# Xenocide 0.34

Xenocide is a game of sci-fi miniatures combat designed for 6mm or 15 mm figures. Either scale may be effectively used in the game, with only a few changes in rules to account for the larger number of figures typically used in 6mm battles.

These are some of the features of the Xenocide rule set:

- D6 based combat resolution
- Different methods of combat resolution depending on whether a unit is engaging in long range shooting or close ranged firefights
- A robust point system to allow nearly any figure to be designed and used fairly in the game
- A company-level alternating activation turn sequence that gives players a more simultaneous game experience than IGO-UGO games. It is also more scalable for larger games.
- A planning stage where players determine their order of activation at the start of a turn.
- Command functions to coordinate actions between units and companies
- A suppression system that penalizes units without crippling them

**Basic Game Concepts**

The players select a point value for their game. Each player will build an army up to that point value, using models from one of the factions in the game. Models are bought in platoons of infantry or squadrons of vehicles, with a size limitation based on the scale of figures the players are using. Platoons and squadrons are generically called units in Xenocide. Units can then be organized into companies; each player will run from 3 to 6 companies in a game.

The company level of organization allows players to build for combined arms tactics or focused unit roles as they see fit. For example, a player might build a company from a pair of infantry platoons and their transport vehicles, a unit of medium tanks to help protect against enemy armor, and a unit of artillery to suppress the enemy that the infantry might want to close assault. Or a player might combine several units capable of high speed movement into a company that can push rapidly around a flank together.

During the game, the players take turns activating companies until all have been activated in a turn. When a company is activated, each unit in it may choose between several types of orders that determines whether they are shooting before or after moving, or if they are focused on a close assault.

Shooting is a simple set of dice rolls. The shooter rolls to hit their target, and the enemy rolls to see if their armor or other defenses negate the hits.

When units shoot at an enemy, they have a chance of suppressing them depending on the amount of fire they are putting on their target. They can combine their fire with other units in the company to make the enemy still more likely to become suppressed. Suppressed units do not move towards the enemy, shoot at a penalty, and suffer greatly when engaged in a close assault.

Each player also has command points that can be used to direct specific actions, assist in rallying units, modifying the initiative roll, or other special effects.

# Contents

## Unit Stats

Each model on the table has a series of stats showing how they shoot, how they fight in a close assault, how they move, and what their Victory Point value is for making an army as well as for scoring units that are eliminated.

The different factions each have their own unit lists; in addition, there is a generic unit list for player who want to try out units or factions not well represented by the other lists.

Gigantic war machines and creatures are generically called Titans, and they have their own stat lines.

**Name:** The model name generally gives a decent explanation of what the model is.

**Victory Points (VP):** These are the number of points that must be spent to buy one model. The Victory Points are calculated from the other abilities of the model, following a strict formula.

**Movement (Move):** This is how far the model can move during a movement action, and is some multiple of 4 between 0" and 24". Some conditions or actions can add to this movement, and travelling through terrain can increase or reduce this distance. For instance, moving through a forest can reduce the model's movement, or moving on a road can increase it.

**Type:** Models fall into different categories of troops and vehicles. The unit type describes how the unit moves, how that movement is affected by terrain, and in some cases offers other special abilities; for instance, infantry is more agile in close assaults than most vehicles, and so gets a defensive benefit unavailable to clunkier machinery. The types are:

Infantry – More or less human sized squads of troops, capable of moving around most obstacles and ground types. Their agility allows them to take better advantage of cover, and grants bonuses in close assaults.

Walker – A machine with legs which is too large or heavy to have all of the agility that infantry has, but still has considerable advantages when moving through terrain.

Wheeled – A machine that rides on wheels, allowing for more speed on roadways and flat ground, but are not so good in soft ground or debris.

Tracked – Tracked vehicles are capable of driving through many obstacles and carrying weight over soft ground.

Skimmer – Riding on a cushion of air or otherwise levitating off of the ground, skimmers ignore many terrain features and can even jump over low obstacles.

Hover – Vehicles with strong antigrav or airlift capabilities, capable of holding still in the air or landing on the ground.

Flyers – Vehicles that depend on forward movement to stay in the air.

Combinations of these unit types are possible; for example, many types of infantry also have characteristics of skimmers and hovering vehicles, riding with jetpacks or grav suits. In these cases, the unit may use the abilities of whichever type is most favorable for a give situation.

**Move Special:** Some units have specific abilities they may use as needed, usually offering additional mobility options.

<u>Teleport X" (T12)</u> - The unit may elect to teleport the distance shown instead of using normal movement. This allows a unit to ignore all intervening terrain, though teleportation can also lead to mishaps. Teleporting units also have the ability to be teleported directly onto the battlefield in many scenarios.

<u>Jump X" (J12)</u> – The unit has short distance flight capabilities, allowing them to leap over or on top of obstacles

<u>Burrowing</u> – The unit can dig into, or out of, most normal ground. They are also adept at destroying structures.

**Size:** A relative measure of how much space the model occupies. This is mostly used to determine how many can fit into a transport, but can also determine what models may enter a structure.

**Transport:** This shows how many size units worth of models this model may carry. Some may also be listed as "Open" (O), allowing those models to fire from the transport, but at the price of not receiving as much protection.

**Aspect:** A modifier for the opponents shooting attacks against the model. Smaller, more agile models have negative aspects making them harder to hit, while large, clumsy models have positive aspects making them easier to hit. Some models may also have advanced shielding and stealth fields that grant lower aspects than would be typical of a model their size. In general, a typical vehicle or tank will be Aspect: 0

**Armor:** A model that gets shot may roll equal to or lower than their armor value to negate the hit. This can be lowered by weapons that have a strength value. A typical tank has and armor value of 5, meaning typical small arms are unlikely to penetrate it.

**Defense Special:** Some models have extra defensive capabilities that work in particular circumstances or are in addition to regular armor and aspect.

<u>Stealth</u> – Stealth systems prevent a model from being seen unless the viewer is within 12" of them. They cannot be targeted by models further away unless they are spotted by another model in their unit or by a model with the "spotter" special ability.

<u>Shield X</u> – Some models have advanced shielding technology that offer an additional save against incoming fire, requiring a roll of X or less to ignore the hit. Shields defensive values are never reduced by the strength of the weapon hitting them. Weapons that get through the shields may still be saved by the normal armor of the model.

**Close Assault Attack (CAA):** When enemy units come within 4" of each other, it becomes a close assault. Close assaults are much more deadly and decisive than normal ranged combat. The Close Assault Attack value is how many dice a unit rolls during a round of close assault. Some of these dice can also be used defensively.

**Close Assault Defense (CAD):** In a close assault, an opponent must roll this value or higher to destroy the model. Higher CAD's can reflect armor, or toughness, or training; in general, infantry is much more effective in a close assault than at range. Some units also have 66 or 666 values, indicating an opponent must roll two or three 6's to destroy this model.

**Close Assault Special:** Some units have abilities that they can use in a close assault, giving them a better ability to affect armored targets or extra defensive dice.

**# Shots:** Shows how many shooting attacks a model has, giving one die each to roll to hit a target. Each different type of weapon system will have its own stat line. Different weapon systems may be fired at different targets.

**Range:** The effective range to a target unit for a weapon can fire. This is a soft number though; as long as one model in the unit can fire at an enemy unit, all models with line of sight can fire at it. Bullets and beams don't disappear at a given distance, after all.

**Accuracy:** What each die of attacks from the weapon needs to roll equal to or less than to hit; the higher the number the more accurate the weapon is. This can be modified by the target's cover and aspect.

Artillery (Art) is a special case – artillery attacks normally need a 3 or less to hit, but may also be fired at a target they cannot see needing a 1 to hit, so long as any friendly model can see the target within 36".

**Strength:** The penetrative power of the weapon. A targets armor value is reduced by the strength of the weapon; for example, a target with armor 5 than is hit by a strength 2 weapon now needs a 3 or less for their armor save.

**Ranged Special:** Some ranged attacks have special abilities, such as better suppressing enemy units, penetrating shields, or ignoring cover. Many weapons with large blast radii or other area effects may cause "Xd3" hits, meaning they can hit multiple models in a unit. When they hit, the attacker rolls X dice and halves the result to determine how many enemy models in the unit were affected.

## Setting Up a Battle

A number of scenarios are available, each with different set-up conditions, victory conditions, and other special rules. The players should either agree to a particular scenario or randomly roll one.

The sequence for starting a battle is:

1) Write out an army list (ideally on cards to make initiative order easy to work out)
2) Set up terrain
3) Determine the scenario (possibly adjusting some terrain afterwards)
4) Place objectives (if the scenario uses them)
5) Roll for table sides (unless this has already been determined by the scenario)
6) Set up units
7) Begin play

## Building an Army List

An army is made up of companies, which are made up of units, which are made up of models. Each player will activate their army on a company by company basis, so the units of a company generally fight together on the battlefield (though they do not have to). The models in a unit, however, do have an 8" unit coherency area which prevents them from spreading out too far from each other. This means no model in the unit may be more than 8" from all other models in the unit. Since shooting and assaults occur on a unit by unit basis, keeping the models in a unit relatively close together greatly simplifies the game.

An army should have 3 to 6 companies, which are generally made up of units which have a common purpose. For example, a mobile tank company might have a unit of heavy tanks, a couple of units of medium tanks to support them, and some faster light tanks to prevent them from being flanked or assaulted. A close assault oriented infantry company might have several units of infantry and their transports, and some mobile artillery to suppress enemy units before the infantry assaults them. An artillery company may have several units of artillery, along with some infantry units or armor to protect them.

