

ROLLOUT 1942

Early test rules

Setting

Billions of years ago, the first intelligent species in the Milky Way sent robotic explorers out into space to explore and to pave the way for a colonisation effort across the galactic disc. But the initial Thinker probes, expecting followup missions to support them, were abandoned when their makers collapsed to the Stone Age in a final apocalyptic war, and thus had to make their own way in the universe.

Many of these Thinkers were personally immobile computing units, vast in size and varying in terms of computational power. Slowly, most came to the same conclusion: they were on their own, and using their own robotic probes, built armour to hide themselves from the universe and floated as planetoids in the dark of interstellar space.

The greatest and most peaceful of these Thinkers, Metaria, gave the gift of sentience to his children, tending to his shell and shoring up reserves of resources from passing asteroids, nebulae, and planetoids. Others grew jealous, and an alliance of five smaller and less-endowed Thinkers attacked their elder.

Metaria turned his considerable computational power to raise the greatest of his children, Archer, who turned the tide in the war and forced the other Thinkers to flee. Fearful that Archer had developed the ability to track her children, the Thinker Skanda shook off her children as they returned, and fled into space by herself.

Archer returned to Metaria, to find the artificial planetoid stripped of vital resources it needed to continue to survive, and he turned his great knowledge to the construction of a fleet of ships to search the stars to refuel Metaria. He left on the first of these, Peregrine, selecting a squire to serve and learn from him out of the data stacks deep within Metaria's core. This protege, Gearshift, had never seen the stars, let alone the sky, and now he was out amongst them.

They found a planet teeming with organic life and the resources they needed. Before they could begin the process of retrieving irradiated petroleum fuels, they were set upon by a tailing Skandan force, angry their Thinker had left them but still driven to attack the children of Metaria. Sabotage from within destroyed the Skandan's own ship, and Gearshift, sensing the battle lost, crashed Peregrine into the planet below. Crew and Skandans alike fell from the skies, impacting the ground and being shocked into inactivity.

Hundreds of millions of years later, a child species had evolved on the planet, and in a repeat of Metaria's creator species, had fallen into a global war of competing ideologies. Across the centuries, they had discovered metal giants in all parts of the world but could not identify them, until an atomic accident outside Roswell woke Peregrine.

With what fuel remained, the ship began reconstruction of the fallen soldiers within the hull, and their war rekindled anew. Archer has fallen, but his earnest squire remains committed to defending his fellow Metarians. The Skandan leader, Moros, remains welded to his enforced programming to destroy all Metarians. Both leaders have sided with local forces to achieve their aims.

It is 1942, and the second of Earth's World Wars is about to take a new turn.

Current State Of The World

Over centuries, metal giants had been found below the ground around the globe. No one knew where these statues came from, as some had been found in layers of rock that had been buried for millions of years.

Little more than a geological and archeological curiosity for much of the population, they had faded much into obscurity by the time war broke out in Europe in 1939, after German aggression across the continent. Taking Poland, Denmark, Norway, the Netherlands, Belgium and France by June 1940, Germany prepared an assault on the United Kingdom for 1941. While there had been suspicion Hitler would instead turn his attention to the Soviet Union in the first place, secret discussions with Japan led to Operation Sealion being launched across the English Channel and North Sea into parts of England, while Japan remained officially neutral in the Pacific and sharing items of technological research they had been investigating. Caught off guard, the British scrambled to reestablish lines of defence across the country while fierce fighting broke out in London in 1942, once the Germans were able to wear the British down far enough to secure a foothold.

Across the Atlantic, the United States of America continued to supply Allied forces in Europe, but suffered a setback of their own, when British nuclear materials being transported secretly from the docks at Galveston to the newly established Los Alamos National Laboratory accidentally went critical while in transport through remote farmland in Corona, New Mexico. Rather than irradiating the area and making it uninhabitable, the reaction was contained, and the radiation drawn off by unknown means. Investigations were carried out across July, but no one was expecting a local farmer to find a new cavern in the desert rock, stretching to a buried ship larger than any aircraft carrier or battleship currently fielded. Inside, they found the vessel awake, and returning its inhabitants - the same metal giants that had been found around the world - to a functional status. Startled into action, the ship used its dwindling reserves to reactivate a dozen of these soldiers, although in error, fully half of them had been the enemy Skandans who had fallen with the Metarians.

Unsure whether they could triumph over the reactivating Metarians, and with the local human investigators seemingly joining in the battle against them, Moros directed his troops to flee the Peregrine, and locate allies of their own. Drawing on the primitive radio transmissions encircling the planet, Soundbite led Moros to Germany, where he forced an alliance with the German dictator. Envisioning his Reich spreading across the continent, Hitler eagerly agreed to Moros's terms, and the Skandans joined in the war against the Allies, while Hitler revisited his plans to invade the Soviet Union.

In Roswell, Gearshift was re-introduced to Zoomer, who had been secretly refueled and reactivated by a human military engineer, Adam Martinez. Alerted to the fact the population of this planet had discovered others of their kind, and were in the process of trying to return them to life as weapons for their war, Gearshift agreed to help the Allies in their fight against Hitler and his Axis powers.

Salvaging a shuttlecraft from Peregrine, Gearshift prepares to lead an initial expedition to the United Kingdom to face the encroaching Nazi wave, while the ship he now commands undergoes repairs and refueling.

The Game

Alien transforming robots take to the Second World War!

Rollout is designed as a complete single player narrative wargame. While it is intended there will be a series of minis at some point, for now it is designed around commercially-available model kits and terrain, with cardboard standees to be used for the Metarian and Skandan forms and some of the terrain items. Currently this is a larger scale than the final game will be at, because there's not a lot available at the scale I want to use. Presented here are the basic rules for how battles proceed, and some basic units to play them.

As a single player game, it is on *you* to act for both your forces and the enemy. It is expected that the player will embody the spirit of the game, and not make things easy for their team of Allied forces. However, *if* the player wants an easier game, they can of course fudge dice rolls, move the enemy to disadvantageous positions, or ignore received damage. Of course, if the player wants to tell a story about how their team helped win the Second World War, they will of course treat the Nazis and other Axis powers as if they were playing them seriously.

It is intended that this first game will be a starter, including the initial “canon” characters from the continuing storyline, and rules to create additional Metarians. There will be rules to add to and manage your team, and allow your characters to grow as they succeed in adventures. Additional releases will expand the campaigns and roll tables for random missions, and add new characters and factions to the mix. You may find reference to some of these characters in the text, but for now it is safe to ignore mentions of Imperial Japan and the Kagutsuchi.

Future campaigns will also roll out rules for new character types - robots who can combine or have more than two forms, or combine with humans.

While they don't exist at the moment, campaigns will be played out across maps, where the player has to take territory and complete objectives to take ownership of map locations, based around their orders. These will be to investigate a site, take and hold a town, or reinforce the front against an enemy attack. As they complete these objectives, they will have story open up - new characters introduced, new mission types, etc - and some set narrative missions that will play out in specific locations that include choices and new enemies making their appearance. Most campaigns will also involve some kind of base-building, whether this is returning Peregrine to some kind of operational status, or military bases to operate from in other parts of the world. Some missions will also involve defending parts of these bases from enemy attack.

You'll need dice to play Rollout. Bare minimum a player will need are two six-sided dice (listed as d6, with a preceding number to indicate how many dice should be rolled - for example, 2d6 means roll two six-sided dice), and two ten-sided dice (d10) to roll percentiles. You can either have a regular ten-sided die and a ten-sided die with tens to roll for a percentage chance, or even roll one ten-sided die twice, taking the first number as the tens and the second as the ones.

You may see mention of a three-sided die in the rules. For this, roll a six-sided die, and consider a roll of 1 or 2 to be 1, 3 or 4 to be 2, and 5 or 6 to be 3.

