

Basic Rules

Dice

- Every die with a result of **1** is a failure. However, a 1 can be rerolled if an ability allows it.
- Every rolled **6** explodes once, generating an additional d6 for the current roll.
- Reroll dice cannot be rerolled a second time.

Attack and Defense

Models are categorized into sizes (XS-XL). This determines the dice roll outcome.

-	XS	S	M	L	XL
XS	4	3	2	2	2
S	5	4	3	2	2
M	6	5	4	3	2
L	6	6	5	4	3
XL	6	6	6	5	4

Tabelle 0.1: Hit Table.

-	XS	S	M	L	XL
XS	4	5	6	6	6
S	3	4	5	6	6
M	2	3	4	5	6
L	2	2	3	4	5
XL	2	2	2	3	4

Tabelle 0.2: Damage Table.

Defense: Every dice roll greater than or equal to a damage dice negates it.

Visibility and Distance

Field of view: 180° in the front area. Line of sight: "True line of sight". Measuring distance from the center of the base to the center of the base.

Gameplay

1. **Game Start:** Determine the scenario and missions; set up and deploy as described in the scenario.
2. **Round Start:** 1d6 + highest morale value; the winner decides who starts (unless the scenario specifies otherwise).
3. **Action Phase:** Alternating activation of models until all have been activated (1 action per model).
4. **Round End:** Remove status tokens.
5. **NPC Phase:** Actions of active NPCs. Each player moves up to 2 NPCs alternately, one at a time.

6. **Game End:** Evaluate victory conditions.

Action and Reaction

Action Types

Action	Type
Move	see Movement
Change weapon	simple
Push (d6 away from active model)	simple
Strike	simple
Shoot	simple
Slow Reload	complex
Fast Reload	simple
Restore morale	complex
Use/pick up/drop item	simple
Pass item (within 1)	simple
Block (+1 Armor)	simple

Any simple action can be used as a reaction. Actions must always be carried out as far as possible, even if the reaction blocks or makes it impossible. The order of reactions is determined by the player who "reacts". Scenario NPCs may react with their actions in the player phase.

Action Phase Procedure

1. The active player selects a unit/model for an action.
2. The action for the unit/model is announced.
3. The passive player announces their reactions for the units/models. All models with line of sight may react, those not in retreat. Reactions are announced after the action is announced.
4. The acting and reacting units of both players are marked with markers.
5. The reactions are checked (range okay, etc.)
6. The reaction is carried out
7. The action is checked (range okay, etc.)
8. The action is carried out

Basic Actions

Movement

1. The active player announces the action and type of movement.
2. The passive player announces their reactions.
3. Check/determine ranges.

4. The reactions are carried out.

5. The movement is carried out.

Range

Free rotation at the beginning and end of each movement except fleeing. B = Movement value

Movement	Range	Type	Restriction
Align	0	simple	No restrictions
Walk	B	simple	No restrictions
Disengage	B	simple	from melee
March	2xB	complex	Free movement in the front area
Run / Sprint	2W6+B	complex	Free movement in the front area
Attack	2xB	complex	Charge towards a target, similar to March and Strike
Run and Shoot	B	complex	Towards a target, similar to Walking
Flee	W6+B	simple	Without formation, directly away from the cause: this direction is then maintained
Pursue	W6+B	complex	Towards the fleeing: the pursuer can choose the route in the direction
Climb	1/2 B	complex	No restrictions
Fall	0 B	simple	Distance times 1W6 attack dice (full armor)
Squeeze through	1/2 B	simple	through NPCs and enemies

Melee

Attack only on figures in the field of view and within weapon range. In melee combat: as soon as a model was attacked/has attacked, until the opponent is eliminated or disengages from melee combat.

1. Announce the attack
2. Announce reactions
3. Perform reactions
4. Roll/measure attack distance; determine front/back
5. Optionally: move/align attacker; redirect attack
6. Conduct exchange of blows (even if no hit points remain): Attack successes - Defense successes = Damage
7. Remove casualties
8. Determine combat result (for morale)

Ranged Combat

Shooting into melee combat is not allowed.

1. Announce the target
2. Announce reactions
3. Carry out reactions
4. Measure range and determine modifier
5. Perform shooting (even if no LPs remain): Hit successes - Defense successes = Damage
6. Remove casualties
7. Determine ranged combat result (for morale)

Morale

As soon as more than half of the hit points are lost, a test must be made immediately. Afterward, with each additional loss of hit points or when fleeing at the next activation.

1. Roll the number of morale dice
2. Pass: at least as many dice ≥ 4 as the total hit point loss present
3. Otherwise: carry out a fleeing movement immediately. This action is free upon loss of hit points.

If the model is fleeing, no reaction is possible.

NPC Phase

Reactions can still be used in this phase.

1. **Scenario NPCs:** are handled according to the scenario.
2. **Passive NPCs:** Up to 2 NPCs are moved alternately (starting with the starting player).
 - **Actions:** NPCs can only perform NPC actions (see scenario rules) or move.
 - **Attack:** only active NPCs can be killed; passive ones cannot be attacked.