

Example of a Play

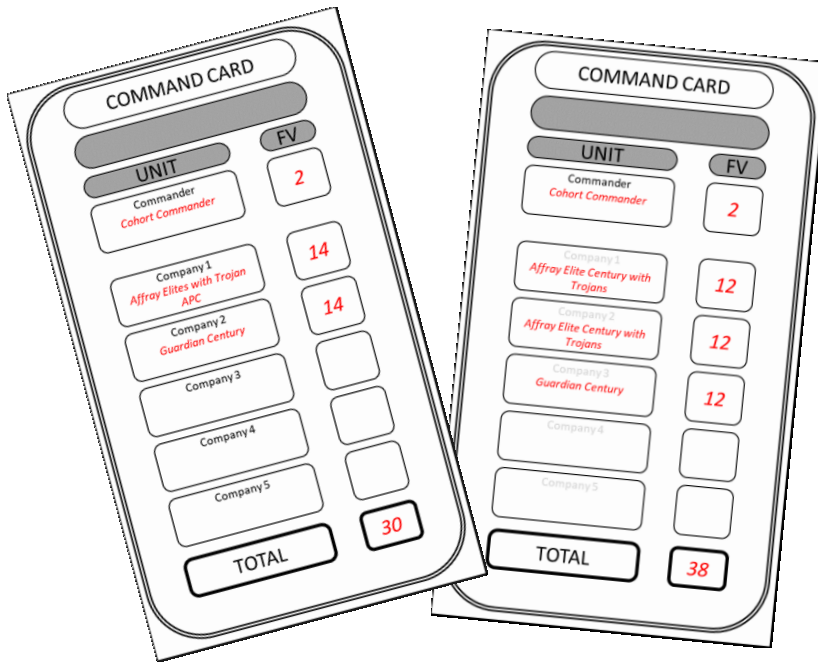
This example starts midway through the game at the beginning of turn 3.

Command Phase

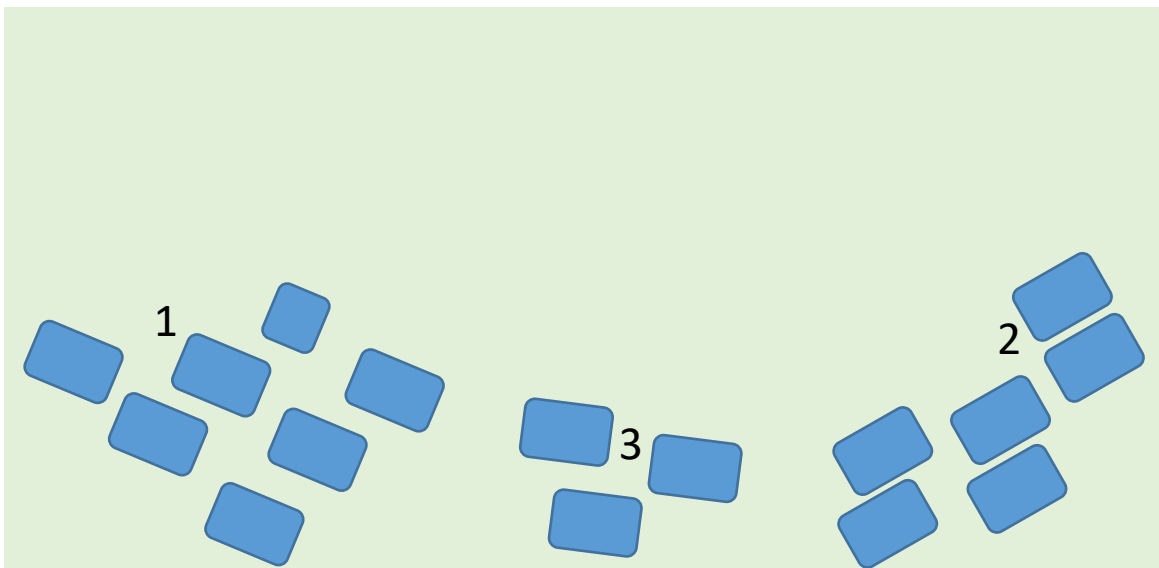
Both players have organised their command deck and placed their forces in order

Activation phase

Both players turn over their top card and reveal it to their opponent, Alan has turned over his Mechanised Cohort card with a FV of 30 while his opponent Dave's first card is his Mechanised Cohort with a FV of 38. As Alan has the lowest FV he chooses Dave to activate first.

