

BORDERWORLD - CORE RULES v1.0

1.0 WELCOME TO BORDERWORLD!

A fast-paced, tactical tabletop wargame, where two players face off with ARMIES of ARMORED vehicles, INFANTRY and more, on various BATTLEFIELDS across the BORDERWORLD. It combines an action-economy system, TOKEN-based unit ACTIVATION, and unit customization via various MODS. Command your ARMY, secure CONTROL POINTS, battle your opponent, earn VICTORY POINTS, and most importantly, enjoy the game!

2.0 WHAT YOU NEED TO PLAY

In order to play BORDERWORLD, you will need the following items:

- D6 dice
- Tape measure (metric)
- Play surface (BATTLEFIELD), size varies by MISSION (see MISSIONS GUIDE)
- One ARMY per player, consisting of units
- Uniform ACTIVATION TOKENS in two different colors, used for unit ACTIVATION
- Opaque container, e.g. bag (to draw ACTIVATION TOKENS from)

3.0 CHOOSING AN ARMY

Players may select one of BORDERWORLD's FACTIONS, each coming with its own list of unique units. A player's ARMY may only include units from their chosen FACTION. For each FACTION's list of units see the FACTIONS GUIDE.



3.1 UNIT DATA CARDS

Each unit comes with a DATA CARD, containing the following, game-relevant information:



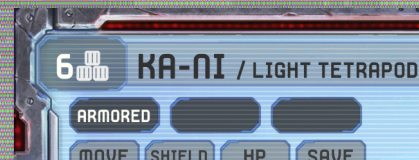
- 1: Default LOGISTICS POINT (📦) cost of DEPLOYMENT
- 2: No. of miniatures in the unit (if more than 1)
- 3: List of unit KEYWORDS
- 4: Unit STATS
- 5: List of unit ARMAMENTS
- 6: MOD slots

DATA CARDS are a player's quick reference to their units. It is recommended to keep them at hand, beside the BATTLEFIELD during games.

3.2 UNIT KEYWORDS

KEYWORDS describe various unit traits and attributes:

- **ARMORED:** immune to SMALL ARMS, vulnerable to [ANTI-ARMOR X]
- **HEAVY:** cannot be MOVED by other units
- **HOVER:** may cross obstacles along its path, but cannot remain on them
- **INFANTRY:** may utilize COVER and HARDENED COVER, vulnerable to [ANTI-INFANTRY X]
- **COMMAND:** may also be DEPLOYED during SETUP ROUND 1



3.3 UNIT STATS

STATS are a unit's key metrics:

- **MOVE:** measured in cm, determines how far a unit may MOVE on the BATTLEFIELD during an ACTIVATION
- **SHIELD:** must be reduced to 0 before the unit's HP can be lowered. Multi-miniature units share a common SHIELD pool, equal to the SHIELD STAT multiplied by the no. of miniatures
- **HP:** indicating the amount of DAMAGE a unit can sustain. When reaching 0, the unit is ELIMINATED and must be removed from the BATTLEFIELD
- **SAVE:** the amount of SAVE dice the unit can roll in response to an ATTACK

MOVE	SHIELD	HP	SAVE
50	1	1	1

3.4 UNIT ARMAMENT STATS

- **RANGE:** the maximum ATTACK distance in centimeters
- **ACC:** the number of D6 dice rolled for ACCURACY
- **DMG:** the number of ACCURACY dice to be taken into account for DAMAGE calculation
- **COUNTER:** LOGISTICS POINTS (●) cost to COUNTERATTACK with this ARMAMENT

ARMAMENTS	RANGE	ACC	DMG	KEYWORDS	COUNTER
Kinetic missile	60	4D6	4D6	[anti-armor 2]	2●
Tungsten Blade	5	4D6	4D6	[close range]	2●

3.4.1 UNIT ARMAMENT KEYWORDS

- **[INDIRECT]:** no LINE OF SIGHT required as long as target is within LINE OF SIGHT of a friendly unit
- **[BREACHER]:** DEFENDER in COVER or HARDENED COVER rolls two less SAVE dice against this ARMAMENT
- **[ANTI-ARMOR X]:** may re-roll X ACCURACY dice versus ARMORED units
 - X is multiplied by the no. of the unit's miniatures on the battlefield at the time
- **[ANTI-INFANTRY X]:** may re-roll X ACCURACY dice versus INFANTRY units
 - X is multiplied by the no. of the unit's miniatures on the battlefield at the time
- **[SMALL ARMS]:** cannot deal DAMAGE to ARMORED units' HP, but CAN DAMAGE their SHIELD
- **[CLOSE RANGE]:** rules for CLOSE RANGE and MELEE may apply
- **[PRECISE]:** also HITS for 1 DAMAGE on ACCURACY roll results of 2

4.0 LOGISTICS POINTS

Throughout the game, players spend LOGISTICS POINTS (●): a critical resource used to perform various actions during the game. LOGISTICS POINTS (●) are used for:

- DEPLOYING units (cost of DEPLOYMENT indicated on DATA CARDS, in the top left corner)
- Purchasing ACTIVATION TOKENS
- Paying for unit COUNTERATTACKS

MISSION GUIDES determine the amount of LOGISTICS POINTS (●) players have access to during each PHASE of a game, and the size limit of each ARMY (see 5.0, 7.0).

5.0 CHOOSING A MISSION

MISSIONS, found in the MISSIONS GUIDE, determine the parameters of a given game. The MISSION chosen for this example is ENCOUNTER:

- BATTLEFIELD size: 110x75 cm
- DEPLOYMENT ZONE size: 20x75 cm per player
- ARMY size limit per player: 60
- Max. number of ROUNDS during the OPERATIONS PHASE: 5
- available during SETUP ROUND 1: 15
- OPERATIONS PHASE per ROUND: 20
- Number and type of CONTROL POINTS:
 - CONTROL POINT: 10 VICTORY POINTS / ROUND - circular base, d = 10 cm
 - CONTROL POINT: 10 VICTORY POINTS / ROUND - circular base, d = 10 cm

6.0 VICTORY POINTS & WINNING THE GAME

The player with the highest number of VICTORY POINTS at the end of the last ROUND wins the game.

VICTORY POINTS (VP) are gained from:

- CAPTURING CONTROL POINTS
- ELIMINATING enemy units:
 - Gain VP equal to the unit's default DEPLOYMENT cost
- ELIMINATING one's own units with friendly fire will award VP to the opposing player

7.0 BUILDING AN ARMY

Once a player has chosen a FACTION and MISSION, they may assemble their ARMY using its list of unique units. ARMY size must not exceed the limit set by the relevant MISSION (see MISSIONS GUIDE). ARMY size is calculated based on the LOGISTICS POINTS (LP) DEPLOYMENT cost of units, factoring in MODS.

For the example below, the chosen faction is SONS OF AMERIGO.

7.1 COMMAND UNITS

Players begin building their ARMY by selecting units with the COMMAND KEYWORD. These provide further , required to DEPLOY additional units.

It is recommended to exploit the limit available during SETUP ROUND 1 as much as possible, in this case 15. Here, two units of 7 A10 AZURE will be added to the list, at a total cost of 14:

- 7 A10 AZURE / MOBILE COMMAND POST
- 7 A10 AZURE / MOBILE COMMAND POST

7 A10 AZURE / MOBILE COMMAND POST

ARMORED

COMMAND

MOVE

HP

SAVE

50

15

4

ARMAMENTS	RANGE	ACC	DMG	KEYWORDS	COUNTER
BM-25 Autocannon	50	4D6	3D6	[anti-infantry 2] [breacher]	2
FB-60 Light mortar	70	3D6	3D6	[indirect] [breacher]	2

COMMAND UNIT

BUILT-IN

If this is the first command unit deployed during setup round 1, gain 4 for army size. If equal to 25% of the army size limit, if not the first, gain 10%.