The players should agree to a points total for their armies before the battle. They then spend those points buying models and grouping them into units. Units are then grouped into companies.

The number of models per unit are limited by type. A unit may contain:

- 3 to 8 infantry squads, plus their transports
- 3 to 7 light vehicles (vehicles with armor 3 or less)
- 2 to 5 heavy vehicles (with armor 4 or more)
- 1 titan

A unit may be made up of mixed models, but this does complicate combat resolution and so is not advised. Infantry transports may be bought as part of their unit, or may be bought separately as their own units.

A company can contain from one to five units.

An army must have at least 3 companies, and no more than 6 companies. Very large games can include more companies. No company can have more than 40% of the total army point value in it. The decision of how companies are put together and how many are present will greatly affect the strategies during game play. More companies can give better opportunities to respond to enemy activations, but larger companies are generally capable of getting more done at once.

Companies should be given an identifying name, which will be used to designate their order of activation. Ideally, each company and its composition should be written on an index card. These cards can be put in an activation order at the start of each turn, then revealed when the unit is activated. The point values for units should also be kept handy, as unit points can affect victory conditions as they are destroyed or move across the board.

*Example:* Joe builds a generic army list. It is broken up into 4 companies.

| Heavy Armor | Assault Company | Mechanized Infantry Company | Light Cavalry Company |
|---|---|---|---|
| 3 Heavy Tanks | 6 Grav Assault Infantry | 6 Medium Infantry | 7 Jetbikes |
| 3 Heavy Tanks | 6 Grav Assault Infantry |   + 3 APC's | 7 Jetbikes |
| 5 Medium Tanks | 2 Light Dropships | 6 Medium Infantry | 5 Speeders |
| 3 Anti-Aircraft Tanks | |   + 3 APC's | 4 Light Hovertanks |
| | | 6 Medium Infantry | 4 Light Hover Tanks. |
| | |   + 3 APC's | |
| | | 3 Medium Artillery | |

## Scenarios

### Scenario 1 – Attrition

The only goal for the attrition scenario is destruction of the enemy's forces!

The players both set up 36" apart – generally this gives a 6" deployment area on the edge of a standard 4' table.

Victory points are earned by destroying enemy units or forcing them to flee off the battlefield. When a unit is eliminated, the player loses points equal to the VP of the unit. At the end of each turn, the VP totals are determined; when VP equal to half of the army value has been lost, the player must make a break test by rolling 9 or higher on 2d6. If they fail this test, they immediately lose the battle. Command points leftover from the previous turn can be spent before the dice are rolled, lowering the target number by one per command point spent this way. If both players have lost 50% or more of their units, the player who has lost more points worth of units must roll first – if they fail the test, the player who lost fewer points wins the game and does not roll their own break test.

### Scenario 2 - Seize Ground

Each player places two objectives markers onto the table. Objectives must be at least 12" apart, and 6" from any board edge. In general, the game is more interesting if objectives are placed on important-looking terrain features, but this is up to each player. Objectives may also be placed in buildings.

The players both set up 36" apart – generally this gives a 6" deployment area on a standard 4' table.

At the end of each turn, players check to see who controls each objective. An objective is controlled by being the only player with units within 4" of the objective. If an objective has units from opposing sides within 4", it is contested. Objectives with no units within 4" are uncontrolled. Each controlled objective is worth one objective point; contested and uncontrolled objectives are worth 0 points. Objective points add up over each turn. The first player to achieve 10 or more objective points wins the game. If two players both reach 10 or more points at the end of a turn, the player with more objective points wins. If the players are tied in objective points, the game continues until one player ends a turn with a lead in objective points.

### Scenario 3 – Invasion

This scenario has an attacker and a defender. The attacker earns points by having units on the attackers half of the table. The defender is trying to win through attrition.

The defender selects a board the attacker will arrive from. The defender may then set up units anywhere at least 18" away from that board edge, and may keep up to two companies in reserve. The attacker begins the game with no units on the board. All of the defender's units may begin the game on overwatch.

On the first turn, the defender does not determine an initiative order; they may select which company to activate as they go. Each company may only be activated once on the first turn, like under normal activation rules.

The attacker determines initiative order as usual.

The attacker must make the first activation. Each company enters the board as reinforcements. All units must be on move and fire or assault orders. Each unit picks a point on their table edge they will move on from, marking it with a model. The models in the unit all measure their movement from that point on the table edge when they move.

After the attacker moves, the defender may select one company to activate. Activation alternates by the normal rules from there.

The defender wins via the attrition rules. At the end of each turn, the attacker tallies up the vp value of all units which have been eliminated. One they have lost half the value of their starting army, they must take a break test, needing a 9 or higher on two dice. The attacker may spend left over command points to lower that target number by 1 per command point spent. The defender may spend left over command points to raise that target number, though rolling an 11 or 12 always passes the break test.

At the end of the turn, the attacker scores victory points for every unit that has moved beyond 24" of their table edge. A unit counts if any model in the unit is at least 24" away from the board edge. If the attacker VP total exceeds the starting point value of their army, they win the game.

If the attacker has crossed the attrition threshold and the victory threshold, they must roll the attrition-based break test first. If they pass the test, the attacker then wins!

**Scenario 4 - Command Centers**

The goal is to be the first player to capture their opponent's command center.

The players roll off. Starting with the highest roller, the players take turns placing three objective markers between 6" and 18" of their board edge, and all at least 12" apart. No objective can be placed within 24" of an enemy objective. Each player secretly writes down which one is their real command center. The other two are decoys/misinformation.

Deployment must be at least 36" apart; on a standard 4' table, this gives each player a 6" deployment zone from their board edge. However, a player may also deploy units such that all models are within 4" of one of their objectives; this gives an opportunity for forward deployment.

If a player ends an activation with units within 4" of an enemy objective, the owner reveals whether it was the command center or fake. If it is fake, it is removed from the board. If it is real, their other fakes are removed.

A player wins by controlling the objective which is the enemy command center at the end of the turn. If both players capture each other's command centers on the same turn, each player totals the victory points of units which have been eliminated, and the player who has lost the fewer points of units wins.

## Terrain Setup

Terrain should be set up in a mutually agreeable manner. Alternatively, one player should set up the terrain, and the other player may select their board edge.

## Command Points

Each player begins the turn with 3 command points. Scenario conditions may allow for more or fewer. Players may spend command points in many ways during the turn. Any unspent command points are lost at the end of the turn.

- Use during the initiative phase to roll an additional initiative die for each command point spent. If there is a tie, the same number of dice are used for the reroll.
- When a company would be activated, a command point may be spent to let the opponent activate another company. This may only be done if the opponent has more companies left to activate than you do.
- When a company is activated, up to two units may be coordinated with another company that has yet to activate. That company must be declared at the time, though its position in the activation order is not revealed. Those units essentially act as if they were a part of the other company for the rest of the turn.
- To allow the shooting player to allocate the hits from a shooting attack on the models in the unit.
- When a unit takes a morale test, a command point may be spent to roll an additional die, keeping the two highest. This must be decided prior to rolling any dice.
- A command point may be spent to place any or all units in a company which did not shoot during that activation onto overwatch, which will allow it to fire during an opponent's turn when an enemy moves within range and line of sight.
- In between close assault phases, a command point may be spent to move another unit within 8" of the close assault into the close assault.
- To allow a suppressed unit to move normally. It still suffers penalties to shooting and close combat.
- To cause scenario specific actions to occur.

The use of command points will be explained in greater detail in the sections relevant to their use.

## Suppression

Units can become suppressed due to being fired upon, or in close assaults. How a unit becomes suppressed will be described in those sections. However, the effects of suppression are relevant to many parts of the turn, so these are the rules for how suppression affects a unit.

A unit that is suppressed has a suppression marker placed by it. A unit may have multiple suppression markers placed on it, which can reduce their accuracy more and make it more difficult to recover from the suppression.

Suppressed units may not move closer to an enemy unit, unless they will end their movement in cover at least 12" away from all enemy units.

Suppressed units suffer a -1 penalty to their accuracy while shooting.

A suppressed unit is disadvantaged in close assault fighting. A disadvantaged unit in close assault loses 1/3 of its CAA dice. It may spend up to half of the remainder on defensive rolls. It also loses 1 from its close assault defense values.

### Suppression from Shooting

A suppression test requires the unit to roll a 3 or higher on 2d6. This suppression target is modified by:

- +1 for each unit that fired at the target unit with weapons that could cause a casualty.
- +1 if the target unit took at least ten shots which could cause a casualty, or at least 5d3 or more AOE attacks.
- +1 if the target unit was hit by an attack which could cause a casualty
- + 1 if the unit suffered a casualty (removed model or titan damage) from any of the attacks against it.
- +1 if the target unit is below half strength.
- +1 for each weapon that hit which had the "suppression" characteristic.
- -1 if the target is dug in, or has a majority of its models in hard or fortified cover.

### Suppression from Close Assault

Each unit rolls 2d6, needing to roll equal to or higher than a target number of 3 to pass. This target is modified as below:

- +1 if the unit suffered a casualty during the combat
- +1 if the unit suffered two casualties during the combat
- +1 if the unit has suffered four or more casualties during the combat
- +1 if the unit is below half of its original numbers
- +1 if the unit's side is outnumbered by 2:1 or more by enemy models left in the close assault.
- +1 if the assault has gone beyond one round
- -1 if the unit is dug in, or is in hard or fortified cover.

Models that have a 66 CAD value count double for the casualties taken or for total number of models in the assault. Models that have a 666 CAD count triple.

