

START ROUND START	1 MOVEMENT	2 ASSAULT	3 COMBAT	4 SCORING
Start-of-Round effects / Supply Pool update / Available Supply check	Deploy / Move / Disengage / Hold	Ranged Attack / Charge / Run / Hold	Mandatory Close Combat	Control / VP / Cleanup / Initiative

ACTIVATION MAP

FIRST PLAYER MARKER HOLDER CHOOSES WHO ACTIVATES FIRST; THEN ALTERNATE ONE UNIT AT A TIME

PHASE	ELIGIBLE UNIT	CHOOSE ONE ACTION	AFTER THE ACTION
MOVEMENT	Unengaged on battlefield; no marker	MOVE / HOLD	Movement side
MOVEMENT	Engaged on battlefield; no marker	DISENGAGE / HOLD	Movement side
MOVEMENT	In Reserves; no marker	DEPLOY (Supply must fit)	Movement side
ASSAULT	On battlefield; Movement side	RANGED / CHARGE* / RUN* / HOLD	Assault side
COMBAT	Engaged Ground Unit	CLOSE COMBAT (mandatory)	Remove marker

* CHARGE: **Unengaged Ground**. RUN: Unengaged. Reserves cannot act in Phase 2. Combat Pass only if no Engaged Unit remains to activate.**PASS: first passer takes the next Phase's First Player Marker, stops activating, and the opponent finishes. Phase 1: mark unactivated Friendly on-table Units MOVEMENT-side. Phase 2: mark every Unit that did not activate ASSAULT-side.**

1 MOVEMENT

SUPPLY: THE ROUND START CHECK

AVAILABLE SUPPLY = SUPPLY POOL - FRIENDLY UNITS' TOTAL ON-TABLE CURRENT SUPPLY**Round 1:** Use the Mission Card's starting Supply.**Later Rounds:** Increase the Supply Pool by Supply Escalation each Round.**Final Round:** The Supply Pool is unlimited.**Hard cap:** Friendly Units' total on-table Current Supply may **never** exceed the Supply Pool.

DEPLOY FROM RESERVES

- CHECK:** The Unit's Current Supply must fit Available Supply.
- ENTER:** Set the Leading Model outside the battlefield in contact with your Entry Edge, then move it up to Speed; set the rest In Coherency.
- END LEGALLY:** Outside the Enemy Zone of Influence and **In Coherency**. Otherwise it cannot deploy there.

MOVE & SET THE UNIT

- LEAD:** Move the Leading Model along a legal measured path; no part of its base may travel farther than Speed.
- SET:** Set remaining models In Coherency; they ignore the Leader's path but must end legally.
- FINISH:** Every base fully on the battlefield; no base overlaps another base or terrain; change elevation only through ACCESS POINTS; end outside Enemy Engagement Range.
- FLYING:** Move point-to-point through terrain and models; end legally and at least 1 in from every Enemy Flying Unit.

Gap Clearance: Size 2 or lower needs 1 in; Size 3 or higher needs 3 in. The base only has to fit at its final position.

COHERENCY CHECK

All models Wholly Within 3 in of the Leader and linked	→	IN COHERENCY
No legal position Wholly Within 3 in of Leader, but a legal linked position exists	→	Set it as close as possible; Unit is OUT OF COHERENCY
No legal linked position exists	→	Remove that model as a casualty

LINK = same-Unit chain; it cannot cross other Units, terrain, or impassable gaps. It may cross Engaged Enemies / ACCESS POINTS; FLYING ignores terrain / Units. Check after repositioning, not casualties.

DISENGAGE: FAILURE DESTROYS MODELS

Every model: must finish outside every Enemy Engagement Range; a model that cannot is Destroyed.**Leader cannot leave:** the Unit does not move; remove the Leader and end the activation.**Next Phase:** no Ranged Attack or Charge unless own Current Supply exceeds the Combined Supply of all enemies it left.

2 ASSAULT

RANGED ATTACK → SIDE 2

Side 2 checks target legality, Range, Line of Sight, Cover, Engagement, Batches, dice pools, Evade, Damage, and casualties.

CHARGE

- DECLARE:** An Unengaged Ground Unit chooses its Leader and nominates one model per Enemy Ground target Unit. No Line of Sight needed.
- ROLL:** Charge distance = Speed + 1D6, measured along a legal path.
- CHECK:** Leader's whole base ends within the roll distance, Within 1 in of every target model, outside undeclared Enemy Engagement Ranges, with no overlap.
- SET:** Leader: Base-to-Base if possible, else closest Within 1 in. Set remaining models In Coherency: A Base-to-Base with declared targets → B Within their Engagement Range → C as close as possible to Leader to maintain Coherency. None may end in undeclared Enemy Engagement Range.

If the Leader cannot meet every condition, the Unit does not move and its activation ends.

RUN OR HOLD

ACTION	REQUIREMENT	RESULT
RUN	Unengaged	Follow standard Move rules
HOLD	Any eligible Unit	Do nothing; activation is spent

ABILITIES & CARDS

TYPE	WINDOW	LIMIT
ACTIVE	While Activated: immediately before declaring an action or after it fully resolves	Named ability once per Unit per Round unless REPEATABLE
PASSIVE	Always active while the Unit is on the battlefield	No use declaration
REACTION	At the exact trigger; never retroactively	Named Reaction once per Unit per Round unless REPEATABLE; one Reaction per player per Activation
CARD	Exhaust a Ready card for its ability or matching resource	Pay full cost; excess is lost; Refresh in Phase 4

RESERVES: Abilities do not function unless explicitly allowed. Same trigger: during an Activation, the Active Player resolves first; outside an Activation, the First Player Marker holder resolves first.

