COMMAND HORIZON_{v1.5}

To begin: players roll 1D6 each, the player with the highest result chooses who will take the first turn and which side of the table/board to deploy on.

Army setup: Each army deploys within 10cm from their table/board edge using either of the following methods:

a) Secret Deployment: each player draws on a piece of paper which units will go where, in their deployment area (10cm from the table/board edge). Then once both plans have been drawn down, each player places their units to match their deployment drawing.

b) Turn Deployment: each player takes it in turn to place one unit down within the deployment area. The player that takes the first turn is the player who deploys the first unit.

When placing units on the table/board, each model/base in the unit needs to stay within 1 inch of a model from the same unit. This is known as unit coherency, and throughout the game this must occur unless your unit, is a unit that is allowed to split up.

(I)Turn Sequence

1) - Calculate Command Points (CP)

2) - Stun removal

3) - Disengage Close Combat

4) - Movement and state targets

5) - Combat/Close Combat: - Roll Attack Dice
                                         - Roll Defense Dice

6) - Damage allocation (Stuns/Kills)

(II) Command Points

Generating CPs:

- Light tank unit (Alliance 5 models/ Asori 4 models) = 1CP per unit

- Medium tank unit (Alliance 4 models/ Asori 4 models) = 1CP per unit

- Heavy tanks unit (Alliance 3 models/ Asori 4 models) = 1CP per unit

- *Alliance Medium Command (4 models) = 2CP

- Asori Heavy Command (2 models) = 3CP

* Alliance racial trait provides 1 additional CP to total.
Infantry do not generate CPs

Spending CPs:

- **Fire** = 1CP (Free if unit moves)   - Increase Reaction Fire (RF) by 50% = 1CP
- **Move and Fire** - 10cm = 1CP   - Increase Attack dice by 50% (no movement allowed) = 1CP
                    - 20cm = 3CP   - Remove 1 Stun marker = 1CP
                    - 30cm = 6CP   - Split fire (Infantry squads only)

- Mark Target = 1CP
- Entering Rough terrain or Built-up area = 1CP (Infantry and Light Vehicles = No effect)
- Reactivating a Shield drone = 1 CP
- Infantry attach or detach = 1CP (for every Squad involved)
- 'Fight to the death' (additional round of Close Combat) = 1 CP (Attacking player's choice)
- Disengage Close Combat (both players) = 1CP+

* Light Tanks can move their first 10cm without cost.

<div align="center">NOTE: CPs do NOT carry over to your next turn.</div>

(III) Vehicle Combat

Range of weapons:
- Light Tank = 20cm
- Medium Tank* = 30cm
- Heavy Tank = 40cm
- Asori Heavy Command = 50cm

* Includes Alliance Medium Command.

Attacking Units: will roll a certain number of Attack Dice per tank in the unit.

- Light Tank = 1 dice
- Medium tank = 2 dice
- Heavy tank = 3 dice
- Asori Heavy Command = 4 dice

if a unit has stun markers, remove Attack dice equal to the number of stun markers, the result is now the number of dice you roll.

Defendind Units that reaction fire (RF):

Generate Attack Dice, then half the total (rounding up).
if a unit has stun markers, remove Attack dice equal to the number of stun markers, the result is now the

number of dice you roll.

Attacker and Defender Rolling defense dice:

Roll Defense Dice at the same time.

For each successful hit against you roll 1D6

Then add:
 - Medium Tank Unit* 1D6
 - Heavy Tanks Unit 2D6
 - Asori Heavy Command 2D6
 - Shield Drone** (Ignores all stun results)
 - In Cover 1D6 (Infantry 2D6)

* Includes Alliance Medium Command
** a model attached to the Asori Heavy Command

(IV)Damage Allocation

All Attacks/Damage are simultaneous.

Each Attack dice or RF dice rolled would represent the following:

 1 = Miss!
 2 = Miss!
 3 = Miss!
 4 = Stun
 5 = Stun
 6 = Kill

Double 6 = Overkill, cannot Overkill against Infantry.

Defense: negating damage

 Roll your allocated Defense Dice, you need to match or beat your opponents Attack Dice in order to cancel the hits.

EXAMPLE: ---
i.e if Dan attacked with 6 Attack dice and got 1, 1, 3, 4, 6, 6
and Erik rolled 5 defense dice of 2, 3, 4, 5, 6

1, 2 and 3 don't count.
the 4 would cancel the 4
the 6 would cancel the 6
but the 5 can not cancel the remaining 6, therefore the resulting outcome is a kill and one model is removed from play.

OVERKILL

If you roll two 6's with your Attack Dice, you can combine the 2 hits to make an Overkill.
This results is a kill and an automatic stun.
The defender must roll two 6's to negate the kill, but the stun cannot be negated.

STUNS

If a unit is stunned, a marker is placed on the unit for each stunned result.

Stunned tanks remove 1 die per Stun marker (to a minimum of 1 dice) off their Attack dice and RF dice.
A unit that has a Stun marker cannot spend CP to increase fire power or increase movement.

If a unit gains double the amount of Stun markers than the number of models in the unit, remove 1 tank from play. Then remove Stun markers until you are left with an equal number of tanks and stun markers.