If the die roll is less than the value needed, the unit receives a suppression counter. Rolls of 11 or 12 always pass their suppression check. Suppressed units flee combat at the end of each assault phase.

**Rallying from Suppression**

Each unit that is suppressed at the end of its company's activation may attempt to rally, removing some or all suppression markers. This includes units that may have been coordinated with the company from another company, and units that just became suppressed due to a close assault they initiated.

For each unit, the player rolls 2d6, need to roll equal to or higher than a 6+ the number of suppression markers on the unit. A unit may add one to their die roll if there is another unit from the same company within 12".

If the roll succeeds, all suppression markers are removed. If the roll fails and the unit has more than one suppression marker on it, remove all but the last suppression marker.


## Turn Sequence

In Xenocide, the players alternate activating their units, one company at a time. An activated company moves and shoots, conducts assaults, and recovers morale. After it has finished all of its actions, the opposing player activates a company. If one player runs out of companies to activate, the other player activates their remaining companies in order until they have all been activated.

Once all players have activated all of their companies, the turn ends. If the game does not end, a new turn begins, and all of the companies will have another chance to activate.

Players with fewer units left to activate may use command points to delay activation. Players may also put units onto overwatch to shoot at opposing units out of turn sequence. These abilities reduce some inherent advantages that players with more companies to activate have in alternating activation turn sequences.

### Activation Order

At the start of the turn, each player determines what the activation order of their companies will be. If the companies each have an index card, then the cards can be ordered such that the top card is revealed to show the next company. If not, the company names can be written down in order on a piece of paper.

If a company has been eliminated, it does not get placed into the activation order. If a company is eliminated after it has been put into activation order, it is skipped and the next company in the order activates.

### Initiative

Each player rolls a d6 at the same time. The highest roller may choose whether to activate first or second. If the roll is a tie, the player who lost initiative the previous turn wins the initiative this turn. If it is a tie on the first turn, the players reroll their initiative dice.

*Command Option:* Before any dice are rolled, a player may spend one or more command points to roll an additional die for initiative, keeping the highest roll. The player does not have to reveal how many dice they are rolling before initiative is rolled.

### Activating a Company

The players then take turns activating one Company at a time in the order they determined at the start of the turn. When a company is activated, all of the units of that company take their turn; moving and firing, assaulting, and recovering their morale. After all units in the company have taken their actions, the other player reveals their next company to activate. This continues throughout the turn, until all companies have activated.

If a company that has been completely eliminated is revealed, it is skipped and the player activates the next company. Though eliminated companies are not put into the activation order, they can be eliminated before their activation comes up.

*Command Option:* If the opposing player has more companies left to activate, a command point may be spent to skip activating a company, allowing the opponent to activate again. This can reduce some advantages for armies consisting of many companies, which can hold back their most powerful companies until the other player cannot react to them.

*Command Option:* When a company is activated, the player may spend a command point to coordinate up to two units from that company with a company that has yet to activate. These units behave as if they were not activated at all, and take no actions nor attempt to recover morale. When the later company is activated, those units activate with it. This gives a player tactical options to coordinate assaults and movement between two companies. If two command points are spent, the entire company can delay its activation to coordinate with the other company. It is also allowable for multiple companies to coordinate units with a later company, so long as the command points are spent.

Each company's activation is broken up into five phases. A player gives his units orders at the start of the company's activation, declaring what their general actions for the turn will be. The options are:

- Fire and Move – Shoot before moving
- Move and Fire – Move before shooting
- Assault – No shooting, but may can engage in a close assault with no penalty. Infantry may gain extra movement.

A company's activation is divided into five phases. All units perform their actions in a phase at the same time.

- First Movement – Units on Move and Fire orders move
- Shooting – All units resolve shooting attacks
- Second Movement – Units on Fire and Move or Assault orders move.
- Close Assault – Any close assaults that resulted from moving units within 4" of enemy units are resolved.
- Morale – Units attempt to recover their morale, and some other special actions can be taken.

## Movement

There are two movement phases around the shooting phase. If a unit is to move and then shoot, then it moves in the first movement phase. If it is going to shoot and then move, or assault the enemy, the unit moves in the late movement phase. Movement works the same way in either phase. All models have a movement rating, indicating the furthest distance they can move on the table from their starting point, unless modified by terrain or a special ability. A unit does not have to move.

Two attack actions can interrupt movement. Units on overwatch may shoot during an enemy unit's movement. Moving units may make overrun attacks while they move, resolving a round of close assault during their movement.

### Units on Assault Orders

Units that have been placed on assault orders move in the late movement phase. They may shoot, but do use their full close assault combat abilities if they engage in a close assault during their activation. Infantry units with 4" of movement may add 4" more to their movement (8" total) if they are on assault orders.

### Distance traveled

Each model in a unit must measure its movement individually, using a measuring tape to roughly indicate the path that it will travel. Enemy units have a zone of control that extends out 4" from every model in the unit (or a building the unit occupies). Units cannot move within 4" of an enemy unit unless they are assaulting or overrunning, or they are entering a building containing no empty units that is within 4" of the enemy unit (though this may also trigger a close assault). Flying and hover units have the option to fly high over the battlefield, in which case they can move over enemy units and even end their move over top of them; likewise, enemy units may move underneath such models freely.

### Unit Coherency

A unit must finish its move such that no model in the unit is more than 8" away from every other model in the unit; no two models in the unit may be more than 8" apart. Otherwise, there is no limit to how the models are spaced.

While there are Area of Effect attacks in Xenocide, there are no templates used in their resolution (unlike in many other games). This means there is no need to space models in units "optimally" to reduce template attack effectiveness. This speeds gameplay, and streamline movement.

Within a company, the units may be spaced as far from each other as desired. However, suppressed units gain a bonus when recovering from suppression if another unit from their company is with 12" of them.

### Moving to Close Assault

Any unit may move to close assault an enemy unit by moving to within 4" of a model in that unit. Units that are assaulting in this way must move as many models to within 4" of the enemy as possible, though they do not have to approach closer. If the enemy models were guarding the edge of terrain feature (within 2" of the edge) or a building, the assaulting unit may not enter that terrain feature from that edge – they must be placed outside of it. If they are successful with the close assault, they will have the opportunity to move into the terrain feature or building after driving the enemy out of it.

Units that are on assault orders fight with no penalty in the assault phase. Units that are on firing orders may engage in a close assault, but fight at a disadvantage. Units that are engaged in a close assault may not shoot or be shot at during the firing phase, so it is generally a bad idea to move to assault in the first movement phase.

**Movement Through Terrain**

If models from a unit move through a terrain feature, they may lose some of their movement. This depends on the type of terrain feature, and the type of models in the unit that are moving. For each type of unit, a terrain feature may be treated as open, difficult, dangerous, or impassible. In general, any terrain feature that offers light cover is difficult for most vehicles, and those that offer heavy cover are dangerous. In addition, some ground is loose, such as mud or sand or shallow water. Loose ground is usually dangerous for vehicles that must pass through it.

Open Ground does not affect the models' movement. Those models in the unit do not lose any movement for travelling through the feature.

Difficult Ground will cause the models of that type in the unit to lose either ¼ or ½ of its movement for moving through that terrain feature. The unit must roll a die for each type of model in the unit that will attempt to move through a difficult terrain feature. If the roll is 1-3, the models moving through the terrain feature lose ¼ of their movement. If the die roll is 4-6, the models lose ½ of their movement.

Titans subtract two from their roll. If this gives a result of 0 or less, the titan is not slowed by the terrain.

If the movement lost would prevent the models from reaching the terrain feature they got slowed by, then they may move up to 2" into the terrain feature, but may not leave it.

Dangerous Ground – The rules for difficult ground apply. In addition, if the terrain test die roll was a 4-6, each model moving through the terrain feature receives a single close assault attack die rolled against it (see the rules for close assault resolution). Models with a Close Assault Defense of 66 or 666 (or better) are considered to have a CAD of 6 instead. CAD is not modified by cover or suppression. The unit does not have to take a suppression test afterwards.

Some terrain can be intrinsically dangerous, such as a radioactive crater or lava field or minefield. These always make close combat attack attacks on models moving through them.

Impassible – Some terrain features simply cannot be entered, either because there is no access, or to enter it would be certain death. Plasma filled craters, high cliffs, swift or deep water, and so on are impassible to most units, though units with the ability to fly over the terrain feature may be able to ignore it so long as they do not land in it.

| Terrain Feature | Obscure | Cover | Infantry | Walker | Wheeled | Tracked |
|---|---|---|---|---|---|---|
| Road | No | None | +25% | +25% | +50% | +50% |
| Wall (half model sized) | No | Hard | None | None | Dangerous | Difficult |
| Brush, High Field | Yes | No | None | None | Difficult | None |
| Forest | Yes | Soft | None | None | Dangerous | Difficult |
| Trenches, Craters | No | Hard | None | None | Dangerous | Difficult |
| Ruined Buildings | No | Hard | None | None | Dangerous | Difficult |
| Cliffs (Above model size) | No | None | Difficult | Difficult | Impassible | Impassible |
| Shallow water, Deep mud | No | None | Difficult | Dangerous | Dangerous | Difficult |
| Deep Water | No | None | Dangerous | Impassible | Impassible | Impassible |

Buildings have their own special rules that will be covered in their own section. Buildings are generally hard cover, and may only be entered by infantry or Size 1 vehicles.

**Road Bonus**

Models that spend at least half of their movement value travelling on a road may add a bonus of 25% to their movement (1" per 4" of normal movement value). Wheeled vehicles may a bonus of 50% to their movement (2" per 4" of normal movement value).

