

QUICK PLAY REFERENCE SHEET

Sequence of Play

NAME	SEQUENCE
Strategy Phase	Each player roll a D6 + their armies Strategy rating, the winner chooses to go first or second
Action Phase	Players alternate carrying out actions with their units
End Phase	Both players alternate rallying formations that are broken or have blast markers, and then check victory conditions

Action Test Modifiers

STATUS	MODIFIERS (cumulative)
Formation has at least 1 Blast Marker	-1
Formation is trying to retain the Initiative	-1

Rally Test Modifiers

STATUS	MODIFIERS (cumulative)
Formation is Broken	-2
There are enemy units within 30cm	-1

Actions

NAME	ACTION
Advance	May make 1 Move then Shoot
Engage	May make 1 "charge" Move then fight an Assault
Double	May make 2 Moves then Shoot with a -1
March	May make 3 Moves
Marshal	May Shoot with a -1 then Regroup or make 1 Move then Regroup
Overwatch	Formation enters Overwatch
Sustained Fire	May make 1 Shoot with a +1
Hold	May make 1 Move or Shoot or Regroup (only available to Formations that fail an Action Test)
Special	See the Unit or Scenario's special rules

Terrain

TERRAIN	INFANTRY	VEHICLE	WAR ENGINE
Building	4+ Cover Save	Impassable	Impassable
Cliff	Impassable	Impassable	Impassable
Fortification	3+ Cover Save, (see rules)	(see rules)	Impassable
Jungle	4+ Cover Save	Impassable	Dangerous
Marsh	6+ Cover Save, Dangerous	Dangerous	Dangerous
Open Ground, Hill Slope	No Effect	No Effect	No Effect
River	6+ Cover Save, Dangerous	Impassable	No Effect
Road	(see rules)	(see rules)	(see rules)
Ruin, Rubble	4+ Cover Save	Dangerous	Dangerous
Scrub	6+ Cover Save	No Effect	No Effect
Wood	5+ Cover Save	Dangerous	Dangerous

Barrage

BARRAGE POINTS	EXTRA TEMPLATES	EXTRA BLAST MARKERS	AP	AT
1	0	0	6+	6+
2	0	0	5+	6+
3	0	0	4+	6+
4-5	1	0	4+	5+
6-7	1	1	4+	5+
8-9	2	1	4+	5+
10-12	2	2	4+	5+
13-15	2	3	4+	5+
16-18	2	4	4+	5+

Assault Modifiers

RESULT	POINTS (cumulative)
For each kill you have inflicted during the assault	+1
You have more units than the opposing formation	+1*
You have more than twice as many units as the opposing formation	+1*
Your formation has no Blast markers	+1**
The opposing formation has more Blast markers	+1**

* Count the total number of units remaining in the charging formation against the total number of units remaining in the defending formation. Don't include units from other formations that were lending supporting fire.

** Count broken enemy formations as having as many Blast markers as units.

Victory Conditions

NAME	CONDITION
Blitzkrieg	Capture the objective on your opponents table edge, i.e. the first objective each player sets up
Break Their Spirit	Destroy, not break, your opponents most valuable formation. If a number are the same value, destroy any one of them
Defend The Flag	Control all 3 objectives in your half of the table
Take And Hold	Capture 2 objectives in your opponents half of the table
They Shall Not Pass	You achieve this if there are no unbroken enemy formations in your half of the table