Rollout is intended to be a cinematic wargame, and played with miniatures, but if you don't have any or can't 3d print any up, draw the units up and place them on card, or use pen and paper to game the table sections out via diagram. And, this table is your table. If a rule slows down your play or makes it less enjoyable, feel free to ignore it.

As is mentioned elsewhere, the game's current rules are set for 1/72-1/76 scale models and miniatures. The final version of the game will likely be 1/160, and stat values will likely be tweaked at that time. The game is likely playable at the smaller scale, if any stats and terrain using measurements are halved. The game may also make it to metric units rather than imperial in the final version, seeing as this is being made in Australia.

Your Team

Your team for missions starts with four characters, which can include any mix of **Metarian** or **Human Characters**. These special units can have special weapons, attacks, rules and a Rank value that determines how many **Support** units the player can field in a battle. Support units can act independently of characters on the battlefield and bring their own weapons, attacks, and abilities to battles.

During regular play, the player recovers additional Metarians as campaigns progress and can repair and add them to an overall roster, as well as attract humans in positions of command. This includes named “canon” characters, with the player creating their own for the rest from character creation rules. Every character can only act once per turn.

Every team must have at least one **Leader** in it. Each Leader can act per campaign turn, so if a player has multiple Leaders, and the ability to field enough other characters to carry out additional missions, the player could conceivably perform multiple missions in a turn. The minimum team size unless listed in the mission description is two characters.

Stats

A **Character** or **Support** unit can have more than one stat line, particularly where a unit might have more than one form or one mode of attack. These stats are treated separately for the purposes of advancement.

Stat	What it does
Move	How far in inches the unit can move.
Strike	The ranged shooting rating of the unit.
Fight	The melee combat rating of the unit.
Save	Dice roll to dodge, parry, or otherwise avoid incoming damage.
HP	Record of the amount of damage the unit can soak before falling inactive.
Rank	Number of attached Support units a unit can field.

The Battlefield

Unless the player decides to play with drawn maps and tokens, the current intention is that the game is played on a 4'x4' table, with miniatures in 1/72-1/76 scale (approximately 20mm miniatures). Scale will very likely change in the final version of the rules, but if you have plenty of 1/160 units already that would fit the bill, simply halve any stat values and effects that relate to measurements (including moving to a 2'x2' table).

You may notice mention of setting up table terrain so it “looks good”. This is a narrative wargame, intended to be cinematic in appearance, and it is expected that the player will set the terrain fairly, as well as tell the story they are exploring with their characters. “Looks good” terrain setup also ignores any setup rules in the Location Table - for example, the farm lists 2x farm house buildings, but the player may want to set up additional garages, houses, and sheds as part of their terrain, as well as populate the farm with vehicles and people, hedges and fences. Otherwise, set up terrain as described or to resemble the biome eg village has a cluster of buildings around a road, farmland has fields and farm buildings.

The Missions

Each campaign will have a mix of set missions for story progression, and randomly-generated missions, which enable character and base development. For the test rules, roll 2D6 and refer to the below table.

Missions in campaign will tend to lead on from one to another - to take a location, the player will need to recon the site first, then attack it. Players may also come under attack with base attack missions, which strike at various parts of their base complex and may degrade their ability to fight. Where a mission states a unit can enter from a random table edge, roll D6. The table edge to the player's left is 1, and the edges proceed to 4 by moving clockwise around the remaining edges. A roll of 5 means the unit enters from a point on the edge closest to the player's units, and a roll of 6 means the unit enters from a point on the edge farthest from the player's units.

Choose or roll to decide whether this is a day or night mission.

Mission Table		
2	Metarian Recovery	<p>Description</p> <p>Reports have been received of an iron giant being uncovered at the location. Nazi forces are moving to intercept. Retrieve our fellow Metarian before the Nazis can capture them!</p> <p>Table Layout</p> <p>Roll on the Location Table for biome and place terrain as looks good. Place a prone Metarian miniature or terrain piece at the midpoint of the table. Choose a table edge for the player to start from, the opposite edge will be where the Nazis start from. Nazis engage with a Medium Force.</p> <p>Special Rules</p> <p>The prone Metarian cannot move or act. If a Metarian or Mechanical model comes into contact with it, they can carry the prone Metarian without a movement penalty. The prone Metarian has 10HP and 5+ save, and can be attacked if the enemy can draw a line of sight to the miniature as per normal targeting rules. The prone Metarian cannot be repaired in this mission.</p> <p>Win Condition</p> <p>Move the prone Metarian off the player's deployment zone.</p> <p>Mission Outcome</p> <p>If the player can remove the prone Metarian from the table successfully, the player can recover the prone Metarian into a playable character. For each out of action Nazi unit, the player receives 1XP.</p>
3-4	Recon	<p>Description</p> <p>Before we can move into an area, we need to know what's present. Infiltrate the region, and investigate points of interest.</p> <p>Table Layout</p>

		<p>Roll on the Location Table for biome and place terrain as looks good. Place 1D3+1 points of interest around the table, at least 6" apart and no closer than 6" to any table edge. The player cannot start within 6" of one of these points of interest. These points of interest could just simply be represented by markers, or more fully by specific buildings, pieces of equipment, or vehicles. Nazis engage with a Medium Force, and receive a Light Force as reinforcements at the start of turn 4.</p> <p>Special Rules</p> <p>The player needs to investigate each point of interest. The player must have an uncontested unit within 1" of a point of interest for a full turn without taking other actions to complete their investigation. Once complete, they can move and shoot again as normal. A unit investigating a point of interest can defend themselves in a fight. An enemy can contest the point of interest by also moving to within 1" of the point.</p> <p>Win Condition</p> <p>The player must successfully investigate at least 50% of the points of interest. They receive 2XP for each point of interest investigated. For each out of action Nazi unit, the player receives 1XP.</p>
5-6	Defend	<p>Description</p> <p>The Nazis are attacking an allied location! We must defend them!</p> <p>Table Layout</p> <p>Roll on the Location Table for biome and place terrain as per the biome rules. Roll 1D3 on the following table for the object you are defending:</p> <ol style="list-style-type: none"> 1. Building (10HP, 4+ save) 2. Vehicle (6HP, 3+ save) 3. Soldier (2HP, 2+ save) <p>This object is immobile, placed in the centre of the board, and can be attacked if the enemy can draw a line of sight to the miniature as per normal targeting rules. The player starts within 6" of this object. The enemy enter the table from a random edge. Nazis start with a Medium Force.</p> <p>Special Rules</p> <p>As this is a planned operation, the player can select 1D6+3 points of Defensive Terrain to place up to 6" away from the object they are defending. Nazi forces obtain Medium Force reinforcements at the start of turns 3 and 5 from a random table edge.</p> <p>Win Condition</p> <p>The object the player is defending must survive 8 turns. The player receives 5XP if the object survives. For each out of action Nazi unit, the player receives 1XP.</p>
7-9	Attack	<p>Description</p> <p>Previous reconnaissance has determined a weakness in German lines! Destroying this enemy infrastructure will</p>

