



STANDARD GAME SETUP

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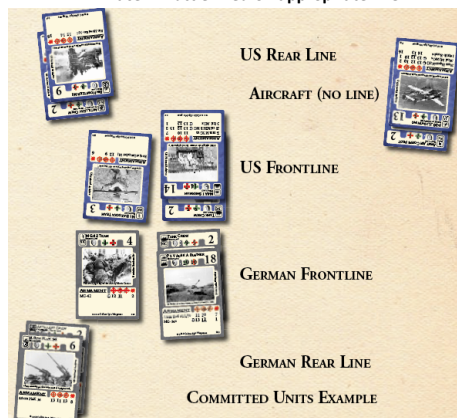
- Select Units for *Reserves Deck* (100 points max; 80 points min.)
- Choose starting hand of 4 units
- Shuffle *Reserves Deck*; place face down
- Shuffle *Command and Damage Cards*
- Deal 3 *Command Cards* to each player

UNIT TYPE ICONS



PHASE 1 – COMMITMENT

- Simultaneously reveal committed *units*
- Place in *Battle Area* on appropriate line



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PHASE 1 – COMMITMENT, Continued

- *Crews* may move between ground *Units* during commitment
- Players may not commit a *crew* without committing a *Unit* and vice versa except to replace destroyed / captured crew of a *Unit* already in the *Battle Area*.
- Committed aircraft remain only for the number of *Turns of Flight* then return to *Reserves Deck*

PHASE 2 – COMBAT

- **TARGET DECLARATION** – verbally declare *Legal Target*
 - Orient Unit Card(s) toward *Legal Target*
 - Bullets cannot affect *Units* with Defense >2
- **ROLL INITIATIVE** – 1D10 Highest roll attacks first
 - Re-roll ties
 - Alternate attacks until all are resolved this turn
- **ATTACK** – Roll 2D10 and sum result.
 - Units may attack with 2 weapons
 - 2X,3X,or 4X represent multiple attacks for that weapon per turn
 - **SPECIAL ATTACK ROLLS: Attack sum of**
 - 2-3 = Friendly Fire
 - 18 = Intensity * 2
 - 19-20 = Target/Crew destroyed
 - Artillery Units / Guns are attacked with Bonus 2
 - *Close Assault* – 3 or more Infantry grouped
 - Roll attack once using best attack value in the group.
 - On Hit, roll 1D10 damage for each unit in the attacking group & sum for *raw damage*
 - Aircraft – Bombs may only be used once per *Turns of Flight*
 - Rearline Artillery may only fire 1st weapon



PHASE 2 – COMBAT, Continued

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- **DAMAGE RESOLUTION**
 - For each Hit, roll *Intensity* – 1D10
 - Add *Intensity* to *Damage Index* (on the card) to determine *Raw Damage*
 - Subtract target's *Defense* from *Raw Damage* to get *Net Damage*.
 - Subtract *Net Damage* from target's *Endurance*
- Damage is only cumulative in current Combat Phase
- Draw *Damage Card* when *Half Endurance* is reached
 - Immediately apply appropriate damage effect based on unit type.
 - Effects of damage cards may be turn based. At turn zero, effect is removed but damage card remains.
- Unit is destroyed when *Endurance* reaches zero.
 - Score points for destroyed units.
- If Unit is not destroyed at the end of the *Combat Phase* it recovers to *Full Endurance* or *Half Endurance* if a *Damage Card* remains with the unit.
- **Crew Survival. If Base *Intensity* Roll is:**
 - 1-3; the crew survives.
 - 4-6; the crew is captured (if the enemy has 1 or more ground Units in Battle).
 - 7 or greater; crew perishes

PHASE 3 – DRAW

- Draw one *Command Card*
- Then, draw any two additional cards (two *Command*, two *Unit*, or one of each).
- **Max cards in hand: 7 Unit Cards, 5 Command Cards**
- Discarded *Unit Cards* go back to bottom of *Reserves Deck*



VICTORY POINTS

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- Destroyed Units are worth their Cost in Victory Points
- Captured Units are worth their Cost * 2 in Victory Points

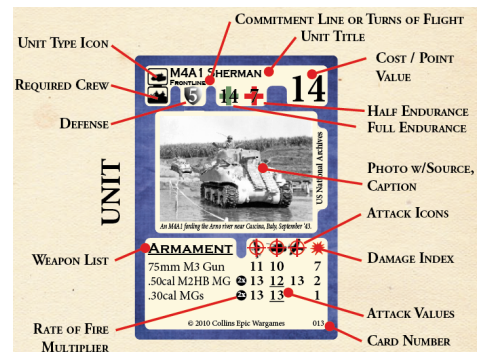
WINNING THE GAME

- In a Standard Game, the first player to score 51 Victory Points or Overrun their opponent by maintaining at least one unopposed committed land Unit for three consecutive Turns is the victor.

COMMAND CARDS

- Play *Command Cards* during appropriate phase and for appropriate *Unit* type (See Icon on card).
- After following instruction on *Command Card*, discard from game.
- If duration on *Command Card* is not noted, the card remains in effect until the end of the game, or until the Unit it affects is destroyed or withdrawn.
- Players may discard one *Command Card* before any die roll to improve that roll by +1 instead of applying the affect of the card.

UNIT CARD DETAILS



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