

GENERAL RULES

Measurements

Measurements in Sythopian wars are in inches (") and feet (').

Dice, D6, D3

Sythopian Wars uses 6-sided dice or D6. If D3 is referenced roll a D6 and half the roll, rounding up.

Templates

Some Rules will state the use of a Template. There are three template types, Small with a 3" radius, Large with a 5" radius, and Dispersion which is shaped like a teardrop and has a 8" length.

Rolling Off

Sometimes a situation may require a Roll off. This simply means both players roll 1 D6 each with the highest roll being the winner. Any ties should be re-rolled.

Roll vs Result

The Roll is the number that appears on the dice.
The Result is the Roll including any modifiers.

Modifiers

A modifier is any action, special rule or effect that alters the way something works.

Act of Ziron

If, after Modifiers, a roll of a 7+ would be needed to succeed, a roll of a 6 re-rolled into a 6 is required.

Models and Units

A Model is a single miniature used to play Sythopian Wars. This refers to the body of a miniature which includes its limbs, torso (or hull,) head and base. Each miniature will have a name as dictated by the unit it belongs to. A Unit is a set number of miniatures that all share the same unit name that move and fight together during the battle.

Operational Data

Operational data is provided for each Unit in the game. They provide the Rules and Attributes needed to correctly play the Unit they compliment.

Attribute Test

In some situations, a unit may be called upon to take an Attribute test. To make an Attribute test the controlling player rolls a D6 and compares it to the Attribute value targeted on the effected Unit, listed on its Operational Data. If the result is equal to or lower than the Attribute value the test is passed. If the result is higher the test is failed. The roll of a 6 always fails.

Enemy, Opponent, Friendly, and controlling

When an ability or weapon states that it requires an enemy or opponent unit as a target, this refers to any unit that does not belong to your army. A Friendly Unit is one from your own army. Players are the Controlling Player of any units from their army.

Line of Sight (LoS)

In Sythopian Wars the term Line of Sight or LoS refers to a Model's ability to see what it wants to interact with. A model is considered to have Line of Sight (LoS) to its target if, from the point of view of the model, any part of the target model is visible. This may require players to position themselves to view from behind the model.

SETUP

Playing the Game

Sythopian Wars is a competitive table top game designed for 2 or more players. Players require an Army made up of Units, the Unit's corresponding Operational Data and a table or surface to represent the Battlefield.

Chosen Army

Players select an Army that they have the Miniatures available for to be there chosen army. Players may only use Miniatures from their Chosen Army during the game and must use their corresponding Operational Data sheets.

The Armies are:

The Confederation

The Asylumists

The Dark Blade

The Order

The Host

The Biocite Expanse

Table Setup

Sythopian Wars can be played on any decent sized surface, but it is recommended that a table at least 4' by 4' is used. Although the game can be played on a completely bare surface, for a more interesting and complete game experience, terrain and scenery should be used. This "Cover" can be given different roles in the game as defined in the cover section. These should be placed in agreement with both players or consulting the Battle Scenarios. If need arises, simply roll for each single piece of Cover, with the Player rolling the higher number deciding the placement of the first piece and then alternating with the other Player.

Battle Scenarios

Before setting up the Battlefield a Battle Scenario should be chosen. A Battle scenario dictates the victory conditions of a game as well as deployment options and extra rules. Alternatively both players may choose to create a custom game by selecting the deployment, setup and victory conditions of a game. A complete list of these can be found in the Scenario section

Game Size

In a game of Sythopian Wars an amount of points is agreed upon between both players which used to dictate the size of the game as well as dictate the number Units from your army you may deploy on the Battlefield. The required amount of these 'Threat Points' needed to deploy a Unit is indicated on its Operational Data. Both players may spend up to the chosen amount of Threat Points on Units to take part in the battle.

