

STEEL CROWN PRODUCTIONS

EXODUS WARS

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Foreword

Exodus Wars is a game for generals, for players who aren't content with controlling a handful of models. Exodus Wars is a game of sweeping conflict, of manoeuvre and tactics on a company scale. Exodus Wars allows you control hundreds of soldiers, squadrons of tanks, batteries of artillery, flights of aerospace assets and truly, massive vehicles.

Humanity's Rise to Power

- 32,000 PG - Cro-Magnon man spreads across planet Earth.
- 7,699 PG - First settled societies in the Mesopotamia region of Earth.
- 4,866 PG - Pyramids are first built in Egypt.
- 1,744 PG - The fall of the Roman Empire leads to centuries of stagnation in humanity.
- 439 PG - The Industrial Revolution kick-starts human development and leads to the rise of science.
- 285 PG - The World War 1 and World War 2 lead to the first truly global wars, with every continent committing troops.
- 230 PG - Humans land on Earth's moon for the first time.
- 175 PG - The first colony is developed on Earth's moon.
- 17 PG - Colonies have spread across the Sol system.
- 0 - First contact with the Khazari leads to a diaspora across the stars and the foundation of interstellar factions.
- 2,451 GS - The Unification Wars lead to the foundation of the Royal Empire of Man.
- 2,623 GS - After a series of bloody wars the Goetians are defeated signalling that Humanity is now the galaxy's super power.
- 3,203 GS - The Exodus Wars begin.

From the dawn of time mankind has been split into factions. Empires came and went, the Romans, the Macedonians and the British to name but a few. Despite the best efforts of warlords and great leaders, the nations of man have never fully united.

This all changed in the year 2451 when the Unification Wars set the galaxy on fire. The Terran nations fought for supremacy against each other in a bloody galactic war. Earth was rendered uninhabitable for over a century in the opening twenty four hours as fire swept the globe. Each Nation pitted the military might of their colonies against each other as alliances shifted and warfleets clashed in the stars. After nearly thirty years of constant struggle the Zho managed to rise to the forefront and restore some semblance of unity ruling as the dominant Kingdom.

The Zho titled the new empire the Royal Empire of Man with the original empires being given a devolved status within the Empire. Each of the Empires now rules semi-independently as a Kingdom whilst swearing fealty to the ruling monarch. The Kingdoms are tithed in both military and economic terms all contributing to the wellbeing of the Empire as a whole.

The Zho also founded the Church of Man to provide spiritual guidance to the masses. Its doctrine eschews the religions of the past, declaring proudly that man alone and not some nameless, shapeless god is to inherit the galaxy. Together they have embarked on a quest known as the Cause which aspires to lead mankind to the next stage of its evolution. Its priests constantly strive to perfect themselves mentally and physically as paragons to the populace that they preach too.

The Empire existed in this form with the various Kingdoms waxing and waning in power. Despite this, it has remained a bulwark over the centuries, a haven for mankind against the predations of the surrounding alien species. This lasted until 3203 when the Exodus Wars occurred and once more humanity went to war against itself.

Large-scale Wargaming

If you're like me, you've spent most of your childhood and beyond playing skirmish games (typically 15, 25 or 28mm). There comes a time in your life, though, where skirmish battles aren't enough. You want...**BIGGER**.

Sure, if you're talking 28mm miniatures, you can have very large skirmishes. For the true grognard, however, even this is not enough because such games seem insignificant when compared with even real-life historical battles like The Bulge or El Alamein, let alone the scale of battles that should be possible in a sci-fi universe. You don't want a skirmish, not even a really, really big skirmish.

You want WAR!

Thankfully, the 6mm scale and corresponding rules exist for the would-be generals out there, and one such system and miniatures range is **Exodus Wars** by Steel Crown Productions.

Exodus Wars is the 6mm rule set for large-scale battles in the universe of the same name. Whereas your typical 28mm or even 15mm battle is a skirmish between a few squads of troops and maybe several vehicles, Exodus Wars features battles between brigades for small to medium-sized games, or even *entire regiments* for larger games.

The Exodus Wars miniatures have been around since 2005, but the 6mm Exodus Wars ruleset is finally emerging from its closed beta testing to an open beta test for the joy of grognards everywhere.

Picture in your mind's eye a Royal Empire squadron of Battle Squires lumbering forwards to engage a several platoons of Guild Legionnaires. This vision could form the basis of an entire game requiring several hours in your typical skirmish game. In Exodus Wars, it is a single *Order Opportunity* requiring a couple of minutes.

Exodus Wars achieves this by playing at a higher level of abstraction than does a skirmish game. Each Stand of troops is represented by a single *base* (often a collection of like models on a single base), which fights as part of a larger *formation*. A typical Guild Legion Line infantry base, for example, features five legionnaire bases (each with five legionnaire models upon it) and fights in a formation of six bases—that is, with five other bases, one of which may have been upgraded to a command base with a Centurian and maybe even a signaller or spotter. As part of a Guild Legion Line Platoon they get three of the heavily armoured Phalanx APCs as part of the formation. That's another three bases (this time with just one Phalanx model on each) for a total formation size of nine bases.

As you can imagine, moving those nine or more bases and rolling an equal number of dice to shoot takes a lot less time than moving and shooting with 33 models in a skirmish game equivalent. In a game of Exodus Wars, you are often fielding armies of hundreds of troops and dozens of armoured vehicles and even super-vehicles.

Because you are working with whole brigades, manoeuvre is the order of the day in Exodus Wars. If you don't employ combined arms tactics you will be defeated. How you manoeuvre your forces and how you combine their effects on the tabletop is at least as important as what forces you choose to field. A formation of Battle Squires is absolutely deadly in the right situation and with appropriate support—without these things; however, they are little more than an annoyance to your opponent. Another example is Guild Legion Assault Platoon, it is completely devoid of ranged weapons, yet if you get them into a melee then they can inflict serious damage on your opponent.

You might be concerned that this higher level of abstraction would reduce the “flavour” of each army in Exodus Wars. Nothing could be further from the truth. Thanks to judicious application of race-specific and army-wide special rules, each force retains a unique playing style that distinguishes it and enables you to make that army your own. The Guild Legion, though few in number, hit fast and hard, and they're tough as nails. They enjoy the best range of heavy infantry in the game. Conversely the Royal Empire of Man arguably has the best armoured Stands in the game (from their squire's smaller bipeds to their noble's *absolutely massive* super-vehicles called Behemoths) and they enjoy very effective artillery—this combined with their low-cost infantry make for the Royal Empire very tough opponent.

Exodus Wars is further blessed with a lower cost of entry than its 28mm cousins, not least because the rules for Exodus Wars are freely available to download from <http://www.exoduswars.com>. In addition, a vibrant community of enthusiasts is (with the blessing and full support of Steel Crown Productions) constantly updating the rules and army lists to ensure it remains a finely tuned and balanced gaming system. Exodus Wars miniatures are available through the Exodus Wars online store.

Exodus Wars is not a complex game, but it is not a simple one either. Like all the best games, it is easy to learn and difficult to master. To achieve victory, you must play to your army's strengths and exploit your opponent's weaknesses.

Time to highlight some of those mechanics that raise Exodus Wars to 31 flavours of 100% pure awesome.

Before You Start Playing

Models, Stands and Formations

The Exodus Wars game needs appropriate models to represent each army's forces. The number and type of models required is determined by the Exodus Wars Army Lists you use.

Models may be used singularly on a base, as the larger units like tanks and Behemoths are used, or they may be used collectively on a base, which is how infantry are typically represented. Regardless of how they look, though, the rules refer to each individual unit on a base as a *Stand*.

A Stand can be no more than 40mm and no less than 5mm tall or wide, and the total area must not exceed 200mm.

A single Stand, then, is a single vehicle or a group of troops on a base.

A collection of Stands (infantry or vehicles) is called a *formation*.

Stand Types

All Stands are subdivided into three broad categories: Soft, Medium and Hard.

- **Soft:** This designation includes all infantry not mounted inside a vehicle. Personnel Stands are represented by a single infantry model mounted on a base. Field artillery and anti-tank guns also fall into this category, as do troops riding bikes or mounted on beasts. Soft Stands can only be shot at by Personnel (P)-class weaponry.
- **Medium:** These are typically civilian vehicles or lightly armoured fighting vehicles. Examples might include a car, a truck, a motorcycle, a Scout Car or even an Armoured Car (there are some pretty rubbish Armoured Cars out there). Medium Stands can be shot at by either Personnel (P)- or Armour(A)-class weaponry.
- **Hard:** These are vehicles covered with armour plate. The category includes light, medium and heavy armour, such as MBTs, as well as armoured personnel carriers (APCs). Armoured vehicles are represented by a large single model.

Devastation Class (DC) weaponry does not care what type of Stand it is hitting and will happily eat anything you put in front of it; as such, DC weaponry can always shoot at a Stand regardless of its type (see Devastation Class [Weapon] on page 39.)

Characteristics of a Stand

Each Stand has a set of defining characteristics. Each of these characteristics is typically represented by a number between 2 and 10, where 10 is rubbish and 1 is incredible.

The characteristics common to all units are as follows:

- Unit Name – The name of the unit (e.g. Legion Line Fire Team) or vehicle model (e.g. Achilles).
- Type – Either Soft, Medium or Hard, it indicates the type of target the Stand represents (see Unit Type on page 22).
- Hits – The number of hits with failed Casualty tests the Stand can take in a game before it must be removed as a casualty (see Getting Hit: The Casualty Test on page 24)
- Speed (S) – The maximum (in centimetres) each Stand can move in a single turn (see Move Action on page 20).
- Defence (D) – Likelihood the unit will survive taking fire (such as from at-range shooting or from an assault). A good D value may be because of good training or good armour or both. The D value is used in the Casualty test (see Shoot Action on page 21).
- Melee (M) – How effective the Stand is at hand-to-hand combat (see Close Assault Action on page 27).
- Assault (A) – How effective the Stand is when involved in a firefight (see Close Assault Action on page 27).
- Weapons – The weapons carried by the Stand and the number of shots it has with that weapon in a single turn. The Weapons section shows the following information:
 - Range (Rng) – The maximum range in centimetres for the given weapon when performing at-range shooting (that is, not Close Assault—see Shoot Action on page 21).
 - Attack Value (AV) – Its offensive capabilities against enemy Stands. Expressed as either Personnel (P)- or Armour (A)-class, or sometimes Devastation Class (DC) for particularly powerful weapons (see Shoot Action on page 21).
 - Special – Notes any special rules that apply to the Stand as a whole or to an individual weapon listed. When it applies only to the weapon, the weapon will be named (see Appendix A: Specialist Weapons and Unit Abilities on page 37).

Example Characteristics Box

A typical unit's characteristics box is shown below.

Unit Name	Type	Hits	S	D	M	A
Legion Line Fire Team Specials: None	Soft	1	15	6+	6+	6+
Weapons	Rng	AV	Special			
MultiGauss Gauss Rifles	45 —	P(8+) —				

Example Formation Information Box

A typical unit's characteristics box is shown below.

Name	Competency	C&C	Upgrades	Cost
Line Platoon	2	1	Centurion OR Legate, Anti-Air Gun, Support Decuri, Armoured Cars, IFVs.	225
Contains: 6 x Legionnaire Line Stands, 3 x Phalanx APC's				

The Competency column indicates the quality of the Stand (see Competency on page 13).

The Command & Control (C&C) column represents both the training level of the formation and the communications system of the army (see The Order Test on page 19).

The Upgrades column shows which upgrade elements may be taken for and added to this formation (for the associated points cost shown in the Upgrades section of the army list).

The Contains element shows the consistency of the formation; specifically, which units together form the basic formation before upgrades.

In most army lists, you use the Formation Information Box both as a reference source, but also as a tool when building your army lists. In the example above, there is a corresponding Upgrades table that you refer to for the points costs of various options for the formation.

When choosing to take a Legion Line formation, you would always take the six Line Stands, which cost 225 points, but you then get to make a few choices as to what else goes into that formation. You might replace all the Phalanx APCs with more potent IFVs, for example—an upgrade that would add 240 points to the 225 base points cost—and then add a Centurion (40 points) with a Signaller (25 points), making the formation cost a total of $225 + 240 + 40 + 25 = 515$ points.

Area Terrain and Cover

Terrain in Exodus Wars is denoted by areas. Such area terrain can provide *cover* (as determined by the scenario, even if the scenario is something simple residing only in the head of the game's organiser).

For simplicity, area terrain that provides cover is abstracted to provide a shooting modifier of -2 to the shooter's AV roll (see Shoot Action on page 21) and a Cover test (see Cover Test on page 24).

