

# AoT Beta Rulebook

## Table of Contents

AoT Beta Rulebook.....	1
Core Rules Introduction.....	4
The Combined Arms Doctrine.....	5
What You'll Need.....	5
Choosing your Army.....	5
Core Companies.....	6
Base Cards.....	11
Setting up the Playing Area.....	12
Terrain.....	12
Terrain Characteristics.....	13
Placing Terrain.....	13
Deployment.....	16
To Battle!.....	17
Giving an Order.....	18
Suppression.....	20
Terrain and Movement.....	21
Measuring Distances.....	24
Line of Sight.....	25
Orders.....	29
Attack and Support.....	29
Special Ability Orders.....	48
Default Actions.....	49
Resolving Fights.....	51
Results.....	52
Suppress Area.....	54
Breaching.....	54
Special Rules.....	56
Anti-Personnel.....	56
Anti-Materiel.....	57
Bombardment.....	57
Camouflage.....	58
Command.....	58
Cover.....	58
Defender.....	58
Guerrilla.....	58
Independently Targeting.....	58
Indirect Fire.....	59
Incendiary.....	59
Jump Trooper.....	59
Medic.....	60
Repair.....	61
Shock.....	61
SPOMM.....	61
Troop Carrier.....	61
Final Note.....	61

Forces.....	62
Junkers.....	62
History.....	62
Colonies.....	62
Technology.....	63
Warfare.....	64
Platoons.....	64
Tribunes.....	64
Legionary Maniple I.....	64
Legionary Maniple II.....	64
Legionary Maniple III.....	64
Exo Suit Allecti.....	65
Loricatia Squadron.....	65
Carpentia Squadron.....	65
Ballisteria Squadron I.....	65
Ballisteria Squadron II.....	65
Viridians.....	65
History.....	66
Colonies.....	66
Technology.....	67
Warfare.....	67
Platoons.....	67
Captains.....	68
Alpha Platoon.....	68
Bravo Platoon.....	68
VDF.....	68
Interdict Marines.....	68
Tank Squadron.....	68
Transport Squadron.....	69
Coyote Battery.....	69
Buffalo Battery.....	69
Syntha.....	69
History.....	69
Colonies.....	70
Technology.....	71
Warfare.....	71
Platoons.....	71
Captains.....	71
Tactical Cell.....	72
Point Cell.....	72
T-Synth Cell.....	72
M-Synth Cell.....	72
Nemesis Cell.....	72
Hades Cell.....	72
Artillery Cell.....	73
Mechanised Cell.....	73
VASA.....	73
History.....	73
Colonies.....	74
Technology.....	75

Warfare.....	75
Platoons.....	75
Captains.....	75
SART.....	75
SAMS.....	75
Dispenser Team.....	76
Black Legion.....	76
Motorised Squadron.....	76
Artillery Battery.....	76
Ikon Squadron.....	76
Red Hammer Squadron.....	77
Advanced Rules.....	77
Special Order Cards.....	77
Junker Cards.....	77
Viridian Cards.....	78
Syntha Cards.....	78
VASA Cards.....	78
Alternative Instant Kill Rules.....	79
Scenarios.....	79
Meeting Engagement.....	79
Breakout.....	80
Hold the Line.....	82
Dominate.....	83

# Core Rules Introduction

Age of Tyrants is a 6mm scale tabletop wargame in which you fight battles with companies of soldiers and vehicles. For those of you who are new to this sort of thing, in a tabletop wargame you and your opponent use miniatures to represent your armies, on a playing area that is set up with model terrain. You take it in turns to move your models using a tape measure or ruler, and attack your opponent's models by rolling dice to generate combat results.

- Age of Tyrants is a game about combined arms warfare. That means pulling together the abilities of different parts of your army to carry out **orders** and achieve results. There are many different orders in the game, each with its own set of rules that tell your miniatures how to act. For example, fight, move, carry out repairs, etc. It's up to you to decide what the best order will be in any given situation
- A **battle** takes place over a series of **rounds**. During any given round, you and your opponent will use all of your **bases**
- Your army is made up of **bases**. All the bases are the same size, and some of them have soldiers on them, some of them vehicles. Different bases are good at different things
- Some of these bases are **leaders** representing the various Lieutenants and captains who give **orders** in battle
  - You and your opponent take it in turns to select a leader and give an **order**. The number of orders you can give during a round is equal to the number of leader bases you have in play
  - To give an **order**, choose a **leader** and three other **bases** to carry it out
  - Multiple bases acting together have much more chance of defeating enemy bases in **combat**. If you beat an enemy base well enough, it is **destroyed**. Destroyed infantry are removed from play, destroyed vehicles remain on the play area as wreckage and can be used for cover and to block line of fire
  - As the game progresses, bases that suffer damage and casualties (known as **suppression**) become more difficult to issue orders to, and leaders may be destroyed reducing the number of orders you can give in a round. Therefore you may not be able to issue orders to all bases during a round
  - Bases that don't receive orders can still act (using **default actions**), but there are limits to what they are allowed to do, and they are less useful in combat when not backed up by other bases
- Once all the **orders** have been given, and all of the **bases** have had a go, the **round** ends
- You win the battle by destroying 50% of your opponent's bases, simple as that

That's it in a nutshell, though obviously it's a little bit more involved, so give these rules a read through and have a go. Don't worry too much about getting everything right away, just concentrate on the core concepts. Once you start playing, you'll gradually absorb the details, until it all becomes second nature. Then you'll rarely, if ever, need to refer to the rulebook.

## The Combined Arms Doctrine

In Age of Tyrants you fight with **companies** and **platoons**. In battle a company and the bases that fall within its chain of command act together, carrying out orders in which some bases strike at the enemy while others support their efforts. For example an infantry base assaults an enemy position, while at the same time another infantry base pours in support fire and an artillery base pounds it.

- A **company** consists of four to eight **platoons**
  - Each **company** is led by a **captain**
  - Captains are single bases not attached to any platoon
- **Platoons** consists of four **bases**
  - Each **platoon** is led by a Lieutenant, who is one of the bases in that platoon

## What You'll Need

In order to fight a battle in Age of Tyrants you'll need to have the following to hand:

- The Age of Tyrants rules
- You and your opponent each need a company (or several) of Age of Tyrants bases (see Choosing your Army)
- A selection of six-sided dice
- A ruler or tape measure
- A flat playing area measuring 4'x4'
  - If you're playing with larger companies or multiple companies, you may want to make this larger. As a rule of thumb, you probably want armies no larger than 25 bases a side on this size of playing area. Add another 4'x4' square section if your armies exceed this limit
- Model terrain to place on your playing area. You can use pieces from the terrain packs we supply, or if you prefer make your own
- Base cards. These provide handy reference for the stats and special rules of your bases
- Area Effect templates
- Counters
  - Several game events require counters to track them. You can use your own or we provide packs

## Choosing your Army

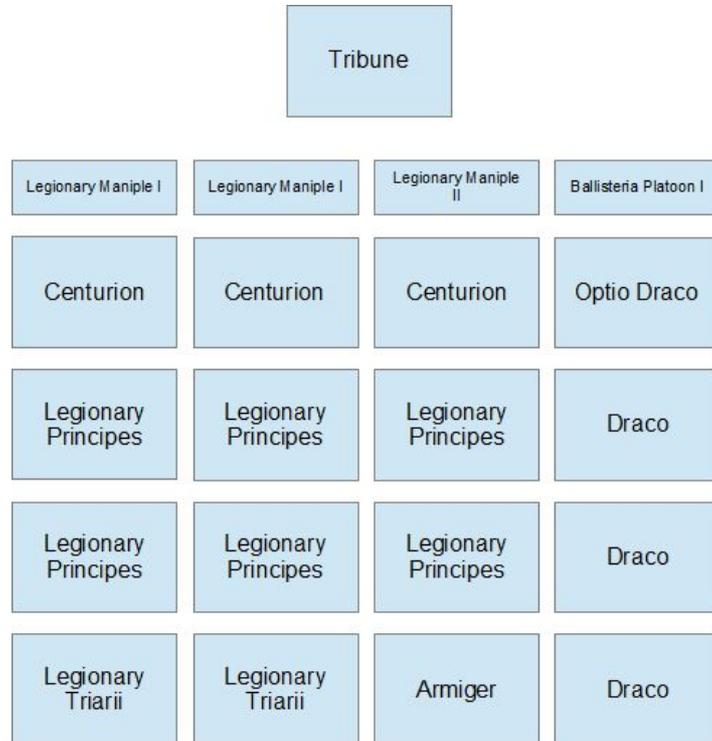
You and your opponent should agree on a points limit for your companies before the game starts.

- You can play with more than one company a side if you wish, but we recommend starting with one
- Choose a core company from the options below (see the Forces section for more information about each of the bases that make up these companies)
- Once you have a core company of four platoons and a captain, you may add up to four more platoons to it, providing you do not exceed the agreed points limit
- The additional four platoons can be any of your choosing

## Core Companies

Each faction has a light core company and a heavy core company, both led by a captain in an armoured transport.

### Junkers Infantry Legion: 23 Points



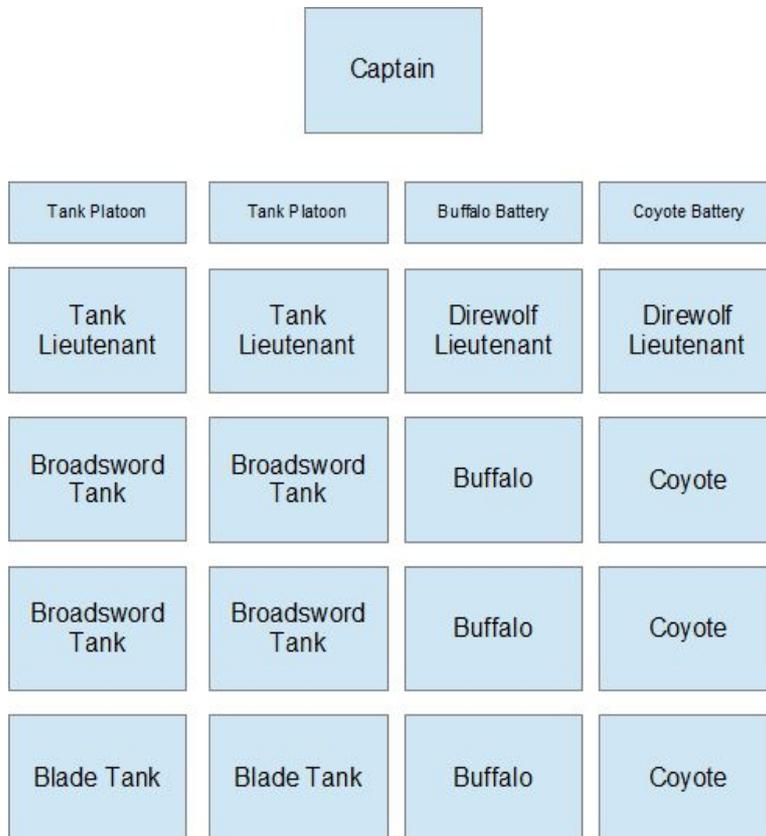
### Junkers Loricated Legion: 43 Points

Tribune			
Loricatia Platoon	Loricatia Platoon	Ballisteria Platoon I	Ballisteria Platoon II
Optio Loricatia	Optio Loricatia	Optio Draco	Optio Onager
Venator	Venator	Draco	Onager
Venator	Venator	Draco	Onager
Exarch	Exarch	Draco	Onager

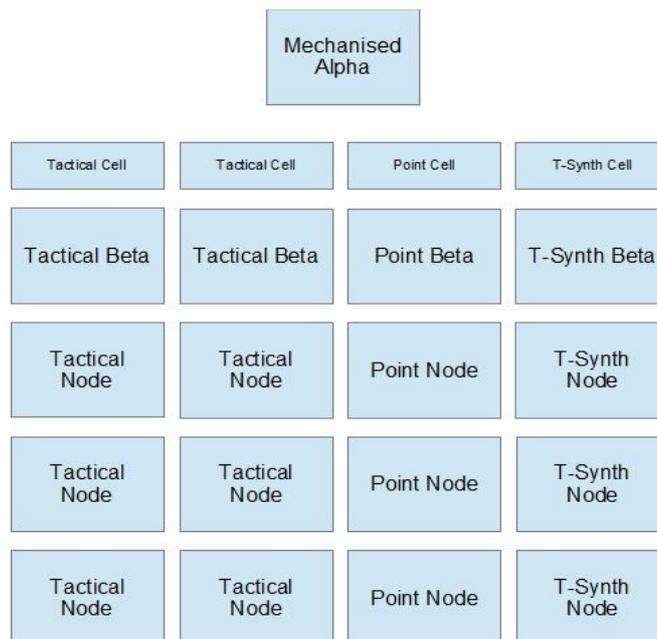
### Viridian Colonial Marine Company: 23 Points

Captain			
Alpha Platoon	Alpha Platoon	Bravo Platoon	Bravo Platoon
Direwolf Lieutenant	Direwolf Lieutenant	Bigfoot Lieutenant	Bigfoot Lieutenant
Alpha Team	Alpha Team	Bravo Team	Bravo Team
Alpha Team	Alpha Team	Bravo Team	Bravo Team
Sniper Team	Sniper Team	Sniper Team	Sniper Team

## Viridian Armoured Company: 43 Points



## Syntha Tactical Core: 23 Points



### Syntha Armoured Core: 43 Points

Mechanised Alpha			
Nemesis Cell	Hades Cell	Artillery Cell	Artillery Cell
Nemesis Beta	Hades Beta	Artillery Beta	Artillery Beta
Nemesis Grav Tank	Hades Grav Tank	Plasma Cannon	Plasma Cannon
Nemesis Grav Tank	Hades Grav Tank	Plasma Cannon	Plasma Cannon
Nemesis Grav Tank	Hades Grav Tank	Drone Carrier	Drone Carrier

### VASA Suppressor Company: 23 Points

Captain			
SART Platoon	SAMS Platoon	Disperser Platoon	Disperser Platoon
Suppressor Lieutenant	Suppressor Lieutenant	Suppressor Lieutenant	Suppressor Lieutenant
SART	SAMS	SART	SART
SART	SAMS	SART	SART
KV-18 Ikon	KV-18 Ikon	Disperser Team	Disperser Team

## VASA Heavy Company: 43 Points

Captain			
Red Hammer Platoon	Ikon Platoon	Artillery Battery	Artillery Battery
Red Hammer Lieutenant	Ikon Lieutenant	Artillery Lieutenant	Artillery Lieutenant
KV-90 Red Hammer	KV-18 Ikon	Triglav	Triglav
KV-90 Red Hammer	KV-18 Ikon	Triglav	Triglav
KV-90 Red Hammer	KV-18 Ikon	Akonost	Akonost

### Base Cards

Each base has a profile card on which you will find a set of values and special rules. It is the interactions of these values and rules that determine combat outcome by comparing them to profiles of bases they are fighting, or other situations that arise in battle.

Take all of the cards that correspond to the bases in your army and separate them into piles based on the platoon they're in (remember, captains aren't part of any platoon, so place them separately). Lay these out next to the playing area in their platoon groupings for handy reference during play.

<<INSERT IMAGE OF BASE CARD>>

- **Name:** Don't think we need labour the point with this one—it's what the base is called
- **Combat Stats:** Combat stats lists the weapons the base uses in battle, and has a number of values that determine how well that base performs with those weapons:
  - **Weapon:** Each base carries one or more weapons, each of which has stats reflecting how well this base performs with it. The base **may only use one weapon** in any given instance of fighting
  - **Range:** The first number is the minimum distance in inches and the second is the maximum distance in inches at which the weapon can hit an enemy base

- **CC:** This is a number between 1 and 8 that is a measure of how well the base fights in close combat (i.e. in physical contact with an enemy base) using the chosen weapon. The higher the value, the better the base is at close combat
- **RC:** Also a number between 1 and 8 that is a measure of how well the base performs in a firefight using the chosen weapon. The higher the value, the better the base is at ranged combat
- **Weapon Rules:** This part of the profile lists any special rules the weapon is subject to
- **SR:** This stands for Suppression Resistance and is used in combat results when the base loses a fight. The higher this value is, the less likely the base is to be destroyed outright. It also corresponds to the amount of suppression the base has to suffer before it moves on to the next suppression level (SL), as follows:
  - **SL1:0-#:** This lists the default action the base performs when it has between 0-# suppression points
  - **SL2:#-#:** This lists the default action the base performs when it has between #-# suppression points
  - **SL3:#-#:** This lists the default action the base performs when it has between #-# suppression points
- **Points:** Each base has a points value that determines how effective it is in battle relative to other bases. When you play a game, each side has a limit (often the same for both sides, but they may be different depending on the type of encounter) which the total points value of your units and any other assets you purchase for your army must not exceed.
- **Size:** This value represents how big an individual model is relative to other models. Smaller models can make better use of concealing terrain
- **Combat Role:** Combat roles in this rulebook are organised into the following sets:
  - **Infantry:** Foot soldiers. The little guys. They tend to be fragile, but can make effective use of cover and concealing terrain
  - **Armour:** Heavily armoured vehicles that act as primary firebases, transports and heavy support. They're big and dangerous
  - **Artillery:** Heavy, long-range weapon platforms that often can bombard enemy positions to soften them up
- **Move:** This value represents how far the base can move in inches, if given an order that requires it to move. Terrain, the specific order given, and special abilities often affect this value. Along with the number there is a type of locomotion listed. These types can be as follows:
  - **Foot:** The individuals in the base move on foot
  - **Wheels\Tracks:** The base's main method of locomotion relies on wheels or tracks, which can get bogged down on difficult terrain
  - **Grav:** The base floats above the ground using gravity field manipulation, enabling it to glide over terrain
- **Special Rules:** This section lists any special advantages or disadvantages the base is subject to, for example the ability to repair friendlies, or transport bases of infantry. There are too many of these to go into here, and many refer to specific areas of the rules. Special Rules are covered in full in a section later in this book

## Setting up the Playing Area

The first thing to do is put down terrain on the playing area. A playing area of 4'x4' is sufficient for a battle featuring a medium sized company on each side.

- As a rule of thumb, for every 50 bases in play (including your and your opponent's army), have one 4'x4' section of playing area

## Terrain

There are two broad categories of terrain, areas and objects, which are defined thus:

- **Areas:** Areas cover, well, areas of the tabletop (e.g. a steaming alien swamp, frozen taiga, or a demilitarized urban war zone). There are full lists of areas by faction, in the Factions section near the end of the core rules. Areas have characteristics that determine how a base is affected when it moves into that terrain
  - If you have our area overlays and battle mats you can use those. Alternatively you can represent areas on the tabletop by placing an irregular piece of fabric and then positioning terrain objects representative of the area on top of it (e.g. clumps of reeds and alien trees for a forested swamp, or factories and warehouses for an industrial facility)
  - When moving bases on a terrain area, you may move the individual terrain pieces aside to place models (so long as the limits of the area remain clear)
- **Objects:** Objects are individual features that are usually smaller or narrower than areas (e.g. lakes, ravines, rivers, an interplanetary communications relay, etc.). As with areas, there are lists by faction in the appropriate section of the rules. You can't move your bases on to them, you have to go around them, climb over them or use designated crossing points that allow you to traverse them
  - Objects are never moved aside to make way for bases, so if they're impassable, the base must go around or use a crossing point

## Terrain Characteristics

The terrain characteristics of areas and objects are used in the rules to work out things like movement penalties, defensive properties, concealment, and so forth. The list of characteristics is:

- **Road:** Road sections affect the movement of bases. Most bases move faster on this type of terrain
- **Difficult Going:** Terrain with this characteristic affects the movement of bases. Most bases move at a slower rate than usual when in it, and there is a danger that some types of base will get bogged down in it
- **Elevated:** Bases on this type of terrain can see over the tops of models to pick their targets
- **Defensible:** Defensible terrain enables some types of base to use the terrain to their advantage against enemy assaults
- **Cover:** Terrain that provides cover can reduce the effects of enemy artillery and fire for certain types of base
- **Concealment:** Bases within concealing terrain may not be visible to enemy bases, depending on the size of the models and how far from the edge of the terrain they are

- **Flammable:** This sort of terrain can be set on fire by incendiary weapons, causing damage to bases in the terrain
- **Breachable:** This refers to walls and fences that can be knocked down by armoured bases and artillery, creating breached sections along the length
- **Impassable:** The name pretty much nails it. Most bases have to go around this type of object. Long, linear impassable features such as rivers or ravines that could potentially go all the way across the playing area should include a crossing point for every 12"

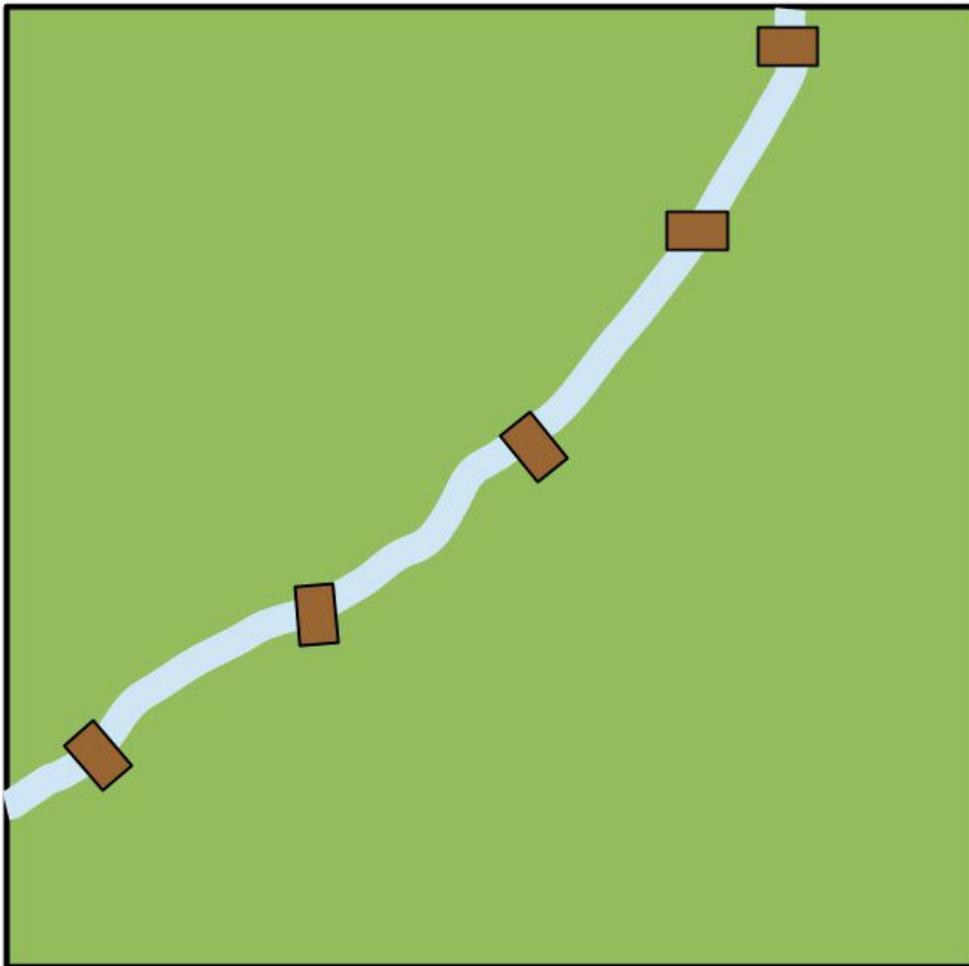
## Placing Terrain

You and your opponent can agree on your own method of placing terrain (you may even have fixed battle-boards with all the terrain already on them), or you can use our method below. If you're involved in competition play, we'd recommend the latter.

One player gets to place all the terrain, this player is known as the **defender**. It is usual for the terrain placed by the defender to be taken from their faction's terrain selection (see later).