5 TP (Threat Points) - For a short game (less than two hours) we recommend 10 TP each.

10 TP - For a medium length game (2-4 hours)

20 TP - For a long game (4+ hours)

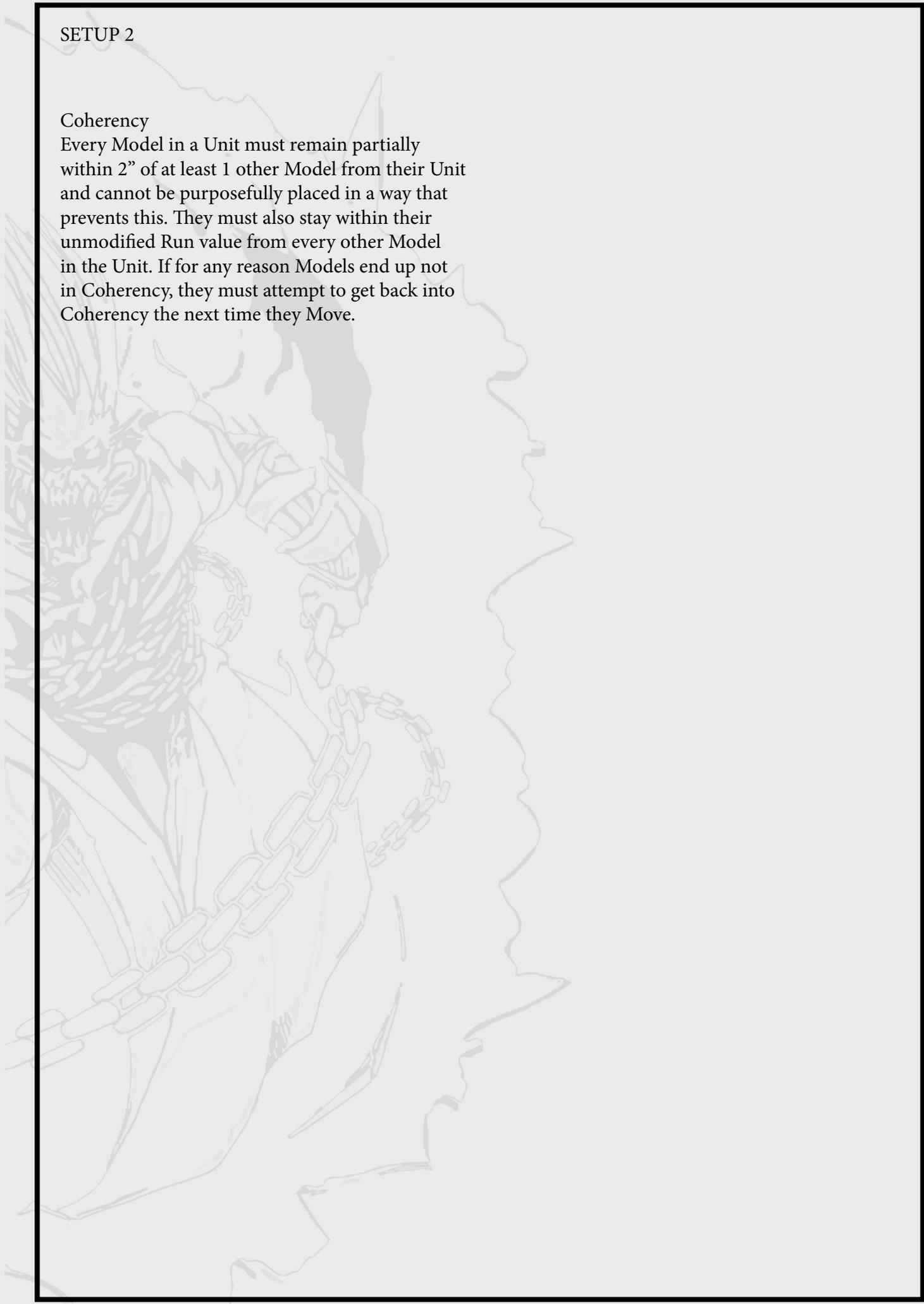
Preparing to Play

Once the Size and Scenario of the game has been decided, both players take tokens to represent the Command Points available to them for the game. Players then Roll Off with the winner deciding which of the available table edges, as dictated by the scenario, they would like to be in control of. Finally, Players Roll Off to decide who will go first. This Player deploys all of there Units available followed by their opponent. Once both players have done so play begins with the player who deployed first.

SETUP 2

Coherency

Every Model in a Unit must remain partially within 2" of at least 1 other Model from their Unit and cannot be purposefully placed in a way that prevents this. They must also stay within their unmodified Run value from every other Model in the Unit. If for any reason Models end up not in Coherency, they must attempt to get back into Coherency the next time they Move.



THE TURN: COMMANDS

Commands

During the Turn, Players alternate Activating Units from their Army and carry out Commands. This continues until both players have used all their available Command Points and the Turn ends or, one Player achieves the victory conditions of the game and wins. In a standard game the number of Commands available is equal to the number of Threat points agreed for the game size.

Using Commands

To assign a Command and activate a Unit, Players select a single Unit from their Army, declare the Command and discard a Command point from their Command Point pool. Players then carry out the Command consulting the Commands below. Every Command consists of a number of Actions split into 3 types, Movement, Shoot and Defend.

Move and Run are movement Actions. They allow a Unit to use its Move value to move across the battlefield.

A Shoot Action allows a Unit to use its Ranged Weapons.

Defend Actions are listed on certain Commands and allow access to special Actions.

Once a Unit has carried out a Command it is restricted from using any Command that includes Actions it has already used for the rest of the turn. This restriction can be tracked using the Sythopian Wars Action Trackers.

