AT-43

UNITS

A **unit** is composed of several fighters which must respect **cohesion** for the game: All the members of the unit must be within 10cm of the unit **leader**, and each fighter in the unit must be within 2.5cm of another fighter. When the leader is killed, the fighter standing closest to him becomes the new leader and is replaced with the leader figure.

GAME ROUND

Activation Sequence Players place the cards for their units face down in the order they wish to activate them from left to right.

Authority Test Players each roll a die; the highest roller chooses who has to activate first. If a draw, re-roll.

Activate Units Players activate their units in turn by revealing the next card in their activation sequence. If the unit has been eliminated that round, the player must spend LP to change their activation sequence, or activation passes to his opponent. When all units have been activated a new round begins.

FACING, LINE OF SIGHT, MEASURING

Figures can see in all directions. To determine if a figure has line of sight to another figure, trace a line from the outside edges of the figure's base to the outside edges of the target figure's base. If at least one line does not encounter an obstacle, the target is visible. If both lines encounter an obstacle, the figure only sees the target if he can see over the obstacle (check the figure's point of view). **Soldiers do not block line of sight.**
No measurements can be made *before* declaring an action. Distances are measured between base edges or terrain element edges. **Unit to unit measurements are always made from leader to leader.**

MOVEMENT

Fighters may make a **rush move**, **combat move** or **engaged unit move** (half combat move). Fighters and terrain elements are usually obstacles that must be moved around. A figure's base must be able to pass between obstacles, and movement cannot end on an obstacle. **Friendly soldiers do not hinder movement**, only enemy soldiers.

Combat move as card cm. Shooting is possible.

Rush move + 6 cm for soldiers, + 10 cm for combat striders. No shooting is possible.

Engaged unit move half cm. When a soldier ends his move within 2.5cm of an enemy soldier, both **entire units** are **engaged** in Close Combat and can only make engaged unit movement. Combat striders are never considered engaged.

LEADERSHIP

An army is commanded by an officer; as long as he is alive, his **Authority value** is added to the Authority test each round. At the start of each round each player receives a pool of **Leadership Points** *for the entirety of that round* equal to the officer's LP value plus the number of units left in the army (and coming into play that round).

Spending LPs

Improving the Authority test the test may be improved by the number of LP spent (up to 2 LP for an *overseer alpha* or a *sergeant*).

Activating a unit not led by an officer (1 LP) An LP must be spent for a unit to do anything, though it is considered activated. If it is a unit not yet in play, it remains out of play. A player can therefore delay the arrival of units. An officer's unit (ie. a unit led by a Fire Toad Sgt or Wraith Golgoth Alpha) can also choose not to enter the game when it is activated.

Or *one* of the following on his turn:
Delay activation (2 LP) the player passes (cannot pass twice in a row)
Double activation (2 LP) the player may activate two cards if he delayed his previous activation
Relocating first card (1 LP) the player relocates his first card in his sequence; the following card must then be played)

MORALE

A unit is subject to a Morale test upon its activation, in the following situations:

Conditions
• A Type 1 or Type 2 infantry unit has fallen to 3 members or fewer;
• A Type 3 infantry unit has fallen to 1 member;
• A unit of armoured fighting vehicles is entirely immobilized.

The test is resolved before the unit's activation, before any spending of LP

Consequences
• If the Morale test is a success, the unit's Morale status remains the same;
• If the Morale test is a failure, the unit's morale status worsens: if the unit was valiant, it is now disorganized. If it was disorganized, it is now in rout.

TACTICS

Split fire (infantry)
Unit special weapon may fire Later in turn

Overwatch
A unit which has not fired in It own activation may fire during enemy phase. It is applied at the end of the enemy movement phase and target must have moved any damage is applied immediately.

Hit the deck (Infantry)
Applied at the end of the Unit's activation. The unit is not affected by zone of fire rules

Take Cover (Infantry)
This is placed at the end Of activation phase Increasing cover roll to 3+.