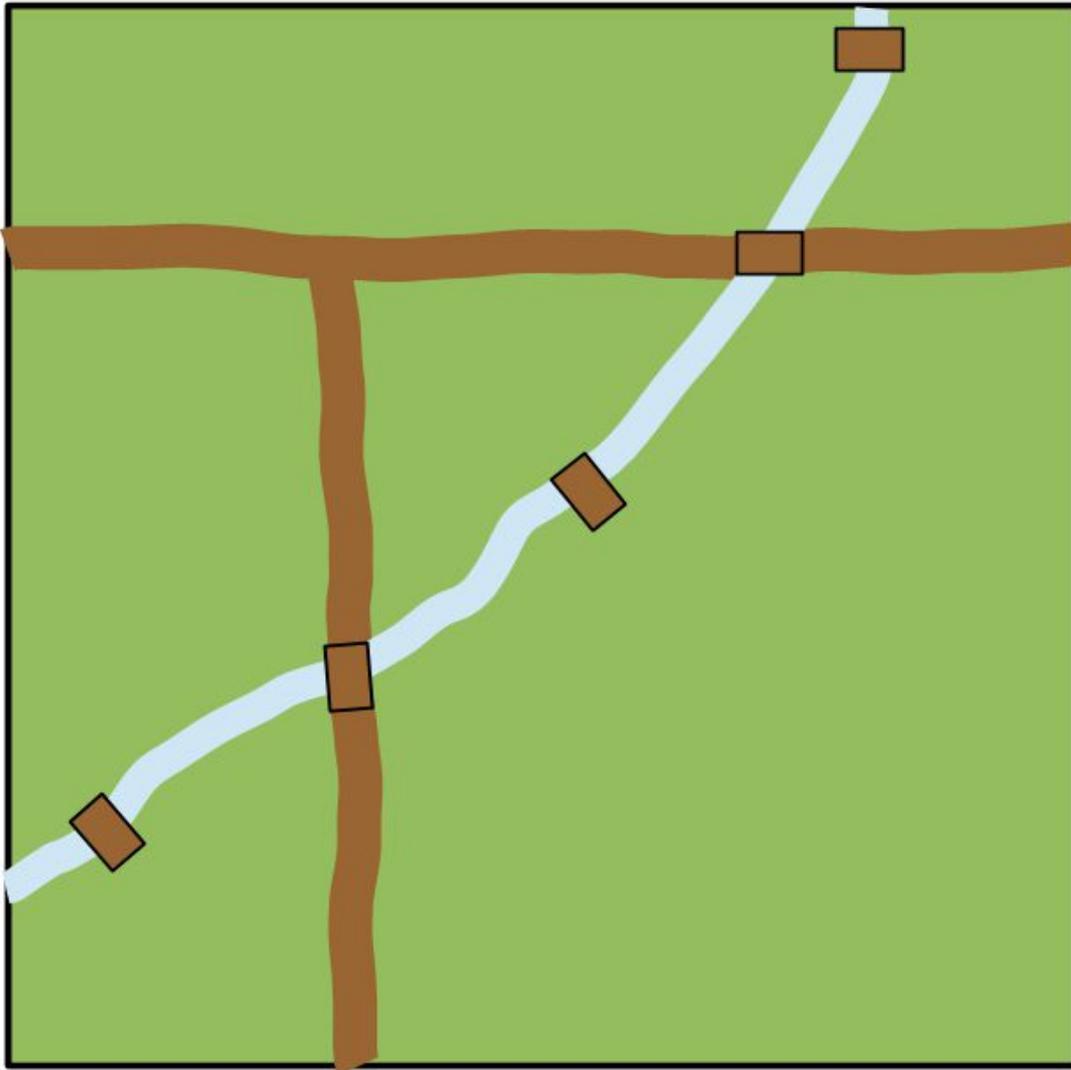
- Linear features (i.e. long thin ones), if you're going to have them, such as rivers and ravines are placed first. Linear features count as **objects**
  - You can have up to three of these on a 4'x4' playing area
  - Impassable linear features such as deep rivers or ravines must have crossing points for every 12" of the feature. These should be at least 8" apart

<<DIAGRAM 1: Linear features>>



- Roads must be at least 2" across
  - You can have two of these on a 4'x4' playing area
  - They must start on a table edge
  - Roads should either terminate at a built up area (you'll add built up areas in the next stage, so run the road to where you want it to go), or exit the playing area on a different table edge to the one they came in on
  - If the road crosses an impassable linear feature, lay it over the feature at a crossing point

<<DIAGRAM 2: Roads>>

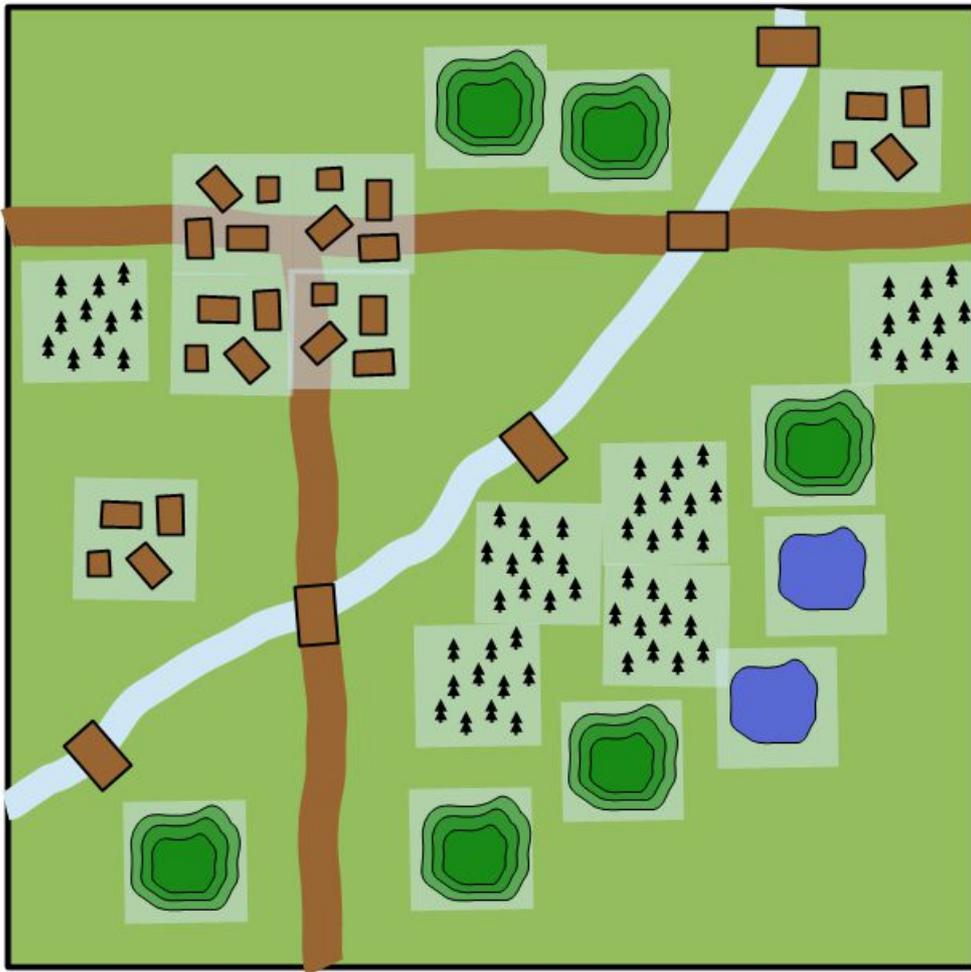


## Areas and Objects

Next up place the remaining areas and objects on to the playing area.

- You should aim to cover between 25% and 50% of your playing area with areas and objects
  - Areas and objects generally shouldn't be bigger than 6" on a side, but you can include larger ones that count as two or more items, or lay several items of the same type so they're touching to create a larger area
- Terrain may not overlap existing road, river or ravine sections
- Difficult going or impassable terrain may not be placed within 6" of a crossing point over an impassable linear feature (to prevent access being blocked)
- Man made areas such as factories, towns, mining facilities, etc. may include a perimeter wall, fence or ditch
  - There must be at least one 2" entrance to permit access to the area (if a road passes into or through the area, the entrances should be across the road )
- As a final step, once all the terrain has been placed the **attacker** rolls 1d6 and may move that many pieces of terrain
  - The attacker must observe the rules concerning linear features

<<DIAGRAM 3: Terrain>>

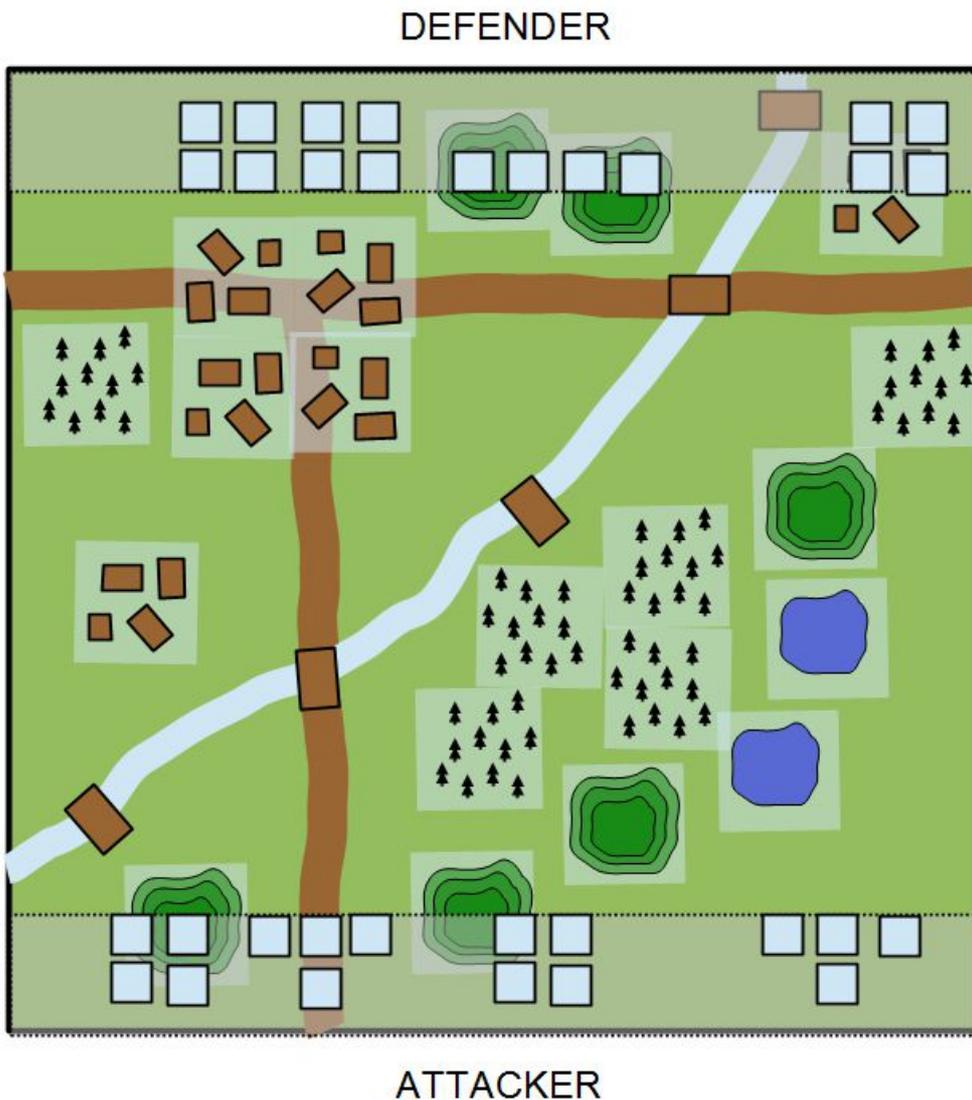


## Deployment

After all the terrain has been set down on the playing area, it's time to place the armies. This is called **deployment**.

- The defender picks a side of the playing area and places all of his bases as follows:
  - Bases must be placed within 6" of the edge of the playing area
  - Bases cannot be placed on impassible terrain
- The attacker then places all of his bases within 6" of the opposite table edge

<<DIAGRAM 4: Deployment>>



## To Battle!

After deployment you're ready to fight. The battle plays out over a series of **rounds**. At the beginning of each round you must roll dice to determine who goes first. This is called **initiative**. The rules are:

- Each player rolls a dice
- The player who scores highest can elect to go first, or they can make their opponent go first

Once initiative has been determined, the player who goes first selects one of their leaders to give an order.

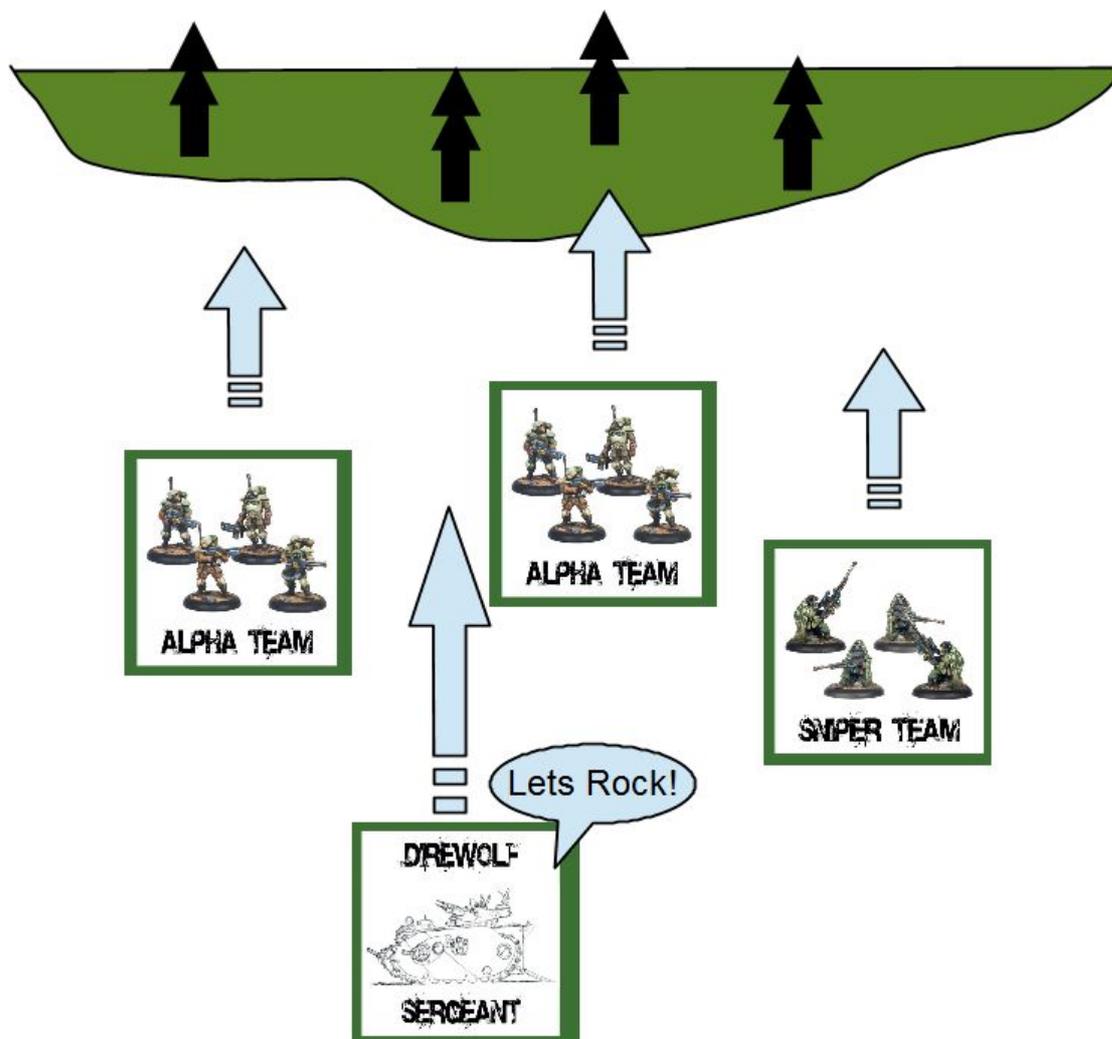
## Giving an Order

This is where the chain of command in your army becomes important. Bases are all capable of acting independently, but usually only follow a default set of behaviours based on their **suppression level**. Without explicit orders, only elite units are capable of making sound tactical choices rather than just blindly following their instincts.

The first player selects a leader to give an order:

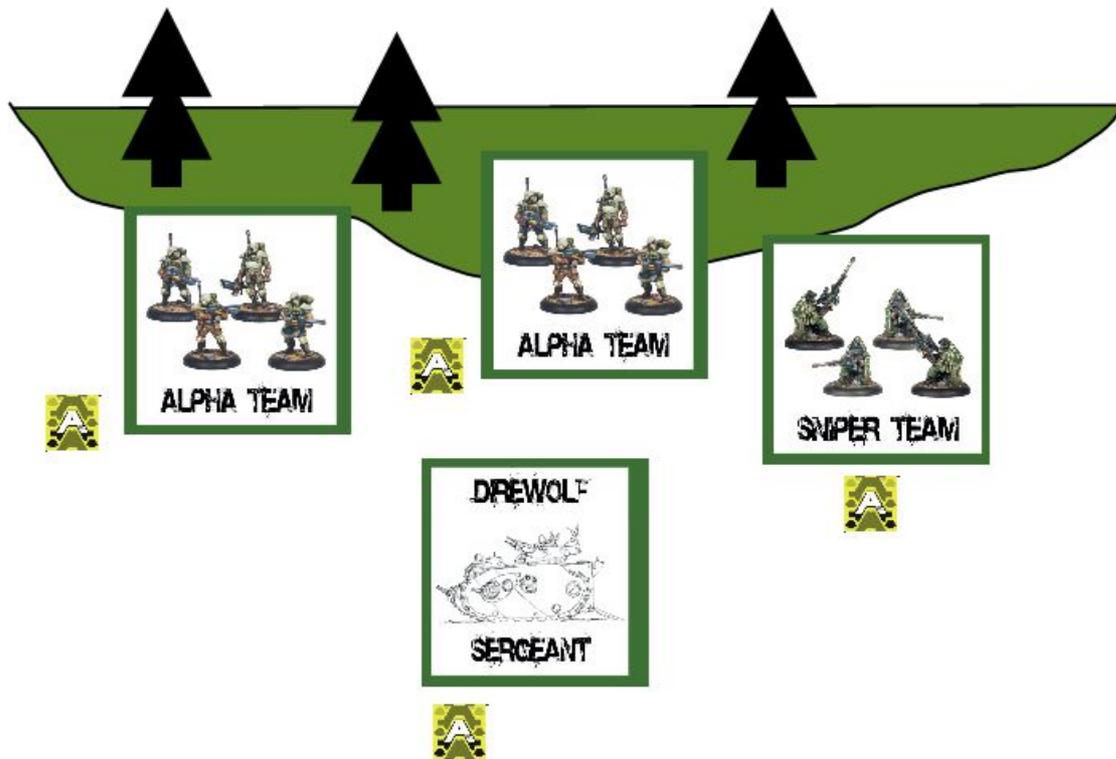
- Choose **three** friendly bases to carry out the order along with the chosen leader
  - **Lieutenants** can only give orders to bases from their own **platoon**
  - **Captains** can give orders to any bases in play. They are heroic and inspirational figures who are the glue that ties together different platoons. If captains are involved in combat actions, all bases involved receive bonuses

<<DIAGRAM 5: Issue Order>>



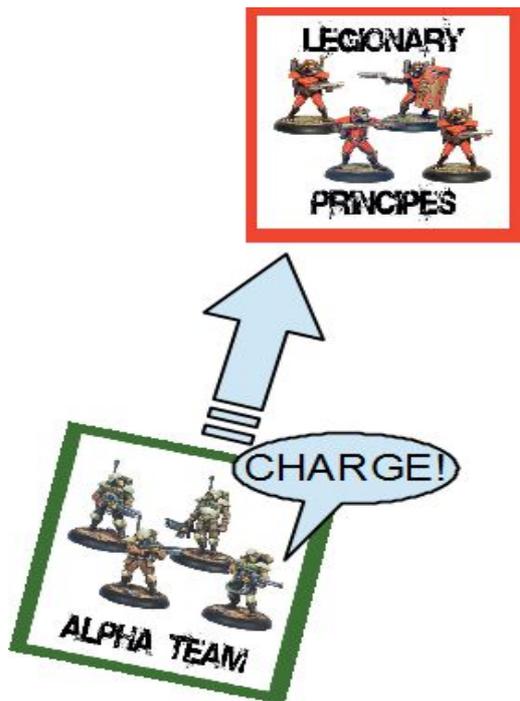
- On completion of the order (full rules later), place an **activation counter** next to each base to indicate that it has had a go this round

<<DIAGRAM 6: Bases moved with activation counters next to them>>



- The activation counter has two sides, one side is for standard activation, and the other is **vulnerable** (meaning enemy bases get bonuses if they attack it in this state)
- Some orders require you to place a vulnerable activation counter next to bases (e.g. moving at the double, moving and shooting)
- When the first player completes their order, play passes to their opponent, who selects one of their leaders to give an order
- Play continues like this until all available leaders have given orders
  - If a player runs out of leaders when it is their turn to perform an order, and they still have unactivated bases in play, they choose a base to perform a **default action** (see Default Actions later)

<<DIAGRAM 7: Default Action base--Charge!>>



- If a player has no bases left to give orders or default actions to (i.e. they all have activation counters), their opponent goes again
- Once all bases have activation counters on them, the round ends
- Remove all the activation counters
- Move on to a new round and repeat the sequence
- The battle ends as soon as one side has fewer than 50% of the bases they started the game with left in play. The other player is the victor

Before we get on to the list of orders, there are a few things you need to be aware of, namely:

- Suppression, which represents the combination of physical and psychological damage a base suffers over the course of a battle
- How different terrain properties affects the movement of bases
- The correct way to measure distances between bases and objects
- Line of Sight

## Suppression

Suppression affects orders adversely, and occurs when fatigue, shellshock and casualties take their toll on bases, causing the chain of command to break down. In Age of Tyrants this is tracked by **suppression dice** placed with the base. Suppression is added primarily by bad outcomes in battle, though there are other circumstances in which it can be picked up (e.g. bombarded by artillery, making a failed attempt to breach a wall, etc.):

- Our dice packs contain small green, yellow and red d6s which are ideal for tracking suppression. If you don't use our dice packs, we recommend you come up with a similarly clear method for recording suppression:

- 1 . The green dice corresponds to suppression level 1. This represents a base that is fit and ready for battle. It uses the SL1 default action and counts as a single base for the purpose of giving it orders
  - 2 . The yellow dice corresponds to suppression level 2. This represents a base that has taken some suppression. It uses the SL2 default action and counts as **two** bases for the purpose of giving it orders\*
  - 3 . The red dice corresponds to suppression level 3. This represents a base that has taken a lot of suppression. It uses the SL3 default action and counts as **three** bases for the purpose of giving it orders\*
- A base that suffers enough suppression to take it past SL3 is destroyed. Infantry bases are removed from the playing area, vehicles are left where they are and get a **wreckage marker** placed on them

\*If the leader issuing the order is on SL 2 or SL3, then it also counts as two or three bases for the purpose of giving the order.

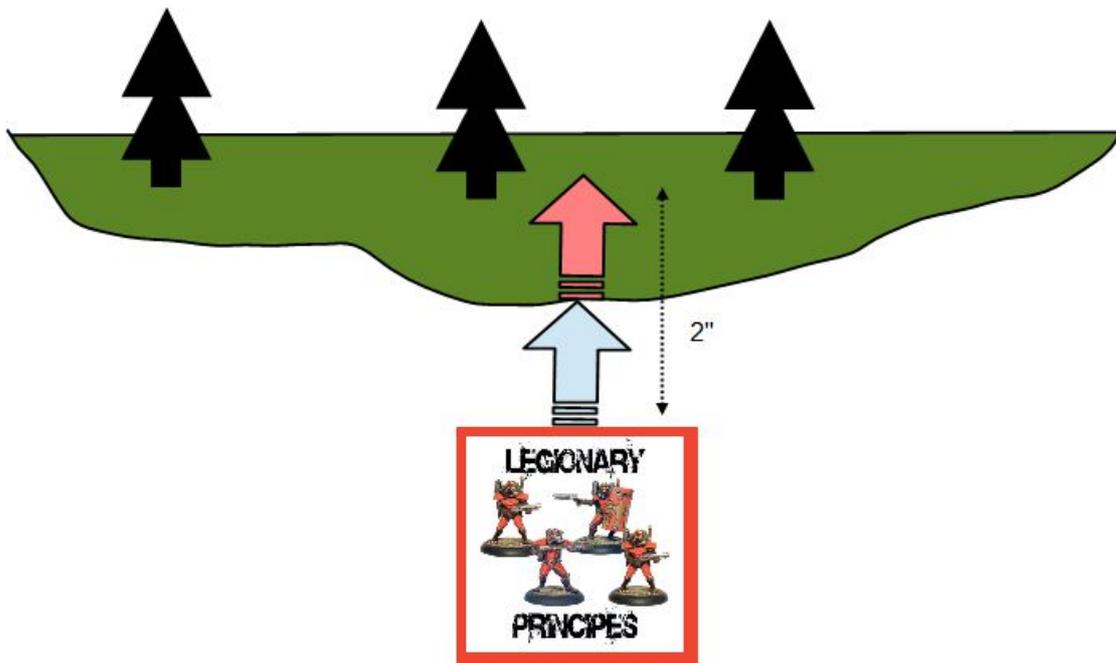
Each base also has a **suppression resistance** (SR) stat on its profile. In combat this is used to determine if an overwhelming attack destroys the base outright (regardless of how many suppression points it has taken).