MOVE - Applying this Command to a Unit allows a Unit to perform a Move Action. This allows a Unit to move its unmodified Move Value. This Command uses any single Action chosen by the controlling player.

SHOOT - A Unit assigned this Command can Shoot. This Command uses the Shoot Action.

DEFEND: This Command allows the Unit to use the Defend Command. This Command uses the Defend Action.

RUN: Allows a Unit to move double its Move Value. A Unit may not use Run to enter, move through or over cover, and must either stop at its edge or perform a Move Action instead. This Command uses the Run Action.

ASSAULT - A Unit assigned this Command can perform the Move and Shoot Actions. This Command uses the Shoot Action.

ADVANCE- Allows a Unit to Run and Shoot. This Command uses the Shoot and Run Action.

OVERRUN - Allows a Unit to move up to double its Move Value ignoring the cover penalty for Run. This Command uses the Shoot and Run Action.

COVERING FIRE - Allows a Unit to use the Covering Fire Command. This Command uses the Shoot, Run and Defend Action.

INTERVENE - Allows a unit to use the Intervene Command. This Command uses the Shoot, Run and Defend Action.

RALLY - Allows a Unit to use the Rally Command. This Command uses the Shoot, Run and Defend Action.

DITCH - Allows a Unit to use the Ditch command. This Command uses the Shoot, Run and Defend Action.

SNAP FIRE - This Unit can perform a Shoot Action, but the Rate of Fire (RoF) values of any Weapon it uses is reduced to 1, and they only successfully target lock on the Roll of a 1. If a Unit uses this Command it spends all of its available Actions.

THE TURN: COMMANDS 2

Reacting to Commands

When a Player uses a Command that targets an enemy Unit, its controlling Player may immediately assign a Command to the targeted Unit. The Command must target the Unit that triggered this Command or have no target (such as Move/Run); however, this is treated as the Players activation.

Company

Any Units with the same name belonging to the controlling Player are treated as a company if they have Models within 2" of each other. Units in a company may act as a single Unit and use any Command given to another Unit in that company, provided they do not have a restriction preventing its use, and carry it out simultaneously. This can be used, amongst other things, to move multiple Units at once or co-ordinate shooting attacks.

If Units in a company are not within 2" of each other at the start of an Activation they cannot make use of this rule. A controlling player may also choose to split a company by selecting 1 or more units and moving them further than 2" away. If an enemy unit declares an attack against a company, the company must react as a single Unit or not at all.

THE TURN: MOVING

Moving

For a unit to move it must have a Move or Run Action, or have a special ability that allows it to move/run without. In instances where a Unit may perform both a movement and another Action (such as Assault or Advance), the movement must be resolved first. A movement Action does not require a target. Measuring from the front of each Model's base, dictated by the direction it intends to move, you may move up to the distance that the movement action permits. You cannot move any Model through another Model, friend or foe, and cannot move within 2" of an enemy Model. Make sure when moving Models that they remain in Coherency with their Unit.

Move

A Move Action allows Models in the activated Unit to move up to the movement value on their operational data across the table.

Running

A Unit that is using the Run Action may move up to twice the Move value from the Unit's Operational Data. A Unit cannot use Run to enter, move through or over Terrain and must either stop at its edge or choose to move its unmodified Move Value.

Units will not idly run headlong through a burning building or over a wall when given the Command to do so and will seek the path of least resistance. A sterner Command is required to will them through the smoke and shattered ruins rather than cautiously maneuver around.

Overrun

A Unit that is using the Overrun Action may move up to twice the Move value from the Unit's Operational Data. This move is not affected by Terrain.

Moving with Heavy Weapons

A Unit cannot normally fire any Heavy weapons if it is using a Move Action as part of its Command or if it has moved earlier in the turn. Carry out any other Shooting as normal but do not make any rolls for Heavy Weapons.

THE TURN: SHOOTING

Hitting the enemy is not as simple as aiming and firing. Most, if not all soldiers on the field can strike any target with pinpoint accuracy as skill and technology makes missing practically impossible. The shot must be taken quickly to limit exposure to retaliation. It must bypass shielding that pushes and pulls it away from its target before it is tested against the armor and strength of the foe.

Selecting a Target to Shoot

For a Unit to Shoot they must have a Shoot Action available, and a Model from the Shooting Unit must be able to see at least one Model from the Unit they wish to Target using the Line of Sight rule. The Unit being targeted must also be within the Range value (listed on the Operational Data) of at least one weapon from the Shooting Unit. The controlling player Activates their Unit and declares the target of the Shoot Action. Once a Target has been declared, you cannot purposefully switch to a different Target.

Reaction to Shooting

When a Unit is targeted by a Shoot Action the controlling player can assign a Command to that Unit. All Actions assigned in this way must be resolved against the Targeting Unit/Units or have no target (move/run). If the targeted Unit has any restrictions, only permitted Commands can be used. Any Shooting that takes place between Units takes place simultaneously however, the Player who initiated the activation normally resolves first having the 'Initiative.

