•**Attack Chits / Attack chits** represent the ability of a Leader to motivate his troops to heroic deeds. At the *beginning* of a unit's activation, a Leader may assign an

attack chit to any figure in his unit (the figure need not be in line of sight), or keep it for himself. Keep any assigned attack chits next to the figure in question. As soon as any figure in a unit moves, fires or declares covering fire, any unassigned attack chits must stay with the figure possessing them until the following active phase.

As soon as an attack chit is used, its counter must be removed from the table for the rest of the turn. At the beginning of the unit's next activation, all attack chits are immediately returned to the Leader who originally possessed them, and may again be assigned to different figures if desired.

### ATTACK CHIT USES

- May be assigned (Leaders only)
- May be used to give a +1 bonus to any *single* non-AOE damage roll <sup>1</sup> (to-hit roll for AOE <sup>2</sup>)
- May be used to give a charging figure a temporary +1" Move and +1 reflex
- May be used to give a +1 bonus to any individual morale test.
- May be used to ignore one damaging hit on a d10 roll of 10 ("dumb luck roll")

<sup>1</sup>No more than one damage roll per weapon may be affected; in the case of weapons with a feed rate of greater than one, the firing figure must declare which damage roll is to be modified.

<sup>2</sup>Since cone weapons are AOE weapons that do not need to roll to-hit, attack chits will not affect cone weapons at all.

### EXAMPLE

A unit of Confederate Harem Warriors contains a level 3 Leader with one attack chit. At the beginning of the unit's activation, the controlling player assigns the leader's chit to the unit member closest to the enemy lines, placing the appropriate counter next to it. The Harem Warriors unit is then declared to be on Fire orders and the controlling player decides to use the attack chit to give a +1 to the damage roll of the assigned figure's Assault Rifle when its turn to move and fire comes around. If the figure had been carrying a Plasma Burst Grenade, the chit could instead have been used to give a +1 to its to-hit roll. If the unit had been on Charge orders, the counter could have been used to increase the assigned figure's Move from 5 to 6 and its Reflex from +1 to +2 until its next activation.

•**Mob Leaders /** Any leader that begins the game as part of a unit in mob formation will have its leadership level reduced by one for the entire game.

### Focal Points

Matrix quality figures do not have Leaders in the traditional sense. Instead, they rely on Focal Points. Focal Points do not possess attack chits but affect the both the target morale number and the minimum unit size of any unit in which they reside. They are either Level 1 or 2, indicating their relative computational ability.

#### FOCAL POINTS

Focal Level <sup>1</sup>	Matrix Morale	Minimum Unit Size
none	4+	6
1	3+	5
2	2+	4

<sup>1</sup>Focal Points are not cumulative. If multiple Focal Points are in the same unit, use the effect of the Focal Point with the highest Level.

### Commanders

Commanders represent officers whose primary function is not the motivation of units or individual figures, but rather the command and control of the force as a whole. To represent this, they are given command cards. As described above in "How Units Activate" (page 14), these cards may be assigned to units at the beginning of each turn to increase their chance of activating early in the turn. Level 1 Commanders receive one command card per turn and Level 2 Commanders receive two command cards per turn.

At the beginning of a battle, if a player's force has any Commanders, she must assign one as the Primary Commander, and all others as Secondary Commanders. Command cards from a Primary Commander can be given to any standard (not ad hoc) unit in the Primary Commander's force, but Secondary Commanders may only give command cards to their own unit. If a Primary Commander is eliminated during the course of a game turn, the player who controlled the now-deceased Primary Commander must nominate a new Commander as primary during the following Command Phase (assuming other Commanders remain).

•**Independant Action /** Any Commander may begin the game as its own unit, without the need to take any unit morale tests (minimum unit size of 1). If already a part of a larger unit, a Commander may split off into its own unit at the beginning of any turn. It may also join any unit of the same quality at the beginning of any turn. A Commander may not split off from a unit and join a different unit of the same quality in the same turn. Units that contain Commanders must still obey the rules for maximum unit size and unit perimeter. As soon as a Commander joins a unit, the Commander immediately becomes affected by any of the unit's failed unit morale tests or unit rally rolls.



**EXAMPLE**

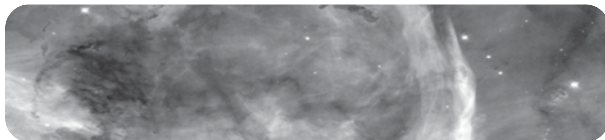
*A unit of Vobian Thought Police (quality=Elite) contains a level 1 Secondary Commander. At the beginning of the Command Phase, the controlling player decides that this Commander will split off and form its own unit. He therefore adds another initiative card to the deck for this new unit. Note that this split could not have occurred if leaving would have left the original unit below its minimum unit size. On the following turn, the controlling player decides that the Commander will join a nearby unit of Specters (Quality=Elite) and therefore removes its initiative card from the deck. The unit will now be able to benefit from the Commander's morale effects and command card..*

- **Commanders And Rallying** / Any figures in the same unit as a Commander will receive a +1 bonus on all individual morale tests and individual rally rolls. Unit morale tests and unit rally rolls are unaffected.
- **Mob Commanders** / Any commander that begins the game as part of a unit in mob formation will have its command level reduced by one for as long as it remains part of the unit.

**Heroes**

Heroes represent especially brazen troopers. They may or may not be well trained. They may not even be very brave. They are, however, unafraid to “go it alone”. Certain figures may be made Heroes by spending extra points on them. This will be noted in their descriptions.

- **Heroes Have “Chutzpah”** / Heroes gain +1 on all Individual morale tests, representing their innate bravado and/or machismo. However, Heroes are not Leaders and have no effect on Unit morale tests.
- **Heroes Can Act Independently** / Like commanders, any Hero may begin the game as its own unit, without the need to take any unit morale tests (minimum unit size of 1). If already a part of a larger unit, a Hero may split off into its own unit at the beginning of any turn. It may also join any unit of the same quality at the beginning of any turn. A Hero may not split off from a unit and join a different unit of the same quality in the same turn. Units that contain Heroes must still obey the rules for maximum unit size and unit perimeter. As soon as a Hero joins a unit, he or she immediately becomes affected by any of the unit's failed unit morale tests or unit rally rolls.
- **Heroes And Attack Chits** / To represent their aggressive approach and/or better equipment, Heroes are given one attack chit. Unlike a Leader, however, a Hero may never assign its attack chit to another figure.

**[4] THE GAME TURN**

After set-up (page XX) is finished, game play in the Universal Skirmish System proceeds by the turn. Each turn is divided into three phases, each of which must be completed before moving on to the next. After all phases have been completed, play moves to the next turn. In our experience, a typical game will last from between 4 and 8 turns.

**Phases**

The three phases of each game turn are described below:

**Command Phase** / Any splitting or joining of units must be announced during this phase. After any changes in unit structure are completed and any new initiative cards have been assigned, surviving Primary Commanders may choose where to place their command cards. Record the unit that will correspond to each command card. Secondary Commanders must give their command cards to the unit of which they are a part. See the discussion on How Units Activate (page 14) for a more in-depth description.

**Active Phase** / Perform the following steps until all units have been activated:

- 1]** Shuffle all of the unit and command cards. Place them face down.
- 2]** Draw the top card from the shuffled deck and place it face up, revealing it to all players.
- 3]** If the card is an initiative card, the unit that the card represents is now considered active. If it is a command card, the controlling player may choose whether to activate the unit that the card represents. In other words, command cards are voluntary, initiative cards are not. Immediately remove any covering counters from an activated unit (covering fire may only be used during an *enemy* unit's activation). The controlling player declares orders and proceeds to move and fire all of the figures in that unit, as described below. After the unit is done with all of its actions, repeat (2) and (3) until all cards from the deck are gone or all units have been activated.

**Resolution Phase** / Any template effects of limited duration are removed during this phase. Any non-broken units that are now below their minimum unit size must make a unit morale test. Any shaken figures or units broken formore than one turn must attempt to Rally.

**Unit Activation & Orders**

During the active phase, units alternate movement. When a unit's card is revealed, all figures in that unit become active. As soon as a unit is active, immediately remove any covering counters from the previous turn. Roll for any stunned counters (page 37). All shaken and broken counters remain until the resolution phase.

Before the first figure is moved, the controlling player must declare the unit's orders: Aim, Maneuver (types listed below), Fire (types listed below) or Suppress (types listed

below). The movement, ranged fire, and HTH combat options of each figure in the unit will be restricted by the orders chosen.

In most cases, figures may elect to go prone at some point during their movement and firing. If a figure moves after going prone, it must crawl as described on page 26. Going prone is not permissible when on Suppression orders, or in conjunction with jumping or flying movement.

•**Aim** / An aiming unit must declare the closest enemy unit as its target, unless of Elite quality, in which case any unit that is in line-of-sight may be chosen. Figures in an aiming unit may not perform any movement or firing, though they may change facing if desired. On the aiming unit's next activation, the aiming unit may declare new orders. However, *any* ranged fire that targets the same unit targeted in the previous activation will be resolved with a doubling of all range bands for the aimed unit's weapons. In addition, the unit targeted by an aiming unit on the previous turn may be fired upon even if it is no longer the closest enemy unit.

•**Maneuver** / Figures on "Maneuver" orders may not remain stationary or fire any ranged weapons<sup>1</sup>. They may turn any number of times during their movement, but must choose a final facing at the end of their activation. Only figures on maneuver orders may voluntarily enter HTH combat (page 45). There are three types of maneuver, listed below.

<sup>1</sup>*Close Defense Weapons (page 40), although technically side arms, may be used at any point in the turn, in addition to any ranged fire or HTH combat.*

*No figure on Maneuver orders may remain stationary or fire a ranged weapon.*

### MANEUVER ORDER - SPRINT




Move each figure in a sprinting unit one-by-one. Figures in a sprinting unit may move a distance up to their maximum movement rate (Move x2 for running figures, Move x3 for sprint-capable figures). No ranged fire is possible from a sprinting unit and the unit may not remain stationary. There are no restrictions placed on the direction in which figures in a sprinting unit may move. If a sprinting unit chooses to move towards an enemy unit, any sprinting figures contacting an enemy figure may make their normal HTH attacks. After all movement of the unit has been finished, resolve any HTH combat (page 45).

Sprinting figures are considered to be actively weaving and attempting to dodge enemy fire; place a sprinting counter next to any unit that is on sprint orders to represent this effect, as figures that move fast enough will be harder to target.

*Units on Sprint orders do not receive a reflex roll bonus in HTH combat.*

*Only units on Sprint orders may board or exit a vehicle.*

### SPRINTING

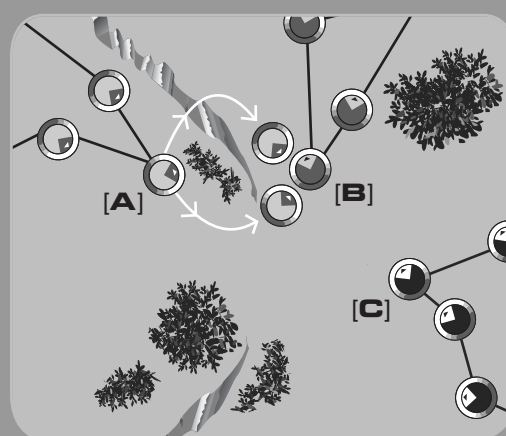
	Walking [MV - 4"]
	Running [MV - 4" x2]
	Sprinting [MV - 4" x3]

### MANEUVER ORDER - CHARGE

Move each figure in a charging unit one-by-one. Each charging figure must move up to its maximum movement distance (running or sprinting, if possible) in a manner that brings it closer to the closest enemy figure in the closest enemy unit. If a figure contacts an enemy figure in this unit, it initiates HTH combat (resolve as a unit). Only after the closest enemy figure in a given unit has been contacted by one figure may a second charging figure attempt to contact an enemy figure further away (see diagram below). Figures need not take the most direct route, but must end their movement so as to be closer to the target unit than it was before activation. Move the remaining figures in the same manner. After all movement of the unit has been finished, resolve any HTH combat (page 45).

*Units on Charge orders receive a +2 reflex bonus in HTH combat.*

### CHARGING



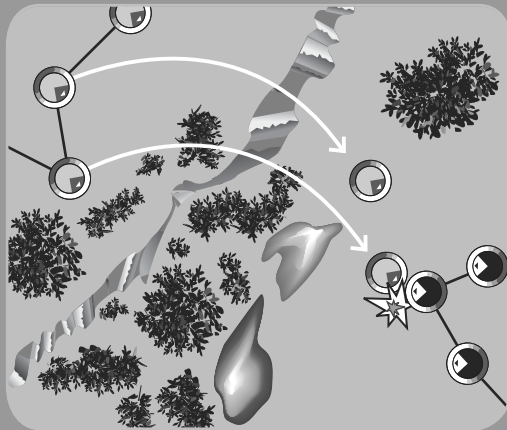
In this diagram, both charging paths are allowed, since they both bring the charging figure (A) closer to the nearest enemy figure (B) in the nearest enemy unit. If the figure had been elite (see page 25), he could have charged the nearest enemy figure (C) in the second enemy unit shown.

**MANEUVER ORDER - JUMP**

Move each figure in a jumping unit one-by-one. Only units that are jump-capable (with a "J" written after their Move) may declare jumping orders, a more flexible form of a charge order. Jumping figures move up to triple their base movement rate and may jump over intervening terrain features. Like a normal charge, no ranged fire is possible and the unit may not remain stationary. However, unlike a charge order, the jumping unit need not move closer to the nearest enemy unit. If a jumping unit does choose to move towards an enemy unit, any figures landing immediately adjacent to an enemy figure may make their normal HTH attacks. After all movement of the unit has been finished, resolve any HTH combat (page 45). Figures on Jump orders do *not* receive the reflex roll bonus for charging when they enter HTH combat.

If a unit that declares jump orders contains some figures that are incapable of jumping, then those figures must move as if they were on "Sprint" orders.

*Units on Jump orders do not receive a reflex roll bonus in HTH combat.*

**JUMPING**

•**Fire** / All units declared to be on "Fire" orders must first choose a type (see below). Only units on fire orders may use a ranged weapon<sup>1</sup> in addition to moving.

<sup>1</sup>*Close Defense Weapons (page 40), although technically side arms, may be used at any point in the turn, in addition to any ranged fire or HTH combat.*

To resolve a unit's actions on any type of fire orders, choose a figure in the unit to activate first. Declare its movement type (stationary, walking, running, flying). If the unit is not stationary, it must also declare an "attack pattern". There are three attack patterns, described below. Each figure in a unit of Fire orders must use the same attack pattern as that declared by the first figure to activate.

By definition, stationary units will not have an attack pattern; they may only change facing and then fire ranged weaponry. Moving figures may change facing at any point during their movement, as well as just prior to firing, but must choose a final facing at the end of their activation.

•**Move-Fire-Move** / Each figure may move *up to* one-half of its maximum distance (as determined by movement speed), then fire a ranged weapon, and finally again move *up to* one-half of its maximum distance (this will not necessarily be its remaining speed).

•**Move-Fire** / Each figure may move *up to* its maximum distance, and then fire a ranged weapon.

•**Fire-Move** / Each figure may fire its ranged weapon, and then move *up to* its maximum distance.

Figures in a unit on Fire orders that will be covering always move up to their maximum distance without firing during their activation. This applies to figures with support weapons that are part of a unit on "Primary Fire" orders, as well as figures with primary weapons that are part of a unit on "Support Fire" orders (see below).

<sup>1</sup>*Close Defense Weapons (page 40), although technically side arms, may be used at any point in the turn, in addition to any ranged fire or HTH combat.*

*No figure on Fire orders may sprint, jump, or voluntarily enter HTH combat.*

**FIRE ORDER - COHESIVE FIRE**

All figures in the unit must attempt to use ranged fire with the normal targeting rules (page 28) during the unit's activation. Any weapon type (primary, support or side arm) may be used on a per-figure basis. If no targets are available to a figure, its fire is wasted.

**EXAMPLE**

*A unit of Meraxillan Taks activates and the controlling player declares "Cohesive Fire" orders. There are 5 Taks in the unit, three of whom are armed with Shriekers (primary weapons) and two of whom are armed with Doppler Grenade Launchers (support weapons). The Meraxillan player moves and fires his troops as diagrammed on the following page.*



## COHESIVE FIRE

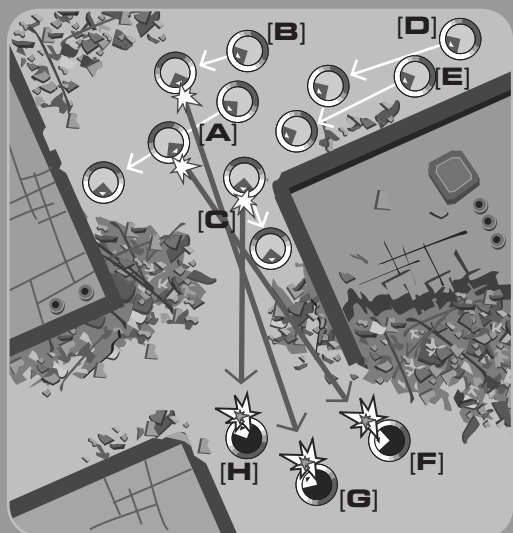


Figure A is declared to be moving at walking speed, with an attack pattern of “move-fire-move”. It moves one-half of its walking rate (2.5”) and then fires its Shrieker at Figure F. It then moves the remainder of its movement back into terrain cover.

Figure B moves one-half of its walking rate (2.5”) and then fires its Doppler Grenade Launcher at Figure G.

Figure C fires its Shrieker at Figure H, and then moves 2.5” towards terrain.

Figures D and E both simply move 5” along terrain, as they would have been unable to see any enemy figures during this activation. Thus, their fire actions are wasted (no covering fire is possible).

## FIRE ORDER - PRIMARY FIRE

All figures in the unit carrying a primary weapon must use ranged fire with the normal targeting rules (page 28). If no targets are available to a figure with a primary weapon, its fire action is wasted. After any primary weapon fire has been resolved, all figures in the unit with support weapons and/or side arms are automatically considered to be covering (choose one weapon type). They may not fire during their own unit’s activation, but may fire at any point during an enemy unit’s subsequent activation, using the normal rules for covering fire (page 31). All covering figures must choose to cover with the same weapon: either their support weapons or their side arms. Place a “support cover X” or “side arm cover X” counter next to the unit, where X (either 0, -2 or -4) is the appropriate modifier based on movement and covering modifiers (page 32).

## EXAMPLE

A unit of Altai Berserkers activates and the controlling player declares “Primary Fire” orders. There are 6 Berserkers in the unit, four of which are armed with Alpha Artifacts (primary weapons) and two of which are armed with Beta Artifacts (support weapons). The Altai player moves and fires her troops as diagrammed below:

## PRIMARY FIRE

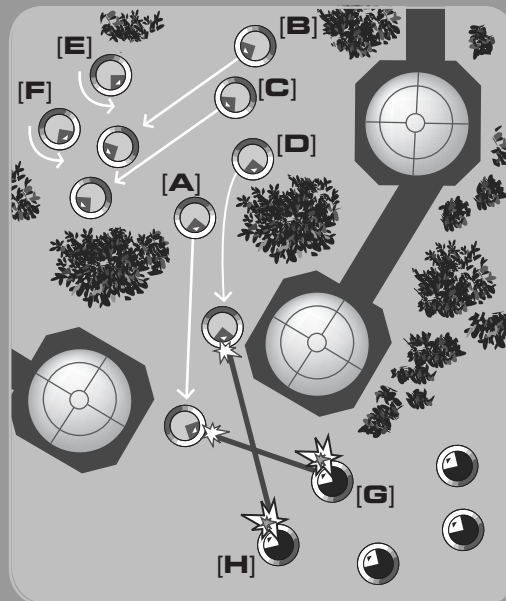


Figure A is declared to be moving at running speed, with an attack pattern of “move-fire”. It moves its full running rate (8”) and then fires its Alpha Artifact at Figure G.