Disorganised
Unit is activated but unable To do any actions unless 2LP Spent by leader.

Fire At Will
An infantry unit lead by a Hero which does not move this round increases the re-roll score of the weapon used for it's next salvo by one. Cannot be used multiple times on the same salvo.

Shield Formation
Armored fighting vehicles are considered destroyable terrain elements with all advantages and disadvantages. Cover is determined by the vehicles base.

SHOOTING

Only the fighters with **line of sight** to at least one of the target unit's members may shoot. No member of an *engaged* unit may shoot (though they may perform an *engaged unit move* and then shoot). All members of a unit must shoot at the same time and at the same unit (though fighters with *special weapons* may fire at a different unit). Each fighter may fire once with *each* of his range weapons, and may fire before or after a combat movement if using a different weapon for each shot. A unit can aim at a different target for each shot.

Shooting Procedure
Weapons have an **Attack rate** and a **Re-Roll value**.
To fire, roll a number of dice equal to the Attack rate. Check the table to find the minimum result required to cause an **impact** according to the range. A number of failed results equal to the Re-Roll value may be re-rolled. Each successful impact causes a **Damage test**. Check the table to find the minimum result required to penetrate the target's **Protection** and cause a number of **Damage points** equal to the **Damage value** of the weapon.

Special Weapons
Fighters aimed with **special weapons** (**sonic guns** and **missile launchers**) shoot at the same time as their unit, but may target a different unit.
The special weapon-equipped fighter cannot replace a leader if the leader is killed, and only becomes a special leader (still equipped with his special weapon) when he is the only unit remaining.
A fighter equipped with a special weapon may not attack in Close Combat

Zone of Fire
The **zone of fire** is determined by the figures at the outside edges of the units (even in the case of a fighter with a special weapon).
If a unit is caught in the zone of fire between a shooting unit and its target, impacts are first distributed to one per fighter in the zone, beginning with the fighter closest, and then to the target unit once every fighter in the zone has received one impact. If the fighters are of smaller **size** than the shooters or the targets they are ignored.

Locked Shots
The chance to hit of **locked shot weapons** is unaffected by range, but they may only target combat striders, armoured vehicles and terrain elements that can be destroyed. Locked shot weapons ignore cover and do not affect figures caught in their zone of fire.

Missile Launchers
Missile launchers are locked shot weapons, destroy a Generator on a roll of 3+, and inflict 2 Damage points every time they penetrate armour.

Cover
Obstacles that are not high enough to hide a unit may still provide cover. Draw lines between the outside edges of the firing unit and the outside edges of the obstacle. The protected area beyond the obstacle is the **dead angle**. If at least half the members of a unit are have at least half of their bases within the angle, the entire unit is under cover, otherwise, the entire unit is exposed. If the leader of the shooting unit is within 10cm of the obstacle closest to the target, the target is exposed. A unit under cover may roll to cancel each Impact on a 4+.

Losses
When a unit suffers a loss, the fighter closest to the leader of the shooting unit is removed. If it is the leader of the target unit, replace the leader with a figure within the target unit and remove that figure.

UNIVERSAL RESOLUTION TABLE
To use the **Universal Resolution Table**, determine the difference between the **Action Value** and the **Difficulty** and read the corresponding column to find the minimum result required for an action to succeed.

Shooting Test
Action value = Weapon's **Accuracy**
Difficulty = **Range** (between unit leaders)

Close Combat Test
Action value = Weapon's **Accuracy**
Difficulty = **Combat value** of the defender

Damage Test
Action value = Weapon's **Penetration**
Difficulty = **Protection** of the target

Morale
Action value = highest morale rating
Difficulty = Fixed 8

.../-6	-5/-4	-3/-2	-1/0/+1	+2/+3	+4/+5	+6/...