## **Terrain and Movement**

The characteristics of battlefield terrain have different effects on bases depending on their primary means of locomotion, for example tracked vehicles may get bogged down in swamps.

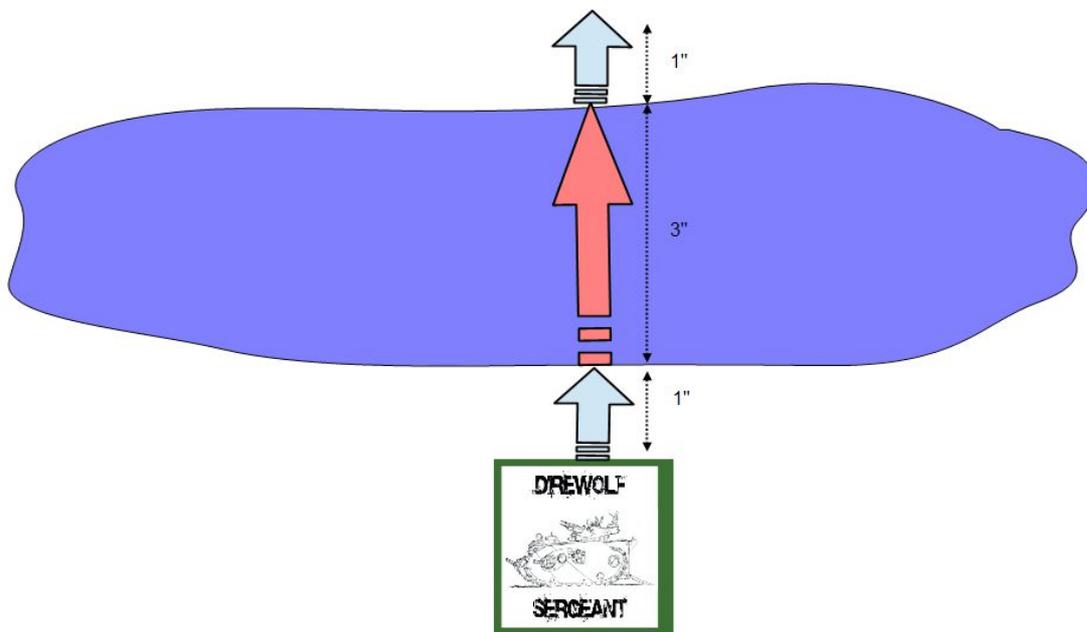
- When bases move from one terrain type to another, they continue their move according to the rules for the new terrain type
  - E.g. an infantry base with Move 3 moves 1" into a jungle that is difficult going. The remainder of its move is halved while in the jungle, so it may move a further 1" on this terrain

<<DIAGRAM 8: Move to Difficult Terrain>>



- If they exit the terrain again, use the new terrain type to calculate any remaining move

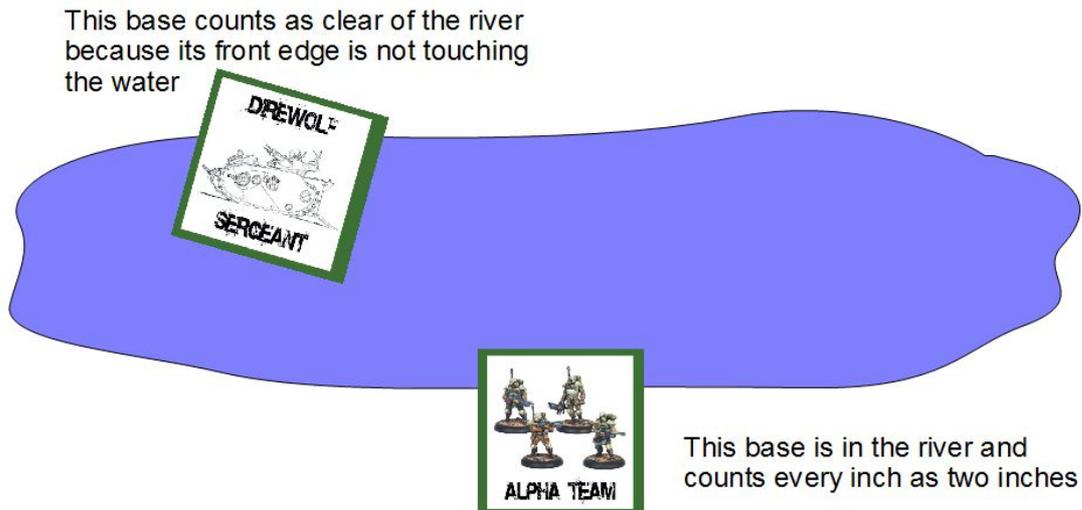
<<DIAGRAM 9: River Crossing>>



*In the example a transport with Move 8 moves 1" onto a shallow river that is 3" across. Because it moves at half rate on the river it counts the 3" as 6" for crossing it. So far it has used 7" of its Move 8. When it emerges on the opposite bank, it may move one more inch*

- Fractions do matter and can make the difference between contacting the enemy with an assault and falling short. You and your opponent should agree before a game whether you will measure fractions when doing these sort of movement calculations, or whether you will round to the nearest whole number
- A base that begins its move straddling a terrain type that changes movement and normal going is considered to be on that terrain type if any part of its front edge is in it.

<<DIAGRAM 10: Terrain occupied at start of move>>



### Foot

Foot bases are affected by terrain as follows:

- Bases moving on difficult ground do so at half rate (i.e. every inch moved counts as two)
- Bases treat **breachable** terrain as difficult ground

### Wheeled

Wheeled bases are affected by terrain as follows:

- Bases moving on Dense Forest and Wetland do so at half rate
  - If the base moves on to, or starts its move on this type of terrain make a bogged down check (see Bogged Down rules)
- Bases moving on roads do so at double rate
- Bases may not cross breachable terrain unless they attempt to breach it (see Orders and Combat Rules later)

## Tracked

Tracked bases are affected by terrain as follows:

- Bases moving on Dense Forest and Wetland do so at half rate
  - If the base moves on to, or starts its move on this type of terrain make a bogged down check (see Bogged Down rules)
- Bases moving on roads do so at double rate
- Bases may not cross breachable terrain unless they attempt to breach it (see Orders and Combat Rules later)
  - Bases do not have to take a bogged down test if they breach a wall or fence section (see Breaching later in the rules)

## Grav

Grav bases are affected by terrain as follows:

- Bases may not cross breachable terrain unless they attempt to breach it (see Orders and Combat Rules later)
- Bases can move on deep rivers and ravines, and so ignore the destructive effects of being pushed back onto such terrain in combat (see Combat Results)

## Bogged Down Checks

Some bases can get bogged down on certain types of terrain. If a base is called on to make a bogged down check roll a dice and use the following rules:

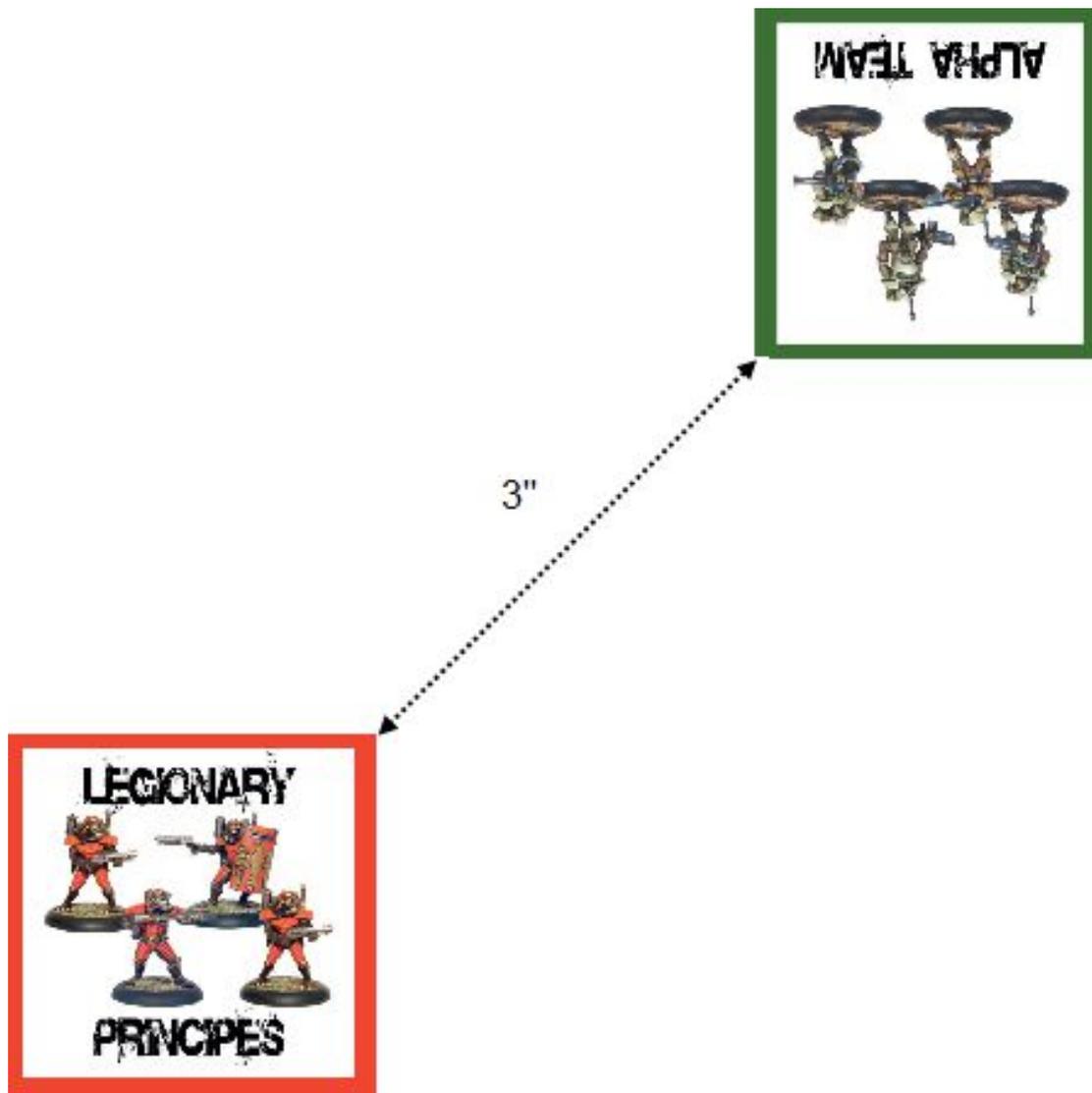
- On a roll of 2-6 the base is unaffected and may complete its move
- On a roll of 1, it becomes bogged down. The base stops at the first place it moved on the terrain. Place a **Vulnerable Counter** next to it

## Measuring Distances

All distances are measured in inches in Age of Tyrants, so when a number denoting a distance appears in the rules, it is in inches (e.g. the movement rate of a base, or the range of its weapons). When measuring a distance from a base or model to another object on the tabletop, you should measure from the nearest part of the base or model to the nearest part of the object.

- You may pre-measure distances before committing to an action (e.g. checking the range before shooting)

<<DIAGRAM 11: Measuring Distances>>

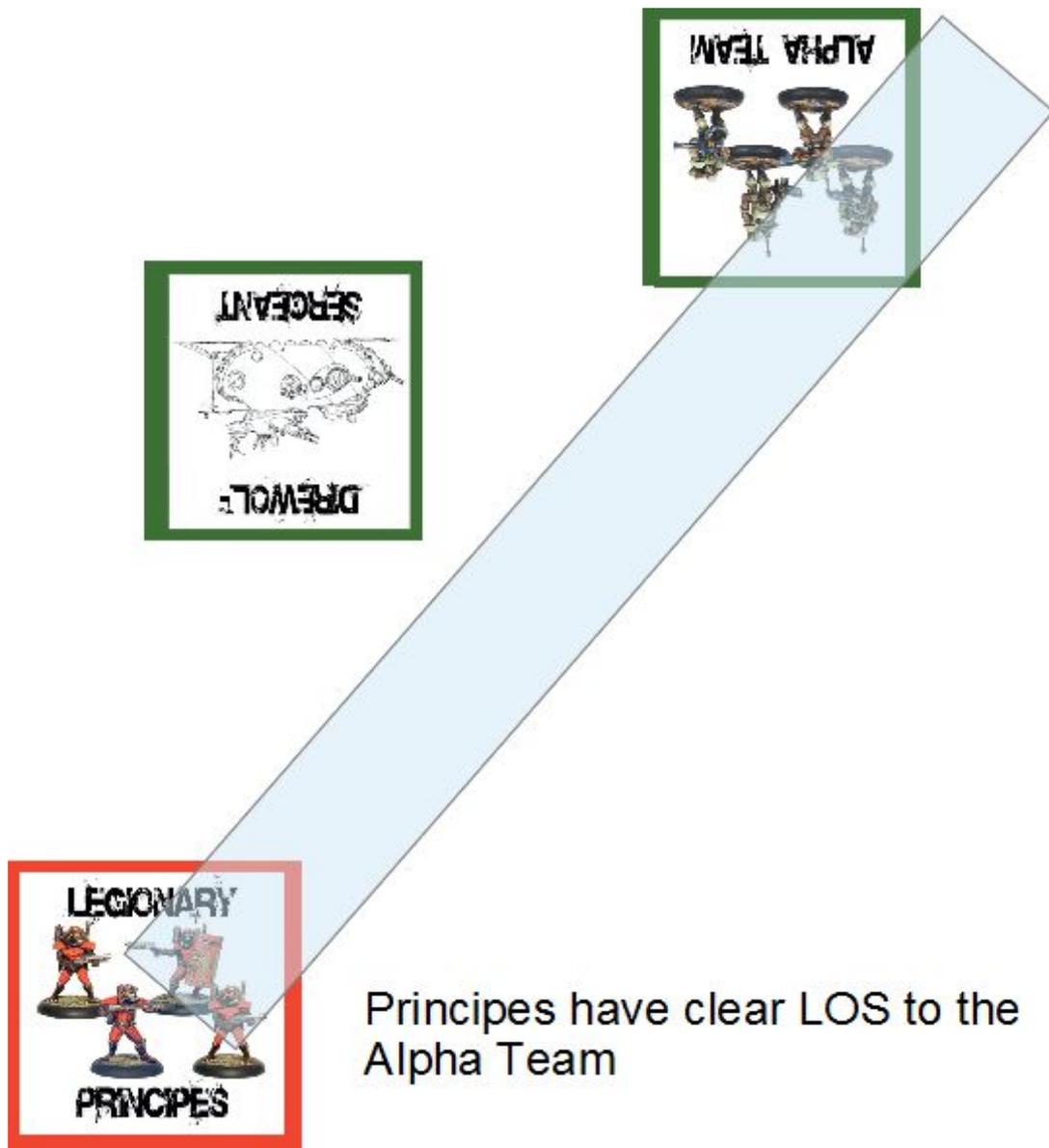


### Line of Sight

At its most basic, if you can't see an enemy base then you can't attack it (see indirect fire in Special Abilities later, for a special type of shooting that ignores Line of Sight rules)

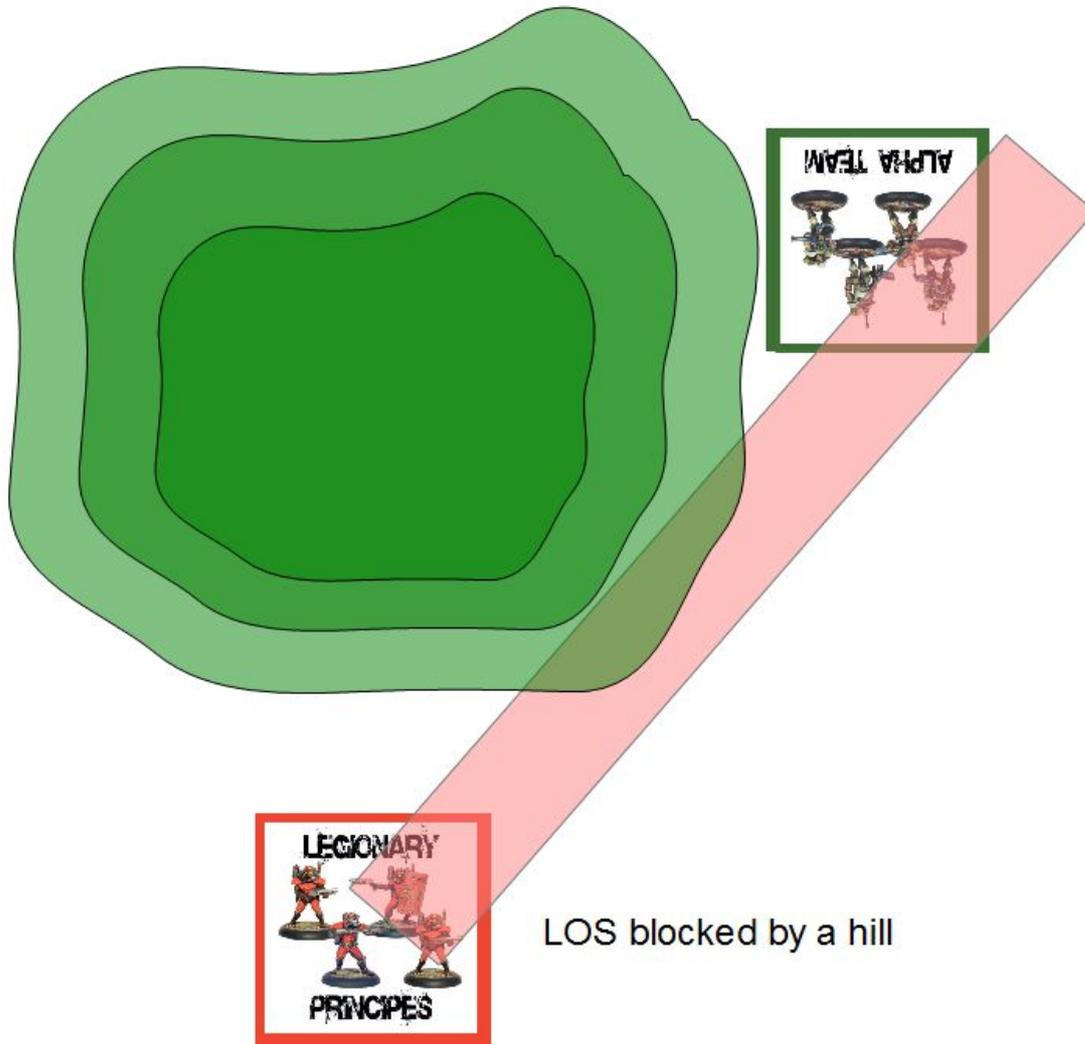
- There must be at least an unobstructed corridor of at least 1" from the centre of the base in order to have line of sight

<<DIAGRAM 12: Clear of sight>>



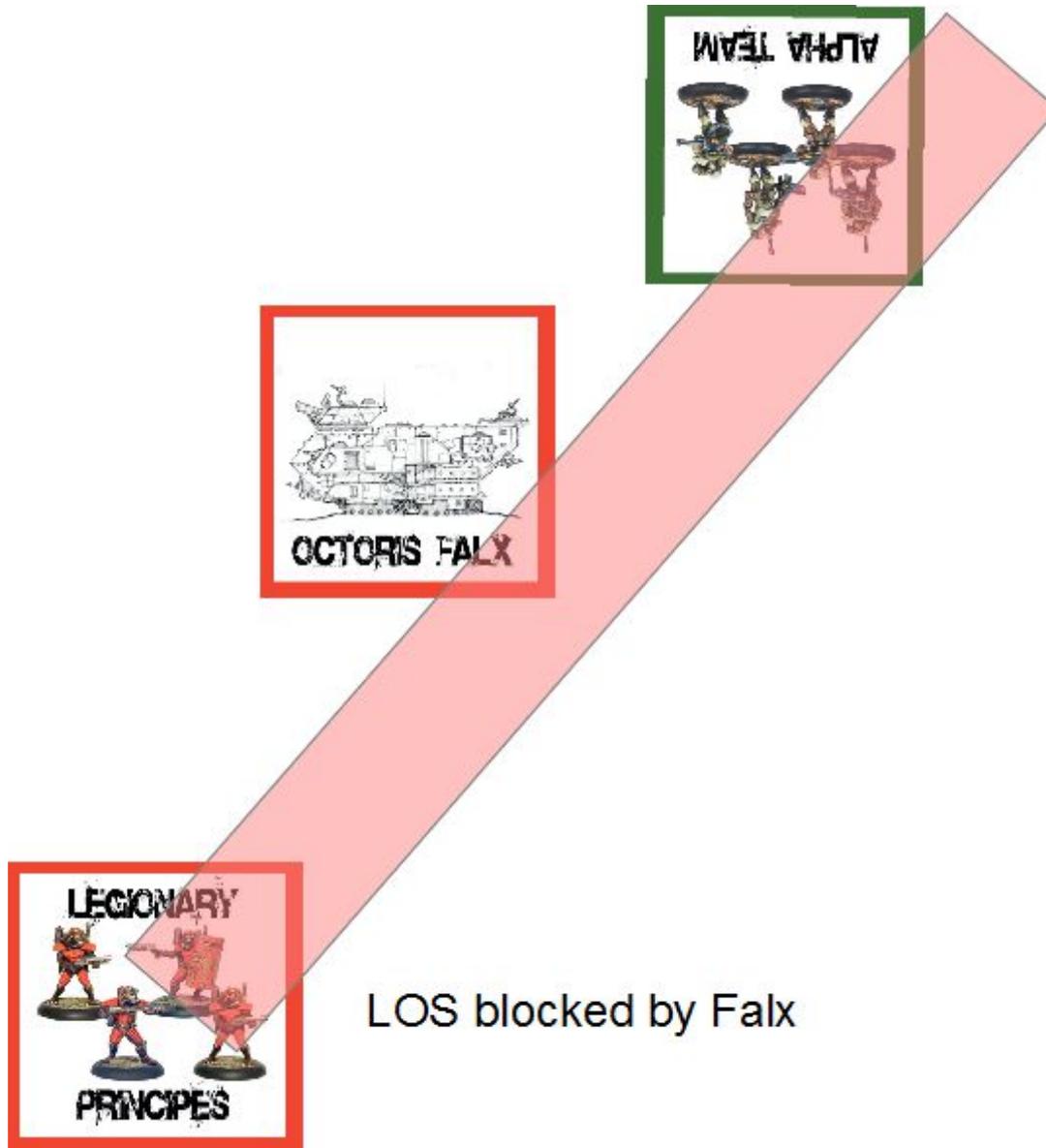
- Intervening terrain blocks line of sight

<<DIAGRAM 13: LOS blocked by terrain>>



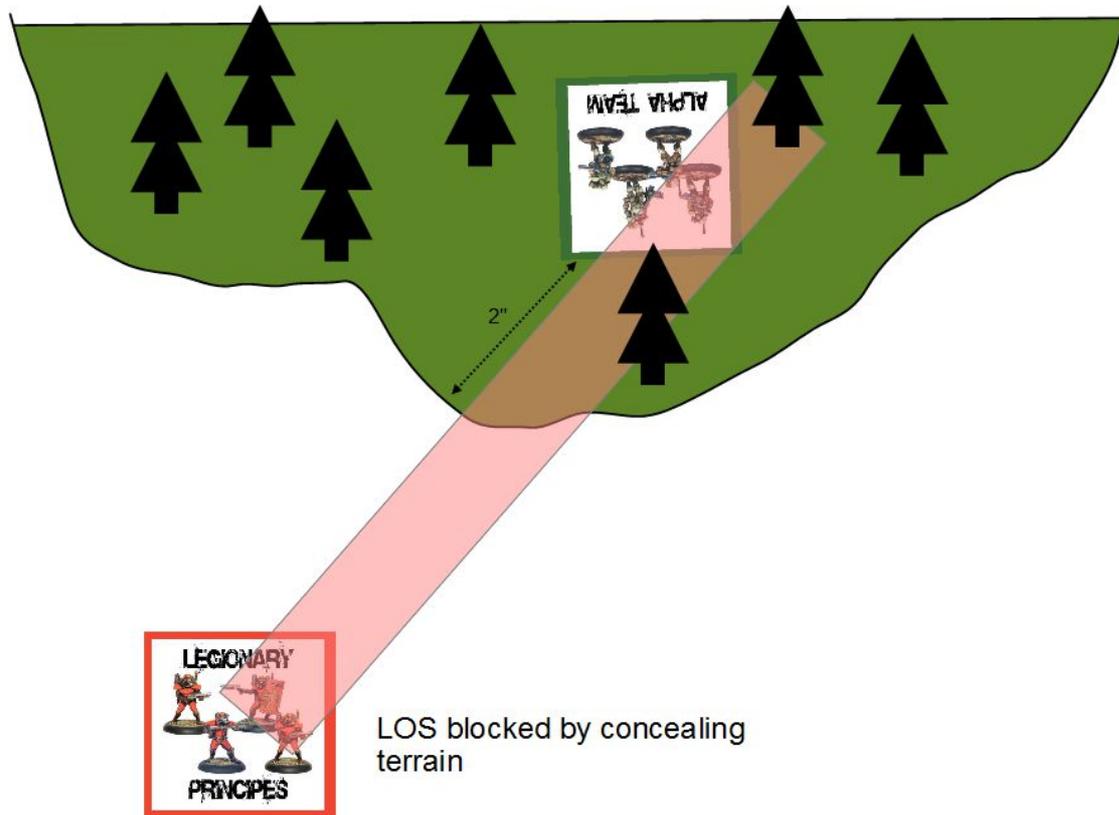
- All intervening bases except friendly infantry block LOS (i.e. all enemy bases, and friendly armour and artillery block LOS)

<<DIAGRAM 14: LOS blocked by friendly bases>>



- Concealing terrain blocks line of sight if a base within the terrain is further from the edge than its size stat in inches (e.g. a base with size stat 1 is in a dense forest, and there is 2 inches of forest between the base and the edge of the forest through which an enemy base is trying to shoot. The enemy base cannot see this target)

<<DIAGRAM 15: LOS blocked by concealing terrain>>



## Orders

Once an order has been issued and the player has decided which bases will perform it, move on to the actual execution of the order.