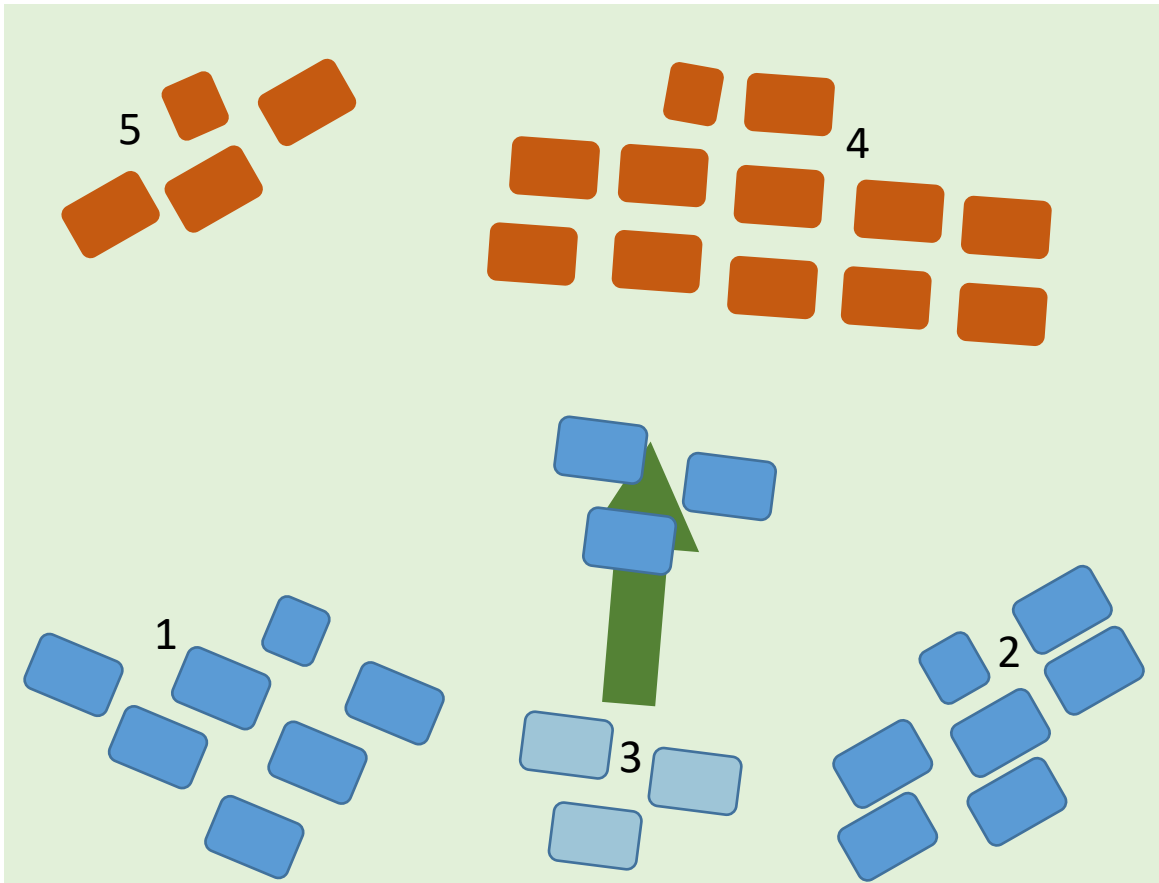


Dave orders his first Infantry in Trojans Century with an attached Cohort Commander (1) to Advance, his Second (2) is given and **Ambush** Order and the Guardian Century (3) is given an Advance.

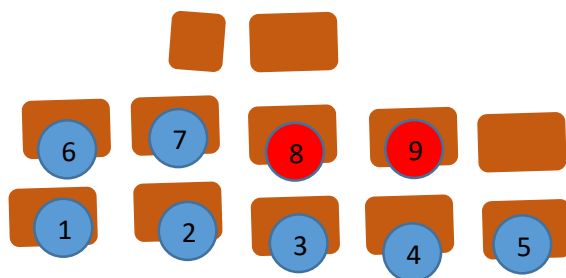


Dave now selects the order in which his companies will carry out their attacks. He decides that he will place the Second Century into Ambush first and places a token to indicate they are in Ambush.