Figures B and C move 6” into terrain cover, but have no targets at which to fire their Alpha Artifacts. Thus, their fire actions are wasted.

Figure D moves 7” and fires his Alpha Artifact at Figure H.

Figures E and F merely change facing and cover with their Beta Artifacts. A “support cover -4” counter is placed next to the unit to represent that these two support weapons are covering based upon the movement type (running) of the unit, and will suffer a -4 LOF penalty if fired during an enemy activation.

## FIRE ORDER - SUPPORT FIRE

All figures in the unit carrying a support weapon must use ranged fire with the normal targeting rules (page 28) during the unit’s activation. Each may choose to fire either its support weapon or its side arm (if applicable). *-continued following page*



**FIRE ORDER - SUPPORT FIRE**

*[continued]* If no targets are available to a given figure, its fire action is wasted. After any support weapon or side arm fire has been resolved, all figures in the unit with primary weapons or with side arms but no support weapon, are automatically considered to be covering (choose one weapon type). These covering figures may not fire during their own unit's activation, but may fire at any point during an enemy unit's subsequent activation, using the normal rules for covering fire (page 31). All covering figures must choose to cover with the same weapon: either their primary weapons or their side arms. Place a "primary cover" or "side arm cover X" counter next to the unit, where X (either 0, -2 or -4) is the appropriate modifier based on movement and covering modifiers (page 32).

**EXAMPLE**

A unit of Confederate Assault Troopers activates and the controlling player declares "Support Fire" orders. There are 4 Troopers in the unit, two of which are armed with Plasma Rifles (primary weapons), and two of which are armed with Ram's Head Launchers (support weapons) and Plasma Burst Grenades (side arms). The Human player moves and fires his troops as diagramed below:

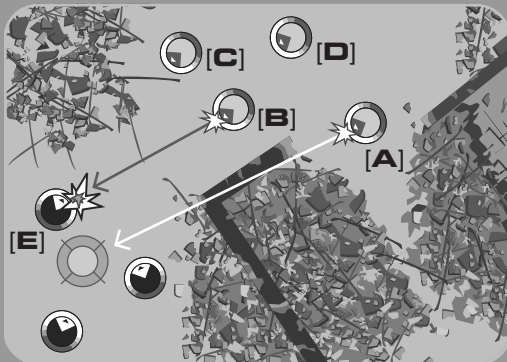
**SUPPORT FIRE**

Figure A is declared to be stationary (no attack pattern is necessary). It fires its Ram's Head Launcher (support weapon) indirectly at the desired point of impact shown above. Because it is firing indirectly, it does not receive a +2 bonus to its to-hit roll, as would have applied to direct fire from an AOE weapon (see page 42).

Figure B must remain stationary and chooses to throw its grenade (side arm) at Figure E, receiving a +2 bonus to the to-hit roll.

Figures C and D must remain stationary and may not fire their Plasma Rifles (primary weapons) during this activation. As they have no side arms, a "primary cover 0" counter is placed next to the unit.

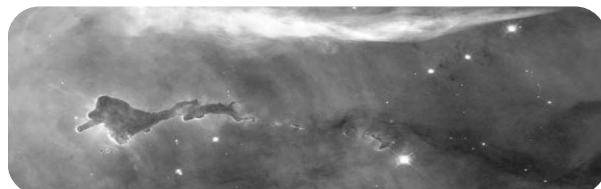
• **Suppression / Units on Suppression orders** may not move at all, *even to change facing*. Unlike figures on fire orders that remain stationary, those under suppression orders gain no bonus to their damage rolls. Instead, damage rolls and morale tests are resolved as described on page 33. To suppress by itself, a weapon must have a feed rate of greater than 1. Units on Suppression orders must choose a type:

**PRIMARY SUPPRESSION**

The unit declaring primary suppression must have a primary suppression counter placed next to it. All figures in the unit carrying a primary weapon with unlimited ammo will contribute to a suppression template (page 33). After determining its size, the template must be placed such that it touches the closest enemy figure in the closest enemy unit. Side arms may *not* be used for suppression fire, regardless of their feed rates. Any figure with a primary weapon whose line of sight to the target is blocked by terrain is considered to have its fire action wasted. All figures in the unit with support weapons and/or side arms are automatically considered to be covering and may not fire during their own unit's activation, but may fire at any point during an enemy unit's subsequent activation, using the normal rules for covering fire (page 31). All covering figures must choose to cover with the same weapon: either their support weapons or their side arms. Place a "support cover 0" or "side arm cover 0" counter next to the unit.

**SUPPORT SUPPRESSION**

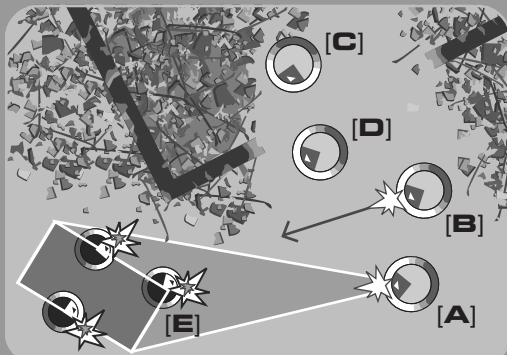
The unit declaring support suppression must have a support suppression counter placed next to it. All figures in the unit carrying a support weapon with unlimited ammo will contribute to a suppression template (page 33) such that it touches the closest enemy figure in the closest enemy unit. Side arms may *not* be used for suppression fire, regardless of their feed rates. Any figure with a support weapon whose line of sight to the target is blocked by terrain is considered to have its fire action wasted. All figures in the unit with primary weapons and/or side arms are automatically considered to be covering and may not fire during their own unit's activation, but may fire at any point during an enemy unit's subsequent activation, using the normal rules for covering fire (page 31). All covering figures must choose to cover with the same weapon: either their primary weapons or their side arms. Place a "primary cover 0" or "side arm cover 0" counter next to the unit.



## EXAMPLE

A unit of Vobian Poltergeists activates and the controlling player declares "Primary Suppression" orders. There are four Poltergeists in the unit, three of which are armed with Gatling Lasers (primary weapons that are suppression capable) and one of which is armed with a Grav Mortar (support weapon). The Vobian player moves and fires her troops as diagramed below:

### PRIMARY SUPPRESSION



Figures A and B both can see Figure E and therefore use the rules for suppression (page 33) to lay down a suppression template that touches the closest member of the closest enemy unit, as shown above.

Figure C, although armed with a Gatling Laser, cannot see the closest figure in the target unit, and therefore its fire action is wasted.

Figure D, armed with a Grav Mortar (support weapon), may not fire during this activation. As the Grav Mortar is an AOE weapon, it is incapable of covering fire (page 32). Note also that, being AOE, it could not have been used for suppression, even if the unit had declared "Support Suppression" orders (page 35).

The mechanics of suppression fire are described in detail on pages 33 - 36.

*No unit in which any figures are engaged in HTH combat at the time of activation may declare suppression orders of any type.*

### Elite Troops - Independent Action

Elite troops represent highly trained soldiers. Therefore, all Elite figures may declare orders independently, instead of as a unit. That is, one Elite figure may choose primary fire while moving at running speed with an attack pattern of move-fire, another may choose the same order but move at walking speed with an attack pattern of fire-move, and a third figure could declare a charge. Resolve each Elite figure separately, finishing all of its movement and firing, before moving on to the next figure in an Elite unit. Regardless of the individual orders chosen, each elite figure must follow the rules for elite targeting while active.

## EXAMPLE

Meraxilan Crimsons are elite figures. A unit of Crimsons is made up of 4 figures, one with the Needler support weapon and three with Shrieker/Hedgehog combos (primary weapons). When the unit's initiative card comes up, instead of declaring the orders for the entire unit, the controlling player instead does the following: the three figures with Shrieker/Hedgehogs choose "Primary Fire", with each figure completing his movement and firing before moving to the next. The figure with the Needler chooses "Support Suppression" and lays down a barrage of suppression fire.

### Vehicle Orders

Vehicle units other than mecha (or anime mecha) need not declare orders in the same manner as infantry units. Due to their nature, they are always considered to be on "vehicle orders". While on vehicle orders, vehicles may choose to move at any speed, may ram enemy figures during their movement, and may fire any of their weapons in the appropriate arcs using the normal targeting rules. Vehicles may always choose to cover with any *one* unfired weapon if they choose (declared at time of firing; simply put a "vehicle cover" counter next to the vehicle unit in question). The designations of primary weapon, secondary, etc., on a vehicle's data sheet are merely meant as descriptors and have no effect on orders, as is the case with infantry. While vehicles certainly would have the ability to aggressively move towards an enemy or suppress distant targets, the scale of Starslayer requires that they are unable to "suppress" or "charge" when under the constraints of such a small battlefield area.

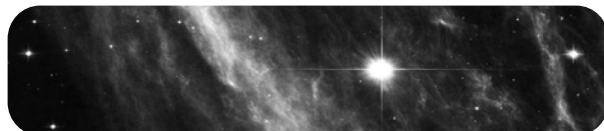
*It is important to note if a vehicle is moving or stationary, as this will affect how well infantry can board, exit or charge it. Therefore, any vehicle that does not move at all in a given activation (even to change facing), should have a "static vehicle" counter placed next to it.*

•Mecha Orders / Mecha and anime mecha, being highly maneuverable vehicles, are treated as infantry for purposes of orders declaration. Note that this allows them to suppress and charge, unlike other vehicle types.

### [5] MOVEMENT

Every time that a unit declares orders, it must choose a movement rate for the first figure to activate. This movement rate, and any associated firing modifiers, will then apply to the rest of the figures in the unit (unless the unit is of Elite quality).

There are six basic movement types, not all of which will be available to all figures. These are summarized in the chart on the following page.



**MOVEMENT TYPES**

Move Type	Maximum Distance <sup>1</sup>	LOF Modifier
Stationary	change facing only	+2 to ranged fire
Walking	up to Move	no modifier
Running	up to 2x Move	-2 to ranged fire
Sprinting <sup>2</sup>	up to 3x Move	n/a
Jumping <sup>2</sup>	see below	n/a
Flying <sup>2</sup>	see below	see below

All figures may change facing freely throughout their movement, but must choose a final facing at the end of movement for covering purposes.

<sup>1</sup>A figure's maximum distance is the furthest distance it could have moved while using the stated movement type. For example, a Figure with a Move of 5 has a maximum distance of 5" while walking and 10" while running.

<sup>2</sup>Only certain figures may use these movement types.

**Terrain Effects**

Terrain will act to slow movement. Light terrain will reduce movement to 3/4 rate, medium terrain to 1/2 rate, and heavy terrain to 1/4 rate. All modified movement rates should be rounded to the nearest half-inch.

**TERRAIN EFFECTS**

Terrain Type	Mvmt. Rate	LOS Modifier <sup>1</sup>	Max. Depth <sup>2</sup>
Light	3/4	-1 or -2	6"
Medium	1/2	-2 or -3	4"
Heavy	1/4	-3 or -4	2"

<sup>1</sup>The first line-of-sight modifier applies to powered infantry, the second to standard infantry. If more than one terrain type applies, use the one with the worst (lowest) modifier. Remember that PI need to be touching a terrain feature to benefit from its LOS modifier, while SI need only be within 1" of a terrain feature.

<sup>2</sup>This applies to direct fire that originates from both outside and inside the terrain in question; no direct fire may cross more than the maximum depth listed for each terrain type.

Be sure to discuss any ambiguous terrain before play begins.

•**Terrain Depth** / Each type of terrain has a particular "maximum depth". Any line-of-sight that moves through a given type of terrain will be blocked as soon as the maximum depth is reached. This occurs at 6" for light terrain, 4" for medium terrain, and 2" for heavy terrain.

•**Climbing** / Infantry figures may climb vertical obstacles that are a maximum height of 2" per the climbing

figure's size class (for example, size 2 infantry may climb walls up to 4" in height). Vehicles may never climb. Crossing any terrain that must be climbed (for example, walls) has a movement cost equal to twice the height of the wall in inches. Figures must have enough movement left to completely clear a climbed obstacle, meaning that no figure may ever be in the process of climbing at turn's end.

If a figure attempts to climb terrain higher than its size class in inches (ie half its maximum climb height, it must make an unmodified Agility roll, with a success defined as any number on a d10 that is equal to or less than the climbing figure's agility stat. If this roll is failed, the climb attempt is unsuccessful and remaining movement is forfeited; simply leave the figure at the base of the obstacle.

**EXAMPLE**

A unit of seven Vobian Spondylocrits (MV: 4S) on Charge orders is attempting to cross a wall in its path. The wall is measured to be within 8" of six unit members, but 10" away from the seventh. Spondylocrits are size 1 and therefore the wall must be 2" or less in height to be crossed. Assuming the wall is exactly 2" high (movement cost = 4"), the Vobian player must make an unmodified agility roll for each Spondylocrit (AG = 10). The d10 results are 3,5,6,6,0,9,9. As a result of 10 is always a failure, only the Spondylocrit for which a "0" is rolled fails to climb the wall. This figure is placed at the base of the wall at the exact point of first contact and its movement is ended immediately. It may attempt a further climbing attempt during its next activation, though the rest of the unit may have to modify its orders so that unit perimeter is maintained. Note that the seventh unit member cannot climb the wall this turn, as its 10" of movement to get to the wall will not leave it with the 4" of extra movement required to cross it.

**Crawling**

Crawling is a modification of movement that represents a figure "hugging" the ground (crouching, hunching over, etc.), therefore becoming less of an obvious target. Crawling figures move up to 1/2 their normal maximum distance and may not enter heavy terrain.

Before beginning to crawl, figures must first go "prone". To represent that a figure is prone, simply lay it flat on the tabletop on its "stomach", that is, face down. Vehicles may never go prone. Going prone costs no movement in inches, but does count as movement, meaning a figure may not go prone while stationary. Only prone figures may crawl. Getting "up" from prone costs 4" of movement for powered infantry (PI) and 2" of movement for standard infantry (SI).

•**Ranged Fire** / Crawling or prone figures count as one size class smaller for purposes of target selection and firing, and enemy ranged fire against them will receive a -2 line-of-sight (LOS) modifier. Prone or crawling figures firing ranged weapons will suffer a -2 LOS penalty on their own ranged fire. Ranged fire is discussed on page 28.

•**Hand-to-Hand Combat** / Crawling or prone figures receive a -2 penalty on reflex rolls. However,

crawling figures on charge or sprint orders may get “up” from prone *after* contacting an enemy figure, assuming they have the movement left to do so. This allows them to avoid the reflex penalty as long as they themselves initiate the HTH combat. HTH combat is discussed on page 45.

### EXAMPLE

*An Altai Fallen hero, which forms its own unit, declares Sprinting orders against a nearby enemy. As there are several figures in the enemy unit that are covering, the Altai player decides it best if his Fallen figure (which will be moving at sprinting speed) goes prone at the beginning of its movement. This costs no movement, but while prone, the Fallen must crawl at one-half its normal maximum distance. A sprinting Fallen (MV: 4S) has a total movement allowance of 12". The figure moves 4" (cost: 8") to contact the nearest enemy figure, during which its covering target fires at it. The shot misses due to the further -2 LOS penalty imposed by the charging figure being prone. As the Fallen now has used up 8" of movement, it uses its remaining 4" of movement to stand up from prone, now that it is in HTH combat with the enemy figure. This will remove the reflex penalty for being prone in the upcoming HTH combat. If the Fallen had only 2" of movement left, it could not have stood up because it is a PI figure. It would therefore be forced to use the penalty for being prone in the upcoming HTH reflex roll.*

### Jumping

Certain figures have jump packs, limited gliding ability and/or supernaturally strong legs. This is represented by the word “jump” or the letter “J” written after the movement characteristic, for example “MV: 5J”. A figure that is jump capable is also considered to be sprint capable and may choose to sprint instead of jumping. A figure that wishes to jump must be in a unit that has declared “jump” orders, and may not perform any other movement. Jumping figures may jump to any point up to 2 or 3 times their movement rate (the jump rate), depending on the height of any intervening terrain. Jumping figures ignore terrain that is up to half (round up) of their jump rate in height. If any intervening terrain is higher than half their jump rate, then the figure may only move up 2 times its movement rate in inches. Terrain higher than the jump rate may not be crossed; simply place the jumping figure directly in front of such obstacles. Jumping figures may not turn mid-jump, but may choose any facing upon landing.

A jumping unit may not fire ranged weapons, but may execute HTH attacks at the end of its jump if at least some of its members land directly adjacent to enemy figures. Note that, unlike other charging figures, figures on “jump” orders need not move towards an enemy unit.

Jumping figures travel in long slow arcs in mid-air, making them easy to track. Therefore, no line-of-sight movement penalties apply to figures shooting at a jumping figure, regardless of how fast it moved.

### EXAMPLE

*A unit of Confederate Storm Warriors (Move: 5J) declares “Jump” orders. It may now move up to 15" towards the nearest enemy unit, ignoring any terrain that is 8" or less in height. If any intervening terrain is 9-15" tall, the unit would only be able to advance 10". If any intervening terrain obstacle was over 15" in height, then they would not be able to jump over it at all and would be placed just in front of it.*

### Flying

Certain figures are capable of flight, due either to flight packs or natural ability. This is represented by the word “fly” or the letter “F” written after their movement characteristic, for example “MV: 6F”. A figure that is flight capable is considered to be both sprint capable (while in flight) and jump capable. Flying figures may not sprint while on the ground, nor jump while in flight.

•**Flight Levels** / There are three height levels (plus ground) at which a flying figure may exist. Flying units should always have a flight level counter placed next to them to indicate their current height. Each flight level has an effective height for purposes of tabletop terrain, shown in the chart below. A flying unit may begin the game at any of these flight levels.

#### FLIGHT LEVELS

Flight Level	Effective Height
0	Ground Level <sup>1</sup> [min.]
1	12"
2	24"
3	36" [max.]

<sup>1</sup> Figures at ground level are technically not in flight, but “flight level 0” is added for the sake of completeness. Remember that flying units can always “jump”, in order to avoid terrain while still finishing their move at ground level.

Figures at flight level 1 or higher are considered to be aloft. Flight capable figures may not declare “maneuver: jump” or any type of suppression orders if they are aloft or will be aloft during their current activation. In addition to normal tabletop movement, they may spend one base Move (that is, its MV characteristic) to move up or down a flight level. While aloft, a flying figure may move in any direction with its remaining movement and is considered to be 12" high per level of flight for terrain and LOS purposes.

All figures in a non-elite flying unit must be at the same height level by the end of their activations. Elite flyers may end the unit’s activation at different flight levels. Ranged fire from and at flying figures is discussed later (page 44).



## [6] RANGED COMBAT

Ranged combat includes any fire made against enemy figures not in base-to-base contact with the firing figure. It is assumed to be the most common type of combat in the Universal Skirmish System.