- On completion of any order, place an **activation counter** next to the leader that issued the order and any bases that participated in it. This is to show they've had their turn and may not be used to either issue or participate in subsequent orders during the round

## Attack and Support

Many of the orders you can issue instruct your bases to attack the enemy, engaging them with ranged weapons or storming their positions in close assaults.

The key points in determining whether a base can attack another are:

- Is it touching an enemy base or can it do so by completing a move (if attacking or supporting an assault or counter attack order--see later in this section)
- Is the target enemy base in range of at least one of their weapons (if attacking or supporting a fire or return fire order -- see later in this section)
  - Is it in within that weapon's field of fire
- Can they (or another base involved in the order) see it

### **Optional Rule**

We recommend you use **Attack** and **Support Counters** to keep track of who is fighting who, as this can involve multiple bases on both sides:

- You'll need a load of different coloured tiddlywinks (these are best as you can use large ones for attack and small ones for support), counters or beads for this
- The procedure is outlined under individual orders
- The orders rules assume you will be using attack and support counters

### **Move**

The move order is the standard way in which your bases manoeuvre on the battlefield. The rules are as follows:

- Move each base up to its move rate in inches, taking into account any modifiers and rules for terrain encountered
- Bases can make as many turns as they wish and should always move in the direction of their front face after turning

<<DIAGRAM 16: Facing and Direction of Travel>>

## Direction of Travel



- When turning a base, pivot it around its centre. Pivoting does not cost any movement

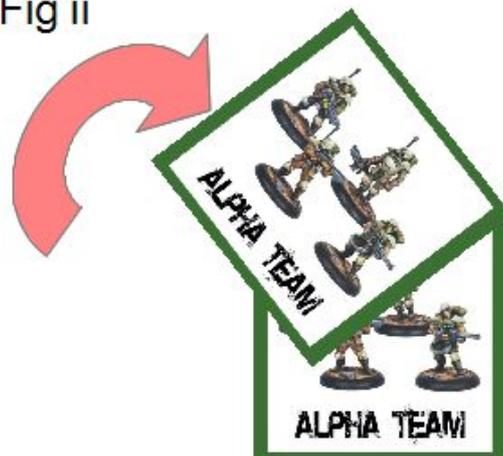
<<DIAGRAM 17: Pivoting>>

Fig i



Correct

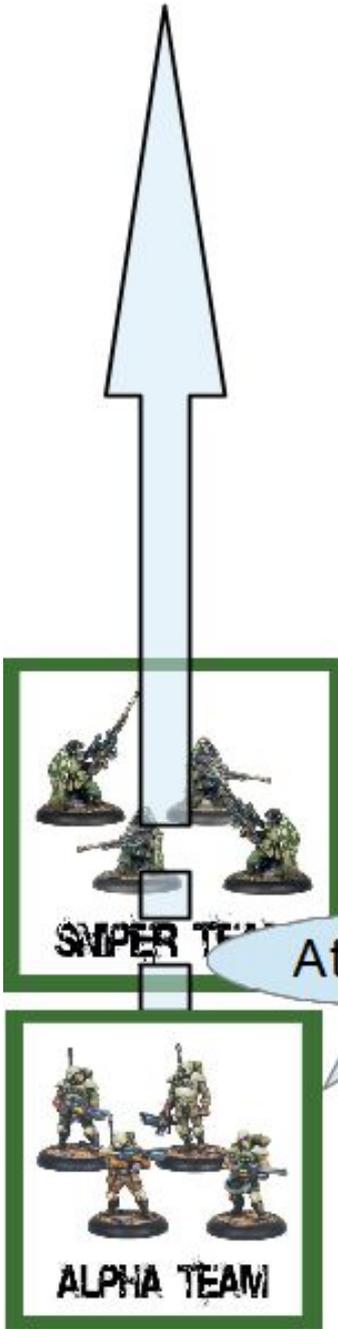
Fig ii



Wrong

- Infantry can move through **friendly** bases (called interpenetration) providing they do not end their move with overlapping bases (in most circumstances they have to move at the double to achieve this)

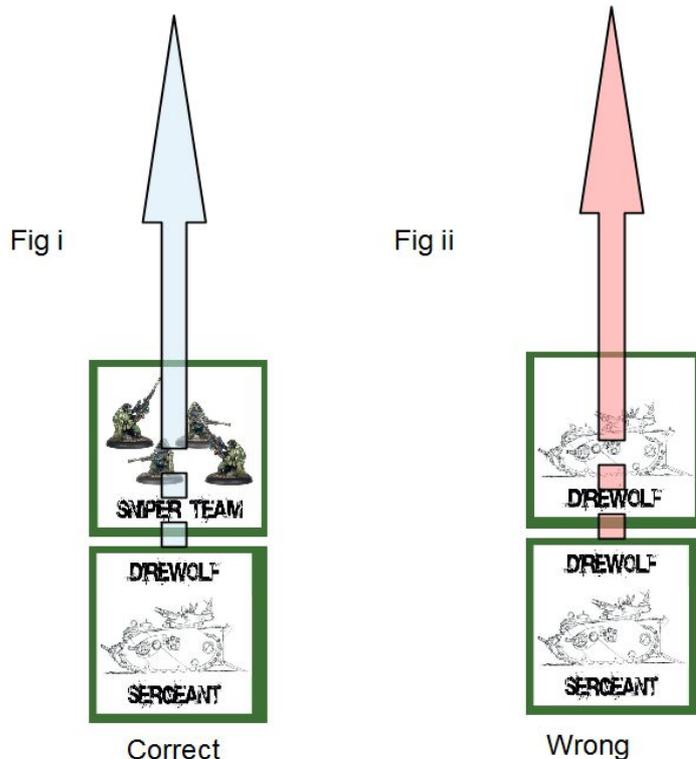
<<DIAGRAM 18: Infantry Interpenetration>>



At the double!

- Vehicles may move through **friendly** infantry bases but cannot move through other vehicles

<<DIAGRAM 19: Vehicle Interpenetration>>



### At the Double

At the double orders throw caution to the wind and move bases as fast as they can go. Bases moving at the double can be in trouble if they are attacked, because they aren't moving cautiously. The rules are as follows:

- Move each base up to double its move rate in inches, taking into account any modifiers and rules for terrain encountered
- Bases use the same rules for facing and turning as described under Move Orders
- Place **vulnerable activation counters** next to the bases
  - The activation counters we provide can be turned round to denote a base that is vulnerable

### Rest & Recuperation (R&R)

This is how you remove suppression counters from bases. If bases can get away from the fighting and just take a breather for a few minutes, it allows them to treat injuries, make repairs and above all regain some of their stamina and morale. The rules are as follows:

- A base must be out of enemy line of sight (see Combat rules) to benefit from the order
- A base must be at least 6" from any enemy base to benefit from the order
- If the conditions are met, roll 1d3 and remove that many suppression points from each base that receives the order

<<DIAGRAM 20: R&R>>

Fig i

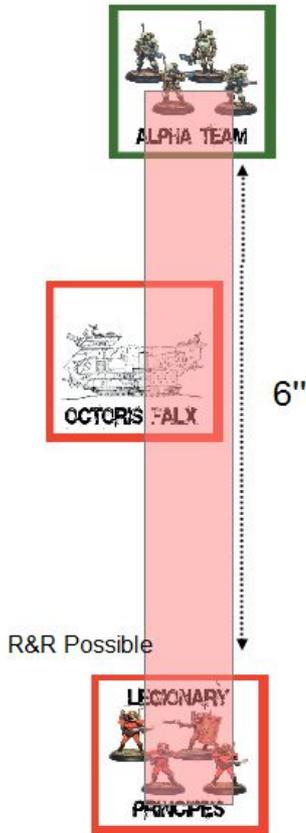


Fig ii

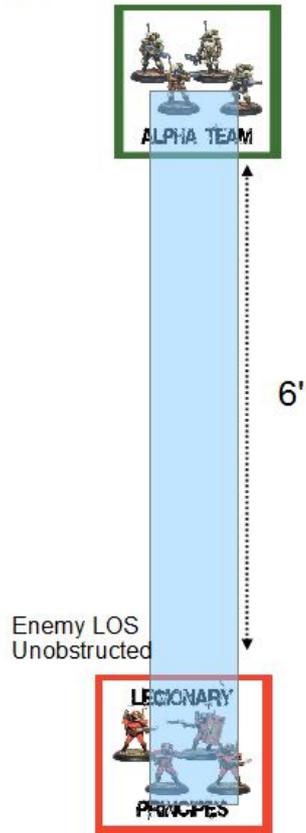
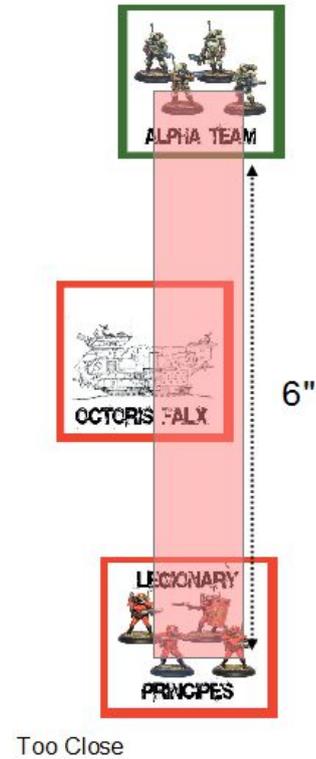


Fig iii



**Mount**

This order gets infantry bases on to personnel carriers. Once on board the infantry bases can be transported across the battlefield in relative safety, and in turn, they can help protect the carrier from enemy assaults by counter-attacking. The rules are as follows:

- To mount bases on a troop carrier, select up to four infantry bases to receive the order. Move each infantry base in turn, up to its normal move rate accounting for terrain, to contact with an unactivated troop carrier (i.e. a vehicle with the troop carrier ability) and remove it from the tabletop

## <<DIAGRAM 21: Mounting Up>>

Fig i

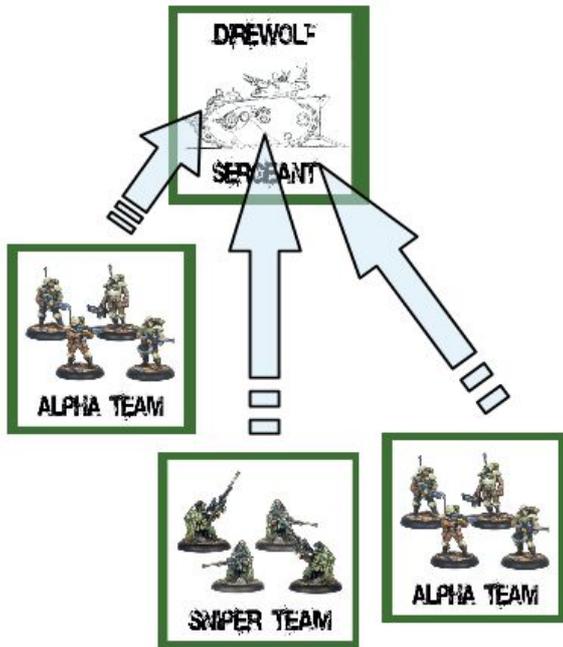
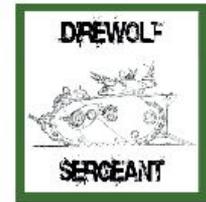


Fig ii



- The chosen troop carrier **does not** count as a base for the purposes of giving the order and can be from any platoon or company
- The chosen troop carrier must not have an activation counter next to it
- The chosen troop carrier may also be the leader that issues the order (this is often the case with captains)
- The chosen troop carrier must have space on board (the Troop Carrier special ability has a number next to it that determines how many bases of infantry can be loaded on to it)
- Place an activation counter next to the chosen troop carrier base on completion of the order

### Dismount

This order unloads personnel carriers. The rules are as follows:

- To dismount, the order must be given to the troop carriers involved and to any bases you wish to dismount
  - In this case the troop carriers **do** count as bases receiving the order
  - The order may be given by a leader who can issue orders to the troop carriers involved **or** by a leader who can issue orders to the infantry bases involved
  - The carrier may move up to its normal move before the infantry bases dismount
  - You don't have to dismount all the bases on a carrier
  - Move each base that is to dismount in turn, so it is flush with any side of the troop carrier base, then move it away up to their full movement rate accounting for terrain
  - If there is an impassable terrain object or any other base within a base width of the troop carrier, then bases cannot dismount on that side

- Place an activation counter on the carrier and on each of the bases on completion of the order. If the carrier moved as part of this order, then place **vulnerable activation counters** on the infantry bases

<<DIAGRAM 22: Dismount and Move Out>>

Fig i



Fig ii



Fig iii

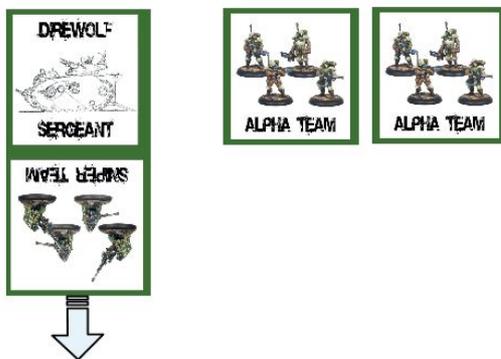
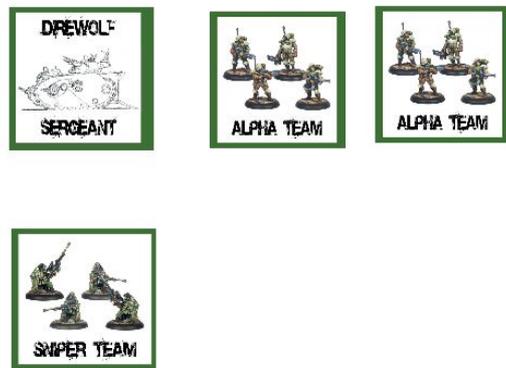


Fig iv



## Assault

Assault orders send your bases to attack enemy bases in close combat. Not all the bases involved in the order have to move, you can choose to have some of them hang back and support the assault with their ranged weapons:

- At least one base receiving the order must either already be in contact with an enemy base or it must move to contact with one
- To move into contact an assaulting base must have **line of sight** to the target base
- Bases moving into assault move up to their normal move rate, taking into account the effects of terrain, and must end the move in contact with an enemy base
  - The base may make as many turns as it wishes on this move
- A base that moves into contact with an enemy base must **conform** to the side of the enemy base it attacks
  - This means the corners on its front edge must be flush with the corners of the side it attacks
  - After moving into contact rearrange your base so that it is flush with the side of the enemy base
  - It is often the case that contact is with a corner, so arrange your base along the side that the greatest length of it's front edge is next to
  - Place **attack counters** of the same colour next to both bases as they will fight one another
  - **Never** move the enemy base to conform

- If impassable terrain or other bases prevent your base from conforming you may conform to the side of the target which the shorter length of your base's front edge is next to. If you cannot conform to this side either then your base **cannot** assault that target

<<DIAGRAM 23: Conforming>>

Fig i

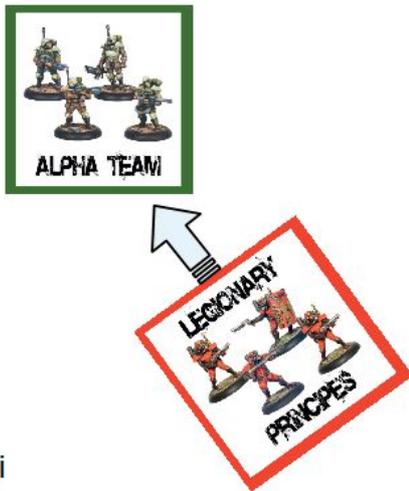


Fig ii



Fig iii



Fig iv



- Each base receiving the order can move to assault a different target, or if you wish more than one base may assault the same enemy base
  - If any of your bases are going to assault an enemy troop carrier, your opponent may immediately dismount bases on board before you move any of your attacking bases
  - The dismounting bases must be placed in contact with the transport, on any available side. If there is no room to place a dismounting base (e.g. another base or an object is in the way) it remains loaded on the transport
  - You may attack one of the dismounted infantry bases instead of the original transport target

<<DIAGRAM 24: Dismount in Response to Enemy Assault>>

Fig i

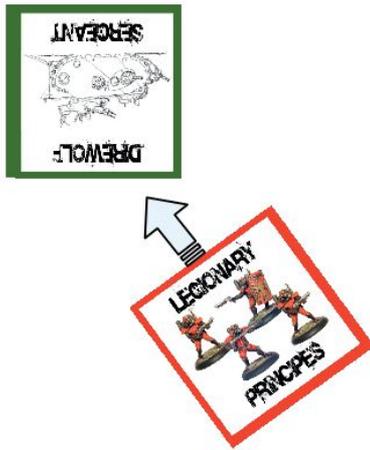
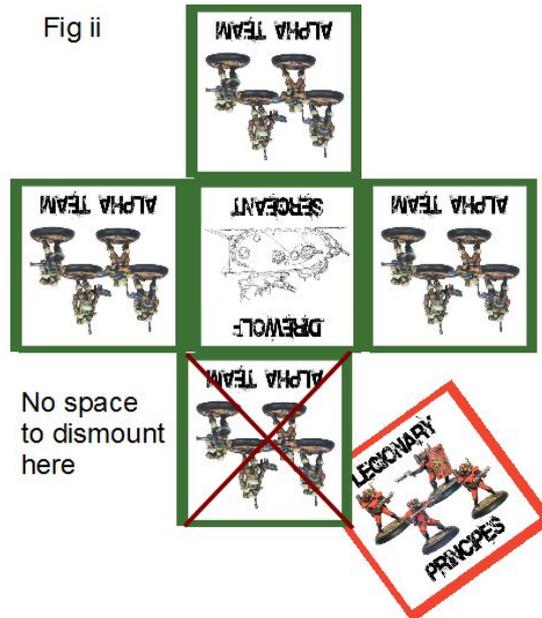


Fig ii



*In the example the Principes can still assault the Direwolf. or they may choose to attack the closer Alpha team instead.*

- If multiple bases assault the same enemy base, the rest of the bases count as being in support. If you're using them, place **support counters** of the same colour as the original attacker next to the additional bases (i.e. the ones that make contact after the first)
- When a base attacks a different target in the assault, place a different coloured **attack counter** next to it and its target. This is how you keep track of who fights who

<<DIAGRAM 25: Close Combat Support>>

Fig i

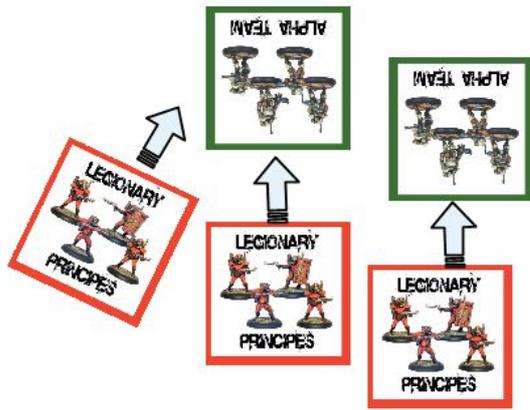
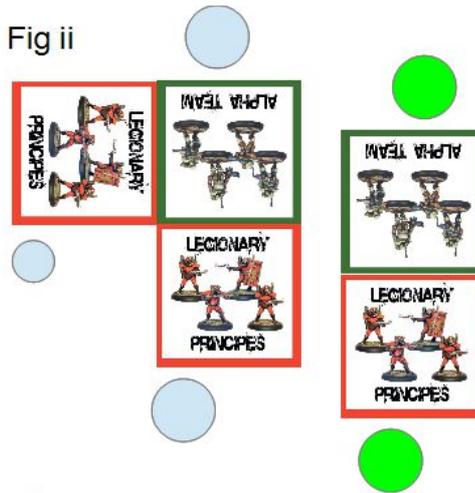
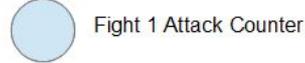


Fig ii



Key



Fight 1 Attack Counter



Fight 1 Support Counter



Fight 2 Attack Counter

- Troop carriers that receive the assault order can deploy their infantry passengers as follows:
  - Move the troop carrier into contact with a target base and conform if you wish it to attack directly with the carrier
  - If not, make a normal move with the carrier, and it may support at range (see later)
  - The leader issuing the assault order may include any infantry bases on board the carrier irrespective of whether they are normally in charge of them (e.g. a troop carrier Lieutenant may issue the order to infantry on board his carrier, even if they are from a different platoon)
  - Any infantry bases on board the carrier that receive the order dismount in turn so they are in contact with any side of the carrier, providing there is room to do so
  - Each passenger base that is assaulting makes a normal move away from the carrier and into contact with an enemy base and conforms as usual (this can be the same base the carrier attacks, or a different one)
  - If a passenger base cannot reach base contact with an enemy, do not dismount it yet, it may be used to support at range (see later in the assault rules)