For details on area terrain, see Terrain on page 35.

TOM'S NOTE: The boxed game also needs appropriate terrain to be included as cardboard templates.

Templates

Certain weapons in Exodus Wars have an area effect rather than targeting a specific formation. These attacks are represented by placing a circular template over the target and attempting to affect any Stands under it. Three types of Area of Effect (AoE) template are used in Exodus Wars: Small (5cm), Medium (10cm) and Large (15cm).

The template you must use (and the number of templates) to represent given shots will be determined by the type and intensity of those shots.

For more information, see Area of Effect Blasts on page 25.

TOM'S NOTE: These will need to be included in the boxed game.

Dice

To play Exodus Wars, you need one or more D10 dice. We recommend around 10 should be enough.

TOM'S NOTE: These will need to be included in the boxed game.

Dice Notation

Dice play a big part in Exodus Wars. Generally speaking, you roll a die to generate a *score*, or you roll several dice where more than one score is needed.

Dice notation is written as xDy , where x is the number of dice to roll and y is the number of sides on the dice. For example, 2D10 means you roll two 10-sided dice, 4D10 means you roll four 10-sided dice, and so on.

Adding dice scores together gives you the *total*.

In certain situations, you may need to add something to a total, such as one or more *modifiers*—such modifiers are added after rolling the dice. For example, 2D10+2 means you should roll two dice scores, and then add 2 to the sum of the two scores to get the total (which would be between 4 and 22).

Modifiers are usually cumulative (you add all the modifiers together for the final modifier to apply to a roll), so it's generally best to identify all the applicable modifiers and calculate their sum to apply before rolling any dice.

Choosing a Faction and Building Your Army

The most important question you have to ask yourself when starting the game is what faction you wish to field? You might be using the free downloadable counters on the Exodus Wars website in which case you can easily try a few different armies for each faction with a minimum of fuss or you might be committing to buying and painting up the army of your choice which will require more investment of time and money.

What Faction Should I Choose?

There are two factions in the Exodus Wars universe at present and your best option will be to download the free Faction Books and have a read to see which faction resonates with you the most. For brevity we have included a brief summary below though.

The Royal Empire of Man

If you decide to play as the Royalists then you will be fighting to keep humanity unified in the face of a hostile galaxy. You believe that only together can humanity prosper eventually ascend as the dominant species. You are fighting to put down the rebels and provide stability to the Empire. Led by the powerful, genetically boosted nobles and the limitless manpower of the loyalist infantry regiments you will be a force to be reckoned with.

An army from the Royal Empire of Man will be typified by hordes of conscripted infantry, supported by heavy walkers in the form of squires and Behemoths. It's an army of two extremes, you have the terrifyingly potent Behemoths which are capable of dealing out horrific amounts of punishment and the poorly equipped and trained conscripts. Common tactics will involve using the conscripts as tar pits to pin the enemy in place whilst Squires flank and destroy them in detail. The whole time your Behemoths will be able to act as mobile fortresses acting as both an irresistible force and an immovable object.

The Guild

If you decide to play as the Guild then you will be fighting for independence, to escape the tyranny of an ever increasingly distant regime and to have the ability to choose your own destiny. Rather than seek to dominate every alien species you encounter, you believe that humanity can benefit from sharing the galaxy in a cosmopolitan consortium led by the Guild. Funded by powerful corporations you have well equipped and trained soldiers at your command.

An army from the Guild will be typified by small formations of professionally trained and highly mobile soldiers. An infantry legion will be comprised of mainly heavy infantry, these specialise in close assaults. The Line Legionnaires provide fantastic supporting fire whilst Assault Legionnaires are your melee specialists. Support Legionnaires are best used as anti-armour specialists or to provide suppression before your other legionnaires get in close.

Conversely if you take a list from the Guild Armoured Legion, then you will want to avoid close assaults like the plague until the enemy has been severely weakened. Guild armour is very weak in an assault but is highly mobile and well armoured. You will be spending the majority of your time outmanoeuvring your opponent whilst keeping up a constant rain of incoming gauss shells.

As always balance is order of the day and just as having some armoured elements in your Infantry Legion will significantly improve their effectiveness having some infantry in your Armoured Legion will help mitigate their weakness in close assaults.

Using the Faction Army Lists

Games of Exodus Wars tend to be fought with one more companies of soldiers, with larger games involving a full battalion level of troops. Every army will have different restrictions and these will be fully detailed in the appropriate faction book, you will need to read and obey these restrictions when choosing your army.

Each army list will be split into formations and upgrades. Each formation will list its cost and what upgrades (if any) may be applied to it (often at additional cost). You will need to choose a list of formations and apply the upgrades that you feel are going to maximise your overall lists effectiveness up to the points limit of the game in question.

Choosing a scenario

We have included a small list of scenarios in the rulebook to add variety to gameplay: the Meeting Engagement, which is designed to be the most balanced of the scenarios as is intended for tournament play, and some additional scenarios designed purely for fun friendly games.

As always, the most important rule in Exodus Wars is that the winner pays for pizza (replace with your food of choice).

The second most important rule is to have fun.

Example: The Meeting Engagement

The Battle of Danumi Swamp

A column of grimy Legionnaires struggled through the stinking morass that was Danumi Swamp. With the Guild's defending fleet driven out of orbit by the invading Imperials, they sought cover in the sensor dampening properties of the swamp as they manoeuvred to assault the enemy bridgehead. Unfortunately, despite the use of local auxiliary forces to provide guides, they had gotten bogged down. To make matters worse, a Centuria had accidentally emerged early, informing the Imperials of the Legionnaires' intent and exposing the Centuria to a horrific bombardment from Imperial bombers.

Emerging from the swamp and assuming battle formation, they met a fully prepared and unsurprised Imperial force.

As the battlelines clashed, the Guild navy returned to assault the orbiting Imperials, but with only a few remaining aerial assets and whatever orbital support could be spared, the ground forces would have to resolve this battle the old fashioned way.

The Set Up

Exodus Wars can be played on any reasonable sized table size. We have listed below the official table sizes that the game was designed for but ultimately choose whatever table size suits you!

Recommended Table Size	Recommended Objectives	Recommended Victory Points	Points
4 x 4	4	3	Under 2,000
6 x 4	6	4	2,001 – 3,000
8 x 4	8	5	3000 or over

Terrain always improves a game of Exodus Wars. We would advise that you take out a mutually agreed upon selection of terrain pieces, and then take it in turns to place the terrain on the table until it has all be placed.

For this scenario, each player will require a number of objective markers. We have listed the amount we recommend above. Half of the objectives should be deployed on each table half, and no objective is allowed to be placed within 30cm of each other.

The player who has the highest Tactics value can choose which table edge they want to deploy on. Only the two longest table edges are allowed for deployment. If both players have the same Tactics value, each player should roll a die and the person with the highest result can choose the table edge. In the event of a tie, roll again until a clear result is determined.

Whoever did not get to choose the table edge gets to deploy his or her first formation, and then players alternate deploying their formations until all formations have been deployed on the table. Formations must be deployed within 15cm of the table edge.

Any formations that are retained off table and intended to be brought in during the Support phase must be placed in a position where the opponent can easily see them. Typical examples would be units that enjoy the Sudden Appearance ability, aircraft and spaceships.

Army Restrictions

None

Victory Conditions

At the end of each turn, count up the number of victory points that each player has and if one player has managed to attain enough victory points to achieve victory then announcement the victor and the game ends. If neither player has managed to attain enough victory points then the game continues.

At the end of the fifth turn, add up the victory points and the person with the highest amount is declared the winner, if both sides have an equal amount of victory points then the game is declared a draw.

Players receive one victory point for every victory condition they meet.

- Objective Captured – Be the only player with an unbroken formation within 15cm of an objective.
- Push them back! – Have no unbroken enemy formations in your table half.
- Cripple enemy communications network – Break the most expensive enemy formation containing an officer.

Playing the Game

A game of Exodus Wars consists of *turns*. Each turn sees the players activating each of their available formations once only. When both players have activated all of their formations, the turn is complete and either a new turn begins or, if the scenario's required victory conditions have been met, a victor is declared and the game ends.

At a high level, the game is that simple. The sections that follow, then, simply describe the steps glossed over above in a more explicit fashion.

The Pre-game Warm-up

Confirm the following with your opponent:

- Confirm that pre-measuring is allowed in Exodus Wars. Some will come from less gentlemanly hobbies that require guessing of ranges—such vulgar behaviour is neither strategy nor tactics and has no place here.
- Confirm whether or not What You See Is What You Get (WYSIWYG) miniature representation important.
- Check the scenario objectives are clear to both players. You must know how to win with no ambiguity in order to avoid an end-game “Oh but I thought THAT was the objective!” moment.
- Confirm the area terrain values for hampering of movement and provision of cover. Again, you want no ambiguity in order to avoid “But I thought that was *<insert beneficial-instrument-that-it-turns-out-it-isn't here>?*” moments.
- We suggest that each player has a copy of both players army lists so they can refer to them and see what the opponents army contains.
- Confirm whether or not What You See Is What You Get (WYSIWYG) miniature representation important.

Always remember that Exodus Wars is a gentlemen's game. Wherever there is any doubt about the interpretation of the rules, always let your opponent decide the correct path—this is how you turn wargaming opponents in to wargaming friends, people.

Turn Summary

As mentioned above, a game of Exodus Wars is divided into *turns*. Each turn consists of up to six phases:

- Initialisation phase
- Tactics phase
- Deployment phase (usually in the first turn only, unless the scenario specifically allows mid-game Deployment phases)
- Orders phase
- Support phase
- Finalisation phase

Suppression and Being Routed

The Exodus Wars mechanic that most differentiates the game from most wargames is the *Suppression Count*. Whether it's an Infantry or Armour formation, coming under heavy fire tends to cause fighting units to keep their heads down or otherwise avoid getting hit, which has the net effect of reducing their effectiveness.

Because of the importance of the suppression rules, and because most other areas of the rules refer to suppression in one way or another, these rules get their own chapter.

Suppression Count

A Suppression Count is placed upon your formation when

- an enemy formation fires upon it, regardless of whether or not the fire caused casualties
- a Stand in the formation is destroyed by enemy fire
- it fails an Order test

If your formation receives enough Suppression Count, it will become totally ineffective.

Suppression is recorded as an integer, 0 through x . The value of x will depend on the formation type and what army it is a part of—but when the Suppression Count is equal to x , the formation has *Routed* (see Routed on page 14).

Competency

The Competency (Comp) value identifies how well trained and experienced the Stand is. It indicates the Stand's tolerance for Suppression Count.

Comp shows the experience level of the Stand as a value of 1 or more.

For units with Hits values greater than 1, count Hits remaining in the formation using the starting Hits count—not the current count.

Most formations have a competency of 1, which means each Suppression Count on that formation causes one Stand to be unable to fire at range. If a Comp 2 formation receives as many Suppression Counts, the formation becomes Routed.

Suppression count can be shown on the tabletop any way you like—a model of an explosion is popular, and can make for some cool photos, but any sort of counter will do.

In the Finalisation phase, each formation has a chance to Auto-Regroup and remove some or all of its Suppression Count. Alternatively, a formation can take a Regroup action, reducing its capabilities for the turn in exchange for removing Suppression Counts (see Regroup Action on page 26).

We represent Comp with the following rules:

- It takes x Suppression Counts to suppress a single Stand in a Comp x formation.
- If a Comp x formation receives x times as many Suppression Counts as the sum of the original Hits values between all remaining member Stands (that is, Stands that have not been removed as casualties), the formation becomes Routed (see Routed).
- When placing Suppression Counts (such as as the result of firing) on an already Routed formation, it takes x whole Suppression Counts to cause the formation to take a Bonus Hit (see Bonus Hits).
- Comp x formations only count their number of Suppression Counts divided by x in Close Assault finalisation (rounding down—note that, in Close Assault resolution, a Comp 2 or better formation will not receive +2 for having no Suppression Count if the formation had even 1 suppression count before rounding down).
- Divide the number of Bonus Hits suffered by a Comp x formation that loses a Close Assault by x , rounding down.
- When a Routed Comp 2 or better formation successfully Auto-Regroups, it returns to fire-capable status with a number of Suppression Counts equal to the number of Stands, rather than half like a Comp 1 formation does.

EXAMPLE #1 OF COMPETENCY AT WORK

Tom's Comp 1 REM Battle Squire formation is not at full strength with just 6 Battle Squire remaining in the formation, and it has a Suppression Count of 5. Tom successfully activates this formation with Hold the Line order and chooses to Shoot (+2) action, but just one Battle Squire Stand (the front-most) is able to shoot as the other five are suppressed thanks to the high Suppression Count. Later in the turn, Mark shoots at Tom's Comp 1 Battle Squire formation. The shots miss; however, the single Suppression Count added to Tom's formation for coming under fire takes its Suppression Count to 6, and so the formation becomes Routed.