### Target Damage Rolls

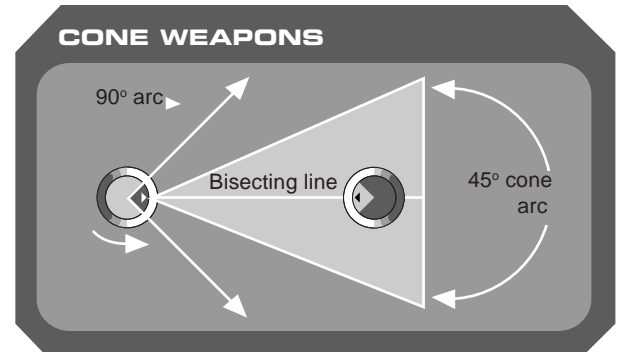
In general, ranged combat will be resolved by one or more "damage rolls". Each die will have a target damage roll on a d10, which represents the number (or higher) that must be rolled to remove one point from the target figure's Damage Capacity. A successful damage roll is known as a "damaging hit".

•**Damage Rolls Greater Than 10+** / Many times, modifiers will increase a target damage roll to 11 or 12. If this is the case, use the chart below to find out how these numbers are possible using a d10. Any target damage roll that is 13 or higher is impossible.

#### DAMAGE ROLLS OVER 10+

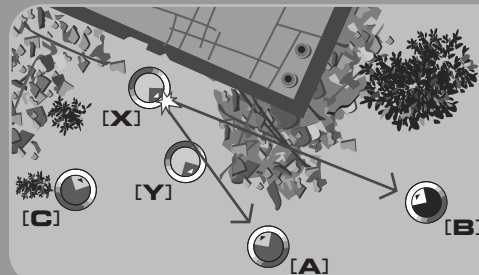
Target	d10 Rolls Needed
11+	10, followed by 6+
12+	10, followed by 6+, followed by another 6+
13+	Not possible

•**Cone Weapon Targeting** / As soon as any figure firing a cone weapon (see page XX) declares a target within its front 90 degree arc, the firing figure must be turned such that the bisecting line of the cone weapon's area of effect (a 45 degree arc) touches the target figure (see diagram below). This change of facing is not considered movement and occurs as soon as a target within the firing figure's front arc is declared.



•**Friendly Figures** / If any line-of-fire crosses the base of a same size or larger friendly figure, it is not allowed. Before rolling any damage dice, simply declare a new enemy target, in this case the next closest figure to the original figure that was targeted, and measure range.

#### FRIENDLY FIGURES



In the above diagram, figure X must fire at figure A, because it is the closest member of the closest enemy unit. If figure X were of Elite quality, it could ignore figure A to fire at figure B, the closest figure in a different unit. Although figure C is closest of all, it lies outside figure X's cover arc, and is therefore ignored. Note that, if friendly figure Y were present as shown, figure X would not have been able to target figure A, as its line-of-fire would have crossed the base of figure Y. Instead, he would have to target figure B, unless Y was a smaller size.

## THE RANGED WEAPON

Each weapon will have a set of statistics (referred to as "stats") that represent its power, range, and rate of fire. All examples listed in the section below come directly from the army lists contained in this volume, which were created using the Army Customizer.

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## TARGET DECLARATION

When firing a ranged weapon, first declare a target within the firing unit's front 90° arc (the cover arc). If the target figure can be seen by the firing figure, the fire is considered to be direct fire (see below); if not, then it is considered to be indirect fire (page 42). Any non-Elite infantry units must try to fire at the closest enemy figure in the closest enemy unit, unless certain parameters are in effect:

#### TARGET EXEMPTIONS

Figures in the closest enemy unit that are in cover, or those shaken or stunned, may be ignored in order to fire at the next closest figure. Enemy units in which all of the figures are in cover may also be ignored and the next closest unit targeted.

Firing figures may ignore enemy figures of a smaller size class to fire at those of a larger size class.

Firing figures may ignore the closest infantry unit to fire on the closest vehicle unit or vice versa.

•**Elite And Vehicle Targeting** / Elite infantry units and all vehicle units ignore some of the above targeting restrictions: they may fire at *any* enemy unit within their cover arcs, but must still target the closest figure in that unit.

•**Type** / All weapons have a particular class of figure by which they are designed to be carried. These are, in ascending order of relative size and power: SI weapons, PI weapons and vehicle weapons. Vehicle weapons may only be used by vehicles. PI weapons may only be used by powered infantry and vehicles. SI weapons may be used by any class of figure, including standard infantry.

•**Target** / There are two target types against which ranged weapons are designed, infantry and vehicles.

### TARGET TYPES

**Anti-Infantry [AI] Weapons:** These are weapons designed to eliminate small, fast moving targets. Weapons in this category range from laser rifles to machineguns to shoulder-mounted rocket launchers.

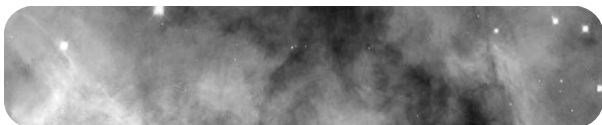
**Anti-Vehicle [AV] Weapons:** AV weapons are designed to penetrate large, heavily armored targets. They are usually slow to load and hard to aim effectively at small, mobile targets. Weapons in this category range from bazookas to field cannons to the main guns on a tank.

•**Feed Rate [FR]** / The feed rate of a weapon is a relative measure of the speed at which its projectiles leave the barrel, or the amount of energy per unit time exiting a laser or plasma weapon. In game terms, FR is the number of d10s rolled each time a weapon is fired. Weapons with a FR of 1 may only use suppression fire as part of a suppression cluster, while those with a FR greater than 1 may suppress (page 33) alone. After the FR will be written a weapon's effectors, if any. An "A" after the FR indicates that the weapon is an armor piercing weapon, "F" a field piercing weapon, "S" a stun weapon, "K" a knockback weapon, "P" a Phase Weapon, "V" a vehicle piercing weapon, "B" a burst weapon, "U" an ultra weapon, "T" a terror weapon, and "C" a cone weapon. All of these are described separately below.

### FEED RATE TYPE

**Split Feed Rates** / Certain weapons will be capable of firing at two different feed rates, a slow but reliable rate of 1, and a fast but riskier rate of greater than 1. Such weapons will have their lower FR listed first and their higher FR listed in parentheses, for example "FR: 1(3)". Anytime a split FR weapon chooses to fire using its higher feed rate it must make a stoppage roll (page 36).

•**3+/5+/7+/9+/11+** / These are the range brackets of the weapon in question. They represent the target damage roll on a d10 needed to score a damaging hit on an enemy target at a given range in inches.



### EXAMPLE

*The Meraxillan Shrieker has a range bracket profile of "5/15/25/35/-". Therefore, its target damage roll for targets within 5" is 3+, between 5" and 15" is 5+, between 15" and 25" is 7+, and between 25" and 35" is 9+. The weapon may not fire at targets further away than 35". As its feed rate is 2, the Shrieker will roll two damage dice each time that it fires.*

*The Meraxillan Hedgehog has a range bracket profile of "-/-/-/UN/-". Therefore, it may never have a target damage roll of 3+,5+ or 7+. Its target damage roll for any target that can be seen (UN = unlimited range) will be 9+. As its feed rate is 4, the Hedgehog will roll four damage dice for each time that it fires.*

•**Area of Effect [AOE]** / Many weapons will have an explosive round. If this is the case, the radius in inches and target damage number of the area of effect in question will be listed here. Area of Effect weapons must first roll to hit, using their range brackets, before they resolve any damage rolls. All AOE weapons will have a feed rate of 1. They are further described on page 41.

### EXAMPLE

*The Confederate Ram's Head Missile Launcher has a range bracket profile of "-/25/40/55/60" and an Area of Effect of "3",5+B". Therefore, its "to-hit roll" (not damage roll) is 5+ for targets within 25", 7+ for those between 25" and 40", 9+ for those between 40" and 55", and 11+ for those between 55" and 60". As its feed rate is 1, the Ram's Head will roll one to-hit die each time that it fires. Wherever the template is calculated to have landed, all figures measured to be within 3" of its center will be subject to a target damage roll of 5+, using the rules for the Burst effector.*

•**Impact Rating [IR]** / Certain weapons have explosive tips or extra penetrating power and may therefore score more than one damaging hit per successful damage roll. A weapon's impact rating (IR) is listed as a number between 1 and 4, representing the number of additional dice rolled if an initial damaging hit is scored. For each of these extra dice ("impact dice") that comes up as 7+, the weapon will score an extra damaging hit on its target. Impact rolls are always unmodified; that is, once the first damage is scored the chance to score additional impact damages is constant. Most weapons will not have an impact rating and those that do are often AV weapons.

### EXAMPLE

*The Vobian Shoulder Cannon (IR = 1) scores a successful damage on a model with a damage capacity of greater than 1. It therefore would perform an impact roll with one die. If the die were to come up as 7+, one extra damaging hit would be scored on the target in question.*

•**Indirect Fire [IF]** / This indicates whether or not the weapon is capable of indirect fire (page 42).

•Ammo / Most weapons will have unlimited ammo for purposes of tabletop game play. Only weapons with unlimited ammo may use suppression fire. For weapons without unlimited ammo, a number will be listed that indicates the number of times it may be fired during the game (note that this is independent of the weapon's Feed Rate).

*The Meraxillan Doppler Grenade Launcher (ammo: 4) may only be fired four times per game.*

## DIRECT FIRE

Whenever an unobstructed line can be traced from a firing figure to its target, the target is considered to be in line-of-sight (LOS). Fire at a target within LOS is referred to as direct fire. Most ranged fire will be direct fire. Certain weapons will also be capable of indirect fire, and may target models that are not directly visible. Indirect fire is described separately (page 42).

## The Damage Roll

After unit orders have been declared, any unit on fire orders (or elite figures on suppression orders) may then resolve its ranged fire sequentially. Non-elite units on suppression orders must resolve their fire as a unit, as described on page 33, but the damage roll concept remains unchanged. Units on maneuver orders may not use ranged fire.

To determine a ranged attack's "target damage roll", measure range from the center of each firing figure to the center of each target figure, in any order desired. Compare this range to the chart for the weapon being fired to find the target damage roll at the given distance in inches. Roll the appropriate number of dice (based upon the FR), and add in any line-of-sight or line-of-fire modifiers (listed below). Any modified die that is equal to or greater than the target damage roll inflicts one damaging hit on the target. Figures that have taken damage equal to their damage capacity are eliminated and removed from the table.

Any time that a damage roll is exactly one less than the target number, the targeted figure has been "tagged" (see below).

### EXAMPLE

*A Confederate Corporate Infantryman is armed with a Machinepistol (stats below).*

#### Machine Pistol

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	-	-	20	30	40	-	-	-	un

*During its activation, the Infantryman moves at walking speed and declares direct fire at a stationary Meraxillan Runner in the open. The Runner is measure to be 23" away, making the target damage roll 9+. As the feed rate is 2, two dice are rolled with results of 2 and 8. There are no LOS modifiers. LOF modifiers include an armor rating of +1, making the modified rolls 3 and 9, respectively. Therefore, one successful damage roll was made. The Runner is considered eliminated.*

•Field Saves And Damage Rolls / Field saves may not be made until after a firing figure has rolled all of its damage dice. For each damaging hits are scored on the same figure, that figure must make a separate field save. This means that the firing player must declare all of his damage rolls for spread fire (see page 32) *before* knowing the results of its target's field saves.

## Tagging A Figure

Any time that a modified damage roll is exactly one less than its target number, the firing figure has tagged its target; the target figure was either hit with a minor but painful wound or the shot was such a close call that its nerve was tested. A tagged figure must make an immediate Individual morale test. Note that field saves, though they affect successful damage rolls, do not affect being tagged (the Morale Test decides the outcome).

### EXAMPLE

*In the above example, if the damage rolls had been 2 and 7 (modified to 3 and 8), then the Runner would not have been eliminated. However, the roll of 8 is exactly one less than the target damage number, meaning that the Runner was tagged and must make an individual morale test. The Runner is of Fanatic quality and therefore must roll a 2+ on a d10 to pass this test.*

## Line-Of-Fire (LOF) Modifiers

LOF modifiers are those that are due to direct physical effects, such as firepower density, armor thickness, or target type. LOF modifiers apply to the damage rolls of both direct and indirect fire of all types, including suppression and area-of-effect (AOE) templates.

### LOF MODIFIERS

Armor Rating	as written
AI weapon firing at a Vehicle Target	-5
If AI weapon is vehicle piercing	-2
AV weapon firing at an Infantry Target	-5
Suppression Template <sup>1</sup>	-3
Suppression Fringe <sup>1</sup>	-5
Each suppressing figure past first <sup>2</sup>	+1
Covering Fire <sup>3</sup>	-2

<sup>1</sup> See the rules for suppression fire (page 33).

<sup>2</sup> LOF modifiers are cumulative.

<sup>3</sup> See rules for covering fire (page 31).

### EXAMPLE

*The Confederate Mauser (an anti-infantry weapon) is fired at an infantry target with an AR of -1. It therefore suffers a -1 LOF penalty to its damage roll. On the following turn, the same weapon fires at a vehicle with an armor rating of +1, and is assessed both a +1 LOF bonus and a -5 LOF penalty, for an overall -4 modifier to the damage roll.*

## Line-Of-Sight [LOS] Modifiers

LOS modifiers represent a visual block of the figure in question due to cover, smoke, target speed or anything else that makes it difficult to “get a bead on” a figure. LOS modifiers apply to direct fire damage rolls and direct fire “to-hit” rolls for area-of-effect weapons, but not to indirect fire, suppression fire or AOE templates.

### LOS MODIFIERS

Terrain Cover <sup>1</sup>	Mod.
Light	-1/-2
Medium	-2/-3
Heavy	-3/-4
Attacker's Movement	Mod.
Stationary	+2
Walking	0
Running	-2
Sprinting	n/a
Jumping	n/a
Flying	varies
Sprinting Speed <sup>2</sup>	Mod.
0-10"	0
11-20"	-1
21-30"	-2
31"+	-3

LOS modifiers are cumulative.

<sup>1</sup>All powered infantry (PI) and vehicle targets use the number before the slash. The number after the slash applies to standard infantry (SI) only, who are better able to utilize every nook and cranny that a piece of terrain provides. Figures firing through multiple terrain types use the worst modifier possible from any one type; do not add terrain modifiers together.

<sup>2</sup>Infantry and Anime Mecha only. Sprinting Speed is the maximum distance that an infantry target on sprint orders could have moved during its most recent activation. So, a figure with a Move 6 has a Sprinting Speed of 12" while on sprint orders, even if it only chooses to move 8". Place a sprinting counter next to any unit on sprint orders to represent this effect. Vehicles may not receive sprinting speed LOS modifiers.

•**Modifying Die Rolls** / Note that all modifiers are written relative to the damage roll itself. Therefore, they are all added to it; for example, a target with an AR of +3 will make an unmodified roll of 5 become a modified roll of 8 (that is, it “helps” the firing figure and “hurts” the target).



## EXAMPLE

A Meraxillan Crimson is armed with a Needler (stats below).

### Needler

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1[2]V	-	20	40	60	-	-	-	-	un

During its activation, it remains stationary and declares direct fire at a Vobian CITF Trooper that sprinted into light terrain during its most recent activation. Range is calculated to be 33" from the Crimson, giving a target damage number of 7+. The Needler, being a split feed rate weapon, can fire at one of two feed rates, and the controlling player chooses a feed rate of 1, to avoid a stoppage roll. The Meraxillan player then rolls a 6.

LOF modifiers would include the CITF Trooper's armor rating, but the Needler is a vehicle-piercing anti-infantry weapon, and will therefore ignore the AR of any infantry figure. LOS modifiers include a +2 bonus for the Crimson being stationary, a -1 penalty for terrain and a -1 penalty for a sprinting speed of 15". Thus, the modified damage roll is 6+2-1-1, or 6. This fails to eliminate the CITF Trooper, but will force an individual morale test, as it is exactly one less than the target damage number of 7 (a “tag”).

## COVERING FIRE

During normal movement and firing, certain unit orders will allow specific unit members to “save” their fire actions for a more opportune moment. This is called “covering”. To represent covering, place a covering counter next to the unit in question. This counter must indicate the weapon type with which the unit is covering (primary, support, side arm), as well as the LOF modifier that will apply to any covering fire from the unit in question (-4, -2, or 0).

If at any time, an enemy figure *actively moves through, fires a ranged weapon, or activates a Close Defense Weapon within* the cover arc of *any figure* in a covering unit, the covering unit may choose to interrupt the enemy action to resolve its covering fire actions *as a unit*.

The following enemy actions, if they occur within the cover arc of *\*any figure\** in the covering unit, may trigger a unit's covering fire:

- Active movement into or within the cover arc.
- Declaration of ranged fire. <sup>1</sup>
- Declaration of Close Defense Weapon activation. <sup>2</sup>

<sup>1</sup>Covering fire in response to enemy ranged fire is resolved before the enemy figure can make any damage rolls. If the covering player decides to wait for a damage roll is made, he must live by its results, though he may still respond with covering fire.

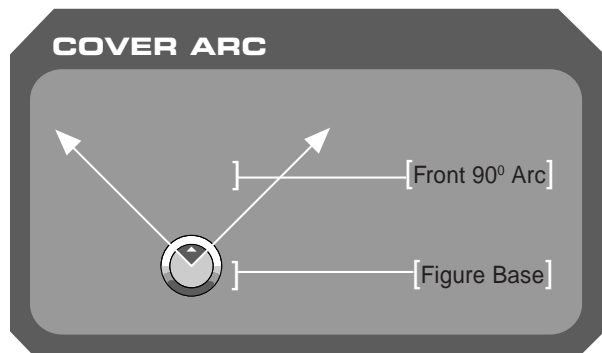
<sup>2</sup>Covering fire in response to CDW activation (which is considered instantaneous) is resolved after the enemy figure makes any damage rolls (see page 40).



Covering fire is always resolved for the entire unit at once, not just the figure within whose cover arc the enemy action took place. It may be declared *immediately* after any of the above actions occur, and can interrupt damage rolls.

As soon as covering fire is declared, remove the declaring unit's covering counter. All figures in that unit may now fire at any enemy figures that are part of the unit that contains the enemy figure that triggered the initial covering fire action. In other words, as soon as a unit's covering fire is declared, it must use all of its remaining ranged fire to attempt to eliminate members of the target unit. No other enemy units may be targeted and any covering figures that cannot see a member of the initially targeted unit have their fire wasted.

•Facing And Cover Arcs / Cover fire is the reason that figures must declare a facing once they have finished moving. Figures using covering fire may only fire upon enemy figures within their cover arc (the front 90°).



•Resolving Covering Fire / Covering fire is always given an additional -2 LOF modifier to the damage roll, in addition to any other modifiers. This is represented in the chart below:

COVERING FIRE MODIFIERS		
Unit Rate	Direct Fire	Covering Fire <sup>1</sup>
Stationary	+2	0
Walking	0	-2
Running	-2	-4

<sup>1</sup> Covering fire modifiers, like those for movement type, are line-of-fire (LOF) modifiers.

•Prohibited Covering Fire / Covering fire may never be used in conjunction with area of effect weapons, suppression fire, indirect fire, or grenades.