7.2 BUILDING THE REST OF THE ARMY

Having picked two A10 AZURE units with a total cost of 14, leaves the player with 46 to build their ARMY. The unit list below has a total cost of 43, fitting within the 46 limit:

- 13 A1 BASTILLE / SUPERHEAVY MBT
- 7 TREBUCHET / TANK HUNTER
- 5 ASSAULT TEAM / TERRESTRIAL MARINES
- 5 ASSAULT TEAM / TERRESTRIAL MARINES
- 5 ANTI-ARMOR TEAM / TERRESTRIAL MARINES
- 8 SPEC OPS TEAM / TERRESTRIAL MARINES

7.3 UNIT MODS

MODS are modifications that alter a unit's attributes and DEPLOYMENT cost:

- U-MODS: provide advantages, raising a unit's DEPLOYMENT cost
- D-MODS: provide disadvantages, decreasing a unit's DEPLOYMENT cost, but never below the default value shown on the unit's DATA CARD
- BUILT-IN MODS: included with a given unit by default, cannot be removed

If a player brings multiple copies of the same unit onto the BATTLEFIELD, they must all use the same MOD configuration. COMMAND units are exempt from this rule. The same MOD cannot be stacked, i.e. installed on the same unit more than once, unless explicitly stated otherwise.

Having equipped the two units of 7 A10 AZURE with MODS, their deployment costs change:

- 7 A10 AZURE / MOBILE COMMAND POST

SMOKE ROUNDS: +1

COMPROMISED ARMOR: -3

DEPLOYMENT BEACON: +1

The net result is -1, however, since D-MODS cannot lower a unit's DEPLOYMENT cost below its default value, it remains at 7.

- 7 A10 AZURE / MOBILE COMMAND POST

SMOKE ROUNDS: +1

UP-ARMORED: +1

ERRATIC INJECTOR: -1

The net result is +1, which puts the unit's DEPLOYMENT cost at 8.

Reminder: MODS factor into ARMY size! For example, equipping a 10 unit with 8 worth of U-MODS will contribute 18 to the total ARMY size. Choose your U-MODS wisely, or consider offsetting them with D-MODS.



The 7 A10 AZURE and 8 A10 AZURE together constitute 15, matching the limit of available during SETUP ROUND 1 for the chosen MISSION.

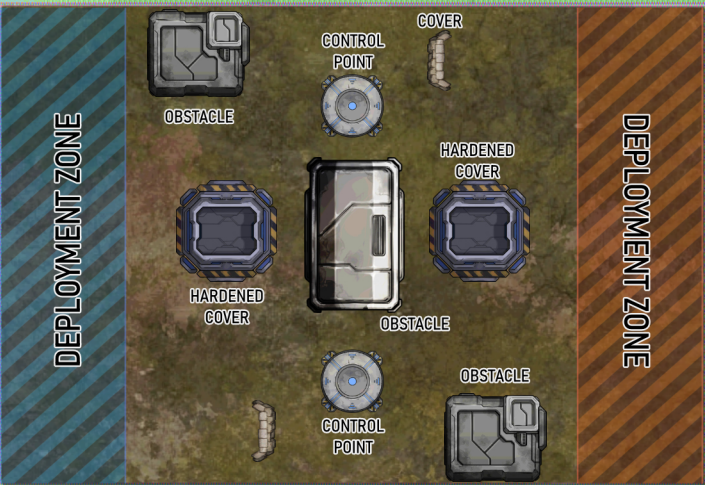
8.0 THE BATTLEFIELD

BATTLEFIELDS are set up based on the MISSION, determining the location and size of DEPLOYMENT ZONES and CONTROL POINTS. The BATTLEFIELD size for the chosen MISSION, ENCOUNTER, is 110x75 cm. The size of DEPLOYMENT ZONES is 20x75 cm.

CONTROL POINTS are BATTLEFIELD markers that award VICTORY POINTS to players who CAPTURE them. Sizes are determined by the MISSIONS GUIDE.

Note: COMMAND CENTERS are also CONTROL POINTS.

- CAPTURED: if an INFANTRY unit's base touches an UNCONTESTED CONTROL POINT at the end of a ROUND, the CONTROL POINT is CAPTURED, the player scores VICTORY POINTS (amount determined by the MISSIONS GUIDE)
- CONTESTED: if two opposing units' bases touch a CONTROL POINT, it becomes CONTESTED, not awarding VICTORY POINTS to anyone



Importantly, only INFANTRY units may CAPTURE a CONTROL POINT. AMORED units may CONTEST a CONTROL POINT, but may not CAPTURE it, unless stated otherwise, e.g. by equipped U-MODS.

8.2 TERRAIN

TERRAIN affects units' MOVEMENT, survivability and LINE OF SIGHT. The placement of TERRAIN objects are determined by established BATTLEFIELD layouts (see MISSIONS GUIDE) or player consensus. There are three types of TERRAIN objects which influence the game:

- OBSTACLE: tall TERRAIN object (5+ cm high)
 - Blocks LINE OF SIGHT, impassable for non-HOVER units
 - E.g. large rocks, mountains, buildings, high walls, etc.
- COVER: low TERRAIN object (~1-5 cm high)
 - Does not block LINE OF SIGHT
 - All units may MOVE through COVER
 - An INFANTRY unit gains a defensive bonus if at least one of its bases touches the COVER object, against all types of ATTACKS, and all instances of friendly fire
 - One COVER object may be used by multiple INFANTRY units at the same time
 - E.g. sandbags, barrels, small piles of rubble, low walls, etc.
- HARDENED COVER: tall TERRAIN object (5+ cm high)
 - Blocks LINE OF SIGHT, impassable for non-HOVER units
 - An INFANTRY whose base touches the HARDENED COVER object may enter it, gaining a major defensive bonus; the unit cannot exit until its next ACTIVATION
 - One HARDENED COVER object may be used by one INFANTRY unit at a time; all miniatures must be placed within the object, their bases may overlap
 - E.g. hollow buildings

Terrain effects on SAVE STAT		
	COVER	HARDENED COVER
VS. ATTACK	+2D6	+4D6
VS. [BREACHER] ATTACK	+0D6	+2D6

9.0 GAME STRUCTURE

Once players have built their ARMIES and set up the BATTLEFIELD, they are ready to play. Games in BORDERWORLD consist of two major PHASES, which are further divided into ROUNDS. During each ROUND, players take TURNS to perform actions based on the game's ACTIVATION system.

- **SETUP PHASE**
 - Consists of two ROUNDS for all MISSION types, during which players DEPLOY the bulk of their ARMIES
- **OPERATIONS PHASE**
 - Consists of a number of ROUNDS determined by the MISSION, during which the battle takes place

9.1 SETUP PHASE ROLL-OFF

At the start of the SETUP PHASE, each player rolls 1D6:

- The player with the higher roll result wins
- The winner determines the opponent's DEPLOYMENT ZONE, and chooses who gets to DEPLOY their units first in both ROUNDS of the SETUP PHASE
- In case of a tie perform the roll-off again

9.2 SETUP ROUND 1

During the first ROUND of the SETUP PHASE, named SETUP ROUND 1, players take one TURN each to DEPLOY their COMMAND units in their respective DEPLOYMENT ZONES. The available  to do so is determined by the MISSIONS GUIDE.

- COMMAND units DEPLOYED during SETUP ROUND 1 provide  for SETUP ROUND 2
- Unused  from SETUP ROUND 1 carries over to SETUP ROUND 2



Using the previous example, the 7 A10 AZURE and 8 A10 AZURE are DEPLOYED into their DEPLOYMENT ZONE for 15. The player's  limit for their SETUP ROUND 1 is thus exhausted. However, due to the built-in MODS possessed by the units, the player gains additional  for SETUP ROUND 2.

9.3 SETUP ROUND 2

During the second ROUND of the SETUP PHASE, SETUP ROUND 2, players take one TURN each to DEPLOY further units into their respective DEPLOYMENT ZONES, using  provided by COMMAND units DEPLOYED during SETUP ROUND 1. A COMMAND unit DEPLOYED outside SETUP ROUND 1 will not provide .

MISSION type: ENCOUNTER (ARMY size limit: 60

SETUP ROUND 1

- Available : 15

DEPLOYED:

7 A10 AZURE

8 A10 AZURE

SETUP ROUND 2

- Available : 21 (gained from COMMAND units)

DEPLOYED:

8 SPEC OPS TEAM

7 TREBUCHET

5 ASSAULT TEAM

In RESERVE:

13 A1 BASTILLE

5 ANTI-ARMOR TEAM

5 ASSAULT TEAM

9.4 WAVE DEPLOYMENT

Units not DEPLOYED during SETUP ROUND 1 or 2 enter RESERVE, and may be designated for WAVE DEPLOYMENT. Such units will enter the BATTLEFIELD at the end of a chosen ROUND during the OPERATIONS PHASE.