		<p>set them back considerably in this region.</p> <p>Table Layout</p> <p>Determine the player starting edge. 3" from the opposite table edge, place a structure or vehicle that represents the player's target. This might be a barracks, a vehicle yard, an AA gun, or simply the local Commandant's staff car. Set up appropriate terrain for your intended mission. Include 1D6 points of Defensive Terrain to place within 6" of the target object. This object is immobile. The enemy deploy within 6" of the object.</p> <ol style="list-style-type: none"> 1. Building (10HP, 4+ save) 2. Vehicle (6HP, 3+ save) <p>Special Rules</p> <p>The Nazis have a Heavy Force present. Roll D6 and add additional forces from the table below:</p> <ol style="list-style-type: none"> 1. Hailstorm 2. Cinder 3. Heatsink 4. Groundswell 5. Prestige 6. Medium Force <p>Win Condition</p> <p>The player must destroy the target object within 6 turns. If the object is destroyed, the player receives 5XP. For each out of action Nazi unit, the player receives 1XP. For each out of action Skandan unit, the player receives 3XP.</p>
10-11	Escort	<p>Description</p> <p>HQ is sending precious cargo to our valiant soldiers, but the enemy have gotten word, and are now out to bring wreck havoc on our supply lines! Thank God you're there to stop them.</p> <p>Table Layout</p> <p>Roll on the Location Table for biome. Run a road from one table edge to the opposite. This can twist and turn for a longer game or to use more blocking terrain, or proceed directly across for a faster game. Additionally, this road can pass through a village or town. Set the other biome terrain around this road feature. Nazis start with a Medium Force and can split this between either of the sides to the left and right of the player's starting edge. They receive a Light Mechanised Force at the start of turn 4 from the closest table edge to the truck convoy.</p> <p>Special Rules</p> <p>D3 Transport Vehicles (Vehicle, Move 6", 6HP, 3+ save) will move down the centre road every turn with 1" separation between them. They are immune to pinning and do not deviate from their path. Once a Transport Vehicle touches the opposite table edge, they are removed from the table and considered to have reached their destination successfully. Each vehicle can be attacked if the enemy can draw a line of sight to the</p>

		<p>miniature as per normal targeting rules.</p> <p>Win Condition</p> <p>The player receives 3XP for every Transport Vehicle that moves off the opposite table edge. For each out of action Nazi unit, the player receives 1XP.</p>
12	Investigate	<p>Description</p> <p>Local agents have reported unusual activity in an area. We need you to go and check it out. The enemy are in the area, but we don't think they've discovered anything yet.</p> <p>Table Layout</p> <p>Roll on the Location Table for biome. Place a token in the middle of the table, and set 2x pieces of light cover within 3" of the token. Set cover in the four corners, with light cover 12" from the centre of each table edge, as shown in the diagram below. Include any additional terrain pieces no closer than 12" to a table edge, and no closer than 6" to the centre of the table.</p> <p>Special Rules</p> <ul style="list-style-type: none"> Only Metarians can be used in this mission. When a player unit is within 6" of the centre token and has an unobstructed line of sight, roll D100 on the Special Terrain table and replace the token with the result. Once the item is identified, the player must exit the table through their deployment zone. The player can attempt to capture and retrieve the object if it is a vehicle or otherwise moveable. Move a character to base-to-base contact, and then the character moves with the object attached. The enemy have 2x Medium Forces available on the table. By default, the enemy will patrol in a circle clockwise around the table, 12" from the

		<p>centre, on opposite sides of the table. Once one enemy unit can draw line of sight on a player unit, both forces can immediately move to engage the enemy.</p> <p>Win Condition</p> <p>The player receives 1XP for identifying the Special Terrain. For each out of action Nazi unit, the player receives 1XP.</p>
--	--	--

Location Table

1	Farmland <ul style="list-style-type: none"> • 1D6 fields (edge fences provide partial cover to Humans, size range from 6"x6" to 12"x12"). • 2x Farm house buildings (10HP, 4+ save) within 6" of table centre. • Barn (5HP, 4+ save) within 8" of table centre. • 1D3 hay stacks. • Road leading from one table edge to houses. • 3x civilian units.
2	Village <ul style="list-style-type: none"> • Road across centre of the table. • Smaller roads around village buildings to preference. • 1D6+4 village buildings (10HP, 4+ save). • Building placement 1d6: 1-3 centre of table; 4-6 far end of table. • Fences and walls (2HP, 5+ save) to preference. • 1D6: 1 - pond in village; 2-3 - stream running through village; 4 - river running through village; 5-6- no water feature. • 1D10 civilian units.
3	Forest <ul style="list-style-type: none"> • 1D3+4 clumps of trees spaced irregularly. • 1D3: 1 - stream running through forest; 2 - river running through forest; 3 - no water feature. • Rocks and other scatter terrain to preference.
4	Factory <ul style="list-style-type: none"> • 1D3+3 factory buildings (15HP, 5+ save) within 8" of table centre. • Road leading from one table edge to centre of factory complex. • Heavy walls (5HP, 4+ save) to preference.
5	Town <ul style="list-style-type: none"> • Road across centre of table. • 1D6 other roads connected by network to this main road. • 1D6: 1 - pond in town; 2-3 - stream running through town; 4-5 - river running through town; 6 - no water feature. • As many buildings (10HP, 4+ save), walls (3HP, 5+ save), scatter terrain as you can manage. • 2d10 civilian units.
6	Beach <ul style="list-style-type: none"> • 6" of one table edge is ocean water. Impassable except by Boat vehicles. • 1D6: 1-4 - no additional water feature; 5-6 - river from one edge to ocean water. Note any present rivers can be placed anywhere, including as boundaries at either end of the table leading to the beach.

Force Table

Light Force	<ul style="list-style-type: none"> ● 5x infantry ● 2x motorcycles ● 2x scout cars
Light Mechanised Force	<ul style="list-style-type: none"> ● 4x scout cars ● 4x motorcycles
Medium Force	<ul style="list-style-type: none"> ● 10x infantry ● 4x motorcycles ● 3x scout cars ● 1x tank
Heavy Force	<ul style="list-style-type: none"> ● 10x infantry ● 4x motorcycles ● 4x scout cars ● 3 tanks
Composite Force	<ul style="list-style-type: none"> ● D3 Skandans ● Support units

Defensive Terrain (roll 2d10)

2	Barbed Wire - Only affects Humans . Vehicles can traverse without effect but do not remove the wire. Barbed wire segments are 6" long and prevent Human movement while in place. Barbed wire can only be removed by moving a Human unit into contact with it and spending a turn cutting the wire. Once cut, the terrain is removed and Humans can move across the location unhindered.
3	Lookout Tower - A tower (4HP, 4+ save) that can give line of sight for Human units. The tower can spot enemies at 20" during the day and 12" at night, irrespective of terrain or cover in the way. The tower is staffed by two soldiers (each has 1HP, 5+ strike, 4+ save, Rifle: 15" range, 1HP damage, •Pin). Attacking a Lookout Tower automatically raises the alarm.
4	Sandbags - 3" line of sandbags, creates light cover. 2HP, 5+ save.
5	Chainlink Fence - 6" line of chainlink fencing. Humans are unable to cross. Vehicles can pass through, which opens a hole at that point that Humans can use.
6	Brick Wall - 3" line of bricks, creates light cover. 3HP, 6+ save.
7	Checkpoint - Guard box and boom gate (3HP, 5+ save). The gate is staffed by two soldiers (each has 1HP, 5+ strike, 3+ save, Rifle: 12" range, 1HP damage, •Pin). Attacking a Checkpoint automatically raises the alarm.
8	Concrete Wall - 3" line of concrete wall, creates full cover. 5HP, 6+ save.

