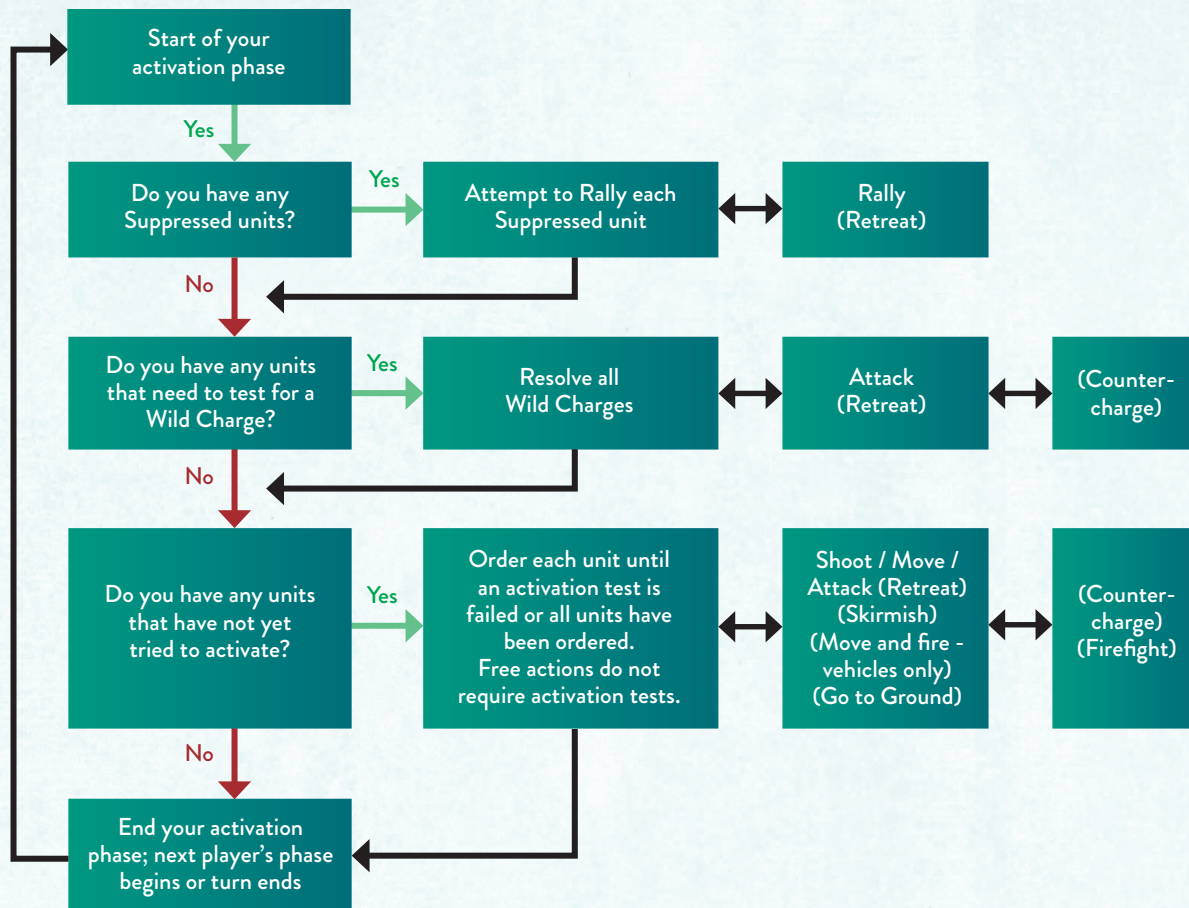


ACTIVATING YOUR UNITS



ACTIVATING YOUR UNITS

- Rally Suppressed units.
- Activate Wild Charges.
- Order other activations.

RALLY SUPPRESSED UNITS

- If the test is successful, the unit recovers from being Suppressed (remove its Suppressed marker), but it cannot activate again this activation phase.
- If the test is unsuccessful, the unit retains its Suppressed marker, loses one additional Strength Point, Retreats and takes no further action during your activation phase.
- If your final score is 0 or a negative number, your unit loses heart completely and is routed. Remove it immediately.

MOVING

- Lesser Xenomorphs and Soft-skin Vehicles: 12".
- Greater Xenomorphs and Transport Vehicles: 10".
- Elite, Light, Berserk, and Primitive Infantry, and Fighting Vehicles: 8".
- Heavy, and Support Infantry, and Militia Rabble: 6".
- Units with the Mobile option: Increase Maximum Movement by 4".
- Units with the Slow xeno rule: Decrease Maximum Movement by 2".

SHOOTING

- Choose a target unit within your unit's Shoot Value range, or anywhere within line of sight at extreme range.
- If your unit is within the target unit's own Shoot Value range, they may declare a Firefight reaction if it has the Firefight special rule, which is successful on an activation test of 7+.
- Your unit rolls to hit. If the Firefight reaction is successful, the target unit also rolls to hit before any Strength Points are lost.
- Units reduce Strength Points if necessary, although count the target's Armour as being 1 point higher if firing at extreme range.
- Units that suffer any hits test Courage, even if no Strength Points were lost.

FIREFIGHT

A Firefight is a reaction that takes place after the enemy unit makes its Shoot roll, but before casualties are determined. A unit that takes a Firefight reaction, successful or otherwise, can be activated as normal during its player's next activation phase. Suppressed units may not use the Firefight rule. A Firefight may only be activated against the first enemy unit to target the unit in a turn and can therefore only be done once per turn.