<<DIAGRAM 26: Troop Carrier Assault>>

Fig i

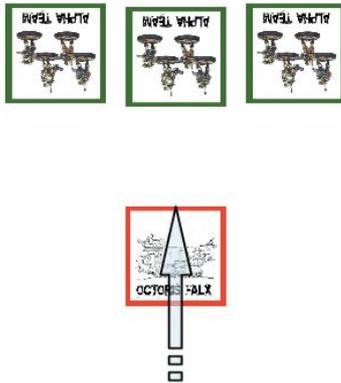


Fig ii

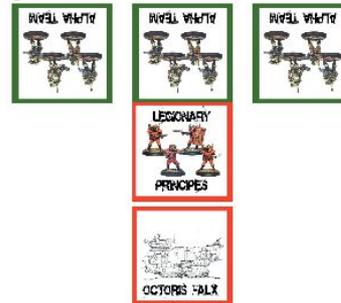


Fig iii

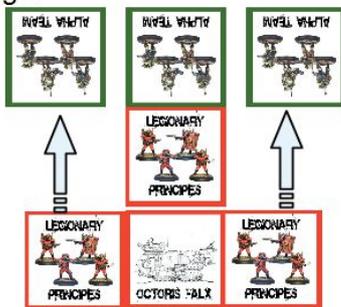
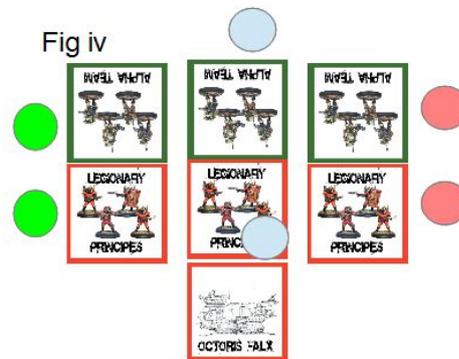


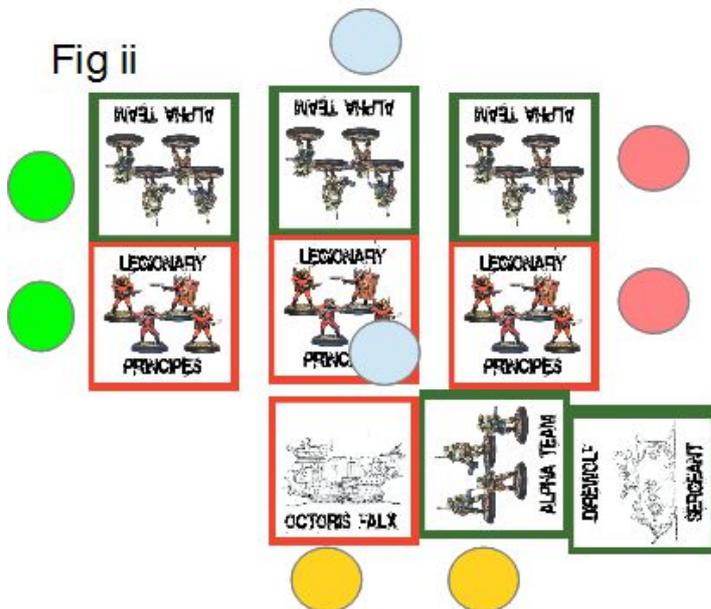
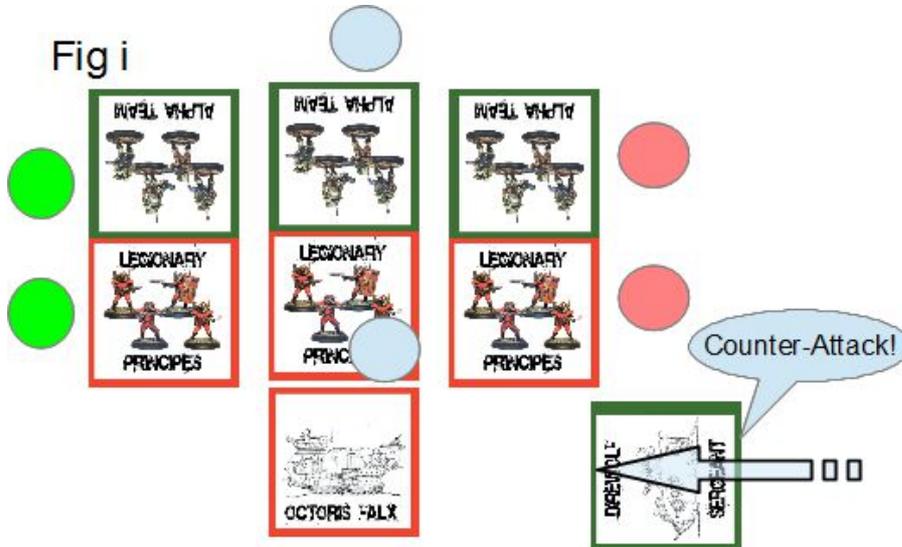
Fig iv



- Now check to see if your opponent wishes to **counter-attack**
  - A **counter-attack** is an out of turn order which allows your opponent to add support to the bases being assaulted
  - Your opponent selects any leader (doesn't have to be associated with the bases you are attacking) and gives the counter-attack order. If there are no available leaders, no counter attack is possible
  - The order can be given to any **two** active bases that leader can normally command. The leader itself may participate if it's a Lieutenant or captain, if it does, it counts as one of the bases receiving the order
  - Your opponent may not activate bases already in contact with you bases, unless they are in contact with one of the attacking bases
  - Bases that receive the order and are not already in contact with an enemy base move according to the normal rules for assault
  - Counter attacking bases that move in to support may only move to contact with enemy bases that have attack or support counters next to them. Conform the bases according to the rules in the previous part of this section
  - You may include troop carriers and bases loaded on them in the counter attack. See the rules for moving and dismounting in an assault above for how they can be moved
- After moving counter attackers, add new attack and support counters to track the fighting
  - If a counter attacking base is in contact with an enemy that has an attack counter next to it, they count as supporting the target of that fight. Place a support counter of the same colour as that fight next to it

- If a counter attacking base is in contact with an enemy base that has a support counter next to it, this forms a new fight. Remove the support counter, and place attack counters of a new colour next to both bases

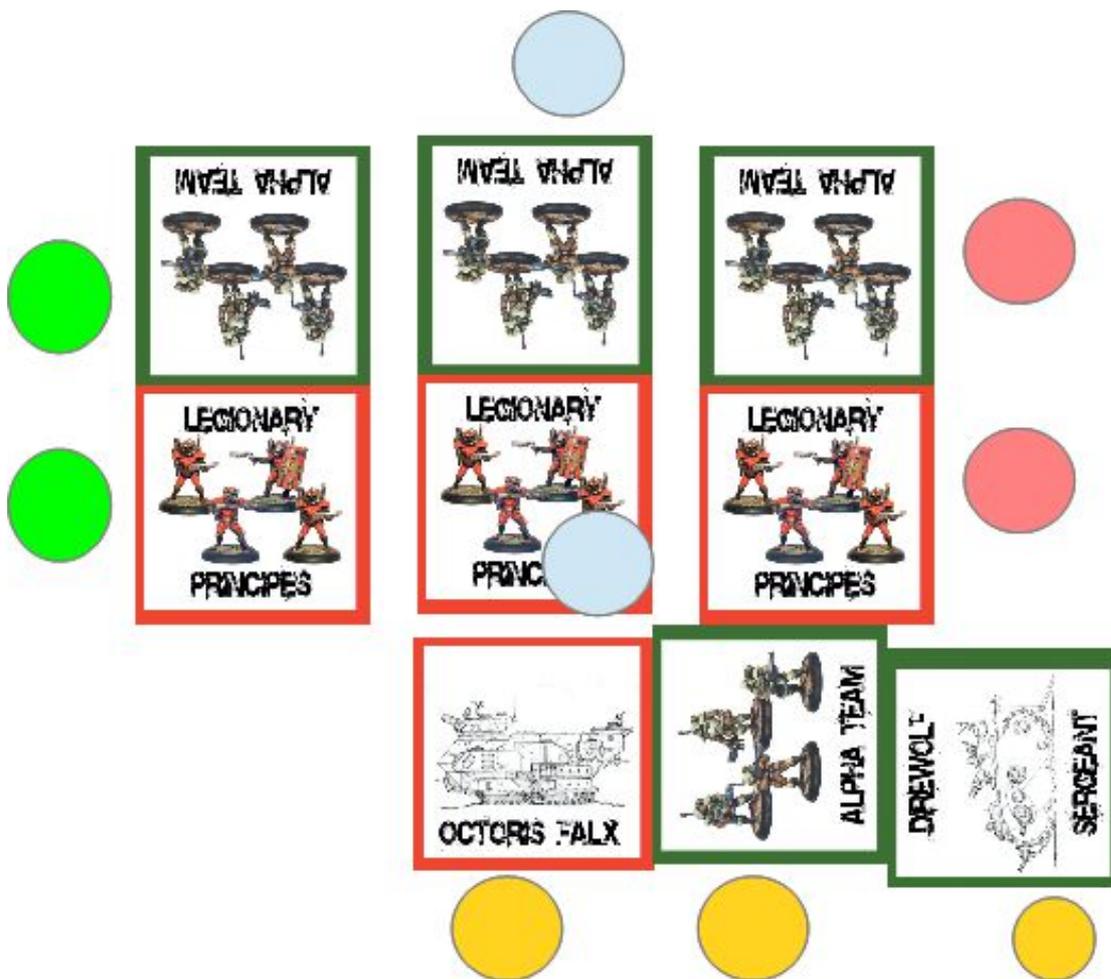
<<DIAGRAM 27: Reassign Attack and Support Counters>>



- Once all counter attack support and attack counters have been placed, it is time to place **ranged support** counters. This is for bases that received the order but are not in base contact with the enemy
  - Starting with the the player whose turn it is, place a support counter with the colour that matches the fight you want to support
  - The player whose turn it is may alternatively deploy an infantry base from a troop carrier that received the order to be a ranged supporter. Place the dismounting base so it is flush with any side of the carrier and place a ranged support counter next to it

- If the opponent counter-attacked, and they have available bases that can legitimately receive the order, they now choose a base to place a support counter for the **same** fight. Skip this stage if it does not apply
- Continue like this until there are no more bases that received the order
- Each ranged support base must be able to hit the target with at least one of its weapons (different weapons have different ranges, some do special damage and they may or may not require line of sight to the target to hit it). If it can't then it can't support the chosen fight and you'll need to rethink the order

<<DIAGRAM 28: Ranged support counters>>



*In the example the Direwolf Lieutenant could support either the red or the yellow fight at range, as the friendly infantry base does not block LOS. It chooses to support the yellow fight. A well placed counter-attack like this one can swing the balance in the defender's favour, so take care when making assault moves.*

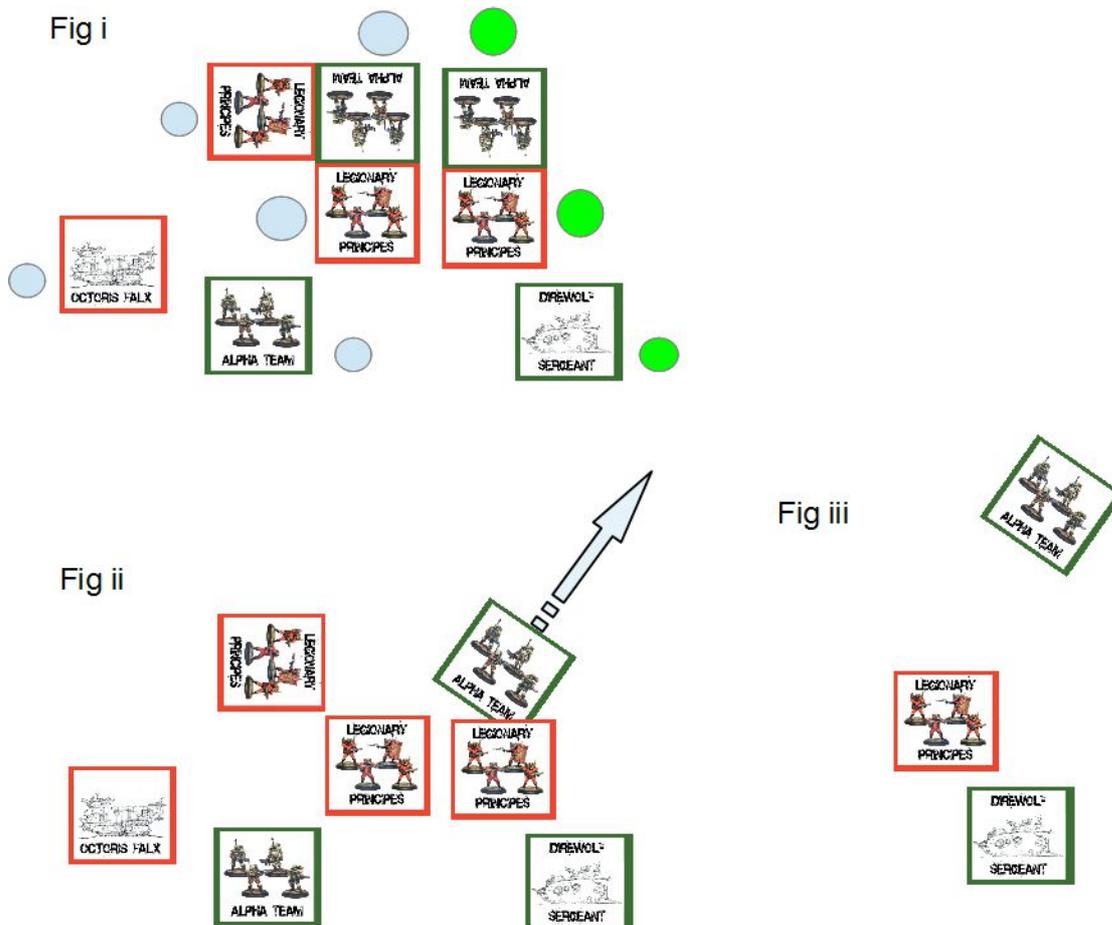
- Some bases provide special support, such as bombardments and special attacks, which are worked out separately from the rest of the combat (more later in the combat rules)

## Retreat

A retreat order is carried out in almost exactly the same way as an assault, except the object is to extract bases that are already in close combat, instead of getting free bases into close combat.

- You may not give this order to a base that is in contact on all sides with other bases (friends or enemies)
- When the order is given, place an attack counter of a different colour next to each base you wish to retreat with and a corresponding counter next to an enemy base they are in contact with
  - You may only place one attack counter on any given enemy base. If two bases retreat from the same enemy base, place a support counter on the second
- The opposing player may **counter attack**
  - You may not move any bases when counter attacking against a retreat
- Once all bases in contact have been assigned to the combat, use the standard assault rules for assigning ranged support
- Resolve the fights according to the rules in the next section
- After resolving the fight, surviving bases in contact with enemy bases may make one turn, then move in a straight line away from the fight
  - They may move up to their normal movement rate, taking into account any rules for terrain
  - If retreating bases encounter an obstacle they must stop, they cannot go around it
  - They may not contact other enemy bases after they move away from the fight

<<DIAGRAM 29: Retreating>>



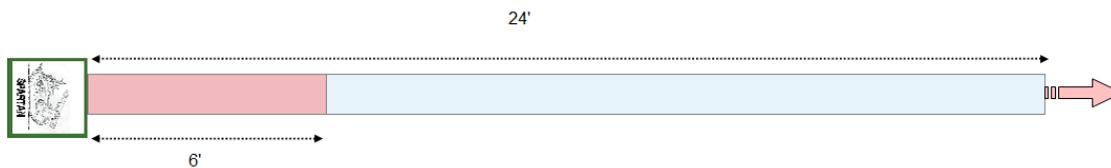
*In the example, The Viridian player attempts to retreat with the two Alpha Teams in close combat. They receive ranged support from the Alpha Team and Direwolf at the back. The Junkers player has counter attack support from the Principes base on the first Alpha Team's flank and the Falx. In the ensuing battle the first Alpha Team is destroyed, but the second manages to win its fight and moves away from the battle.*

### Fire

Fire orders are given to attack the enemy at range, and like close combat, some bases directly attack the enemy and others act in support. Choose a weapon with which to attack the enemy base and check the following rules to see if you can hit it:

- You may not target enemy bases that are in contact with friendly bases
- Bases may make a normal move (subject to the usual rules for terrain, contact with the enemy, etc.) before firing to bring them into range or LOS for the target
  - If a base moves as part of its fire order, enemy bases get a bonus to fighting back against it
  - After the fight is resolved, place **vulnerable counters** next to surviving bases that moved and fired as part of the order
- **Range:** This is straightforward enough, if the target base is within the range stat of the attacking base's weapons in inches, then it can shoot
  - Some weapons have a minimum range (particularly artillery), so if the target is closer than this, you cannot use that weapon to attack it:

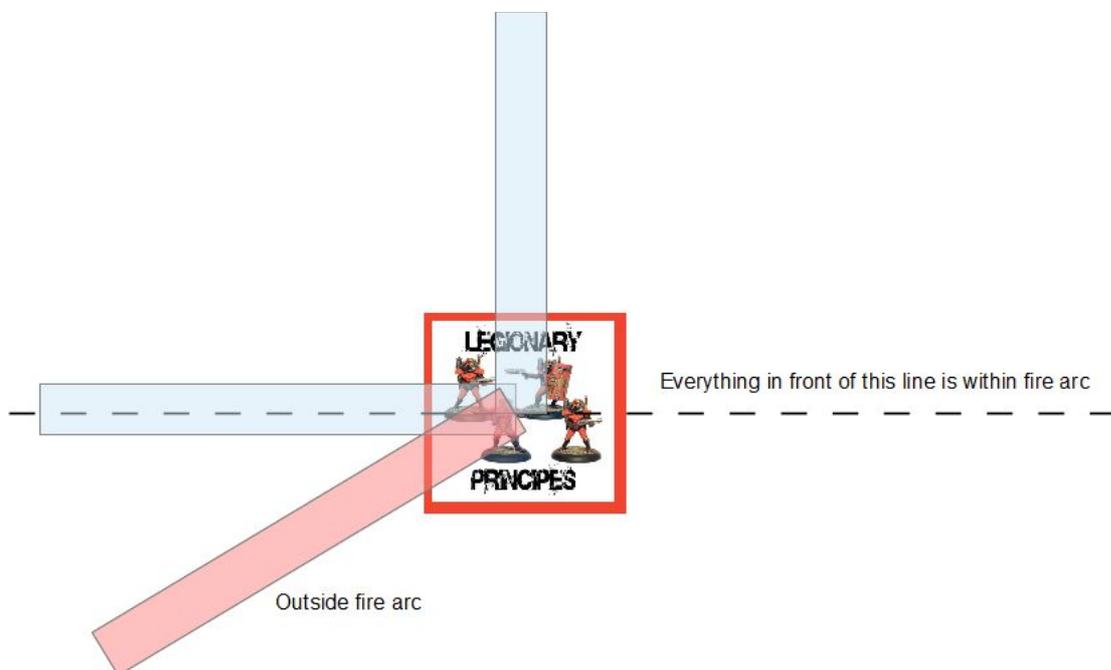
<<DIAGRAM 30: Ranges>>



*The example shows a Spartan's Sledgehammer missile system's line of sight and ranges. The red sections are too close and too far away respectively*

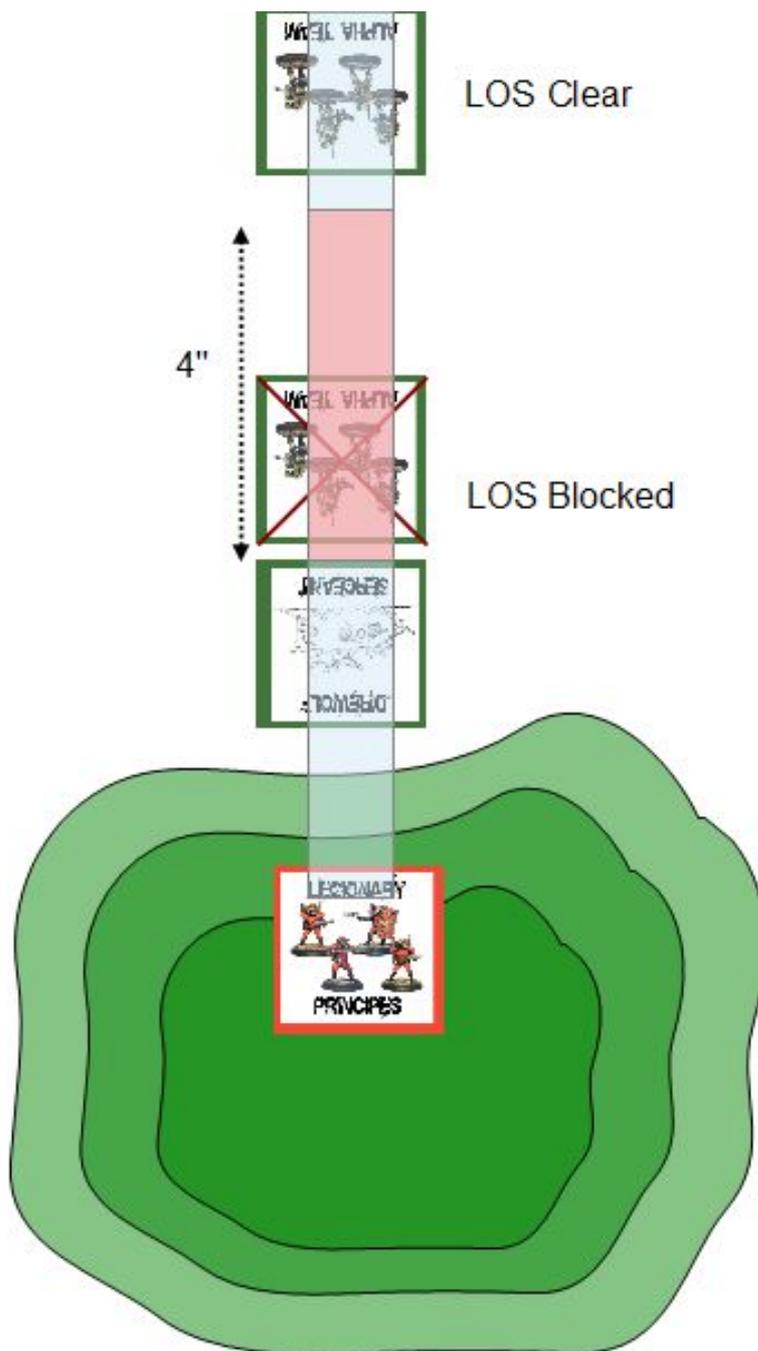
- **Attack Arc:** Most weapons have an attack arc of 180° to the front, so if your base is facing the target, you're good to attack it
  - If a weapon has a different firing arc (e.g. a turret mounted gun), this will be noted in its special rules

<<DIAGRAM 31: 180 degree attack arc>>



- **Elevated Terrain:** Bases on top of elevated terrain can see over the tops of intervening terrain and bases to shoot at enemy bases
  - If the back of the target base is within 4" of an intervening base or terrain piece, then line of sight is blocked (Incidentally, if an intervening base is obscured by something in front of it, then it doesn't count as obscuring a base behind it, providing the second base is more than 4" from the first object that blocked line of sight)

<<DIAGRAM 32: Elevated LOS>>



- Place an attack counter of a different colour next to each you wish to fire with, and a corresponding counter next to each target. Not all the bases receiving the order need to attack, you can keep some back for support
  - Each attacking base must be able to hit the target according to the rules for its chosen weapon
- After all attacking bases are assigned, check to see if your opponent wishes to **return fire**
  - Return fire is an out of turn order that allows the player being fired upon to add **two** support bases to the fights. At this stage they declare a leader to

issue the order (the leader can be one of the bases that takes part in the order)

- Starting with the the player whose turn it is, place a support counter with the colour that matches the fight they want to support
- If the opponent returned fire, and they have available bases that can legitimately receive the order from the chosen leader, they now place a support counter for a fight of their choice. Skip this stage if it does not apply
- If a base on a return fire order cannot hit the attacking base (e.g. its out of range or LOS is blocked), the defender may choose to create a new fight by targeting one of the attacker's support bases instead
- If the base cannot hit any of the attacker's bases involved in the fight it will not get to add its RC stat to the combat result (see Resolving Fights later)
- Continue like this until there are no more bases that received the orders
- Each support base must be able to hit the target with at least one of its weapons (different weapons have different ranges, some do special damage and they may or may not require line of sight to the target to hit it). If it can't then it doesn't add it's RC or any special damage to the fight
- If the defender does not wish to return fire, the attacker should proceed to add support counters to any other bases they wish to receive the order, but that did not directly attack any enemy bases

