

Rules Reference

The Game Turn

Tactical Roll-off

The winner of this roll-off has the Tactical Edge for this turn.

Impulses

1) Fate Roll. A player (decided by the player that has the Tactical Edge), rolls a Fate dice and receives a 'hand' of activation markers, - either 1 marker, 2 markers or 0 markers if a **F412** result is rolled.

2) Plan Activations. That player places all activation markers from his hand, with the 'Ready' side up, next to the models he wishes to activate. If the player has more than one marker, he chooses the models he wishes to activate and places a marker next to each model.

3) Execute Activations. That player executes the activation of each of his models in any order he likes, turning the 'Ready' marker to the 'Done' side as he finishes each activation.

4) The other player repeats steps 1), 2) and 3).

5) Players continue to alternate activating their models until all models in both players' forces have been activated.

End Turn

Remove one 'Done' marker from each model and place them all back in the pool of activation markers.

Attack Sequence

When a model attacks, follow the sequence below:

- Choose weapon and target
- Attack rolls
- Take cover saves
- Damage rolls
- Resolution Tests

Attack Rolls

The attacker rolls one die per ROF of the weapon it is using. It can only use one weapon and cannot use ranged weapons if it has made a double move or is within CC range of an enemy. The number needed when rolling the Skill die for the Attack to hit its target depends on the distance between the attacking model and the target:

- Close Combat range: 3+
- Point Blank range: 4+
- Short range: 5+
- Long range: 6+

Taking Cover Saves

If the target model is not 'in the open' within Short range, the opponent normally rolls **5s** and if the result is 4+, the hit is negated. If the result is 3 or less, the hit is applied to the model, and the fire will then roll to damage.

Damage Rolls

For each hit scored and not saved, the player checks the weapon's Stat-line and rolls the correct Power die. The result of the die is then compared with the Armor value of the target. If the die result is equal to or higher than the target's Armor value, the hit scores a point of damage on the target. Normally, a model that suffers a point of damage is removed. If the result is lower than the Armor value of the target, the model will have to take a Resolution Test.

Resolution Tests

If a model has suffered one or more hits by an enemy attack and has not been damaged, after all saves and rolls to damage have been done, the model must immediately take one Resolution Test per roll to damage that it has just survived. A Resolution Test is taken by rolling the model's Resolution die and checking the chart below:

Resolution Test Chart		
Die Result	Effect	
6+	No effect	
2-5	Reeling	
1	Retreat!	

Heavy Weapons vs Resolution Tests

If a model is hit by a heavy weapon (anything with Power **4s** or more) and not destroyed, its Resolution for the ensuing Resolution Test is degraded by one step. This means it uses the next worse die (e.g. it uses a **5s** instead of using its normal **6s**.)

Failed Resolution Test – Retreat!

If a model rolls a 1 for its Resolution Test, the model is removed from the game and counts as destroyed.

Failed Resolution Test – Reeling

If a model rolls a 2-5 for its Resolution Test, the model is Reeling – if the model already had 'Done' markers on it, it simply receives one more. If it did not have any Done markers it receives two. This way, Reeling models are easily recognizable, as they are marked with **two or more 'Done' markers**.

The effect of having two or more 'Done' markers is that the model will not be able to do anything this turn and, as models only lose one Activation marker at the end of each turn, it will also be unable to do anything in its following turn, or turns. But don't worry, your Commanders can help models to get rid of extra 'Done' markers much faster than this!

Also, a reeling model is more vulnerable to enemy attacks at Close Combat range – see 'Hasta La Vista, Baby!' below.

'Hasta La Vista, Baby!'

Enemies that end their move within Close Combat range of a reeling model are not forced to use their close combat weapons (unless of course they are also within Close Combat range of another enemy unless they are reeling).

On the contrary, if an enemy attacks a reeling model from Close Combat range, using either a close combat weapon or a ranged weapon, it will hit on 2+. If any hit is scored, no cover saves are allowed, and the weapon used to attack counts as Power **6s** – Hasta la Vista, Baby!

Commanders

Models with the Command (n) special rule are called Commanders and said to have 'a Command value of n.' They have the following abilities, which work on all visible friendly models within command range, except for other Commanders. Command range is normally the same as Point: Blank range (i.e. Walk template).