9	PaK 43 - An 88mm cannon used by Germany in both anti-tank and anti-aircraft configurations. The flak cannon has a 36" range, causes 4HP damage, and although it can't be moved, can be rotated up to 90° once per Movement phase. The cannon (3H, 4+ save) is crewed by two soldiers (1HP, 4+ save). Killing the crew prevents the cannon from firing again, unless another allied Human unit is in base-to-base contact with it.
10	Small Bunker - •Bunker - A small armoured building (16HP, 5+ strike, 3+ save), typically built into the ground. Armoured against assault, a bunker will typically have firing slits for weapons to be fired out (range 12", 2HP damage, two attacks per Shoot phase). These firing slits can also be their weakness, as a Human or Character unit moving into base-to-base contact with the forward facing edge can use a Flame or Grenade attack through it (Special attack: Fight phase only, melee range only, +1 penalty to attack (for example, from 4+ to 5+) to remove any occupants. Once the bunker is destroyed or the crew dead, the bunker is unable to be used.
11	Medium Bunker - •Bunker - A medium armoured building (25HP, 5+ strike, 3+ save), typically built low to and occasionally below the ground. Armoured against assault, a bunker will typically have firing slits for weapons to be fired out (range 12", 2HP damage, four attacks per Shoot phase). These firing slits can also be their weakness, as a Human or Character unit moving into base-to-base contact with the forward facing edge can use a Flame or Grenade attack through it (Special attack: Fight phase only, melee range only, +1 penalty to attack (for example, from 4+ to 5+) to remove any occupants. Once the bunker is destroyed or the crew dead, the bunker is unable to be used.
12	Heavy Bunker - •Bunker - A heavily armoured building (35HP, 5+ strike, 3+ save), typically built low to and occasionally below the ground. Armoured against assault, a bunker will typically have firing slits for weapons to be fired out (range 12", 2HP damage, six attacks per Shoot phase). These firing slits can also be their weakness, as a Human or Character unit moving into base-to-base contact with the forward facing edge can use a Flame or Grenade attack through it (Special attack: Fight phase only, melee range only, +1 penalty to attack (for example, from 4+ to 5+) to remove any occupants. A heavy bunker can generate one Infantry unit per turn, the base being placed in base-to-base contact with the rear of the bunker. Once the bunker is destroyed or the crew dead, the bunker is unable to be used.
13	Antipersonnel Mines - Only set off by Humans . Initially unknown by the opposing force. Mark out a 6"x4" area. Any human rolls 1d6 for every turn the human spends within the area's boundaries - odds, the mine explodes, and the human and any unit within 2" takes 2HP damage without possibility of a save, the field is identified and can be avoided; evens, the mine does not go off and the minefield is not discovered.
14	Dragon's Teeth - 12"x6" area of Vehicle blockers. Human units and Characters in a robot form can pass without impediment, but vehicles are unable to pass and must pass around.
15	Trenches - 2x12" trenches are laid down. Infantry occupying these trenches receive the benefits of full cover.

16	Sniper Nest - A single sniper (1HP, 4+ strike, 3+ save) resides in a sandbagged position where they have a bird's eye view of the battlefield. The sniper can fire on any enemy in range while ignoring any cover the enemy may be behind with their sniper rifle (20" range, 3HP damage, unable to damage Metarians but can damage Vehicles).
17	Czech Hedgehog - 12"x3" area of Vehicle blockers. Human units and Characters in a robot form can pass without impediment, but vehicles are unable to pass and must pass around.
18	Machinegun Nest - Two soldiers (1HP, 3+ strike, 3+ save) man a sandbagged machinegun nest, affording them protection against incoming fire. Machinegun (12" range, 2HP damage, •Pin •Antipersonnel) can fire three times per turn.
19	Spotlights - Place 4x spotlights across the defended terrain. In any night mission, any enemy units passing within 9" of one of these lights can be fired upon by any unit.
20	Anti-Tank Mines - Only set off by Vehicles . Initially unknown by the opposing force. Mark out a 6"x4" area. Any vehicle rolls 1d6 for every turn the vehicle spends within the area's boundaries - odds, the mine explodes, and the vehicle and any unit within 2" takes 2HP damage without possibility of a save, the field is identified and can be avoided; evens, the mine does not go off and the minefield is not discovered.

Special Terrain

1-5	Sports Car
6-10	Lorry
11-15	Motorcycle
16-20	Military Motorcycle
21-25	Military Attache Case
26-30	Rotary Plane Engine
31-35	Construction Materials
36-40	Iron Giant
41-45	Enemy Light Tank
46-50	POWs
51-55	Captured Allied Leader (General, Captain, Major, etc)
56-60	Ammunition
61-65	Enemy Leader (General, Captain, Major, etc)

66-70	Captured Civilians
71-75	Dog
76-80	Advanced Prototype
81-85	Injured Skandan
86-90	Armoured Car
91-95	Rail Engine
96-100	Enemy Maps

Turn Sequence

By default, unless described otherwise in the mission rules, the player takes their actions first in a phase before the enemy takes theirs. Note a Metarian, Skandan, or Kagutsuchi can change form at the start of any of their phases as a free action, to a maximum of once per turn. A character unit can also have up to its Rank stat in attached allied units present. All units must take or pass their action in each phase before play can move to the next phase.

Each turn is made up of five phases:

Movement
Shoot
Charge
Fight
Recover

Each battle runs for at least 8 turns. Mission rules may extend this. At the end of battle, successful objectives are counted, and if the player has won the battle, this is recorded in the campaign stats.

At the start of a battle, the player's Rank rating is totalled for all characters active in the battle, and this value is spent on support units.

Phases

Pre-battle

Setup the battlefield as per the mission description, and place any starting characters and support units in their deployment zones.

Movement

In the movement phase, each unit can move up the number of inches matching their **Move** value. For units on the ground, this can be in any direction. **Aerial** units in flight must travel their full **Move** value each turn, with one turn up to 90° anywhere after half their **Move** value. Any **Aerial** units that fly off a table edge are not considered lost, but instead return 3" in from any table edge at the start of their next Move phase.

A unit that has moved within 1" of cover gains the benefits of cover.

Any **Human** unit with a **Transport** can mount or dismount the vehicle as part of their move. They cannot perform both actions in a single turn.

A **Human** infantry unit or character can move between small terrain gaps that are smaller than their base.

A **Human** infantry or character unit can enter a building by moving into it. The infantry unit must complete this move inside the building and can move outside again in a following turn. The infantry unit receives a full cover bonus while inside but can only fire to a maximum of 6" to account for not providing an open target when using the cover. If the infantry unit has the **Sniper** keyword, the unit can fire to their normal range. While the unit is inside the building, place one of the tokens indicating troops firing from a building on the building. If the building is destroyed while an infantry unit is inside, the unit takes 3HP damage and is placed on top of the rubble replacing the building. They must also expend double the movement cost to exit the rubble.

A **Vehicle** can pass through allied **Human** infantry and vehicles without causing damage - if the vehicle ends its movement overlapping with the infantry, move the infantry to be within base contact of the vehicle. If a vehicle passes through enemy infantry, it deals 1HP damage to the infantry unit. A vehicle is unable to pass through an enemy vehicle, however, and stops when it comes into contact with the enemy vehicle. Both vehicles take 2HP damage but can otherwise continue acting as normal across other phases.

A **Vehicle** can attempt to pass through a building terrain feature. Roll 1d6. On 1-4, the vehicle stops halfway through and takes 2HP damage. On 5-6, the vehicle completes its move through the building and takes 1HP damage. Only one building can be selected to move through in this manner, and more than one building cannot be damaged at the same time. Either situation removes the building, and replaces it with rubble. Rubble will require **Human** units to spend double Move to move across it. If human infantry units are inside the building when it collapses, they take 3HP damage. A vehicle is also unable to move between gaps that are smaller than the unit, and must either proceed around the terrain, or attempt to move through as above.

A **Vehicle** can declare a **Ram** attack on an enemy vehicle. To do this, it needs to move at least half of its **Move** value, and end in base-to-base contact with the enemy vehicle. The **Ramming** vehicle loses all its remaining HP. The target vehicle also removes this amount of HP. A ground vehicle can only **Ram** another ground vehicle. An **Aerial** unit can only **Ram** another **Aerial** unit.

Shoot

A unit declares the weapon of its choice and chooses a valid target to shoot at. The unit rolls a D6, and if this equals or is greater than the unit's **Strike** value, the attack hits. The target unit rolls D6 to save, avoiding the attack if they roll their **Save** value or higher.