- Units' DEPLOYMENT cost is reduced by 2 per ROUND of delay, but cannot go below half of their default value (rounded up)
- DEPLOYMENT cost is paid at the start of the ROUND at the end of which the unit is WAVE-DEPLOYED
- Changing the chosen ROUND of WAVE DEPLOYMENT after the SETUP PHASE cancels the DEPLOYMENT cost reduction; if the player does not have enough to DEPLOY the unit, it remains in RESERVE

DEPLOYED at the end of ROUND [_]	DEPLOYMENT cost reduction	Unit in RESERVE
1	2	5 → 3 ANTI-ARMOR TEAM
2	4	8 → 4 SPEC OPS TEAM
3	6	
N	Nx2	

WAVE DEPLOYMENT also affects the cost of MODS. The 12 SPEC OPS TEAM on the right, when DEPLOYED at the end of ROUND 4, will only cost 12-(4x2)=4.

DEPLOYED at the end of ROUND [_]	DEPLOYMENT cost reduction	Unit in RESERVE
4	8	12 → 4 SPEC OPS TEAM



10.0 THE OPERATIONS PHASE

The OPERATIONS PHASE is the main PHASE of BORDERWORLD, during which the actual battle between ARMIES takes place. The maximum number of ROUNDS during the OPERATIONS PHASE is determined by the MISSIONS GUIDE. The ENCOUNTER type MISSION, used for this example, sets this limit at 5 ROUNDS.

The OPERATIONS PHASE begins by players purchasing ACTIVATION TOKENS, using a pool of renewing at the start of each ROUND. Leftover does NOT carry over between ROUNDS, and is lost permanently.

10.1 PURCHASING ACTIVATION TOKENS

In order to ACTIVATE units during the OPERATIONS PHASE, players purchase ACTIVATION TOKENS at the start of each ROUND. Ideally these are small, uniform, color-coded items; one color for each player.

- One ACTIVATION TOKEN costs 2
- Players may purchase as many ACTIVATION TOKENS as they can afford, but each unit can only be ACTIVATED once per ROUND by default
- Purchased ACTIVATION TOKENS are placed inside an opaque container (e.g. bag)
- Unused ACTIVATION TOKENS do NOT carry over between ROUNDS, and CANNOT be refunded

Example: if a player has five units on the BATTLEFIELD and wishes to ACTIVATE all of them during the same ROUND, they will have to purchase five ACTIVATION TOKENS for 10 and place them in the opaque container.

10.2 UNIT ACTIVATION

BORDERWORLD uses a randomized **ACTIVATION** system where players randomly draw their previously purchased **ACTIVATION TOKENS** from the opaque container. When an **ACTIVATION TOKEN** is drawn:

- The player to whom it belongs picks one of their units to **ACTIVATE**
- When **ACTIVATED**, a unit may, in any order:
 - **MOVE** once
 - **ATTACK** once
 - Use abilities via **MODS**

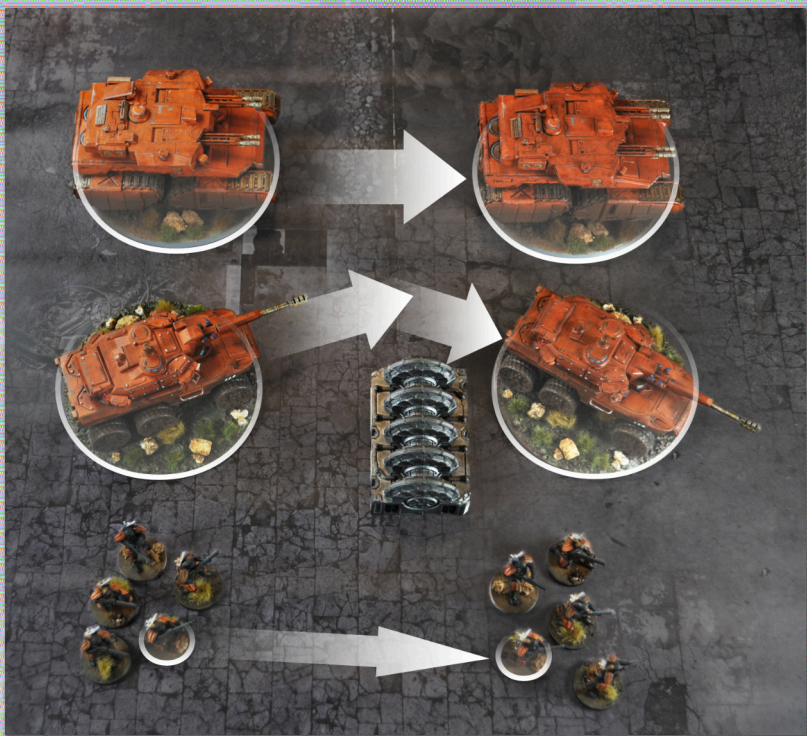
Once a unit performed all actions it could / wanted to, it ceases to be **ACTIVATED**. At that point a new **ACTIVATION TOKEN** is drawn.

If a player draws their own **ACTIVATION TOKEN** three times in a row, the other player gets to have the fourth **ACTIVATION** by picking out one of their own **ACTIVATION TOKENS** from the container. The container must be reshuffled afterwards.

10.3 UNIT MOVEMENT

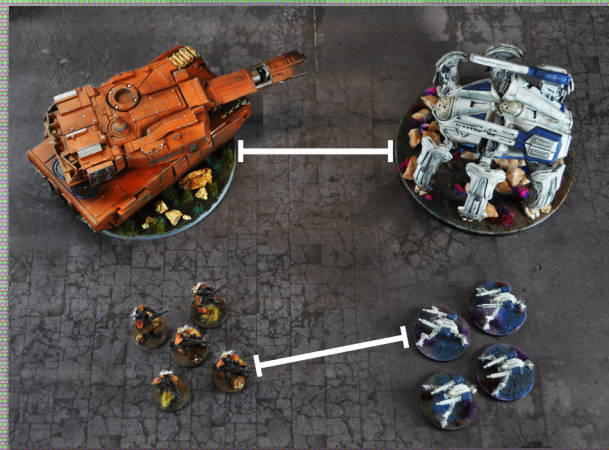
A unit's maximum **MOVEMENT** distance is indicated on its **DATA CARD**, by the **MOVE STAT**, in centimeters.

- **MOVEMENT** is measured from a single point on the base, closest to the destination
 - No part of the base can **MOVE** further than the value indicated by the **MOVE STAT**
- **MOVEMENT** and its destination must be declared before **MOVING**
- **MOVEMENT** must follow one or more straight paths; multiple segments are allowed, but together they cannot be greater than the unit's **MOVE STAT**
- The **MOVEMENT** distance may be measured in advance, before the actual **MOVEMENT** takes place
- A multi-miniature unit **MOVES** only one of its miniatures; others are then placed around it, respecting **COHERENCY**



10.3.1 MEASURING DISTANCE

Distance is measured in centimeters, between the closest points of two objects. For units, between the closest points of their bases. In case of multiple miniatures, the closest points of the nearest bases.



10.3.2 UNIT COHERENCY

Multi-miniature units must always remain COHERENT. COHERENCY is measured between the closest points of miniatures' bases.

- Units of 2 miniatures: max. 2 cm between their bases
- Units of 3+ miniatures: max. 2 cm between one miniature's base and two others'
- Miniatures' bases cannot overlap



10.3.3 UNIT COLLISION

A unit cannot traverse through another, and must MOVE around it instead, without any bases overlapping during, or after MOVEMENT. Does not apply to units with the HOVER KEYWORD.