Choosing a Weapon

Some Units are armed with more than one Weapon. Players choose which weapons will be used by consulting their Unit's Operational Data. By default, Models may only use 1 Ranged weapon they are armed with. All weapons must be used against the same target and are deemed to be fired at the same time even if resolved separately. For a weapon to be used, models from the firing unit must be within the Range value of the selected weapon to at least one model from the target. If all Models from the targeted Unit are out of range of a selected weapon, this weapon cannot be used. Once the players have chosen the weapons to use for the Shoot Action, the weapon values on the Operational Data are used to determine the number of dice rolled and the result required for a successful hit roll.

Multiple Profiles

Some weapons will state multiple ways of using a single weapon normally indicated in brackets (). To use these weapons, choose 1 of the listed profiles and resolve the attacks against the target. Unless stated otherwise only 1 profile per weapon can be used when resolving Shooting.

Target Lock

To Shoot at an enemy, players roll dice indicated by Weapons Rate of Fire (RoF) for each Model in the Unit. The Result required is equal to or lower than the Resolve value of the shooting Unit, with 1 being a direct hit and a 6 scattering off and missing. Several factors during the battle will modify the Target Lock roll and, as a result, increase or decrease the value you roll. Some Weapons have special rules and effects that and can also modify this number as described on the Unit's Operational Data. For special rules purposes this roll is an attribute test.

THE TURN: SHOOTING 2

Initiative

If a targeted Unit is given a Command to shoot, both Units involved open fire and shots are resolved simultaneously. However, the Unit that initiated the attack gains the Initiative and when rolling to target lock any rolls of a 1 are immediately resolved and the damage applied to the target before its target lock takes place.

Advance

Advance allows Units to Run and Shoot.

Weapons

A Unit's Operational Data lists their available Weapons and Extras.

Weight

(Heavy, Light etc.) Used when assigning modifiers or other effect to a specific weapon.

Range

Determines how far, in inches, the weapon can fire. Range is normally measured from the part of the model closest to the target (including the base.) In some instances, the target Unit may be above or below the shooting Unit. Always measure range as if the shooting unit and targeted unit are on the same level (height).

Rate of Fire/Attacks (RoF/Att)

Indicates how many dice the player should roll for each model using this weapon. A weapon with a RoF of 2 would indicate 2 dice are rolled for each Model when shooting normally. A RoF of 5 would require 5 dice.

Type (Auto, Rapid Fire etc.)

A weapon's type effects how it is used and may affect how shooting is carried out.

Rapid Fire weapons are still able to Shoot using their full RoF even if Snap Firing.

Assault Weapons ignore the target lock penalty of Snap Fire and can be fired if within 1" of enemy models

Auto Weapons do not roll to target lock and are treated as the Result of a 1 for rules purposes.

Sniper Weapons automatically inflict their Points of Damage on the Result of a 1 when rolling to target lock and can select the Model in a Unit the damage is applied to.

Volley weapons are reduced to RoF 1 when moving but full RoF when shooting without moving.

Scatter weapons double their RoF when they shoot a target within half range.

Extensions (Ext)

Provides weapons with special rules that may affect the way they work, the unit that uses them or the effect they have on an enemy unit. All special rules and their descriptions can be found in the special rules section of this book.

Grenades

Using a Grenade is the same as firing a weapon but with a few exceptions. A Unit's Grenade profile indicates the total number of dice that are rolled for the entire Unit (regardless of the number of Models in the Unit). So, a Unit with a Grenade profile which has a RoF of 3 would roll a total of 3 dice for the grenades. Grenades are used simultaneously with any other ranged weapons.

DEFEND, DITCH & COVERING FIRE

Defend

Increase the Resolve of a Unit using Defend by +1 against Shooting.

Ditch

Any Shooting against a Unit using Ditch only Hits on the Result of a 1. Alternatively, any Weapons that have the Auto Type ignore the Auto rule for any Shooting that Targets a Unit using this Command, and roll to hit as normal. This effect continues unless the unit uses another command.

Covering Fire

This Command allows the reacting Player to Activate another Unit to Shoot, other than the Unit that has been Targeted. This Shoot Action must still be resolved against the enemy Unit that initiated the Action. A Unit using this Action has the Initiative. The original Target forfeits any Action.

THE TURN: DAMAGE

Damage

Once successful target locks have been resolved, Damage is rolled for using the successful Dice. After discarding failures, the Successful dice are rolled, with a Result equal to or greater than the Resolve of the target causing a Point of Damage.