EXAMPLE #2 OF COMPETENCY AT WORK

Mark's Comp 2 Legion Line formation is at half strength with just 3 Line Stands remaining in the formation, and it has a Suppression Count of 2. Mark successfully activates this formation with Hold the Line order and chooses to Shoot (+2) action, but just two Line Stands can shoot as the other one is suppressed thanks to the Suppression Count of 2. Later in the turn, Tom shoots at Mark's Comp 2 Legion Line formation and manages to destroy one Line Stand. Two Suppression Counts are added to Mark's formation (one for the casualty and one for coming under fire), which takes its Suppression Count from 2 to 4, and so the formation of two remaining Line Stands becomes Routed.

EXAMPLE #3 OF COMPETENCY AT WORK

Tom has a Comp 1 formation of two Small Behemoths, each of which has an original Hits value of 3. The front-most of these behemoths has already taken two hits from two different enemy formations, for which it failed both Casualty tests and lost 2 Hits; as a result, and the Small Behemoth formation now has a Suppression Count of 4, which means one of the Hits 3 behemoths is suppressed. Two more Suppression Counts would cause this Comp 1 formation to become Routed.

Routed

A formation becomes *Routed* and must *Fall Back* (see Falling Back below) in the following circumstances:

- Any formation that loses a Close Assault.
- If a Comp x formation receives x times as many Suppression Counts as the sum of the original Hits values between all remaining member Stands (that is, Stands that have not been removed as casualties), the formation becomes Routed.

You cannot give a Routed formation an order in the Orders phase (that is, they cannot be activated).

Whenever one of your formations receives any Suppression Counts from any source (such as from failing a Command & Control test, coming under fire or winning a Close Assault, check to see if the formation has Routed.

Be sure to finalise shooting or a Close Assault before checking if the formation has Routed; don't perform your Routed move until the shooting or Close Assault is complete and all casualties from that have been removed.

Remember that formations that lose a Close Assault become Routed immediately.

Once your formation becomes Routed, its Suppression Count becomes meaningless and can be removed—just show it as Routed in some appropriate manner—but remember that Routed formations do still have a Suppression Count if this should be important, such as if an already Routed formation becomes involved in a Close Assault (see Suppression Count for Routed Formations below).

Falling Back

A Routed formation will automatically make a full single Fall Back move (it must move as far as it can) toward either its own table edge or the nearest cover (whichever is closest). If both things are equally close in the opinion of either player, flip a coin to see which way it goes.

If the Routed formation reaches the table edge, it must stop there—Routed formations do not move off the table, so you may get the opportunity to regroup them later.

If the Routed formation ends this move with any units within 15cm of a non-Routed enemy formation, all its units are removed as casualties (while probably not killed, the effectiveness of the Routed formation is reduced to zero, which is pretty much the same thing—and just as permanent in game terms).

Stands with a S value of 0 or nil cannot Fall Back and are instead destroyed if there is an enemy Stand within 15cm when they become Routed.

A Fall Back movement is treated like a normal movement for overwatch purposes—an overwatching formation can choose to shoot at your formation as you performs the Fall Back movement.

Suppression Count for Routed Formations

For any rules purposes where it is important, such as scenario objectives you may be trying to achieve, Comp x Routed formations are said to have a Suppression Count equal to x times the sum of the original Hits values between all remaining member Stands (that is, Stands that have not been removed as casualties).

After you have been Routed and before you Regroup, Routed formations do not take additional Suppression Counts. Instead, each Suppression Count that the formation would normally take results in a *Bonus Hit* on the formation. Take a Casualty test as if you

had taken a normal hit (including benefiting from Robust for applicable Stands). Apply any such Bonus Hits as you do from normal shooting (front-to-back, from the angle of the formation that caused the additional Suppression Counts).

Regroup

You can give your suppressed formation a Regroup action to remove Suppression Counts. Players tend to use this action to avoid seeing a formation become Routed later on.

For more information, see Regroup Action on page 26.

Initialisation Phase

There are some things that occur before the game proper begins, immediately prior to the Tactics phase.

If you have formation abilities or other special rules that are actioned in the Initialisation phase, such as the Sudden Appearance special rule—a Khazari and Myrmidon specialty—these occur simultaneously (it doesn't matter which player acts first).

Tactics phase

In the Tactics phase, you and your opponent each roll a D10 and add your Tactics scores. This is called the Tactics test.

The Tactics Test

Whoever has the lowest score may have the *first deployment right*, which is the right to deploy the first formation to the tabletop during the Deployment phase (see Deployment phase on page 18).

The player with the first deployment right must also take the first *order opportunity* activation in the first turn.

Deployment phase

How you choose to deploy your forces is a huge part of the strategy in most wargames, and Exodus Wars is no different. The Deployment phase, which occurs in the first turn only, sees you and your opponent alternatively placing your formations upon the tabletop, within the constraints of the scenario being played.

In the first turn only, the player who has the first formation deployment right (as selected by the Tactics phase) places his or her first formation upon the tabletop. The second player must then place a formation. Then the first player must place another formation. And so it goes until both sides have placed all of their formations.

Obviously, if one player has more formations than the other, that player will end up placing several down in succession, but only after his or her opponent has put all formations down.

Orders phase

In the Orders phase, much as in the Deployment phase, you and your opponent alternate between having the opportunity to give an order and perform an Order test to execute it. We call this having the *Order Opportunity*.

The Order Test

When you have the Order Opportunity, you give an order to an as-yet-unactivated and non-routed formation and attempt to execute that order by rolling a D10 against that formation's Command & Control (C&C) value. If the D10 roll is equal to or higher than the C&C value after modifiers (discussed later), the Order test is passed and the formation executes the order as intended. If the Order test is failed, however, that formation has not received the order (because of garbled communications, panic within the ranks or for some other equally annoying reason) and must take a Say Again! order instead of the one you desired.

This will be significantly irritating when it happens. Know that we sympathise. (Mwahahahahaa...)

Once you have passed or failed the Order test and executed the resulting order, you can pass the Order Opportunity back to your opponent.

NOTE

For formations consisting of Stands with differing C&C ratings, the averaged C&C rating is rounded up.

Order Test Modifiers Table

Your formation has a Suppression Count greater than zero	-2
Your formation is Maintaining Momentum	-2

Command & Control

A formation's Command & Control (C&C) value determines the score needed on D10 when rolling your Order test to activate that formation. The formation is successfully activated if, after modifiers have been taken into account, your Order test score is equal to or greater than the best C&C value available within the formation.

Available Orders and Actions

In Exodus Wars, you activate formations to give them order and actions.

The activations and actions available in Exodus Wars are described below:

- Hold the Line order—the formation may perform one of the following actions only:
 - a Shoot action (shoot with a +2 to-hit modifier)
 - a Overwatch action (special—allows a Shoot action that interrupts your opponent's Move action), or
 - a Shoot action (shoot with a -2 to-hit modifier) and a Regroup action
- Advance order—the formation may perform up to a single Move action and one of the following actions
 - a Shoot action (shoot with no to-hit modifier)
 - a Close Assault action, or
 - a Regroup action
- Rapid order—the formation may perform up to two Move actions, and then perform a Shoot action (shoot with a -2 to-hit modifier)
- Full Speed order—the formation may perform up to three Move actions only.

For more information about the actions described above, see Move Action on page 20, Shoot Action on page 21, Close Assault Action on page 27 and Regroup Action on page 26.

FAILING THE ORDER TEST: "SAY AGAIN!?"

If you fail your Order test (due to a communications issue or an outright command blunder), you can perform a single action only from the list below:

- Move action
- Shoot action

- Regroup action

This is known as a Say Again!? order, although obviously it is not an order but rather the absence of an order.

NOTE

You cannot perform a Close Assault action if you have failed your Order test as such engagements require significant coordination—which obviously your troops are incapable of or the muppets would have passed their Order test.

Maintaining Momentum

As described earlier, in the Orders phase, you and your opponent take turns giving orders to their formations, passing the Order Opportunity between you.

Exodus Wars provides a very important exception to this activation-based play style, however, in that after successfully ordering one formation, you can attempt to *Maintain Momentum* and keep the Order Opportunity to order one more formation. This incurs a penalty to the second Order test, however, which makes it more difficult for you to successfully order the next formation.

To Maintain Momentum and give a second formation an order, roll your Order test for the new formation as normal, but apply a -2 modifier for the second Order test.

EXAMPLE

Tom's attempts to order his first REM Conscripts formation. Their C&C value is 3, so he needs a 3 or better on D10. He rolls a 4 (success) and the Conscripts execute the order. He next attempts to Maintain Momentum and give an order to another Conscripts formation. He rolls a 4. This Order test is at -2, which makes his Order score a 2 (FAIL). The second Conscript formation must therefore take a Say Again!? order.

This is what Exodus Wars is all about. It is the sequence in which you activate your formations and how you chose to manoeuvre them that lies at the heart of the game. Activate the wrong formation at the wrong point in time, or activate too many formations in succession, and it can cost you. Badly.

Actions

When a formation takes an order, it may include one or more actions.

Move Action

Several of the orders available to you include movement of some kind.

For example, Manoeuvre, Regroup or Say Again!? orders allow you to move a distance in centimetres equal to a multiplier of your Speed value (1x, 2x or 3x); that is, a Speed (S) value of 15 means a full single move is 15cm—easy.

If the order allows you to move more than once, take each move in succession; don't just add the moves together for a larger single move distance. So if your formation has a S value of 15 and you give it a Manoeuvre order, you could move it 15cm, and then move it another 15cm, and then shoot—you could not move 30cms and shoot. Often, this distinction will be unimportant, but on occasion it will be very important, so best to do it the right way all the time and not learn bad habits.

The Overwatch and Hold the Line orders allow no movement, however, which can be important for units that need to turn to shoot (such as those with set arcs of fire, which might need to turn to bring their weapons to bear—turning counting as movement, of course).

ZONE OF CONTROL

In Exodus Wars, it is assumed every unit enjoys control over the area in its immediate vicinity. For most units, this is an area with a radius of 5cm, measured from the centre of the Stand. This area is called the *zone of control* (ZOC).

The ZOC of your formation is 5cm if the lowest Hit stat within your formation is 1. If the lowest Hit stat within your formation is greater than 1, the ZOC of your formation is 10cm.

No enemy unit can enter your ZOC unless they are executing a Close Assault action (see Close Assault Action on page 27).

EXAMPLE

Tom's Small Behemoth (Hit value 3), a formation of this one Stand only, is holding a gap that is 20cm wide against the foe's advance. Because its Hit value is greater than 1, its ZOC is 10cm from the centre of the Stand. This of course means the circle

around the Stand has a diameter of 20cm, leaving no room for the enemy to get around it.

MOVING THROUGH OTHER UNITS

While your own formations can move through each other's zones of control or even over each other's units (in the game's abstraction of time, it is assumed they were not moving through the exact same space at the exact same time and did not run into each other), your formations cannot move the zones of control of enemy formations unless they are executing a Close Assault order; even then, they cannot move over enemy units, and must stop when they are in base-to-base with the nearest *Debused* enemy unit.

NOTE

If you are the defender in a Close Assault, you can automatically Debus units before the Close Assault Movement is executed. For details, see on page 28.

MOVING THROUGH TERRAIN

A tabletop without terrain tends to make for a far less interesting game of Exodus Wars than one with reasonable terrain.

In Exodus Wars, moving through terrain does not impact the distance you can move, although some terrain may be completely impassable to the unit types your moving (such as a vertical cliff face or a deep body of water to a Stand of Line Legionnaires or REM Conscripts).

On occasion, terrain will be *Rough* to units of a certain type. For example, a bog or marsh might be Rough to vehicles, which could get bogged down and become ineffective for the rest of the game. If, in a single movement, one or more of your units moves into, out of or through a terrain type that is considered Rough for that unit type, you must roll D10 for each of these units. If you roll a 1, the unit is removed from play (it has been negatively impacted to such an extent that its combat effectiveness has been reduced to zero.)

Consult the Terrain Chart (see Effects of Terrain on page 35) to identify which terrain types should be considered Rough to the various unit types; however, when designing your scenarios, you should feel free to play around with what is and is not Rough terrain.

Shoot Action

Most orders involve or at least allow at-range fire. This type of fire represents larger weaponry like heavy machine guns (HMGs), anti-air (AA) or anti-tank guns and rocket launchers (AT).