'Come With Me If You Want To Live'

When you assign a Ready marker in the Plan Activations step of the turn to this model (as per the normal rules), you can immediately take a number of markers from the pool up to its Command value, (n), and assign them to any visible friendly models without Ready or Done markers within command range.

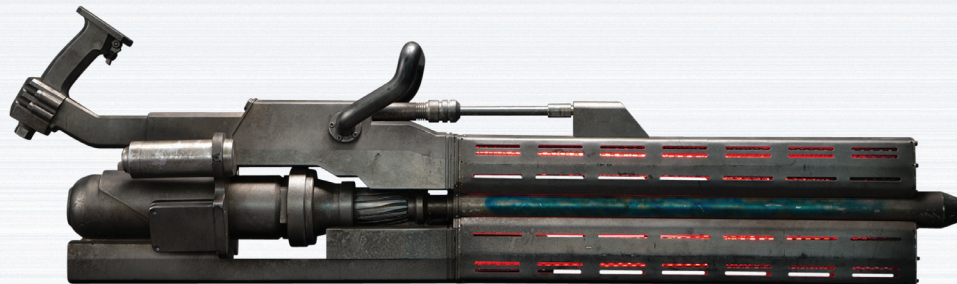
'No Fate But What We Make For Ourselves'

When you roll a **F412** result for the Fate roll to determine how many activation markers you get, you can select one (and only one!) of your Commander models currently without Ready or Done markers – this Commander will use sheer force of will to override Fate.

You immediately take a number of markers from the pool up to the model's Command value, and assign the first one to the Commander itself, and the remaining ones (if any) to any visible friendly models without Ready or Done markers within command range.

'On Your Feet, Soldier!'









In the End Turn phase, after one Done marker has been removed from all friendly models, the Commander can remove additional Done markers from any visible friendly model(s) within command range that still have Done markers (including other Commanders, though not him/her/itself!), up to a total number of Done markers equal to its Command value. This effectively allows models to go back from Reeling straight to fighting at full effectiveness, without having to miss their next turn.



Quickplay Reference

The Resistance

Resistance Soldier

Skill	Armor	Resolution	Special	
	4+		–	
Weapons: combat knife & either shotgun, assault rifle, plasma rifle, grenade launcher or rocket launcher (AT).				
Weapon	Range	ROF	Power	Special
Combat knife	CC	1		–
Shotgun	Short	1		Stopping Power
Assault rifle	Long	2/1		Semi-automatic
Plasma rifle	Long	2/1		Semi-automatic
Grenade launcher	Long	1		Area (Small)
Rocket launcher (AT)	Long	1		Brace

Special Rules

Brace

This weapon cannot be fired if the model has moved as part of its activation.

Semi-automatic

If the target is at Long range, this weapon counts as ROF 1. If the target is within Short range, this weapon counts as ROF 2.

Stopping Power





This weapon is Power **5s** at Point: Blank range.

Area (Small)

If the target model is hit, measure to see if other nearby models are also hit by the same weapon – we call them secondary targets. Place the Close Combat range template in base contact with the primary target and rotate it all around its base. Any models whose bases are touched or overlapped by the template are also hit. Proceed to roll for damage against all models hit, in an order chosen by the activating player. Models hit by area weapons receive no cover. If the model itself or any friendly models would be secondary targets, the attacking model cannot fire.

The Machines

Endoskeleton

Skill	Armor	Resolution	Special	
	8+		Mindless, I'll Be Back	
Weapons: terminator claws & plasma gun.				
Weapon	Range	ROF	Power	Special
Terminator claws	CC	1		—
Plasma gun	Long	2		—

Special Rules

Mindless

Machines never take cover saves.

I'll Be Back

When a model with this special rule is destroyed (except by an 'Hasta La Vista, Baby!' attack or by a Retreat result on a Resolution test), roll a **5s**. If the result is a 5 or a 6, the model is not actually destroyed, but turns into a crawler instead. When turning into a crawler, the model must also take a Resolution test as normal for surviving a hit.

Crawlers have the profile below. In addition, they are Size 0, cannot make double moves, and treat all barriers as impenetrable. Also, the Mindless rule ceases to apply.