Force

Force effects the Roll required when resolving Damage and is listed on a Weapons profile. A Force of 1 reduces the Result required by 1, to a Minimum of a 2+. A Force of 2 would reduce the Result required by 2.

Hit Points

Once the number of damage points has been calculated it compared to the Hit Points (HP) of the Unit as indicated on their Operational Data. If the Damage Points inflicted to a Unit equal or exceed the Hit Point value of the Unit, a Model from that Unit is slain and removed from the battle. The Controlling Player removes Models starting with the closest to the Unit that inflicted the Damage. These Models must also be within LoS and Range of the firing Unit. If, after resolving Damage, points are left over that are insufficient to remove a Model a single Model from the Unit is placed on it's side and stunned.

Stunned Models

Stunned models cannot perform any Action or use any weapons while stunned but can be moved over by other Models from their Unit if they do not end any movement on top of them. If the Unit moves out of coherency with a Stunned Model, remove the Model from the battle and treat it as if it had been slain and remove it's HP value from the number of sustained damage the Unit has.

Sustained Damage

After Models have been removed or stunned, any remaining Damage Points become 'Sustained Damage'. For each point of Sustained Damage, place a token or dice on the Unit to track this damage. These points of damage are cumulative with any further sustained damage gained. If the Sustained Damage equals or exceeds the Hit point value of a Unit, a stunned Model is removed from the battlefield. If there are no stunned Models remove another Model. If all Models in Range or LoS are slain, any remaining Points of Damage that would become sustained damage are lost.

Return to the Fight

If a Unit with stunned Models is Activated, before any Actions are carried out, roll a single Resolve Test for every Stunned model in the Unit. For each success a point of sustained damage is removed from the Unit. Alternatively, a successful roll can return a stunned Model to normal however, the Unit retains the sustained damage.

Rally

Rally can only be used by a Unit if it has not been targeted by an enemy Unit and is not considered to be in Close Combat. A Unit using Rally can choose one of 2 effects.

The controlling player may make a Resolve test for every non stunned model in the unit with successes either removing a point of sustained damage or returning a stunned model to normal,

OR

While every remaining Model from the Unit is in base contact with the controlling Player's table edge, all Models that have been slain from the Unit are returned in coherency with the remaining Models.

COVER

Terrain vs Scenery

Scenery is structures such as walls and buildings that normally rise from the ground. Terrain is reference to the floor or ground type and can apply to mounds or hills.

Moving into/through/over Cover

Units can move freely into/through/over Terrain by using Actions or special rules that use the Unit's unmodified Move value. Run, or other Actions that double the Move Value of a Unit cannot be used to move into/through/over Terrain. If a Unit uses a Run command or other Move Action that does not allow for moving into/through/over cover they simply use the distance of the Action to move up to the edge of the Cover or use their unmodified Move value. Scenery can be moved over by measuring distance vertically when moving but cannot normally be passed through.

Moving Up and Down

Some Cover may have multiple levels for Models to stand on. When moving up or down, measure the height of the level from the ground, or other level that models may already be on, and use this as the required distance to be able to Move onto the level. Moving up and down is treated as moving into/through/over cover and prevents the use of certain commands.

Cover Bonus

Units are granted an increase to their Resolve Value by the Cover bonus awarded by Terrain or Scenery. This value is dictated by several factors including what cover is granting the bonus and the LoS of the attacker. If Models would benefit from multiple cover modifiers use the best Modifier from both and apply the special rules of both.

Multiple levels and walls

Units on a higher level than their target gain an advantage. When shooting at a Unit on a lower level, reduce any cover bonus gained by the targeted Unit by -1 for every level to a minimum of 0. E.g. If the firing Unit is 2 levels above their target the cover bonus of the target is reduced by -2. In addition if a Unit targets an enemy on a higher level the targets cover bonus is increased by +1 per level.

Terrain

Terrain affects Infantry partially on it.

Rubble: Models in rubble gain +1 Cover Bonus. In addition, change weapons with the Explosive Special Rule to High Explosive when targeting a Unit in Rubble.

Mud: Weapons targeting Models in Mud lose the Explosive and High Explosive Special Rules.

Scenery

Scenery only grants its affects to Models within 1" of it, and if the Scenery would be partially in front of the model from the LoS of a Shooting Unit. In addition to an increase in resolve, all Weapons that target a Unit gaining the effect of scenery have their Force values reduced by the Cover bonus awarded, to a minimum of 0. Scenery can be scaled by infantry by measuring the distance vertically and horizontal, as if the Models were scaling and rappelling.

Barricades (Walls): Grant +2 Cover Bonus.

