

Armour Battles

Game Turn

Both players roll their Command Dice

- Check for Command Failure
- Discard any 1s
- The player who rolled the most 6s goes first
 - ◆ First Friendly Command Pulse
 - ◆ Friendly Logistics Phase
 - ◆ First Enemy Command Pulse
 - ◆ Enemy Logistics Phase
 - ◆ Second Friendly Command Pulse
 - ◆ Second Enemy Command Pulse
 - ◆ Command Pulses alternate until all Command Dice are used

Command Failure

- More 1s than 6s
- Opponent gets to use the 1s as Wild Dice
- Player with the Command Failure has the second Command Pulse
- Artillery and smoke missions are cancelled
- Commit Reserve orders cannot be issued
- If both players roll a Command Failure, the turn ends

Restock Staff Orders

- Double roll = 1 Staff Order
- Triple roll = 2 Staff Orders
- Quadruple roll = 3 Staff Orders

Friendly Command Pulse

You must do at least one of the following:

- Logistics Phase (1st Friendly Command Pulse only)
- Regroup (cost 1 CD), or
- Command Order (costs 1 CD), or
- Pass/Do Nothing (costs 1 CD)

With a dice chain of 2 CDs, you can do two of these actions; with a 3 CD Order Chain, you can do three, and so on. In addition, you may use one or more Staff Orders.

- Use one or more Staff Orders (cost 1 SO each)

Command Groups

- Nominate one unit as the leader
- Another three units within 6" can be included in the Command Group
- Suppressed units cannot be included
- One reconnaissance unit can be included in the group without adding to its size

Logistics Phase

- Adjust Off-table Artillery
- Off-table Artillery Fires for Effect

Orders

Command and Staff Orders

- Move and Fire
- Commit Reserves
- Disengage Group
- Rally Group
- Regroup (does not count as an activation)

Staff Orders Only

- Call Artillery Mission
- Call Smoke Mission
- Adjust Artillery Mission
- Maintain Artillery Mission
- Maintain Smoke Mission
- Staff Orders can be used as Wild Dice

Wild Dice

Rolls of 6s and Staff Orders

- Create a Larger Order Chain
- Add to a Combat Roll
- Add to a Reaction Roll
- Add to a Rally Roll
- Replace a Variable Move Dice
- Double, triple or more 6s can be used to issue instant Staff Orders

Rallying

- Roll Rally Dice.
- Opponent rolls one dice for each Disruption Point on your unit with a 4+ TN.
- Your TN depends on the distance to the closest enemy unit.
- Remove one Disruption Point per success.
- Suppressed units cannot be rallied.

Rally Distance

0-6"	6+ TN
6-12"	5+ TN
12-24"	4+ TN
24-26"	3+ TN
36"+	2+ TN
Light Cover	+1D
No LOS to enemy	+1D

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Fire Combat

Direct Fire TN = 4+

- Roll unit's AT Dice. Opponent rolls his unit's Reaction Dice
- Suppressed Units Cannot Fire
- Close Range -1 TN
- Effective Range 0 TN
- Long Range +1 TN
- Flank/Rear Attack -1TN
- Ambush Fire +1D
- Double Move -1D
- Triple Move -2D

Indirect Fire

- Roll Artillery Dice versus 3D.
- Both players have a 4+ TN. The battery fires for effect immediately if you roll more successes than your opponent.
- Otherwise, the battery fires in your next Logistics Phase.
- Roll for deviation. A deviating battery deviates 1D"
- Batteries fire with a 4+ TN

Reaction Checks

- Target unit is not suppressed 4+TN
- Target unit is suppressed 5+ TN
- Target unit is in or behind light cover +1D
- Target is uphill of firer +1D
- Open-topped versus indirect fire -1D
- Target unit is disengaging +2D
- Target unit breaks off +2D
- Target unit shoots and scoots +2D

Fire Combat Results

Disruption Points: Target takes one Disruption Point for each success by the firing unit.

Dispersal: Remove a unit when it has three Disruption Points, then deduct D3 Army Morale Points.

Suppression: Caused when the firing unit rolls more 6s than the target. A unit hit by indirect fire must roll more 6s than the firing unit or become suppressed.

Forced Back: A unit is forced back if it is suppressed and takes one or two Disruption Points.