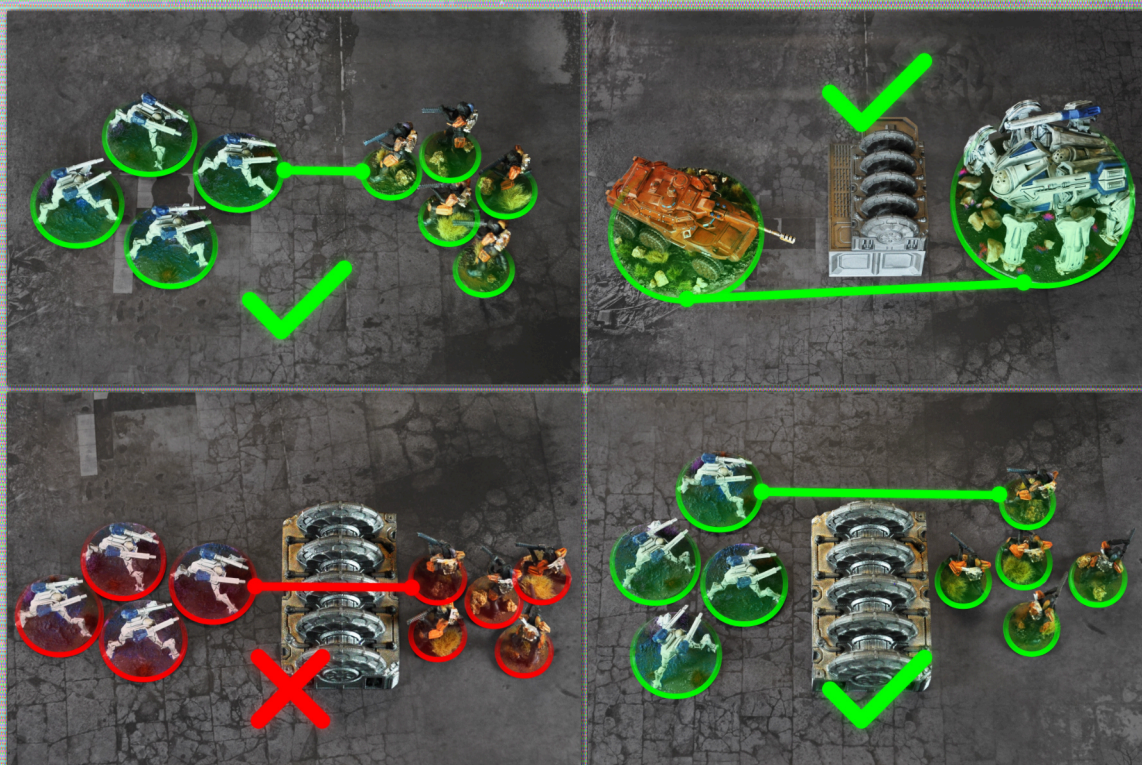
11.0 COMBAT

Combat takes place during a unit's ACTIVATION, whereby one unit ATTACKS another, attempting to lower its HP, with the goal of ELIMINATING it, i.e. removing it from the BATTLEFIELD.

11.1 LINE OF SIGHT

LINE OF SIGHT is a straight line drawn between two units, uninterrupted by HARDENED COVER or OBSTACLES. For two units to be within each other's LINE OF SIGHT, each should be able to see an area of at least 3x3mm of each others' bases.

- LINE OF SIGHT is required by ARMAMENTS WITHOUT the [INDIRECT] KEYWORD
- LINE OF SIGHT is NOT required by ARMAMENTS WITH the [INDIRECT] KEYWORD
- If one miniature from a multi-miniature unit is within LINE OF SIGHT, so is the entire unit



11.2 ARMAMENTS

Units use ARMAMENTS for ATTACKS. Each ARMAMENT can be used once per ROUND by default. For a unit to use a second or third ARMAMENT during the same ACTIVATION,  equivalent to the ARMAMENT'S COUNTER STAT must be paid (does not apply to COUNTERATTACKS).

When a unit with multiple miniatures ATTACKS, all miniatures must use the same ARMAMENT.

ARMAMENTS	RANGE	ACC	DMG	KEYWORDS	COUNTER
Kinetic Missile	60	4D6	4D6	[anti-armor 2]	2 
Tungsten Blade	5	4D6	4D6	[close range]	2 

11.3 DECLARING THE ATTACK

In order to ATTACK, the ATTACKING player first declares:

- The ATTACKER, i.e. the unit performing the ATTACK
- The DEFENDER, i.e. the unit targeted by the ATTACK
- The ARMAMENT used for the ATTACK

Prerequisites (RANGE, LINE OF SIGHT) must be met. Friendly fire is permitted.

11.4 DICE ROLLS

Dice rolls are a key part of combat. BORDERWORLD uses D6 dice exclusively. Dice mechanics consist of four components:

- Determining the amount of D6 dice to be rolled
 - "ACC 6D6" = roll 6D6 for ACCURACY (see 11.5)
- Determining the amount of D6 dice to be taken into account
 - "DMG 2D6" = take into account the two highest D6 dice of the ACCURACY roll (see 11.7)
- Determining the minimum result required for success
 - "4+" = roll successful at 4 or above
- Changes to the number of D6 dice to be rolled
 - "+1D6" = roll one more dice
 - "-2D6" = roll two less dice

ACC	DMG
6D6	6D6

Dice can be re-rolled once when permitted by specific rules or effects. The second result is final.

11.5 ATTACKER'S ACCURACY ROLL

Once the ATTACK is declared, the ATTACKER rolls a number of dice equal to the ARMAMENT'S ACC STAT. ACCURACY dice results are used to calculate DAMAGE once the DEFENDER'S SAVE roll resolves. Multi-miniature units multiply the ARMAMENT'S ACC STAT by the number of their miniatures on the BATTLEFIELD.

In the example below, a unit performs an ATTACK with a 6D6 ACC / 6D6 DMG ARMAMENT. The ATTACKER thus performs a 6D6 ACCURACY roll:



Since this is a regular ARMAMENT, ACC rolls succeed on 3+ (see 11.7).

ARMAMENTS	RANGE	ACC	DMG	KEYWORDS	COUNTER
Pulse mortar	40	6D6	6D6	[indirect] [breacher]	2
Tungsten Blade	5	4D6	4D6	[melee]	2

ACC	DMG
6D6	6D6



DEFENDER'S SAVE roll:



The two successful SAVE dice subtract two successful ACC dice:



11.6 DEFENDER'S SAVE ROLL

Following the ATTACKER'S ACC roll, the DEFENDER gets to perform a SAVE roll, resolving before DAMAGE is calculated. During the SAVE roll, the DEFENDER rolls dice equal to its own SAVE STAT.

- Multi-miniature units: their SAVE STAT is multiplied by the number of their miniatures on the BATTLEFIELD at the time of the roll
- Each SAVE dice universally succeeds on 4+ by default
- Each successful SAVE dice subtracts one successful ACC dice from the ATTACKER'S ACCURACY roll
 - The DEFENDER chooses which dice are subtracted
 - ACCURACY dice of 6 can only be subtracted by SAVE dice of 6
- SAVE rolls cannot be used in MELEE
- If an INFANTRY unit is in COVER or HARDENED COVER, it can perform a SAVE roll even against a COUNTERATTACK: the unit rolls 2D6 in COVER, and 4D6 in HARDENED COVER

11.7 DAMAGE CALCULATION

The ARMAMENT'S DMG STAT indicates the maximum number of ACCURACY dice to be taken into account. Of those dice, roll results translate into DAMAGE as follows:

	regular ARMAMENTS		[PRECISE] ARMAMENTS
1-2	0 DAMAGE - no HIT	1	0 DAMAGE - no HIT
3-5	1 DAMAGE - HIT	2-5	1 DAMAGE - HIT
6	2 DAMAGE - CRITICAL HIT	6	2 DAMAGE - CRITICAL HIT

Thus the previous ACC roll, performed with a regular ARMAMENT, results in 3 DAMAGE:



The same roll with a [PRECISE] ARMAMENT would result in 4 DAMAGE:



11.8 DAMAGE DIVISION

When it comes to multi-miniature units, DAMAGE is applied to one miniature at a time.

- Miniatures whose HP is no longer full take DAMAGE first
- If all miniatures are at full HP, the miniature closest to the ATTACKER takes DAMAGE first
 - If a miniature's HP reaches 0, remove it from the BATTLEFIELD; leftover DAMAGE transfers to the next miniature of the same unit, closest to the ATTACKER
- If a unit has a SHIELD STAT, it must be reduced to 0 before the unit's HP can be lowered
 - Multi-miniature units share a common SHIELD pool, equal to the SHIELD STAT indicated on the DATA CARD, multiplied by the number of miniatures; before any miniatures' HP can take DAMAGE, this common SHIELD pool must be reduced to 0

11.9 ELIMINATION

A miniature is ELIMINATED once its HP reaches 0. Remove such miniature from the BATTLEFIELD. A unit is ELIMINATED when it has no miniatures left on the BATTLEFIELD.

