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How to use this book

Information shown in *Italics* refers to one of the following:

- Tank names
- Tank core characteristics
- Tank weapon characteristics
- Names of rules
- Names of factions

Terminology & Key Concepts

Roll-off - Every player taking part in the roll-off rolls a dice. The result of each person is their 'roll'. The 'winner' is the player who rolls highest. If there are two highest 'rolls' both those players

Tank / Model - Refers to an individual miniature. All miniatures are 'tanks' or 'models' in this game and so 'model' and 'tank' have the same meaning.

When a model 'dies'/ is 'slain' - Remove the model from the board, they cannot return. Any rules activate that say 'when a model is destroyed'.

Playing a game

Game Setup:

Select Scenario -

Both players should agree on a scenario to play. If you disagree, roll-off. The winner decides which scenario to play.

Select Armies -

Using the instructions on page 7 both players must create (if they have not made it already) their army roster and show it to their opponent.

Setup Game Board -

Follow the scenery map on the scenario you are currently playing.

Setup Armies -

Both players should select a board edge out of the two shorter board edges. When setting up models, they must be within 4" of their board edge and placed directly onto the board surface (not onto scenery).

Game Flow:

Priority -

Each player can choose whether to attempt to take the priority or not. If both players choose to take the priority, roll-off. The winner goes first. The same applies for if neither tries to take the priority. If one player takes the priority while the other does not, the player that took the priority goes first.

Activate -

At this point, in the order decided previously, all players should take turns activating a quarter of the tanks from their army at a time (rounding up). When a player's activation begins, they must declare to their opponent which two actions each tank in the squadron that is being

activated will be using and in which order. Also, before performing any action or having the effects of any action apply to a model, check the Core Wargear and Weapon Types (page 10) to see if any modifiers affect that model.

- Option 1: Attack (page 3)
- Option 2: Move (page 4)
- Option 3: Special (page 5)

Ending Conditions:

Stop the game once one or more of these conditions is fulfilled:

- All of one player's (or both player's) tanks are dead.
- You have reached the scenario-specified round limit.
- One player has reached the scenario victory objective.

Player B has more tanks alive than Player A - Player B wins

Player A has more tanks alive than Player B - Player A wins

Attacking

The ground shakes as gunfire erupts. Devastating weaponry shreds heavy armour as explosions shatter the air.

Select a weapon to shoot on the tank. You may shoot all the weapons on a tank, one at a time.

Determine range and visibility -

First, determine if the target is within range. The target is within range if it is closer than the Range characteristic of the weapon you are currently shooting. Also, determine if the target is visible. To do this, look from the miniatures perspective, putting your head as close to the battlefield as possible. If you can see the target then it is visible. To shoot a target it needs to be visible and within range.

Aim -

Roll 2D6. If the result is higher than or equal to the Normal Aim of the currently shooting tank and less than its Critical Aim, you score a normal hit. If the result is more than or equal to the Critical Aim, you score a critical hit. If the result is lower than the Normal Aim, you do not score a normal hit.

Armour -

If the Penetration (normal or critical depending on the hit you scored) of the weapon is less than the target's Armour, roll D6 adding the Penetration. If the modified result is more than the target's Armour then the hit successfully penetrated the armour. If the modified result is less than or equal to the target's Armour and you scored a normal hit, you do not penetrate the armour. If you scored a critical hit instead, the hit is modified to a normal hit.

Damage Calculation -

If you scored a normal hit, reduce the target's health by the normal power. If you scored a critical hit, reduce the target's health by the critical power.

Movement

Ranks of heavily-armoured behemoths advance whilst light speeders surge around enemy flanks.

When a tank performs this action it can choose to overcharge its engines, perform a ram move (if it is within 12" of an enemy model), move normally or not move. If it moves normally it may move up to its Speed in inches. If it does not move nothing happens.

Ramming -

If a tank performs a ram move, you must move up to 2D6 inches towards the nearest enemy model. If you end the move in contact with the enemy model, the enemy model takes an amount of damage equal to the moved tank's Bulk characteristic.

Movement and Shooting -

If this tank moves more than half its Speed, overcharges its engines or performs a ram move, it receives -1 Aim until the end of its activation (Light weapons ignore this penalty). If a tank doesn't move, it receives +1 aim until the end of its activation whilst shooting Heavy weapons.

Overcharging -

If a tank overcharges its engines, roll 1D6. On a 5+ the tank cannot move this activation. Otherwise, the tank must move up to 8" in addition to its Speed.

Specials

In the heat of battle, tank pilots often push their vehicles to the very extremes by performing selfless or battle-changing acts.

When a tank performs a special, it can select one special to perform from its faction's, selected subfaction's or the current season book's specials.

Restrictions -

- Specials cannot be performed by a tank that is below half-health.
- Specials that allow the tank to move cannot be performed if they are within 3" of an enemy tank, unless it has the Speeder role.
- Specials that allow a tank to shoot a weapon/s cannot be performed if the tank is within 3" of an enemy tank.

Visibility

Visibility determines if a tank can target another model for an attack. Follow these steps to assess visibility:

Line of Sight -

Draw an imaginary line from any part of the attacking tank's model to any part of the target tank's model. If the line is unobstructed by terrain or other models, the target is Visible, and no penalties apply.

Obscured -

If no line of sight can be drawn due to obstructions, the target is Obscured and cannot be targeted.

Disputes -

Use tools like a laser pointer or string to confirm line of sight. If players cannot agree, resolve disputes with a roll-off. The winner chooses the option which makes most sense and seems fairest to them.

Weather Conditions

At the start of the battle, roll 1D6 to decide which weather conditions apply. If the scenario you are currently playing specifies a weather condition, use that instead.

Rolled	Weather	Effect
1	Overcast	-
2	Sunny	-1 from aim
3	Snowy	-2" from speed
4	Rain	-4" from range
5	Clear	-
6	Storm	-2" from speed and -4" from range

Reactions

Reactions are special actions that are performed at times other than activations. Each player can only perform one reaction every three activations they perform. When a reaction is performed the player that is performing it must select one model from their army to perform it.

Return Fire When - Just after an enemy model performs an attack action. Effect - This model can perform an attack action.	Charge! When - Just after an enemy model performs any action. This action can only be performed if this model is within 8" of an enemy model. Effect - This model can move 8" towards the nearest enemy model. That enemy model suffers an amount of damage equal to the <i>Armour</i> of the tank performing this reaction.
Emergency Retreat When - Just after a model receives damage from an enemy model (by any means) that causes it to go below half-health (only if was not below half-health before the damage) Effect - The model that is now below half-health must perform a Move Action.	Berserk Smash When - Just after a model receives damage from an enemy model (by any means) that causes it to go below half-health (only if was not below half-health before the damage) Effect - The model that is now below half-health must move 5" towards the nearest enemy model. If it ends the move within 3" of an enemy model, that enemy model suffers D6 damage.

Army Building

Choose a Faction & Subfaction

Select a faction, a full list of these can be found on page **. You can use the rules specified in the selected faction's faction book. Also, if your faction book lists any sub-factions then you can select one of these too.

Supply Limit

Agree on a supply limit before the game. This is the maximum value the Supply Cost of all the models on your roster can add up to. You cannot exceed this value but you may be underneath it.

Select Units

Select all the units you will be using in this battle and resolve any equipment options listed on their reference sheets.