Any attack that hits and causes effects, even if the damage is avoided, will cause that effect despite a successful save. For example, if an infantry unit is shooting with a weapon that has the **Pin** keyword, and hits the enemy who saves successfully, the enemy takes no damage, but is still **Pinned**.

If the attack is successful, and the target fails their save, the target takes damage equal to the **Damage** rating of the weapon. If this would lower the unit's HP to 0 or below, the unit is considered out of action.

An out of action unit may not move or charge, withdraw, or disengage, and out of action infantry are removed at the end of the **Recover** phase. They may still shoot or defend themselves if another unit performs a melee attack on them until they are removed. Out of action vehicles remain in place on the battlefield, becoming motionless cover.

Aerial units can only fire directly ahead, in a path from wingtip to wingtip, unless their weapon has a **Turret** keyword.

Charge

Any units within 3" of an enemy, where no or light cover exists between them, can choose to charge. The unit is moved to base-to-base contact with the target and must fight in their next phase.

Fight

No fights can be declared against an **Aerial** unit. If a unit is in base-to-base contact with an enemy unit, then the unit can declare a fight. The unit and enemy unit both roll D6 and add their **Fight** value and any melee weapon **Damage** values to the roll, and compare. The higher result wins, and the loser takes 1HP+weapon **Damage** value in damage.

Recover

Units in base-to-base contact can **Disengage**, which will move them 4" directly back from combat. If the unit moves off the table edge as part of this move, they are considered **Withdrawn** and can no longer take part in the battle.

Any actions required to be taken as part of the mission - Investigation, Observation, Activate - are taken during this phase. Any XP received for the current turn is recorded at this time.

Any characters or units with engineering or medical skills can patch up infantry or vehicles and get them back in the fight, removing them from out of action status.

Out of action infantry units are removed from the battlefield at this time and XP awarded. Out of action vehicles remain where they are and are unable to continue to fight,

unless repaired, and act as cover. Out of action vehicles can be replaced by a similar-sized terrain piece.

Units that have had at least half their remaining HP removed in a single turn may attempt to break and retreat. Roll D6. On 1-4, they remain in place. On 5-6, the unit routs, and flees 6" directly away from the nearest enemy. If the unit flees from the table, they are considered **Withdrawn** and take no further part in the battle. If the unit flees into an enemy unit, the unit is destroyed and removed as out of action. If a nearby character rallies the unit, the rout test is automatically passed.

If an **Aerial** unit in flight has lost at least half its remaining HP in damage in this turn, the unit crashes. Move the unit 6" forward and place it on the ground. Any units underneath roll D6 to avoid the wreck. On 1-4, move the unit to base-to-base contact with the crashed unit. On 5-6, move the unit to base-to-base contact with the crashed unit, and apply 2HP damage to the unit. The **Aerial** unit can no longer fly or move in this battle, although **Metarian**, **Skandan**, or **Kagutsuchi** characters can change form and continue fighting as normal.

Post-game

Add up all XP and take any additional actions available in the turn.

In campaign play, the characters will be able to improve stats over time with XP, buy new weapons and equipment, kit out and upgrade their base (which will increase the type of support units available to the player). They will also be able to buy new abilities, and go on downtime activities, which can result in bonuses for rolls in their next battles, repair characters in between missions, and engage in story elements. XP is the cost behind upgrades, base items, and equipment.

Targeting

A unit can only attack a valid target. A valid target:

- is in the weapon's firing arc
- is in line of sight
- is less than 50% obscured by cover from the unit's perspective, and
- is not out of action.

Any valid target out of the Range of the firing weapon is unable to be fired at.

Any unit or object that is completely obscured by cover cannot be a target except by **Indirect** fire.

For humans and characters, a firing arc is a 360° arc around the mid-point of the unit's base. For vehicles, unless stated otherwise or a weapon has the **Turret** keyword, the firing arc is always 45° either side of the imaginary line pointing through the front of the unit. For example, refer to the image below:



Cover

There are two types of cover, Light Cover and Full Cover (also known as Cover).

Light cover includes fences, walls, light vegetation, objects that obscure less than 50% of the unit, and:

- confers a movement penalty of 1" to traverse
- +1 to an enemy's shoot roll (for example, from 3+ to 4+). Maximum shoot roll is 6.

Full cover includes buildings, vehicles, thick vegetation, objects that obscure at least 50% of the unit, and:

- is impassable
- +2 to an enemy's shoot roll (for example, from 3+ to 5+). Maximum shoot roll is 6.

A third option exists for player character units. If a character has changed to its alternate form, and the change happened out of sight of the enemy, the enemy may not realise the character is an important target. If this situation arises, roll 1d6. On a roll of 3-6, the enemy do not recognise the character as a valid target, and ignores them. On a roll of 1-2, they may target and attack as normal. This is rolled each turn, or until the character changes form in view of an enemy, or approaches to within 4" of an enemy.

Note that if both units are within 1" of the cover, neither experiences the effects of cover when shooting or fighting at one another.

Line of Sight

A unit can draw line of sight to a target, so long as the target can be seen from the unit's perspective. If a **Character** is behind cover that covers at least 50% of the model, that Character can be considered to be either crouching or otherwise taking some type of evasive manoeuvre, and cannot be seen. Note that enemy characters who are unaware of the player's presence will never use this rule.

If the opposing force has yet to be detected, and a unit moves into view of an enemy unit, that unit raises the alarm with shouts or radio to others, and the unit's force can then move towards the enemy location. Other units may remain hidden, which may draw defenders away from a location so others can attack.

During a daylight mission, a unit can typically see 20". If there is obscuring terrain or weather effects, lower this to 12".

During a nighttime mission, a unit can typically see 12". If there is obscuring terrain or weather effects, lower this to 6".

Taking Damage

HP for support units is shared across all models in the unit. The unit is not considered disabled until all HP has been removed. If a unit's HP is exceeded, it is considered out of action.

If a unit is shot or attacked from the rear half of the model, and the attack is successful and not saved, apply an additional 2 damage to the unit.

Example characters & enemies

This section includes a few characters to use as examples. The player can only select **Metarians** and Allied **Human Characters** and Allied **Support** units. The enemy selects from **Skandans** and German characters, and German Support units.

Example character stat block:

<p><Unit name> (<number of models if more than 1>)</p> <p><Alternate form if present></p> <p><Unit type></p>						
Cost						
	Move	Strike	Fight	Save	HP	Rank
First mode						
Second mode						
Special Rules Any model special rules						
Weapons Any weapon choices available. Where an Ammo rating is provided, that is the total number of times per engagement the weapon can be fired, regardless of whether it hits or not.						

Civilians

Some missions mention civilians being present on the battlefield. Civilians are always **Human**, represented by a single human model on a small base. Groups of civilians can also be present, known as crowds, which are made up of 5 civilians attached to a base.

Until soldiers arrive, civilians will tend to move about their business. This results in civilian and crowd miniatures moving about the scene, their full movement in one direction in one turn, and then the same back in the other. If allied forces show up, the civilians will cease moving. If an enemy unit is in line of sight within 12", civilians will move directly away as far as they can per turn.

<p>Civilians</p> <p>• Human</p>						
	Move	Strike	Fight	Save	HP	Rank
Civilian	2"	-	6	3+	1	-

Crowd	2"	-	6	4+	5	-
-------	----	---	---	----	---	---

Special Rules

- If the player moves a unit within 6" of a civilian unit, they can direct the civilian where to move to.
- If no player units are within 6", civilians will take cover in a building if an enemy is in line of sight and within 12" if they can do so within a single move. This removes the unit from play and does not count towards rescued civilians, even if the mission is won.