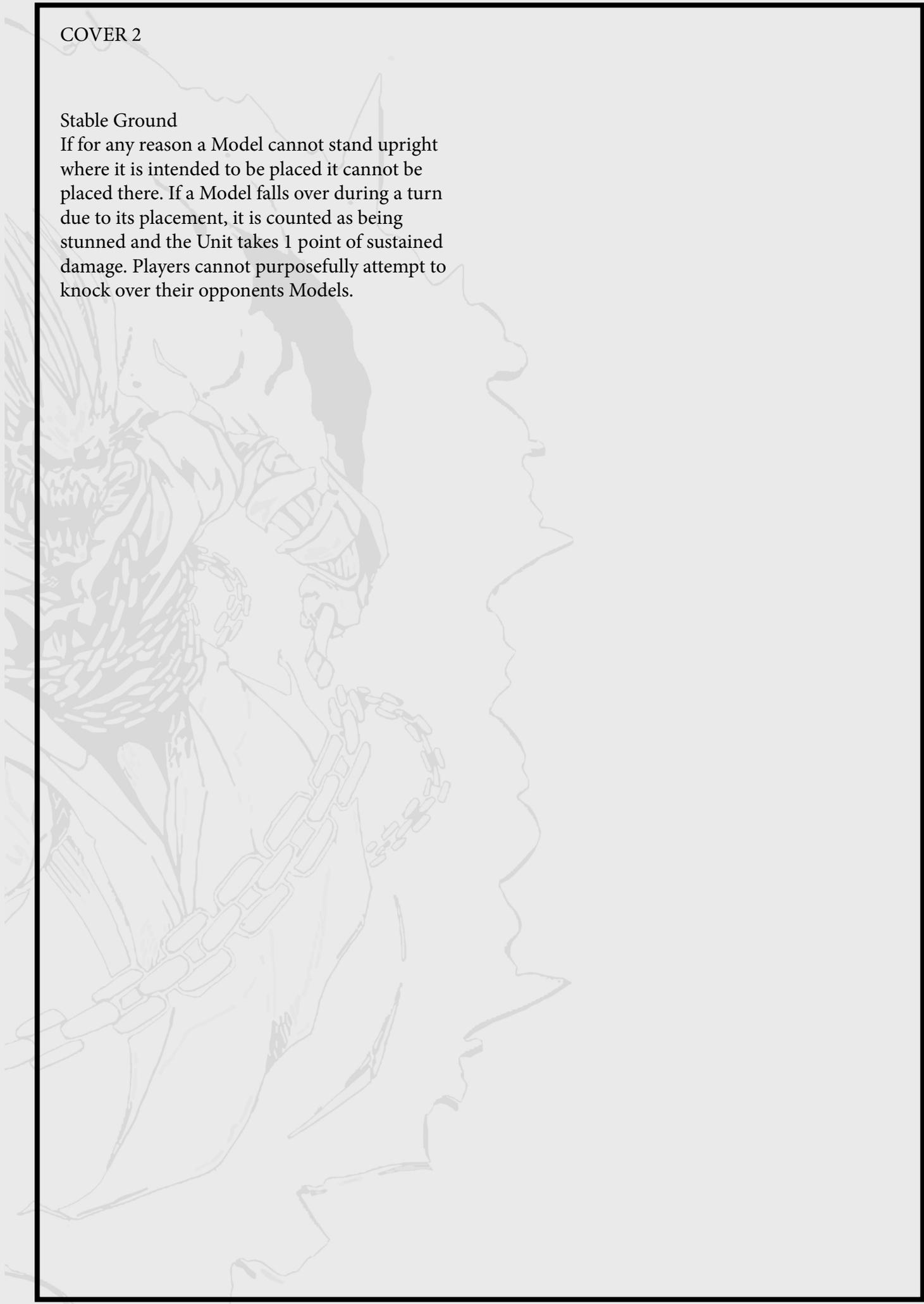
Ruins: Ruins are made up of a collection of Terrain and Scenery, such as mounds of rubble and walls, that are dilapidated and permeated. Models gain +2 cover bonus and can pass through the walls of ruins.

Bulwark: A Bulwark is a fortification such as a bunker or a maintained structure. These grant a +3 cover bonus.

COVER 2

Stable Ground

If for any reason a Model cannot stand upright where it is intended to be placed it cannot be placed there. If a Model falls over during a turn due to its placement, it is counted as being stunned and the Unit takes 1 point of sustained damage. Players cannot purposefully attempt to knock over their opponents Models.



THE TURN: CLOSE COMBAT

In Close Combat warriors fight toe to toe and grapple their enemies. Successful strikes are not enough as they may be met by an opponents strike, parrying the damage and prolonging the fight. Stronger weapons will still cause damage as they smash through the strikes of the enemy with attacks that are able to pass through unchallenged delivering devastating damage.

Declare charge

A Unit may only Charge if it has a movement Action. If a player wishes to declare a charge they must first select a Target. Like choosing a Target for Shooting the Target Unit must be within the Movement Distance of the Charging Unit. This includes instances where Movement has been modified, such as Running.