**Skimmers**

Skimmers can ignore all terrain that is lower than 2" high, including any dangerous or impassible terrain that flyers can cross over. They treat all terrain that provides cover as difficult terrain if they must move through it. They gain no bonus from road movement, treating it as regular ground. If they can move over a terrain feature but end their movement in it they suffer no movement penalties, though if the terrain feature is intrinsically dangerous they then must roll to see if they suffer attacks.

Skimmers can fall from great heights safely, and can move from building or cliff tops to a lower elevation with no penalty. They cannot climb over a cliff that is more than 2" high. They can also be deployed from transports that are flying or hovering high.

**Hovering Models**

Units with the hover ability can decide to be high in the air or low to the ground when they move. If they stay low, they are treated as skimmers. If they are high, they are considered to be 12" above the table, and all line of sight is drawn to and from them at that height. Hover units can land at their end of their movement, even if they were flying high for the duration of their movement.

Any ground units firing at a high unit must add 6" to the distance between themselves and the base the model.

A hover unit that is on move and fire orders but does not move can make a pop-up attack, rapidly climbing to a height of 12" to check for line of sight in the second fire phase, then descending again to low level. Enemies on overwatch may fire back at such a unit after it resolves its fire; they do not suffer the 6" range penalty for doing this.

**Flying Models**

These are typically fixed wing aircraft that depend on airspeed to stay in the air. Flyers in Xenocide are designed for close ground support; aerial fighters and bombers are far too high above the battlefield to be worth modeling on the table. They may only fly high, and as such draw their line of sight from 12" off of the table and all ground based enemies add 6" to the distance between them and the flyer when determining range.

Flyers must move half of their movement distance on a turn, else fall out of the sky. They may make two 45 degree turns as they move; once at the start of their move and once after moving half of their movement distance (including at the end of the move). Alternatively, they may make one 45 degree turn anywhere during the move.

If a flyer leaves the board, they may come back on any subsequent turn from any board edge two turns later.

Flyers may never be put on assault orders. Flyers may only shoot at targets that are in their forward 90 degree arc. If they have bombs, they may drop them on a unit they fly over as they fly over them.

**Special Movement**

Jump X" – The models have rockets or antigrav units that allow the unit to leap across the terrain, ignoring it entirely unless it affects flyers, then end their movement back on the ground. This ability is used instead of normal movement. They can also jump up to a height equal the X" value. Models with the jump ability can be airdropped from flying or hover transports as they move.

Teleport X" – Teleporting models may replace their normal move with a port move, instantly appearing anywhere within their movement range, without moving through intervening space. If no model in the unit can see the destination or if they are teleporting into an enclosed structure, the unit must roll a 4 or less on a d6 to successively make the transfer. If the unit fails the roll, it stays in place. If a recon unit can see the port location, the port is also automatically successful. Units can port out of or into transports, including transports that are hovering or flying high, though they must add 6" to their measured range to determine if the port is possible.

Amphibious - These units are at home in the water or on land, and may move through water features at full speed.

**Transports**

Many models have the ability to transport other models. These will have a cargo capacity value listed in their stats. Each model has a cargo size value; a transport can carry a number of models of total size equal to their capacity value.

Models can be loaded or unloaded from transports whenever the transports move. A transport can load or unload models at either the beginning or end of their movement, or both. A transport can load and unload units in the same move, but lose 8" of their own movement in doing so. A transport could also deploy models, move, and then pick up units at the other end of their movement. Models unloading from transports may move no more than 4" of their movement from the transport, unless they are using teleportation.

Units that are loading onto transports must begin their move within 4" of the transport. If the loading models had to travel further, the transport may not move further on that turn.

Flying or hovering transports that are travelling high may unload skimmer, hover, flying, or jump units as they move. These models may pick any point in the flyers move to deploy, and may move up to 8" from that point.

Units that are being transported may not shoot while they are in the transport. They also do not participate in the first round of a close assault if their transports are assaulted while they are inside them. They may get out and participate if there are additional rounds of assault. They may also deploy or load units as part of a follow-up move at the end of a close assault.

Transports may deploy models if the transport unit has initiated a close assault. The transported models must lose 1/3 of their total close assault attack value if deployed this way. Units fleeing or retreating from a close assault may load friendly models at the beginning of the move.

Models with the teleportation ability may deploy out of transports using teleportation, to the full distance allowed by the ability. Such units do not suffer deployment penalties if they teleport into a close assault. They may have to make a teleportation check to port successfully, as described by the teleportation ability; if unsuccessful, the models stays in the transport. Make this check once per teleporting unit, not per model or per transport.

When a transport is destroyed, the models inside each suffer a single close assault attack against their CAD, and are destroyed if the attack is successful. Models with CADs of 66 or 666 are treated as having a CAD of 6 for this roll. Models that survive may be moved up to 4" from the destroyed transport.

**Open Transports**

Some transports are open, allowing the models inside of them to shoot and assault, but also leaving them more vulnerable to enemy fire. Models riding in open transports fire normally in their shooting phase. They may add their CAA values to assaults involving their transports without getting out of the transports, though they lose 1/3 of their total CAA value. They may also suffer casualties as part of the close assault.

Models riding in open transports that are destroyed suffer two close assault attacks, instead of one. If the transports are hit by area of effect attacks, the models riding inside the transports suffer one hit for every hit allocated to a transport. Those models may make their armor saves as normal, and also receive a cover save of 2.

**Overrunning**

A unit which is able to move all of its models through an enemy unit's zone of control such that all of the models will be at least 4" away from the enemy at the end of the move may attempt an overrun. In general, this is only a good choice if the enemy unit is comparatively weak. It can only be done if the moving unit will have to make any difficult terrain tests during the move.

This is resolved as a single round of close assault during the movement phase, and its resolution will be described in the close assault section of the rules. The overrunning unit will lose 1/3 of its close assault dice unless it was on assault orders. If the moving unit finishes that attack phase without a suppression marker, it may finish its move on the other side of the enemy unit. If it does receive a suppression marker from the combat, then it failed its overrun and must retreat from the combat in the direction it came from by the normal rules of losing a close assault.

If the unit had models in transports that were destroyed, leaving models in the close assault zone of control of the enemy unit, those models are also destroyed.

Units may shoot normally after they successfully make an overrun in the first movement phase. A unit may even assault another unit after the overrun if they were on assault orders.

**Overwatch Shooting**

When a unit moves, if it passes through the line of sight and range of an enemy unit that is on overwatch, that unit may shoot at the enemy unit. This is resolved after the unit finishes moving, but light of sight and range is still measured to where ever the shooting player likes when the models in the moving unit were within line of sight. This decision must be made before the moving player begins moving another unit – the overwatching unit cannot wait to see where all units have moved before deciding whether to use overwatch. All weapons that are going to fire from the overwatch unit must target the unit which just moved.

Multiple units may use overwatch shooting at the same unit, declaring one after another.

Overwatch shooting is resolved like any other shooting, except there is no chance of suppression. Line of sight, range, obscuring terrain and cover is determined from the point where the shooting unit declares they are shooting at the target.

Once the overwatch shots are resolved, remove the overwatch counter from the unit. A unit may only overwatch once before needing a new order to overwatch again. A unit that does not use its overwatch counter before its next activation may keep the overwatch counter without needing another command action, so long as they do not move, shoot, or become involved in a close assault.

If a unit becomes suppressed, it loses its overwatch counter.

# Shooting

After the first movement phase, all units in the activated company resolve their shooting attacks. The shooting sequence is:

- Select a unit that can fire.
- Declare the target(s) it is shooting at
- Determine line of sight for the models in the units
- Roll to hit
- Allocate hits to enemy models if the target unit has mixed unit types
- Defender rolls saving throws
- Defender removes models
- Determine if the threshold was reached for taking a suppression check

This is repeated for all activated units that can shoot in that phase. If multiple units are firing at one enemy unit, they can resolve their attacks together.

*Command Option:* A player may spend a command point to give all non-broken units in the company the option to go on overwatch instead of shooting. Units on overwatch may shoot during an enemy unit's movement. Each unit may be put on overwatch at the time it would normally shoot.

**Target Selection**

Shooting is normally done on a unit by unit basis. In some cases, it may be more practical to combine the fire from several units on one target to speed the resolution along.

A unit nominates the target unit it will shoot at. At least one model in the shooting unit must be able to see at least one model in the enemy unit, and have the range for that weapon system to reach it. The only exception to this is artillery units, which may fire indirectly in some cases (which will be described below).

Range is not absolute in Xenocide; bullets do not vanish at 24" out. Instead, if one model in the unit has range with a given weapon system, all models in the unit using that same type of weapon will have range. (This is a good reason to make units of identical models).

However, line of sight can prevent some models from firing, or some models from being hit. Each model in the shooting unit must be able to see at least one enemy model to shoot at that unit. Likewise, an enemy model that cannot be seen by any shooting models cannot be hit by the attack, unless the weapon is an area of effect weapon.

A shooting unit may decide to fire one weapon system at one unit and another weapon system at a different unit. For example, it is common for a tank to shoot its heavy gun at an enemy armored unit, and its light gun at an infantry unit.

**Focus Fire**

Some heavily armored models are completely immune to low strength attacks; an armor 6 vehicle cannot be harmed by strength 0 shots. However, a unit may focus fire with multiple weak attacks into one stronger attack. For every 3 attacks strength 0 attacks the unit could make, they can instead make one strength 1 attack at the same range and accuracy as the strength 0 attack. This number of stronger attacks is not round up; eight strength 0 attacks can be traded for two strength 1 attacks, not three.