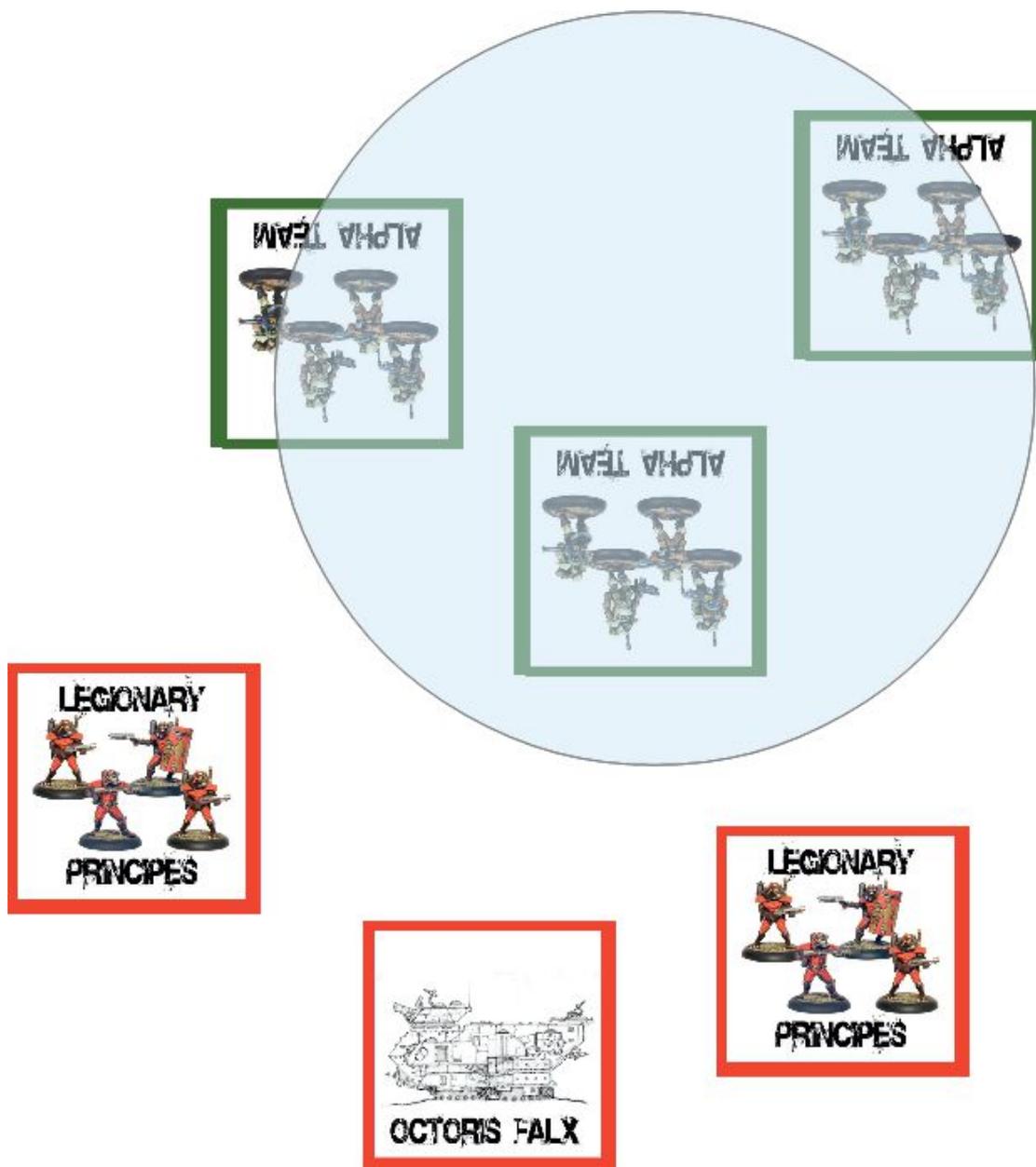
### **Suppress Area**

Suppress Area is an order given to concentrate fire (especially artillery fire) on a section of the playing area, rather than directly attacking enemy bases. Bases caught in the area may suffer suppression and certain terrain features may be affected. The rules are:

- Place the circular template anywhere on the playing area
- Bases that receive the order must be able to hit the area covered by the template, according to the usual rules for the chosen weapons

For full rules on the results of a Suppress Area order, see the Resolving Fights section.

<<DIAGRAM 33: Area Suppression>>



### Special Ability Orders

Some bases have the ability to perform special orders, such as fire bombardments or repair friendly bases, which are listed in the special rules on their profile. They can be included in a combat order (assault, retreat, counter-attack, fire, return fire) as special support, or they can use a special ability as a separate order (many bases have special abilities listed in their default orders)

- If given as a separate order, then multiple bases can be activated to use special abilities, according to the normal rules for issuing orders
  - Each ability has its own special rules for the circumstances in which it can be used and what its effects are. See special rules later.
  - Each base receiving the order must use the same special ability

- If used as special support during a combat order, any base that has a special ability can use it (specific rules permitting), instead of acting as normal support in the combat
  - The effect of the special support is applied before generating combat scores and working out the result of the combat

## Default Actions

After all available leaders have issued orders, players may have some bases on the playing area that did not receive an order. Players must now use those bases to perform default actions. Pick one of the bases and have it perform a default action according to the following rules:

- Use **one** base at a time when performing default actions, then pass play to your opponent
- Each base has three default actions, one for each suppression level
- The base performs the default action that corresponds to its current suppression level
- Only the currently active base can perform the action. You may not pull in any additional support bases
  - If the base attacks, then the opponent may counter-attack or return fire as usual, if they have any orders left themselves
- A base whose default action is combat based must attack the nearest enemy base of the type it is best suited to combating (i.e. personnel or materiel)
  - If the base has a higher value for anti-personnel in its weapons' special rules, it will attack the nearest infantry base it can
  - If the base has a higher anti-materiel value in weapons' special rules, it will attack the nearest vehicle it can
  - If the base has no weapons with anti-personnel or anti materiel special rules, or their values are tied, then it simply attacks the nearest enemy base it can

<<DIAGRAM 34: Default Action>>



*Bra*

*vo Teams have a bazooka, so they ignore the closer Principes to attack the Falx*

- A base whose default action is assault or fire might not be able to perform the order because of range or LOS issues, use the following rules:
  - Bases use a Move or At the Double action instead. It is at the player's discretion how far, or indeed if they move at all, but if they do, it must be directly towards the nearest enemy base
  - They may turn to avoid obstacles but should otherwise take the most direct route
- Once the action is completed, place an activation counter next to the base as usual, and play passes to the next player

## Elite Bases

Some bases have “Any” marked on the default actions section of their profiles. These profiles represent elite bases that can make effective tactical decisions without the need for a leader to tell them what to do. If such bases have not been given an order earlier, the player decides what they do during the default actions part of the round.

- Elite bases must still be activated one base at a time during the default actions part of the round

## Resolving Fights

Take each fight in turn and both the attacker and the defender work out their combat scores. Choose **one weapon** from each base fighting and in normal support with which to attack the **target base**.

- The target base is the enemy with an attack counter on it, there will only ever be one of these per fight

Work out a **combat score** for the fight as follows:

Total **CC** rating of all bases in contact with enemy bases

+

Total **RC** rating of all bases attacking or supporting at range\*

+

Total **Modifiers** (see the table of modifiers)

+

1 **dice roll**

\*If any bases cannot legally hit the target, you may not add their RC rating to the combat score

### Table of Modifiers

Modifiers are always positive, and often the same modifiers apply to both the attacker and defender.

- **Every base** involved in the fight adds the modifiers that apply to it

Use the following table:

Situation	Modifier
Target base is at SL2	+1
Target base is at SL3	+2
Target base has an activation counter next to it	+2
Target base has a vulnerable counter next to it	+4
Moved into contact as a result of this order (assault or counter attack)	+1
Fighting against the target base's flank (left or right side)	+1
Fighting against the target base's rear	+2
Fighting from an elevated position	+1
Target base is bogged down	+2
Infantry base in defensible terrain that has not moved this turn	+2

Captain is the attacking base	+2
Special Rule. See the special rules section later on for full details	+X

## Results

After you have added up the attackers' and defenders' combat scores, the side with the highest score is the winner. The amount by which they beat the other side is used to work out how much suppression the loser suffers, and if they are repelled:

- In the unlikely event of a draw, both sides hold their ground and no suppression is taken
- If the winner's score is up to, but less than, 2 x the loser's score, then the loser holds their ground, but the target base suffers 1 point of suppression damage
- If the winner's score is 2 x the loser's score or better, the loser is **repelled** (see the repelled rules later in this section), and the target base receives suppression damage equal to the multiplier
  - e.g. 2 x or better = 2 suppression points damage, 3 x or better = 3 suppression points damage, 4 x or better = 4 suppression points damage, and so on

If this removes enough suppression points to destroy the target base, do the following:

- Infantry bases are removed from the play area. Also, if the loser is destroyed by a base on an assault order, that base may immediately be moved to occupy the position of the removed infantry base (at the winner's discretion)
- Leave vehicles where they were destroyed and place a wreckage marker\* on them. They are now impassable obstacles that block LOS

\*wreckage markers can be made from cotton wool, or an appropriate counter on the base will suffice

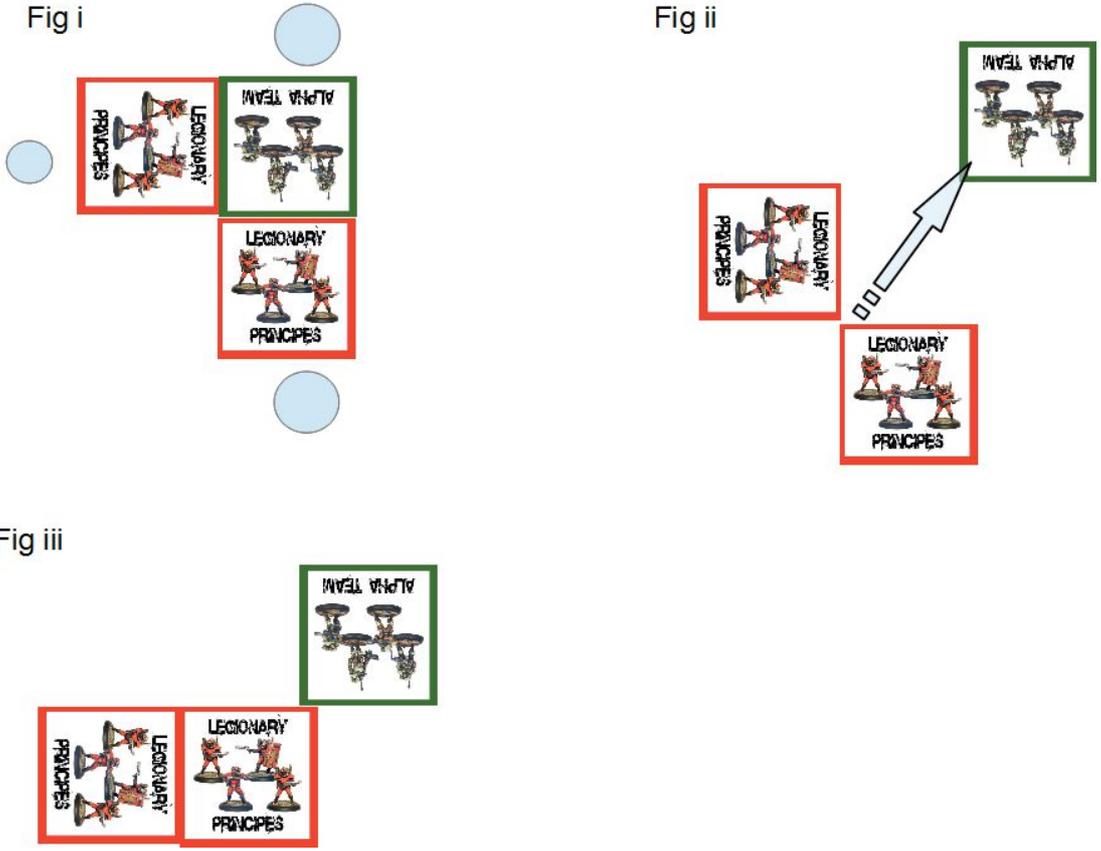
Importantly, if there are no bases on the winner's side that can legally hit the target base, there is no chance that they can cause suppression to or destroy that base, and nor can they repel it. The best the winner can do in that situation is to survive the combat unscathed.

## Repelled

In this instance the target suffers a severe beating and tries to get away from the fight :

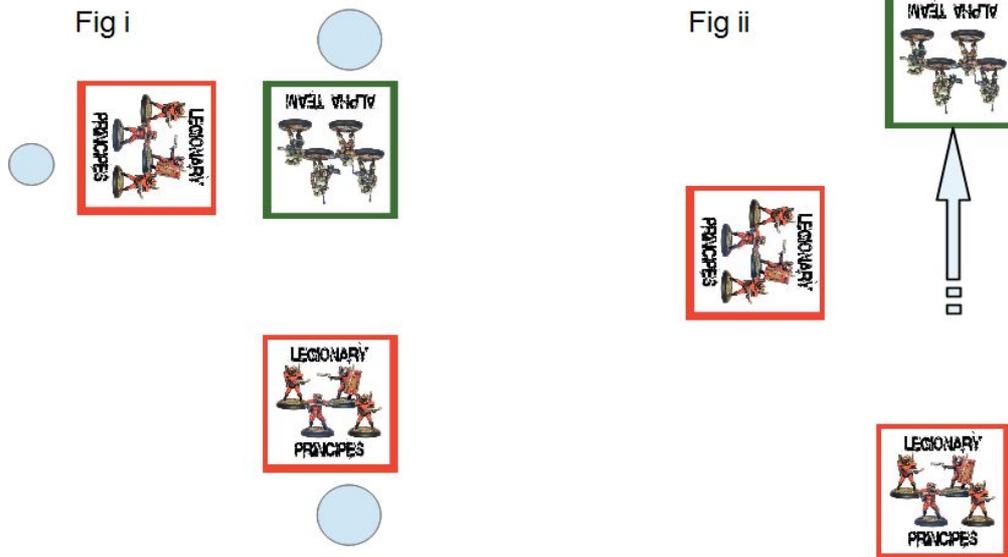
- If the base is in close combat, move it 2" directly away from enemy bases it is in contact with (ignoring movement penalties, except for impassible terrain)
  - If there is no room for the base to be repelled it is destroyed (e.g. if another base is in the way, or impassable terrain prevents the move)
  - The base it is in direct combat with (i.e. the attacking base, not any close combat support bases) can make an immediate follow up move if the player controlling it chooses to do so. Move it into the position previously occupied by the base that was repelled. This follow up move can be made even if the repelled base is on the other side of a wall or fence, provided the base making the follow up move can normally cross such a terrain feature

<<DIAGRAM 35: Close Combat Repel and Follow Up>>



- If the base is in ranged combat, move it 2" away from the attacking enemy base
  - It can make this move in any direction that falls within 180° of the side of the enemy base that attacked it
  - If there is no room to make this move, it is destroyed

<<DIAGRAM 36: Ranged Repel>>



### Instant Kill

Sometimes you can destroy a target outright, regardless of how many Suppression Points it has remaining, perhaps by a lucky shot, or just by bringing overwhelming firepower to bear on it. The rule is:

- If the difference between the winner's and the loser's combat scores is equal to or greater than 4x the SR of the target base, the target base is instantly destroyed

### Suppress Area

Sometimes the order is given to suppress a particular area rather than engage enemy units directly. The rules are as follows:

- Place the circular template anywhere on the playing area
- Each base given the order must be able to target the area covered by the template, according to the normal rules for targeting enemy bases
- Calculate the number of dice to roll to against each base (friend or foe) as follows:
  - 1d6-3 dice per attacking base that **does not** have bombardment ability on its chosen weapon
  - 1d6-2 dice per bombardment level for bases that are using a weapon with the bombardment special rule that can legitimately hit the target area
- Roll the dice for each base being attacked and if the result is positive the base suffers that many suppression points
- Also roll damage against any wall of fence sections touched by the template
- If any of the bases attacking the area used incendiary weapons, place a fire counter on any inflammable terrain touched by the template

### Breaching

This refers to damage to wall and fence sections. Wall and fence sections can be damaged in the following ways:

- Suppress Area orders. See Suppress Area

- Ramming by bases classed as armour

Wall and fence sections have SR and suppression points, just like bases.

- Wall sections have SR 4 (total 12 suppression points)
- Fence sections have SR 2 (total 6 suppression points)

Use a suppression dice to record this damage, just like you do for bases. If the damage exceeds the section's suppression points, replace it with a breached section.

To ram a section, do the following:

- Any vehicle on an order that involves moving can attempt to breach a fence or wall section as part of the move. Move it into contact with the section
  - Roll 1d6-2 dice per point of size of the vehicle and apply that damage to the section
  - If the vehicle is moving at the double, roll 2d6-2 dice per point of size of the vehicle
  - If the vehicle causes enough damage to exceed the section's suppression points value, replace the section with a breached section
  - If an enemy base is in contact with the section or within assault range behind the section you can perform a breaching assault
- If the vehicle moved At the Double, there is a chance it sustains damage
  - If the section is fence, take 1d6-2 suppression
  - If the section is wall, take 2d6-2 suppression
- Providing the vehicle survives the impact, do the following:
  - If the section is still standing, the vehicle stops in its tracks and cannot carry out the remainder of its order, place an activation counter on it
  - If the section is breached, make an immediate bogged down test (even for vehicles that don't normally get bogged down), unless the vehicle is **tracked**
  - If failed, place a vulnerable counter on the vehicle and its order ends here, if passed, the vehicle may complete the rest of its order (includes shooting if on a move and fire order, moving to base contact if on a breaching assault, or dismounting infantry if on a breaching assault or other move with a laden transport)

## <<DIAGRAM 37: Breaching Assault>>

Fig i

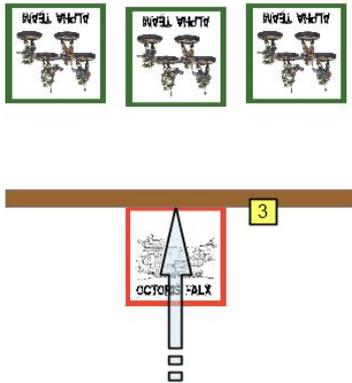


Fig ii

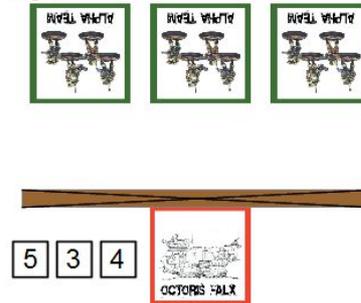


Fig iii

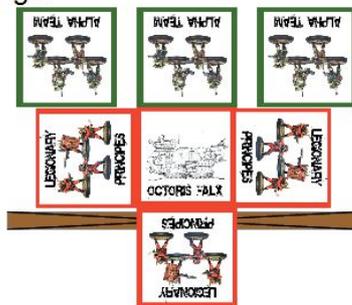
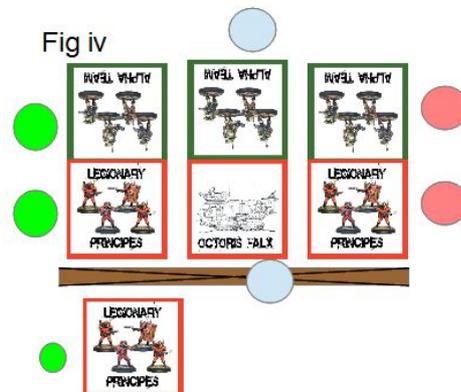


Fig iv



In the example a laden Falx attempts to assault the Alpha Teams behind an already damaged wall section. It moves up and rolls  $3d6-2$  (one for each point of its size stat) for a total of 6 ( $5-2=3$ ,  $4-2=2$ ,  $3-2=1$ .  $3+2+1=6$ ). This is enough damage to destroy the section.

The transport may continue with its order. It is tracked so no need for a bogged down check and the rest of the order consists of a standard transport assault. The infantry dismount at the end of the Falx's move and get into close combat, with one hanging back to support at range.

## Special Rules

On their profiles, many bases have special rules listed. The special rules can have a variety of effects, including modifying combat scores and carrying out special orders, either directly or in support of combat. Some special rules require that an order is given to use them, others just work in the appropriate circumstances. Special rules can either be on the profile of a particular weapon carried by a base, or be part of the base's profile.

## Anti-Personnel

Weapons or bases with this special rule are particularly effective against infantry bases.

- When Anti-Personnel is noted on a profile, it has a number next to it which is its Anti-Personnel Value
- In combat, if an infantry base is the target of a base or weapon with this special rule, add the Anti-Personnel Value to the base's combat score

## Anti-Materiel

Weapons or bases with this special rule are particularly effective against vehicles, equipment, and emplacements, such as troop carriers, artillery and tanks.

- When Anti-Materiel is noted on a profile, it has a number next to it which is its Anti-Materiel Value
- In combat, if an artillery, APC or tank base is the target of a base or weapon with this special rule, add the Anti-Materiel Value to the base's combat score

## Bombardment

Most artillery and some other bases have the capability to bombard the enemy. This is generally done to soften them up and cause suppression prior to directly attacking them, though on its own, a powerful bombardment can be enough to destroy an enemy base. In order to bombard, the bases possessing the ability must either be given a "Use Special Ability" order, or have a support counter placed on them when organising a fight. The rules are as follows:

- Pick an enemy base as the target
  - In a support situation, this does not have to be the target of your fighting bases. It can be that base, or any base involved in the fight
  - The bombarding base must be able to hit the target according to the rules for its chosen weapon (many bombardment weapons also have indirect fire)
  - Many weapons that are capable of delivering bombardments also have a ranged combat score (and conversely there are some that can only bombard). You cannot use both in the same fight, so decide whether the base is going to bombard or fight normally using its ranged combat score
- Roll a number of 1d6-2 (i.e. subtract two from the result of each dice) equal to the base's bombardment value
  - Tally up the results and apply that much suppression to the target
  - When supporting a fight, this takes place **before** combat scores are calculated and the fight resolved
- You may assign a **spotter** base to each target that is the subject of a bombardment
  - A spotter adds 1d6-2 to each base bombarding the target
  - In order to benefit from the spotter, a bombarding base must have line of sight to the spotter
  - The spotter must have line of sight to the target
  - The spotter must also be given the order, and therefore counts as a base. If the bombardment takes place as special support for a fight, then the spotter must be one of the ranged support bases in that fight
  - The spotter may not add its RC rating in support of a fight
  - If the bombardment order has more than one target, then each target must have its own spotter to receive the benefit

## Camouflage

Camouflage is a passive ability that some bases have, generally in the form of sophisticated optical fibres in their dress and broad range jamming devices, which prevent enemy units from targeting them. The rules are as follows:

- A base with camouflage in concealing terrain cannot be the target of a fire order even if it is close to the edge of that terrain
- Bases with camouflage may not be the target of assault or fire orders if there are other enemy bases that don't have the ability within range and line of sight

## Command

Bases with this special rule are leaders and they can give orders to other bases in battle. The number after the command listing denotes what bases are eligible to receive orders from this leader:

- **Lieutenant:** Bases with this level of command may only give orders to bases from their own platoon
- **Captain:** Bases with this level of command may only give orders to any base in their company.

## Cover

Bases that are attacked by bombardments and suppress area orders can immediately take cover, provided they don't have an activation counter on them.

- If they do so, halve the result (rounding up) and place an activation counter on them

## Defender

Weapons or bases with this special rule are particularly effective when counter attacking or returning fire:

- When Defender is noted on a profile, it has a number next to it which is its Defender Value
- In combat add the Defender Value to the base's combat score if it is on a counter attack or a return fire order

## Guerrilla

Weapons or bases with this special rule are particularly effective used on retreat orders:

- When Guerrilla is noted on a profile, it has a number next to it which is its Guerrilla Value
- In combat add the Guerrilla Value to the base's combat score if it is on a retreat order

## Independently Targeting

Some weapon systems fire multiple rounds that can be assigned to different targets using the following rules:

- When resolving a fight you may assign each bombardment dice from the independently targeting weapon to any enemy base involved in the fight, i.e. they do not have to be used on the nominated target base
  - The weapon must be able to hit any bases attacked in this way, according to the normal rules for ranged combat

## Indirect Fire

As alluded to in the line of sight rules, some types of attack do not require the shooter to be able to see the target, or indeed have a clear line of fire to it

- The target must still be within the weapon's arc of attack
- The target can be anywhere within the weapon's range
- Indirect fire ignores terrain and other obstacles that would block line of sight either by simply launching the projectile over the top of obstacles, homing in on the target, or by creating a destructive effect at the target point by means of, for example, wave or particle manipulation
- If the shooting base cannot see the target, apply the following modifiers:
  - Each dice rolled for bombardment is 1d6-3 instead of 1d6-2
  - +2 target base's combat score for fire orders

## Incendiary

Weapons with this special rule can set things on fire.