LINES OF Sight

The line of sight (LOS) is the "eye line" drawn from a shooting Stand in the attacking formation to a Stand in the target formation. The LOS can be blocked by terrain (boulders, walls, trees and so on), but a shooting Stand with an elevation greater than its target may be able to see over terrain at lower elevations. If LOS is blocked, you cannot shoot.

LOS is said to be blocked if all Stands in the target formation are entirely obscured from the shooting formation's Stands (that is, if, when you get down to the model eyeline view, every Stand in the target formation is wholly obscured from view, LOS is blocked).

Area terrain does not block LOS to or from Stands that are within the area terrain; however, a Stand cannot shoot into, out of or through more than 10cm of area terrain.

Only Stands with a Hits value greater than 1 block LOS. All other unit types are ignored when determining LOS.

WHICH STANDS CAN SHOOT?

To shoot, a formation must have at least one *fire-capable* Stand. That is

- the formation must have at least one Stand carrying at least one weapon type with an Attack value (AV) so it can attack at range:
 - Such Stands must not be suppressed, and

- Such Stands' weapons must be of a type (P, A or DC) capable of impacting units of the type in the target formation (Soft, Medium or Hard)
- the formation must not be Routed or have taken a Full Speed order, and
- and at least one Stand in the shooting formation must have LOS to at least one target Stand and be in-range of that Stand, as determined by its weapon's range

IMPORTANT NOTE ABOUT IN-RANGE TARGETS

As described above, in Exodus Wars, the rule is if a target is in range of any one of your fire-capable Stands, all Stands in your formation can shoot and all Stands in the target formation are potential casualties. This rule applies to both at-range shooting and Close Assaults.

This rule exists for two reasons:

- Even just with modern technologies let alone sci-fi technologies, the kinds of heavy weaponry used for at-range shooting is capable of shooting far beyond the ranges represented on the tabletop. The tabletop ranges are instead intended as “combat-effective” ranges, a concept that takes into account a range of other potential factors and concerns that might impact the range at which forces engage (e.g. visibility, wind and so on). As such, we figure if you can range one unit in a formation, you can range them all.
- We abstract combat to ensure it is as quick as possible to resolve, ensuring the game remains fluid and fun.

Unit Type

Stands in a formation will have a *unit type*. The unit type will be either

- Soft—typically, infantry
- Medium—civilian vehicles like cars, truck and motorcycles, or lightly armoured vehicles like scout cars and the lighter armoured cars, or
- Hard—fully armoured vehicles like medium and heavy MBTs all the way up to super-vehicles like the REM behemoths

Weapon Type

- P-type weapons (for anti-Personnel) can impact Stands of the Soft and Medium types.
- A-type weapons (for anti-Armour) can impact Stands the Medium and Hard types.
- DC-type weapons (for Devastation Class—see Devastation Class [Weapon] on page 39) can impact Stands of any type. And they tend to impact them severely.

RATE OF FIRE IN SHOOTING

Some weapons are noted as having a Rate Of Fire. Stands armed with Rate Of Fire weapons show a multiplier in front of the AV value in the Characteristics Box.

When rolling to hit with such weapons, instead of rolling just one D10 as normal, you roll a number of D10 dice equal to the multiplier.

For example, if a weapon's AV column showed 2xP(6+), this would mean you rolled 2D10 instead of D10 when rolling to-hit with this weapon. If both dice rolled successful hits, two hits would be achieved.

Weapons can have a Rate Of Fire of 50%, 33% or even 25%. 50% weapons can fire once every two turns only—if you fire them in one turn, they cannot fire during the next.

Similarly, 33% weapons can fire once every three turns only, and 25% weapons can fire once every four turns only.

PERFORMING SHOOTING

For each Stand in your formation that can shoot at the target formation, check the weapon characteristics and identify the weapon type and Attack Value (AV). When testing to hit, roll the number of D10s indicated by the Stand's weapon characteristics for each Stand in the formation that can shoot, where a score equal to or greater than the weapon's AV value, after modifiers, is a hit.

YOU CANNOT SPLIT FIRE BETWEEN MULTIPLE TARGET FORMATIONS

Note that a formation cannot split fire between several targets—a shooting formation can target one formation only each time it is given an order (which is, of course, once per turn).

EXAMPLE OF SHOOTING #1

A Legion Line formation carries a MultiGauss with an AV of P(8+). This means that, when it shoots, each non-suppressed Stand in the formation rolls a single D10 and needs, before modifiers, an 8 or better to score a hit. If the formation has a Suppression Count of zero, all six Stands in the formation would be able to fire, and so you would roll 6D10 when shooting at the enemy formation.

FIGURE NEEDED

EXAMPLE OF SHOOTING #2

A Legion Support formation carries a MultiGauss with an AV of P(8+) and an MPAT with an AV of A(9+), which means it can shoot at formations of all unit types. When it shoots at Hard formations, each non-suppressed Stand in the formation rolls a single D10 and needs, before modifiers, an 9 or better to score a hit. If the formation has a Suppression Count of zero, all six Stands in the formation would be able to fire, and so you would roll 6D10 when shooting at the enemy formation.

FIGURE NEEDED

SHOOTING MODIFIERS

If the target formation has 50 per cent of its units or more touching or within area terrain that provides cover (as determined by the scenario), it is said to be *Concealed* and a -2 modifier applies to any to-hit rolls made against it.

Conversely, any formation that has 50% or more of its Stands on a road is said to be *Vulnerable*, and a +2 modifier applies to any to-hit rolls made against it.

ASSIGNING HITS TO STANDS IN THE TARGET FORMATION

When a target formation is hit by fire (whether from at-range shooting or from Close Assault), hits are assigned from the front of the formation to the back, starting with the Stand nearest the formation that shot at this formation.

You must assign all hits to this front-most Stand until the number of hits assigned to it equals its Hits value. You must then start assigning remaining hits from the next-nearest Stand. Typically, this will mean 1 hit is assigned to each Stand in the formation; however, if one or more Stands with a Hits value greater than 1 is present in the formation, these will typically take more than 1 hit each.

FIGURE NEEDED

If there are Stands with a Hits value greater than 1 present in the formation, these must take their full assignment of hits (that is, a number of hits equal to its starting Hits value). As an example, if a Small Behemoth with a Hits value of 3 were front-most in the formation, it must be assigned up to 3 hits from the incoming fire before Stands further back in the formation start taking hits.

FIGURE NEEDED

If there are more hits to assign than there are Stands in the formation, loop back the the front of the formation again and start assigning additional hits from the front again. Repeat until all hits have been assigned.

FIGURE NEEDED

Once all hits have been assigned, start performing a Casualty test for each hit on each Stand (see Getting Hit: The Casualty Test below). Complete all Casualty tests on a Stand before moving on to the next Stand.

GETTING HIT: THE CASUALTY TEST

If a hit is scored on your Stand, it has a chance of surviving it and remaining combat-effective. This might be because of the unit's exceptional training or armour, but whatever the reason, this chance is quantified by the Defense (D) value.

A Stand's D value tells you how difficult it is to damage it. The D value is the minimum you need to roll on a D10 for the Stand to survive when you perform a Casualty test for it.

If a unit has no D value, any hit will damage it without need for a Casualty test.

If a normal hit (that is, a hit from a non-Devastation Class weapon) is scored on your Stand, roll a D10. If the roll is equal to or greater than the Stand's D value, the Stand has survived the hit. If the roll is less than the Stand's D value, subtract 1 from its Hits value; if the result is less than 1 (particularly large or heavily armoured units have a Hits value greater than 1), remove the Stand as a *casualty*.

ABOUT DAMAGE ON STANDS WITH HITS VALUES GREATER THAN 1

Some units enjoy having a Hits value greater than 1. The Hits values on particularly large or heavily armoured units can be anything from 2 or greater, so it is possible that a formation that includes Stands with a Hits value greater than 1 might be very difficult to destroy. This is why Anti-Heavy Armour (AHA) weaponry was created; these specialised Devastation Class weapons typically do more than 1 hit of damage per shot. Damage values for AHA weapons are usually a randomised score using D3, D6, D8, D10 or even D12. For more information, see Anti-Heavy Armour [Weapon] on page 39.

Stands with a Hits value greater than 1 units may have specific vulnerabilities that might come to the fore if your shot is a Critical Hit. For more information, see Critical Hits on page 25.

When the shooting has been resolved and all casualties removed, add one Suppression Count to the formation for each Stand that was removed as a casualty, and then check to see if the Suppression Count is enough for the formation to become Routed (see Suppression and Being Routed on page 13).

EXAMPLE OF SHOOTING #3

In a Legion Line formation, the Stands have a D value of 6 thanks to the Legionnaires being fully encased in armoured suits. Let's say your formation is shot at and 3 hits are achieved. Your Line formation must make three Casualty tests, one for each Stand, starting from the front. You roll a 2 for the first, a 5 for the second and 6 for the third, so the first two are removed as casualties while the third remains. Three additional Suppression Counts are added to your Line formation—one for being shot at and two for the casualties.

FIGURE NEEDED

COVER TEST

Stands that are touching or within area terrain that offers a Cover test value may choose to take a Cover test instead of a Casualty test using their D value as for shooting. You would potentially do this if the Cover test value (a number between 2 and 10, as defined by the scenario being played) was more likely to keep your Stand alive.

If you choose to take a Cover test for a Stand with the Robust designation, you cannot use the Robust rules for the Cover test. The Robust rules apply to the Casualty test only.

FIGURE NEEDED

ENFILADE FIRE

If you manage to catch your target between your shooting formation and another friendly formation, you may declare a successful Enfilade Fire. For the resolution of all hits from the ensuing shots, the enemy formation's Casualty test rolls (including second

attempts thanks to the Robust rule) suffer a -2 modifier.

To benefit from Enfilade Fire, you must be able to draw a line from any one Stand in the shooting formation to any Stand in the friendly formation that touches an enemy formation's Stand or intersects a line drawn between any two Stands in the enemy formation, and both the shooting formation and the friendly formation must be in-range.

FIGURE NEEDED

CRITICAL HITS

If one of your Stands with a Hits value greater than 1 takes one of more hits from shooting that fail the Casualty test, you must test to see if a *Critical Hit* was achieved. Roll D10. If the result is a 1, the shot is a Critical Hit. Refer to the Characteristics Box for the Stand to read what a Critical Hit means for that unit type (some Stands with a Hits value greater than 1 will explode on the spot if the weakness is bad enough; others may not be so bad).

NOTE

This test is performed once only per volley of shots from a formation, regardless of how many hits of damage was ultimately scored against the Stand—you do not test for a Critical Hit for each damaging hit.

SHOOTING THROUGH TERRAIN

If there is intervening terrain between your firing formation and its would-be target, measure the distance through the terrain that your shot would need to travel. If this distance is greater than 10cm, you cannot take the shot.

Similarly, if you are shooting at a formation that is taking cover inside area terrain, you can only shoot at the formation if one of the target formation's Stands is within 10cm of the area terrain's boundary. If all the target units are farther in than 10cm, you cannot take the shot.

FIGURE NEEDED

AREA OF EFFECT BLASTS

Some exceptionally powerful or specialised weapons, notably artillery guns, fire high explosive rounds or such a high concentration of fire as to cause destruction within an area, called the Area of Effect (AoE). When these weapons are grouped together as a collection of shots, they are treated differently from standard shooting to reflect the bombardment of the target area.

In game terms, AoE weapons have a Blast Value (BV) on their Characteristics Boxes instead of the normal AV to-hit values. As the name suggests, AoE blasts differ from normal at-range shooting in that AoEs employ a template that covers an area.

The relevant template size will be determined by the total of the sum of the Blast Values of all fire-capable units in the formation (refer to the Area of Effect Blast Table on page 26). The size will be either Small (S), Medium (M) or Large (L), which corresponds to 5cm, 10cm and 15cm diameter circular templates respectively (these are provided in the Exodus Wars box set).

Here's an example Characteristics Box for a typical forward artillery unit:

Guild Apollo SPA

The Apollo self-propelled gun is a mobile artillery platform, capable of firing munitions at extreme ranges against a pre-determined set of target co-ordinates.

Unit type	Type	C&C	S	D	M	A
Apollo SPA Specials: Howitzer	Hard	1	25	6+	9+	8+
Weapons	Rng	AV	Special			
150mm Gun	No limit	1BV				

See also Howitzer [Unit] on page 40.