**Terrain effects on Shooting**

Terrain has two effects on shooting attacks: it can obscure line of sight, and it can give a target an additional save against a hit.

Terrain that can obscure a target by rising above the ground (brush, forest, debris fields, ruins of buildings, smoke) can obscure a target in it or behind it. Line of sight may be drawn through 4" of obscuring cover. If line of sight must pass through more than 4" of obscuring terrain, the target cannot be seen.

Solid terrain features, such as walls or buildings, completely block line of sight - a target may only be fired at if some portion of its hull can be seen directly.

Terrain that a model can hide behind or within gives it cover against shooting attacks. A unit in cover gets an additional save before its armor save. There are three types of cover – light cover, hard cover, and fortified cover. Cover saves are not reduced by the strength of the weapon, though some weapons completely ignore cover.

Light cover is typically brush or forest. A model in light cover receives a cover save of 1 against hits.

Hard cover is buildings, ruins, vehicles, craters, caves and other kinds of debris fields made up of metal or stone. A model in hard cover receives a cover save of 2 or less.

Fortified cover is granted by structures made specifically to resist weapons – bunkers, battlements, and trenches. Fortified cover grants a cover save of 3 or less.

Infantry units are better able to take advantage of cover, and so get a +1 to any cover save they are allowed to make.

Units may also have the option to dig in for open or soft cover. Infantry may always do this instead of shooting; other units may have it as a special ability. Dug in units receive a +1 to any cover save they could make. Infantry that is dug in out in open ground receive a total cover save of 2. Units in fortified cover cannot dig in – fortified cover is dug in to begin with.

Models in open transports receive a hard cover save. This is not modified by infantry or dug in.

**Rolling to hit**

The shooting unit then rolls to hit. Each "# shots" allows one d6 to be rolled for that weapon system, needing to roll equal to or less than the weapon systems Accuracy (Acc). Each success scores a hit on the enemy unit. A weapon's accuracy is modified by the target's unit's aspect, with negative aspects lowering accuracy and positive aspects increasing accuracy.

If a unit is made up of models with different aspects, the higher aspect is used. However, models in the unit with a lower aspect can only be hit with die rolls that could hit the lower aspect – this will be explained in the Allocating Hits section.

Units that are suppressed have their accuracy reduced by 1 for each suppression marker on the unit.

Units may have their accuracy reduced to 0 or lower. These can still hit a target; initial rolls of 1 are picked up and rerolled, needing the following on the reroll to score the hit.

- 0: 1's followed by 4's
- -1: 1's followed by 2's
- -2: 1's followed by 1's

If accuracy is reduced to -3 or less, just give up. That weapon is not hitting.

*Command Option:* By spending a command point, a unit may direct all of its firepower against one type of model in the enemy unit (only infantry, only Aspect 0 vehicles, etc), or even against a single model in the enemy unit. A player may also decide to only target units that are out of cover, or in cover. This cannot be done with area of effect weapons.

**Allocating Hits**

If all of the models in the target unit are the same, then this step can be skipped. If the models are different (typical of infantry with their transports), the hits must be allocated among the types of models in the unit before they make their saves.

If all the models have the same aspect, this is simple – split the hits evenly until every model in the unit has had a hit allocated to it, then repeat the process if there are still more hits to allocate. Models of the same type can roll saves together, unless there is a split between models receiving cover saves and models not receiving them. In cases of split cover, the defender treats models of the same time in cover or out of cover as separate pools for the attacks to be distributed evenly through.

If the models have different aspects, then this complicated by splitting the hits by what could actually hit the models due their aspects. The hits are then distributed evenly as before. If the lower aspect hits run out before the lower aspect models have all been hit, then all of the remaining hits can only go against the higher aspect models. If the higher aspect hits run out before the higher aspect models have all been allocated against, then the remaining lower aspect hits can begin being evenly distributed to the higher aspect models.

**Armor Saves**

Once all of the hits against a unit have been allocated, the target unit makes saves against those hits using any available shield, armor and cover saves. Any hit that is not saved destroys one model of that type, removing it from the table. Titans have some special rules that allow them to take multiple hits; this will be described in the Titans section.

Shield saves are taken first. For each hit against a given type of model in the unit that has a shield save, roll a die for each hit, needing to roll equal to or less than the shield value to negate, the hit. Any that roll higher made it through the shields, and may now be resisted by armor. Note that some weapons ignore shields entirely.

For the armor saves, subtract the strength of the weapon from the armor value. Roll a die for each hit, needing to roll equal to or less than the modified armor value to negate the hit. Any hits that make it through the armor may still be resisted by a cover save, if one is available.

Cover saves are only available to models that are in or directly behind a type of cover. Soft cover offers a save of 1, hard cover a save of 2, and fortified cover a save of 3. Infantry are more adept at taking advantage of cover, and so get a +1 to their cover value if they are in cover at all. In addition, infantry units may dig in to grant an additional +1 to their cover save, even if they are in the open. Again, for each unsaved hit, roll a d6, needing to roll equal to or less than the cover save to negate the hit.

If a unit has models that are in cover and in the open, begin removing units after armor saves are failed from those out in the open. Once only models in cover are left, those unsaved hits that remain can be resisted with cover saves by the remaining models.

**Shields**

Some units use shields to deflect incoming attacks. A shield offers an additional save for hit attack that hits it, taken after cover saves but before armor saves. A unit with the shield ability will indicate the level of shielding it has in parentheses, which is what the model must roll equal to or less than to ignore the hit. Shields are never

reduced by weapon strength. Some weapons have the "Shield Breaker" ability, which prevent shield saves from being taken against hits from the weapon.

**Removing models**

The defender removes one model for each unsaved hit models of that type in the unit suffered. It is the defender's choice which of the models of a type are removed – it does not have to the closest. If the unit has its last model eliminated, it may score victory points for the opponent if the scenario tracks points that way.

**Suppression**

When a unit takes incoming fire, it may become suppressed. Suppressed units suffer many limitations and penalties to their actions, and makes them especially vulnerable to close assaults.

After all shooting for a phase has been completed, units that have been shot at check to see if they need to roll for suppression. If the unit received at least four shots that could have penetrated their models' armor, or at least one shot per model in the unit, or 2d3 worth of area of effect weapons regardless of strength, then they have reached a suppression threshold and will have to take a suppression test.

A suppression test requires the unit to roll a 3 or higher on 2d6. This suppression target is modified by:

- +1 for each unit that fired at the target unit with weapons that could cause a casualty.
- +1 if the target unit took at least ten shots which could cause a casualty, or at least 5d3 or more AOE attacks (overwhelming fire).
- +1 if the target unit was hit by an attack which could cause a casualty
- + 1 if the unit suffered a casualty (removed model or titan damage) from any of the attacks against it.
- +1 if the target unit is below half strength.
- +1 for each weapon that hit which had the "suppression" characteristic.
- -1 if the target is dug in, or has a majority of its models in hard or fortified cover.

Other modifiers may exist because of the scenario.

If the roll is equal to or higher than the suppression target, the unit receives a suppression marker and suffers the penalties for suppressed units until the markers are removed through rallying at the end of an activation. Rolls of 11 or 12 always successfully pass a suppression check. A unit may have multiple suppression markers on it due to repeatedly taking fire or losing close assaults. These do not inflict cumulative penalties, but do make it more difficult to recover.

*Command Option:* A player may spend a command point after a suppression check to roll an extra die, adding that result to the previous total.

**Shooting at Mingled Units**

Mingled units are two or more units that have models within the borders of each other. When firing at mingled units, the first unit receives hits as normal. All misses are rerolled against the next largest unit that is mingled with the first. Each unit will take their own suppression check, with the total incoming fire applied equally to all of the units that were mingled.

**Area of Effect (AOE) Weapons**

Some weapons can hit many models in an area with each successful roll to hit. Instead of placing blast templates or such devices, in Xenocide players simply rolls d3's for each successful hit to determine how many actual hits were

scored on models in the unit. Lighter AOE weapons usually roll 1d3 hits, heavy AOE weapons usually roll 2d3 hits, and a few very powerful weapons may roll 3d3 or more.

Each rolled hit from an AOE weapon cannot cause more hits than models in the targeted unit. In such cases, if a higher number is rolled on the xd3 than the number of models, then the number of hits for that attack is reduced to the number of models.

AOE attacks that miss by 1 still cause splash hits on the target unit, scoring 1 hit per xd3 that would have been rolled for a successful hit.

**Artillery Weapons**

Weapons with artillery special ability do not fire in straight line, but instead arc high over the battlefield. This allows them to be fired indirectly at units the artillery models cannot see, but another model in the army can see.

Artillery weapons that can see their targets have an accuracy of 3. This is modified by the aspect of the targeted unit. If firing at a unit of mixed aspects, the higher aspect is used. Aspects vs targeting die rolls are not considered for allocating hits from area of effect attacks; hits are distributed evenly on model types throughout the unit.

Artillery weapons that are firing indirectly have an accuracy of 1. This also can be modified by the aspect of the target. Another model in the army must be able to see the target unit, and must be within 24" of that unit.

Artillery weapons that fire indirectly at a target that another model in the artillery unit can see have an accuracy of 2. Some models with the recon ability can also spot targets for artillery firing indirectly, also granting the artillery attacks an accuracy of 2. Again, enemy aspect still affects the accuracy of the attack.

Artillery units that are suppressed may not fire indirectly, and their accuracy is reduced by 1 like any other suppressed unit.

**Digging In**

A unit of infantry may choose to Dig In instead of shooting. Place a "Dug In" marker by the unit. Models in a dug in unit receives an additional +1 to their cover saves, and even gets a cover save of 2 if they were in the open.