- When the weapon is used in combat, place a fire counter on the target in addition to generating a combat result or applying bombardment damage
- A weapon with this rule can also be used to set fire to flammable terrain
  - A base given a fire order can attack terrain that is classed as flammable instead of attacking an enemy base
  - Place a fire counter on the affected terrain area anywhere within the weapon's range, fire arc and line of sight
- Bases may never have more than one fire counter on them at a time

Fire counters are used in subsequent turns to generate suppression and to determine if the fire continues to burn. At the beginning of a turn, use each fire counter as follows:

- Place the small circular template in turn over each fire counter that is on flammable terrain
  - Add a fire counter to any base touched by the template
- Roll 1d6-2 for each fire counter in play
  - If the result is 0 or less, the fire continues to burn
  - If the result is anything else, the fire goes out
- Finally add 1d6 suppression to each base that has a fire counter on it

## Jump Trooper

Bases with this special rule can make a jump move when given a move, at the double, assault or counter-attack order. When noted on a profile, Jump Trooper has a number next to it indicating how many inches the base may be moved on a jump order. The rules are as follows:

- Bases making a jump move ignore all obstacles and terrain in their path, they simply leap over the top of it all
- The base may be placed anywhere within a radius equal to its Jump Trooper value in inches, providing there is room to do so
  - The base may not be placed on top of impassable terrain or enemy units

- Bases that are in close combat may not be given a jump move (i.e. jump moves are not permitted as part of retreat orders or pushed back moves)
- A jump move can be used to enter combat as part of an assault order. Place the jump trooper base against any face of the target enemy base that they can reach

## Medic

Bases with this special rule can take a special order to reduce suppression on friendly infantry bases in contact with them. When the order is given, use the following rules:

- The order should be given to the bases that are to be repaired, and to the bases carrying out the repairs
- The order can not be given to bases that are in contact with enemy bases
- Bases that receive the order make a normal move
- At the end of the move each base with the ability can remove 1d6-2 suppression from a base it is in contact with
  - The base benefitting from the effect must have received the order
  - The base benefitting from the effect must be of the correct type (i.e. infantry)

## Pop Smoke

All Lieutenants are equipped with smoke grenades. Infantry Lieutenants can throw them and vehicles launch them from grenade tubes. The smoke is a dense suspension of particles that reflects and disrupts all known targeting systems. Use smoke as follows:

- Smoke is a limited resource, at the start of the game place one smoke counter with the Lieutenant card of each platoon you have in play
- At the end of any move order that includes a Lieutenant, you may play their smoke counter
  - Take the counter from the Lieutenant card and place it anywhere within 8 inches and 180 degrees to the front of the Lieutenant's base
- Smoke behaves as concealing terrain. When checking LOS that passes near a smoke counter, place the centre of the large circular template over the counter. Bases covered by the template count as being in concealing terrain
- Smoke does not affect assaults
- Remove any smoke counters from the game (i.e. they cannot be re-used) at the end of the turn in which they were used

## Repair

Bases with this special rule can take a special order to reduce suppression on friendly materiel and armour bases in contact with them. When the order is given, use the following rules:

- The order should be given to the bases that are to be repaired, and to the bases carrying out the repairs
- The order can not be given to bases that are in contact with enemy bases
- Bases that receive the order make a normal move, at the end of which bases with the ability should be in contact with the bases they are to repair

- At the end of the move each base with the ability can remove 1d6-2 suppression from a base it is in contact with
  - The base benefitting from the effect must have received the order
  - The base benefitting from the effect must be of the correct type (i.e. armour or artillery)

## Shock

Weapons or bases with this special rule are particularly effective when assaulting.

- In combat add the Shock Value to the base's combat score if it is on an assault order

## SPOMM

All Syntha bases in this book have SPOMM minds, which means that although tactically limited (Syntha AI armies are inferior at pulling off effective co-ordinated manoeuvres), they never tire, never panic, and never break the chain of command:

- A base with the SPOMM ability always counts as a single base for the purposes of issuing orders to it, irrespective of its suppression level
- Lieutenants with the SPOMM ability can only issue orders to **two** bases, not the usual four
  - Captains activate the usual four

## Troop Carrier

Bases with this special rule can transport infantry bases across the battlefield.

- When Troop Carrier is noted on a profile, it has a number next to it which is equal to the maximum number of bases it carry at any time
- Full rules for how to mount and dismount passengers, and how to deploy them in combat can be found in the Orders section
- Each time the troop carrier adds suppression points (regardless of how many), add 1 point of suppression to each passenger base
- If the troop carrier is destroyed, so are all bases aboard it

## Final Note

This is quite a hefty set of rules, but it doesn't have an answer for every single situation that will arise when you play. Sometimes something will happen, we don't know what, or else we'd have included a rule for it, which is open to interpretation by the players. If you can't agree on how to resolve the situation, don't let it spoil the flow of your game, just let fate decide. Roll a dice or flip a coin, or whatever, and the winner gets to play it their way. You can discuss the matter at length after the game, canvass other opinions and come up with a house rule for it. Even better, let us know about it and we can give an official ruling on how to handle such situations in future, at <http://www.ageoftyrants.com/>.

# Forces

## Junkers

Junkers have shown unprecedented expansion during this era, and their vast legions threaten the stability of the whole galaxy. The current situation, with the whole of Pan-Humanic Space teetering on the brink of total war suits the Ironglass Senate well enough. They use the chaos to fuel even further expansion, swelling their legions and extending their imperial power base. Junkers, ever the underdog in the Tripartite Alliance, see the Age of Tyrants as an opportunity to seize control from the rich powers and perhaps even conquer the galaxy in the name of the Senate.

## History

The Junkers' Homeworld is Ironglass, in the Viridia Solaris star system. Ironglass is a large desert world, where, due to a quirk in its orbit, one side is constantly baked by the local star Solaris, and the other exposed to the dark chill of space. In a thin band around the terminator, called the Meridian, human habitation is possible, so Viridia established a penal colony there to process ferrous deposits from the desert. Ironglass challenged Viridia for independence in the Second War of Secession, eventually winning it in 2580. The new rulers of Ironglass were used to a society in which life was cheap and power best wielded through force, and ever since the Junkers have been brutal, despotic and imperialistic.

## Colonies

Junkers favour marginal worlds with arid or desert climates on which their topsoil and sand processing technologies can eke every gram of resources from the world. They pride themselves on making a living where others cannot; subsisting on what most would consider leavings. Their settlements are often beneath ground, based on the Ironglass model, and are dirty, dangerous and polluted places worked by slave labour.

## Terrain

Here is a selection of terrain areas and objects that are suitable for battles played on this factions home colonies:

Name	Description	Category	Characteristics
Road	Dusty highways connecting the frontier towns and Harvester depots to the deep deserts	Object	Road
Naphtha Pool	These are shallow, oily pools of liquid hydrocarbon that have bubbled to the surface in response to Junker activity	Object	Difficult Going Fordable
Ravine	The combination of tunnelling and stripping away surface materials with harvesters can cause deep cracks in the earth to appear around Junker settlements	Object	Impassable

Large Boulder	A great, wind sculpted hunk of rock out in the desert	Object	Impassable Cover
Desert	Basically anywhere on the battlefield not covered by a specific feature counts as this type of terrain. It is the faction's default terrain type and has no special rules.	Area	
Stone Forest	Also known on some planets as chaos terrain, this is a crazy jumble of shallow canyons and wind sculpted rocks that provides excellent defensible terrain for infantry	Area	Difficult Going Defensible Cover Concealment
Dunes	Dunes are low hills formed from drifting sand. They provide good high ground for ranged units and artillery seeking a commanding view of the battlefield	Area	Elevated
Strip Mine	Strip Mines occur where the Junkers cut into rocky mesas and plateaus to break up the stone for minerals. They offer an impassible barrier to the front combined with a high ground advantage	Area	Impassable* Elevated
Frontier Outpost	Junker frontier outposts are generally fairly squalid shanties. There is often more going on below the surface than above as the workers construct subsurface tunnels and bunkers to escape the heat	Area	Difficult Going Concealment Cover Defensible
Ore Plant	Ore plants are where the Harvesters come and go from, and where the minerals they bring back are refined. Ore plants include a perimeter fence.	Area	Difficult Going Concealment Cover Defensible

\*Only impassible from the front, bases can get up the sides and back of the feature.

## Technology

Junkers, as their very name suggests, don't have much in the way of their own technological developments. Their engineering know how lies in taking wreckage and detritus of the other powers and transforming it into something functional. Sometimes the tech they appropriate is genuine scrap, sometimes it is battlefield plunder or outright pirate loot. This paradigm goes right back to the Second War of Secession, wherein the original Junker rebels adapted mining equipment and vehicles, repurposing them as weapons to use against their Viridian enemies.

## Warfare

In battle the Junkers are a numerically superior force that excels in medium to close range combat. The strategy of Junker commanders relies on suppressing superior ranged combat enemies with artillery, allowing their legions get to close quarters. Advancing into enemy fire can be hugely costly in lives, but one thing the Junkers have no shortage of is

manpower. Consequently discipline and morale are poor, but the leaders have ways of ensuring obedience. Support is in the form of crude but effective armour, artillery and troop transports, the latter of which carries combat repair equipment.

## **Platoons**

The following section is a list of all of the Platoons and their Captains.

## **Tribunes**

The Tribunes of Ironglass and its auxilliary colonies are a rough bunch and they command with an iron fist. Discipline is harsh in the legions, and infractions range from floggings and beatings to the dreaded neural spike executions. Legionary Tribunes lead their companies from Octoris Falx transports.

## **Legionary Maniple I**

The Junkers' standard infantry platoon is the Legionary Maniple I. Each of the four infantry teams number some sixteen men and women. In general they excel at short to medium range combat, and their favoured tactic is direct assault. The standard legionary fireteam are Principes, armed with combat shotguns, shields and blades, and supported at close range by flamethrowers. The platoon's Lieutenant is a Centurion, who occupies another Principes team. The final team in the platoon are Triarii, and instead of flamethrower support, they wield thermite lances for assaulting enemy armour.

## **Legionary Maniple II**

The Legionary Maniple II is the secondary Infantry platoon of the Junkers, and is more suited to medium range defence and support. As ever the Principes infantry teams number some sixteen men and women who excel at short to medium range combat, and favour assault tactics. Like other platoons that feature them, Principes are always armed with combat shotguns, shields and blades, and supported at close range by flamethrowers. The platoon's Lieutenant is a Centurion, who occupies another Principes team. In the Contubernia II the final team are Armigers which consist of two heavy weapon teams, each manning a tripod mounted chain gun.

## **Legionary Maniple III**

The Legionary Maniple III is the Junkers combined unit, and mixes assault infantry with artillery organic to the platoon. Again the Principes infantry teams consist of sixteen men and women who excel at short to medium range combat, and favour assault tactics. As usual standard kit for the Principes consists of combat shotguns, shields and blades, with close support provided by flamethrowers. The platoon's Lieutenant is a Centurion, who occupies another Principes team. In the Maniple III the final team is not infantry at all, but instead a Draco mobile artillery platform armed with incendiary hellfire rockets to soften up enemy positions ahead of the infantry assaults.

## **Exo Suit Allecti**

The Allecti are the elite, Exo-Suit infantry of the Legion. Exo-Suits are formidable pieces of battlefield power armour, reserved for convicts that served their sentences, distinguished themselves in battle and remained in the legion as free men. Each Allecti team consists of four exo-suited individuals, one of which is led by a Centurion. The suits feature medium range grape guns that are devastating to personnel, and close combat anti-

armour gloves called Cestus. They are supported by units in which the grape guns are replaced with flame throwers.

## **Loricatia Squadron**

The core armoured squadron of the Junkers is the Loricatia Squadron. It consists of four main battle tanks. Three of these, including the Optio (or Lieutenant) are Venators. The Venator's turret gun is an extremely powerful rotary gauss gun, based on Viridian designs, called a Scorpion and it is effective against all targets. The support tank is an Exarch, a good mid-range armoured assault element, equipped with a turret mounted incinerator cannon that fires a high-explosive incendiary round. The vehicles are protected from close assaults by point defence chain gun pods.

## **Carpentia Squadron**

Transport for personnel in the legions comes in the form of the Carpentia. Octoris Falx is the standard troop carrying vehicle and there are three of these in the squadron, including the Optio. The Falx (falx means battle-scythe) is a tracked vehicle that can act as a mobile firebase and transport for up to four infantry fireteams. For defence it has a turret mounted rotary gauss weapon, effective against all targets up to medium range. The support transport built on the same chassis is the Octoris Incendia, with a turret-mounted heavy flamethrower.

## **Ballisteria Squadron I**

The Ballisteria Squadron I is the first of two artillery batteries commonly deployed by Junkers armies to support infantry advances. This Squadron consists of four Dracos, including the one the Optio rides in. The Draco consists of a heavy, tracked vehicle with an inferno rocket system mounted in a fixed forward position. The inferno rockets are used at long range to soften up the enemy with a bombardment of incendiary death.

## **Ballisteria Squadron II**

The second of the Junkers' core artillery batteries, the Ballisteria Squadron II, is made of Onager mobile gun platforms led by an Optio. The onager is a self-propelled howitzer that lobs a massive 900 kg shell, effective against all targets. The weapon is mounted in a fixed position on a light skinned vehicle.

## **Viridians**

Viridians are from the planet where humans evolved in the Viridia Solaris system, and as such are the oldest faction in Pan-Humanic Space. Viridians are the great free marketeers of the Tripartite Alliance. They believe in the power of trade as an engine of progress and chafe under regulations and taxes levied by VASA. The Viridian Assembly champions freedom on the whole, though like others, they have historically shown reluctance when it comes to granting independence to colonies under their direct control.

## **History**

In distant antiquity the Viridians ruled an advanced industrial society on the lush, fertile world of Viridia, but their polluting activities caused catastrophic global warming that resulted in the planet flooding. Eventually the climate stabilised and a new civilisation was built using sustainable and non-climate altering technologies. It did not take the Viridians long to rebuild what had been lost, and soon they were exploring space with a view to colonisation, driven in part by the close call with extinction they had experienced on their

Homeworld. Viridia ceased to be the sole power in space following the Secession Wars and the subsequent rush to colonise the galaxy by those seeking independence.

## Colonies

As mankind spread through the galaxy, Viridia became the breadbasket of Pan-Humanic space. Worlds with natural climates that produced sufficient food to support colonies were few and far between, so Viridia fed the galaxy with its advanced, high yield agricultural techniques. Viridia's great wealth lies in agriculture to this day, and because it is the most efficient producer, Viridia gets the pick of worlds suitable for food production. Jungle worlds to produce biomass for fuel, fertiliser and animal feed; ocean worlds with vast fisheries; temperate worlds with expansive arable plains. Such worlds always orbit spectral class G-stars, so Viridians have developed city building techniques based on harnessing solar power from these stars.

## Terrain

Here is a selection of terrain areas and objects that are suitable for battles played on this factions home colonies:

Name	Description	Category	Characteristics
Road	Broad transport routes cut through the undergrowth and trees to connect biofuel and food harvesting sites to the solar cities.	Object	Road
Swamp	Broad, shallow expanses of surface water, often overgrown with weeds and algae. They are useful defensive features that can slow an enemy's advance.	Object	Difficult Going Fordable
Irrigation Trench	Irrigation trenches channel water to where its needed on Viridian settlements, and make the going difficult for ground units.	Object	Difficult Going Fordable
Cenote	Cenotes are steep sided sinkholes that often link up with complex, subterranean watercourses	Object	Impassable
Fields	Basically anywhere on the battlefield not covered by a specific feature counts as this type of terrain. It is the faction's default terrain type and has no special rules.	Area	
Jungle	Dense, tropical rainforest is typical on Viridian colonies, where the rich biomass is harvested for fuel	Area	Difficult Going Defensible Cover Concealment
Hills	Hilly areas surrounded by jungles and swamps make ideal sites for Viridian agriculture. They're also good for spotting approaching enemies.	Area	Elevated
Agricultural Terraces	Agricultural terraces are carved out in valleys and the sides of hills to form	Area	Impassable* Elevated

	elevated escarpments that are pretty much impassable to the front.		
Bio Dome	Biodomes house the settlers on Viridian colonies and agricultural outposts. They are prefab structures covered in solar cells and often have VDF garrisons in contested regions.	Area	Difficult Going Concealment Cover Defensible
Jungle Outpost	Consists of a landing pad, gunnery and sniper platforms, Comms arrays and barracks. They are usually guarded by Alpha and Bravo Platoons.	Area	Difficult Going Concealment Cover Defensible

\*Only impassible from the front, bases can get up the sides and back of the feature.

## Technology

Viridia led the way in developing environmentally sustainable technologies, following the disaster of the great flood. This suite of technologies included genetically engineered plant and animal species for food, fuel, and in some cases mounts, the development of the hydrogen t-cell for power, and the advanced engineering techniques of the solar cities. They also developed the gauss magnetic field technologies used in a variety of weapons and civilian transport systems.

## Warfare

The Viridians have a respectable sized army and fleet, and their forces excel at long range warfare and combined arms tactics. Of all the factions, the Viridians have been most enthusiastic in adopting the doctrine of combined arms, borne of a desire to limit casualties among their own troops. They do this by engaging with light ground forces that are prepared to retreat at any moment, slowing the enemy down while close support and reachback capability surgically dismantles it from a distance.

## Platoons

The following section is a list of all of the Platoons and their Captains.

## Captains

Viridian Captains are renowned throughout Pan-Humanic Space for their battlefield heroics. It's all about leading from the front and the Viridian Assembly favours individuals who make a good impression with the folks back home. Companies are led by Captains deployed in Direwolf armoured transports.

## Alpha Platoon

Alpha Platoons are made up of men and women from the Colonial Marine Corps. There are two Alpha teams to a platoon, a Sniper Team and the Lieutenant rides up front aboard a Direwolf transport. There are usually six Marines per Alpha team, with five individuals armed with gauss rifles and a heavy gauss rifle operator for support. The Sniper Teams tend to work at a distance from the rest of the platoon, finding covered overlook positions to support at long range.

## **Bravo Platoon**

Bravo Platoons are the heavy support infantry of the Colonial Marine Corps. There are two Bravo teams to a platoon, a Sniper Team and the Lieutenant's a Bigfoot transport this time. Just like the Alpha Team there are five individuals armed with gauss rifles, but support comes in the form of a bazooka, which is potent against enemy vehicles and hard points. The Sniper Teams again provide the long range cover.

## **VDF**

VDF stands for Viridian Defence Force, which are the infantry men and women tasked with garrisoning Viridian interests and colonies. Each VDF platoon consist of two Alpha Teams and Two Bravo Teams armed and equipped in exactly the same manner as their Colonial Marine Counterparts. The Lieutenant always runs with the first Alpha Team in the platoon.

## **Interdict Marines**

Interdict Marines are Viridia's elite stormtroopers. A platoon of them consists of four teams of four, the first of which contains the Lieutenant. Interdict Marines are equipped with gauss carbines, configured to be deadly at close quarters, and they are highly trained in hand-to-hand combat. They wear power armour that is jump capable and in battle they are deployed as a fast strike element.

## **Tank Squadron**

A Viridian Tank Squadron is comprised of three Broadsword Tanks, one of which is the Lieutenant and a Blade Tank in support. The Broadsword is Viridia's main battle tank. It is a tracked, heavy tank that can engage all targets at up to long range with its main weapon, the redactor cannon. The redactor cannon is a massive, rotary barrelled gauss weapon. The Broadsword bristles with independently targeting chain gun points all around the hull to protect it from close assaults. The Blade is Viridia's long range tank killer. It has the same chassis design as the Broadsword, but the turret houses a large, highly advanced gauss weapon called an Excalibur Gun, which fires a dart of ferromagnetic material that becomes molten within nanoseconds of leaving the barrel.

## **Transport Squadron**

Viridian Transport Squadrons consist of three Direwolves, one of which is the platoon leader, and a Bigfoot in support. The Direwolf armoured personnel carrier is the standard troop transport for Viridian fireteams. It is capable of transporting up to three of them at a time. It has twin-linked HMGs in the turret, effective to mid-range and devastating to enemy personnel. The Bigfoot features the same chassis design as the Direwolf, but its combat role is actually more general. The Bigfoot's turret weapon is a gauss cannon that is effective at mid-range and can successfully engage all targets. The Bigfoot, and the Direwolf too for that matter are deployed as rescue vehicles, able to get in quickly, the crew can administer medical attention or carry out repairs, and then get out again.

## **Coyote Battery**

The Coyote Battery is the first of two artillery batteries commonly deployed by Viridian Assembly forces. It consists of three Spartan mobile guns and a Direwolf Platoon Leader. The Spartan is Viridia's standard mobile artillery piece. It consists of an armoured, tracked vehicle with a forward mounted rack of Sledgehammer missiles. The weapon is effective at delivering close support or breaking up the enemy's formation at medium range, and it can be fired indirectly.

## **Buffalo Battery**

The Buffalo Battery is the second of Viridia's core artillery batteries. It consists of three Buffalo mobile gun platforms and a Direwolf Platoon Leader. The Buffalo is the Viridians' specialist artillery piece. It consists of an armoured, tracked vehicle with three independently targeting howitzers mounted on it. The gunnery crew can suppress multiple targets at up to medium range or they can concentrate the pattern on a single, unfortunate enemy.

## **Syntha**

The Syntha are secretive and isolationist and they put a high premium on the "information war", devoting a great deal of resources to espionage and counter-espionage activities. Since becoming an independent power, the Syntha have always been slightly aloof and reserved, which is more to do with their emotional coolness and a high incidence of introversion in their population than anything sinister or political. However, since the incident on the Hephaestus Complex, the Collective's cultural distance has transformed into full-on espionage, scheming and covert aggression against the other powers.

## **History**

Prime is the Homeworld of the Syntha, a strange object caught in an elliptical orbit around the Viridia Solaris/Leviathan binary star system. Prime is a barren, frozen, teardrop shaped planetoid with no atmosphere. It is the only known source in the universe of the mineral prime obsidian. In the early years of colonisation it was a research station, devoted to harnessing the power of this new wonder material. In 2494, the colony there, the most distant at the time, declared independence from Viridia and thus began the First War of Secession. Four years later the colony won its charter and thus began the Syntha's great quest to perfect humanity through integration with machines.

## **Colonies**

Pure research, rather than economic or social improvement, drives Syntha colonisation. The worlds they live on are valuable from a scientific point of view, but are often inimical to life. They have perfected techniques based on Prime's colonisation, for burrowing into planets and other objects. Once in, robotic miners build extensive subterranean networks of tunnels and chambers, preparing them for habitation. Where these "termite cities" break the surface, there are towers containing mag-lev service elevators, comms arrays and vents to release non-recyclable waste materials.

## **Terrain**

Here is a selection of terrain areas and objects that are suitable for battles played on this factions home colonies:

Name	Description	Category	Characteristics
Road	Metalled surfaces to allow transport units to quickly move personnel and materiel around subterranean complexes	Object	Road
Shallow Pool	Pools of water from hydraulic mining collect in the lower levels of Synthra colonies	Object	Difficult Going Fordable
Hazardous Flow	The industrial activity that takes place around Termite Cities often creates run-offs of toxic liquids like acids and ammonia rivers and liquid radioactive waste.	Object	Impassable
Crystalline Outcrop	Large, free standing growths of crystal often form inside voids in asteroids and planetoids	Object	Impassable Cover
Cavern Floor	Basically anywhere on the battlefield not covered by a specific feature counts as this type of terrain. It is the faction's default terrain type and has no special rules.	Area	
Fungus Orchards	To supplement the off-world supplies brought in to feed Synthra colonists, they farm high yield GMO crops of giant fungus.	Area	Difficult Going Defensible Cover Concealment
Spoil Heap	Hills composed of debris from tunnelling are commonplace around Termite Cities. They provide good high ground for ranged units and artillery seeking a commanding view of the battlefield.	Area	Elevated
Rock Shelf	Rock shelves are elevated sections on the cavern floor. They offer an impassible barrier to the front combined with a high ground advantage	Area	Impassable* Elevated
Research Outpost	Large pillars of rock encrusted with habitation pods and security stations, that are reminiscent of metal and plastic bracket fungi	Area	Difficult Going Concealment Cover Defensible
Autofactory	A complex of buildings outside the termite city, where drones, probes and other SPOMM units are fabricated for jobs around the colony	Area	Difficult Going Concealment Cover Defensible

\*Only impassible from the front, bases can get up the sides and back of the feature.