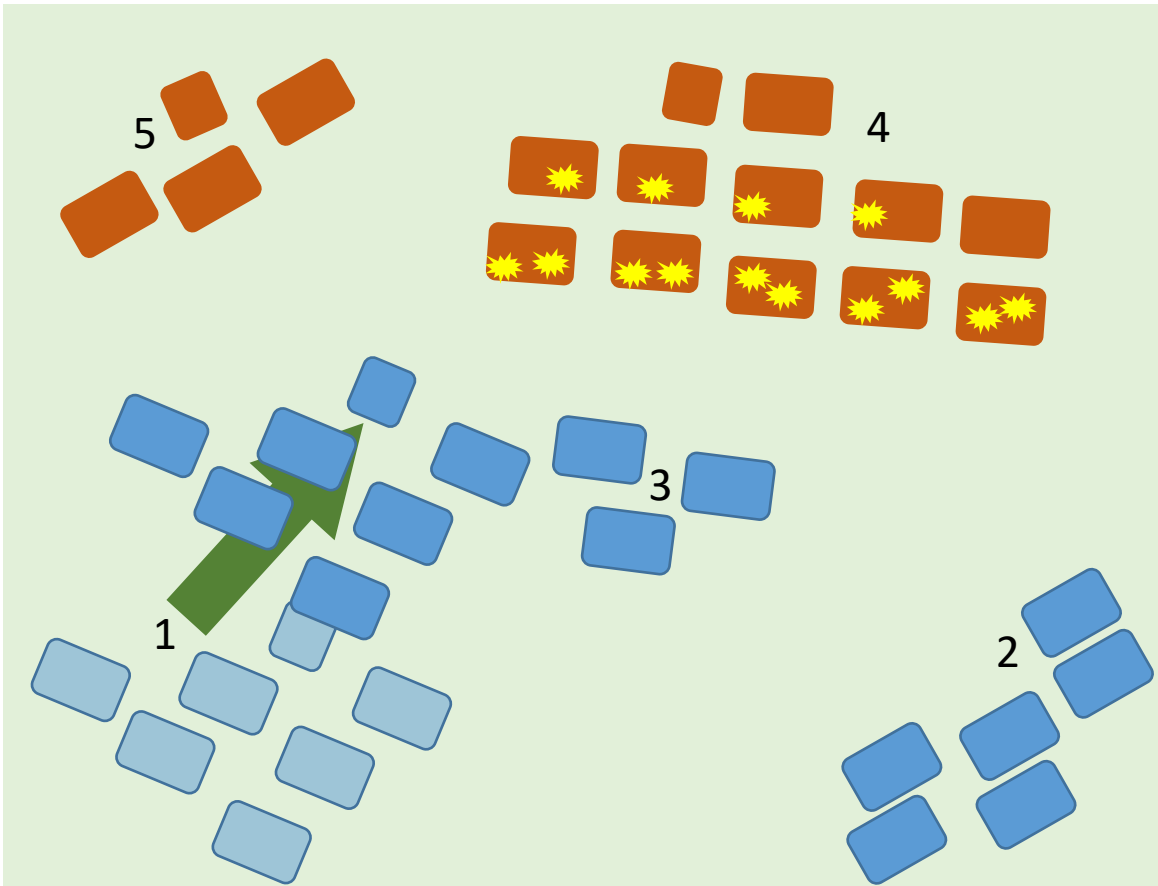
Dave's second move is the Advance his Guardians to engage the approaching Affray Elites. He moves them forward up to their full M of 30cm they open fire at Alan's large Affray Elite Century (4).



Looking at the stats of his Guardians he has no special rules and each stand has a RoF of 6. he selects 18 D6 and rolls them requiring a roll of 3 or more. 12 D6 manage to score 3 or more so Dave has scored 12 hits looking at the armour of the target Dave sees that only D6 that score a 4 (the Arm of the Affray and Trojans) or more can be allocated 3 of the D6 are placed to one side leaving 9 hits to be allocated. However the Affray can all claim a transport which pushes their armour value to 5 this discounts another 2 D6 leaving only 7 hits that can be allocated to the Affray and 2 that can be given to the Trojan APCs They are allocated as follows. The D6 that scored 5 or 6 are blue the 4s are Red.