A unit may avoid ELIMINATION by RETREAT: having left the DEPLOYMENT ZONE at least once, the unit must MOVE back into it; at the start of the next ROUND the unit may be removed from the game, not awarding VICTORY POINTS to the enemy player.

11.10 COUNTERATTACKS

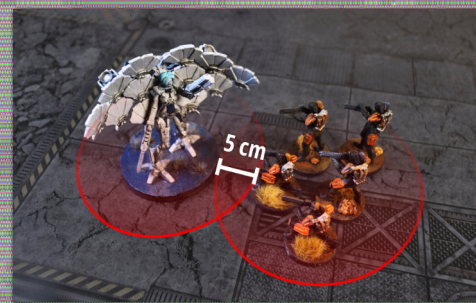
Once an ATTACK fully resolves, the DEFENDER may COUNTERATTACK against the ATTACKER:

- The COUNTERATTACK must meet all prerequisites (RANGE, LINE OF SIGHT, etc.)
- The COUNTERATTACK'S ⚔ cost (indicated by the COUNTER STAT) is paid after the ATTACK resolves, but before the COUNTERATTACK takes place
- Units targeted by a COUNTERATTACK cannot react to it
 - Exception: INFANTRY units in COVER or HARDENED COVER
- A unit may COUNTERATTACK with one ARMAMENT; each ARMAMENT can be used for COUNTERATTACK once per ROUND
 - Exception: [CLOSE RANGE] ARMAMENTS in MELEE

12.0 CLOSE RANGE

Two opposing units are considered to be in CLOSE RANGE if:

- They are within 5 cm of each other
- At least one of them has a [MELEE] ARMAMENT



In CLOSE RANGE the following rules apply:

- Opposing units may only ATTACK each other, or other units also within CLOSE RANGE
- If one of the units does not have a [MELEE] ARMAMENT, it must get out of CLOSE RANGE before being able to perform ATTACKS or COUNTERATTACKS against any other unit
- If both units have [MELEE] ARMAMENTS, MELEE commences

12.1 MELEE

MELEE occurs when two opposing units with [MELEE] ARMAMENTS are within CLOSE RANGE of each other. Only [MELEE] ARMAMENTS may be used, only against units within CLOSE RANGE. Once a unit declares an ATTACK, the following steps take place:

- ACC roll-off: each player performs an ACC roll
- Comparing results: each player adds up their total dice roll results
 - Winner's ATTACK resolves first
 - Loser's ATTACK resolves second (if the unit isn't ELIMINATED)
 - Tie = both ATTACKS resolve simultaneously
- Exception: if one of the units is in HARDENED COVER, its ATTACK always resolves first

Danger close: if a unit ATTACKS another in CLOSE RANGE of a friendly unit, the ATTACKER's unsuccessful ACC dice will count as HITS against the friendly unit. The latter is unable to perform a SAVE roll against this.

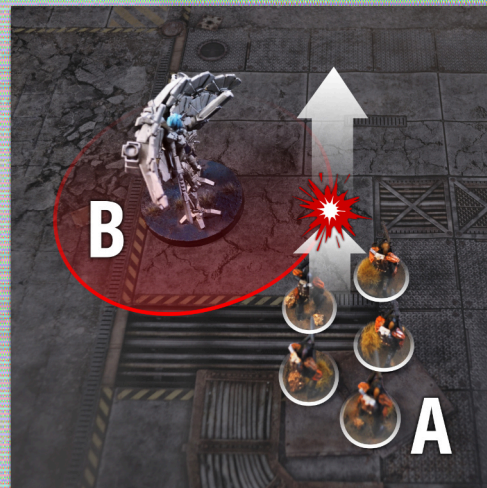
During MELEE both units perform ATTACKS regardless of who declares it. SAVE rolls or COUNTERATTACKS are NOT permitted, except OPPORTUNITY STRIKES (see 12.2). If a unit in MELEE suffers an ATTACK from a unit outside CLOSE RANGE, it may perform a SAVE roll against it, but may not COUNTERATTACK.

12.2 OPPORTUNITY STRIKE

OPPORTUNITY STRIKES are a special type of ATTACK that may be performed by units in CLOSE RANGE, with [MELEE] ARMAMENTS, under the following circumstances:

- Unit A tries to MOVE out of unit B's CLOSE RANGE
 - Unit B may perform an OPPORTUNITY STRIKE against unit A with its [MELEE] ARMAMENT, resolving before unit A's MOVEMENT begins
- Unit A's MOVEMENT path falls within unit B's CLOSE RANGE
 - Unit A stops immediately after entering the unit's CLOSE RANGE
 - Unit B performs the OPPORTUNITY STRIKE against unit A with its [MELEE] ARMAMENT
 - If unit A survives, its MOVEMENT resumes

Units cannot SAVE or COUNTERATTACK against OPPORTUNITY STRIKES.



MISSIONS GUIDE

BRAWL

- Minimum BATTLEFIELD size: 110x75 cm
- DEPLOYMENT ZONE size: 20x75 cm
- ARMY size limit: 40
- OPERATIONS PHASE ROUND limit: 4
- SETUP PHASE ROUND 1: 15
- OPERATIONS PHASE per ROUND: 12
- Number of CONTROL POINTS: 2
 - CONTROL POINT: 10 VICTORY POINTS / ROUND - circular base, d = 10 cm
 - CONTROL POINT: 10 VICTORY POINTS / ROUND - circular base, d = 10 cm

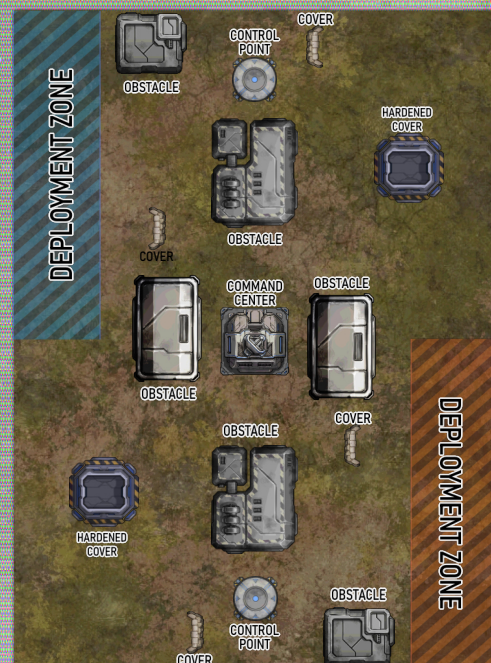
110x75 cm



ENCOUNTER

- Minimum BATTLEFIELD size: 110x75 cm
- DEPLOYMENT ZONE size: 20x75 cm
- ARMY size limit: 60
- OPERATIONS PHASE ROUND limit: 5
- SETUP PHASE ROUND 1: 15
- OPERATIONS PHASE per ROUND: 20
- Number of CONTROL POINTS: 2
 - CONTROL POINT: 10 VICTORY POINTS / ROUND - circular base, d = 10 cm
 - CONTROL POINT: 10 VICTORY POINTS / ROUND - circular base, d = 10 cm