#### EXAMPLE

A running unit of 4 Altai Controllers was declared to be covering during its last activation and has a "Primary Cover -4" counter next to it. In the line-of-sight of 2 Controllers is a Confederate Harem Warrior in heavy terrain. [continued]

#### EXAMPLE

[continued] The Harem Warrior's unit declares sprint orders upon its activation (sprinting speed = 15") and moves across the field of view of the Controller unit. As soon as the first Harem Warrior clears terrain and moves into the open, the Controller unit declares covering fire and removes its counter. The Altai player then fires the Alpha Artifact of unit member closest to the sprinting Harem Warrior. LOF modifiers to this roll are +1 for armor rating, -2 for running speed, and -2 for covering (the last two are contained in the text of the covering counter). LOS modifiers to this roll are -1 for target speed. Note that by covering during its activation and waiting for the Harem Warrior to clear its terrain, the firing Controller got rid of a -3 terrain penalty.

This first damage roll is successful and eliminates the sprinting Warrior. As there is still one unfired Controller that has line-of-sight to the remainder of the Harem Warrior unit, it may now fire its Alpha Artifact, though this damage roll will also include the -3 terrain penalty of the remaining Harem Warriors. As the remaining two Controllers cannot see any members of the Harem Warrior unit, their covering fire is considered to be wasted.

#### HIGH FEED RATE OPTIONS

Direct fire weapons with a feed rate of greater than one may use "spread fire", a game effect that allows for multiple targets to be damaged by one weapon. Figures may also pool their feed rates into "suppression fire" templates, which represent high volume fire meant to deny the enemy access to a particular battlefield area.

#### Spread Fire

Any direct fire weapon with a feed rate (FR) of greater than 1 may use spread fire. Spread fire allows high feed rate weapons to eliminate more than one figure at a time. Spread fire may be done on a figure-by-figure basis, but must be declared before a given figure rolls any damage dice. When using spread fire, declare a target as normal. After the first target has been declared, using the normal targeting rules, spread fire dice must be assigned.

To do this, allocate one or more dice to the first target. Then allocate zero, one, two or three dice towards "bridging the gap" between this figure and the next closest enemy figure in the same enemy unit. Then allocate one or more dice to the second target, etc., until no more dice are left. Allocating dice before making any damage rolls represents the fact that a firing figure would not be able to wait the 2 or 3 seconds required to know if an opponent had been killed before deciding to move on to the next opponent.

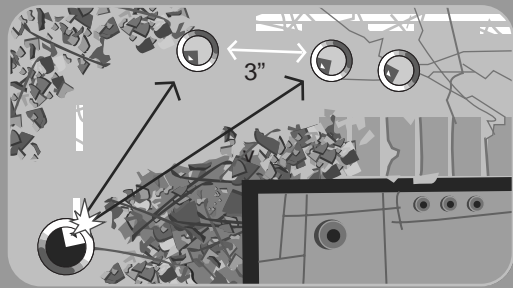
The following weapon types may not use spread fire: area of effect weapons, close defense weapons, cone weapons, or grenades.

Spread fire damage dice are resolved as follows:

## SPREAD FIRE RESOLUTION

- 1** Make appropriate damage rolls against the first enemy target.
- 2** Measure the distance from the previous target to the next target.
  - a)** If this is greater than 2", then check to see if the dice allocated to bridge the gap is equal to one per each full 2" that separates the previous target from the next. If there are insufficient dice allocated to bridge this gap, the fire action ends immediately, and all further damage dice are lost. Otherwise, go to 3.
  - b)** If this is less than 2", go to **3**.
- 3** Make appropriate damage rolls against the next target.
- 4** Repeat **2** and **3** until all allocated dice have been used.

## SPREAD FIRE



A Meraxillan Rex hero is armed with a Hedgehog (FR: 4) and declares cohesive fire orders upon activation. There are 3 Confederate Redcoats in its line-of-sight, as shown above. The Rex declares that it will remain stationary and use spread fire against the Redcoats. It must therefore allocate each of its four damage dice. It declares 2 dice will be used against the first Redcoat, one die to bridge the gap between the first and second Redcoat, and the fourth die will be used against the second Redcoat. Its first die successfully eliminates the nearest Redcoat, meaning that its second die is wasted. The second Redcoat is measured to be 3" away from the first, meaning that the one allocated die is enough to bridge the gap (note that if the distance had been less than 2", the die would have been wasted to bridge the gap). The fourth die rolled eliminates the second Redcoat. This ends the Rex's spread fire.

## Suppression Fire

Suppression fire is high quantity, low quality fire meant to keep an enemy's head down and force morale tests. Any unit on primary suppression or support suppression orders will use suppression fire. A unit must be stationary to

suppress, but will not receive the normal stationary bonus of +2 to damage rolls while suppressing. Instead, use the modifiers listed below. Only weapons with a FR of greater than 1 and unlimited ammo have the cyclic rate necessary to use suppression fire alone. Weapons with a FR of 1 may only use suppression fire as part of a suppressing unit (see below). Weapons that do not have unlimited ammo may never suppress or contribute to a suppression template.

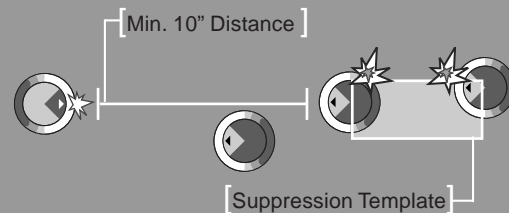
*The following weapon types may not use suppression fire: area of effect weapons, close defense weapons, cone weapons, grenades, any side arms, or any weapon that has limited ammo.*

•**Suppression Orders /** The two types of suppression orders (primary and support) determine which figures in a suppressing unit will contribute to the suppression template. With primary suppression, only those figures carrying a primary weapon may contribute, and with support suppression, only those carrying a support weapon may contribute. Side arms may never contribute to a suppression template.

•**The Suppression Template /** Suppression fire represents a dedicated unloading of ammo into a target region, meant to take down several enemies at once, or at least force them to eat dirt. It must always be declared against the closest enemy unit, unless the firing figure is Elite, in which case it may declare any enemy unit it can see. All non-elite units must declare the unit member closest to the enemy unit being targeted as their "firing figure" for purposes of template placement.

Before resolving suppression, the firing figure must place a "suppression template" so that it touches the nearest enemy figure in the targeted unit and align it in any way desired. No part of a suppression template may be placed within 10" of the firing figure, representing the impossibility of targeting nearby enemy without targeting figures that may be behind them. If the nearest enemy figure is within 10" of the firing figure, simply move the template 10" away directly along the same fire path (see figure below). Templates may also never be placed such that the target enemy figure is further away from the closest suppressing figure than the maximum range of its weapon.

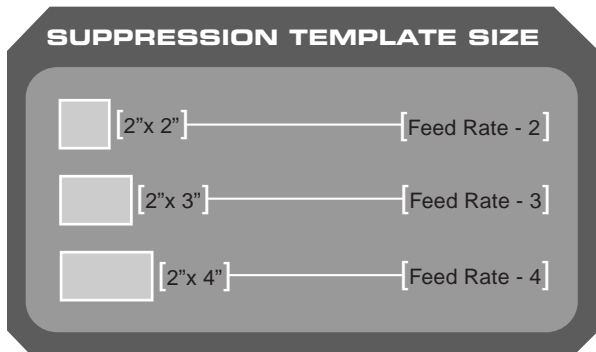
## SUPPRESSION TEMPLATE



•**Template Size /** Suppression templates will vary in size based upon the number of unit weapons contributing to them, as well as the individual feed rates of each contributing weapon. Suppression templates are

rectangular and will always have a width of 2". To determine the length of a suppression template, use the highest FR of the contributing weapons. This will be equal to the length of the template. Together, the width of 2" and the length of FR" create the base template of the suppressing unit. For example, a FR 3 weapon template will be 2" wide and 3" long. If no suppressing weapon has a FR of greater than 1, then two weapons must be combined to create one effective FR 2 weapon (a base template of 2" by 2"). A single FR 1 weapon firing alone may not make a suppression template.

After the base template size is determined based on FR, each further weapon contributing to the template will add 1" to its length, to a maximum length of 4". Example templates are given at the back of this volume.



•**Template Damage Rolls /** Suppression templates can damage any figures that touch them. The target damage roll for any figures touching a suppression template is determined by the range measured from the target figure to the nearest suppressing figure that is contributing to the template in question. Simply compare this to the target damage rolls of the closest figure's weapon range bands, as if it had used direct fire. This is the base suppression damage roll.

For each weapon past the first (past the second for FR 1 weapons) that is contributing to the template, reduce the base suppression damage roll by one. For example, a base suppression damage roll of 5+ will drop to a suppression damage roll of 3+ if two further weapons contributed to the template past the first (past the second if all weapons were FR 1).

The firing unit must make one damage roll for each figure, whether friend or foe, that touches its suppression template. Only *one* die is rolled per figure, regardless of the FR of the weapons contributing to the template.

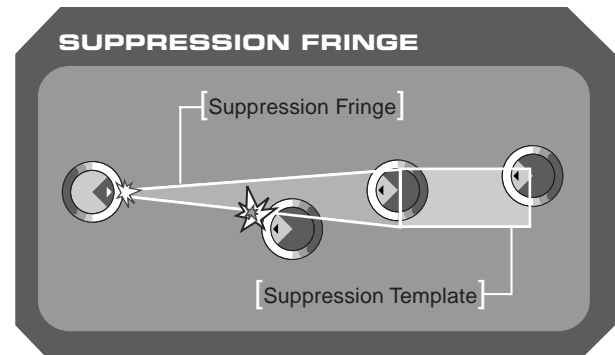
These damage rolls use the suppression damage roll as a target and suffer a -3 LOF penalty, in addition to any other LOF modifiers. All LOS modifiers *except terrain*<sup>1</sup> are ignored. Any figures that remain alive after suppression damage dice are rolled must then immediately make an individual morale test.

<sup>1</sup>This means that figures which cannot be seen by the suppressing unit's firing figure, due to terrain blocking effects, cannot be affected by a suppression template.

Suppression templates remain on the board until the suppressing unit's next activation.

Remember that fire at figures within suppression templates and fringes will ignore all LOS modifiers except those due to terrain.

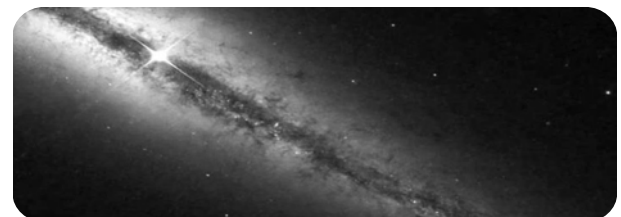
•**Suppression Fringe /** After resolving the suppression template itself, any figures whose bases touch the "suppression fringe" (the triangular area defined by the template edges and the center of the firing figure; see diagram) are then attacked with one damage die each, with range again measured from the closest suppressing figure. Inside the fringe, damage rolls are at a -5 LOF penalty instead of a -3 LOF penalty, but are otherwise calculated as per the number of suppressing figures. Surviving figures within this area must also make an individual morale test.



•**Stoppage /** Sustained fire is hard on a weapon, and some may fail from the heat and mechanical stress of suppression. After all damage rolls have been performed, each figure contributing to a suppression template must make a stoppage roll (page 36).

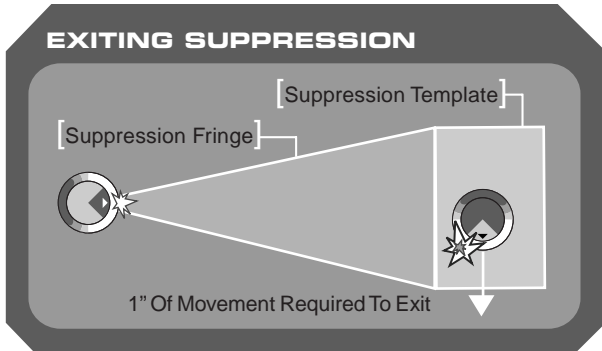
•**Activating Within A Suppression Template /** Any figure whose unit activates while it is touching either a suppression template or fringe, must make an immediate individual morale test and suffers an immediate damage roll. It does not suffer a further damage roll, however, unless it moves at least 2 consecutive inches through the template.

•**Moving Into Suppression Fire /** If at any time a figure moves into a suppression template or fringe area of effect, it must make an immediate individual morale test. In addition, the suppressing unit must roll to damage that figure for each 2", or fraction thereof, that it moves within the template. The LOF penalty for damage rolls made against figures moving through suppression is always -5, regardless of whether they touch the template, the fringe, or both. This makes suppressing figures able to deny enemy access to certain areas of the tabletop and ensures that their unit is very difficult to charge from a distance.



## EXAMPLE

The figure in the diagram below has survived the laying down of a suppression template without suffering damage or failing an individual morale test. Upon its activation, however, it must make another individual morale test. Assuming it passes this, the figure the moves to exit the template. As the closest template edge is 1" away, the figure suffers one suppression damage roll with a -5 LOF penalty. If the figure had needed to move 3" to exit the suppression fire, it would have suffered two subsequent damage rolls.



•**Continued Suppression** / At the beginning of any previously suppressing unit's activation, it must decide whether or not to end its suppression orders. If the suppression orders are ended, immediately remove the template and make no damage rolls, even if figures were touching it at the time of its removal. If the suppression is kept active, however, resolve suppression effects on any figures within the template and roll for stoppage as if it had just been lain.

•**Area of Effect Weapons** / No area of effect weapon, including cone weapons, may ever use suppression fire or contribute to a suppression template.

## EXAMPLE

A unit of five Confederate Highlanders declares primary suppression orders. Each of the Highlanders carries a Heatsink Carbine as a primary weapon (see stats below); no support weapons are present.

### Heatsink Carbine

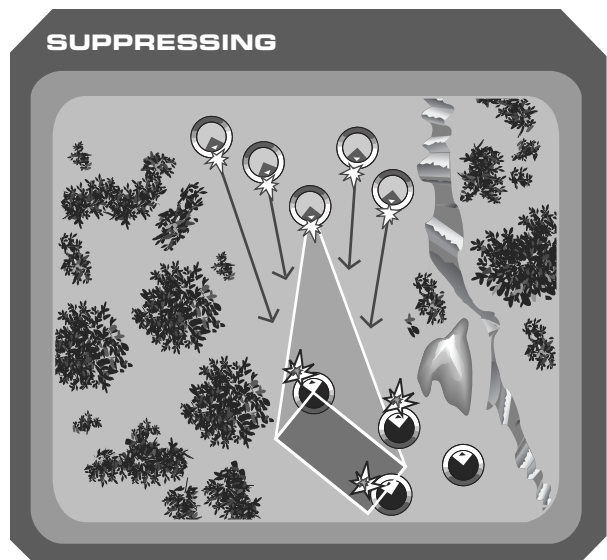
Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1U	-	-	20	30	40	-	-	-	un

The Carbine has a FR of 1U, so the first two weapons fired combine to give a base FR 2 (2" by 2") template. Each of the three additional Highlanders increases the template by 1" in size. However, the maximum size is 4". Therefore, a 2" by 4" template is placed such that it touches the nearest enemy figure in the target unit, as well as one other figure in the same unit (see diagram below). The targets are measured to be 19" and 21" away from the closest suppressing Highlander, respectively. This gives base suppression damage rolls of 7+ and 9+. As there are three additional Highlanders contributing, these become suppression damage rolls of 4+ and 6+. [continued]

## EXAMPLE

[continued] In addition to the enemy figures within the template itself, there is one figure from the unit that is found to be in the suppression fringe, at a distance of 20" (base suppression damage roll of 7+, brought down to 4+ by contributing figures).

Damage rolls against the two enemy figures within the template (target 4+ and 6+) will have a -3 LOF modifier. The roll against the figure in the fringe will have a -5 LOF modifier. The Confederate player rolls a 7 and 8 against the two figures in the template, modified to 4 and 5, thus eliminating the first figure but not the second. The damage roll against the figure in the fringe is a 6, modified to a 1, which is a failure. The second figure in the template and the figure in the fringe must now make immediate individual morale tests.

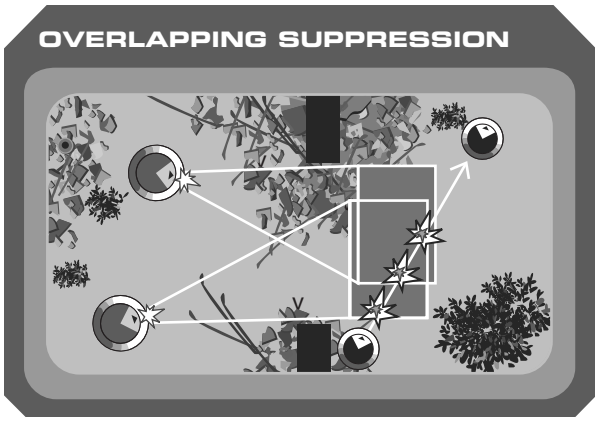


•**Overlapping Suppression** / If a figure enters an area with 2 or more overlapping suppression templates (by necessity, such separate templates must have been fired by either separate units or elite figures), then resolve the damage rolls of each template separately, in the order preferred by the targeted player. Figures need only ever make one individual morale test due to suppression effects per activation, however, regardless of the number of suppression templates or fringes that touch them.

## EXAMPLE

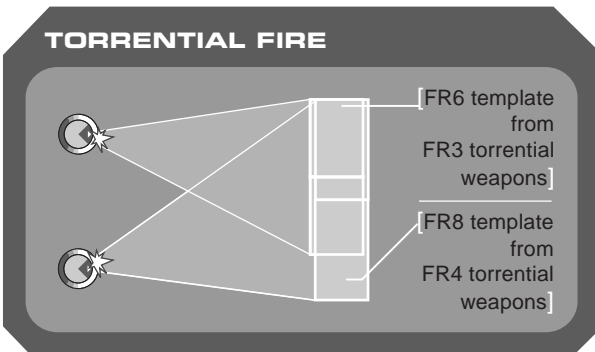
Two Vobian Poltergeist heroes form independent units. On separate activations, each has laid down a FR3 (2" by 3") Gatling Laser suppression template as shown below. An enemy figure attempts to take the path marked during its activation, which means that it must cross 1" of one template and 2" of combined template. As soon as it enters the first template, a damage roll is made but fails. It must immediately make an individual morale test with no modifier and passes. The figure then moves 2" and now must suffer two damage rolls, one from each of the Poltergeists. Neither is successful and the figure may now freely exit the templates to safety, as it has already made a successful individual morale test for suppression this turn.



**OVERLAPPING SUPPRESSION****Torrential Fire**

Torrential fire is a special form of suppression fire that is only available to certain armies (see Army Customizer, page XX). Any weapon that uses torrential fire has its FR doubled for purposes of suppression template size. Any additional weapons using torrential fire that are part of a suppression template will add 2 to it's FR instead of the normal 1. The maximum FR for a torrential fire suppression template is 8, instead of the normal 4. To represent this, simply place two or more templates in any manner such that their combined lengths do not exceed 8".

*Anytime torrential fire is used, stoppage rolls (see below) fail on a 10+ instead of an 11+.*

**TORRENTIAL FIRE****THE STOPPAGE ROLL**

Anytime a figure uses suppression fire, torrential fire, or a split FR weapon at its higher FR, the controlling player must make a "stoppage roll" immediately after any initial damage rolls and/or individual morale tests that are due to the firing weapon are resolved. Stoppage represents a temporary weapon failure, secondary to jamming, overheating, or the need for a reload.