FIRING WITH AN AOE FORMATION

To fire your AoE units as a formation, do the following:

1. Add the BVs for each unit in the formation together. This sum is the BV Total.
2. Use the Area of Effect Blast Table to cross-reference your BV Total and identify the template size you need (see Area of Effect Blast Table below).
3. Place the template anywhere you like upon the tabletop so that the template is wholly in range of all units in the formation. If the firing units all have the Howitzer special ability, LOS is not necessary; otherwise, LOS to the template midpoint is required (see Howitzer [Unit] on page 40).
4. For each formation that has a unit (enemy or friendly) wholly or partially under the template (if there's ever any doubt, it's under—the Gods of War demand it be so), add one Suppression Count (for coming under fire), and then use the Area of Effect Blast Table to cross-reference the number of Suppression Count to add to the formation.
5. For each unit (enemy or friendly) wholly or partially under the template, use the Area of Effect Blast Table again to cross-reference the P or A roll you need (based on its type; Soft, Medium or Hard) in order to hit that unit, and then roll to hit each unit using D10 as for non-AoE shots (see Shoot Action on page 21).
6. For any hits achieved from the AoE, assign hits (see Assigning Hits to Stands in the Target Formation on page 23) and test for casualties (see Getting Hit: The Casualty Test on page 24) as per the standard shooting procedure.

AREA OF EFFECT BLAST TABLE

Refer to the table below when firing an AoE attack.

BV Total	Template Size	AV (to-hit) score		Additional Suppression Count
1	Small	P(9+)	A(9+)	—
2	Small	P(8+)	A(9+)	—
3	Small	P(6+)	A(8+)	—
4-5	Medium	P(6+)	A(8+)	—
6-7	Medium	P(6+)	A(8+)	1
8-9	Large	P(6+)	A(8+)	1
10-12	Large	P(6+)	A(8+)	2
13-15	Large	P(6+)	A(8+)	3
16-18	Large	P(6+)	A(8+)	4

Regroup Action

You can give your suppressed formation a Regroup action to remove Suppression Counts. Players tend to use this order to avoid seeing a formation become Routed later on.

Formations that take a Regroup order roll a D10 for every 10 Stands or part thereof remaining in the formation at that time, and then add the rolls together to determine the Regroup Score. You then remove Suppression Counts equal to the Regroup Score.

Overwatch Action

A formation whose Stands are all fire-capable can take an Hold the Line order with an Overwatch action. You cannot move these units at all as part of the Hold the Line order, but they can shoot normally (if you choose to) during one of your opponent's activations.

You can perform overwatch shooting at an enemy formation that enters the range and LOS of the overwatching formation

- at any point while an enemy formation completes a move (simply stop the player and ask him or her to place the units at that point along the path)
- immediately after an enemy formation completes a move or units Debus and before it can shoot or perform a Close Assault

You can shoot only at the formation that entered your overwatching formation's range and LOS to trigger the overwatch fire—the overwatching formation cannot shoot at any other target.

To perform overwatch fire, simply perform shooting as normal. No to-hit modifiers apply due to the overwatch shooting; however, other to-hit modifiers may apply, such as those due to cover.

Once the formation has fired, it is said to have activated and no longer has the Overwatch action. This means you can perform overwatch shooting at one formation only per turn—you cannot shoot at every enemy formation that enters your range and LOS, so choose wisely and time its use well.

A formation on Overwatch remains overwatching until it shoots or it takes a new order in a subsequent turn—a Stand can take an Overwatch action on one turn, but not shoot at all until a subsequent turn. That subsequent turn need not be the next turn, either; you can keep the formation on Overwatch indefinitely, with no need to activate it and take an Order test unless you want to give the formation a different order.

Note that shooting in a later turn counts as your order for that turn, which means the formation cannot take an order later in the same turn.

Close Assault Action

In the Exodus Wars universe, certain armies, such as the Guild Legions with their jet pack-enabled assault Legionnaires in armoured death-suits, favour close quarters battles. These engagements are captured with the Close Assault order.

Close Assault execution is perhaps the most critical area of the Exodus Wars rules. Close Assaults cover all the action of your formation (and any nearby friendly formations with supporting fire) as contact is initiated with the enemy, resulting in a close quarters firefight—and even melee (hand-to-hand) combat.

NOTE

For players familiar with squad-level systems, a Close Assault in these rules is effectively an ultra-quick (thanks to the higher level of abstraction) mini-game of your typical 15-28mm tabletop battle.

Close Assaults are absolutely deadly, usually resulting in a veritable *pile* of casualties, and the losing formation ends up Routed. Depending on how deadly it was, even the attacking force may end up Routed! For this reason, Close Assaults tend to be decisive and have a great impact on the game, often featuring as significant turning points in the game's narrative.

Close Assault provides a great tool for forcing a formation to Fall Back, such as you might need in order to push a defending formation off an objective.

EXECUTING A CLOSE ASSAULT

To execute a Close Assault action, you must specify a single enemy formation as a target of a Close Assault when you give the Advance order, rolling the Order test as normal. All standard Order test modifiers apply. If you pass the Order test, then your formation may attempt to execute the Close Assault action.

Nominating a target enemy formation for Close Assault will let you enter that formation's zone of control (ZOC) in an exception to the normal ZOC rules. You may only enter the target's ZOC, and you may not enter any other enemy formation's zone of control at any time during the movement.

If, after your Close Assault movement, any enemy Stands of the target formation are within Close Assault Range (15cm) of at least one of your assaulting Stands, the Close Assault is executed and includes all Stands in both formations (for reasons why all Stands in both formation participate in the fighting, see the note in Which Stands Can Shoot? on page 21).

The Close Assault action can be executed only when your formation has an enemy formation that is within *Close Assault Range* (15cm) following an Advance order's movement—if, after the Advance order movement, your formation is not within Close Assault Range of any Stand in the target enemy formation, the Close Assault action cannot be executed.

FIGURE NEEDED

TANK SHOCK

Tank Shock is available to all formations featuring at least one Hard unit type (such as tanks or behemoths) performing Close Assault against formations with only Soft unit types. The attacking formation that Close Assaults the enemy benefits from the Tank Shock ability. This ability puts an additional Suppression Count upon the target formation before the Close Assault ensues. This gives armoured units a small but important advantage when engaging unsupported formations in close quarters battle. It may not seem like much, but, in the right circumstances, Tank Shock can have significant ramifications when the Close Assault is resolved.

PERFORMING THE CLOSE ASSAULT

For each Stand that is in base-to-base contact, the Melee (M) value is used to perform the Close Assault. For all other Stands in the formation, the Assault (A) value is used instead.

For each Stand on both the attacker and defender sides (unless declared otherwise because of a special rule, Close Assaults happen simultaneously, so it is not important what order this takes), test to hit by rolling against its M or A value, depending on whether it is in base-to-base contact or not. You must roll equal to or greater than the M or A value to achieve a hit.

FIGURE NEEDED

For each hit, perform a Casualty test as for shooting (see Getting Hit: The Casualty Test on page 24), and, as with at-range shooting, any Stands in the Close Assault that are touching or within area terrain that offers a Cover test value may choose to take a Cover test instead of a Casualty test using their D value (see Cover Test on page 24). Any casualties are removed and set aside as a *Kill Count* for that player.

ADDITIONAL ATTACKS IN CLOSE ASSAULT

Some Close Assault weapons offer Additional Attacks. This appears in the Special column for the weapon, and has the form “Additional Attacks (*x*)”, where *x* is 1 or more. Any Stand that attacks in Close Assault using an Additional Attacks weapon rolls *x* attack dice in addition to its normal die.

As an example, let’s say a special assault unit carries an Energy Blade, which is a DC weapon that offers Additional Attacks (1). Let’s also say this Stand gets into base-contact on a Close Assault execution, and so can use the Energy Blade. This would allow the Stand to make two Melee (M value) attacks in the ensuing Close Assault, and both attacks would be DC hits.

The Additional Attacks value can also be a random number via a dice roll, on occasion, such as “Additional Attacks (D3)”, which would mean you attack D3 times each time you attack in Close Assault.

Additional Attacks can apply to either Assault (A value) or Melee (M value) attacks or both, .

INTERLOCKING FIRE

Once the main Close Assault effects have been determined as above, if you or your opponent has friendly formations that are not Routed within Close Assault range (see Which Stands Can Shoot? on page 21), these may provide supporting *Interlocking Fire* (also called “flanking fire”).

To employ Interlocking Fire, the Stands in the friendly formation that is within Close Assault of the enemy formation targeted by the Close Assault action range may roll using their Assault (A) value as if they were participating directly in the Close Assault. Any casualties caused via the Interlocking Fire are removed and added to the Kill Count for that player.

FIGURE NEEDED

CLOSE ASSAULT FINALISATION

When the main Close Assault and all Interlocking Fire has been completed and Kill Count casualties removed, each player in the Close Assault rolls D10, adds his or her Kill Count to the roll, and finally applies any applicable modifiers (see Close Assault Finalisation Modifiers below) to determine the *Close Assault Score*. If your Close Assault Score is higher than your opponent's score, you have won the Close Assault; if not, you have lost.

Subtract the lesser Close Assault Score from the higher score to determine the *Close Assault Difference*.

The winning formation takes additional Suppression Count equal to the number of Stands it lost as casualties (the formation will become Routed if enough Suppression Count is received).

The losing formation immediately becomes Routed, regardless of the Suppression Count from casualties (see Routed on page 14). In addition, the losing formation takes *Bonus Hits* equal to the Close Assault Difference. Take Casualty tests for these Bonus Hits as if they were normal hits.

A formation that wins a Close Assault but nonetheless becomes Routed does not receive additional Suppression Counts for casualties taken, and so does not lose additional Stands.

If the Close Assault Scores are equal, this means the battle has stalled and neither side is dominating. Each side takes additional Suppression Count equal to the number of Stands it lost as casualties, and either or both may be Routed if enough Suppression Count is received. If neither side is Routed, the two sides must fight another Close Assault in the following turn. If a formation engaged in Close Assault in this way is selected by its player to be activated in a subsequent turn, it must be given a Close Assault order and that order passes automatically with no possibility of failure.

EXAMPLE OF CLOSE ASSAULT FINALISATION

Tom has performed a Close Assault with his Guild Legion Line formation upon Mark's hapless REM Conscripts. In the brutal fighting, Mark lost 5 Stands while Tom lost just 1, leaving both formations now have 5 Stands remaining each. Tom and Mark each roll D10; Tom scores 6 while Mark scores 3. With neither side having any Suppression Count before the Close Assault and with equal numbers of Stands on both sides, no modifiers apply, so only the Kill Count is added to each player's finalisation roll to determine their Close Assault Scores.

Mark's Close Assault Score is 3 (roll) + 5 (Kill Count) = 8.

Tom's Close Assault Score is 6 (roll) + 1 (Kill Count) = 7.

Mark has won. The Close Assault Difference is 8 - 7 = 1, so Tom's formation takes 1 Bonus Hit. REM Conscripts have no D value, so the front-most Conscript Stand is removed as a casualty. Tom's formation becomes Routed immediately and must Fall Back, so he performs that movement. Mark's formation takes one Suppression Count for its single casualty.

CLOSE ASSAULT FINALISATION MODIFIERS

The Close Assault Modifier scores below may be added together when finalising the Close Assault:

Close Assault Score Modifiers	Modifier
The number of Stands remaining in your formation is more than double the number of Stands in the opposing formation (<u>not</u> including Interlocking Fire from supporting formations)	+2
Your formation includes (on the tabletop) at least one Stand with the Inspirational ability	+1
The number of Stands remaining in your formation is greater than the number of Stands in the opposing formation (<u>not</u> including Interlocking Fire from supporting formations)	+1
Your formation had a Suppression Count of zero at commencement of the Close Assault (Routed formations have a Suppression Count)	+1
Your opponent's formation had a Suppression Count greater than your Suppression Count at commencement of the Close Assault	+1
Your formation has at least one Hard unit type and the opponents formation has no Hard unit types	+1
Your opponent's formation was Routed at the commencement of the Close Assault	+1

SPECIAL WEAPONS IN CLOSE ASSAULTS

Generally speaking, weapon stats are irrelevant during Close Assaults, which are dominated by small arms wielded by fast-moving squads, and you hit or miss using the formation Stands' M or A values only; however, certain specialist unit types and characters may carry M or A weapons that come with special rules or are so powerful they make the Devastation Class rating. These weapons will have notes in the Weapon area's Special column within the Characteristics Box. A common example is the swords carried by Legionnaire characters—these powered swords align the molecules upon the edge to form a monofilament blade that will literally slice through just about anything at a molecular level. For this reason, they are designated Devastation Class weapons, and affect Casualty tests in exactly the same way as shooting.