CAN THIS STANDARD RANGED ATTACK HAPPEN?

NON-TEMPLATE WEAPONS ONLY - BT / FT USE RULEBOOK 8.7.6

CHECK	PASS	FAIL
MODEL & WEAPON	At least one target model is Visible and Within Range; only eligible attackers contribute; Ground / Flying / All matches	Ineligible; engaged BULKY
ENGAGEMENT	Both Units Unengaged, or attacker targets a Unit it is Engaged with	Target is illegal
LINE OF SIGHT	2D base-to-base trace is open	No attack unless a rule ignores LoS
COVER	No single terrain piece provides Full or Direct Cover	That terrain blocks LoS

FULL: terrain Effective Size >= both. DIRECT: trace crosses terrain + a model is within 1 in + terrain Effective Size >= that model. Check each piece. FLYING ignores Full; the other model's Direct / Dead Zone applies. DEAD ZONE: High Ground vs Ground within 1 in of the same terrain = blocked. CLOSE QUARTERS: both within 1 in of that terrain and 3 in apart = ignore Direct / elevation / Dead Zone.

2 ATTACK RESOLUTION

MOVE DICE THROUGH THREE POOLS

- BUILD BATCH:** Each model chooses one Assault weapon; SIDEARMS are additional and separate. Group one profile + target. Dice = eligible RoA + modifiers + one Surge Die if it has S Dice. BT / FT uses 8.7.6.
- HIT ROLL:** Each result >= Hit moves to the Armour Pool; discard failures.
- SURGE:** On a target Combat Tag / Surge Type match, move exactly min(Surge result, Armour Pool dice) directly to Damage. On a mismatch, discard the Surge Die and move no dice.
- ARMOUR ROLL:** Each result >= Armour is saved and discarded; failures move to Damage.
- EVADE ROLL:** Only if eligible. Each result >= Evade is saved and discarded.
- TOTAL DAMAGE:** Remaining dice x weapon Damage + prior Damage; then apply reductions.
- CASUALTIES:** Remove models one at a time and record any partial Damage.

A Weapon Profile cannot split fire. Different profiles may choose different targets. Fully resolve one Batch before declaring the next.

DOES THE TARGET GET EVADE?

A rule, keyword, or ability grants Evade	→ YES
Target is Engaged and suffers a Ranged Attack	→ YES
All target models are on High Ground; target is not Flying; attacker originates lower (a Flying attacker never does)	→ YES
Close Combat without an explicit grant	→ NO
Evade characteristic is -	→ NEVER

2-4 DAMAGE / COMBAT / SCORE

CASUALTIES: IS THE TARGET ENGAGED?

CONDITION	RESOLVE
TARGET UNENGAGED	Defender removes only Visible models; discard Damage after the last. INDIRECT FIRE may remove non-visible models.
TARGET ENGAGED	Defender ignores Visibility. P1 outside every Enemy Engagement Range → P2 in range, not Base-to-Base → P3 Base-to-Base.
CHOOSING P2 OR P3	Preserve each specific Enemy Engagement if another casualty is legal.
FIRST MODEL SHIELDED	First threshold = HP + Shield. Shielded ends when Damage > Shield or the first model is removed.
DAMAGE VS THRESHOLD	Below: mark Damage. Met: remove, subtract threshold, carry excess, and update the Supply bracket.

PHASE 3: CLOSE COMBAT

ALL CURRENTLY ENGAGED GROUND UNITS MUST ACT; FLYING UNITS NEVER PARTICIPATE

- CLOSE RANKS (OPTIONAL):** Move Leader up to 3 in under Move: end closer; do not Engage new Enemy Units not already Engaged at Phase start. Reposition the rest In Coherency: Enemy Base-to-Base first; if impossible, Base-to-Base with Friendly models from the same Unit Within Engagement Range. Models already Base-to-Base are pinned. No model may use Close Ranks to Disengage from other Enemy Units.
- DECLARE RANKS:** Only Fighting and Supporting Rank models strike. Fighting: Within 1 in of an Enemy. Supporting: Base-to-Base with a Friendly model from the same Unit in Fighting Rank.
- ROLL ATTACKS:** Each eligible model chooses one Combat weapon; SIDEARMS are additional and separate. No LoS. Resolve pools, then Engaged casualties above.
- MULTIPLE ENEMIES:** A model attacks only an Enemy it is in Fighting Rank with, or that the Friendly same-Unit model it supports is in Fighting Rank with. Declare one Surge target before rolling; do not split it.
- CHECK STATUS:** No remaining model Within 1 in of an enemy: immediately Unengaged.

Close Combat gets an Evade Roll only when a rule or keyword explicitly grants one.

PHASE 4: CONTROL & CLEANUP

- FIND CONTESTERS:** On battlefield, In Coherency, neither Flying nor Burrowed; a model is Within 3 in, same elevation, with LoS to the Size 0 Marker.
- COMPARE SUPPLY:** Higher total Current Supply controls. Supply 0 still controls if no Enemy contests.
- KEEP CONTROL:** Control is sticky. A tie never transfers it; once controlled, a Marker never becomes neutral again.
- SCORE & CHECK END:** Score VP per Mission Card, then check winning conditions.
- EFFECTS & CLEANUP:** First Player resolves End-of-Round effects, then opponent. Remove all Tokens and Markers except STAY IN PLAY, Damage Markers, Mission Markers, and control Indicators; Refresh cards.
- INITIATIVE:** Fewer VP takes First Player Marker; tie = Roll-Off.

FINAL SCORING: before control and VP, Units still in Reserves count as Destroyed for scoring.