

Attack Orders

- 1) Select attacking base and move if required
- 2) Select support bases and move if required
- 3) Choose AM or AP
- 4) Check Range and LOS to nearest appropriate target
- 5) Roll 1d6 and add attacking base's AM or AP value, and the value of all supporting bases
 - +2 if target is vulnerable
 - +1 if attacking from an elevated position
 - +X for any special rules or command card effects
- 6) Roll 1d6 and add the target base's SR value
 - +1 if the base has Defender and is in terrain with the Defensible rule
- 7) Subtract the 6) from 5) and check the following table:

Combat Results	
Total	Result
Less than 1	No Effect
1-3	+1 SP
4-5	+2 SP
6 or more	Target Destroyed

If the target base already has suppression points on it and it takes enough to exceed 2SP, it is also destroyed.

Remove destroyed infantry bases from the playing area, leave vehicles where they are and add a wreckage marker.

Bombard Orders

- 1) Select Spotter base and move if required
 - The spotter may also bombard, or it may carry out a separate attack after the bombardment
- 2) Place the Circular template anywhere on the playing area, with it's centre in the Spotter's LOS
- 3) Select all Bombarding bases and move if required
- 4) Roll 1d6 and add the Bombard value of all bases bombarding
 - +1 if the target is vulnerable
 - +X for any special rules or command card effects
- 5) For each base touched by the template, roll 1d6 and add the base's SR value
 - +1 if target is in Sheltering terrain
 - +1 if the target dives for cover
 - +1 if the target has Camouflage and is in Concealing Terrain
- 6) Subtract 5) from 4) and check the following table:

Bombard Results	
Total	Result
1 or Less	No Effect
2-3	Add Activation Counter
4-5	Add Vulnerable Counter
6 or more	Add Vulnerable Counter +1 SP

Turn Sequence

- 1) Roll 1d6 for Initiative. Player with highest value wins and can go first, or elect to make another player go first
 - +1 if the player has destroyed more enemy leaders than their opponent (s)
- 2) First player selects a leader to issue orders
- 3) Spend command points on giving orders to bases (including the leader). Each base ordered costs 1 command point
 - +1 CP to order bases outside the leader's command
 - +1 CP per SP on the base
- 4) On completion of orders, place activation or vulnerable counters on the leader and the bases that carried out the orders
- 5) Play passes to the next player and continues like this until there are no leaders left to issue orders
- 6) Going back to the first player, they may select a base that didn't receive an order from a leader, and give it an order on its own
- 7) Play passes to the next player, and continues like this until all bases have an activation or vulnerable counter
- 8) Turn ends. Remove all activation, vulnerable and smoke counters from the playing area, and go back to 1

Terrain

Road: Wheeled/Tracked bases double their move

Difficult Going: Wheeled/Tracked bases halve their move

Elevated: Bases attacking from Elevated positions add +1 to attack score

Defensible: Bases with Defender get +1 SR against attacks

Shelter: Bases get +1 SR vs Bombardments

Concealment: Blocks LOS if target is more than its size stat in inches from the edge. +1SR vs Bombardments for bases with Camouflage

Impassable: Prevents movement through it, except for bases with Hover on flat features and Jump Troopers

Orders

Move: Move the base up to its move rate. Add an activation counter.

At the Double: Move the base up to 2x its move rate. Add a Vulnerable Counter. Not possible for Jump Troopers

Mount: Move base up to its move rate and into contact with a friendly transport. Remove from play area. Place occupancy counters with transport and removed base(s). Add activation counters.

Dismount: Place base flush with any side of transport, Move up to its move rate away. Add activation counter.

Attack: See Attack Orders ref card for more detail. May move or dismount prior to attacking. Add Activation Counter if base remained stationary, otherwise add Vulnerable Counter

Support: See Attack Orders ref card for more detail. May move or dismount prior to attacking. Add Activation Counter if base remained stationary, otherwise add Vulnerable Counter

Bombard: See Bombard Orders ref card for more detail. May move prior to Bombarding. Add Activation Counter if base remained stationary, otherwise add Vulnerable Counter

R&R: Move base up to its move rate and remove 1 SP. Place an activation counter. Always costs 1 CP.

Pop Smoke: Move base up to its move rate and place a Smoke Counter anywhere within 8 inches. Limit 1 per leader