To resolve the stoppage roll, use a d10 without any modifiers, re-rolling a 10 to achieve a result of 11 or 12 as normal. If the result is lower than the target stoppage roll, then there is no effect and any template effects remain on the board until the firing figure's next activation.

If the result is equal to or higher than the target stoppage rolls listed in the table below, the firing weapon has temporarily stopped functioning; place a stoppage counter

next to the figure in question and remove any suppression templates or contributions to a suppression cluster template it may have had. Figures with a stopped weapon may not use it for ranged fire until they clear their stoppage counters.

To clear a stoppage counter, the affected figure must spend an activation on any type of fire orders, but may not use any ranged or covering fire during the turn. If this is the case, then remove the stoppage counter during the resolution phase. If the figure's unit declares any type of maneuver or suppression orders, the stoppage counter will remain until the next activation.

**STOPPAGE ROLL**

Stoppage Effect	Target Roll
Suppression Fire	11+
Torrential Fire	10+
High FR Fire from a split FR Weapon	9+

**WEAPON EFFECTORS**

Many weapons will have effectors listed after their feed rates. These will modify the damage roll as described below.

**Armor Piercing [A] Weapons**

Weapons with an "A" after their feed rate, for example "FR: 1A", are considered "armor piercing". In general, armor piercing weapons ignore the armor rating (AR) of their target, for better or for worse, representing the "all or none" effect of weapons such as mini-rockets, AP shells, high caliber bullets and the like. The effects of armor piercing do, however, vary slightly by weapon target type.

•**AI Weapons** / When an anti-infantry weapon is listed as armor piercing, it will ignore AR modifiers for infantry targets, but not vehicle targets. Vehicle armor is much stronger than its infantry counterpart and AI weapons simply aren't built to penetrate it.

•**AV Weapons** / All anti-vehicle weapons will ignore the AR of an infantry target (that is, they are armor piercing with respect to infantry), regardless of whether they are armor piercing. This represents the fact that AV weapons are unwieldy weapons specifically designed to break through thick armor plating, and the relatively light protection level of an infantry target will mean little. Only AV weapons that are specifically armor piercing may ignore the AR of a vehicle target.

**EXAMPLE**

*The Confederate HC Handgun is an armor piercing anti-infantry weapon. It will ignore all LOF modifiers due to its target's armor rating if the target is an infantry figure, but will not ignore them if it is a vehicle target.*

*The Confederate Field Cannon is an armor piercing anti-vehicle weapon. It will ignore all LOF modifiers due to its target's armor rating, regardless of whether it is infantry or vehicle.*

## Burst [B] Weapons

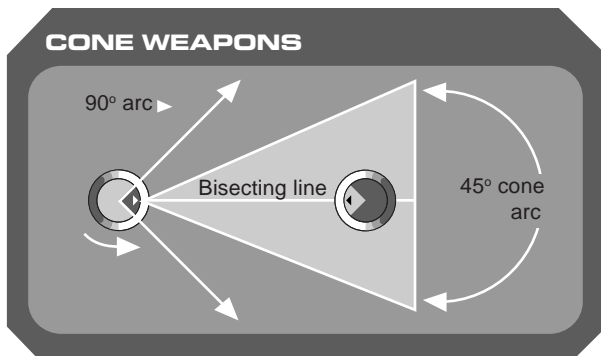
Burst weapons reduce their kinetic energy in return for an “ooze and spread” effect that is limited to their targets, for example flaming oils, corrosive acids, or burst tips. These have the net result of making the weapon more dangerous to unprotected figures, but less dangerous to heavily armored ones. Therefore, burst weapons will double the AR of the target figure for purposes of damage rolls, for example +1 becomes +2, -2 becomes -4, and so on.

### EXAMPLE

*The Altai Beta Artifact is an anti-infantry burst weapon. The Altai player fires a Beta Artifact at an infantry target with an AR of -2 and must therefore suffer an LOF penalty of -4 to its damage roll. On the following turn, the same weapon is fired against an infantry target with an AR of +1, giving the Altai player a +2 LOF bonus to the damage roll.*

## Cone [C] Weapons

Cone weapons are those that fire a wide burst of energy, such as flame or a strong electromagnetic field. A cone weapon will be listed with the letter “C” written after its feed rate. Cone weapons affect all figures within the firing figure’s front 45° arc (the center half of the figure’s 90 degree arc), whether friend or foe. Cone weapons ignore *all* LOS modifiers (but not LOF modifiers). Note, however, that they may not be used to fire through impassable terrain or past a terrain piece’s maximum LOS depth. Always remember to place the cone template such that its bisecting line touches the enemy figure that was targeted.



*Cone weapons may not be used for spread fire or suppression fire, but may be used for covering fire.*

## Field Piercing [F] Weapons

Weapons listed with an “F” after their feed rate are field piercing. Field piercing weapons ignore any field saves that their targets might have, making them very powerful. Field piercing AI weapons ignore both infantry and vehicle shields, as the technology is assumed to be the same for both vehicle shielding and infantry shielding.

*The Confederate Sniper Rifle, even though it is an anti-infantry weapon, will still ignore any field saves from a vehicle target.*

## Knockback [K] Weapons

Certain anti-infantry weapons impart a kinetic force strong enough to temporarily unbalance or disorient their targets. “K” weapons will damage a target as normal if the damage

roll is equal to or greater than the modified target number. However, they will tag a figure on a roll of 1 *or* 2 less than this target. In addition, any individual morale tests made in response to being tagged by a “K” weapon will be at a -2 penalty to the die roll. AV weapons may not be made knockback weapons, and vehicles are not affected by knockback effects, though they may still be damaged with a successful damage roll.

### EXAMPLE

*The Confederate Trench Shotgun is an anti-infantry knockback weapon. A Confederate player fires a Trench Shotgun at an enemy of elite quality. The damage roll is calculated to be 7+, and the Confederate player rolls a 5, tagging the enemy figure (normally, a 6 would have been needed). The elite figure must then make an individual morale test with a target roll of 5+, instead of the normal 3+.*

## Stun [S] Weapons

Certain anti-infantry weapons are designed to disorient their targets for a time, rather than eliminate them. A stun weapon will be noted by the letter “S” after its feed rate. Such weapons use electromagnetic pulse waves to interfere with electrical or neural transmission and thus “short-circuit” their target for a period of time (possibly permanently). AV weapons may not be made stun weapons.

When firing a stun weapon, simply make any damage rolls as you would for any other weapon, taking all LOF and LOS modifiers into account. Any figure successfully “damaged” by a stun weapon immediately loses any covering fire it might have had and becomes disoriented, being unable to move or fire for at least one full turn, though it may defend itself in HTH combat with a penalty to its reflex roll. Place a stunned counter next to the figure to represent this.

On each subsequent turn the figure may make a stun recovery roll at the beginning of its next activation to see if it is still immobilized. If the modified stun recovery roll is 7+, then the figure is fully functional again and continues play as normal. If the modified roll is 6 or less, then the figure remains stunned. If the unmodified recovery roll for an infantry figure is ever a 1, the figure is considered eliminated, regardless of its damage capacity. This does not apply to vehicle targets.

### STUN RECOVERY

#### Stun Recovery Roll Modifiers

Size [per size class]	+1
Matrix Figures	+2
Each subsequent roll after the first	+1

•Unit Effects / A unit that contains stunned figures may still activate as normal, but must maintain unit perimeter. Until they recover, stunned figures are

considered casualties for purposes of minimum unit size, unit morale tests and unit rally rolls.

### EXAMPLE

*The Altai Amygdala Stimulus has an area of effect with a stun effector. The Altai player fires several Stimuli and rolls 3 successful damage rolls against a unit of size 2 matrix figures that is 7 strong. In the resolution phase, this matrix unit is considered to be only four strong for purposes of unit morale tests. At the beginning of the matrix unit's next activation, each of the 3 stunned figures is allowed a stun recovery roll, with a bonus of +4 to each roll (+2 for Matrix, +2 for size). If there were still stunned figures remaining on the unit's next activation, the bonus would become +5.*

### Terror [T] Weapons

Certain anti-infantry weapons are designed to induce a terror response in their targets rather than kill them outright. A terror weapon will be noted by the letter "T" after its feed rate. When firing a terror weapon, simply make any damage rolls as you would for any other weapon, all LOF and LOS modifiers into account. Any figure successfully "damaged" by a terror weapon must take an immediate individual morale test, as if it had been tagged. In addition, terror weapons do not tag enemies; a roll of one less than the target number has no effect when using a terror weapon. AV weapons may not be terror weapons.

### EXAMPLE

*The Vobian Nightmare Simulator is a terror weapon. The Vobian player fires a Nightmare Simulator and rolls 1 successful damaging hit against a unit of regular quality figures. The affected figure must therefore make an individual morale test with a target roll of 5+ or become shaken.*

### Ultra [U] Weapons

Ultra weapons represent the ultimate in armor piercing firearms. Like standard "A" weapons, those with a "U" after their feed rate are designed to punch through thick armor plating. However, unlike basic armor piercing guns, which suffer from an inability to easily track fast moving targets, ultra weapons are light and easy to use, being designed from high-tech polymers and utilizing complex computer targeting systems. This means that ultra weapons will ignore negative armor ratings, but *will not* ignore positive armor ratings. Ultra weapons are therefore very powerful. As was the case for armor piercing weapons, AI ultra weapons may not ignore the armor ratings of vehicle targets. AV ultra weapons will always ignore negative armor ratings, but not positive ones, regardless of target type.

### EXAMPLE

*The Meraxillan Galva Cannon is an ultra anti-vehicle weapon. It will ignore any negative armor ratings of both infantry and vehicle targets, but will still be given a bonus to its damage roll if its target has a positive armor rating.*

### Vehicle Piercing [V] Weapons

Vehicle piercing weapons are a special class of anti-infantry weapons that are designed to be effective against vehicles, as well as armor piercing against infantry. Vehicle piercing weapons fired at infantry targets ignore armor ratings in exactly the same manner as armor piercing weapons (described above). "V" weapons fired at vehicle targets suffer a reduced LOF penalty of -2, instead of the normal -5, but may not ignore vehicle armor ratings. AV weapons may not be made vehicle piercing.

### EXAMPLE

*The Meraxillan Needler is a vehicle piercing anti-infantry weapon. The Meraxillan player fires a Needler at an infantry figure with an AR of -2, but is able to ignore the normal -2 LOF penalty. On the following turn, the same weapon is fired at a vehicle with an AR of -1, for a total damage roll modifier of -3 (-2 for vehicle, -1 for AR).*

### Phase [P] Weapons

Phase weapons are a special class of anti-infantry weapon that are very powerful. While still considered direct fire weapons, they have the ability to fire at targets outside of line-of-sight. "P" rounds are capable of "phasing out" of three-dimensional space en route to their target, and "phasing in" again when it is reached. In other words, a phase weapon, assuming its target is within its designated phase range, can fire through buildings, rocks, and any other type of normally impassable terrain.

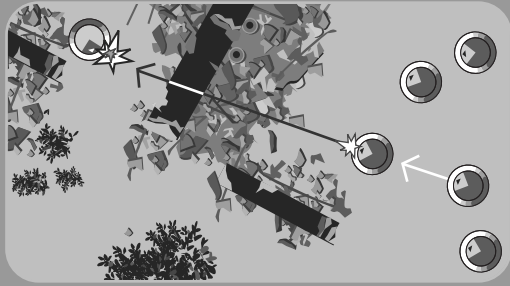
*Phase weapons are also considered to be vehicle piercing and field piercing.*

Figures with phase weapons may ignore the normal rules for targeting that apply to members of their unit without phase weapons. To use a phase weapon, simply declare fire and then measure the distance to *any* target within the firing figure's front arc, whether seen or unseen. If the target is within the weapon's phase range, then roll to damage as normal, ignoring all armor rating modifiers for infantry targets (vehicle piercing). If, however, the target is outside of the weapons' phase range (either too close or too far), then it may only be fired upon if it is in line-of-sight. Declared fire at unseen figures that are outside of a weapon's phase range is considered wasted.

Even though phase weapons can fire through impassable terrain or further than the maximum depth of a normal terrain piece, all LOS modifiers still apply to the damage roll. For example, a figure that is 5" into a medium terrain piece could still be fired upon if within a weapon's phase range (normal direct fire weapons could not target this figure), but the damage roll would suffer the normal -2 LOS modifier. All normal LOF modifiers also apply to direct fire from a phase weapon.

- **Phase Range /** A phase weapon's phase range is the distance between its best range bracket and its next best range bracket. Weapons that only have one range bracket have a phase range that includes everything up to and including that bracket.

## PHASE WEAPON FIRE



The Vobian Ghost Gun has a phase range of 15"-30" (its best two range brackets). A unit of Vobian Specters declares support fire orders (attack pattern move-fire) and the first figure in the unit is declared to be moving at walking speed. It moves 3" and fires its Ghost Gun at a Meraxillan Citizen-Soldier in light terrain and behind a brick wall (outside of normal line-of-sight). The range to the figure is measured to be 17", which is within the Ghost Gun's phase range. The Vobian player therefore proceeds with a normal damage roll (target damage roll of 7+), and the result is a 9. There are no LOF modifiers to this roll, as phase weapons ignore infantry armor ratings (field piercing). As the firing figure was walking and the target was not sprinting, the only LOS modifier to the die roll is a -2 for standard infantry in light terrain. Thus, the damage roll of 9 is just enough to eliminate the Citizen-Soldier.

## WEAPON EFFECTORS

Weapon Effector	Target	Game Effect
Armor Piercing [A]	AI or AV	Ignores target AR
Burst [B]	AI	Doubles target AR
Field Piercing [F]	AI or AV	Ignores target FS
Knockback [K]	AI	More likely to tag; penalty to morale test
Stun [S]	AI	Disorients target instead of eliminating it
Terror [T]	AI	Forces target individual morale test
Ultra [U]	AI or AV	Ignores negative target AR
Vehicle Piercing [V]	AI	Ignores infantry AR; reduced vehicle penalty
Phase [P]	AI	V and F; may target figures outside of LOS

## INFANTRY-SPECIFIC WEAPONS

Certain special forms of weapon will only be available to infantry figures. These are described below.

### Infantry Loader Weapons

Certain infantry weapons require that their (large and heavy) rounds be carried by an adjacent figure, who also aids in their loading into the weapon in question. This figure is referred to as the weapon's "loader". A loader must always be in base-to-base contact with the weapon bearer for the weapon to operate at full effect. Figures that share a loader weapon in this manner are still beholden to their unit's orders as normal, but must always move and fire as if they were one figure. If at any time, the loader is eliminated or decides to no longer remain in contact with the weapon bearer, the weapon will no longer be able to fire on two subsequent turns. That is, it must wait a full activation before being able to fire again. If eliminated, loaders may not be replaced during the game.

### Infantry Powerpack Weapons

Non-AOE weapons only. Certain infantry weapons require an external power or ammo source that is too heavy to be carried by the weapon bearer in addition to the weapon itself. Such weapons require that another figure from the same unit be nominated as the weapon's "powerpack". This figure must always be in base-to-base contact with the weapon bearer for the weapon to operate at full effect. Figures that share a powerpack weapon in this manner are still beholden to their unit's orders as normal, but must always move and fire as if they were one figure. If at any time, the powerpack is eliminated or decides to no longer remain in contact with the weapon bearer, the weapon will receive a -2 LOF penalty to all damage rolls and may not use suppression fire. If eliminated, powerpacks may not be replaced during the game.

### Infantry Bracing Weapons

Certain infantry weapons have such a substantial "kick" that they are inaccurate unless first braced by the bearer. Any bracing weapon that is fired by a figure that has moved suffers a -2 LOF penalty to the damage roll. There is no penalty for fire from a stationary figure, as it is assumed that the weapon is "braced" in this case.

### Crew-Served Weapons

Crew-served weapons represent those that are heavy and/or bulky enough that they require 2 infantry figures to operate. Crew-served weapons always count as support weapons for both of the figures that will man the weapon.

The weapon's crew affect its function as follows:

- Both crewmembers must be in direct base-to-base contact with the weapon for it to operate at full efficiency.
- If only one crewmember is adjacent to a crew-served weapon, it may not fire in two subsequent turns. That is, it must wait a full activation before being able to fire again.
- If no crewmembers are adjacent, the weapon is left on the table, but may not move or fire until it once again has crew.



•**Crew Orders / Crew-served weapons**, though they count as part of a unit for purposes of minimum unit size, do not need to follow the orders of the rest of the unit members each turn. Instead, they may move and fire as if they were heroes as long as at least one crewmember is directly adjacent to the weapon. Weapons and their crew move together as if they were one figure, but may not run, sprint, jump or fly. Instead they move at one-half the walking speed of the crew for each member present (that is, half base movement rate for one crewmember, full base movement rate for two crewmembers). Crew-served weapons may not enter heavy terrain.

While crewmembers move and fire their weapon as heroes, they are still considered to be part of their parent unit and must abide by the results of any unit morale tests or rally rolls.

•**Weapon Recovery /** If a weapon has less than its full crewmember compliment, then up to 2 figures from the same unit may declare that they are moving to replace any lost crew members and “recover” the weapon, instead of following normal unit orders. Simply move the recovering figures as if they were heroes. Recovering figures may not fire any weapon on the turn in which it moves to recover. Once recovered, a crew-served weapon may move and fire normally on its unit’s next activation.

•**Targeting Units With Crew-Served Weapons /** Any unit that contains at least one crew-served weapon counts as being size 3 for purposes of enemy targeting. This means that enemy figures may bypass size 1 and size 2 infantry units to fire upon units that contain crew-served weapons, even if the specific figure being targeted is not size 3.

•**Targeting Crew /** Enemy figures may target a crew-served weapon even if it is not the closest figure in a given unit (they must still target the closest unit, however, unless they are elite). To resolve ranged fire against a crew-served weapon, first roll whether the figure is targeting the crew or the weapon itself, based on the following chart:

#### TARGETING CREW

Die Roll <sup>1</sup>	Effect
1-6	Closest Crewmember
7-10	Weapon <sup>2</sup>

<sup>1</sup> If the die roll indicates a target that is not within LOS of the firing figure, simply roll against the nearest target that can be seen.

<sup>2</sup> Crew-served weapons are considered to be vehicle targets with an armor rating of 0 and a damage capacity of 1.

Any weapon that is within its 3+ or 5+ range band may always choose its target specifically, as long as it can be seen clearly.

Only roll for damage (or to-hit for AOE weapons) after crew-served targets have been determined by the table above.

•**HTH Combat and Crew /** Figures charging a crew-served weapon must always attack any crewmembers before attacking the weapon itself. If no crewmembers are present or all crewmembers are already engaged in HTH combat, then the weapon itself may be attacked. As above, consider it a vehicle target with an AR of 0 and DC of 1.

## SPECIAL WEAPONS

Many weapons will not follow the standard rules for damage resolution, due to either their mode of use (for example grenades are thrown, air strikes are called down), or their battlefield effects (for example, area of effect weapons may damage more than one figure in a single hit).

### Close Defense Weapons [CDWs] \_\_\_\_\_

Close defense weapons represent explosive or radiating effects meant to discourage enemy troops from swarming around a particular target. CDWs are typically one-use devices that can be fired at *any* time during the game turn.