WEAPON RANGES

- Support Infantry: 24".
- Elite, Heavy and Light Infantry, Fighting Vehicles: 18".
- Berserk Infantry, Recon Infantry, Transport Vehicles: 12" (no Shooting at extreme range).
- Militia Rabble, Soft-skin Vehicles: 6" (no Shooting at extreme range).

RESOLVING SHOOTING

- 10 dice if your unit is above half its starting Strength Points.
- 5 dice if your unit is at half its starting Strength Points or below.

ATTACKING

- Choose a target unit.
- The target unit may take a reaction if allowed (such as with the Counter-Charge special rule)
- Move Attacking unit into contact.
- Fight! The Attacking unit uses its Attack Value, and the unit being attacked uses its Defence Value.
- Both sides reduce Strength Points.
- Units test Courage if required.
- If both units are still in contact, one unit will Retreat.

RESOLVING ATTACKS

- 10 dice if your unit is above half its starting Strength Points.
- 5 dice if your unit is at half its starting Strength Points or below.
- Units in rough terrain fight with an Attack Value and Defence Value of 5+ and Armour of 2 unless they have the Ranger rule.
- Suppressed units only ever hit on a 6.

ENDING ATTACKS

- The unit that lost the most Strength Points during this Attack must Retreat.
- If both units lost equal (or no) Strength Points, the Attacking unit Retreats.
- If a unit cannot fall back the required distance due to terrain or other units blocking its path, it tests for casualties.

TESTING COURAGE

- A unit has taken at least one hit from a Shoot action, even if it has not lost Strength Points.
- A unit has lost Strength Points from an Attack or other enemy action.
- A unit is attempting to Rally to remove a Suppressed marker.
- A unit becomes your only unit remaining on the table.
- Its Detachment's Commander is killed or flees the table.
- A Detachment has had units worth half or more of its total points removed from play.

HOW TO TEST COURAGE

- Roll two dice for a unit with more than half of its Strength Points remaining.
- Roll one die for a unit at or below half of its starting Strength Points.
- Add 1 if your unit is in cover.
 - » Add 1 if your Commander's model is within 12" of the unit taking the test (this includes tests taken by your Commander's own unit).
 - » Subtract 1 for each Strength Point the unit has lost due to the event causing the Courage test. (This does not apply when Rallying).
 - » Subtract 1 if the Detachment has had half or more points of units removed from play (12 or more points in a 24-point game).
- If you have equalled or bettered the Courage score, there's no effect unless you're attempting to remove a Suppressed marker as a Rally activation, in which case you must now remove it. If your score is lower than your Courage score, you have failed the test.

FAILING A COURAGE TEST

- If you've failed a Courage test but your final score is greater than 0, your unit must Retreat. Your unit also becomes Suppressed after Retreating.
- If you've failed a Courage test and your final score is 0 or a negative number, your unit loses heart completely and is routed. The unit either flees the table or throws down its weapons and surrenders to the enemy; remove it immediately.
- A Suppressed unit that receives another Suppressed result loses an additional Strength Point in addition to Retreating.

RETREATING

- A Retreating infantry unit moves half its Maximum Movement, affected as usual by terrain. Retreating vehicle units move their full Maximum Movement, turning or reversing as is most efficient.
- If the unit is already in cover, it does not need to move unless it has just been involved in an Attack.
- If the unit is able to reach cover, it may choose to move into that cover and halt.
- Alternatively, or if there is no cover within half its Maximum Movement, the unit will flee directly away from the enemy unit that caused the Retreat, or back towards its own deployment zone if no specific unit caused the Retreat.
- Retreating units are not permitted to go within 1" of any other unit at any time during the Retreat.

SUPPRESSED UNITS

- Must make a Rally test in an attempt to remove its Suppressed marker at the beginning of the owning player's next activation phase.
- May not be activated other than to Rally.
- Only hits enemies on a 6 if it is Attacked.
- May only move as the result of a failed Courage test.

UNIT NAME		POINTS	
ATTACK		ATTACK VALUE	
MOVE		DEFENCE VALUE	
SHOOT		SHOOT VALUE / RANGE	
COURAGE		MAXIMUM MOVEMENT	
ARMOUR		STRENGTH POINTS	
SPECIAL RULES			
OPTIONS			
XENO RULES			

UNIT NAME		POINTS	
ATTACK		ATTACK VALUE	
MOVE		DEFENCE VALUE	
SHOOT		SHOOT VALUE / RANGE	
COURAGE		MAXIMUM MOVEMENT	
ARMOUR		STRENGTH POINTS	
SPECIAL RULES			
OPTIONS			
XENO RULES			

UNIT NAME		POINTS	
ATTACK		ATTACK VALUE	
MOVE		DEFENCE VALUE	
SHOOT		SHOOT VALUE / RANGE	
COURAGE		MAXIMUM MOVEMENT	
ARMOUR		STRENGTH POINTS	
SPECIAL RULES			
OPTIONS			
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UNIT NAME		POINTS	
ATTACK		ATTACK VALUE	
MOVE		DEFENCE VALUE	
SHOOT		SHOOT VALUE / RANGE	
COURAGE		MAXIMUM MOVEMENT	
ARMOUR		STRENGTH POINTS	
SPECIAL RULES			
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ATTACK		ATTACK VALUE	
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ATTACK		ATTACK VALUE	
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