

SETUP & GAMEPLAY

- Choose scenario and setup board per its instructions.
- First round, Roll D6. Highest roll goes first, re-roll ties.
- Each player takes turn, then end round and begin another.

TURN SUMMARY

1. DRAW PHASE

- I. Discard up to 1 Action! card
 - II. Draw up to 1 Action! card
 - III. Draw up to 2 Secret Mission cards
- ★Max Hand Size – 3 action, 2 secret. Do not draw if at max.

2. DEPLOYMENT PHASE

- I. Generate deployment points & rivets per scenario
- II. Spend deployment points & rivets
- III. Deploy all desired units in deployment grids
 - 1.Plugs: deploy in unit w/socket in your territory.
 - 2.Hero: each version (plug/other) is only deployed once per game. Only 1 version may be out at once.
 - 3.Air Craft: deploy on intersections adjacent to deployment grids, only on edge of board.
- IV. All unspent deployment points are lost, rivets saved.

3. COMBAT PHASE (AIR UNITS)

- I. Activate air unit
- II. Check unit for Special Abilities, and it's facing
- III. Select target grid or intersection, do attack or action
 - 1.Must be within range, may not count diagonally
 - a.Air range is counted by intersections, in the direction the unit is facing (exception: turret)
 - b.Ground range includes all 4 grids adjacent to the units' intersection (range of 1). For ranges of 2 or more, include all grids adjacent to intersections (equal to the range) in the units' facing direction

4. COMBAT PHASE (GROUND UNITS)

- I. Activate grid
- II. Check buffs (all units in grid share) on activating grid
- III. Each active unit selects target grid & does attack or action
 - 1.Must be within range

- a.Ground to Air attack may not count diagonally. Range of 1 can target all intersections adjacent to unit's grid. Range of 2 or more, include all intersections adjacent to grids equal to range
 - b.Ground to ground attack may count only 1 diagonal.
- 2.Check buffs on target
 - 3.Select target within grid per enemy grid target order
 - 4.Make attack-roll #D6 in attack block v. armor type
 - 5.Apply damage-any roll of 5+, 1 damage (max 1 per roll)
 - 6.Remove casualties - if damage equals health. Award VPs for any bounties.
 - 7.Repeat 3-6 until all unit's attacks are done.
- ★Deviation - flip top action card, new target per diagram

IV. Repeat until all units have activated

5. MOVEMENT PHASE (AIR)

- I. Activate unit
- II. Check buffs (all units in grid share) on activating grid
- III. Each active unit moves
 - 1.Move 1 grid per movement point ().
 - 2.Only one diagonal move per activation.
 - 3.Cannot enter grid occupied by enemy.
 - 4.Repeat until all units have activated
- IV. Going grid by grid, may rearrange units within each.

6. MOVEMENT PHASE (GROUND)

- I. Activate grid
- II. Check buffs (all units in grid share) on activating grid
- III. Each active unit moves
 - 1.Move 1 grid per movement point ().
 - 2.Only one diagonal move per activation.
 - 3.Cannot enter grid occupied by enemy.
 - 4.Repeat until all units have activated
- IV. Going grid by grid, may rearrange units within each.

7. WRAP UP PHASE

- I. Check for scenario VPs earned.
- II. First player to satisfy victory condition wins.
 - 1.Must be at end of round (all players equal turns).
 - 2.If tied, keep going until not tied at end of a round.

Special Abilities:

Air attack: Can only be used against air units.

Barrage: Make 1 additional attack during combat phase.

Unit cannot move during the movement phase this turn.

Barrel Roll [Action]: Move sideways 1 or 2 intersections and forward 1 intersection, then skip this unit's movement phase.

Bolster Defense(-X): Reduce the number of dice rolled against this unit by X to a minimum of 1.

Chain Grid Attack: When an attack hits a target, attack the next unit in grid attack order. Continue making attacks until you miss an attack or all units have been attacked.

Dash(X) [Action]: Move up to X grids during Combat Phase.

Eagle Eyes: Each combat phase, pick one grid adjacent to unit, all ground units attacking from it have +1 ground range.

Field Repair [Action]: Remove 1 damage marker from any ground unit in this unit's grid or in range 1 of this unit.

