

Contents

Rules

How to use this book & key terms: page 2

Playing a game: page 3-4

Attacking: page 5

Movement: page 6

Specials: page 7

Visibility: page 8

Reactions: page 10

Army building: page 11

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. This also applies to any rules that say 'when a model is destroyed'. Roll a D6. On a 5+, all models within 4" of the destroyed model's position receive D3+2 damage.

Buff stacking: For each step of an attack (Aim, Penetration, Power), a model may benefit from only one positive modifier and one negative modifier at a time.

Dice:

D6 - A six sided dice

D3 - A six sided dice roll, divide result by two (rounding up)

The number in front of any dice name refers to how many dice to roll (*2D6*).

Numbers after the dice name (*D6+2*) mean to modify the result by the number after, e.g *D6-1*, roll a D6 then subtract one from the result.

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).

Priority -

Both players roll-off. The winner takes the priority.

Game Flow:

Activate -

At this point, in the order decided previously, all players should take turns activating D3+2 tanks from their army. You can choose 2 of the following actions for each of the tanks to perform. Any *Move* actions must be performed before any *Attack* actions:

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

Once you have selected a tank's actions you should perform them and then move them onto the next vehicle.

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 supply cost worth of tanks alive than Player A -
Player B wins

Player A has more supply cost worth of tanks alive 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 -

If the attacking model is within 3" of an enemy model it suffers –1 Aim when attacking models it is not within 3" of. Roll a number of D6 equal to the *Hits* of the weapon you are currently using. For each roll, if the result is more than or equal to the Aim of the currently shooting tank, you score a hit.

Armour -

If the *Penetration* 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 *Penetration* is equal to the target's *Armour*, roll D6. If the result is four or greater the hit successfully penetrated the armour. If the *Penetration* is greater than the target's *Armour*, the hit successfully penetrated the armour.

Damage Calculation -

Reduce the target's health by the power of the weapon. The power of a hit cannot be reduced below 1.

Artillery models -

Cannot shoot at targets that have any friendly tanks within 3".

Movement

Ranks of heavily-armoured behemoths advance inexorably whilst light speeders dart 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 D6 - the rammed tank's *Armour* 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).

Overcharging -

If a tank overcharges its engines, roll a D6. On a 4+ the tank must move up to 8" in addition to its Speed. The model's total move distance cannot exceed 10" for *Heavy* tanks, 12" for *Medium* tanks and 16" for *Light* tanks.

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 selected subfaction's specials list.

Restrictions -

- Specials cannot be performed by a tank that is below half-health, unless it is within 6" of a *Command* 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.

Reactions

Reactions are special actions that are performed at times other than activations. A player gains one Reaction Point when they kill an enemy tank or progress towards a scenario objective. To do a reaction, you

must have at least one Reaction Point. Take away one Reaction Point when you perform a reaction. When a reaction is performed the player that is performing it must select one model from their army to perform it.

| | |
|--|---|
| <p>Return Fire</p> <p>When - Just after an enemy model performs an attack action.</p> <p>Effect - This model can perform an attack action.</p> | <p>Charge!</p> <p>When - Just after an enemy model performs a move action. This action can only be performed if this model is within 8" of an enemy model.</p> <p>Effect - This model can move 8" towards the nearest enemy model. That enemy model suffers an amount of damage equal to D3+2 - the <i>Armour</i> of the targeted tank.</p> |
| <p>Emergency Retreat</p> <p>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)</p> <p>Effect - The model that is now below half-health must perform a Move Action.</p> | <p>Berserk Smash</p> <p>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)</p> <p>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.</p> |

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. Ensure your choices are made clear to your opponent, for example by showing them a completed army roster.

Abilities

On every tank's reference sheet, there are two abilities shown: Passive Abilities and Active Abilities. Both are in tables near the bottom of the sheet.

Passive Abilities

The effect listed always applies to the tank or the tanks around it depending on the wording. The effects of these abilities cannot stack, meaning that the effects of an ability can only be felt once by a tank.

Active Abilities

These can be used at any time, except when you have used the Active Ability less time ago than the Cooldown listed. The effect applies immediately and lasts until the end of the activation which this ability was used in.

Cooldown: X activations — count only activations of the model that used the ability. The model must activate X times before the ability becomes available again.

Single use — the ability may be used only once per game (mark it when used).

For example, on this Medium Command Tank's reference sheet, you can clearly see the Passive Abilities that always apply and the Active Abilities that have a cooldown.

| Passive Abilities | |
|---------------------|---|
| Name | Effect |
| Communications Node | Whilst this model is within 4" of one or more friendly <i>Medium</i> models, +1 to their <i>Aim</i> . |

| Active Abilities | | |
|------------------|---|---------------|
| Name | Effect | Cooldown |
| Spearhead Strike | Any <i>Medium</i> tanks within 6" of this model cannot fail any Overcharge tests they make. | 3 activations |