Reacting to a charge

If a Unit finds itself the Target of a Charge it treats the Charge as if it were being shot at. The Reacting Player can also assign a Command with a movement Action to attempt to Escape the Charge or Counter Charge if it has not already been assigned a command this activation.

Escaping a Charge

If the Target of a Charge uses a Command which allows it to move, it can attempt to Escape by moving away from the charging Unit. If because of this Move the Charging Unit is no longer in Range the Charge is failed. The Charging Unit may resolve its Move normally, in any direction, but cannot charge another Unit and cannot move closer than 1" to any other enemy Unit.

Charging and counter charge

If the target of a charge is given a Command that allows it to move, instead of trying to Escape, they can declare they are performing a counter charge. To perform a counter charge, the player controlling the Target Unit moves the Models from the Unit towards the charging Unit. This Move must bring the Models closer to the Charging Unit, but no closer than half the distance to that Unit, rounding down if necessary.

The attacking Unit must then complete the Charge. A charging Unit uses its movement distance to move as many of its models as possible to within 1" of models in the targeted unit. This move does not have to be in a straight line but cannot pass through any other models unless they are stunned. It is possible to move models around a Unit to surround the charged Unit to prevent escape later.

Intervene

This Command allows the reacting Player to Activate another Unit to perform a Counter Charge, other than the Unit that has been Targeted. This Counter Charge must still be resolved against the enemy Unit that initiated the Action. The original Target forfeits any Action and the charging Unit may move within 1" of both or either Unit.

Close Combat

If a Unit has Models within 1" of at least 1 Model from an Enemy Unit, those Units are in Close Combat. Once a Player has carried out any Command all Units in Close Combat, friend or foe, must Attack with their Melee weapons. If Multiple Units are involved in Multiple Close Combats, the Player who carried out the last Command chooses the order they are resolved.

Using Melee Weapons

Melee weapons have Attacks (Att) instead of Rate of Fire (RoF) to dictate how many dice are rolled for each Model. Melee Weapons Hit if the Attack result is equal to or higher than the Resolve value of the Target. Models without a Melee weapon roll 1D6. As with Ranged weapons, Models may normally only use 1 melee weapon they have.

Force in Combat

Force works differently when using Melee Weapons and unlike Ranged Weapons does not affect the result to cause a Point of Damage. Instead, Force adds to the Damage caused by the Weapon depending on the result of the Melee.

THE TURN: CLOSE COMBAT 2

Melee Damage

Players resolve Melee at the same time by rolling to Hit with their Attacks. After removing failures from their rolls both Players declare their number of successful hits. The Player who rolled the highest number of hits deals Damage to the enemy unit equal to the difference plus the Force value of each Attack. Once this Damage has been assigned, the rest of the successes are compared using the Force values of the Weapons. The Unit that has the highest Force value deals a Point of Damage to the enemy Unit equal to the difference in the Force Values for each attack. If Models in a Unit are attacked by Melee weapons beyond the range of their Melee Weapons they may still roll attacks but successes may not be used to cause damage to their opponent.

Further Combat

If a Unit uses a movement Action, it can be used to move its Models further into combat to bring more of their Models into melee range; declaring and resolving it as a Charge. It could also use the move to get away from the enemy Unit. If a Unit moves all its Models beyond Melee Range of enemy Models they are no longer considered in Close Combat and continue as normal.

Shooting in Combat

Models within 1" of enemy Models cannot use their Ranged Weapons and must escape or rely on their Melee weapons. Models outside of 1" can Shoot as normal either at the Unit they are in close combat with or another Unit it chooses. Units choosing a target in close combat resolve normally.

Multiple Units in a single combat

If Players have multiple Units in a single combat they must declare the targets of their attacks. Models may split their attacks between Units but if they only have 1 attack it may only be used against a single Unit.

Melee weapon types

Melee weapons have profiles like ranged weapons but have Attacks (Att) instead of RoF to indicate the number of Dice rolled and are unaffected by Cover

Fast weapons re-roll failures.

Crushing weapons always hit on a 5+.

Slashing weapons allow a model to roll 1 dice for each enemy model in combat with it.

Whip weapons generate an additional Die to resolve for every successful hit.

Grasping weapons automatically hit.

Defensive weapons generate automatic hits for every failure the enemy rolls.

VEHICLES

Vehicle Features

Vehicles differ from Infantry in a number of ways. Vehicles have an Armor value, handle damage differently and have access to unique Commands. Vehicles can also fire Heavy Weapons after Moving.

Moving a Vehicle

Vehicles are moved in the same way as infantry, but instead of using the base for measuring, the hull (indicated on its operational data) is used. No part of the hull can move further than the distance, and the entire model must remain within the maximum movement value used.