•**Firing CDWs /** The activation of a CDW may be declared at any time regardless of a unit’s orders. The only exception is that CDWs may not be activated in response to a successful enemy damage roll that eliminates the figure carrying the CDW. CDWs may be activated in response to enemy fire or HTH attacks, but only *before* any damage rolls are made. Stunned figures may not use CDWs, but shaken or broken figures may use them by first rolling a successful individual morale test (there are no ill effects if the roll is failed, the CDW may simply not be used). This morale test does *not* remove the shaken or broken status of the figure in question, it simply allows for the use of its CDW.

Once activated, CDWs affect all figures, friend or foe, within a certain area of effect, specified in their descriptions. CDW effects, like other area of effect weapons, ignore all LOS modifiers.

•**Unlimited Ammo /** Rare CDWs will not be one-use devices, but will rather have unlimited uses. If this is the case, a CDW may be fired once per game turn.

•**Kamikaze CDWs /** Certain CDWs will not only affect surrounding figures, but also the carrier itself. When a Kamikaze CDW is activated, resolve its effects as normal. However, the carrying figure is automatically considered eliminated as soon as any damage rolls are completed. Like normal CDWs, a Kamikaze CDW cannot be activated in response to a successful damage roll that eliminates the carrying figure.

•**Poison CDWs /** Certain close defense weapons will have what is termed a “poison effect”. Poison effects are always considered to have the burst effector, and will double the AR of any figures affected for purposes of damage rolls. Unlike other AOE templates with the burst effector, poison templates will grow until they reach a certain size, and then dissipate.

In the Resolution Phase of each turn, any poison effect templates will increase their radius by +2" (for example, a 2" template becomes a 4" template), and their target damage roll by +2 (for example, 1@7+B becomes 1@9+B). This continues until the template is 8" or greater in size. During the Resolution Phase of the following turn, all poison templates that are 8" in size or greater will dissipate, instead of gaining +2" in radius. Removes dissipated templates from the board immediately.

In the Command Phase, any poison templates that remain on the board will drift. To calculate drift, simply roll d5" scatter.

*Poison CDW templates do not harm the firing figure during the turn in which they are activated. On all other turns, however, they can harm the firing figure, as well as any friendly figures.*

### Area Of Effect [AOE] Weapons

Certain weapons will fire explosive rounds that affect an area on the tabletop. An area-of-effect (AOE) weapon will be noted as such under the "AOE" column in its stat line. Instead of directly rolling to damage, AOE weapons use their target damage roll as their base chance "to - hit". This to-hit roll is only affected by LOS, not LOF, modifiers.

If a successful hit is scored, the round itself then affects all figures within or touching any part of its radius. Inside of an area of effect, all LOS modifiers are ignored, and only LOF modifiers apply. In a weapon's description, the radius, target damage roll, and any effectors will be listed.

*AOE templates are considered to be anti-infantry weapons and will suffer a -5 penalty to damage rolls against vehicle targets.*

*Area of effect weapons may not be used for covering fire, spread fire, or suppression fire.*

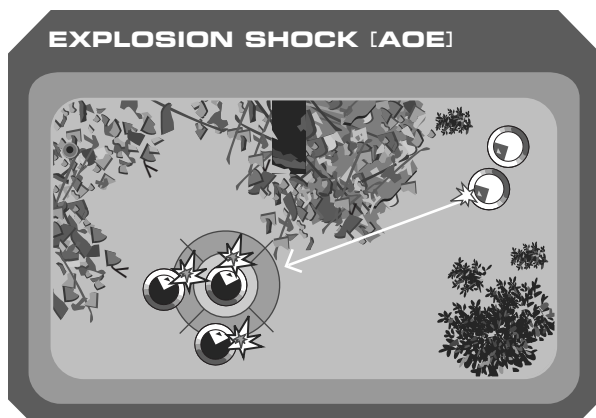
•Cone Weapons / Weapons with the cone effector are technically AOE weapons, in that their areas of effect will ignore LOS modifiers. However, they never need to roll to-hit. Like other AOE weapons, their templates are considered to be anti-infantry, and they may not be used for suppression fire. Unlike other AOE weapons, however, cone weapons may be used for covering fire.

### Explosion Shock

Regardless of the type of round fired, any figure caught within the radius of an AOE round will be forced to make an Individual morale test due to the shock of shrapnel and debris. This is in addition to any morale tests required if the area of effect has a terror effector, or if a figure was tagged by an AOE damage roll.

#### EXAMPLE

*The Confederate Ram's Head Missile Launcher has an area of effect of 3",5+B. After being fired at a unit of Meraxillan Runner powered infantry (AR +1), it is measured to be touching 3 enemy figures. As the effect is burst, the final LOF modifier is +2 (double the Runner AR), making the target damage roll 3+. The Confederate player rolls 3, 1, and 5, killing two of the figures outright. The remaining Runner must make an immediate individual morale test due to the shock of the explosion.*



### AOE Weapons & Standard Infantry

Standard infantry are much more vulnerable to area of effect weapons. Any area of effect is considered to have a radius of 1" larger than normal for purposes of seeing if nearby SI are affected. In addition, damage rolls against SI within an area of effect are given a +1 LOF bonus.

#### EXAMPLE

*In the example above, if the target had been a unit of Meraxillan Citizen-Soldier standard infantry (AR +4), then the Ram's Head area of effect would have been 4", instead of 3". In this case, 5 figures (instead of 3) are affected. The damage roll will be given bonuses of +8 (burst effect doubles AR) and +1 (standard infantry vulnerability), but will nevertheless have a target damage roll of 2+, as 1 is always considered a failure. This example amply illustrates the devastation that both burst weapons and area of effect weapons can wreak on units of standard infantry.*

### Scatter

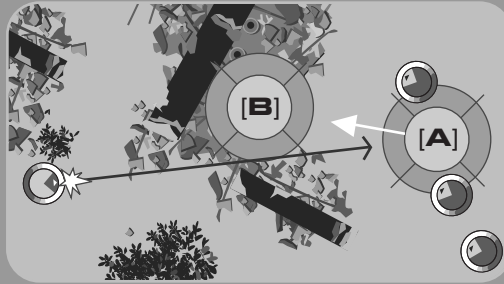
Whenever an AOE weapon is fired and misses, it is important to determine its new point of impact (the center of the round's effect). If an AOE weapon misses, the new line of fire is determined randomly by moving the point of impact to a new point based on its target number:

#### AOE WEAPON SCATTER

[AOE] Direct Fire	Scatter
Target - 3+/5+	d5"
Target - 7+/9+/11+	d10"

To determine the direction, simply look at the direction that the d10 rolled is pointing towards. The round will move along the new line of fire (at the same vertical angle, if appropriate) and hit the first terrain feature or figure it encounters. Consider the point at which the round hits a solid terrain feature as the new point of impact. If no terrain feature is in the way the round is considered wasted (that is, there is no effect).

**AOE WEAPON SCATTER**



In the diagram above, location A indicates the desired point of impact for an AOE round. However, the shot misses. The subsequent scatter roll is "5", and the die is pointing in the direction indicated by the arrow. The point of impact is therefore moved along this line until it hits the side of the building at location B.

**Indirect Fire [IF] Weapons**

Certain AOE weapons are capable of indirect fire, in addition to direct fire. A unit must be stationary and on fire orders (page 22) to use indirect fire. Covering fire cannot be used to fire indirectly. Indirect fire can, however, be used to target figures outside of a figure's LOS, unlike other ranged fire.

To fire indirectly, first declare any coordinates (page 8) on the entire board as your target point. Then measure the distance from the firing figure to the coordinates designated and mark this spot with an incoming round counter. If the distance measured is greater than the maximum range of the indirect fire weapon in question, then the indirect fire of the figure bearing this weapon is considered to be wasted. No to-hit or damage rolls will be made and any further figures that may have contributed to a fire cluster (see below) will also have their indirect fire wasted.

If the coordinate designation is within the weapon's maximum range, then the distance from the firing figure to the incoming round counter range determines the chance to hit at the coordinates chosen. If the roll is a success, then place the center of the firing weapon's AOE template at the coordinates designated. If the roll fails, then the round must scatter in a random direction before being placed. Use the chart below to determine how far away from the designated coordinates to place the center of the template.

**INDIRECT FIRE SCATTER**

Indirect Fire	Scatter <sup>1</sup>
Unspotted	d10"
Spotted	d5"

<sup>1</sup> Note that, unlike direct fire, indirect fire is assumed to follow a high arc and will therefore land at the highest point above its determined point of impact.

•**Minimum IF Distance** / To use indirect fire, a given set of declared coordinates must be measured to be at least 15" away from the firing unit. If a declared target point is measured to be less than 15" away, then a new point that is exactly 15" along the same trajectory is assigned.

•**Spotters** / Any powered infantry or vehicle figure in a unit where one or more figures are firing indirectly may sacrifice its own ranged fire to electronically designate ("spot") the target point. In game terms, this means that a missed indirect fire round will scatter less (see the above chart). Standard infantry figures may never act as spotters.

•**Multiple Figures Firing Indirectly** / Non-elite infantry figures may only fire indirect fire weapons as a unit. All indirect fire coming from non-elite infantry figures within a given unit must have the same coordinates designated. Therefore, only one roll to hit will be made for the entire unit. No figures in the unit may be within 15" of the declared target point; range is always measured from the furthest figure in the firing unit. If the unit contains weapons with differing range brackets, use the weapon with the worst chance to hit. To represent the effects of mass indirect fire, simply use the radius of the largest round fired as the beginning size. For each additional shot fired from a figure in the same unit, add the following distance to the cumulative radius of the area of effect, known as the "fire cluster".

**FIRE CLUSTER RADIUS**

Template Radius	Add
2"	+1/2"
3"	+1"
4"	+1-1/2"

•**Resolving Damage In A Fire Cluster** / The fire cluster has a target damage roll and effectors equal to those of the firing weapons. For each round that is a part of a given fire cluster, the attacker rolls one extra damage die, keeping the target damage roll the same. In the rare situation in which rounds with different target damage rolls are fired into the same cluster, the firing player must choose to use the effect with the highest ("worst") target damage roll as the initial calculation tool, as well as its effectors.

•**Maximum Cluster Size** / No fire cluster may ever reach a size greater than twice the base Area-of-Effect radius, although there is no limit to the number of damage dice that may be rolled within a given fire cluster. If a 2" AOE weapon is fired by 8 troops, the radius of the fire cluster will be 4", not 6" (although the number of damage dice rolled would still be 8).



## EXAMPLE

A unit of Vobian Boxcar Beasts on primary fire orders has fired a cluster of indirect Grav Mortar rounds at an enemy unit. Three Boxcar Beasts contributed to the fire cluster. The base Grav Mortar template is 4",5+S. Each of the two other rounds add +1<sup>1/2"</sup> to the base template, for a total fire cluster size of 7". Each also adds one extra damage die, for a total damage roll of 3@5+S.

•Indirect Fire & Elite Or Vehicle Figures / Elite infantry figures and all vehicles are an exception to the fire cluster rule. Though an Elite or vehicle unit may fire a cluster if it chooses, they may also choose to fire their IF rounds independently. If this is the case, resolve each round separately.

## Air Strikes

Air strikes are a special form of indirect fire weapons that are only purchasable by armies with the "air strikes" augmentation (see page 87). Air strikes are very powerful, with large areas of effect, and as such are purchased singly. Any activated Commander that is not in HTH combat may call down an air strike instead of normal movement and firing. Remember that Commanders have independent action ability and so need not follow the orders of their unit. As with normal indirect fire, the air strike is resolved by first declaring a coordinates designation and marking that spot with an incoming round counter. However, unlike normal indirect fire, range need not be measured; an air strike may be called to any point on the board. Also, unlike normal indirect fire, air strikes may not be spotted. Roll to-hit using the target roll of the air strike in question, with no modifiers. If the roll is successful, roll d5" scatter and move the incoming round counter appropriately. If the roll is unsuccessful, roll d10" scatter and move the counter appropriately.

The effects of an air strike are not immediate. This represents the fact that air strikes originate from aircraft high above the battlefield and take a few moments to hit the ground, giving intended targets a few moments to react. The scattered incoming round counter should be kept on the table until the resolution phase. Immediately at the beginning of this phase, all active air strikes will be resolved, using the incoming round counters as the center of their areas of effect.

*Air strike templates, like other AOE templates, are considered to be anti-infantry weapons and will suffer a -5 penalty to damage rolls against vehicle targets.*

## Grenades

Grenades are a special type of area of effect weapon that are thrown rather than "fired". Unlike other AOE weapons, directly fired grenades may "target" any point on the ground; players need not declare an enemy figure as a target. Like other AOE weapons, a grenade must first roll to hit and then resolve any other effects, based upon the impact point of the template. Grenades may also utilize a limited form of indirect fire (see below). The distances a grenade can be thrown, as well as the relative accuracy of a thrown grenade depend on the throwing

figure's size, as shown below. Vehicles or their crew members/passengers and any covering figures may not throw grenades.

## GRENADE DISTANCES

Thrower's Size	Base Target Roll		
	5+	7+	9+
1	4"	6"	8"
2	8"	12"	16"
3	12"	18"	24"

Grenade Scatter: always d5", to a maximum of 1/2 the distance thrown.

•Grenade Effect LOS Modifiers / Certain grenades will fire smoke or a similar obfuscating material in an effort to cover the advance of friendly troops. The modifier to enemy damage rolls due to grenades is always considered a line-of-sight (LOS) modifier, meaning that they will not affect the damage rolls of area-of-effect templates, cone weapons or CDWs. Unlike terrain, grenade templates do not slow movement and standard infantry do *not* receive an extra -1 LOS bonus when obscured by grenades.

*Grenade templates, like other AOE templates, are considered to be anti-infantry weapons and will suffer a -5 penalty to damage rolls against vehicle targets.*

*Remember that standard infantry do not receive the same -1 LOS bonus for grenade cover that they do for terrain cover.*

•Poison Grenades / Certain grenades will have what is termed a "poison effect". Poison effects are always considered to have the burst effector, and will double the AR of any figures affected for purposes of damage rolls. Unlike other AOE templates with the burst effector, poison templates will grow until they reach a certain size, and then dissipate.

In the Resolution Phase of each turn, any poison effect templates will increase their radius by +2" (for example, a 2" template becomes a 4" template), and their target damage roll by +2 (for example, 1@7+B becomes 1@9+B). This continues until the template is 8" or greater in size. During the Resolution Phase of the following turn, all poison templates that are 8" in size or greater will dissipate, instead of gaining +2" in radius. Removes dissipated templates from the board immediately.

In the Command Phase, any poison templates that remain on the board will drift. To calculate drift, simply roll d5" scatter.

*Poison grenade templates can affect the figure that threw the grenade, as well as any friendly figures.*

## Lobbing Grenades

Grenades may be thrown at enemies outside of line-of-sight by using a modified form of indirect fire called "lobbing". Lobbing may only be used to throw a grenade



over a maximum height of twice the figure's size in inches. To lob a grenade, declare a target, make a guess as to the range to that target, and then measure the actual range. Finally, measure the height of the each piece of intervening terrain. If one of these heights is above twice the lobbing figure's size in inches, then the grenade will stop at the closest terrain feature of this height and "bounce back" along the same trajectory a distance of one-half the distance to the terrain feature. It will then scatter d5".

If the grenade clears any intervening terrain and the target is within the maximum range of the grenade thrower, measure the distance to the target figure from the figure lobbing the grenade. If this distance is within 1" of that guessed upon declaration, then roll to hit with a -2 LOS penalty, scattering d5" if missed. If the guess is not within 1", then roll to hit at a -4 penalty, again scattering d5" if missed. If the measured range comes out to be further than the maximum throwing range allowable by size (see table above), then measure along the same trajectory to a point that is at exactly maximum range, again with scatter d5". Unlike normal indirect fire, grenade lobbing may not be spotted. It will, however, land on the highest terrain point after scattering.

#### EXAMPLE

A Meraxillan Tak armed with a Dazzler Grenade is on the other side of a wall from a Confederate Storm Warrior. The Tak decides to lob its grenade over the wall at its target, guessing that it is 3" away. The height of the wall is measured to be 3<sup>1</sup>/<sub>2</sub>", which is less than twice the Tak's size of 2, meaning that the grenade will clear the wall. The target is measured to be 4" away, which is within 1" of the guess above, meaning that the to-hit roll will be made with a -2 LOF penalty to the die roll. For a size 2 thrower within a range of 8", the target to-hit roll is 5+. The Tak player rolls a 6, which becomes a 4 after taking into account the lob penalty. The grenade therefore misses and scatters d5" in a random direction from the target point.

*In the example above, if the wall had been measured to be 5" in height, the grenade could not have cleared it. The grenade would have therefore moved 2" to the wall and then bounced straight back 1", scattering d5" at this point.*

### FLYING RANGED COMBAT

Ranged fire from or at a flying figure is calculated as follows: measure the distance from the firing figure's ground placement to the flying figure's ground placement. Then add 6" to the range for each difference in flight level of the two figures, the final result being considered the effective range. As mentioned previously (page 27), the effective height of a flying figure is 12" per flight level. Do not confuse effective range with effective height. Effective height applies to tabletop terrain, while effective range applies to enemy ranged fire.

#### FLIGHT LEVEL - COMBAT RANGE

Flight Level	Effective Height	Effective Range
0	0"	+0"
1	12"	+6"
2	24"	+12"
3	36"	+18"

Flying Figures may never use suppression fire or engage in HTH combat while in flight. All LOS movement modifiers for fire to and from figures in flight apply. That is, fire at figures that are sprinting while in flight will suffer from the sprinting speed modifier, and fire from a stationary or running figure in flight will be given a +2 or -2 LOS modifier, respectively.

#### EXAMPLE

A unit of Vobian Cyberdactyls (MV: 6F) begin the turn at ground level. Starting on the first turn, the Vobian player has his unit of Cyberdactyls declare sprint orders. Each of them spends 12" of movement to reach flight level two and then 6" of movement to move towards a unit of enemy Corporate Infantry.

Upon the Corporate Infantry's activation, the Confederate player declares cohesive fire orders against the approaching Cyberdactyls, which he can now see as they are 24" high and well above the 12" high intervening terrain. He measures range to the ground placement of the Cyberdactyls to be 15". He then adds 12" (6" per level of flight) to this, making an effective range of 27". As the Cyberdactyl's sprinting speed is 18", there will be a -1 LOS modifier to the damage roll.

### Grenades & Flying Figures

Flying figures may not be hit by grenades or be caught within their areas of effect. They also may not themselves throw or lob grenades as described above for normal infantry figures. Flying infantry figures may, however, attempt to "drop" grenades on targets in mid-flight. To successfully drop a grenade, the flying infantry figure must be at a point *directly above* its intended target and use its fire action. The target roll to hit the target and any scatter depends on the flying figure's height level as shown below. Like normal grenade throwing, any applicable LOS modifiers apply to the to-hit roll (LOF modifiers only affect the grenade's template). If the roll to-hit is successful, the dropped grenades will still scatter d2"; if unsuccessful, consult the table below.