Support Phase

In the Support phase, each player performs his or her support activations for things like large calibre artillery, air strikes, ballistic missiles and orbital fire support.

NOTE

Support formations cannot be suppressed and do not acquire Suppression Count as do other formations. Their activations rolls are not affected or modified in any way.

Air Support

The importance of Air Support has not been diminished by the passage of time nor advances in military technology—death from above remains as potent as ever, and can mean. Like other Support assets, Air Support can be very powerful, but have a single use only per points purchase in any given game.

These Air Support rules cover air-to-ground attacks. Unless the scenario specifically states otherwise, assume the battle for air superiority is on-going but occurring outside the scope of the Exodus Wars game, but does not directly impact your sorties.

Air-to-Ground Sorties

Air-to-Ground sorties are treated like activations of normal formations, but they occur in the Support phase instead of the Orders phase.

NOTE

Stands with the VTOL ability are not Air Support units and do not use these rules (see VTOL [Unit] on page 43).

To employ an Air-to-Ground sortie, you must pass an Order test for it. This is done as you would for a formation in the Orders phase, rolling against the Air-to-Ground sortie's C&C value.

If you fail the Order test, nothing happens with the Air-to-Ground sortie this turn, but you can check again next turn.

If you pass the Order test, draw a straight line anywhere on the tabletop using your tape measure, string or similar (the line must be straight, so keep it tought, whatever you use to define the line). Every enemy formation that either has a Stand touched by the line or for which the line passes between two of its Stands are said to be *contacted* by the sortie during its attack run and the sortie may fire at it; note, however, that only those weapons that are appropriate to the unit types present in the formation may be used for those Stands (P weapons for Soft targets; A weapons for Hard targets, and so on) as is normal for shooting.

Start your attack run by placing the sortie Stands upon the tabletop within 30cm of the target enemy formation, on the line and on approach to the first formation you want to attack (that is, in front of it, not already past it).

Next, ask your opponent to check to see if he or she has any anti-air (AA) Stands within range to shoot at your sortie now or at any point along the line to that point. If so, your opponent takes his or her shots at your sortie before it will launch its own attacks. If the sortie is removed as a casualty following these AA shots, the sortie's attack run is over before it began and the sortie does not get to make its attacks. If the sortie is not removed as a casualty, it fires its ordinance as if they were normal shooting attacks (see Shoot Action on page 21).

Once your sortie's shooting has been resolved for the first enemy formation contacted by the line, place your sortie Stands upon the tabletop within 30cm of the next target enemy formation along the line, again on approach to the formation you want to attack. Continue as before, asking your opponent to check for AA, resolving those attacks, and then resolving your sortie's attacks if it has not been blown out of the sky.

Repeat these steps for every contacted formation along the line until either the sortie is removed as a casualty or until it reaches the end of the line at the tabletop edge.

Air Transport Sorties

Air Transport sorties are treated like activations of normal formations, but they occur in the Support phase instead of the Orders phase.

NOTE

Stands with the VTOL ability are not Air Support units and do not use these rules (see VTOL [Unit] on page 43).

To employ an Air Transport sortie, you must pass an Order test for it. This is done as you would for a formation in the Orders phase, rolling against the Air Transport sortie's C&C value.

If you fail the Order test, nothing happens with the Air Transport sortie this turn, but you can check again next turn.

If you pass the Order test, draw a straight line anywhere on the tabletop using your tape measure, string or similar (the line must be straight, so keep it taut, whatever you use to define the line). Every enemy formation that either has a Stand touched by the line or for which the line passes between two of its Stands are said to be *contacted* by the sortie during its attack run and the sortie may fire at it; note, however, that only those weapons that are appropriate to the unit types present in the formation may be used for those Stands (P weapons for Soft targets; A weapons for Hard targets, and so on) as is normal for shooting.

Designate one location upon the line that is at least 15cm away from any enemy Stand as the landing zone (LZ).

You now start your approach to the LZ, taking the opportunity to shoot at contacted targets along your path as for an Air-to-Ground sortie.

Until you reach your LZ, approach by performing the steps of the Air-to-Ground sortie described above, checking for AA fire and shooting as you go.

When transporting units

Once you reach the LZ at which you want the transported Stands to Debus, place the transport Stand upon the tabletop. Next, place the first Stand from each transported formation somewhere within 5cm of the transport Stand, and then place each other Stand in the transported formations within 5cm of at least one other Stand from their own formations such that unit cohesion is maintained.

Any enemy formations on Hold the Line orders with Overwatch actions that have LOS to the transport sortie or the transported formations may now take their overwatch shots if so desired.

When all transported Stands have Debussed, the transport sortie takes off again and continues its run along the line, again performing as per the Air-to-Ground sortie until either the sortie is removed as a casualty or until it reaches the end of the line at the tabletop edge.

When collecting units for transport

Once you reach the LZ at which you want a formation's Stands to Bus, place the transport Stand upon the tabletop with all Stands in the formation to be transported within 15cm of a sortie transport Stand. Next, remove each Stand of the formation to be transported off-table—these Stands have Bussed and will be transported by the sortie.

Any enemy formations on Hold the Line orders with Overwatch actions that have LOS to the transport sortie may now take their overwatch shots if so desired.

When all transported Stands have Bussed, the transport sortie takes off again and continues its run along the line, again performing as per the Air-to-Ground sortie until either the sortie is removed as a casualty (in which case all transported units are also casualties) or until it reaches the end of the line at the tabletop edge.

Strategic Bombardments

A Strategic Bombardment includes fire from such weapons as large calibre artillery, ballistic missiles and orbital fire support. These weapons are incredibly powerful, but have a single use only per points purchase in any given game.

Strategic Bombardments are treated like activations of normal formations, but they occur in the Support phase instead of the Orders phase.

To employ a Strategic Bombardment, you must pass an Order test for it. This is done as you would for a formation in the Orders phase, rolling against the Strategy Bombardment's C&C value.

If you pass the Order test, nominate a target point on the tabletop for the relevant AoE template (see Templates on page 7). Roll a D10 and note both the score and the vector created by drawing a line from the bottom of the die to the top, and then move the AoE template the die score in centimetres in a line parallel to the vector created by the die.

If you fail the Order test, nothing happens with the Strategic Bombardment this turn, but you can check again next turn.

Orbital Deployments

An Orbital Deployment is used to rapidly deploy a formation of Stands. An Orbital Deployment includes drop ships or pods that are fired from orbiting ships. Like other Support assets, Orbital Deployments can be very powerful, but have a single use only per points purchase in any given game.

An Orbital Deployment is used to rapidly deploy a formation of Stands. They are treated like activations of normal formations, but they occur in the Support phase instead of the Orders phase

To employ an Orbital Deployment, you must pass an Order test for the Orbital Deployment—not for the formation being deployed. This is done as you would for a normal formation in the Orders phase, rolling against the Strategy Bombardment's C&C value.

If you pass the Order test, place the first Stand in the formation being deployed from orbit upon the tabletop. Roll a D10 and note both the score and the vector created by drawing a line from the bottom of the die to the top, and then move the Stand the die score in centimetres in a line parallel to the vector created by the die. All other Stands in the formation must be deployed such that unit cohesion is maintained.

If you fail the Order test, nothing happens with the Orbital Deployment this turn, but you can check again next turn.

The Finalisation Phase

The last phase of the turn is the Finalisation phase. This phase begins as soon as you and your opponent have both activated all of your non-Routed formations (that is, you each have no other formations to activate).

Auto-Regrouping Formations

At the beginning of the Finalisation phase, you and your opponent both attempt to *Auto-Regroup* each formation with a Suppression Count greater than zero, including Routed formations (when successful for Routed formations, Auto-Regroup returns them to a non-Routed, activatable state).

Start with the player with the higher Tactics rating. Test to Auto-Regroup the formations one at a time. In order to Auto-Regroup a formation, perform an Auto-Regroup test by rolling a D10 score equal to or greater than the formation's Command & Control value. See the Auto-Regroup Test Modifiers Table below for relevant modifiers.

If you fail the Auto-Regroup test when attempting to Auto-Regroup a Routed formation, the formation must Fall Back (see Falling Back on page 14). Formations that are not Routed when they fail their Auto-Regroup test must remain stationary, but cannot reduce their Suppression Count.

If you pass the Auto-Regroup test, the Suppression Count for the formation is halved (rounding fractions up—formations that pass with just one Suppression Count remove that Suppression Count, for example).

A Routed formation that Auto-Regroups is not counted as being Routed any more. Instead, it will now have as many Suppression Counts as there are Stands in the formation, and then this Suppress Count is halved for having passed the Auto-Regroup test (for example, if a routed formation with 13 Stands Auto-Regrouped, it would no longer be Routed and would have a Suppression Count of just six).

Auto-Regroup Test Modifiers Table

Your formation has a Suppression Count greater than zero	-1
Your formation is Routed	-2
Your formation is within shooting range of fire-capable enemy Stands (or, for enemy Stands with no at-range shooting capability, within Close Assault range)	-2

Check for Victory

Finally, check the victory conditions to see if you or your opponent can claim victory.

Victory conditions are determined by the scenario being played (see Choosing a scenario on page 10).

Terrain

To paraphrase Douglas Adams, space is BIG. There are hundreds of thousands of Earth-like worlds in the galaxy, perhaps even millions. Given the variety of planet types, their terrain can vary from rocky plains to verdant jungles, from arid deserts to and even seas of volcanic ash.

The discovery of N-space, the layer between dimensions, and the spread of technology for transiting it has enabled two things: colonisation of worlds; and the ability to go to war on these worlds. As such, games of Exodus Wars can be played on literally any type of battlefield scenery you can imagine.

Moving through area terrain will impact Stands in the following ways:

- It is *Easyground* and has zero effect on your Stands when you move through it.
- It is *Impermeable*, so you cannot move through the terrain at all.
- It is *Difficult*, so you can enter the terrain, but your Stands' movements will be hampered by it.
- It is *Rough* to the Stand, so you can enter the terrain, but your Stands could take damage.

For information about common types of terrain and the effects they have on different unit types, see the Typical Terrain Table on page 36.

Difficult and Rough Terrain

If a Stand moves into, out of or within Difficult or Rough terrain, its S value is reduced to 15cm.

Rough Terrain Test

When you move into, out of or within Rough terrain, you must perform a Rough Luck test unless the Stand benefits from the Agile special ability.

To perform a Rough Luck test, roll a D10. On a roll of 1, the Stand is removed immediately as a casualty—no Casualty test (something terrible happened that reduced its combat effectiveness to zero). Its parent formation does not receive additional Suppression Count from the loss, however.

If your Stand enjoys the Agile special ability, you treat Rough terrain as Difficult terrain—so no Rough Luck test is needed.

Effects of Terrain

Fortified Areas

If in a *fortified area*, a Stand receives an AV to-hit modifier (as it is in cover), but also gets to ignore the -1 D modifier for being caught in a Enfilade Fire—they still receive the additional Suppression Count from Enfilade Fire, however.

Soft units in fortified areas usually benefit from a 4+ Cover test. Fortified areas are also usually Impermeable terrain for Medium and Hard units, unless the scenario specifically allows them to enter—see the Typical Terrain Table on page 36.

Elevated Positions

Elevated positions, such as hills and mountainsides, generally provide your Stands with better LOS and possibly allow you a view over intervening obstacles.

Easy Ground

Easyground provides no protection to Stands or vehicles, but at least it's quick and easy to move it.

Roads

Roads are a double-edged sword. Tactically, they provide a means of rapid transit, which can be vital to logistics concerns. On the other hand, they provide zero protection from fire and promote ambush. For these reasons, the following rules apply to roads:

- If a Stand moves on a road for the entirety of that one movement, it may add 5cm to the distance provided by its S value.

- If all of the Stands in a formation are on a road at the start of their order, you may declare they will make a special *Road Advance*. The formation receives a Full Speed order and automatically passes the Order test; however, all of the Stands in the formation must remain entirely on the road for each of the three moves.
- If a Stand is on a road when it takes fire, the attacking Stand receives a +2 AV to-hit modifier.

EXAMPLE OF USING ROADS

If a Stand with S value 15 was executing a Rapid order, and for its first movement went from open ground onto a road, the maximum distance it could travel for that first movement would be 15cm; if for its second movement it then travelled entirely on the road, the maximum distance it could travel for that second movement would be 20cm (15 + 5).

Typical Terrain Table

The Typical Terrain Table below provides information about common types of terrain and the effects they have on different unit types for travel and cover; however, please note that these can all be superseded by how the scenario in question chooses to employ its terrain types.