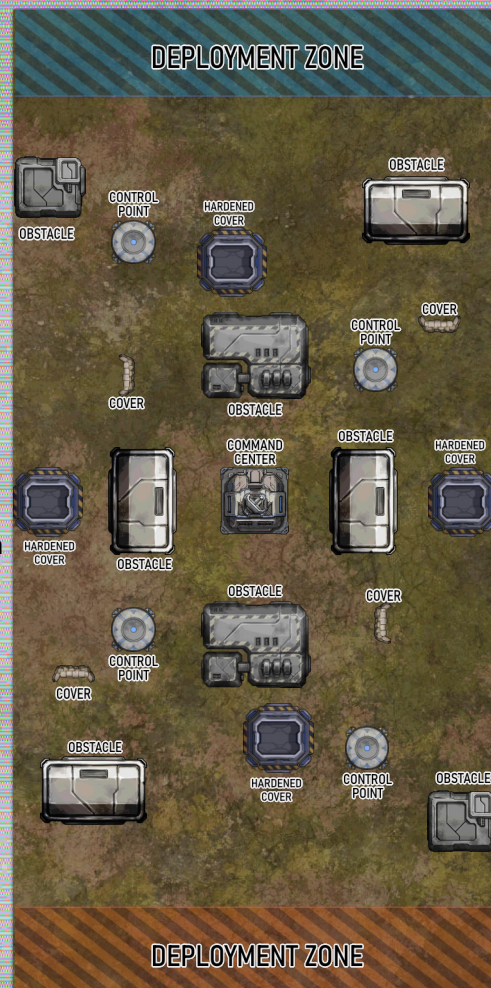
110x150 cm



SKIRMISH

- Minimum BATTLEFIELD size: 110x150 cm
- DEPLOYMENT ZONE size: 20x75 cm
- ARMY size limit: 80
- OPERATIONS PHASE ROUND limit: 5
- SETUP PHASE ROUND 1: 25
- OPERATIONS PHASE per ROUND: 25
- Number of CONTROL POINTS: 3
 - CONTROL POINT: 10 VICTORY POINTS / ROUND - circular base, d = 10 cm
 - COMMAND CENTER: 20 VICTORY POINTS / ROUND - square base, 15 x 15 cm
 - CONTROL POINT: 10 VICTORY POINTS / ROUND - circular base, d = 10 cm

110x225 cm



OFFENSIVE

- Minimum BATTLEFIELD size: 110x225 cm
- DEPLOYMENT ZONE size: 20x110 cm
- ARMY size limit: 100
- OPERATIONS PHASE ROUND limit: 5
- SETUP PHASE ROUND 1: 35
- OPERATIONS PHASE per ROUND: 40
- Number of CONTROL POINTS: 3
 - CONTROL POINT: 10 VICTORY POINTS / ROUND - circular base, d = 10 cm
 - CONTROL POINT: 10 VICTORY POINTS / ROUND - circular base, d = 10 cm
 - COMMAND CENTER: 20 VICTORY POINTS / ROUND - square base, 15 x 15 cm
 - CONTROL POINT: 10 VICTORY POINTS / ROUND - circular base, d = 10 cm
 - CONTROL POINT: 10 VICTORY POINTS / ROUND - circular base, d = 10 cm

CONVOY

- Minimum BATTLEFIELD size: 110x150 cm
- DEPLOYMENT ZONE size: 20x75 cm, 10x75 cm, 10x75 cm
- ARMY size limit: 80
- OPERATIONS PHASE ROUND limit: 5
- SETUP PHASE ROUND 1: 25
- SETUP PHASE ROUND 2: based on COMMAND units
- OPERATIONS PHASE per ROUND: 25
- Number of CONTROL POINTS: 3
 - CONTROL POINT: 10 VICTORY POINTS / ROUND - circular base, d = 10 cm
 - CONTROL POINT: 10 VICTORY POINTS / ROUND - circular base, d = 10 cm

110x150 cm



CITADEL

- Minimum BATTLEFIELD size: 110x225 cm
- DEPLOYMENT ZONE size: 20x110 cm, 10x75 cm, 10x75 cm
- ARMY size limit: 100
- OPERATIONS PHASE ROUND limit: 5
- SETUP PHASE ROUND 1: 35
- SETUP PHASE ROUND 2: based on COMMAND units
- OPERATIONS PHASE per ROUND: 40
- Number of CONTROL POINTS: 3
 - CONTROL POINT: 10 VICTORY POINTS / ROUND - circular base, d = 10 cm
 - CONTROL POINT: 10 VICTORY POINTS / ROUND - circular base, d = 10 cm
 - COMMAND CENTER: 20 VICTORY POINTS / ROUND - square base, 15 x 15 cm
 - CONTROL POINT: 10 VICTORY POINTS / ROUND - circular base, d = 10 cm
 - CONTROL POINT: 10 VICTORY POINTS / ROUND - circular base, d = 10 cm

110x225 cm



MINIATURE SIZE GUIDE

BORDERWORLD is miniature-agnostic, meaning the game can be played with any miniature. In case players do not have the official miniatures, but would like to play the game as closely as possible to how it's intended, below they will find the relevant dimensions of each miniature.

Dimensions are indicated in mm, denoting base diameter (d).

SONS OF AMERIGO

- A1 BASTILLE - SUPERHEAVY MBT _____ d = 170 mm
- A3 CORALE - TRACKED MECH _____ d = 150 mm
- C5 LICORNE - ASSAULT GUNSHIP _____ d = 70 mm
- C1 PEGASE - TACTICAL VTOL _____ d = 70 mm
- A4 TREBUCHET - TANK HUNTER _____ d = 140 mm
- A4 TREBUCHET - MISSILE PLATFORM _____ d = 140 mm
- A10 AZURE - MOBILE COMMAND POST _____ d = 140 mm
- ASSAULT TEAM - TERRESTRIAL MARINES (5) _____ d = 32 mm
- ANTI-ARMOR TEAM - TERRESTRIAL MARINES (5) _____ d = 32 mm
- SPEC OPS TEAM - TERRESTRIAL MARINES (5) _____ d = 32 mm

NARA ZERO

- KU-MO - HEAVY HEXAPOD _____ d = 170 mm
- KA-NI - LIGHT TETRAPOD _____ d = 140 mm
- WA-SHI - HEAVY VTOL DRONE _____ d = 70 mm
- MI-DO - FRONTLINE COMMAND NODE _____ d = 70 mm
- MI-RA - FRONTLINE COMMAND NODE _____ d = 70 mm
- MI-KU - FRONTLINE COMMAND NODE _____ d = 70 mm
- TA-CHI - LIGHT ASSAULT DRONES (5) _____ d = 25 mm
- TA-KA - GUNNER DRONES (4) _____ d = 50 mm
- TA-BO - MISSILE DRONES (4) _____ d = 50 mm

FISTS OF BLAKE

- TITAN OF YORE - HEAVY BIPED MECH _____ d = 140 mm
- PALADIN - HEAVY SUPPORT IMV _____ d = 140 mm
- DESTRIER TEAM - LIGHT ASSAULT BIKES (3) _____ d = 60 mm
- BIRD OF PREY - HEAVY DROPSHIP _____ d = 60 mm
- ARCHBISHOP - MOBILE MASS ACCELERATOR _____ d = 150 mm
- AEGIS - PLANETARY GUARD (4) _____ d = 40 mm
- PHALANX - PLANETARY GUARD (4) _____ d = 40 mm
- LOGADES - PLANETARY GUARD (4) _____ d = 40 mm
- POLITES - VOLUNTEER MILITIA (5) _____ d = 32 mm

SUPERBELLUM

— MAGOG - CORRUPTED HEXAPOD	d = 170 mm
— DREADKNIGHT - HYBRID MECH	d = 140 mm
— MATRIARCH - OVERSEER	d = 70 mm
— SOVEREIGN - OVERSEER	d = 70 mm
— CENTURION - OVERSEER	d = 70 mm
— VULTURE - STRIKE FLIER	d = 60 mm
— ARACH SWARM - SNIPER DRONES (5)	d = 25 mm
— MARAUDER PACK - HEAVY INFANTRY (4)	d = 40 mm
— LURKER PACK - STEALTH INFANTRY (4)	d = 30 mm
— DEATH TOKEN - ITEM	d = 20 mm

BRUNEL SYNDICATE

— B1 ATLAS - MOBILE SIEGE PLATFORM	d = 170 mm
— B6 GOLIATH - RETROFITTED COMBAT MECH	d = 150 mm
— B8 HERCULES - TACTICAL HAULER	d = 150 mm
— B12 SENTINEL - LIGHT ASSAULT BIPED	d = 120 mm
— B17 GAVIN - AERO-GANTRY	d = 60 mm
— UNION GUARD - HEAVY INFANTRY (5)	d = 32 mm
— FIELD ENGINEER TEAM - SUPPORT INFANTRY (5)	d = 25 mm
— HEAVY TURRET	d = 40 mm
— LIGHT TURRET	d = 25 mm

MOD COLOR-CODING

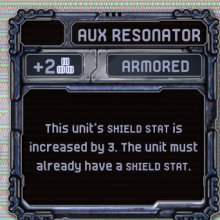
MOD cards are color-coded for easier recognition.