#### FLIGHT & GRENADES

Flight Level	To-Hit	Hit	Miss
1	5+	d2"	d5"
2	7+	d2"	d5+1"
3	9+	d2"	d5+2"

## [7] HAND-TO-HAND COMBAT

Hand-to-hand combat represents close-in melee action. A figure's hand-to-hand rating (HR) describes its ability to slice and dice with dedicated hand-to-hand (HTH) weapons, rend with large claws or fangs, or just plain beat someone over the head. Due to its nature, all LOS modifiers are ignored while in HTH combat. For example, a figure that runs into HTH combat does not suffer the -2 penalty to its damage roll that a figure using ranged fire would. Similarly, sprinting or jumping figures may execute a HTH attack, despite being unable to fire a ranged weapon.

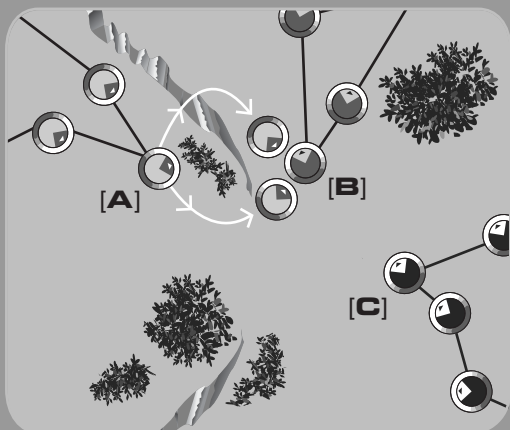
*All HTH attacks are considered to be anti-infantry (AI) and will suffer a -5 penalty to the damage roll against vehicle targets, -2 if they are vehicle piercing.*

### Initiating HTH Combat

Any time a figure moves into base-to-base contact with an upright enemy figure, or touches any part of a prone enemy figure, both figures are considered to be in HTH combat. Only units that are on some form of maneuver orders (sprint, charge or jump) may voluntarily enter HTH combat. For non-elite units, only the closest enemy unit may be targeted, and the closest figure in the unit must be engaged before moving on to the next closest figure, and so on.

•**Elite Figures /** Units containing figures of Elite quality may move into HTH combat as individuals, with maneuver orders being declared on a figure-by-figure basis. Elite figures need not attack the closest enemy unit, though they must always attack the closest figure of a given unit.

### CHARGING PATHS



In the diagram above, both charging paths are allowed, since they both bring the charging figure (A) closer to the nearest enemy figure (B) in the nearest enemy unit. If the figure had been elite, he could have charged the nearest enemy figure (C) in the second enemy unit shown.

•**Making Contact /** If a figure on maneuver orders succeeds in contacting an enemy figure, both immediately become "locked" in HTH combat. To escape this lock, figures must attempt an escape agility roll (see below).

•**HTH Combatants & Morale Tests /** Any time a figure is contacted by an enemy figure *on Charge orders*, it must first make an individual morale test, as modified by the relative sizes of the two combatants, before any HTH damage rolls are performed. Figures contacted by enemy on Sprint or Jump orders do not need to make individual morale tests.

### HTH MORALE TEST MODIFIERS

Charging Figure is:		Modifier
Smaller	[<]	+2
Same Size	[=]	0
Larger	[>]	-2

Any time a figure initiates HTH combat with a figure of a higher size class, regardless of its type of maneuver orders, it must first make an individual morale test before the reflex roll is resolved. No test is required to contact figures of the same size class or smaller.

Figures that become shaken in this way will be much more easily eliminated in the ensuing HTH combat.

### Unit Orders & HTH Combat

It will sometimes occur that an activating unit will find some of its member engaged in an ongoing HTH combat, while the rest of the unit is not. Units in this situation may *only* declare Maneuver or Fire (not aim or suppression) orders.

If Fire orders are declared, all unit members that are engaged in HTH combat must try to escape that combat immediately. This is done by an escape agility roll (see below). Figures that fail this agility roll must immediately resolve HTH combat, and will be unable to perform any further actions this activation. Remember that figures engaged in HTH combat ignore the normal rules for unit perimeter.

If Maneuver orders are declared, all members of a unit that contains at least one member engaged in HTH combat must move to engage the enemy in HTH combat. The enemy unit in HTH combat with unit members is automatically considered to be the closest unit for purposes of advancing to contact. If two or more enemy units are in HTH combat with unit members, then each figure on Maneuver orders will simply move to contact the nearest enemy, regardless of the unit of which it is a part.

### The HTH Reflex Roll

The figure that initiates HTH combat will not necessarily be the first to strike. Immediately after any individual morale tests have been resolved, a reflex roll must be made. Each combatant rolls a d10 and adds his reflex characteristic, as well as any appropriate modifiers (listed

below). The figure that wins the reflex roll may perform its attack first, followed immediately by the opposing figure, if it survives. A tie indicates that both damage rolls are considered to take place simultaneously (both figures may be eliminated).

### REFLEX ROLL MODIFIERS

Figure charged <sup>1</sup>	+2
Figure is of a higher size class	+2
For each friendly figure that has already attacked the same enemy in HTH this turn.	+2
Figure is prone	-2
Figure is shaken	-4
Figure is broken	-4
Figure is stunned	-6

All reflex roll modifiers are cumulative.

<sup>1</sup> Only figures on charge orders receive this bonus; figures on other types of maneuver orders (sprint or jump) do not receive this bonus.

### EXAMPLE

A Meraxillan Crimson on charge orders contacts a Vobian Specter and initiates HTH combat. Each player rolls a d10 HTH reflex roll to determine the order of the ensuing melee. The Crimson rolls a 3, to which is added its reflex of +2 and the charging bonus of +2, for a modified roll of 7. The Specter rolls a 5, to which is added its reflex of +2, for a modified roll of 7. Thus, damage rolls for each figure will be resolved simultaneously, with the possibility that each figure will be eliminated.

### Multiple HTH Damage Dice

If a figure has more than one HTH die (for example, 2@5+ or 3@3+), roll these dice one at a time. If an enemy figure is eliminated, and figures have damage dice remaining, these remaining dice may be “traded” for an extra 2” of bonus movement, or used against another HTH enemy.

*Note that the above rule makes the particular order of figure-by-figure HTH resolution very important. Remember that it is always the active unit that declares this order.*

•**HTH Bonus Movement** / If all enemy figures that an attacker had been contacting are eliminated, it may use all extra HTH damage dice for up to 2” of bonus movement. This bonus movement may be used to contact another enemy. Even though no damage dice will be rolled against this second figure during the current unit’s activation, the enemy figure must still attempt an escape agility roll (see below) if it does not want to engage in HTH combat on *its* next activation. Figures that contact an enemy figure using bonus movement do not receive the +2 charging bonus to their reflex rolls in any upcoming combats.

Alternatively, bonus movement may be used to move towards terrain or go prone in anticipation of return fire.

### EXAMPLE

Two Meraxillan Crimson (HR: 4@7+) charge an enemy figure, with both contacting it. The Meraxillan player picks which Crimson will resolve its HTH attacks first, and this Crimson wins the reflex roll and kills its opponent with its first HTH die. It therefore has three dice left. It trades these dice to move 1” and engage a nearby enemy. This HTH combat will then be resolved at the beginning of the enemy unit’s activation. The second Crimson, which had been engaged with the figure charged and killed by the first Crimson, has four dice left. It decides to use its 2” of bonus movement to move towards terrain cover, becoming prone at the end of its movement.

### Multiple HTH Combatants

If multiple enemy figures are touching a single figure, resolve their attacks one-by-one, finishing the reflex and damage rolls of each before moving on to the next. Regardless of how many enemy figures it is fighting against, a single figure may never roll more damage dice against one unit in a turn than is allowed by its HTH rating. So, if a figure with an HTH of 1@7+ were attacked by 2 enemy figures, it would be able to at best kill one of them in the ensuing combat. If attacked by or attacking figures from a *different unit* on a further activation, a figure will have its HTH dice “recharged” and may once again use them to fight off his attackers.

### EXAMPLE

A Confederate Storm Pioneer (HR: 1@7+) charges the nearest enemy figure in a unit of Vobian Specters (HR: 1@9+). In the ensuing melee, the Storm Pioneer wins the reflex roll and rolls a 1 to damage, an automatic failure. The Specter then attacks but also fails to damage the Pioneer. The Confederate player then moves a second Pioneer from the same unit into HTH combat with the Specter. As the Specter had only 1 HTH die, it may not participate in this combat, and the second Pioneer may immediately roll its damage die (no reflex roll is required).

*This rule makes the particular order of figure-by-figure HTH resolution very important. Remember that it is always the active unit that declares this order.*

### Going Prone After Successful HTH Combat

Any figure that *successfully eliminates* an enemy in HTH combat may immediately go prone if it chooses, regardless of whether it has any extra HTH dice (bonus movement) remaining. This is to allow the surviving figure some protection against return fire if its attack path forced it into the open.

### The Escape Agility Roll

Any infantry figure that begins its activation in contact with an enemy figure, and whose unit has declared Fire orders, *must* attempt to “escape” the combat. Vehicles may always freely leave HTH combat, even if engaged with other vehicles. Escape attempts are resolved before any other unit actions. Escape attempts may be allowed or opposed by the enemy figure with which the hopeful

escapee is locked. If allowed, then the formerly engaged figure may move and fire as a part of its unit as normal.

If an enemy figure chooses to oppose an escape attempt, the figure wishing to escape must make a modified agility roll (the “escape roll”), adding the reflex of its opponent to the result. If an escaping figure is engaged with multiple opponents, use the highest enemy reflex in the group. An escape roll is successful if the modified die roll result is less than or equal to the escaping figure’s Agility stat.

Escape Roll = d10 + Opponent’s Reflex.

*An unmodified roll of 10 on any Agility roll is an automatic failure, while a roll of 1 is an automatic success.*

If an escape attempt is successful, then the escaped figure may now move and fire normally. If it is unsuccessful, HTH combat is initiated immediately, with the enemy figure automatically striking first (no reflex roll is required) and receiving a +2 bonus to all HTH damage rolls. This combat is resolved before other members of the active unit may move or fire.

### EXAMPLE

*In the first example given on page 46, assume that neither figure was able to damage the other during their first HTH encounter. Upon the Specter’s next activation, the Vobian player decides that it was an amazing piece of luck that he survived the onslaught of the Crimson’s HTH attacks, and so decides he would rather escape and fire a ranged weapon than continue the lopsided melee. The Meraxillan player chooses to oppose this escape attempt and so the Vobian player makes an escape agility roll. This comes up a 6, modified by his opponent’s reflex of +2, for a final result of 8. This total is under the Specter’s agility of 9, and thus he manages to escape. The Specter unit may now move and fire normally.*

### Firing Into HTH Combat

If a figure fires a ranged weapon at two or more figures that are locked in HTH combat, first roll a d10 to see which member of the melee is affected and then roll to damage as normal. Consult the following chart:

#### FIRING INTO HTH

Roll	Effect
1-3	Friendly figure hit (randomize).
4-7	Figure of largest size class hit or randomized between all combatants if of same size class.
8-10	Enemy figure hit (randomize).



## [8] VEHICLES

As mentioned earlier, vehicles are a separate class of figure from infantry. It is worth noting here that the scale of the Universal Skirmish System precludes any effective use of main battle tanks and the like. Thus, despite the differentiating terminology below, players should assume that no vehicle seen on the tabletop is of the power of those used in typical armored engagements, which often take place at ranges of kilometers instead of meters. All U.S.S. vehicles are mobile enough to be useful in a skirmish, but at the same time vulnerable enough that infantry can feasibly destroy them. Thus, a U.S.S. “armored fighting vehicle”, while powerful from the point of view of a man on the ground, is still no match for the types of tanks seen in a larger engagement, which are quite out of scale for a skirmish system.

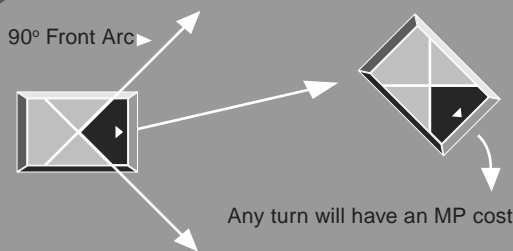
Vehicle targets are treated differently in game terms from infantry targets. These differences are summarized below:

- Vehicles will generally be size class 4 or larger, while infantry will be 1-3.
- An anti-infantry (AI) weapon firing at a vehicle target suffers a -5 LOF penalty (-2 for vehicle piercing weapons) to its damage roll and may never ignore the vehicle’s armor rating (AR), even if it would normally be armor piercing with regards to infantry targets.
- An anti-vehicle (AV) weapon firing at an infantry target suffers a -5 penalty to its damage roll and will always ignore the trooper’s AR, that is it will always be considered armor piercing with respect to infantry targets.
- Vehicles may move freely within their front 90 degree arc (also known as the cover arc) as long as they keep the same facing, but must expend their turn cost if they wish to change their facing up to 90° (exception: anime mecha). Certain vehicles will be limited as to how many times they may turn in a given movement phase, depending upon type.

### EXAMPLE

*An Altai Mausoleum has a Move of 6. As a Mecha (see below), its turn costs are 1/2/1/- (it cannot sprint). If declared to be “running”, the Mausoleum could move freely within its cover arc (see diagram below), but would have to expend 1” of movement every time it wanted to turn up to 90 degrees in any direction.*

#### VEHICLE TURN COSTS





Vehicles may go in “reverse”, but only after having been stationary for one full activation (exception: anime mecha). Vehicles in reverse must follow all normal turning rules, and have the additional restriction that they can never move faster than walking speed.

•**Vehicle Movement Restrictions /** Vehicles may never go prone, crawl, or climb. Additionally, only Mecha-type vehicles may enter heavy terrain. If a non-mecha vehicle touches the edge of a piece of heavy or impassable terrain, or if a mecha touches impassable terrain, the vehicle is considered to have been rammed. See the Ramming rules below.

•**The Five Vehicle Types /** Light Vehicles, Mecha, Anime Mecha, Armored Personnel Carriers (APCs), and Armored Fighting Vehicles (AFVs).

### Light Vehicles

Light Vehicles (LVs) are generally bikes, skimmers and such, with one or perhaps a few crewmembers. LV turn costs are 1” for walking speed, 2” for running speed and (if applicable) 3” for sprinting speed. LVs are limited to three turns per movement phase. They may not enter heavy terrain, but may jump or fly over it.

### Mecha

Though they are vehicle targets, Mecha can be thought of in general terms as “huge infantry”, representing lumbering, vaguely animal-like machines. That is, they move very similarly to infantry, being able to traverse heavy terrain, and are capable of initiating HTH combat. A Mecha figure is however somewhat more limited than infantry in terms of movement, and, like other vehicles, must expend its turn cost in order to turn up to 90°. Mecha turn costs are 1/2” for walking speed, 1” for running speed and (if applicable) 1 1/2” for sprinting speed. Mecha may turn as many times as desired in a given movement phase, until they run out of movement.

### Anime Mecha

Certain mecha are maneuverable enough that they do not require a turn cost. That is, they act *exactly* like infantry in terms of movement, with the exception that they may not go prone, crawl, or climb.

### Armored Personnel Carriers [APCs]

APCs represent heavily armored troop transports, meant to get soldiers to the front with minimal damage. APCs have extra protection for their passengers, represented by their structural damage capacity, and are immune to stun weapons. APC turn costs are 1 1/2” for walking speed, 3” for running speed and (if applicable) 4 1/2” for sprinting speed. They are less maneuverable than light vehicles and may only turn twice per activation. They may not enter heavy terrain, but may jump or fly over it.

•**Structural Damage Capacity /** In addition to their Damage Capacity (DC), APCs that can carry passengers have a Structural Damage Capacity rating. Structural DC represents the further protection that such vehicles give to their passengers. It is written after the Damage Points stat as a number in parentheses, for example, “Damage Capacity: 3 (4)”.

When an APC suffers damaging hits, damage is first removed from the damage capacity of the vehicle (the number before the parentheses) until this reaches zero. At this point, the APC is considered eliminated for purposes of victory points and may no longer fire or move, other than to roll forward in the next turn as described under “eliminated vehicles” (page 50).

Until all SDC are eliminated, however, any passengers inside the vehicle will be safe and able to exit freely. Enemy figures firing at a disabled vehicle must use the same AR as before, but any field saves the vehicle might have had are no longer in effect. When the structural damage capacity of a vehicle is reduced to zero, all passengers must roll for survival (see page 52).

### EXAMPLE

*The Pyramid Troop Transport (“DC: 3(4)”) will become non-functional after suffering three damaging hits (and will move forward during its next movement phase as if it had been destroyed completely). However, any passengers will be safe until a further four damaging hits are scored by the enemy.*

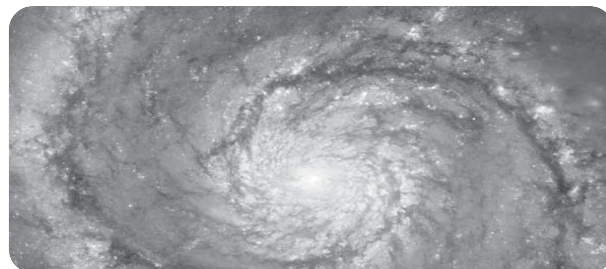
### Armored Fighting Vehicles [AFVs]

AFVs represent vehicles dedicated to the total destruction of the enemy. They are generally very well armed and well armored, but hard to maneuver in built-up areas. AFV turn costs are 2” for walking speed, 4” for running speed and (if applicable) 6” for sprinting speed. As with APCs, AFVs have a maximum of two turns per movement phase. They may carry passengers and use the rules for structural DC mentioned above. They are forbidden from entering heavy terrain and are incapable of flying or jumping.

### EXAMPLE

*A Confederate Pitbull has a Move of 8. As an AFV, its turn costs are 2/4/- (it cannot sprint). The Confederate player declares the Pitbull to be “walking”, with a movement sequence as follows: move 3” into cover arc, turn to the right (cost = 2”), move 3” into new cover arc.*

•**AFV Damage Charts /** To represent their extra protection, AFVs have special rules that apply after a successful enemy damage roll is made. Whenever a damaging hit is suffered by an AFV, roll on the AFV damage chart for the vehicle in question, which will be listed on its template. This is a d100 roll that determines where and how the AFV was damaged. Simply roll a d100 and follow the chart instructions. An example damage chart is shown on the following page:



## AFV DAMAGE CHART

Roll	Effect
0-20	Lose 1/4 of base movement <sup>1,2</sup> (round up).
21-80	Lose one weapon <sup>2</sup> (attacker's choice).
81-00	Damaged: lose one from DC.

<sup>1</sup>Rounding occurs before movement is subtracted. For example, a vehicle with a base movement of 9" will lose 3" of movement every time this result is rolled.

<sup>2</sup>If a vehicle with no movement left suffers a hit that removes movement, or a vehicle with no weapons left suffers a hit that removes a weapon, the damaging hit will instead remove a point of damage capacity.

### EXAMPLE

A Vobian player scores a successful damaging hit on a Confederate Pitbull, an AFV with the damage chart listed above. Instead of simply removing a point of damage capacity from the vehicle, he first rolls a d100, with the result of 11. Consulting the chart, he finds that he has reduced the movement rate of the Pitbull by one-quarter, from 8 to 6. If the Pitbull had already been at a movement rate of zero, it would instead lose a point of damage capacity.

•AFVs And Impact / When a weapon with an impact rating scores a damaging hit on an AFV, it must first roll on the damage chart to see the effect. After this has been done, roll any impact dice. Successful impact rolls will affect the same system that was affected by the original damage roll.