The order for a stunned unit that is further damaged and also has a model killed is:
> Remove killed target(s) first, then remove any Stun casualties if Stun Markers double the amount of models now left in play.

All Asori's ignore the first stun (lowest die first).

How to destroy/disable/reactivate an Asori Shield Drone:
During firing/Reaction fire against a unit with a shield drone:

A double 6 that is not defended against = Destroyed.
A double 6 that is successfully defended against = disabled

Can be reactivated by the Asori player in the next turn for 2CP.

(V) Infantry

Infantry work in 'Platoons' and can be split in to 'Squads'.

As a Platoon, Infantry units act as one, moving together in the same manner as other units. Squads within a Platoon must stay within 1 inch coherency and may at a cost of 1CP (per squad) choose to **'Split Fire'** at different targets.

Infantry can be **deployed** either as a Platoon or as Squads (Squads may group together).
During the game Platoons can be split in to Squads and Squads can form up to create their original Platoon.

In order for a Platoon to split into Squads after deployment, it will cost 1 CP for every squad you choose to detach. The detached Squad(s) can now move out of unit coherency with the remaining Squad(s) this occurs during the Movement Phase.
Squads that no longer make a Platoon (whether by choice or deployment) are now for all terms and purposes considered their own Infantry unit and therefore act independently.

<u>Alliance Infantry:</u>

4 Infantry models = 1 Infantry base
2 bases = 1 Squad
3 Squads = 1 Platoon

If the Alliance field a platoon and they act as one; targeting the same unit, the Platoon unit gains an additional 1d6 when firing and when in Close Combat until they are reduced to 50% or less infantry bases than their starting number.

<u>Alliance Heavy Weapons:</u>

1 Heavy Weapon base = 1 team
3 teams = Squad
3 squads = 1 platoon

You can split a squad and attach each team to each squad in a normal Infantry platoon.

<u>Asori Infantry:</u>

2 Infantry models = 1 Infantry base
2 bases = 1 Squad
4 Squad = 1 Platoon

Infantry Movement:

Move up to 10cm (Max) OR Fire 10cm = Free
Move up to 10cm (Max) AND Fire 10cm = 1CP
Asori Infantry can move up to 20cm (Max) = 1CP (but cannot fire)

Infantry Weapon Range:

Infantry Weapon Range: 10cm
Heavy Infantry Weapon Range: 20cm
Asori Infantry Range: 20cm

Infantry Attack Dice & Defense Dice:

Alliance Infantry roll 1 Attack Dice per infantry base when firing, and in Close Combat.
Alliance Heavy Infantry roll 2 Attack Dice per heavy infantry base when firing and 1 Attack Dice per base in Close Combat.

Asori Infantry roll 2 Attack Dice per infantry base when firing, and in Close Combat.
Asori Infantry gain 1 Defense Dice **ONLY** when in Close Combat.

All Infantry units roll 1 Defense Dice per every successful Attack Dice that is rolled against your unit.

Infantry can increase there Fire Power apart from Alliance Heavy Weapons.

Damage Allocation: Infantry Vs Tanks [Ranged Combat]

When Infantry attack tanks: 5 = stun, 6 = kill.
Heavy Infantry and Asori Infantry attack tanks = 4 & 5 = stun, 6 = Kill.

Damage Allocation: Infantry Vs Infantry [Ranged Combat]

1 = Miss!

2 = Miss!

3 = Miss!

4 = Stun

5 = Stun

6 = Kill

Infantry units <u>cannot</u> cause Overkills (Double 6's) against tank or infantry.

Close Combat

Charging:

Infantry units may enter Close Combat. Infantry units engage Close Combat by Charging.
A **Charge** is made by moving your infantry unit(s) into base to base contact with opposing infantry unit(s) via the movement phase with an **additional 5cm** added on to their movement range.

Infantry units that are targeted for a Charge may Reaction Fire against the charging unit but <u>cannot</u> increase their Reaction Fire by 50%. This occurs before models are moved into base to base once a Charge is declared. The charging unit will always reach base to base if within charging range, unless all models of that units are destroyed in the Reaction Fire.

A Charge causes the attacking unit to gain an additional 1D6 Attack Dice

An Asori Charge is known as an **'Asori Rush'** – this causes 3,4,5 and 6's to be kills in the **first round** of Close Combat.
Asori can also 'Asori Rush' Light Tanks following the same rules for Charging, with the exception that Close Combat does <u>not</u> occur. Only the initial 'Asori Rush' attack and the Reaction Fire of the Light Tanks (Light Tanks can increase RF by 50% when charged).

'Asori Rush' against Light Tanks = 3,4,5 Stuns, 6 = Kills.

When charging all units must be within 1 inch coherency and a charge cannot occur if units will not meet in base to base.

Multiple units can be engaged in Close Combat, when this occurs you must declare which unit you are attacking that turn. If a unit gets charged by more than one enemy unit, you must decide which one unit

you will Reaction Fire against.
If you already have a unit in Close Combat and it gets charged by a new enemy unit, you <u>cannot</u> Reaction Fire.