HITLOCATION TABLE

If location already destroyed hit moves to frame. When propulsion is destroyed vehicle is immobile and subject to morale rules. The pilot ejects and leaves the area unless Hero who can then join group. If Pilot is officer of group and ejects then rest of group may remain within 2.5mm of vehicle or become leaderless and move as normal. If frame destroyed then vehicle is removed and pilot killed

Result	Damaged part
⚁⚀	Propulsion
⚄⚅⚀	Frame
🦎	A weapon (*)

CLOSE COMBAT
A unit may shoot, move to engage and then attack in Close Combat, but a unit cannot move or fire once it has attacked. A fighter must be in contact with an opponent and must be equipped with a close combat weapon. If a unit is in contact with multiple units, combats are resolved unit by unit. A fighter in contact with fighters belonging to multiple units may choose which unit he attacks. Roll dice equal to the weapon's Attack rate, make Re-Rolls and roll Damage tests for impacts just as with shooting. Special weapon bearers cannot make Close Combat attacks.

Losses
The attacker chooses which figures are removed from among the fighters in contact with him.

ACCURACY CHART

Accuracy / Range	1	re-roll	2	re-roll	3	re-roll	4	re-roll	5	re-roll	6	re-roll	7	re-roll	8	re-roll	9	re-roll	10	re-roll	11	re-roll
0	0,50	0,75	0,67	0,89	0,67	0,89	0,83	0,97	0,83	0,97	1,00	1,00	1,00	1,00	1,00	1,00	1,00	1,00	1,00	1,00	1,00	1,00
1	0,50	0,75	0,50	0,75	0,67	0,89	0,67	0,89	0,83	0,97	0,83	0,97	1,00	1,00	1,00	1,00	1,00	1,00	1,00	1,00	1,00	1,00
2	0,50	0,75	0,50	0,75	0,50	0,75	0,67	0,89	0,67	0,89	0,83	0,97	0,83	0,97	1,00	1,00	1,00	1,00	1,00	1,00	1,00	1,00
3	0,33	0,56	0,50	0,75	0,50	0,75	0,50	0,75	0,67	0,89	0,67	0,89	0,83	0,97	0,83	0,97	1,00	1,00	1,00	1,00	1,00	1,00
4	0,33	0,56	0,33	0,56	0,50	0,75	0,50	0,75	0,50	0,75	0,67	0,89	0,67	0,89	0,83	0,97	0,83	0,97	1,00	1,00	1,00	1,00
5	0,17	0,31	0,33	0,56	0,33	0,56	0,50	0,75	0,50	0,75	0,50	0,75	0,67	0,89	0,67	0,89	0,83	0,97	0,83	0,97	1,00	1,00
6	0,17	0,31	0,17	0,31	0,33	0,56	0,33	0,56	0,50	0,75	0,50	0,75	0,50	0,75	0,67	0,89	0,67	0,89	0,83	0,97	0,83	0,97
7	0,00	0,00	0,17	0,31	0,17	0,31	0,33	0,56	0,33	0,56	0,50	0,75	0,50	0,75	0,50	0,75	0,67	0,89	0,67	0,89	0,83	0,97
8	0,00	0,00	0,00	0,00	0,17	0,31	0,17	0,31	0,33	0,56	0,33	0,56	0,50	0,75	0,50	0,75	0,50	0,75	0,67	0,89	0,67	0,89
9	0,00	0,00	0,00	0,00	0,00	0,00	0,17	0,31	0,17	0,31	0,33	0,56	0,33	0,56	0,50	0,75	0,50	0,75	0,50	0,75	0,67	0,89
10	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,17	0,31	0,17	0,31	0,33	0,56	0,33	0,56	0,50	0,75	0,50	0,75	0,50	0,75
11	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,17	0,31	0,17	0,31	0,33	0,56	0,33	0,56	0,50	0,75	0,50	0,75
12	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,17	0,31	0,17	0,31	0,33	0,56	0,33	0,56	0,50	0,75