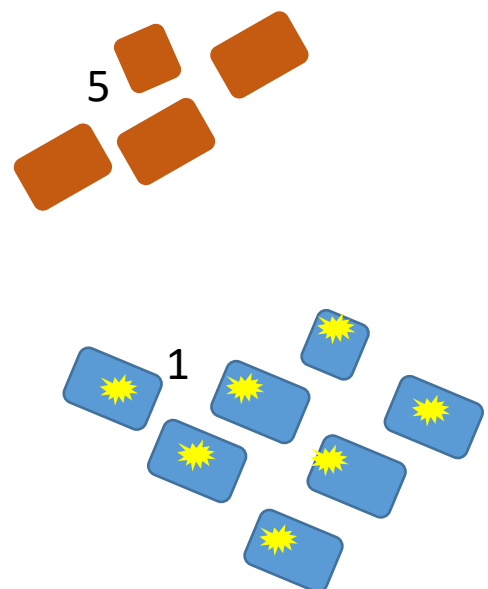


Once the Guardians have finished firing Alan must check for suppression. As 12 hits were initially scored the Century automatically receives 2 Suppression Markers. Dave can now activate his last Affray Century with the Commander.

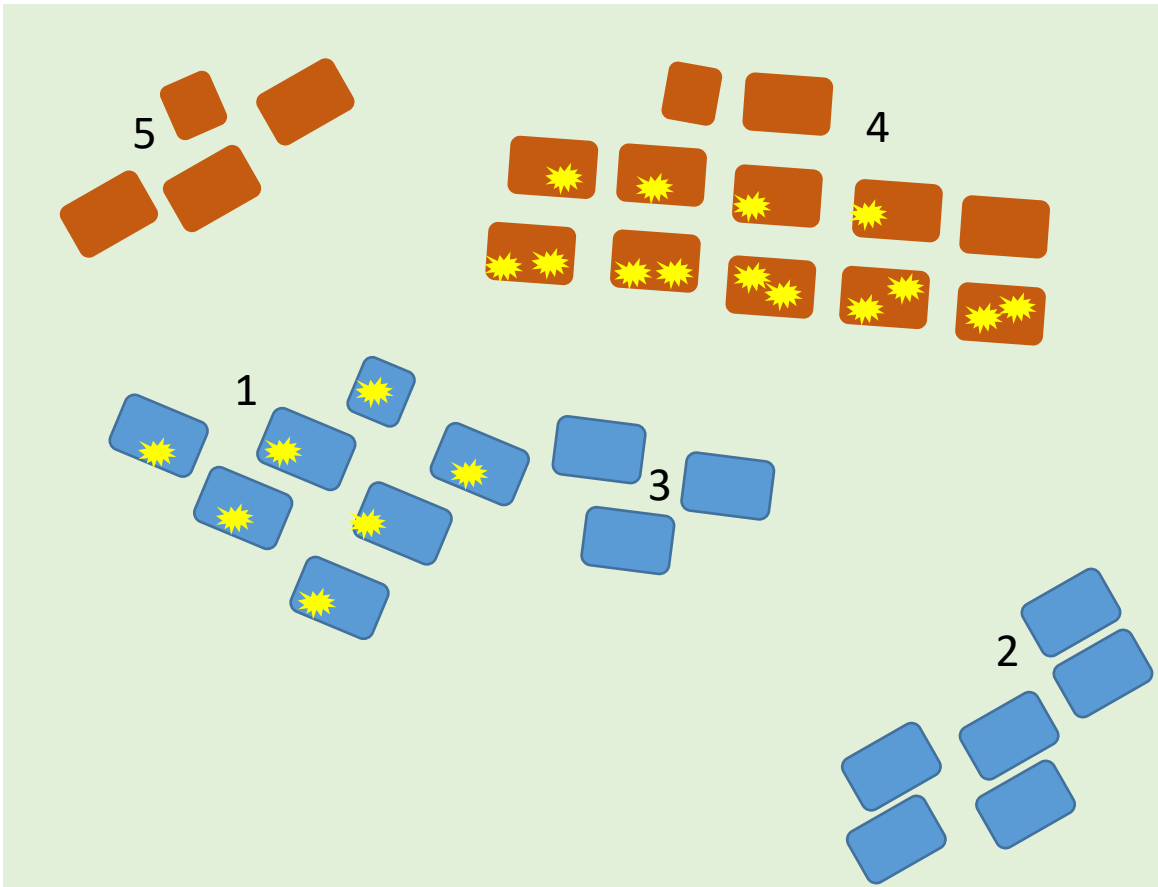


Dave decides he will try and finish off the Large Affray Century. He advances Century 1 forward and carries out the shooting procedure. He manages to score a further 5 hits which are allocated as before. Alan must once again roll for suppression he rolls a 6 and as this is higher than the number of hits received the Century will receive no further Suppression markers.