Terrain	Soft	Medium or Hard
Buildings	Difficult Concealed (see Shooting Modifiers on page 23) 6+ Cover test	Rough
Cliffs	Impermeable	Impermeable (see Terrain on page 35)
Fortifications	Easyground Concealed 4+ Cover test	Impermeable
Jungle	Difficult Concealed 6+ Cover test	Impermeable
Marsh	Rough 9+ Cover test	Rough
Open ground	Easyground	Easyground
River	Rough	Rough
Roads	Easyground (S+5, see Roads on page 35) Vulnerable	Easyground (S+5, see Roads on page 35) Vulnerable
Ruins, rubble	Difficult Concealed 6+ Cover test	Rough
Scrub	Difficult Concealed 9+ Cover test	Difficult
Woods, forest	Difficult Concealed 8+ Cover test	Rough

Appendix A: Specialist Weapons and Unit Abilities

The Exodus Wars universe offers you the opportunity to play with a large variety of unit types and weapons, from infantry and tanks up to massive super-vehicles equipped with huge Devastation Class weapons capable of ripping even mighty Behemoths apart.

Some Stands have abilities that operate in an alternative fashion to the core game rules—some Stands can move over impassable terrain, and some Stands hit by Devastation Class weapons get no defence from armour, and so on. While not complex, they do add *some* complexity, and they appear in their own section here so as to not clutter up the core rules.

Abilities are unique to a Stand (abilities that apply to a Stand are noted in the Unit Name column in the Characteristics Box) or to a weapon (abilities that apply to a weapon are noted in the Special column for the weapon), and they cannot be transferred to other Stands or weapons in the same formation.

Myrmidons, for example, are allowed to “just appear” onto the battlefield (via the Sudden Appearance special rule), and this is listed in their Characteristics Box; however, any other non-Myrmidon Stands in the same formation (such as non-Myrmidon Stands attached as upgrades) do not have this ability.

You will sometimes come across a situation where only certain Stands in a formation have an ability. Can the ability be used? Some Stands may be able to ignore cover with their fire, or they may have the Devastation Class weapon effect, but other Stands taking part in the shooting may use weapons that do not enjoy this ability. In these cases, you can use the ability if all Stands in the formation that are taking part in the action have that same ability only.

NOTE

Abilities that do not require a formation’s activation can still be used by Stands in a Routed formation. So a General unit, for example, can still use its abilities even if the formation of which it is a part has become Routed.

HQ Stands

Exodus Wars has a core concept of the *HQ* Stand. HQ Stands represent great commanders or champions. These are the kinds of people who can scream “ONCE MORE UNTO THE BREACH!” and actually have people *follow them in*. These are the guys who really know where their towels are at. These are the peeps who could make Chuck Norris cry.

When added to a formation, a HQ Stand is represented by a new, appropriately awesome Stand that replaces one of the normal Stands in the formation. It should be an appropriately awesome miniature, of course.

The formation to which the HQ Stand is added receives any formation-wide abilities that the HQ unit enjoys, as described in the HQ unit’s Characteristics Box. In addition, these HQ Stands have the entire standard weapon set and abilities for a Stand of that type (as determined by the Stand it replaced), but it *also* has the weapons and abilities of the HQ unit (see the HQ Stand’s Characteristics Box in the relevant army list).

NOTE

HQ Stands can replace any type of Stand, including machine Stands like tanks in an Armour formation; but, in all cases, when doing this, the HQ Stand will be of the same Stand type as it replaces—the miniature should look more awesome, though.

EXAMPLE

Legionnaire Centurions are warriors are armed with a powered sword weapon (combat weapon, Devastation Class, Additional Strike (+1)), and they also enjoy the Lucky Defence and Inspirational abilities.

The formation and the HQ Stand must stick together. The HQ Stand can Bus in any transport allowed take the units of the formation he or she has joined.

Any HQ Stand taken as an upgrade for a formation *must* be employed to replace a Stand from that formation, the one for which they were taken as an upgrade.

Special Abilities

Special abilities that apply to a Stand will be noted in its unit Characteristics Box.

Agile [Unit]

Some units are noted as being *Agile*. These Stands are able to negotiate Rough terrain more easily than other units.

If your Stand enjoys the Agile special ability, you treat Rough terrain as Difficult terrain—so no Rough Luck test is needed.

Air Support [Unit]

The Air Support ability is used within the Orders phase in concert with the Lead From The Front ability (see Lead From The Front [Unit] on page 40). It is not used within the Support phase.

Any formation with both the Lead From The Front ability and the Air Support ability available to it can command both troops and an aircraft formation (sortie) when making a Close Assault.

IMPORTANT

In order to employ the Air Support ability, you must have an unused Air-to-Ground sortie still available for the battle. For details, see the Air Support on page 31.

To employ the Air Support ability, take the Air-to-Ground sortie and place its Stands upon the tabletop within 30cm of the enemy formation targeted for the Close Assault.

Ask your opponent to check to see if he or she has any anti-air (AA) Stands within range to shoot at your sortie in its present position. If so, your opponent takes his or her shots at your sortie now—before it will launch its own attacks as part of the Close Assault. If the sortie is removed as a casualty following these AA shots, the sortie's contribution to the Close Assault is over before it began and the sortie does not get to make its attacks. If the sortie is not removed as a casualty, it fires its ordinance as if they were normal Close Assault attacks.

Once Close Assault finalisation is complete, the sortie is removed from play immediately—it does not exit the table as per Air-to-Ground sorties, and instead puts the pedal to the medal and goes straight up to gain altitude...and life.

Arc [Unit]

In the Unit Name column's Special notes or in the Special column for a weapon, you may see a note indicating Arc(x , d), where x is the arc angle in degrees and d is the direction (Prow, Port, Starboard or Stern). This indicates that the unit has a specific arc of fire.

For example, a unit's Special notes might state "Arc(90, Prow)", which indicates an arc of 90 degrees to the front, out to the range of its weapons.

FIGURE NEEDED

REASONING

Most units in Exodus Wars are assumed to be able to shoot in any given direction, even if they take an order that does not include a Move action, such as a Hold the Line order with a Shoot(+2) action. This is because, in the abstraction, even tanks with fixed-forward guns (no turret), are nimble enough to turn and shoot quickly and easily within the timeframe of a turn (about 10 to 15 minutes).

Some units, however, for one reason or another (usually because of their size or some other reason for not being all that nimble) have their fire constrained to a specific arc or field. This is what the Arc ability represents.

All-Round Armour [Unit]

Certain heavily armoured Stands have the All-Round Armour ability. This enables them to effectively ignore Enfilade Fire, so the shooter receives no Enfilade Fire bonus. (See Enfilade Fire on page 24.)

Anti-Air [Weapon]

Certain weapons are specifically intended to be used against airbourne units. In Exodus Wars, these are called anti-air (AA) weapons. AA weapons can shoot at airborne targets using their P, A or DC Attack value—whichever is appropriate to the weapon and the target unit type.

For details about how to perform AA shots, see Air Support on page 31.

Anti-Heavy Armour [Weapon]

Certain weapons are so hardcore that they can take out a Behemoth-class super-vehicle; sometimes with a single shot. These are called *Anti-Heavy Armour* (AHA) weapons.

Any Stand hit by an AHA weapon cannot take a Casualty test via its Defense value—not even if it has the Robust special rule—or a Cover test. You may still test for the Incredible Survival ability against AHA weapons, however.

In short, a unit hit by one of these bad boys will most likely be FUBAR.

An AHA weapon scoring a hit against a Stand does a randomised amount of damage, usually using D3, D6, D8 or D10. Check the weapon stats on the unit's Characteristics Box—for an AHA weapon that deals out D3 damage, the description in the Special column for the weapon shows "Anti-Heavy Armour (D3)".

See Devastation Class [Weapon] below.

Bulk(x) [Unit]

A bulky Stand takes up more space than a Stand that is not bulky. This is represented in the Characteristics Box for a Stand by the Bulk(x) special, where x is the number of transport slots the Stand takes up.

For example, Bulk(2) means each Stand takes up two available Transport spaces. There must be enough Transport spaces available in order to transport such a Stand.

Devastation Class [Weapon]

Some weapons (notably, Khazari plasma weapons) are so powerful or insidious that it is very unlikely any amount of training or armour will see you survive their fire. These weapons are designated as type Devastation Class (DC), and this appears in the Characteristic Box for the weapon—the description in the Special column for the weapon shows "Devastation Class".

When your Stand is hit by a DC weapon, a Casualty dice roll is not performed unless the Stand is designated as Robust; although, in that case, only the Robust Casualty test is performed—that is, there is no opportunity for a second Casualty test as normally allowed with Robust units. Similarly, cover defences are negated by DC weapons, so no Cover test alternative is available either (picture a tactical nuke going off over your head—there's just nowhere you could hide from that kind of destructive force).

Devastation Class weapons use the P or A Attack values as normal. The to-hit roll is modified as normal (by cover, LOS and such), and the Casualty roll for Robust units is modified as normal (such as by enfilade fire).

Stands on board a transport vehicle that is destroyed by a DC weapon can perform a Casualty test, but only if they would have been allowed a Casualty test if hit by the DC weapon directly; otherwise, it is also removed as a casualty.

EXAMPLE

A Guild Enforcer heavy tank advances on and shoots at a formation of Battle Squires in cover. The Enforcer's main cannon has an Attack Value of A(3+), so it hits on a 5 or better on D10. It hits.

The Battle Squire has a Defense value of 6+ and is designated as Robust, so the Battle Squire will get a single Casualty test. Cover defences are negated by DC weapons, so no Cover test alternative is available. The Battle Squire rolls a 5 for its Casualty test—a fail—so it is removed as a casualty.

DEVASTATION CLASS AREA OF EFFECT Blasts

Work out the DC weapon's Blast Value (BV) normally. Any Stands hit by a blast from a DC weapon do not receive a Casualty test unless they have the Robust designation or the Incredible Survivale ability.

DEVASTATION CLASS WEAPONS IN CLOSE ASSAULT

Some units carry close assault weapons that are DC. While close assault only weaponry normally is not shown in the Characteristics Box (because these weapons are abstracted within the Assault (A) value, DC close assault weapons do appear with Range and AV values of nil, but with "Devastation Class" appearing in the Special column.

Such weapons hit using the A value as per the Close Assault rules, but any hits from these weapons benefit from the DC designation just as hits from at-range shooting do (that is, Stands hit by a DC weapon do not receive a Casualty test unless they

have the Robust designation or the Incredible Survival ability).

ASSIGNING DEVASTATION CLASS HITS

If you hit with a mix of normal and DC weapons, you must assign and make Casualty tests for normal hits first, and only then assign the DC hits and make those Casualty tests for the DC weapon hits (if any—they *are* DC hits, after all).

EXAMPLE

Your Line formation is shot at by a DC weapon. One hit is achieved. You remove the Stand nearest the formation that shot at you as a casualty—there is no Casualty test.

EXAMPLE

Your Myrmidon formation is shot at by a DC weapon. One hit is achieved. You perform a Casualty test for the Stand and roll a 5, which is a fail. You remove the Stand nearest the formation that shot at you as a casualty—there is no second chance.

General [Unit]

Generals represent high-level command Stands. They count as Lead From The Front and Officer units (see Lead From The Front [Unit] below and Officer [Unit] on page 42 respectively).

In addition, each General Stand in the army that is present on the battlefield—she cannot be hiding in a transport somewhere off-table—gives you +2 to your Tactics roll at the start of the turn.

Lead From The Front [Unit]

Some Stands (typically HQ Stands) have the Lead From The Front special rule. Lead From The Front units can order up to two other formations of troops (not off-table support) to follow their formation when it makes a Close Assault, as long as each of the three formations has at least one Stand within 5cm of a Stand from the one of the other two formations.

To use this ability, you must give the Close Assault order to the formation with the Lead From The Front ability, and then perform a single Order test roll.

If the Order test fails, your Lead From The Front formation receives a Suppression Count and must take a Say Again!? order instead, but the other one or two formations are not affected and do not count as having been activated (that is, they may be activated and given an order later in the turn).

If you pass the Order test, you must treat both or all three formations as a single formation for the duration of the Close Assault—the three formations are a single formation for all rules purposes.

The ensuing Close Assault is resolved as normal; however, the Lead From The Front formation gets to roll 2D10 dice to resolve the assault instead of just D10 and uses highest die score (the defender still rolls just D10 as normal).

If the Lead From The Front formation wins, each of the component formations receives a number of Suppression Counts equal to the casualties that formation suffered in the combat. If it loses, each of its component formations is Routed.

Howitzer [Unit]

Units with the *Howitzer* ability have AoE weapons that can fire upon targets that are not within LOS when executing a Hold the Line order, so long as the target location is within up to double the weapon range (see Area of Effect Blasts on page 25).