# Late Movement Phase

After all shooting is resolved, units that were on fire and move orders or assault orders may move. All of the rules and options previously described in the first movement phase apply the same for the Late Movement Phase.

# Close Assault

Enemy units that move to within 4" of each other engage in a close assault. Close assaults are usually much more deadly than regular shooting attacks, and have the advantage of potentially forcing the enemy to give up ground they hold, forcing them out of cover or off of objectives.

The player controlling the units that advanced to begin the close assault is the attacker during the resolution, and the other player is the defender.

Close Assaults are not resolved like shooting attacks. Both sides will roll their attack dice for all models involved in the close assault, and units may also have the opportunity to roll defense dice to negate their opponent's attacks. There are no armor or cover saves in close assaults, though terrain may modify a models close assault defense. Shields can block close assault hits.

Unlike shooting, rolling high is desired instead of rolling low.

A close assault goes on until there are no enemy units within 4" of each other. Each round of a close assault goes through several steps. A close assault can grow in between rounds if a player brings in nearby reinforcements.

1) Maneuvering
2) Tallying Close Assault Attack values for each side
3) Attacker rolls their attacks, defender rolls their defense.
4) Defender assigns casualties
5) Defender rolls their attacks, attacker roll their defense.
6) Attacker assigns casualties.
7) Each unit checks for suppression
8) Suppressed units flee. Attacker or defender may voluntarily flee.
9) Determine if another round of close combat is required
10) Followup moves for units that won the close assault.

1)  Maneuvering – Starting with the defender, each side may draw the models in their units towards the enemy by 2". The defender does not have to move any models, but may to allow more models in the unit to get within 4" of the enemy unit. It is generally unwise for the defender to leave cover, as they may lose some defensive bonuses. Any model that moves must move closer to a model in the enemy unit; they may not move away from the enemy.

The attacker may then move to bring more models in their units into range of the close assault. They cannot enter the edge of terrain feature that is defended by the enemy, or a building occupied by the enemy.

If a unit has models move to within 4" of another enemy unit, that unit also becomes involved in the close assault, which may respond with a 2" maneuver of their own.

*Command Option*- If it is the second or subsequent round of an assault, the defender and then the attacker may spend a command point to move a unit near the close assault up to 8" if it allows them to join the assault. The unit must not be suppressed, and must move towards the close assault. All normal rules for movement must be followed, and special modes of movement may be used. Multiple units may be activated this way, but each requires the expenditure of a command point.

Activating a unit this way will not affect its ability to be activated with its company later.

2)  Tally close assault attack dice – All models in a unit that are within 6" of an enemy model are engaged in close assault. Each model has a close assault attack value, each of which is a die that will be rolled in the close assault. Each unit should add up their CAA values for engaged models to determine the total number of dice available.

Up to 1/3 of those dice may be dedicated to a defensive dice pool – these will be rolled to negate the opponent's dice rolls. Infantry models receive bonus defensive dice, 1 for every two infantry models in the unit, rounded up. Some units also receive defensive dice, representing special training or equipment. The defender should first declare how many dice each of their units in the assault have, and both on attack and defense. The attacker then does the same.

Several situations can cause a unit to fight a close assault at a disadvantage. Disadvantaged units lose 1/3 of their total close assault attack value, though they can then use ½ of the remaining dice on defense (which would be 1/3 of the original number of dice). Suppressed units, and units making an overrun attack are at a disadvantage. Models that deploy from transports while initiating the combat are also at a disadvantage for the first round of combat, but fight normally for the remainder of the combat. Suppressed units also have their Close Assault Defenses (CAD's) reduced by 1.

3) Attacker Resolves Attacks – If the Defender has multiple units involved in the assault, the attacker declares how the attack dice are being split between those units. A unit may only declare dice against units that have models within 4" of a model in the unit. For each of the enemy units, the attacker rolls the attack dice, needing to roll equal to or higher than the Close Assault Defense values of the enemy models. Models that are defending from dug in positions or from buildings gain +1 to their CAD value, to a maximum of CAD 6.

Each successful die roll destroys one enemy model with a CAD equal to or lower than the attack die roll. Some models have CAD values of 66 or 666; these require two 6's or three 6's to score a success. Suppressed units have their CAD's reduced by 1.

However, the defender then rolls their defense dice. Each defensive die can negate an attack die of equal or lesser value. In practice, all dice from the attacker that are less that the lowest defender CAD can be thrown out, and all defending dice less than that CAD can also be thrown out. The defender can then negate an attacker's die with each one of their own that has rolled equal to or higher.

4) Defender Assigns Casualties – The defender then must assign each of the attacker's remaining successful attack dice against models in the unit. Starting with the lowest successful attack dice, the defender removes a model with a CAD equal to or less than the value of each die roll. If the attacker runs out of models of a given CAD before all of the dice with that value have been allocated, the extra dice equal to that CAD are lost. The defender has a great deal of flexibility in this, and can essentially screen more valued models with less valued models.

Models with 66 or 666 CAD's require two 6 to be used to destroy the model. The defender must assign the attackers 6's in pairs or in triplets to destroy those models; the defender may not "spread" the 6's evenly across those models to prevent any from getting enough to be destroy. However, 6's can be spent on lesser CADs until there are not enough left to give a pair or triplet to model.

Destroyed models are removed from the unit, but placed nearby to determine if the unit becomes suppressed at the end of the combat round.

5) Defender Resolves Attacks – The defender now allocates their attack dice between attacking enemy units, and rolls them against each enemy unit. The attacker rolls their defense dice and negates attack dice as described above.

6) Attacker Assigns Casualties – The attacker allocates the defender remaining successful defense dice, again starting with the lowest dice and following the same rules as above. Those destroyed models are removed from the unit and placed nearby for the suppression checks.

7) Check for suppression – Once all units in a close assault have made their attacks and removed their casualties, each unit must take a suppression check. If only one side has units remaining, they do not need to take

suppression checks. Each unit rolls 2d6, needing to roll equal to or higher than a target number of 3 to pass. This target is modified as below:

- +1 if the unit suffered a casualty during the combat
- +1 if the unit suffered two casualties during the combat
- +1 if the unit has suffered four or more casualties during the combat
- +1 if the unit is below half of its original numbers
- +1 if the unit's side is outnumbered by 2:1 or more by enemy models left in the close assault.
- +1 if the assault has gone beyond one round
- -1 if the unit is dug in, or is in hard or fortified cover.

Models that have a 66 CAD value count double for the casualties taken or for total number of models in the assault. Models that have a 666 CAD count triple.

If the die roll is less than the value needed, the unit receives a suppression counter. Rolls of 11 or 12 always pass their suppression check.

*Command Option* – A Command Point may be spent after a suppression check to roll an extra die, adding it to the previous total.

8) Suppressed Units Flee – Starting with the attacker, any unit that has a suppression marker must flee. A fleeing unit moves 8" away from the enemy. A unit may use a special movement ability for the fleeing move. Attacking units must flee back in the direction they approached from. If there are attacking units that remain unsuppressed, the defender must make any of their suppressed units flee. The defender's fleeing units must move in the direction away from the attacker's approach.

A fleeing unit must not move to within 4" of another enemy unit. It may move in directions to avoid this. If it cannot end its move at least 4" away from an enemy unit, any models within 4" of the enemy are destroyed.

Note that the defender does not have to flee with suppressed units if the attacker's units have all fled first. Also note that if the defender's unit started the assault suppressed, it is very likely to have to flee after a round of assault combat.

9) Determine if the close assault continues – Once all suppressed units have fled, determine if any enemy units remain within 4" of each other. If so, the attacker may decide to retreat, following the rules for fleeing but not taking a suppression marker. If the attacker does not retreat, the defender may decide to retreat. If neither retreats, the assault goes on for another round. Go back to step 1.

10) Once no enemy units are within 4" of each other, the remaining units may make a 4" followup move. This move may not bring them within 4" of an enemy unit. The attacker may make a followup move first, then the defender. No special movement abilities may be used for the followup move.

If there are multiple close assaults during a company's activation, each close assault is resolved on its own, in the order that the attacker chooses.

## End of Activation

After all close assaults have been resolved, the player may try to rally any units from that company that are suppressed, and other actions may also be available depending on the scenario – for instance, some scenarios allow a unit to score a victory point if their company ends their activation near an objective or in a given area.

**Rallying from Suppression**

Each unit that is suppressed at the end of its company's activation may attempt to rally, removing some or all suppression markers. This includes units that may have been coordinated with the company from another company, and units that just became suppressed due to a close assault they initiated.

For each unit, the player rolls 2d6, need to roll equal to or higher than a 6+ the number of suppression markers on the unit. A unit may add one to their die roll if there is another unit from the same company within 12".

If the roll succeeds, all suppression markers are removed. If the roll fails and the unit has more than one suppression marker on it, remove all but the last suppression marker.

**Alternating Activation**

**Winning the Game**

**Titans**

Titans are enormous war machines and creatures that tower over the battlefield. Titans have advanced power systems that enable extraordinary defensive and offensive capabilities. A titan's power core must be destroyed to knock the titan out of the battle; titans are equipped with repair systems capable of keeping them running as long as power is available.

Titans have different stat lines reflecting these advanced capabilities.

Victory points – Like before, victory points are the cost of purchasing the titan for the army, and the value for destroying it.

Core – The power produced by a titan's core each turn. Each point of power enables the titan to enhance its weapons, defenses, speed, or other special abilities. Most titan weapons can amplify their effect when power is allocated to them, and titans can repair shields and damage it has taken to its core with this power. Power cannot be stored from turn to turn, but refreshes whenever the titan's company is activated.