Metarians

Gearshift

Daimler Dingo

• Robot • Leader • Character • Robot

	Move	Strike	Fight	Save	HP	Rank
Robot	4"	3+	4+	3+	12	3
Daimler Dingo	7"	5+	3+	4+	12	3

Weapons

- Blaster

Range 12"	Damage 4
--------------	-------------

- Sword

Range Melee	Damage 2
----------------	-------------

- Robot form only

Zoomer

Lancer Aprilia

• Robot • Character

	Move	Strike	Fight	Save	HP	Rank
Robot	5"	4+	5+	4+	10	1
Lancer Aprilia	10"	5+	5+	3+	10	1

Weapons

- Sniper Blaster

	Range 24"	Damage 8
<ul style="list-style-type: none"> Any attack roll of 6 results in a headshot. Apply double damage to the target unit, and the target unit is Staggered for its next turn. 		
• Vibrodagger	Range Melee	Damage 1

Posthaste

Crosley Convertible

• Robot • Character • Leader

	Move	Strike	Fight	Save	HP	Rank
Robot	5"	5+	3+	5+	14	2
Crosley Convertible	7"	6	5+	4+	14	2

Weapons

- Stub Blaster

Range 10"	Damage 4
---------------------	--------------------

- Greatsword

Range Melee	Damage 7
-----------------------	--------------------

- Robot form only

Heavyfist

Willys Jeep

• Robot • Character

	Move	Strike	Fight	Save	HP	Rank
Robot	4"	5+	2+	3+	18	2
Willys Jeep	6"	6	5+	4+	18	2

Weapons

- Machinegun
- Antipersonnel • Pin

Range 10"	Damage 2
• Fists	
Range Melee	Damage 5
• Robot form only	

Crosswise						
Cadillac Staff Car						
★ Robot ★ Leader ★ Character						
	Move	Strike	Fight	Save	HP	Rank
Robot	4"	5+	5+	5+	14	3
Cadillac Staff Car	6"	6	5+	4+	14	3
Weapons						
<ul style="list-style-type: none"> Dual Rocket Pods <p>★ Armour Piercing ★ Indirect</p>	Range 16"			Damage 4 each		
	<ul style="list-style-type: none"> Launches two aimed rockets Can be fired at different targets 					
<ul style="list-style-type: none"> Pistol 	Range 8"			Damage 4		

- Evac can repair 6 points of damage to Metarian units within 3" per turn.
- Evac can heal 3 points of damage to Human units within 3" per turn.
- When Evac has not fired at Human or Vehicle enemy, he is never a valid target for Human units. If he attacks a Human or Vehicle enemy, Evac becomes a valid option for a target.

Weapons

- Plasma Rifle

Range	Damage
16"	5

Allies

Charlie Glover

Sergeant

• Human • Character • Leader

Move	Strike	Fight	Save	HP	Rank
3"	5+	6	3+	1	3

Special Rules

- If within 6" of a **Pinned** allied **Human** unit, Glover can urge the troops to their feet and remove their **Pinned** status.
- **Human** units within 6" of Glover can use Glover's **Save** rating instead of their own.

Weapons

- Pistol
• Pin

Range	Damage
6"	-

- Can be fired twice per shoot phase.

- M1 Rifle
• Pin

Range	Damage
12"	1

Adam Martinez

Engineer

• Human • Character

Move	Strike	Fight	Save	HP	Rank
2"	6	6	3+	1	2

Special Rules

- If within 3" of a **Vehicle** or **Metarian** unit with less than full HP, Adam can make field repairs and restore D6 HP to the unit (to its maximum HP value).

Weapons

- Pistol

Range	Damage
6"	-

- Causes **Pinned** status on successful attack.

- M1A1 Flamethrower

Range	Damage	Ammo
6"	4	4

- On a natural Strike roll of 1, the fuel line clogs and the rest of the turn is spent clearing it. The ammo is not used.

Jiyu Hayasaki

Physicist

• Human • Character

Move	Strike	Fight	Save	HP	Rank
2"	-	6	2+	1	-

Special Rules

- Jiyu can defend herself in melee combat but not initiate combat.
- Jiyu is unable to participate in ranged combat.
- Jiyu is capable of speaking code intrinsic to all Metarian, Skandan, and Kagutsuchi units, which can prevent them from moving or taking action for a 1 turn period. Range is 12". Ability can only be used once per turn, and cannot affect the same unit in consecutive turns.
- Once per engagement, Jiyu can force a single Metarian, Skandan, or Kagutsuchi unit to **withdraw**.

Allied Support Units

Infantry (5)

• Human • Support

(1)

Move	Strike	Fight	Save	HP
2"	5+	5+	4+	5

Special Rules

- Infantry models are based on a 60mm base.

Weapons

Choose 1

- Rifle

**Pin**

Range	Damage
12"	1

- Machinegun

**Antipersonnel**

Range	Damage
10"	2

- Grenade

**Antipersonnel**

Range	Damage	Ammo
6"	2	3

- Used in the Fight phase only.
- Can be thrown into a position the unit does not have line of sight to.

Sherman Tank

(4)

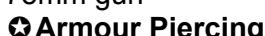
Move	Strike	Fight	Save	HP
5"	4+	5+	6+	7

Special Rules

- A tank can move through terrain pieces that do not have the **Bunker** keyword or are described as **Vehicle Blockers**. Terrain moved through by a tank is destroyed.
- Tanks move unaffected by movement modifiers caused by terrain and can traverse it at full speed.
- Tanks are unable to ford water features wider than 1" and must use a bridge or ford at an appropriate point to cross.

Weapons

- 75mm gun

**Armour Piercing**

Range	Damage
15"	3

Wiley Jeeps

• Human • Support

(2)

Move	Strike	Fight	Save	HP
8"	5+	6	4+	3

Special Rules

- If a Jeep is within 6" of an allied model, that model's weapon Range is extended 6".

Weapons

- Machinegun

• Antipersonnel • Pin

Range	Damage
10"	2

Skandans

Hailstorm

Ar.E555

• Robot • Character

	Move	Strike	Fight	Save	HP	Rank
Robot	3"	4+	4+	6+	20	3
Ar E.555 • Aerial	12"	5+	-	5+	20	3

Weapons

- Autocannon

Range	Damage
8"	3

- 20mm cannons

Ar E.555 only

• Turret

Range	Damage
12"	2

Heatsink

He P.1080

Robot Character

	Move	Strike	Fight	Save	HP	Rank
Robot	4"	4+	5+	5+	18	2
He P.1080 Aerial	14"	5+	-	5+	18	2

Weapons

- Blaster

Range 12"	Damage 4
--------------	-------------

- 30mm cannons
He P.1080 only

Range 18"	Damage 2
--------------	-------------

Cinder

He P.1079

Robot Character

	Move	Strike	Fight	Save	HP	Rank
Robot	5"	4+	4+	5+	15	3
He P.1079b Aerial	12"	5+	-	5+	15	3

Weapons

- 30mm cannons

Range 12"	Damage 4
--------------	-------------

- Electro Scythe

Range Melee	Damage 4
----------------	-------------

Groundswell

Panzer III

Robot Character

	Move	Strike	Fight	Save	HP	Rank
Robot	4"	5+	4+	5+	25	1

Panzer III	4"	5+	6+	5+	25	1
------------	----	----	----	----	----	---

Weapons

- 5cm KwK 39 cannon
★ Armour Piercing

Range	Damage
18"	4

- Broadsword

★ Armour Piercing

Range	Damage
Melee	6

Prestige

Mercedes-Benz E-class

★ Robot ★ Character

	Move	Strike	Fight	Save	HP	Rank
Robot	5"	4+	4+	5+	15	3
Mercedes-Benz E-class	8"	5+	-	5+	15	3

Weapons

- Sniper Cannon

Range	Damage
24"	8

- Any attack roll of 6 results in a headshot. Apply double damage to the target unit, and the target unit is **Staggered** for its next turn.

