



# DEFEAT IN DETAIL



**Troublemaker Games**

**Online Exclusive!!!**

This page won't actually exist in the hardcopy version.

Hello everybody!!

This Document is best viewed as a 2-page spread,  
with the cover page as 1 single page.

# Troublemaker Games



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## **INTRODUCTION**

Welcome, treasured reader, to Defeat In Detail, the game of epic science fictional warfare.

Defeat In Detail is a tabletop wargame, designed to be played between two or more players, that uses collectable miniatures which are intended to be built, painted, and personalised by each player so that she can construct a personal army of her (or perhaps, his) very own. Your tactical skill, and a random factor determined by the roll of dice, shall decide who wins your games.

Thanks for enjoying our game -

- *The Team At Troublemaker Games*

*“Defeat in detail” is a military phrase referring to the tactic of bringing a large portion of one's own force to bear on small enemy units in sequence, rather than engaging the bulk of the enemy force all at once. This exposes one's own units to a small risk, yet allows for the eventual destruction of an entire enemy force.*

- *From the Wikipedia article on “Defeat In Detail” (military tactic)*

## **Defeat In Detail - CORE RULES**

### **1.0 - BASIC PRINCIPLES**

#### **Dice**

The rules for Defeat In Detail make heavy use of Dice to help determine what happens in your battles. The Dice used are six-sided dice, with each side marked with a number from 1 to 6 (referred to as “D6”).

#### **Measurements**

All measurements are listed in centimetres. Pre-Measuring of distances before you declare what action your army will conduct is not allowed.

### **1.1 - UNITS, DETACHMENTS, AND ARMIES**

Defeat In Detail is a tabletop wargame that uses miniature figurines as gaming pieces. In order for these miniatures to be used as part of the game, some

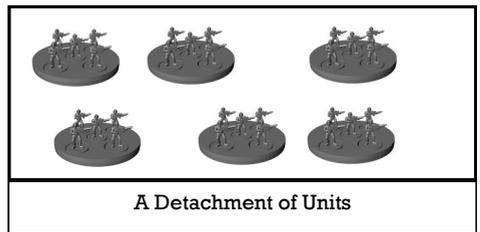
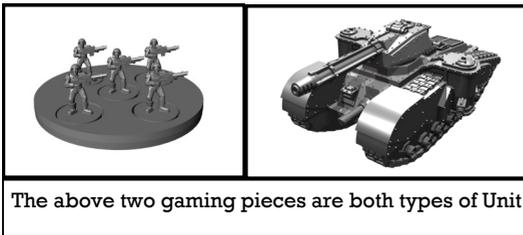
definitions are required.

The smallest measure of organisation of your models is called the “Unit”. The definition Unit is used to refer to a group of 5 infantry models placed on a base, or a single vehicle model.

Units are often collected into larger groups referred to as “Detachments”; A Detachment of Units moves together during the game as a group.

“Army” is used to refer to every Detachment and Unit belonging to one player that is in use during a game.

Infantry models are normally placed on a base. Bases may be any size in diameter between 2cm and 4cm, but are most typically the 2.5cm plastic bases that are supplied with Defeat In Detail models.



## 1.2 - BASIC UNIT STATS

Each unit in the game Defeat In Detail has a set of statistics that tell you about the basic abilities of the unit.

For example, the basic stats of a Human Rifleman Squad look like this :

<b>SPEED:</b>	15cm
<b>ARMOUR:</b>	5+
<b>ATTRIBUTES:</b>	Infantry
<b>WEAPONS</b>	Rifles

**Speed** This tells you how far the unit is allowed to travel in centimetres each time it moves.

**Armour** This tells you the dice value needed to save the unit if it is required to attempt to pass an Armour Save.

## 1.2 - BASIC UNIT STATS (Continued)

**Attributes** This tells you what type of unit it is. Attributes affect what kinds of weapons can damage the unit, and also can affect other aspects, such as how it moves around the tabletop during games (for example, if it turns slowly, or if it is able to fly).

**Weapons** This tells you what weapons the unit is armed with, and in the case of units that can choose their weapons configuration, it tells you what combinations of weapons are allowed.

