



# Special Rules

movement. Downwards, no extra movement for the vertical movement has to be spent. Units can move through floors if the square itself or one of the adjacent squares are not fully closed. Square-filling units cannot move onto a higher level and have to stay on the ground.

Units can only move through building sides that have an opening suitable for them (e.g. doors), and square-filling models need a full square wide opening to enter a building.

## Shooting

Models in range and line of sight may fire all weapons.

Shooting from an elevated position to an enemy on a lower level grants a +1 modifier.

To determine the distance, units may only do one diagonal move for the cost of 1 per round. This path still counts as two steps in both directions but only one square of the range quota is used up.

## Melee

Models within an adjacent square of enemies may strike with all their melee weapons. If one of the two units is destroyed, the other may move by up to 1 square.

If some models of the same unit are not adjacent but only share a square corner, these models may also fight. They need to belong to the same unit and have the same target as the main part of the unit that fights in melee with an adjacent enemy.

Units may also fight if they are not on the same level, the charging unit gets a +1 modifier when it is on a higher level, and a -1 modifier when it is on a lower level.

When fighting in melee, even if not all units are adjacent and can fight, all of them can be killed if the enemy scores sufficient kills. The defending player always chooses which models are removed.

## Terrain

In general, if there is no door, units cannot move through terrain walls. All terrain pieces should be 2 cubes high and have only features that are on both levels.

**Cover Terrain:** Units shooting at enemies with half or more models in or behind cover,

out of range, not visible, or directly behind single models that fill a whole square (tough(6) or heroes with tough(9)), get -1 to hit rolls. Directly behind means that the last (respectively the first) line of sight step goes through this model.

**Difficult Terrain:** Units moving into a square with difficult terrain can't move more than 2 squares in total at a time.

**Hills/Elevations:** Hills (or elevations) usually consist of roughly 2" high terrain features. The sides can either be smooth, so any unit can simply move on/off the hill or rough, so units treat the side as difficult terrain and have to spend 1 square of vertical movement to move up or down, and may treat the side as dangerous terrain when moving down and then do not need the additional vertical movement.

Hills block line of sight for units on the ground level, trying to shoot through the hill at another unit on the ground level. Units on a higher level (e.g. on the first floor or on a hill) ignore the hill in terms of line of sight. A unit on the ground level gets cover from a hill if it is directly behind the hill. Directly behind means that the last (respectively the first) line of sight step goes through the side of the hill.

## Special Rules

**Aircraft:** Units targeting aircraft get -4 squares range and -1 to hit rolls. When activated, this model must always move 6-12 squares in a straight line (without turning), and if it goes off-table, then its activation ends, and it must be placed on any table edge again. When bringing an aircraft model on the table, always define its direction by defining a movement pattern (x squares in one direction, then 1 square in the other direction), that stays valid until the unit leaves the table.

**Ambush:** At the start of any round after the first, you may place the model anywhere, over 3 squares away from enemy units. Always place the units at the topmost (if applicable) square.

**Blast(X):** Ignores cover and hits up to X models in the target square.

**Fast:** Moves 3 squares when using Advance, and 5 squares when using Rush/Charge.

**Flying:** No extra movement cost for vertical movement.

**Psychic(X):** Enemy psychics within 6 squares and line of sight of the caster may roll D6+X at the same time, and if the result is higher the spell is blocked.

**Repair:** Once per activation, if within the same or adjacent square of a unit with Tough, roll one die. On a 2+, you may repair D3 wounds from the target.

**Scout:** This model may be deployed after all other units, and may then move by up to 4 squares, ignoring terrain.

**Slow:** Moves 1 square when using Advance, and 3 squares when using Rush/Charge.

**Transport(X):** Units may use any action to disembark, but only move by up to 2 squares. If a unit is inside a transport when it is destroyed, then it takes a dangerous terrain test, is immediately Pinned, and surviving models must be placed within 2 squares of the transport before it is removed.