### EXAMPLE

A Vobian Shoulder Cannon (IR = 1) scores a damaging hit on a Pitbull. The Vobian player rolls on the damage chart and gets a 65, which causes the vehicle to lose one weapon, which he chooses to be the Heatsink Cannon that was wreaking havoc on his Cyber-mecha. He then rolls one die for impact (target roll = 7+) and the result is a 9 (a success), leading to the loss of a second weapon, in this case chosen to be one of the Pitbull's Elephant Guns.

## ANATOMY OF A VEHICLE

All five of the vehicle types have a common profile, which is different from an infantry profile.

•Point Value [PV] / Each vehicle will have a point value (written next to its title). This represents its battlefield effectiveness. The higher the PV of the vehicle, the more useful it will be.

•Type [TY] / There are 5 types of vehicle, each with slightly different rules for movement and combat resolution. These are explained above.

•Size [SZ] / Vehicles will generally be of size 4 or greater.

•Quality [QU] / All vehicle targets will be of "vehicle" quality.

•Move [MV] / In all respects save turning, a vehicle's move characteristic is treated exactly as an infantryman's. Like infantry figures, vehicles may be capable of sprinting, jumping or flying, depending on type. Remember that all non-Mecha vehicles are unable to enter heavy terrain.

•Armor Rating [AR] / This represents a vehicle's armor rating. Remember that AI weapons will always suffer an additional -5 penalty to their damage roll when firing at a vehicle target, regardless of the its AR. Also, no AI weapon will ever ignore a vehicle's AR, regardless of whether they ignore infantry ARs.

•Damage Capacity [DC] / The number of damaging hits that a vehicle may suffer before being considered destroyed. Remember that vehicles other than mecha and anime mecha will continue to move in the activation following that during which they were eliminated. In parentheses will be written any structural damage capacity that the vehicle possesses.

•Field Save [FS] / This acts in all respects as an infantry figure's field save.

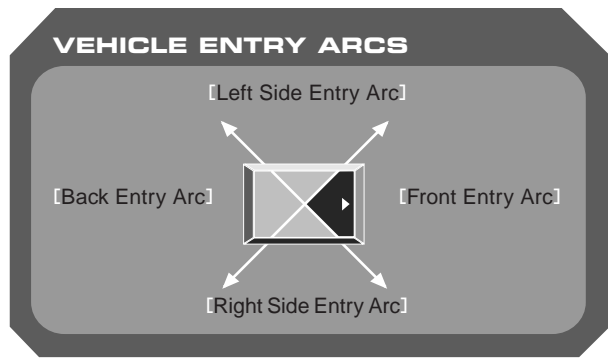
•HTH Rating [HR] / Mecha and anime mecha are the only vehicles that may declare a charge and participate in HTH combat and therefore they are the only vehicles that will have an HR. Other vehicles may never strike back if attacked in HTH combat, though they may freely escape if they survive.

•Reflex [RF] / As was the case with HTH Rating, this characteristic only applies to mecha and anime mecha.

•Fire Actions [FA] / Unlike infantry, most vehicles will be able to fire more than one weapon per turn. The number of weapons they may fire during a given activation is listed as the fire actions stat line for easy reference, and varies from one to four. However, a vehicle may never choose more than *one* weapon with which to cover, no matter how many normal fire actions it has.

•Passengers [PA] / Many APCs or AFVs will be able to carry passengers. Listed here will be the total size of infantry figures that the vehicle in question is capable of transporting. For example, a vehicle with a PA stat of 24 could carry 24 size 1 infantry, 12 size 2 infantry or 8 size 3 infantry.

•Entry Arcs [EA] / APCs or AFVs that can hold passengers will also have one or more entry arcs. These represent the areas into which infantry figures may enter and from which they may exit the vehicle. The four arcs are: Front (F), Back (B), Left (L) and Right (R). This is further described in Boarding and Leaving Vehicles below.



•**Primary, Secondary Weapon, Etc /**  
As vehicles can often fire more than one weapon per turn, their weapons are listed differently from infantry. Each is listed as a rank order (primary through quaternary), representing the “weapon slots” that may each be fired during a single activation. In other words, vehicles may fire each of their weapons once per activation. This is unlike infantry, who can only fire one weapon per turn, even if they carry more. In general, primary weapons are more powerful than secondary weapons, secondary more powerful than tertiary, and others, but this need not be the case.

Each vehicle may only purchase one weapon per weapon slot. Vehicles need not purchase a weapon for each slot, and may be purchased without any weapons at all if the controlling player desires. All weapons on a vehicle are assumed to have a forward cover arc unless specifically noted otherwise in parentheses, for example “Rail Cannon (left)”.

## VEHICLE TARGETING

As mentioned above, vehicles may fire each of their weapons once per activation. Each weapon fired, however, must still follow the normal rules for targeting. Unlike fire during activation, vehicle covering fire must only use one weapon designated at the time of covering fire declaration. Note also that vehicles may have weapons with differing arcs, which will greatly affect covering fire.

## VEHICLE-SPECIFIC WEAPONS

Some weapons will have a special mounting apparatus, meaning that they can only be placed onto a vehicle frame.

### Multi-Arc Vehicle Weapons

Since vehicles are much less maneuverable than infantry, the arcs into which they may fire must be recorded. Unlike infantry, vehicle may carry weapons that can fire into more than one arc. These extra arcs will be noted in parentheses after the weapon’s title in a vehicle’s weapon list. The default arc for a weapon is still its front arc.

### Vehicle Turrets

Some vehicle weapons, instead of having a defined cover arc, will instead be able to fire in a complete 360 degree arc. These weapons will be noted as such by having the word “turret” placed before their titles in a vehicle’s weapon list.

## Vehicle Cupola Weapons

Certain vehicles will have weapons that are manned by a crewmember from a hatch or other exposed area. They are designated by the word “cupola” in parentheses after the weapon name, in the weapon description section of an army list. Note that any unique cover arc will be written in the same set of parentheses, for example “Phase Cannon (back; cupola)”.

Cupola weapons target and fire normally, but are more vulnerable to enemy fire. Any damaging hit that originates from the cover arc of a cupola weapon will eliminate it, representing the death of the manning crewmember. This effect is *in addition to* any other effects applicable. If an AFV suffers a damaging hit that, after rolling on the AFV’s damage chart, removes a weapon, the weapon in question will be removed in addition to any cupola weapons in the firing figure’s cover arc (unless there are no more weapons left, in which case the hit will remove a point of damage capacity).

## Eliminated Vehicles

As soon as a vehicle loses its final DP, it is considered eliminated. However, unlike infantry figures, destroyed vehicles are not removed from the tabletop. Instead, they will remain as heavy terrain. “Dead” mecha or anime mecha should simply be placed on their sides in the spot where they suffered their last damaging hit. Remove the initiative card of a destroyed mecha or anime mecha from the initiative deck as soon as its DC is reduced to zero.

Moving vehicles other than Mecha will not stop immediately when eliminated; rather, they will continue to “roll” a bit further ahead before coming to a dead halt. Shuffle the eliminated vehicle’s initiative card into the deck for the turn after it is destroyed, in order to determine when during the turn it makes its final movement. When the eliminated vehicle “activates”, simply move it straight ahead a distance equal to its current MV stat, along the same trajectory it had at the time it lost its last damage point. Vehicles that were in flight will then fall to the ground, ramming any figures upon which they land (see below).

## Vehicle Morale Tests

Vehicles make Individual morale tests each time they suffer one or more damaging hits from a single attack. If a vehicle fails an Individual morale test, it is considered to be temporarily “haywire”. If a vehicle unit fails a Unit morale test, all vehicles in that unit will become haywire. To represent this, place a haywire counter next to the affected vehicles.

The crewmembers of a haywire vehicle have momentarily lost control of their vehicle. Haywire vehicles suffer a –2 penalty on all damage rolls and may not move faster than walking speed on their next activation. Unlike infantry shaken counters, haywire counters are not removed by performing rally rolls. Instead, they are automatically removed at the beginning of the activation after that in which one full turn was spent haywire.

If an already haywire vehicle fails a subsequent individual morale test or its unit then fails a unit morale test, it will become “out of control”. Out of control vehicles may not

make any turns and will move forward at walking speed during their next activation. They may not fire any weapons at all during this activation.

Out of control counters replace any haywire counters that may have been present. After a full activation of being out of control, counters are removed in the same manner as haywire counters. If an out of control vehicle fails a subsequent individual morale test or is part of a unit that fails a subsequent Unit morale test, there is no further effect.

## RAMMING

All vehicles except mecha or anime mecha may attempt to ram infantry or other vehicles. Infantry figures, mecha, and anime mecha may attempt to dodge a vehicle's ram attack by making a "dodge roll". Vehicles other than mecha and anime mecha may not dodge.

### The Dodge Agility Roll

Every time an infantry figure or (anime) mecha is contacted by a moving vehicle, it may choose to make a modified agility roll to avoid being rammed. If the modified roll is *less than* or equal to the figure's agility (AG) stat, then the ram is a failure. If the modified roll is greater than the AG stat, the ram is a success. A dodge roll of 1 always indicates a failed ram, regardless of modifiers, and a roll of 10 always indicates a successful ram.

*An unmodified roll of 10 on any Agility roll is an automatic failure, while a roll of 1 is an automatic success.*

### DODGING VEHICLES

Ramming Vehicle's Speed	Agility Roll Modifier
Walk	-2
Run	0
Sprint	+2

### EXAMPLE

*An Altai Golden Skimmer is attempting to ram a Vobian Spondylocrit. The Skimmer is moving at sprinting speed and the Spondylocrit has an agility of 10. The Vobian player makes a dodge agility roll and the die comes up a 9. Adding +2 for the ramming vehicle's speed, this brings the modified result to 11, meaning that the Spondylocrit has been successfully rammed, and the Altai player may make an immediate damage roll (see below). Note that the dodge roll would have been a success if the Skimmer had been moving at walking or running speed.*

•**Results Of A Failed Ram Attack** / If the agility roll succeeds, place the figure just to the right or left (whichever is closer) of the ramming model and continue with vehicle movement. The dodging figure must, however, make an immediate Individual morale test (due to the shock of such a narrow escape...). Once a given figure has made a successful agility roll to dodge an

incoming vehicle, that figure may not be rammed by the same vehicle again in the same activation (simply move the figure to the side as above if the same vehicle somehow moves through it again).

•**Successful Infantry Rams** / If an infantry target fails its dodge agility roll, resolve ramming damage as follows:

### RAM DAMAGE RESOLUTION

Ramming Vehicle's Speed	Target Damage Roll <sup>1</sup>
Walking	7+
Running	5+
Sprinting	3+

<sup>1</sup>*Damage rolls due to ramming always ignore the AR of an infantry target, but never the AR of a vehicle target.*

Ramming Vehicle's Size	Number Of Damage Dice
4	1
5	2
6+	3

### EXAMPLE

*In the example above, a Golden Skimmer successfully rammed a Spondylocrit. As the Skimmer was moving at sprinting speed, the target damage roll is 3+ (ignores Spondylocrit's AR). The Skimmer is size 4, and therefore will only roll one damage die. The result is a 5, which is good enough to eliminate the pesky little critter from play.*

•**Vehicle Rams** / Vehicles cannot dodge ram attacks. If the target of a ram is a vehicle, then the ramming vehicle will also suffer damage. Just use the chart above as if the target itself had rammed the original vehicle at the same speed.

•**Terrain Rams** / If a non-mecha vehicle touches the edge of a piece of heavy or impassable terrain, or if a mecha touches impassable terrain, the vehicle is considered to have been rammed. Resolve the ram as if a vehicle with the exact stats as the rammed vehicle were doing the ramming. In other words, resolve any damage rolls as if the vehicle entering forbidden terrain had "rammed itself", using its size and speed to determine the number of damage dice and target damage roll. Rams due to terrain immediately stop all further movement of the vehicle in question for the remainder of its activation.

•**Surviving A Successful Ram - Infantry** / A figure that is rammed but not eliminated will be knocked prone at a 45° angle to the left or right side of the vehicle (whichever is closer) 2d5" from the point of impact. If this results in the figure hitting a solid terrain piece, it will suffer a damage roll again as if it had been rammed a second



time by the same vehicle. A figure that survives a successful ram must make an immediate Individual morale test with a -2 penalty to the die roll to represent the shock of the event.

- Surviving A Successful Ram - Vehicles /** When two vehicles of the same size class collide, they will both rebound straight back from the point of impact d2". If one is of a higher size class, then the larger vehicle will not rebound and the smaller will rebound d5" straight back. Both the ramming vehicle and the target must make immediate individual morale tests.

### Vehicle Passengers

Passengers are infantry figures that were purchased separately and either began the game in a vehicle or boarded the vehicle at some point during the game, forming a special ad hoc unit with the vehicle. A vehicle and its passengers must always activate as a single unit. Figures that board a vehicle in one turn become part of that vehicle's unit on the following turn. Only entire units may board or leave a vehicle, as described below.

- Passenger Survival /** As soon as any vehicle loses its last damage point, all passengers who were on board must roll a d10 for each point of DC that they possess, adding their armor rating to the rolls. Every modified roll of 5+ will remove that damage point. Surviving figures are placed within 2" of the vehicle wreckage and become shaken. They may not activate until the following turn.

### Leadership, Command & Vehicles

Passengers that are Leaders may assign attack chits to vehicles in which they are passengers. Unlike those assigned to infantry figures, attack chits assigned to vehicles may *only* be used to add +1 to any one vehicle weapon damage roll (decide which before rolling). As with a normal unit, a vehicle passenger that is a Commander may give the vehicle unit an extra initiative card during the Command Phase. Focal Points have no effect on vehicles.

### Boarding & Exiting Vehicles

Any vehicle that can carry passengers may be boarded. Such vehicles will have noted in their profiles the total size of passengers that they can accommodate. Only infantry units that are on sprint orders may board or exit a vehicle.

- Boarding Vehicles /** A vehicle must be stationary to be boarded, that is it should have a static vehicle counter next to it to indicate that it has not moved for a full activation. A unit may board a vehicle from any of the vehicle's entry arcs (listed in its stat profile). The movement cost to board a vehicle for a figure directly adjacent to an entry arc is 2" for standard infantry and 4" for powered infantry. All units must attempt to board vehicles on the same turn. If some figures are left without enough movement to board, the vehicle may not move on the following turn and the rest of the unit must again attempt to board, until all figures in the unit have boarded or the maximum capacity of the vehicle is reached. If the maximum capacity of a vehicle is reached, then any remaining figures must still end their movement as close to the vehicle as possible. At the beginning of the next

turn, any figures that have boarded a vehicle at maximum capacity immediately become part of that vehicle's unit. Any figures that were unable to board are considered to have been split into their own unit. This is the only case in which a splitting unit may be smaller than its minimum unit size. If it is smaller, however, it must still make unit morale tests as normal in the Resolution Phase.

Since a vehicle to be boarded may activate before or after the unit that wished to board it, we have provided "static vehicle" counters. These are used to indicate that a vehicle which has been boarded before its activation must remain stationary when activated. In other words, a unit that wishes to board a vehicle need not wait until the following turn to be sure it is stationary.

- Exiting Vehicles /** Passengers may exit a stationary vehicle to anywhere directly adjacent to a boarding arc for the same cost as boarding (2" for SI, 4" for PI). Exiting must be done during the vehicle unit's activation, and any surviving figures that have exited the vehicle will become a new unit in the next command phase.

If a vehicle is not sprinting, passengers may attempt to "leap out" at any point during the vehicle's movement. A figure that leaps out of a walking vehicle is placed anywhere within 4" or 2" (PI or SI) of an entry arc and must make an immediate individual morale test. It may not perform any other movement or firing until its next activation.

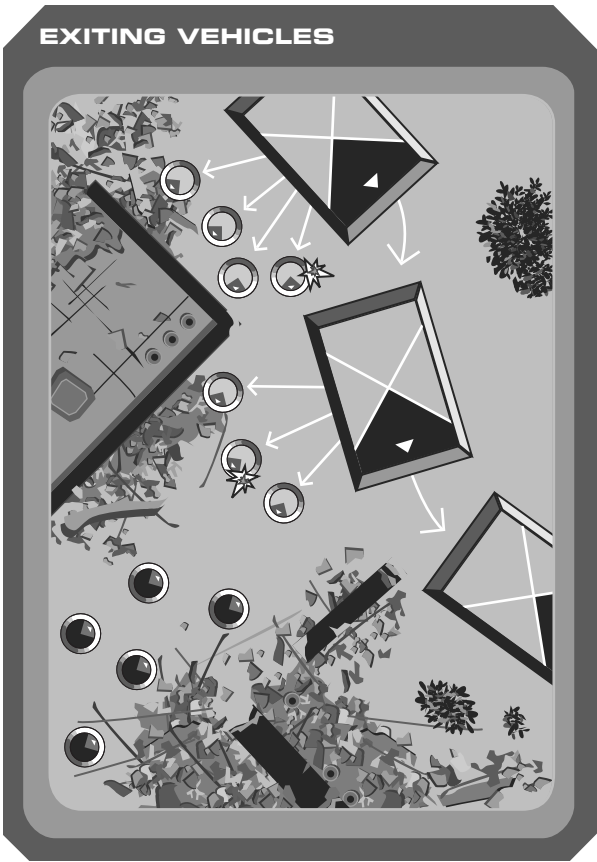
Exiting a vehicle moving at running speed is more dangerous. The leaping model is placed within 4" of an entry arc and must make an unmodified agility roll. If this roll fails, the figure automatically suffers a damaging hit, with no damage roll necessary. If it survives, the figure must then make an individual morale test with a -2 penalty to the die roll, and may not perform any other movement or firing until its next activation.

Models may never exit a sprinting vehicle (unless you want them to die).

### EXAMPLE

*A Meraxillan Pyramid Troop Transport moving at running speed is carrying 7 Taks. As the vehicle passes an enemy unit on its right (see diagram below), the controlling player decides that the Taks would be best used to attack this unit. However, he also wants the Transport to make it to nearby terrain cover and therefore decides that the Taks should risk leaping out of the vehicle. The 7 Taks are first placed within 2" of the right boarding arc as the vehicle moves along as shown. Each figure must first make an unmodified agility roll (AG = 7), with the results being 6,5,7,7,8,8,5 meaning that two are eliminated from play entirely. Each surviving figure must then make an individual morale test (morale = 2+) with a -2 penalty. The rolls are 5,6,3,2,8 meaning that two fail the roll and become shaken. Hopefully, the remaining unshaken Taks will be strong enough to do some damage on their next activation.*

## EXITING VEHICLES



### HTH Combat & Vehicles

Figures attacking a stationary vehicle (one with a “static vehicle” counter next to it) in HTH need not make a reflex roll unless the target is a mecha or anime mecha. If charging the latter, the ensuing HTH combat is resolved as if the (anime) mecha involved were infantry, regardless of the (anime) mechas speed.

•Charging Moving Vehicles / Attempts to attack a moving non-mecha vehicle in HTH combat carry risk for a charging figure. When contact between a charging figure and a moving vehicle is made, the attacking figure must make an unmodified agility roll before proceeding with the HTH combat.

If this roll succeeds, the HTH attack itself will proceed as normal, with the added requirement that the attacking figure roll an unmodified individual morale test if it fails to inflict any damage on the moving vehicle.

If the agility roll does not succeed, the HTH attack has no effect and the charging figure is considered to have been rammed by the vehicle it tried to attack.