## Technology

Synthra are the most technologically advanced faction in Pan-Humanic Space. Their stranglehold on the production of prime obsidian, coupled with their technological

collectivism agenda, have assured that. Indeed, the Collective is governed by a giant SPOMM brain called Prime, to which all Syntha colonies are networked by sub-ether relays. Syntha citizens are grown from cloned cells and born from vat-like artificial wombs as fully developed adults. Complete with cybernetic enhancements they are educated and socialised by *in utero* VR simulations. And of course the Syntha manufacture a great many AI types, ranging from robotic labour and soldiers, through to enormous AI autofacilities like Hephaestus.

## Warfare

Syntha are the least populous of the Homeworld factions. In this Age of Tyrants, which sees it embroiled in more military action than at any time in its history, the Collective has taken to deploying entirely robotic armies, in order to preserve its limited stocks of human and biomechanoid combatants. The SPOMM armies are poor at tactics and combined arms operations, though heuristic software is enabling them to improve all the time. However, they are way more reliable than human soldiers under fire as they suffer no morale effects from suppression. Plus they can wield heavier weapons making them the most formidable long range infantry in the galaxy. Supporting the androsynths and teratosynths are SPOMM artillery, carriers and tanks.

## Platoons

The following section is a list of all of the Platoons and their Captains.

### Captains

The Alphas of the Syntha Collective are advanced battlefield SPOMMs. Alphas feature advanced tactical processing modules for the purposes of networking multiple units in combined actions. They are housed in vehicles, namely Persephone transports, to provide them with a versatile balance of mobility, firepower and utility.

### Tactical Cell

The Syntha standard infantry platoon is a Tactical Cell. Each of the four Nodes number eight Androsynths. All the Nodes are pretty much identical, featuring six androsynths with standard pulse rifles for mid range firefights, and two that carry short range anti-materiel plasma projectors. Their default mode is to hang back at the limit of the pulse rifles' range and engage targets from there. In one of the Nodes an androsynth contains a Beta SPOMM brain that synchs commands to other members of the platoon.

### Point Cell

Supporting the Tactical Cells are Point Cells that are more effective in close quarters against infantry. As usual, all four Nodes number eight Androsynths, six of which are equipped with standard pulse rifles for mid range firefights. The support weapons for these nodes are grape guns; more powerful general purpose small arms, with a limited range relative to pulse rifles. The default mode is to engage the enemy in firefights rather than close assaults. Again one of the Nodes contains an androsynth with a Beta SPOMM brain to synch commands to other members of the platoon.

### T-Synth Cell

T-Synth Cells consist of four nodes of Tactical Teratosynths, which are larger, more powerful variants of the androsynths. Each Node has four Teratosynths, three of them armed with heavy pulse rifles for mid-long range firefights and one with a mini-MLRS

launcher for indirect fire support. As with most Syntha the default mode is to engage the enemy in firefights rather than close assaults. As ever one of the Nodes contains an a Beta SPOMM brain to synch commands to other members of the platoon.

## **M-Synth Cell**

Where the other armies usually have four core infantry platoons, the last of which is a mixed platoon, the Syntha have M-Synths in place of the mixed platoon. The Cell consists of four Macrosynths, one of which contains the Beta SPOMM for co-ordinating the platoon. Macrosynths are light armoured walkers that carry powerful long range pulse cannons, normally a vehicle mounted weapon. In close combat they are quite capable of defending themselves with their vicious hydraulic fists.

## **Nemesis Cell**

Nemesis Cells are the first of the two grav-tank squadrons commonly used by the Syntha. The Nemesis cell has four Nemesis grav-tanks, one of which houses the squadron's Beta SPOMM. The Nemesis is the Collective's main battle tank and is perhaps the most advanced and certainly one of the deadliest tanks on any battlefield. Its chassis houses a tesla field to protect the exterior from close assaults, and the turret has a starfire cannon; a deadly, long range anti-armour plasma weapon.

## **Hades Cell**

The second armoured squadron of the Syntha is the Hades Cell, consisting of three Hades grav-tanks and their Beta. Also built on the same chassis design as the Nemesis, the Hades is the Syntha's long range artillery tank. Its SPOMM is programmed with a comprehensive selection of fire missions and connected to a turret mounted MLRS (multi-launch rocket system) that can bring a pattern of guided missiles down on targets virtually anywhere on the battlefield.

## **Artillery Cell**

Syntha core artillery Cells consist of two Plasma Cannons, a Plasma Cannon Beta and a Drone Carrier. The Plasma Cannons consist of armoured grav-vehicles with a front firing plasma cannons. The weapons are highly effective at dealing with enemy armour in mid-range firefights. The Drone Carrier houses a nest of tiny drones. The vehicle's SPOMM scans the battlefield and sends the drones out on missions to eliminate enemy targets. They charge-up using the carrier's fuel cell and deploy as a flying swarm that has a laser-cutter sting in its tail. All vehicles are protected from close assaults by Tesla Fields.

## **Mechanised Cell**

The Mechanised Cell is the Syntha's transport platoon, providing secure rapid-deployment for anything up to the M-Synths (which fold up for storage). It consists of three Persephone Transports, one of which is a Beta and a Demeter Transport. The Persephone Transport is another SPOMM controlled grav-lift vehicle that can effectively transport three fireteams and act as a firebase. It is equipped with a turret containing twin linked heavy pulse rifles, effective against all targets at mid-range. The Demeter Transport is the sister vehicle of the Persephone, and while it shares the troop carrying ability of its counterpart, the Demeter is equipped for much shorter range warfare. In its turret, the Demeter Transport houses a plasma projector unit that is particularly deadly to armour at close range.

## VASA

VASA retains its role as the Protectorate, a body separate from the other Tripartite Powers of Viridia, Syntha and Junkers. The body is charged with enforcing the alliance, brokering settlements in disputes, and policing the grav-wells upon which all trade and colonisation efforts depend. To carry out these duties, VASA has amassed a huge fleet and security force, financed by charging excise duties on trade through the grav-wells. VASA is essentially a massive galactic peacekeeping force, which has increasingly come into conflict with its member factions as the Age of Tyrants erodes old alliances and treaties.

## History

VASA grew by increments out of the Viridian space program, and while the faction never broke free of Viridia in a war, like the Syntha or Junkers, it did use those secessionist conflicts as a means of establishing its independence. The founders of the VASA faction were scientists working on grav-shunting technology, based on Vacillus. Vacillus is a distant ice planet orbiting the dead star Leviathan, and as such it had to be self-sufficient. In later years this colony, seen by all as sufficiently removed from Viridian influence to be neutral, brokered peace deals between Viridia and the other powers in the Secession Wars. Formalising its role as a peacekeeper, VASA adopted the name Protectorate and built a massive military shipyard on Vacillus' moon Kothon.

## Colonies

VASA's colonisation technique involves dropping prefabricated facilities, called pods, from orbit, onto the surface of the object they wish to colonise. According to a tried and tested set of rules based on its habitation potential, the object being colonised has different types of facilities dropped on it, such as life support pods, atmosphere processing pods and so on. VASA puts its colonies near grav-wells, for these are the n-space highways through which all trade and exploration takes place. VASA favour cold worlds with Arctic climates as these are similar to the home planet of Vacillus, and their colonies are called Ice Stations.

## Terrain

Here is a selection of terrain areas and objects that are suitable for battles played on this factions home colonies:

Name	Description	Category	Characteristics
Road	Snow ploughs keep the highways clear between Hab units and customs stations on VASA colonies	Object	Road
Hot Spring	These are pools of water kept hot and in a liquid state by the planet's geothermal activity	Object	Difficult Going Fordable
Crevasse	On top of glacial terrain, the movement of the ice often causes deep, impassable fractures to form	Object	Impassable
Comm Tower	A Comm Tower is a large satellite relay that links up with VASA's Central Administration on Vacillus. All colonies have at least one.	Object	Impassable Cover
Tundra	Basically anywhere on the battlefield	Area	

	not covered by a specific feature counts as this type of terrain. It is the faction's default terrain type and has no special rules.		
Taiga	Taiga is an area of frozen, coniferous woodland	Area	Difficult Going Defensible Cover Concealment
Glacial Deposits	Glacial deposits are raised areas of the landscape, such as drumlins, eskers and moraine left behind by the passage of a glacier	Area	Elevated
Ice Shelf	Ice shelves offer an impassible barrier to the front combined with a high ground advantage	Area	Impassable* Elevated
Hab Units	Hab Units are the pod complexes where VASA's admin personnel and their families live on the Ice Stations. They may also have associated security checkpoints.	Area	Difficult Going Concealment Cover Defensible
Customs Facility	Customs Facilities contain checkpoints, hangers and storage facilities where cargo moving through the Ice Station is held for examination by VASA's customs and excise officers.	Area	Difficult Going Concealment Cover Defensible

\*Only impassible from the front, bases can get up the sides and back of the feature.

## Technology

VASA pioneered the technology of grav-shunting, a faster-than-light method of transport used in all long distance space travel. Grav shunting involves firing high powered Xasers at massive objects to create wormholes through which ships can travel. On the back of this technology, VASA also developed efficient pre-fab colonisation methods. VASA's military also commands state-of-the-art energy weapons and armour.

## Warfare

VASA has by far the largest and best equipped army and fleet in Pan-Humanic Space, but it is currently badly overstretched, quelling uprisings and brushfire wars across the whole galaxy. The Protectorate bureaucracy is poor at prioritising and often slow to act, but it does try to respond to everything. Consequently, the resource allocation to any given conflict is unlikely to be enough for a decisive victory. However, VASA security forces are highly mobile, well trained and well equipped, and they excel at heavy armour support tactics. Their weapons are often the most advanced and high spec available and can deal effectively with all tactical situations.

## Platoons

The following section is a list of all of the Platoons and their Captains.

## **Captains**

VASA chooses its officers based on their perceived incorruptibility and adherence to the rulebook. Many of these characters can be bland sticklers for procedure, but the best of them are dashing, inspirational figures who command the respect and loyalty of their men and women, and thus are promoted to captain. Captains ride in BMD-9 Bear armoured transports.

## **SART**

SART stands for Suppressor Armed Response Team. Each of the three patrols number eight Suppressors and they are backed up by a KV-18 Ikon tank organic to the unit. The SART patrols feature six Suppressors with gauss rifles and shock batons for mid range firefights and assaults and two that carry grenade launchers for indirect support. One of the patrols contains a Lieutenant to command the platoon. In the absence of orders they will try to assault, and if they become suppressed they'll move back from the fighting.

## **SAMS**

SAMS stands for Suppressor Anti Materiel Specialists. Mirroring SART squads the three patrols contain eight Suppressors backed up by a KV-18 Ikon tank. The SAMS patrols also have six Suppressors with gauss rifles and shock batons for mid range firefights and assaults. The support troops in the patrols carry limpet mines, powerful anti-armour ion weapons that have to be manually attached to enemy armour. As usual, one of the patrols contains a Lieutenant to command the platoon. In the absence of orders they will try to assault, and if they become suppressed they'll move back from the fighting.

## **Disperser Team**

The third core infantry unit fielded by VASA is the Disperser Team. It is made up of three SART patrols, but instead of a tank for back up, the fourth element is a Disperser Team. The SART patrols consist of the usual make up, and the Disperser Team is a heavy weapon crew who carry and operate a heavy duty microwaver for short range support. One of the SART patrols contains a Lieutenant to command the platoon.

## **Black Legion**

The Black Legion are VASA's feared elite jump troopers. A squadron of them consists of four Black Legion patrols, each of which has four troopers. They are only deployed in military situations and constitute a highly effective mobile strike element on the battlefield. They are equipped with jump capable power armour, and weapons called ion lances that are deadly in mid-range firefights and double up as a sort of energy weapon pole arm in close combat.

## **Motorised Squadron**

Motorised Squadrons provide troop transport under fire for the Protectorate's Suppressors. The Motorised Squadron consists of three BMD-9 Bears, one of which is the Lieutenant, and a BMD-11 Eagle. The BMD-9 Bear is VASA's standard armoured troop carrier. It is effective as a firebase for medium range engagements, with its turret mounted chain guns, and can transport up to three fireteams of infantry (usually suppressors). The BMD-11 Eagle is used in a support role in Motorised Squadrons. It has the same chassis design as the BMD-9 and can also transport up to three fireteams of infantry. However, its turret weapon is a belt fed grenade launcher that can lob frag grenades over intervening obstacles to hit targets at long range.

## Artillery Battery

The core Artillery Battery deployed by VASA consists of three Triglavs, one of which is the Battery Lieutenant and an Akonost. Triglav is the name given to VASA's standard long range artillery piece, which is normally used for crowd control. The Triglav consists of a wheeled chassis with a sonic weapon mounted on it. Like the microwave weapons, this can be calibrated for different effects ranging from irritant to disperse crowds, to creating a lethal pulse of sound that can burst organs and shake structures to pieces. The Akonost is a mid-range mobile mortar that uses a deadly anti-personnel beehive round, which fills the target area with a storm of metal flechettes.

## Ikon Squadron

Ikon Squadrons consist of four KV-18 Ikon tanks, one of which has the Lieutenant among its crew. The Ikon is VASA's main battle tank, serving as the standard vehicle in armoured companies and in organic support roles for other types of company. The sloped design of the armour plates means they can be quite thin, making VASA tanks faster than those of their rivals. The Ikon sports a turret mounted Ion Cannon effective against all targets at mid-range, and the hull is protected by microwave dispersal pods.

## Red Hammer Squadron

Red Hammer Squadrons consist of four KV-90 Red Hammer tanks, one of which has the Lieutenant among its crew. The Red Hammer provides long range support in VASA armoured companies. In common with the the Ikon it has a chassis protected with sloped armour and microwave dispersal pods. The main turret weapon is an MLRS, which launches long range missiles that break up in flight to rain independently targeting micro-missiles on the target area.

## Advanced Rules

This section includes some extra rules you can introduce to your battles once you've mastered the core rules. It includes rules for special card orders playable by captains and several different scenarios to play, each with it's own deployment rules and victory conditions.

## Special Order Cards

These cards represent powerful actions that can turn the tide of a battle if used at the right moment. There are also rules and limits on how many of these cards can be used during a battle:

- When you choose your army, take one card per company you control in the battle, up to a **maximum of four**
  - The cards must be selected before the battle starts, you cannot change your selection during play
  - The sets contain duplicates of the same order. You are permitted to take more than one card of the same type if you wish.

- Choose a captain to play a Special Order Card instead of a normal Order, when it is their turn to give an Order
- The cards are single use. After playing, discard the card, it cannot be used again during the battle

## **Junker Cards**

### **Unleash Hell**

Play this card as a Bombardment (Use Special Ability) order. You may include spotters as usual. On completion use the same bases to immediately carry out a second Bombardment order. This can be against a different target. Place vulnerable activation counters on bases that participated.

Usable By: Any

### **Meat Grinder**

Play this card as an Assault order. On completion use the same bases to immediately carry out a second Assault order (bases destroyed in the assault may not participate and you may not replace them with other friendly bases). This can be against different targets and your opponent may counter attack as usual. Place vulnerable activation counters on bases that participated.

Usable By: Any

## **Viridian Cards**

### **Medivac**

AV transports drop in to rescue the wounded and boost the morale of their platoon mates. Play this card as a Use Special Ability order. Select an unactivated Infantry platoon and destroy one base (remove from play). Remove all suppression from the surviving bases and place activation counters next to them.

Usable By: Any

### **Parting Shot**

Play this card as a Retreat order. On completion of the retreat use the same bases to immediately carry out a Fire order (bases destroyed in the combat may not participate and you may not replace them with other friendly bases). This can be against different targets and your opponent may return fire as usual. Place vulnerable activation counters on bases that participated.

Usable By: Any

## **Syntha Cards**

### **Multiple Target Acquisition**

Play this card as a Fire order. On completion use the same bases to immediately carry out a second Fire order (bases destroyed in the combat may not participate and you may not replace them with other friendly bases). This can be against different targets and your opponent may return fire as usual. Place vulnerable activation counters on bases that participated.

Usable By: Any

### **Sync Fire**

Syntha bases can synchronise their shooting to concentrate fire on the enemy's weakest points. Play this card as a Fire order. Each base used in support adds +2 to the combat resolution.

Usable By: Any

### **VASA Cards**

#### **Tank Desant**

Play this card as a Mount order. Choose a tank and three infantry units, The infantry may mount the tank as if it had Troop Carrier 3 ability. Once mounted, treat the bases just as you would a troop carrier with infantry loaded. Place an activation counter on the tanks after mounting.

Usable By: Any

#### **Fusillade**

Play this card on tanks only as a Fire order. On completion use the same bases to immediately carry out a second Fire order (bases destroyed in the combat may not participate and you may not replace them with other friendly bases). This can be against different targets and your opponent may return fire as usual. Place vulnerable activation counters on bases that participated.

Usable By: Any

### **Alternative Instant Kill Rules**

Optionally, if you and your opponent want a faster, bloodier game, you can change the Instant Kill rule to 3x the SR of the target base, or if you want a game that is longer and more about attrition, change it to 5x the SR of the target base.

### **Scenarios**

The core rules describe a standard deployment method with an attacker and defender, and a single set of victory conditions. We'd encourage you to come up with other scenarios for your battles, so here are a few examples of the type of things you can do.

<<NB: The dimensions are wrong on the diagrams for this section as they come from a previous draft of the rules. Each one should represent a 4'x4' playing area, as per the ones earlier in the rulebook>>

### **Meeting Engagement**

In this type of encounter, two or more companies meet on a battlefield, with the objective of simply driving off or destroying the opposing side. Set up the playing area as shown in the diagram below.



### Sides

Both sides should have the same points limit for their army.

### Terrain

Players take it in turns to place a piece of terrain on the playing area, according to the following method:

- Each player rolls 1d6 and whoever scores highest places the first piece of terrain
- Impassable linear features like rivers and chasms should be placed first according to the core rules, and both players need to agree to have them
- Roads are placed next, again, according to core rules
- Finally each player takes a turn placing an area or object according to the core rules, until all terrain is placed
- There is no attacker or defender in this scenario, so no one gets to move terrain after the above step is completed

### Deployment

Players now take it in turns to deploy platoons to the playing area:

- Each player rolls 1d6. Whoever scores lowest places one platoon anywhere in their deployment area
- The other player now places one of their platoons anywhere in their deployment area
- Continue alternating like this until all platoons have been deployed. You are now ready to roll initiative and start the first round

### Special Rules

None.

### Victory Conditions

The winner is the last player to destroy more than 50% of his opponents bases.

## Breakout

With a breakout encounter, a smaller force has to punch through enemy lines to rendezvous with their main force. The small force is the attacker in this scenario, the large force the defender. Set up the playing area as shown in the diagram below:



## Sides

The defender should have a points limit 3 times greater than the attacker.

## Terrain

Set this scenario up according to the core rules for terrain placement.

## Deployment

The defender deploys platoons worth no more than one third of the total points value of their army in the deployment area shown.

Once the defender has done this, the attacker deploys their whole army in the deployment area shown.

At the beginning of each subsequent game turn, the defender can deploy platoons according to the following rules:

- Roll 1 dice for each company the defender has and deploy a platoon to the following area based on the result:

Dice Roll	Deployment Area
1	Defender Deployment Area
2-3	Left Reserve Area
4-5	Right Reserve Area
6	Attacker Deployment Area

- Place activation counters on any bases deployed in this way—they will not be available to give orders to until the next turn
- When all of a company's platoons have entered play, do not roll any more dice for that company when checking to see where platoons come on

## Special Rules

The attacker's bases have to exit the playing area on the defender's side of the tabletop in order to achieve victory.

## Victory Conditions

The defender wins if they manage to destroy more points worth of enemy bases than managed to break out.

The attacker wins if they manage to break out with more points worth of bases than were destroyed.

## Hold the Line

In a hold the line scenario a small force must hold out until relief arrives. The smaller force is the defender, the larger force is the attacker. Set up the playing area as shown in the diagram below:



## Sides

The attacker should have a points limit 2 times greater than the defender.

## Terrain

Set this scenario up according to the core rules for terrain placement.

## Deployment

The defender places their whole army first, in the deployment area shown.

The attacker then places platoons whose combined value may not exceed half their army's total points value in the deployment area shown.

At the start of each subsequent turn, the attacker may deploy one platoon to their deployment area.

- Place activation counters on any bases deployed in this way—they will not be available to give orders to until the next turn

## Special Rules

At the end of the fourth turn, roll a dice to see if the defender's relief arrives. If the result is 6, the relief arrives and the battle ends.

At the end of each subsequent turn after the fourth roll a dice and add +1 to the result for every turn beyond 4 that the game has lasted. If the result is 6 or more, the defender's relief arrives and the battle ends.

### Victory Conditions

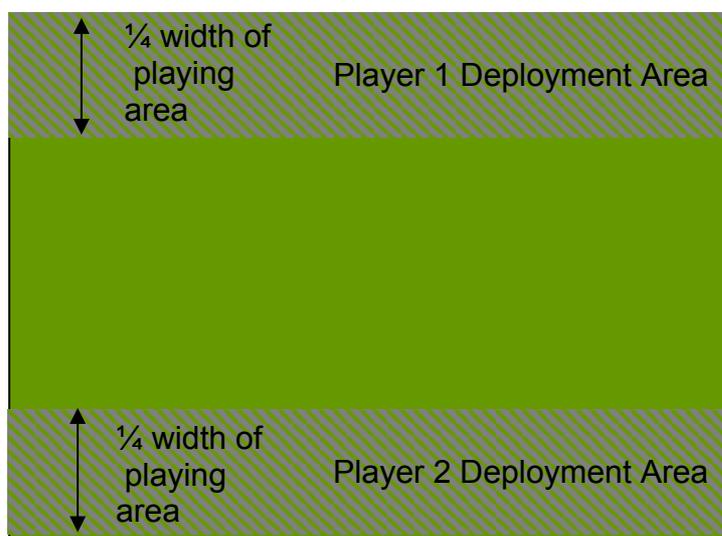
The battle ends either when the defender loses more than half the army points value they started the game with, or when the defender's relief arrives.

The defender wins if more than half of their force survives (in terms of points).

The attacker wins if they destroy more than half of the defenders (in terms of points).

### Dominate

In a dominate scenario, the object is to occupy the most strategically important terrain on the battlefield. Set up the playing area as shown in the diagram below:



### Sides

Both sides should have the same points limit for their army.

### Terrain

Players take it in turns to place a piece of terrain on the playing area, according to the following method:

- Each player rolls 1d6 and whoever scores highest places the first piece of terrain
- Impassable linear features like rivers and chasms should be placed first according to the core rules, and both players need to agree to have them
- Roads are placed next, again, according to core rules
- Finally each player takes a turn placing an area or object according to the core rules, until all terrain is placed
- There is no attacker or defender in this scenario, so no one gets to move terrain after the above step is completed

### Deployment

Players now take it in turns to deploy platoons to the playing area:

- Each player rolls 1d6. Whoever scores lowest places one platoon anywhere in their deployment area
- The other player now places one of their platoons anywhere in their deployment area
- Continue alternating like this until all platoons have been deployed. You are now ready to roll initiative and start the first round
  
- In addition to the deployment area, players may deploy a single platoon in and around each of the designated terrain pieces in their own half of the table (see special rules)

### **Special Rules**

After deployment each player nominates three areas or objects in their opponent's half of the playing area to be objectives. To achieve victory, one side has to occupy all three of the nominated terrain pieces (or in the case of objects be in base contact with them) in their opponent's half of the playing area.

### **Victory Conditions**

At the end of each turn, check the nominated terrain areas and objects. If one side has bases within all three nominated terrain areas on their opponent's side of the playing area (or has bases that are not in close combat in contact with nominated objects), and there are none of their opponent's bases in these areas, that side wins the game.

If this is true for both sides, keep playing until the rule only applies to one side.

If one side drops to having only two bases or fewer left at the end of a turn, they lose the encounter, and if this applies to both sides, then it is a draw.