

General Rules – V1.0

Phases

1. Move
 - a. Reaction
2. Attack/Action
 - a. Reaction
3. Consequences

Initiative

Before phases 1 & 2 all players roll an initiative dice. This is to determine which player holds the initiative for that type of phase. To roll for initiative each player rolls  6 sided dice and the highest roll wins, if more than one player rolls the same number they continue to roll dice until a winner is determined.

NB: There are actions that affect initiative e.g. **Active Hiding**

1. Move

During this phase each player moves their miniatures in accordance with the **M** number in their statistics. (Area for discussion) movement is carried out with the player with the lowest initiative moving first, then the second lowest and continues until all players have moved. Movement is carried out in this way to allow the player with the highest initiative to react to other players movements.

Movement and Terrain

Open Ground	No Penalties
Rough Ground (rocks, undergrowth)	½ movement
Climbing (ladders, over walls, windows)	½ movement
Swimming	½ movement
Running	Full movement + ½ movement (3 rounds only)
Crawl	½ movement
Assist injured comrade	¼ movement

Walls can be climbed over if same height as miniature. If a wall is higher than a miniature then another miniature will need to use the **Bunk** action to assist with the climb.

2. Attack

During this phase the player with the highest initiative gets to attack first, this can either be a ranged attack or a melee attack.

Action

Instead of carrying out an attack the player with the highest initiative can decide to carry out various actions. Examples of these are: **Bunk, Breach, Overwatch, Setup**

3. Consequences

This final phase does not have an initiative roll, and presents a phase where various consequential actions are carried out as the result of the previous two phases. These could be things such as Moral checks and routing of individual units and miniatures.

a. **Reaction**

If a miniature carries out any action that is within the LOS of an enemy miniature or would bring it in LOS with an enemy miniature, then the enemy miniature may react. This is a special rule that can happen after any miniature has completed **Phase 1** or **Phase 2** Roll a D6 and compare this with their reaction (R) stat. If the roll is a success then the enemy miniature may use a ranged combat to attack the miniature (note: If a reaction attack used they attack or carry out an action in the attack/action phase)

NB: A miniature can only react once per round. E.g. Enemy miniature reacts to another miniature running through open and fails the roll. The same enemy miniature can then not react to another miniature running through the open.