GENERAL MOD CARDS

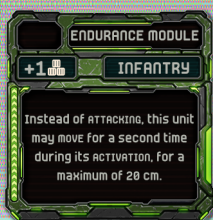
U-MOD, offensive



U-MOD, defensive



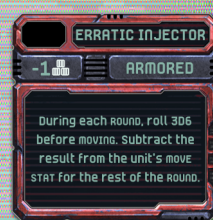
U-MOD, utility



U-MOD, COMMAND unit



D-MOD



FACTION-SPECIFIC MOD CARDS

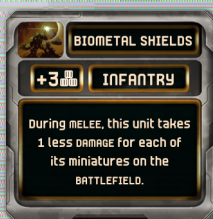
Sons of Amerigo



Nara Zero



Fists of Blake



Brunel Syndicate



Superbellum



KEYWORD LIST

ACC [ARMAMENT STAT] - the number of D6 dice rolled for ACCURACY.

ACCURACY - the number of D6 used during the ACCURACY roll during an ATTACK, to be used to calculate DAMAGE.

ACTIVATED - the given unit may, in any order, MOVE, ATTACK, or use abilities, once.

ACTIVATION - the act of rendering a unit ACTIVATED.

ACTIVATION TOKEN - small object drawn randomly from an opaque container, used to ACTIVATE a unit. May be purchased for LOGISTICS POINTS.

ANTI-ARMOR X [ARMAMENT KEYWORD] - may re-roll X ACCURACY dice vs. ARMORED units.

ANTI-INFANTRY X [ARMAMENT KEYWORD] - may re-roll X ACCURACY dice vs. INFANTRY units.

ARMAMENT - unit weaponry used for ATTACKS and COUNTERATTACKS.

ARMORED [unit KEYWORD] - immune to SMALL ARMS, vulnerable to [ANTI-ARMOR X].

ARMY - a collection of units participating in a game, belonging to the same FACTION.

ATTACK - the act of targeting a unit with an ARMAMENT, and performing a consecutive ACCURACY roll, potentially dealing DAMAGE.

ATTACKER - the unit performing the ATTACK.

BATTLEFIELD - the play surface set by the MISSIONS GUIDE, composed of TERRAIN, DEPLOYMENT ZONES and CONTROL POINTS.

BREACHER [ARMAMENT KEYWORD] - DEFENDER in COVER or HARDENED COVER rolls two less SAVE dice against this ARMAMENT.

CAPTURE / CAPTURED [CONTROL POINT] - the act of a unit's base touching an UNCONTESTED CONTROL POINT at the end of a ROUND; awarding VICTORY POINTS.

CLOSE RANGE - two opposing units being within 5 cm of each other, with at least one of them having a [CLOSE RANGE] ARMAMENT.

CLOSE RANGE [ARMAMENT KEYWORD] - ARMAMENT able to participate in MELEE.

COHERENCY - applies to multi-miniature units, measured between the closest points of their bases. Units of 2 miniatures: max. 2 cm between them. Units of 3+ miniatures: max. 2 cm between one miniature and two others. Bases cannot overlap.

COHERENT - a multi-miniature unit maintaining COHERENCY.

COMMAND [unit KEYWORD] - may also be DEPLOYED during the SETUP ROUND 1.

COMMAND CENTER - type of CONTROL POINT on the BATTLEFIELD, see MISSIONS GUIDE.

CONTESTED [CONTROL POINT] - two opposing units' base touching the same CONTROL POINT, not awarding VICTORY POINTS to any player.

CONTROL POINT - BATTLEFIELD markers that award VICTORY POINTS to players who CAPTURE them.

COUNTER [ARMAMENT STAT] -  cost to COUNTERATTACK with this ARMAMENT.

COUNTERATTACK - initiated by the defender in response to a fully resolved ATTACK, costing  indicated by the COUNTER STAT.

COVER - low TERRAIN object (~1-5 cm high), e.g. sandbags, small piles of rubble, etc. Does not block LINE OF SIGHT. INFANTRY units gain a defensive bonus if at least one of its bases touches the COVER object, against all types of ATTACKS, and all instances of friendly fire.

CRITICAL HIT - ACCURACY dice roll result of 6, dealing 2 DAMAGE.

D-MOD - provides disadvantage(s), but decreases the unit's  DEPLOYMENT cost

DAMAGE - the amount of HIT POINTS lost by a unit.

DATA CARD - players' unit info sheets, containing units' game-relevant information.

DEATH TOKEN - d = 20mm circular tokens left behind by ELIMINATED Superbellum units with the RECOMBINANT MOD.

DEFENDER - a unit targeted by an ATTACK.

DEPLOY / DEPLOYMENT - the act of placing a unit on the BATTLEFIELD.

DEPLOYMENT ZONE - area on the BATTLEFIELD into which units are DEPLOYED, its size determined by the MISSIONS GUIDE.

DMG [ARMAMENT STAT] - the number of ACCURACY dice to be taken into account for DAMAGE calculation.

ELIMINATE - the act of reducing a unit's HP to 0, thus removing it from the BATTLEFIELD.

FACTION - a pool of units the player can choose from when building their ARMY.

HARDENED COVER - tall TERRAIN object (5+ cm high), e.g. hollow buildings. Blocks LINE OF SIGHT, impassable for non-HOVER units. INFANTRY within 5 cm may enter it, gaining major defensive bonuses (see 3.1).

HEAVY [unit KEYWORD] - cannot be moved by other units, ignores COVER during MOVEMENT.

HIT - dealing DAMAGE as a result of an ACCURACY dice roll result of 3-5 for regular ARMAMENTS, and 2-5 for PRECISE ARMAMENTS.

HIT POINTS / HP [unit STAT] - STAT indicating the amount of DAMAGE a unit can sustain before having to be removed from the BATTLEFIELD.

HOVER [unit KEYWORD] - may cross obstacles along its path, but cannot remain on them.

INDIRECT [ARMAMENT KEYWORD] - no LINE OF SIGHT required as long as the target is within LINE OF SIGHT of a friendly unit.

INFANTRY - may utilize COVER and HARDENED COVER, vulnerable to [ANTI-INFANTRY X].

LINE OF SIGHT - a straight line drawn between two units uninterrupted by HARDENED COVER or OBSTACLES. For two units to be within each other's LINE OF SIGHT, each should be able to see an area of at least 3x3 mm of the other.

LOGISTICS POINT - resource used for DEPLOYING units, purchasing ACTIVATION TOKENS and paying for unit COUNTERATTACKS.

MELEE - occurs when two opposing units with [CLOSE RANGE] ARMAMENTS are within CLOSE RANGE of each other.

MISSION - the type of game, determining minimum BATTLEFIELD size, DEPLOYMENT ZONE size, recommended ARMY size limit, OPERATIONS PHASE ROUND limit, amount of  per ROUND, and the number of CONTROL POINTS.

MISSIONS GUIDE - section listing available MISSIONS.

MODS - unit modifications that alter their attributes and/or cost.

MOVE [unit STAT] - a unit's maximum MOVEMENT distance per ROUND, in cm.

MOVEMENT - the act of a unit changing its location on the BATTLEFIELD.

OBSTACLE - tall TERRAIN object (5+ cm high), e.g. steep hills, mountains, buildings. Blocks LINE OF SIGHT, impassable for non-HOVER units.

OPERATIONS PHASE - the main PHASE of the game, during which the battle takes place.

PHASE - a specific part of the game during which specific actions can be performed.

PRECISE [ARMAMENT KEYWORD] - also HITS for 1 DAMAGE on ACCURACY roll results of 2.

RANGE [ARMAMENT STAT] - the maximum ATTACK distance in centimeters.

RETREAT - having left the DEPLOYMENT ZONE at least once, the unit must MOVE back into it; at the start of the next ROUND the unit may be removed from the game, not awarding VICTORY POINTS to the enemy player.

ROUND - PHASES are divided into ROUNDS. During each ROUND, players take TURNS to perform actions. A ROUND ends when no player is able or willing to perform actions.

SAVE [unit STAT] - the amount of SAVE dice the unit can roll in response to an ATTACK.