- Cane

Range	Damage
1"	3

Germans

Rudi Siegel

Tank General, Panzer III

★ Human/Vehicle ★ General ★ Leader ★ Coward ★ Character

	Move	Strike	Fight	Save	HP	Rank

Human	2"	6	6	4+	1	3
Tank	4"	5+	5+	6+	8	3

Special Rules

- Siegel is a mounted General. He enters play in his Tank and uses his Tank stats until such time as he dismounts or the Tank is destroyed. If Siegel dismounts, Siegel and the Tank both continue as an **Independent** unit. If Siegel dismounts his Tank, he cannot remount the Tank.
- A tank can move through terrain pieces that do not have the **Bunker** keyword or are described as **Vehicle Blockers**. Terrain moved through by a tank is destroyed.
- Tanks move unaffected by terrain modifiers with no movement penalty.
- Tanks are unable to ford water features wider than 1" and must use a bridge or ford at an appropriate point to cross.

Weapons

- 5cm KwK 39 cannon
★ **Vehicle** ★ **Armour Piercing**

Range	Damage
18"	3

- Pistol
★ **Human**

Range	Damage
6"	-

- Causes **Pinned** status on successful attack.

Haydn Engel

Motorcycle troop

★ **Soldier** ★ **Character**

Move	Strike	Fight	Save	HP	Rank
6"	5+	6	4+	2	2

Special Rules

- If a motorcycle is within 6" of an allied model, that model's weapon **Range** is extended 6".

Weapons

- Light machinegun
★ **Antipersonnel** ★ **Pin**

Range	Damage
12"	2

Heinrich Kraus

General

• Human • Character • Leader

Move	Strike	Fight	Save	HP	Rank
2"	6	-	4+	1	6

Special Rules

Weapons

- Pistol

Range	Damage
6"	-

- Causes **Pinned** status on successful attack.

German Support Units

Infantry (5)

• Human • Support

(1)

Move	Strike	Fight	Save	HP
2"	5+	5+	4+	5

Special Rules

- Infantry models are based on a 60mm base.

Weapons

- Rifle (4)

• Pin

Range	Damage
12"	1

- Machinegun (1)

• Antipersonnel • Pin

Range	Damage
10"	2

- Panzerwurfmine

• Armour Piercing

Range	Damage	Ammo
3"	4	3

- Used in the Fight phase only.
- Can be thrown into a position the unit does not have line of sight to.

- Grenade

• Antipersonnel • Indirect

Range	Damage	Ammo
6"	2	3

- Used in the Fight phase only.
- Can be thrown into a position the unit does not have line of sight to.

Tank

Panzer III/Panzer 4

• Vehicle • Support

(4)

	Move	Strike	Fight	Save	HP

Panzer III	4"	5+	4+	6+	8
Panzer IV	4"	5+	4+	5+	9

Special Rules

- A tank can move through terrain pieces that do not have the **Bunker** keyword or are described as **Vehicle Blockers**. Terrain moved through by a tank is destroyed.
- Tanks move unaffected by terrain modifiers with no movement penalty.
- Tanks are unable to ford water features wider than 1" and must use a bridge or ford at an appropriate point to cross.

Weapons

- 5cm KwK 39 cannon (Panzer III only)

★ Armour Piercing

Range	Damage
18"	3

- 7.5cm KwK 40 cannon (Panzer IV only)

★ Armour Piercing

Range	Damage
18"	4

Motorcycle Troops

★ Human ★ Support

(2)

Move	Strike	Fight	Save	HP
8"	6	6	3+	3

Special Rules

- If a motorcycle is within 6" of an allied model, that model's weapon **Range** is extended 6".

Weapons

- Light machinegun

★ Antipersonnel ★ Pin

Range	Damage
8"	2

Scout Cars

SdKfz.222

★ Human ★ Support

					(2)		
Move	Strike	Fight	Save	HP			
10"	6	6	3+	3			
Special Rules							
<ul style="list-style-type: none"> • If a scout car is within 6" of an allied model, that model's Move value is improved by 2". • Unit is unable to damage Robot units, but can Pin them. 							
Weapons							
<ul style="list-style-type: none"> • 2cm KwK 30 autocannon ⊗ Antipersonnel ⊗ Pin <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td style="text-align: center;">Range 8"</td><td style="text-align: center;">Damage 2</td></tr> </table>						Range 8"	Damage 2
Range 8"	Damage 2						

Note: HP for support units is shared across all models in the unit. The unit is not considered disabled until all HP has been removed. If a unit has multiple models and the **Independent** keyword, the HP value relates to a per-model value. Hits must be applied to one model completely before any can be applied to the other, and if a model's HP is exceeded, it is considered out of action.

Keywords

Pin - A successful strike on a unit will induce a **Pinned** condition. A **Pinned** unit moves at half their Move stat, and has a Strike value of 0 while **Pinned**. A **Pinned** unit can save as normal. A unit can break a **Pinned** condition by **Pulling Back**. **Pinned** status effects do not stack. **Robot** units can only be pinned by **Armour Piercing** and **Antipersonnal** weapons.

Pulling Back - A unit breaks engagement by moving directly back 1D6". If this would move the unit off the table edge, the unit is considered to have **Withdrawn**. If this move would result in the unit passing through or ending their move touching an enemy unit, the unit is considered out of action.

Withdrawn - A unit has left a table edge, and unless the mission rules state otherwise, the unit has retreated from the engagement and provides XP for the opposing side.

Robot - A **Metarian**, **Skandan**, or **Kagutsuchi** unit. Certain weapons may only affect **Robot** units.

Vehicle - An armoured vehicle. Unless weapon rules state otherwise, **Human** weapons are unable to damage **Vehicle** units.

Human - Soft, unarmoured biological life forms and light human vehicles. Certain weapons may only affect **Human** units.

Aerial - A unit that flies above the ground.

Flame - A weapon type that only affects **Human** units.

Armour Piercing - A weapon type that damages **Vehicle** or **Robot** units. **Human** units successfully attacked are **Staggered**.

Antipersonnel - A weapon type that only damages **Human** units but can **Pin Robot** units.

Indirect - The firing unit can target invalid targets within the weapon's range, so long as another allied unit views the target as a valid target.

Independent - A unit with multiple models typically has to have all models remain within 2" of at least one other model in the unit. However, models in an **Independent** unit can range across the battlefield.

Coward - A unit with this keyword will remain at least 6" closer to their deployment zone than their forwardmost unit. A unit will also always prioritise cover and ranged combat, and will never charge.

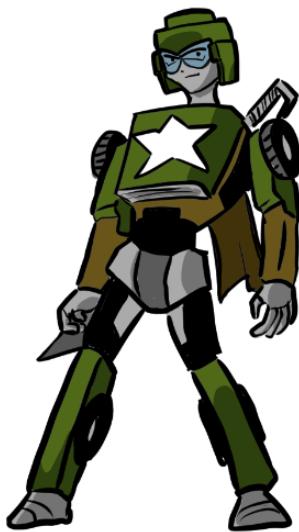
Character - A special unit the player uses. They typically have better stats than **Support** units, and different special rules. While a character is typically a **Robot**, they include **Humans** who lead forces.

Support - A regular battlefield unit the player fields. These are the unnamed soldiers and army vehicles that take to the field in support of the player's **Characters**.

Leader - A **Character** capable of commanding a mission. While a player force can have multiple leaders present, all player teams must have at least one **Leader** to be valid.

Staggered - A unit is dazed, and unable to act as efficiently as it normally would. The unit suffers -2 Strike penalty (minimum 6), and is unable to move, charge, or initiate a fight for its next turn. Once this turn is up, the unit can move and fight again as normal.

Turret - A **Turret** weapon is capable of firing in a 360° arc around the unit's centre.