When a formation executes the Hold the Line order, its Howitzer units only can *lob shots* over any intervening terrain. The ranges of the Howitzer units in the formation are doubled; however, Howitzer units also have a minimum range of 30cm. No part of the template can be outside of 2x the weapon's range, nor can any part of the template be within 30cm of the firing formation.

The formation still benefits from the +2 to-hit modifier for executing the Hold the Line order, but all other shooting to-hit modifiers (such as -2 for Concealed Stands) are also applicable.

Stands with the Howitzer ability cannot shoot normally and so can only shoot under a Hold the Line order when they are able to utilise the Howitzer ability. Stands in the formation that do not have the Howitzer ability may shoot normally, however, and so may shoot when executing any order that allows shooting.

Incredible Survival [Unit]

Some Stands (typically HQ units) have the Incredible Survival ability. Maybe they are extremely well armoured, or maybe they are simply very, very, very lucky, but whatever the reason, they have an incredible ability to survive in any circumstances.

Stands with the Incredible Survival ability that would normally be removed as a casualty can perform an Incredible Survival test by rolling D10. On a score of 9 or more, the Stand survives and is not removed.

A Stand with Incredible Survival may use this ability against anything that would normally cause it to be a casualty, even AHA hits that would normally not be allowed any kind of Casualty test.

No modifiers are ever applied to an Incredible Survival roll.

Inspirational Leadership [Unit]

Some Stands (typically HQ units) have the Inspirational ability. If you have an Inspirational Stand present within a formation engaged in a Close Assault, you add a +1 modifier to your Close Assault finalisation roll.

The Stand with Inspirational must be on the tabletop at the time of the Close Assault finalisation roll. Obviously, if the Stand in question was a casualty of the Close Assault, you cannot apply the Inspirational ability—no +1 for you.

Jet Pack Stands [Unit]

Some Stands have the Jet Packs ability. Stands equipped with Jet Packs may ignore Rough or Impermeable terrain as they move (they fly over it).

Stands with Jet Packs must respect enemy ZOC as normal, and they cannot jump over or through enemy ZOC.

If a Jet Pack Stand lands in Rough terrain, it must take a Rough Luck test as normal.

If a Jet Pack Stand lands on top of Impermeable terrain, it must treat it as Rough terrain and take a Rough Luck test.

Nowhere To Hide [Unit]

Some weapons have the Nowhere To Hide ability. Nowhere To Hide weapons ignore cover completely, usually because of liquid dynamics or pyroclastic properties.

These No Cover weapons do not suffer from cover to-hit AV modifiers. They also negate any kind of Cover test defence.

No Fear [Unit]

Some Stands have the No Fear ability, which typically signifies extreme bravery or plain craziness, but in any case they would never run away.

In game terms, these Stands need not Fall Back when Routed; however, you can still choose to have them Fall Back.

Stands that have the No Fear ability cannot become a casualty from a Bonus Hit in the aftermath of losing a Close Assault, nor can they become a casualty from taking additional Suppression Count when already Routed.

When a formation is forced to Fall Back, No Fear Stands may choose not to Fall Back and may remain stationary. The Stand is not destroyed for being within 15cm of the enemy.

Other Stands in the formation that do not have the No Fear ability will be affected normally and do not benefit from No Fear at all—those Stand cop it as normal.

Stands with the No Fear ability must still maintain unit cohesion within the formation and because of this will often have to Fall Back anyway their formation flees.

Not being required to Fall Back can see a circumstance where a No Fear Stand ends an assault still in an enemy ZOC. In such cases, if the No Fear Stand is still inside the enemy ZOC when your formation that includes the No Fear Stand is activated, you must give your formation an order than includes movement so you can move the No Fear Stand out of the enemy ZOC. There is no penalty for doing this.

Officer [Unit]

Some unit types (typically HQ units) are noted as being *Officers*.

When it successfully regroups only, any formation that includes one or more Officers may remove extra Suppression Count for each Officer in that formation.

The number of extra Suppression Count depends on the formation's Comp value. For a Comp x formation, remove x extra Suppression Count for each Officer in the formation.

Rapid Assault [Unit or Weapon]

Whereas Close Assaults hits are normally said to occur at the same time, units or weapons that have the Rapid Assault ability instead attack before normal hits in a Close Assault. All Rapid Assault hits occur simultaneously, so work all these hits out and remove casualties on both sides (remembering to set them aside as part of your Kill Counts) before moving on to working out normal hits.

Rapid Assault hits may result in some Stands being destroyed before they can perform their normal Close Assault attack.

If the Rapid Assault ability is noted for a weapon, that weapon only benefits from Rapid Assault. If noted for the unit, any and all of the Stand's weapons benefit from Rapid Assault.

Recon [Unit]

Some Stands have the Recon ability. These Stands have a wider unit cohesion spread and must remain within 20cm of another Stand from their own formation rather than the usual 5cm. They also have a 10cm ZOC.

These abilities only apply to Stands with the Recon ability—other Stands in the same formation or a transport carrying the Recon units do not benefit from the Recon ability.

Robust [Unit]

Certain exceptionally well-trained troops and those wearing certain armour types may be particularly difficult to kill. A notable entry in this list is the Guild Myrmidons, who are encased in polysteel alloy Battlesuits that are hardier again than even the already extremely hardy Legionnaire armoured suits.

To represent units that benefit from such extremely good training or armour, a Stand will show the designation "Robust" in the Specials element of the Characteristics Box's Unit Name column (see Characteristics of a Stand on page 6).

A Stand designated as Robust rolls two dice when performing its Casualty test—if either die score is a Pass result, the Stand takes no damage. Obviously, if both die scores are Fail results, the Stand takes damage and may be removed as a casualty.

EXAMPLE OF SHOOTING #4

A formation of your Myrmidons is shot at and three hits are achieved. You roll three Casualty tests—one on each Stand, starting from the front—against their D value of 6R. You roll 2, 4 and 5—all three have failed! Normally, you would remove all three as casualties; however, Myrmidons are designated as Robust (the D value is 6R), so you ignore these first test results and try again. The second time, you roll 6, 7 and 9—all three have passed and survive! The Myrmidon formation takes just one additional Suppression Count for being shot at.

FIGURE NEEDED

Single Shot [Weapon]

Some weapons have the Single Shot ability, which means they can be fired once per game only.

VTOL [Unit]

Some Stands have the VTOL (Vertical Take Off and Landing) ability. Typical examples of VTOL Stands are helicopters and dropships intended to deliver troops into the heart of the battlefield.

Because of the far slower combat speed of VTOLs, they do not follow the rules for Air Support in the Support phase—they are activated and execute their orders in the Orders phase.

VTOL Stands

- ignore Difficult, Rough or Impermeable terrain.
- can land in Rough terrain, but must take a Rough Luck test
- cannot land on Impermeable terrain
- can move over other friendly Stands, but cannot land on them
- are affected by enemy ZOC as normal
- double their weapons range while not landed—their weapon ranges are normal while landed
- always use their Assault (A) value in a Close Assault and always force enemy Stands to engage them using their A value, even if the actual models are in base-to-base contact

Unless landed, VTOL Stands are always assumed to be at sufficient altitude to guarantee LOS.

Sniper [Unit]

Some Stands have the Sniper ability. When attacking with a Sniper Stand, . If they hit, the attacker can choose which enemy Stand is hit from those within range and in the LOS of the sniper Stand. In addition, the target suffers a -1 defence modifier.

Stormtrooper [Unit]

Some Stands have the Stormtrooper ability, which means they can make up to two full movements instead of the usual one movement when they execute a Close Assault order.

Sudden Appearance [Unit]

Stands with the Sudden Appearance ability can appear suddenly on the battlefield. This could be for any number of reasons, anything from access to funky Star Trek-style “beaming” technologies instantaneously move them from one place to another, or because their training has enabled them to get into position undetected.

Formations in which all Stands have the Sudden Appearance ability are not deployed as normal in the Deployment phase. They are instead deployed during the Initialisation phase (so before the Deployment phase and, importantly, before the Tactics phase, when you do not yet know who has won the Tactics test). What’s more, they can be retained off-table for as many turns as you like before choosing to deploy them—simply keep them off-table until the Initialisation phase of the turn in which you want to deploy them.

When deploying the Sudden Appearance formation, place the first of its Stands anywhere upon the tabletop. Each Stand after the first must maintain unit cohesion (it must be placed within 5cm of another Stand from its own formation).

Sudden Appearance Stands cannot be placed within enemy ZOC or upon Impermeable terrain. If a Sudden Appearance Stand is placed in Rough terrain, perform a Rough Luck test for it when you place it on the tabletop.

Suppress [Unit]

Some weapons have the Suppress ability. These are intended to suppress the enemy rather than just kill them outright—although killing them outright works too.

The Suppress ability inflicts a Suppression Count on a target enemy formation for each hit achieved rather than for each kill.

Tactical Genius (x) [Unit]

Some unit types (typically HQ units) have the Tactical Genius (x) ability, where x can be 1 or more.

So long as you have at least one Stand with the Tactical Genius ability upon the tabletop (so it is not in a transport, is not retained

off-table, and has not been removed as a casualty, for example), you will benefit from a modifier of x to your Tactics test rolls.

Totem [Unit]

Some Stands are able to inspire others, this could be cultural, religious or purely because they possess an awe-inspiring sense of power and majesty. Any formations attempting to Regroup within 15cm of a Stand with the Totem ability gets +1 to its Order test roll.

Transport(x) [Unit]

A Stand that denotes Transport(x) as its special (in the Characteristics Box) can transport up to x infantry Stands from the same formation.

When the number of infantry Stands in the formation divided by x is equal to or less than the number of Stands with Transport(x), the formation may move using the Speed value of the transports.

Let's say you have a formation with 6 Guild Legionnaires and 3 Phalanx APCs for transport. The Phalanx has the Transport(2) special rule. 6 divided by 2 is 3, which is equal to the number of Phalanx units in the formation, so this formation may move using the Phalanx's Speed value of 30cm—double the speed of the infantry Stands.

If the formation contains more Stands than can be transported, the formation cannot use the speed of the transport units.

Appendix B: Tables and Charts

Order Test Modifiers

Order Test Modifiers Table

Your formation has a Suppression Count greater than zero	-2
Your formation is Maintaining Momentum	-2

Area of Effect BlastS

BV Total	Template Size	AV (to-hit) score	Additional Suppression Count
1	Small	P(9+) A(9+)	—
2	Small	P(8+) A(9+)	—
3	Small	P(6+) A(8+)	—
4-5	Medium	P(6+) A(8+)	—
6-7	Medium	P(6+) A(8+)	1
8-9	Large	P(6+) A(8+)	1
10-12	Large	P(6+) A(8+)	2
13-15	Large	P(6+) A(8+)	3
16-18	Large	P(6+) A(8+)	4

Close Assault Finalisation Modifiers

Close Assault Score Modifiers

Your formation includes (on the tabletop) at least one Stand with the Inspirational ability	+1
The number of Stands remaining in your formation is greater than the number of Stands in the opposing formation (<u>not</u> including Interlocking Fire from supporting formations)	+1
The number of Stands remaining in your formation is more than double the number of Stands in the opposing formation (<u>not</u> including Interlocking Fire from supporting formations)	+2
Your formation had a Suppression Count of zero at commencement of the Close Assault (Routed formations have a Suppression Count)	+1
Your opponent's formation had a Suppression Count greater than your Suppression Count at commencement of the Close Assault	+1
Your opponent's formation was Routed at the commencement of the Close Assault	+1

Auto-Regrouping Formations

Auto-Regroup Test Modifiers Table

Your formation has a Suppression Count greater than zero	-1
Your formation is Routed	-2
Your formation is within shooting range of fire-capable enemy Stands (or, for enemy Stands with no at-range shooting capability, within Close Assault range)	-2

Typical Terrain

Terrain	Soft	Medium or Hard
Buildings	Difficult Concealed 6+ Cover test	Rough
Cliffs	Impermeable	Impermeable
Fortifications	Easyground Concealed 4+ Cover test	Impermeable
Jungle	Difficult Concealed 6+ Cover test	Impermeable
Marsh	Rough 9+ Cover test	Rough
Open ground	Easyground	Easyground
River	Rough	Rough
Roads	Easyground (S+5) Vulnerable	Easyground (S+5) Vulnerable
Ruins, rubble	Difficult Concealed 6+ Cover test	Rough
Scrub	Difficult Concealed 9+ Cover test	Difficult
Woods, forest	Difficult Concealed 8+ Cover test	Rough