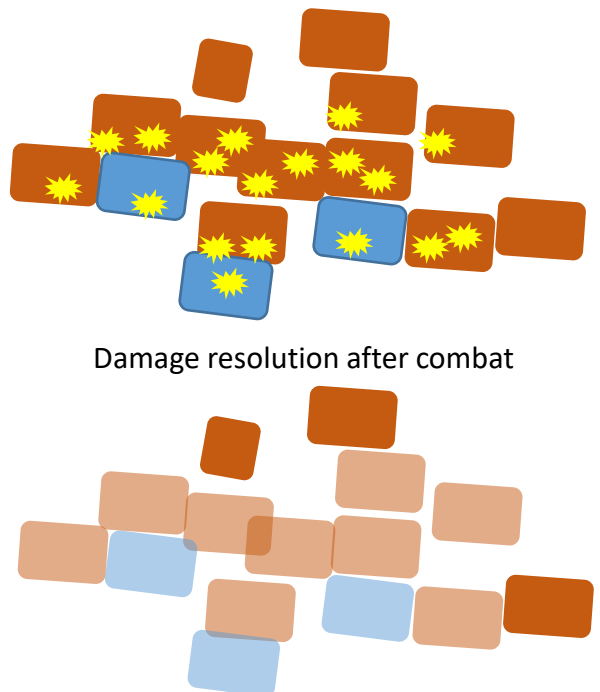
Now Dave has completed his full activation its Alans turn. Alan has some tough decisions to make as at the end of the turn his Affray Century will be will be decimated. He selects a Charge order for the Affray Century and an advance for the Guardians (5). He activates the Guardian Maniple first in an attempt to pay out some revenge to the Guardians. As he check for LoS the Affray Maniple is in the way and with their transports have the Armoured type so they cannot be ignored. Forced into shooting Century 1 he scores a mighty 10 hits with 7 being enough to be allocated to the stands. When Dave checks for suppression he automatically receives 1 for having six and manages to roll a 5 negating the 4 last hits.



Now it is time for Alans gamble. With the Affray Century taken care of the Guardians are now his target. Declaring the charge he moves towards the Guardian Century. Bad planning from Dave has left the Ambushing Century out of range to engage the Charging Century and the ambush remains in place.



Alan moves his stands into base contact. As the Charging player Alan checks what stands are in base to base, he has 5 Affray stands and 2 Trojans giving him 17 but with 2 suppression markers the Affrays C/A is reduced to 50% and -1 leaving each Affray providing 2. The Trojans are unaffected as they are at the minimum of 1. Alan has 11 D6 to roll for CA. There are also the supporting stands of 1 Hunter 1 Commander and 3 Trojans, with the suppression tokens they are providing 5 RoF to the attack. Alan rolls his 16 attacks and scores 7 hits 3 of which are enough to cause damage. Each Guardian stand receives 1 damage. When Dave returns the favour he rolls 6D6 scoring only 1 hit, it is allocated to a stand I base to base contact. Damage is resolved immediately and any stand with a damage is removed as a casualty. This leaves the Commander with a Trojan APC and Hunter Maniple in a sticky situation.



At the end of Alans activation both players now turn over the next card and over the battle field many other glorious fights are taking place.

Once these activations have been resolved and both players Command Decks are depleted they move on to the End Phase.

Checking back on our little skirmish we look at the units that have damage on them.

We see that only one Century remains with damage on it and the stands are removed from play. This leaves the Cohorts extremely weakened with Dave having an Affray Elite Century and Alan left with a remaining Guardian Century in this sector of the map.



Once damage has been resolved in the End Phase players reset their command decks and move to the next turn beginning with a new Command Phase.