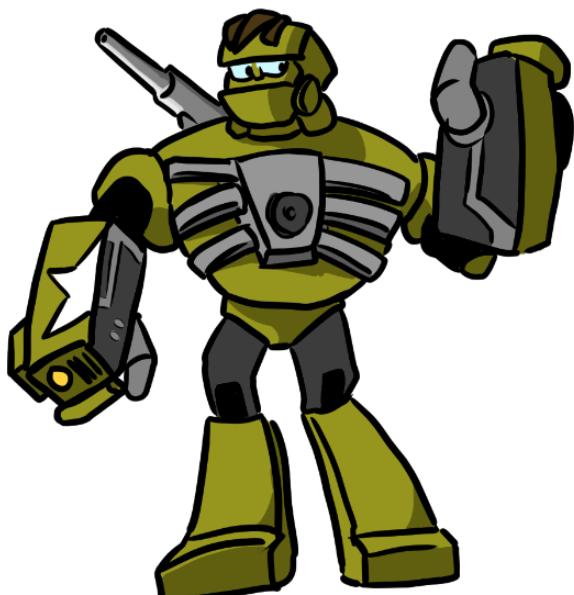
Gearshift



Zoomer



Posthaste



Heavyfist



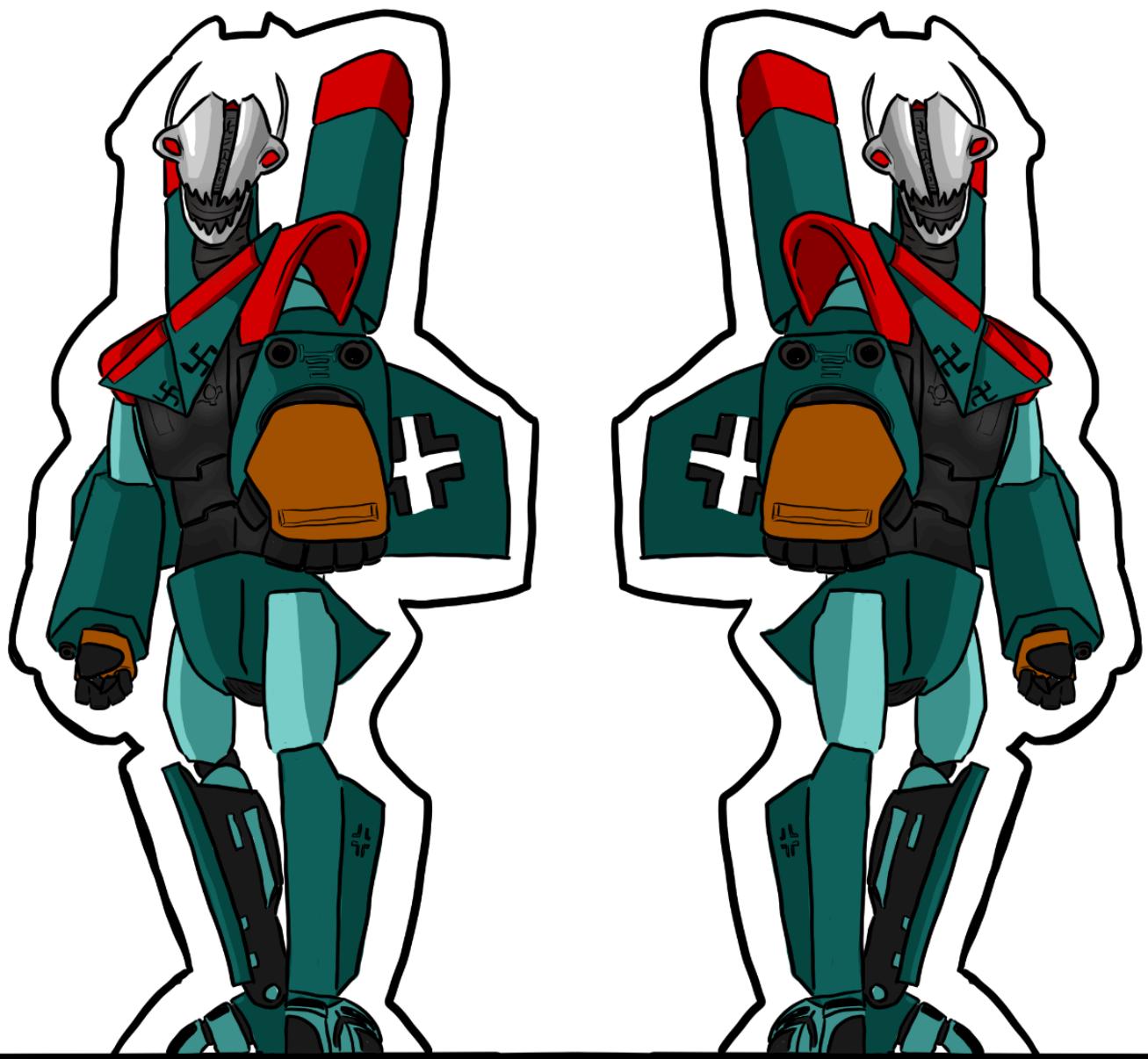
Crosswise



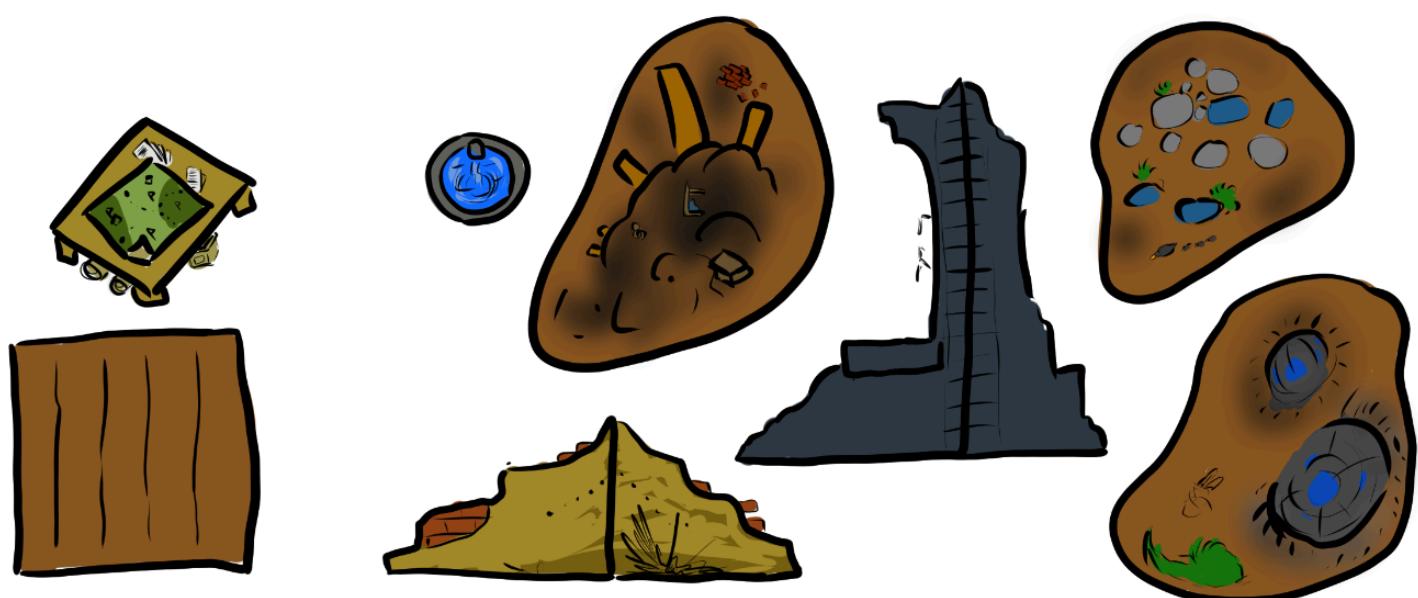
Evac



HAILSTORM



HEATSINK



CINDER