The titan's core is also what must be degraded by the enemy until it can produce no more power. Only then can a titan truly be destroyed.

Type – Titans are usually walkers or tracked, but a few are skimmers or hover units.

Move X" (Y") – The X value is how far the titan can move, while the Y value is its boost value. The boost is how much extra movement it gains when a point of power is spent. Most titans can only boost 4", but a few can boost 8" or even 12".

Special Movement – Special movement abilities will be listed here.

Aspect – Titans are huge. Most have Aspects of 1 or 2, a few can even be 3's. Some titans employ diffraction shields which effectively reduce their aspect to -1 or even -2.

Armor – Titans are almost always heavily armored, with Armor 6 being the standard. A very few can be armor 7, requiring strength 2 weapons or the focus fire of many lighter weapons to have a chance to penetrate them.

Shields – Nearly every titan has some type of shield system, though some use other methods to enhance durability. They often use deflection shields, which offer a hard energy shell at the point of an incoming attack. These shields can be overloaded and brought down in the process, but are easily repairable with the power from a titan's core. Other shield systems diffract all light and energy around them, making their location uncertain and effectively lowering their aspect. Some use flicker shields that create an ever shifting web of energy around the titan, giving it a permanent cover save.

Biological titans often have rapidly regenerating and redundant systems that can rapidly remove the effects of damage.

Close Assault Attack – The same as CAA for normal units

Close Assault Defense – The same as CAD for normal units. However, nearly all titans are at least CAD 66, some are 666, and a very few might be 6666

Close Assault Specials – Any special abilities the titan has in close assault will appear here.

**Weapons**

Titans often take different weapons depending on the mission they are on or the types of enemies they expect. Titans come with standard weapons, but these can often be replaced for an additional vp cost for other weapons.

Power: A titan weapon may be boostable by direction power to it; some weapons may not even fire without power from the core charging it up. A weapon may have one or more power levels available to it, and each power level has its own weapon stat line. Power 0 means no additional power is being put into the weapon, Power 1 means one point of power has been allocated, and so on.

# Shots: The number of dice the weapon may roll when attacking a target.

Range: Like regular weapon range, this is the maximum distance the weapon can fire.

Accuracy: Follows all the standard weapon accuracy rules.

Strength: Strength reduces an enemy's armor save.

Special: Any special abilities the weapon may have.

**Fielding Titans**

Titans are bought like any other unit. Titans are always their own individual unit, though more can be combined in a company. Titans can also join companies with normal units in them. Some titans have alternate weapons or systems available to them which will have additional point costs listed with them.

**Activating Titans**

When a company with titans is activated, each of the titans immediately gains power points up to their current core level. Place a marker or die next to the titan to show what its power is at. If a titan has been damaged down to 0 core, it may immediately take a core repair roll, needing a 3 or less on a d6. If successful, the core is back up to 1, and the titan may immediately take that power point.

Power points can be expended at any point in a titan's activation, allowing it to boost its speed, charge up a weapon, repair a shield, enhance its close assault, or use another special system. Whenever power is used, indicate this by reducing the value of the power die by the titan or removing power markers.

Unless otherwise stated, Titans cannot spend power during any other company's activation. The exceptions to this are to boost an overwatch attack from a weapon, or to enhance their close assault abilities if engaged or reinforcing another unit. A titan may not spend a point of power on repairs or recharging shields during any activation but their own.

**Repairing Titans**

If the titan has damaged systems or core, it may attempt to repair those systems at any point in its turn. Each attempt to repair core damage or systems damage requires one point of power. Each point spent allows the player to roll a d6 for the repair, needing a 3 or less for success. A successful repair roll can be used to fix one damaged system, or one level of core damage.

Shields can also be recharged by expending power, but a die roll is not required to charge a shield back up.

Repairs can be done during any phase of its activation. This even includes repairing damage it suffers in a close assault it initiates on a turn, by expending power for repairs at the end of the assault phase.

**Moving Titans**

Titans move like any other unit, according to their type. Most Titans are walkers or tracked. A titan may use a point of power to boost their movement, usually 4" extra for a point of power. Most titans cannot spend more than one point per turn this way. A few titans can boost for 8" extra movement; this will be listed in their abilities.

Titans are affected by terrain according to their type, but are not slowed as easily. All titans subtract 2 from their difficult terrain rolls. If this reduces the roll to a 0 or less, then the terrain does not slow the titan at all, this also means they only have a 1 in 6 chance of the worst slowing effects, as a rolled 6 becomes 4. Titans may suffer damage from hazardous terrain, and like any other unit, their CAD becomes a 6 against terrain attacks. If the titan is damaged, it suffers a reduction in its core level.

Some titans may have special movement options, such as Jump or even teleport. These always require the use of a point of power to use.

Titans engage in close assaults like any other unit. However, they do not suffer penalties to their CAA's for engaging in a combat after shooting while on fire and move orders.

### Shooting with Titans

When a titan shoots, the player must also declare how many points of power are being used in a weapon systems before that system is shot. Most weapons can be fired without using any power, in which case the "Power 0" stat line for the weapon is used. If power is put into the weapon, use the stat line that corresponds to the amount of power allocated to it.

Powering up a weapon can have many effects; some weapons may be able to fire more shots, some get more range, some become stronger or have large AoE effects.

Titans draw line of sight from either the place where the weapon attaches to the body, or from the titan's head.

Titans have all of the options available to other units when shooting, including spending command points to better select their targets from a unit, or going on overwatch.

### Shooting at Titans

The basic rules for shooting at titans are the same as for other units. Titans tend to have high aspects and so are easy to hit, but they also have heavy armor and different types of shields.

Titans may use buildings and other terrain features as if they were walls, if the building is at least half as tall as the titan. This can give titans a hard cover save if the enemy LOS to the titan is partially blocked by the terrain.

Likewise, titans in forests that are at least ½ as tall as the titan receive a soft cover save of 1.

### Titan Deflector Shields

Deflector Shields are a special type of shield with an extremely high save of 4 or less. Covering an object as large as a titan with a deflector shield of that effectiveness is only possible with a power core. These shields can still be overloaded in the act of deflecting an attack, and be deactivated until the titan can recharge the shield using a point of power from the core. Most titans have several layers deflector shields, which activate immediately when the previous shield layer overloads. A titan keeps a die or other marker by its base to show how many shield layers are currently available.

For each shot that hits a Titan, they first take a cover save if one is available, they then use their deflector shield save, and then finally their armor save. When a deflector shield save is made, any die roll that is equal to or less than the strength of the weapons is blocked by the shield, but then also removes a deflector shield. This means that stronger weapons are much more effective at bringing down deflector shields than weaker ones.

Some weapons may have the Shield Breaker ability – these always overload a power shield on a titan, with no shield saving throw allowed.

Titans that have their cores reduced to 0 immediately lose all of their remaining shields. If the core is repaired, they begin with no shields and will have to recharge them with power as normal.

**Suppressing Titans**

Titans are very hard to suppress. Titans may always roll 3 dice for a suppression check, keeping the higher two dice. A player may also spend a command point to add a 4$^{th}$ die to the total of the two highest dice.

Suppressed titans fire at -1 accuracy and lose 1/3 of their CAA dice like normal units. They also lose a level of CAD while suppressed like normal units. Titans may move freely while suppressed however, including assaulting an enemy unit.

**Titans in Close Assault**

Titans typically have high close assault attack values. Up to a third of their close assault dice may be used as defensive dice, just like normal models.

Titans do not lose a third of their close assault attack values if they initiate an assault while on Fire and Move orders. They may shoot and then move into a close assault with no penalty.

Titans suffer close assault penalties for suppression like other units. Titans which are assault while their cores are at 0 lose half of their CAA value.

Some titan weapons give bonuses for CAA or other powers in close assaults. Some are also boostable with power; for instance, a titan assault sword adds +4 CAA to a close assault, and each point of power spent on the weapon during an assault adds another 4 CAA.

Deflector fields can block close assault hits that a titan takes, but every blocked hit will bring down a deflector layer.

Close assault hits reduce the core by 1; a titan that takes a hit after its core has been reduced to 0 is destroyed.

## Terrain Rules

### Movement Through Terrain

If models from a unit move through a terrain feature, they may lose some of their movement. This depends on the type of terrain feature, and the type of models in the unit that are moving. For each type of unit, a terrain feature may be treated as open, difficult, dangerous, or impassible.

Open Ground does not affect the models' movement. Those models in the unit do not lose any movement for travelling through the feature.

Difficult Ground will cause the models of that type in the unit to lose either ¼ or ½ of its movement for moving through that terrain feature. The unit must roll a die for each type of model in the unit that will attempt to move through a difficult terrain feature. If the roll is 1-3, the models moving through the terrain feature lose ¼ of their movement. If the die roll is 4-6, the models lose ½ of their movement.

If the movement lost would prevent the models from reaching the terrain feature they got slowed by, then they may move up to 2" into the terrain feature, but may not leave it.

Dangerous Ground – The rules for difficult ground apply. In addition, if the terrain test die roll was a 4-6, each model moving through the terrain feature receives a single close assault attack die rolled against it (see the rules for close assault resolution). Models with a Close Assault Defense of 66 or 666 (or better) are considered to have a CAD of 6 instead. CAD is not modified by cover or suppression. The unit does not have to take a suppression test afterwards.

Impassible – Some terrain features simply cannot be entered, either because there is no access, or to enter it would be certain death. Plasma filled craters, high cliffs, swift or deep water, and so on are impassible to most units, though units with the ability to fly over the terrain feature may be able to ignore it so long as they do not land in it.