Flat Grid Attack: When an attack with this ability is used, attack each unit in the targeted grid.

Fortify (X) [Action]: Add X "Shield" to 1 unit in unit's grid. Then remove the acting unit from the game board.

Forward Observer: While unit is in play you may re-flip each deviation flip once.

Gas: Besides attacking the targeted grid normally, place a gas token on the targeted grid(may be empty).

- Gas moves one grid each round at beginning of "gasser's" movement phase, direction per deviation (action card) flip.
- Persist for 2 rounds (flip to less gassy side after 1st) and removed at start of "gasser's" 2nd combat phase.
- All units (friend or foe) that begin their turn on gas, move through grid w/gas, or have gas move into their grid, suffer a single gas attack using the attack stats of gas's creator.
- Units killed by gas count for objectives, even by friendly gas.

Ground Attack: Can only be used against ground units.

Handler (Guard Dog/Kampfhund) [Action]: Deploy 1 Guard Dog/Kampfhund unit in this units grid. You cannot use this action again until that unit is killed.

Health (+X): Increase this unit's health by X.

Immelman [Action]: Rotate facing (direction) 180 degrees.

Immune to Gas: This unit takes no damage from gas clouds.

Infect: On a hit to an Infantry unit, roll a D6. On a roll of 1 or 2 that unit becomes a plague trooper in the attacking unit's grid. New unit may not activate until next turn. Does not work on units immune to gas.

Intense Stare! [Action]: Target a grid within 1, occupied by friendly units. Move each unit in that grid 1 to a legal grid they can occupy, in the order of your choosing.

Juggernaut: Move into grids with enemy Infantry, Calvary, or

Support units. All units suffer a 2 Flat Grid attack. Units not eliminated are moved into adjacent grid, chosen by defender.

Jump Jets: This unit may ignore any obstacle during movement (including enemy units), though it must end its move on a valid grid.

Movement Bonus (+X): This unit's move is increased by X.

Nimble: May perform +1 90 degree turn per movement phase.

Power Dive [Action]: Move forward 1 or 2 extra intersections.

Precision(+X): This unit adds +X to result of its attack rolls.

Programmed: Must move its full movement each turn, if possible, without re-entering grids during movement.

Rally Point: At the deployment phase, if this unit is on a strategic objective, you may deploy units on this grid.

Range Bonus (Air/Land): This unit's air range is increased by X (does not work for units with Range 0).

Rapid Assault (X): During Combat Phase, unit may move X before attacking (even if it doesn't attack). It may not move in the Movement Phase.

Reinforcements (X) [Action]: Deploy 1 (Unit) in this unit's grid. The deployed unit cannot activate this round.

Runner (+X): Gains +X move if it begins activation on duckboards.

Sacrifice! [Action]: Kill 1 infantry unit in grid to remove 1 damage.

Shield: When hit, lose a shield marker instead of taking damage.

Sniper: This unit ignores grid target order.

Springboard (+X): Any unit ending their move in unit's grid may move X more grids.

Tank Shock (X)/(+X): This unit may move into grids containing only enemy Infantry units.

- The unit moving must otherwise be able to enter that grid.
- All units in that grid suffer a Flat Grid attack using X dice.
- Units w/multiple Tank Shock, add up X values for attack.
- Units not eliminated by this attack are then moved into an adjacent grid or grids, chosen by the defender

The Healing Atom! [Action]: Can remove & place 1 damage marker from one friendly unit to another, within 1 grid of unit.

Troubled Warrior: Roll at deployment phase: 1-Cannot activate and cannot be damaged until next turn.

Tunneler: At deployment phase, this unit and all in its grid may tunnel underground. Remove those units from play. At your next deployment phase, choose a grid and make a deviation flip, deploying those units in that grid. (follow rules of dev. flip).

Tunneling units move and attack on the turn they emerge.

Turret: Can fire in any direction, regardless of unit's facing.

War Bonds!: At deployment phase, if unit is on strategic objective you gain 1 extra deployment point.

We Found Gold!: At deployment phase, if unit is in No Man's Land, Roll a D6: 1-2: Came up dry! 3-5: Gain 1 extra deployment point. 6: Gain 2 extra deployment points.