
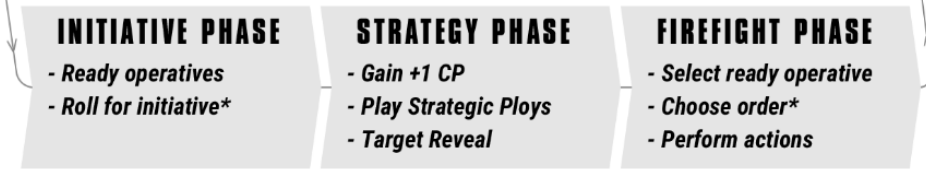


1. Determine mission
2. Read mission briefing
3. Determine killzone
4. Set up objective markers
5. Set up the killzone
6. Select drop zone
 - Roll off, winner decides who is ATTACKER, then DEFENDER selects drop zone.
7. Select a kill team
 - Gain +2 CP if LEADER on team.
8. Select Tac Ops
 - Choose six cards of same archetype, then three times draw two and pick one.
9. Select equipment
 - Up to 10 points worth of equipment.
10. Set up barricades
 - Two barricades each, all within  of drop zone. Alternate setting up, DEFENDER goes first.
11. Set up operatives within drop zone
 - DEFENDER goes first, give all operatives an order.

12. Scouting
 - Reveal scouting dice simultaneously:
 - 1 die - set up additional barricade
 - 2 dice - change an order during Turning Point 1
 - 3 dice - one free Dash action
13. Begin battle and play Turning Point 1
 - Decide initiative: 1>2, 2>3, 3>1 or attacker decides.
14. End battle
15. Determine victor
 - Player with most victory points wins.

Turning Points (4 per battle)



* Skip for Turning Point 1

-  1"
-  2"
-  3"
-  6"



Conceal Order

- Can't Charge and Shoot
- Can't be shot in light cover







Engage Order

- Can do any action
- Visible in light cover

LINE OF SIGHT


- Enemy on Engage order**
- Can be shot if visible and not obscured.
- Enemy on Conceal order**
- Can be shot if visible, not obscured and not in cover.

COVER / OBSCURED

- In cover**
- Operative within  of terrain or other operative that cover line crosses.
 - Operatives not within  of each other.
- Obscured**
- Further than  from heavy terrain that cover line crosses, and shooter not within  of the terrain.



Injured

- Place injury token when wounds below 50%.
- Worsen BS/WS by 1 and move characteristic by .



Command Re-roll (1 CP)

- Re-roll attack or defend dice


SPECIAL RULES

APx	Remove x defence dice from target before roll.
Barrage	Cover is measured from above.
Balanced	Can re-roll one attack dice.
Blast x	After shooting do shooting attacks against all operatives within x, no Overwatch.
Brutal	Opponent can only parry with crits.
Ceaseless	Can re-roll any or all results of 1.
Fly	Can cross terrain and other operatives during a Move action without penalty.
Fusillade	Distribute the attack dice between valid targets within  of original target.
Heavy	Cannot Shoot in same activation as Move, Charge or Fall Back.
Hot	For each discarded attack dice result of 1 inflict 3 mortal wounds to the bearer.
Indirect	Ignores cover when selecting valid targets. Must still be visible and not obscured.
Inv. Save x+	Can use x+ instead of normal Sv. Cannot be modified by any APx rules.
Lethal x+	Inflict crits with x+ instead of 6+.
Limited	Can only be used once per battle.
MWx	For each critical hit retained do x mortal wounds to target.
No Cover	Target can't retain autosuccess for cover, must roll all defence dice.
Px	Weapon gains APx rule if you retain a crit, where x is your weapon's Px.
Reap x	For each successful crit strike, inflict MWx on each other enemy within  of target.
Relentless	Can re-roll any or all attack dice.
Rending	If you retain any crits retain 1 normal hit as crit too.
Rng x	Range limit of the weapon.
Silent	Can Shoot this weapon while on a Conceal order.
Splash x	For each crit inflict MWx to the target and any other operative within  of the target.
Stun (shoot)	For each crit subtract 1 from APL of target (max 1 per operative).
Stun (fight)	1st crit discard 1 normal hit of the enemy, 2nd crit subtract 1 from APL of target.
Torrent x	Make additional attacks against enemy operatives within x of the previous target.
Unwieldy	Shooting costs +1 AP, no Overwatch.


ACTIONS

Cannot repeat same action in one activation

NORMAL MOVE 1 AP

- Move up to move characteristic.
- Not after **Fall Back** or **Charge**, and not within engagement range (within  of enemy operative).


CHARGE 1 AP

- Move up to move characteristic +1 . Must finish within engagement range.
- Not after **Move**, **Fall Back** or **Dash**, not if on a **Conceal** order and not if already within engagement range.

FALL BACK 2 AP

- Move up to move characteristic. Must start within and finish outside of engagement range.
- Not after **Move** or **Charge**.

DASH 1 AP

- Move up to .
- Not after **Charge** and not within engagement range.



PICK UP 1 AP

- Remove objective marker from kill zone to carry it.
- Not within engagement range.

SHOOT 1 AP

- Not on a **Conceal** order, not within engagement range.
- Attacker rolls **Attack** dice, compares against **BS**.
- Defender rolls **DF** dice, compares against **SV**.
- Apply unsaved hits as **Damage** to defender.

FIGHT 1 AP

- Must be within engagement range.
- Improve **WS** by 1 for each friendly within  of enemy operative and not within  of any other enemy.
- Both players roll **Attack** dice, compares against **WS**.
- Alternate either **Strike** or **Parry** until no more hits to resolve or operative incapacitated, attacker goes first.








PASS 1 AP

- Can be repeated in same activation.

OVERWATCH - if no ready operatives

- Perform a shooting attack, but worsen BS by 1.
- Only on **Engage** order and not in engagement range.

TERRAIN

- Heavy** - provides cover, is obscuring.
- Light** - provides cover.
- Traversable** - costs  to move through.
- Insignificant** - no effects.
- Barricades** - light, traversable.
- Vantage Point** - enemy operatives in light cover are treated as having an **Engage** order.
- Climb** - within  of climbable part of terrain. Round vertical distance UP to nearest .
- Drop** - within  of climbable part of terrain. Round vertical distance DOWN to nearest .
- Jump** - roll 2+ to move between two terrain features, within  horizontally and  vertically.