Crawler

Skill	Armor	Resolution	Special
5s	8+	6s	Slow
Weapons: terminator claws			

Special Rules

Slow

The model uses the Crawl template for a normal move, and uses the Walk template for a double move (but note that Crawlers cannot make double moves).

Model Stats

Human Resistance (USA)

Model	Skill	Armor	Resolution	Special
Resistance Soldier	05	4+	05	-
Resistance NCO	05	4+	010	Command 1
Resistance Captain	05	4+	010	Command 2
John Connor's Lieutenant	05	4+	010	Command 2, Resilient (2)
Kyle Reese [1]	05	4+	010	Command 3, Resilient (2)
John Connor [1]	05	4+	010	Command 5, Resilient (2), Tactical Genius
Sarah Connor [1]	05	3+	000	Command 3, Resilient (2)
Pops [1]	010	8+	000	I'll be Back, Machine, Guardian
Cop	05	3+	05	-
SWAT	05	4+	05	-

Human Resistance (USA) - Vehicles

Model	Skill	Armor	Resolution	Special
Abrams MBT	05	10+	000	Vehicle, Resilient (3)
Bradley APC	05	8+	000	Vehicle, Transport (7), Resilient (2)
Car	05	5+	05	Vehicle, Size 2, Transport (3)
Humvee	05	7+	010	Vehicle, Transport (4), Resilient (2)
Pickup	05	5+	05	Vehicle, Size 2, Transport (6)
Truck	05	6+	010	Vehicle, Transport (12), Resilient (2)
Apache Attack Helicopter	05	6+	010	Vehicle, VTOL, Extremely Fast, Resilient (2)
Black Hawk Transport Helicopter	05	6+	010	Vehicle, VTOL, Extremely Fast, Transport (10), Resilient (2)

The Machines

Model	Skill	Armor	Resolution	Special
Endoskeleton	05	8+	000	I'll Be Back
Crawler	05	8+	000	Slow
T-1000	010	8+	000	Resilient (3), Infiltration, Command (2), Mimetic Poly-alloy, Sprint
Cyborg Infiltrator	05	8+	000	I'll Be Back, Infiltration
Prototype Infiltrator	05	8+	000	I'll Be Back, Friendly?
Spider Tank	05	9+	000	Size 3, Resilient (2)

The Machines - Vehicles

Model	Skill	Armor	Resolution	Special
Hunter-Killer Gunship	05	8+	000	Vehicle, VTOL, Extremely Fast, Transport (6*), Resilient (2)
Hunter-Killer Tracked Unit	05	9+	000	Vehicle, Resilient (3)

Weapons Reference

Resistance Weapons Chart

Weapon	Range	ROF	Power	Special
Fists	CC	1	05	
Combat knife	CC	1	05	
Sticky bomb	CC	1	010	Small Area, Suicidal
Bow/Crossbow	Long	1	05	
Pistol	Short	1	05	
SMG	Short	2	05	
Shotgun	Short	1	05	Stopping Power
Rifle	Long	1	05	
Sniper rifle	Long	1	05	Sniper
Heavy sniper rifle	Long	1	05	Sniper
Assault rifle	Long	2/1	05	Semi-automatic
Plasma rifle	Long	2/1	05	Semi-automatic
LMG	Long	3	05	
HMG	Long	3	05	Brace
Grenade launcher	Long	1	05	Small Area
RPG	Long	1	010	Ammo (1)
Mortar	Long	1	05	Brace, Indirect, Small Area
Chain gun	Long	3	05	Brace
Rocket launcher (AT)	Long	1	000	Brace
Rocket launcher (HE)	Long	1	05	Brace, Medium Area
Tank cannon (AT)	Long	1	000	Brace, HE Rounds
Tank cannon (HE)	Long	1	05	Brace, Small Area
Minigun	Long	5	05	Brace
Gatling gun	Long	4	05	Brace

Machines Weapons Chart

Weapon	Range	ROF	Power	Special
Terminator claws	CC	1	010	
Stabbing/cutting parts	CC	1	010	
Crushing stomp	CC	1	010	
Poly-alloy javelin	Short	1	05	
Plasma gun	Long	2	05	
Flamethrower	Short	1	05	Flame
Heavy plasma gun	Long	3	010	Brace

"Here we stand
on the precipice of
that final battle."

John Connor

