

# SUPPRESSION



Remove  
Suppression

# DIE RESULTS



- Surge

- Free Action

- Action

# ION TOKENS



= -1

Tokens are removed after activation.



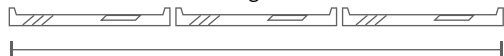
Can Use Free Actions

# PANIC

+/= ... 2X

Use Commander's Courage

If Range 1 - 3



If Panicked



1 Action



Full Movement



Edge



No Free Actions

# SETUP

1. Establish Battlefield
2. Declare Terrain
3. Place Terrain
4. Select Player Colors & Sides
5. Reveal Battle Cards
6. Resolve Battle Cards
7. Deploy Units

# ATTACK PHASE

1. Declare Defenders
2. Form Attack Pool
3. Declare Additional Defender
4. Roll Attack Dice
5. Apply Dodge & Cover
6. Modify Attack Dice
7. Roll Defense Dice
8. Modify Defense Die
9. Compare Results
10. Choose Additional Attack Pool

# VEHICLE DAMAGE



**Damaged** - Roll a die on activation.

One fewer action.



**Disabled** - Can't reverse, 2 actions to move



**Weapon Destroyed** - Opponent chooses weapon to destroy

# CLIMBING

Unit leader must be in base contact of terrain when climbing (up and down).

Climbing is 2 actions, or you can clamber as 1 action.

# CLAMBERING

Roll one die for each mini in the unit.



**Suffer Wound**



# COMMAND PHASE TIE



You get priority to issue orders.

# DIE RESULTS