Hull

To avoid confusion with weapon barrels, aerials or other accessories, the hull of a vehicle is shown on the operational data. The hull also dictates a vehicles Facings for when it is attacked, and its weapons facings.

Facings

When a vehicle is targeted, consult its Operational Data to find the Facing that's being targeted, normally the closest. Each vehicle may have multiple Facings which have different rules attached to them in the event they are attacked. Some facings may dictate an effect on the enemy that targets the vehicle such as reduced ability to Damage or Defense systems to deal with.

Armor

All Vehicles have an Armor Value. Like Resolve, to deal damage to a vehicle the Damage result must be equal or greater than the Armor value. Unlike Resolve the number of these points of Damage has no further effect. Causing a Point of Damage to a Vehicle reduces its Armor Value by 1 however, unless the result of any damage rolls is double the armor value, extra Points of Damage other than the first have no additional effect and are lost.

System Damage

There are 2 types of system damage, Minor system damage and Major system damage. If the Result of any Damage roll is double the modified armor value of the vehicle, its Armor value is reduced by 1 and it suffers minor system damage. The facing hit dictates the effect this has.

Minor Systems

If the vehicle sustains minor system damage on its Energy facing, the vehicle is unable to use any Defend Action. If it sustains the damage on its Propulsion it is unable to perform a Run Action and the Targeting facing removes the Auto rule from all its Weapons.

Major Systems

If the result of a Damage roll is triple the modified Armor Value of a vehicle it suffers Major system damage. In this event the Vehicle loses 1 HP and suffers effects depending on the facing hit. If the vehicle sustains major system damage on its Energy facing, the vehicle can only use the Move and Shoot Commands. If it sustains the damage on its Propulsion it must use all movement from an action to Pivot and the Targeting facing prevents the vehicle using any Shoot Action other than Snap Shot. If a vehicle sustains major systems damage to a facing that has not yet been assigned minor damage, both effects are applied.

Vehicle Hit Points

To destroy a vehicle, its Armor value or HP value must be reduced to 0. When a vehicle is reduced to 0 Hit Points roll 1D6 for each Major System damage it has suffered. On the Roll of a 6 the systems explode. Place a High Explosive template over the center of the facing that has exploded and resolve damage against any models partially beneath it with a Force value equal to the Threat cost of the Vehicle. Once resolved, or if the vehicle did not explode, the vehicle is left in place as a burning wreck and is treated as Scenery.

VEHICLES 2

Weapon Facing

Some weapons on vehicles have a facing on their Range profile. If this is the case the weapon can only shoot at enemy units within the facing of the weapon. Damage caused in a facing does not confer to models outside it.

Turret - Use the weapon itself to decide LoS.

Barrel - Uses the template (teardrop). The barrel should remain wholly within the template with the thin end placed over the closest part of the barrel to the vehicle.

(x) Face - Using the vehicles operational data, check to see if the face listed in within LoS of the enemy.

Halo - Does not require LoS to target.

Vehicle Actions

RAMMING SPEED (Replaces Overrun) - The Unit can move double its Move Value to enter, move through or over any Cover, but if it does so roll D6 dice x the Cover Bonus (a bonus of +1 would be 1 dice) as Damage against the Vehicle. If multiple different cover is passed through, each piece between the Start and End of the Vehicles Move must be rolled for.

SHIELD (Replaces all Defend Commands) - A Vehicle using this Command rolls against each successful hit made from a Shooting attack. For every roll under the result the hit roll is negated. This Command uses the Shoot, Run and Defend Actions.

BOMBARD (Replaces Covering Fire) - During this Action the Vehicle ignores its Weapons Facings to allow it to fire all its weapons at a single target if it chooses to.

Vehicles in Melee

Resolve melee against vehicles the same way as with infantry but use the vehicles modified armor value instead of resolve. Vehicles unlike infantry can move over/through models if they use a movement Action while in close combat, but only if the Resolve of the models that would be passed over (using the vehicle as a template) is lower than the vehicles modified armor value. If this is not the case the vehicle cannot move through models as normal.

If a vehicle is equipped with melee weapons resolve its attacks as with infantry. In addition add a vehicles modified armor value to the result of melee rolls when resolving attacks.

If a Vehicle is engaged in Close Combat and has no melee weapons it's crew may attempt a defense of the Vehicle. Roll D6 equal to the remaining Hit Points of the Vehicle as Melee Attacks against any Unit/Units within 1". If a Player chooses to do this, rolls against the vehicle are resolved against the resolve value of the Vehicle instead of its Armor. Damage caused this way is applied directly to the HP value of a Vehicle.

Vehicle Facing Special Rules

Shunt Field forces opponents to use the Force value of the weapon being used instead of their Resolve when making a target lock.

Extra Armor reduces the result of damage rolls by half rounding up.