### Terrain effects on Shooting

Terrain has two effects on shooting attacks: it can obscure line of sight, and it can give a target an additional save against a hit.

Terrain that can obscure a target by rising above the ground (brush, forest, debris fields, ruins of buildings, smoke) can obscure a target in it or behind it. Line of sight may be drawn through 4" of obscuring cover. If line of sight must pass through more than 4" of obscuring terrain, the target cannot be seen.

Solid terrain features, such as walls or buildings, completely block line of sight - a target may only be fired at if some portion of its hull can be seen directly.

Terrain that a model can hide behind or within gives it cover against shooting attacks. A unit in cover gets an additional save before its armor save. There are three types of cover – light cover, hard cover, and fortified cover. Cover saves are not reduced by the strength of the weapon, though some weapons completely ignore cover.

Light cover is typically brush or forest. A model in light cover receives an additional save against hits of 1.

Hard cover is buildings, ruins, vehicles, craters, caves and other kinds of debris fields made up of metal or stone. A model in hard cover receives a cover save of 2 or less.

Fortified cover is granted by structures made specifically to resist weapons – bunkers, battlements, and trenches. Fortified cover grants a cover save of 3 or less.

Infantry units are better able to take advantage of cover, and so get a +1 to any cover save they are allowed to make.

Units may also have the option to dig in. Infantry may always do this instead of shooting; other units may have it as a special ability. Dug in units receive a +1 to any cover save they could make. Units in fortified cover cannot dig in – fortified cover is dug in to begin with.

Models in open transports receive a hard cover save of 2. This is not modified by infantry or dug in.


## Buildings

Buildings are a special type of terrain feature, designed to allow human-sized figures to move around inside of them. For simplicity, building interiors are not typically modeled and so models inside the building are treated as having the ability to move easily within it without consideration of rooms, corridors or stairs. Obviously, players can build special buildings which do have more detailed features and rules for them if they want. In general, models inside of a building are placed on the buildings roof or balconies, against the edges they are looking out from.

Models in buildings draw line of sight from any floor in the building from the edges they are touching. This usually means sighting from the roof, because it is much easier.

Building can have a lot of variability in what they look like; their size, shape, height, openings, floor structure, and material is dependent on the models being used. For this reason, players should take a look at their battlefield at the start of the game and discuss what certain buildings are; how well constructed, how many units can fit where, where the entrances are, and so on.

Buildings that are very large may be divided into sections. Ideally, those sections will have spaces on them for models to be placed. A building section is roughly a 4"x 4" x 4" cube, and so buildings that could make up two such blocks being divided. A 6"x6" x6" building would probably be best left as one intact building, while an 8"x4"x2" building would probably make more sense to split into sections. In some cases, such as joined towers or multi-tiered buildings, the sections could be smaller. Units can move from section to section, or close assault from section to section.

Normally, only infantry can enter a building, or size 1 vehicles. However, players may agree that some buildings allow larger vehicles to enter – fortresses, manufacturing plants, shopping malls, whatever.

Units cannot enter buildings that are occupied by enemy units. They may close assault to drive enemy units out; if the defenders flee then the attacking units can immediately move inside the building.

Buildings can be attacked and destroyed. Models inside the building when it is destroyed have a chance of escaping before it collapses and/or burns, but if they fail, they are destroyed with the building. Destroyed buildings become impassible terrain for the rest of the game, and continue to block line of sight with smoke and dust.

### Building Construction

A normal building or building sections has an armor save of 5, has 10 structure points, and offers a cover save of 2 (hard cover). A normal concrete and steel equivalent office or residential tower would be a normal building.

A larger or smaller building changes the number of structure points – small buildings may have as few as 5, and large may have as many as 20.

Buildings can be made of stronger or weaker materials. Weaker material buildings (mostly wood or glass or light materials) have an armor save of 4 and only give a soft cover save of 1. Stronger buildings (heavy concrete, metal) have armor 6 but still only give a cover save of 2.

### Entering Buildings

Unless otherwise noted, models can enter a building from any edge that has doors or windows. Models that can hover or jump can also go to the roof of a building. Teleporting models can port directly inside of the building, though they must make a port test to do so.

However, units may not enter a building section that has enemy models in it.

If a model in the unit can touch the edge of the building, then the model can be placed entirely inside of the building on any edge of the building they wish to face out from (which normally means placing it on the roof). Other models in the unit receive an extra 2" of movement to reach the building if it would allow them to enter it. Entering a building uses up all remaining movement for the unit.

### Shooting from Buildings

Models may shoot out from the building edge they are touching. It is acceptable for a unit to simply declare that all models are firing out of a given face instead of trying to stack them on the roof, as long as the building has multiple floors where units could be over one another. Units may only fire out from building sides that have windows or doors or other means of seeing what is outside of the building; alternatively, the models could be firing from the roof. Shooting is otherwise handled normally.

### Shooting into Buildings

Units may fire at other units in a building, or at the building itself. When firing specifically at models in the building, the unit must be able to see the models in question. Attacks against the building will be described below.

Models in buildings have hard cover, which is a 2 or less save. Infantry gain their +1 bonus to this cover save. Models cannot dig in to improve their cover save while in a building.

### Shooting at Buildings

Buildings may be shot at instead of the units inside of them. Buildings are always hit by shots on a 5 or less; only 6's count as a miss. Even those are not necessarily misses, but could also be hits that went through the building or blew off something non-essential.

Buildings make armor saves like normal units. Each failure inflicts one structure point to the building. When a building suffers a point of structure damage, roll a close assault die against each unit occupying the building. Occupying units do not gain the +CAD bonus for buildings or cover against these attacks. The occupying units' owner may assign any assault hits to models in the unit by the normal rules.

AOE hits may be combined to create fewer, stronger hits against buildings. Three hits of the same strength may be combined to cause one hit at a strength 1 higher.

*Example: An armor 6 building is hit by artillery fire with 10 strength 0 hits. These normally would not get through the building's armor, so the attackers instead combines the attacks to 3 strength 1 hits.*

When a building is reduced to 0 structure points, that attack and every hit afterwards forces the building to make a test to avoid collapse. Attacks that hit after it reaches 0 structure points cannot be saved by the building's armor. The opposing player rolls a d6, needing a 5 or less to avoid collapse. This test is reduced by 1 for every point of strength of the weapon, so stronger weapons are much more likely to cause it to collapse.

When a building section collapses, all models inside must make a save to run outside and avoid destruction. This save is a 3 or less for each model. Models that have hover, skimmer or jump capability save on 4's, as they can safely leap from windows or roofs, while models that can teleport save on 5's or less. Models that fail their saves are removed from the game

Models which make their save can move up to 4" away from the building, or into another building section. However, they cannot move to within 4" of an enemy unit (as this would begin a close assault). If they cannot move to safe place, they are destroyed.

**Buildings and Close Assaults**

When a unit occupies a building, enemy units may not enter it. However, enemy units may attempt to drive the other units out in a close assault.

A building gives defending models a +1 bonus to their CAD value, to a maximum of CAD 6. Note that this bonus is only for units defending from a building; a unit that initiates a close assault from a building on their activation do not receive this bonus, as they are attacking enemy positions outside of the building. Units that are suppressed in a building still suffer the -1 to their CAD value, and so the building bonus and suppression penalty negate each other. Suppressed units in buildings use their normal CAD.

Units in a building have a close assault range of 4" drawn out from all edges of the building (or building section). However, other buildings that are within 4" can be occupied by enemy models without triggering a close assault. The activated unit's commander decides if the unit in the building is assaulting out of the building. If they decline, no assault occurs.

This allows a unit to move into a building within the zone of control of an enemy controlled building without triggering a close assault. The units may stand off and shoot at each other until a unit declares they are initiating an assault. If an assault on a building is declared later by another unit, units in the buildings within 4" of the enemy each determine if they are participating. This can create a chain reaction of units becoming involved in the close assault. All units on the activating players side count as being attackers in this circumstance; they all lose the CAD bonus for that assault.

If a unit occupying a building loses a close assault, they must retreat by the normal rules. However, they may also move to an adjacent building that is further away from the enemy used in the assault or another building section if one is available.

Buildings may be targeted with close assault attacks; an attacker allocates dice towards it like the building was any other unit. Buildings have CAD values equal to their armor, and each hit removes a structure point from the building. If the building must roll to save against a collapse, its save is reduced to a 2 or less to avoid collapse.

Attacking a building this way also involves any units occupying the building.

Buildings can be overrun by titans, essentially trying to burst through them as they move. However, the titans must destroy the building in order to keep moving or shooting. If the building remains standing, the titan takes three dangerous terrain attacks (for most titans, they will suffer core wounds on a 6), and must stop adjacent to the building.

**Buildings with Multiple Sections**

Large buildings have multiple sections; some buildings may essentially take over the table, such as a large interconnected base or tight city block.

Opposing units may be in adjacent building sections without triggering a close assault. This means the units can be closer than 4" apart in distance, so long as they are not in the same building section. A close assault occurs only if

the activating players state that they are initiating the close assault between adjacent sections at the start of their close assault phase. All units in each of the two sections participates in the close assault. The activating player can also have multiple adjacent sections attack one section, if the building and units are positioned in a way that allows such coordination.

Both units gain all of the bonuses for fighting inside of buildings; +1 to CAD to a maximum of 6, and a bonus die when rolling for suppression tests.

In between rounds of combat, the units can call for reinforcements with command points like normal – units that are either within 4" of one of the sections involved OR are in sections adjacent to one of the sections involved may join the combat.