Close Combat begins:

When a Charge is successfully moved into base to base and after any Reaction Fire is resolved. Close Combat begins. Both players generate the correct amount of Attack Dice (See above: **Infantry Attack Dice & Defense Dice** & **Charging)** and roll for their attacks and then roll their Defense Dice.

Alliance Infantry Kill on 5, 6
Asori Infantry Kill on 4, 5, 6

No cover modifiers to Defense Dice are allowed.

Infantry units that survive the turn's Close Combat remain locked in Close Combat until a player successfully **Disengages** (see below) or until all opposing infantry in that Close Combat are killed.

Units <u>cannot</u> fire in to, through or out of infantry units in Close Combat. Artillery can fire over infantry units in Close Combat. Infantry units locked in to Close Combat cannot Reaction Fire.

Fight to the Death:

If the Attacking player has units locked in Close Combat after all attack and defense rolls have been made, the Attacking player can pay **1CP** to engage in **a second round of Close Combat**. This works in exactly the same fashion as before except <u>no</u> bonus for charging/Asori rush. There can only ever be 2 rounds of Close Combat in the first turn ['Fight to the Death' is an optional round decided by the Attacking player].

Disengage Close Combat:

After the Stun Removal phase, the active player who has a unit locked in Close Combat can choose to attempt to Disengage a unit from Close Combat.

The active player tells their opponent they are going to attempt to Disengage, then **both** player decide before rolling how many CPs they are going to spend.
For each CP spent roll 1 D6. Add together the Totals of the dice.

The player with the highest TOTAL score wins.
If the Active player wins, the unit successfully disengages from Close Combat and moves their maximum movement away from any enemy units. The disengaged unit can do nothing more this turn, they act as normal once the Active player turn ends.

If the opposing player wins, the unit remains locked in Close Combat, and must engage in Close Combat in the Combat phase of the turn.

If you try to disengage a unit from Close Combat whilst it is **outnumbered** add the following modifiers to your total score:

Outnumbererd by

2:1 = -2

3:1 = -3

4:1 = -4

Etc…

(VI) Mobile Artillery

Max range is 50cm.

Any friendly unit (including the Artillery unit itself) must be able to draw a line of sight to the target in order for an Artillery unit to fire. This does not prevent the friendly unit in question from targeting and firing at a different enemy unit (if it is not the Artillery unit).

Medium Artillery roll 2D6.

Each independent Infantry (Platoon or Squad) and Light Tank unit that has line of sight to an enemy within 30cm can spend 1CP to **mark** the target so the artillery can use a 'Ranged In' attack.

The unit that marks a target pays 1CP to do so and can only mark once per turn. This unit can still fire as normal and may target a different enemy (within range) but must reduce their Attack Dice by 1 during this turn's firing (not applicable to Reaction Fire).

Artillery Damage Allocation:

4,5 = Stun 6 = kill against Infantry

4,5,6 = Stun against Vehicles

'Ranged In' Attack:

if an enemy unit got "marked" the Artillery can make a 'Ranged in' attack instead of its standard attack (as long as 1CP has been paid for the Artillery to fire)

If 1 friendly unit marks a target = 4,5 = stuns, 6 kills.

If 2 friendly units marks the same target = 4 stuns, 5 kills, 6 kills.

if 3 friendly units marks the same target = 4,5,6 = kills.

(marks = max of 3)

An artillery unit <u>cannot</u> make a 'Ranged in' attack, if the marked target is within 20cm of it.

An Artillery unit <u>cannot</u> fire at a target that is within 10cm of itself.

An Artillery unit <u>cannot</u> Reaction Fire at all.

(VII) Terrain

Woods and built up areas offer Protection.

Vehicles = 1 extra Defense die.
Infantry = 2 extra Defense die.

Movement into/through/out of terrain is 1CP extra for Medium Vehicles and above.

Advance

(VIII) CONCENTRATE COMMAND

Immediately after generating your CP, you can choose to 'Concentrate Command' as follows:

By sacrificing your Command Unit's movement and actions (Attacking/Reaction Fire) for this turn, you can generate 1 additional CP for each of your other non-Stunned units.

> Alliance Command Unit 'Radar Jammer' (Special Rule)

The Alliance player chooses when to activate this effect:

Any enemy units within 15cm of the Alliance Command Tank do NOT generate their CPs in the 'Generate CP phase'.

Once this effect has been activated it cannot be used in the next consecutive turn. The player must wait one turn for the Radar Jammer to recharge.

(IX) Objectives

Objectives can be **captured** by the appropriate unit(s), by being in base to base contact. Once that unit(s) departs from base contact the Objective is no longer considered captured.

Objectives can be **secured** by the appropriate unit(s), by being in base to base contact and maintaining that contact until their next turn. If successful the unit(s) can now depart contact and the objective is considered secured. Once an objective is secured you now receive the benefit of the objective/ or cause the **sabotage** effect if this objective is race specific.

Infantry can both **Capture** and **Secure** objectives.
Light Tanks can both **Capture** and **Secure** objectives.

Medium, Heavy, Artillery and Command Tanks can only **Capture** objectives.