

STANDARD PLAY

SEQUENCE OF PLAY

Random Number Generation 4.2.1

To generate a Random Number (RN)(4.2.1), roll the Red and Black dice. If the Black die is 2, 3, 4, or 5, that is your RN. If the Black die is a 1, check the Red die. If the Red die is a 1 or 2, your RN is 0. If the Black die is 6, check the Red die. If the Red die is a 1 or 2, add that number to the Black Die, and your RN becomes 7 or 8.

Skill Check 4.6

Skill Check (4.6): Roll a RN and compare to a Unit's number in that skill (Skill Level). Divide the RN by the Unit's Skill Level, and drop the remainder. Those are the Success Levels (SLs) generated. If Command Points (CPs) are available, they can be spent to increase the RN.

Resources 8.0

Resources (8.0): Resources can be spent at any moment in the game. See 8.1 for a complete breakdown of the different resources and how they can be used during the Mission.

Sequence of Play: Standard Play

1. Advance Turn counter one space (First turn: Place on 1/Start)

2. Choose a Node to Move to:

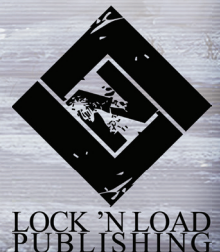
- If its an Unresolved Node, move your Squad counter next to the Node and perform Node Resolution (See #3)
- If its a Previously Resolved Node, roll on table 6.3.2.

3. Node Resolution (6.3):

- Optional: Spend an Intel Resource (8.1) to gain 2 SLs.
- Make Command Skill Check (4.7) with Squad Leader to generate CPs OR Squad Leader can use one of their skills to make a Skill Check
- Make Unit Skill Checks: Units with the appropriate skill (listed on the Node) can make a Skill Check to generate SLs.
- If you generate enough SLs to resolve the Node, move your Squad Counter to the Node and place a Multi-purpose counter on it. Then make an Event Check (See #4).
- If you failed to generate enough SLs, mark the Node with the number of SLs generated (if any), move your Squad counter back to the previous Node, and check to see if you make an Event Check (See #4).

4. Event Check (6.4):

- When your Squad is located on a Node without an Event counter, roll a RN and compare it to the Node's Event String. If you roll within the Scope, that Event occurs (Example: 5+/B means if you roll a 5 or higher, a Class B Event occurs).
- If an Event occurs, and you survive, place an Event counter on the Node. Remove the Multi-purpose counter.



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- c. If no Event occurs, perform the End Turn step (See #6).

5. Combat (7.0):

- a. Roll a RN on the appropriate column (Class A, Class B, etc) of the Enemy Presence Table located on the Enemy Race Sheet.
 - i. Place those Enemy cards on the table.
- b. Make Command Skill Check with Squad Leader to generate CPs
 - i. CPs generated can be used to adjust the RN for range (increase or decrease RN), and/or increase the RN when Generating Wounds
- c. Optional (First Round of Combat Only): Spend an Intel Resource and ONE CP to gain Ambush (7.5.7). Ambush allows you to conduct a round of combat with your Units only. Enemy Units are not activated during this Ambush round.
- d. Combat Range Determination: Roll a RN on the Enemy Race Sheet's Range Table to Set the range (Melee or Fire) at the beginning of combat, and to adjust the range in each subsequent round of combat. On the first round, you use the "SET" column for range determination.
- e. Activate Units and Generate Wounds: Units are activated, one at a time, to Generate and Assign Wounds. You must assign generated wounds before you may activate any other unit. Combat is simultaneous unless conducting an Ambush.
 - i. Make a Skill Check with the relevant Skill (Fire or Melee) to generate SLs/Wounds. One SL equals one Wound.
 - ii. Assign generated Wounds to Enemy Units. If there is more than one Enemy Unit, half of the available Wounds can be assigned to one Enemy, the rest must be assigned equally to the other Enemy Units.
 - iii. When assigning Enemy generated Wounds to your Units, freely assign Wounds up to a Units' Hit Points.
 - iv. Optional: Spend a MedKit resource to cancel a Wound assigned to your Unit.
 - v. Optional: Roll an armor check when a wound is assigned if the unit possesses armor.
 - vi. Optional: Use a Grenade if at Melee range.
- f. Remove Casualties: Remove any Units or Enemy Units that have Wounds equal to their Hit Points. If any Enemy Units remain, go back to #5b (Command Skill Check) and begin a new round of Combat. Otherwise, go to End Turn (See #6).

6. End Turn (6.5):

- a. Check to see if you have met the Mission Objectives, your Squad is Killed/OOA, or if the Turn counter is on the last space of the Turn Record Track.
- b. If any of the above conditions are met, the mission ends.
- c. Otherwise, check your current Node for Resource Caches (8.3, place a Multi-purpose counter on the resource cache if you claim the resources), then go back to #1 and start a new turn.