SAVE [roll] - dice rolled in response to an ATTACK, resolving before DAMAGE is calculated. SAVE dice succeed on 4+ by default. Each successful SAVE dice subtracts one dice from the ATTACKER'S ACCURACY roll. ACCURACY dice of 6 can only be subtracted by SAVE dice of 6. SAVE rolls cannot be used in MELEE. If a unit is in COVER or HARDENED COVER it can perform a SAVE roll even against a COUNTERATTACK: 2D6 in COVER, and 4D6 in HARDENED COVER.

SETUP PHASE - the first PHASE of the game, beginning with the setup roll-off.

SETUP ROUND 1 - the first ROUND of the SETUP PHASE, during which players take one TURN each to DEPLOY their COMMAND units in the DEPLOYMENT ZONE. The available  to do so is determined by the MISSIONS GUIDE.

SETUP ROUND 2 - the second ROUND of the SETUP PHASE, during which players take one TURN each to DEPLOY any other units in the DEPLOYMENT ZONE. The available  to do so is determined by the COMMAND units DEPLOYED in SETUP ROUND 1.

SHIELD [unit STAT] - must be reduced to 0 before the unit's HP can be lowered. Multi-miniature units share a common SHIELD pool, equal to the SHIELD STAT indicated on the DATA CARD, multiplied by the number of miniatures.

SMALL ARMS [ARMAMENT KEYWORD] - cannot deal DAMAGE to ARMORED units' HP, but CAN DAMAGE their SHIELD.

STAT - values determining the attributes of units and ARMAMENTS.

TERRAIN - the surface of the BATTLEFIELD, affects units' MOVEMENT, defensive capabilities and LINE OF SIGHT.

TURN - subdivision of ROUND during which a player gets to perform actions.

U-MOD - provides advantage(s), but raises the unit's  DEPLOYMENT cost.

UNCONTESTED [CONTROL POINT] - CONTROL POINT not touched by the base of an enemy unit.

VICTORY POINTS / VP - gained from CAPTURING CONTROL POINTS and ELIMINATING enemy units. The player with the highest number of VICTORY POINTS at the end of the last ROUND wins the game.

WAVE DEPLOYMENT / WAVE-DEPLOYED - units entering the BATTLEFIELD at the end of a chosen ROUND during the OPERATIONS PHASE. DEPLOYMENT cost is reduced by 2  per ROUND of delay, but cannot go below half of its default value (rounded up).

QUICK-REFERENCE SHEET

GAME ORDER

SETUP PHASE: SETUP PHASE roll-off, SETUP ROUND 1, SETUP ROUND 2

OPERATIONS PHASE

- No. of ROUNDS determined by MISSION

SETUP PHASE

SETUP PHASE roll-off: 1D6, highest result wins, tie = re-roll

- Winner determines opponent's DEPLOYMENT ZONE, chooses who gets to DEPLOY first in SETUP ROUND 1 and 2

SETUP ROUND 1: one turn each to DEPLOY COMMAND units into DEPLOYMENT ZONE

SETUP ROUND 2: one turn each to DEPLOY any other units into DEPLOYMENT ZONE

- Non-DEPLOYED units go into RESERVE

Optional: designate RESERVE units for WAVE DEPLOYMENT

WAVE DEPLOYMENT

DEPLOYMENT cost (incl. MODS) reduced by 2 per ROUND of delay, not below half of default DEPLOYMENT cost without MODS (rounded up)

- DEPLOYMENT cost paid at the start of the ROUND, unit is WAVE-DEPLOYED at the end of the ROUND
- Changing the chosen ROUND of WAVE DEPLOYMENT after the SETUP PHASE cancels the cost reduction; if the player does not have enough to DEPLOY the unit, it remains in RESERVE

OPERATIONS PHASE

MISSION determines max no. of ROUNDS and per ROUND.

Beginning of the ROUND: players buy ACTIVATION TOKENS, for 2 each

During the ROUND: players draw ACTIVATION TOKENS randomly, ACTIVATE units until ACTIVATION TOKENS run out

End of the ROUND: score VP for captured CONTROL POINTS

- Optional: DEPLOY units from RESERVE or via WAVE DEPLOYMENT

UNIT ACTIVATION

ACTIVATED units may MOVE, ATTACK, or use MOD abilities once, in any order. If a player draws their ACTIVATION TOKEN 3 times in a row, the other player picks out one of their own ACTIVATION TOKENS, then reshuffle.

UNIT MOVEMENT

Declare destination first. Measure from closest point of base. Straight segments allowed; total path ≤ MOVE STAT. No base overlap.

Multi-miniature units: move one, place others around it in coherency.

UNIT COHERENCY

2-miniature units: max. 2 cm apart.

3+ miniatures: each within 2 cm of two others.

UNIT COLLISION

Units cannot MOVE through others' base footprints, must go around.

DISTANCE

Measured between the closes points of bases / objects.

COMBAT

Attacking player declares: ATTACKER, DEFENDER, ARMAMEN; rolls D6 equal to ARMAMENT ACC STAT.

DEFENDER rolls D6 equal to SAVE STAT, dice succeed on 4+. Each successful SAVE dice removes one ACC dice, chosen by DEFENDER; only 6 can remove 6.

DAMAGE is calculated from remaining ACC dice:

	regular ARMAMENTS		[PRECISE] ARMAMENTS
1-2	0 DAMAGE - no HIT	1	0 DAMAGE - no HIT
3-5	1 DAMAGE - HIT	2-5	1 DAMAGE - HIT
6	2 DAMAGE - CRITICAL HIT	6	2 DAMAGE - CRITICAL HIT

DICE RE-ROLLS

When permitted, dice can be re-rolled only once.

SHIELDS

Must reach 0 before HP can be DAMAGED. Multi-miniature units share one SHIELD pool = SHIELD × number of models.

DAMAGE DIVISION

Apply to one miniature at a time. DAMAGED models first; if all are full HP, closest to ATTACKER first. Excess DAMAGE carries to next closest miniature.

ELIMINATION

A miniature at 0 HP is removed from the game. A unit is ELIMINATED when none of its miniatures remain. VP is awarded to the opposing player equal to its default DEPLOYMENT cost. Friendly fire: no VP awarded.

RETREAT

After a unit has left its DEPLOYMENT ZONE, it may MOVE back into it. At the start of the next ROUND it may be removed from the game, not awarding VP.

COUNTERATTACK

After an ATTACK fully resolves, DEFENDER may pay equal to chosen ARMAMENT'S COUNTER STAT to COUNTERATTACK. One ARMAMENT per COUNTERATTACK; each ARMAMENT can COUNTERATTACK once per ROUND. Target cannot react.

- Exception: INFANTRY may SAVE against a COUNTERATTACK: 2D6 in COVER, 4D6 in HARDENED COVER

RE-USING ARMAMENTS

Normally each ARMAMENT may be used once per ROUND. Additional uses during same ACTIVATION require paying that ARMAMENT'S COUNTER value (COUNTERATTACKS excluded).

CLOSE RANGE

Opposing units within 5 cm when at least one has a [MELEE] ARMAMENT. They may only ATTACK each other or other units also in CLOSE RANGE.

- Unit with no [MELEE] ARMAMENT: must leave CLOSE RANGE before ATTACKING or COUNTERATTACKING against other targets

MELEE

Both units have [MELEE] ARMAMENTS and are in CLOSE RANGE. Only [MELEE] ARMAMENTS can be used; no SAVES or COUNTERATTACKS.

Both units ATTACK, perform simultaneous ACC rolls. Higher result: resolves first. Lower result: resolves second if not ELIMINATED. Tie: ATTACKS resolve simultaneously. Unit in HARDENED COVER: its ATTACK resolves first.

OPPORTUNITY STRIKE

A unit with a [MELEE] ARMAMENT may ATTACK a unit leaving its CLOSE RANGE, or whose MOVEMENT enters its CLOSE RANGE. Leaving CLOSE RANGE: resolve before MOVEMENT begins. Entering CLOSE RANGE: resolves upon entry. No SAVE or COUNTERATTACK.

COVER

Low TERRAIN, does not block LINE OF SIGHT. INFANTRY touching it gains defensive benefit.

HARDENED COVER

Blocks LINE OF SIGHT, impassable to non-HOVER; INFANTRY within 5 cm may enter, gaining major defensive benefit.

Terrain effects on SAVE STAT		
	COVER	HARDENED COVER
VS. ATTACK	+2D6	+4D6
VS. [BREACHER] ATTACK	+0D6	+2D6