## 2.0 - SEQUENCE OF PLAY

Defeat In Detail games use a sequence of play that is composed of *turns*, that are themselves composed of four *phases*. Each turn is composed of the following four phases:

### 1 - The Strategy Phase -

When new units are *Teleported* into the game, and it is decided which player will go first in the Movement Phase.

### 2 - The Movement Phase -

When each player takes it in turn to move his Detachments.

### 3 - The Combat Phase -

When players make attack rolls and attempt to destroy each other's armies.

### 4 - The Casualties Phase -

When players allocate and then attempt to pass armour saving rolls, and remove destroyed units.

## 2.1 - THE STRATEGY PHASE

At the beginning of the Strategy Phase, each player rolls a D6.

The player with the highest score chooses which player will be the first to Teleport new Detachments into play (**Rule 3.0 - Attributes**). The player who Teleports first will also move first in the Movement Phase. If the result is a tie, then the player who lost the roll on the previous turn gets to choose who goes first this

turn. If the first Strategy Phase dice roll of the game is a tie, then the first player to name the day of the week first goes first.

Players then may dig for Gold (**Rule 3.0—Attributes**) and then take turns Teleporting new Detachments into play (**Rule 3.0 - Attributes**), beginning with the player nominated by the player who won the dice roll in the previous paragraph. Players alternate Teleporting Detachments into play until they are either out of Gold or choose not to Teleport any more Detachments.

## 2.2 - THE MOVEMENT PHASE

In the Movement Phase, players take it in turns to move their Detachments, starting with the player who Teleported first in the Strategy Phase. To move, a player nominates a Detachment, moves it, then her opponent does the same with one of her own Detachments. Instead of moving a Detachment, a player can instead indicate that the Detachment “passes” its Movement Phase this turn (thereby forfeiting its movement this turn), after which the option to move or pass a Detachment returns to the opposing player. Each Detachment must move or pass exactly once in each Movement Phase, except for Detachments whose units are all unable to move for any reason; they may not move or pass, but must be skipped over.

When moving Detachments, each Unit may move up to the maximum speed indicated on its basic statistics chart. Units may not move over, or finish their move on top of, other Units. Vehicles that move may go forwards at full speed, but if reversing they may only move at half speed. Add any bonuses to movement for Sprinting or Terrain (see below) before halving the speed when Vehicles reverse.

Units must endeavour to remain within 5cm of another Unit in its Detachment at all times; this is called being *In Formation*. If for any reason a Detachment is not *In Formation* before it moves, then the Detachment must endeavour at all costs to be *In Formation* after it has completed its move. Detachments that consist of only a single Unit are of course exempt from the requirement to be *In Formation*.

Detachments may choose to Sprint, which adds 10cm to the speed of every Unit in the Detachment. If a Detachment Sprints, it will give an extra Level of Cover to any enemy Detachment it attacks this turn (see **Rule 2.3 - The Combat Phase**). This penalty does not apply for weapons with a range of 0cm.

## Turning

Infantry units may turn freely as they move as much as they choose.

Vehicles may make a single turn of up to 90 degrees at any point in their move.

Vehicles with the Unwieldy attribute and Massive Vehicles may make a single turn of up to 45 degrees at any point in their move.

Massive Vehicles with the Unwieldy attribute may make a turn of up to 45 degrees once every two turns.

## Terrain

Terrain can affect units' movement in one of four different manners:

- The terrain may have no effect at all on movement.
- The terrain may be impassable, and so may not be moved through at all.
- The terrain may be dangerous to move through.
- The terrain may increase the speed rating of units that move over it.

If terrain is dangerous to a Unit, then when it moves into, through, or out of dangerous terrain, roll a D6.

On a roll of a '1' or a '2', the Unit must pass an immediate Armour Save (see **Rule 2.4 - The Casualties Phase**), and if it fails its save it is removed from the game, or in the case of a Massive Vehicle it takes a point of damage.

In order to take advantage of the speed rating increase afforded by certain types of terrain, a Unit's entire Movement Phase must be spent traversing that terrain.

The chart below covers common types of terrain, and the effect it has upon units moving through it. If terrain you are using is not found on this chart, agree a terrain effect with your gaming partner before you start your game.

If a Unit moves into contact with a hostile Unit, then both Units are locked in base-to-base contact until the following turn. The Unit that has been contacted may not move away, even if it has not yet moved this turn. Units from a Detachment may only move into contact with Units from one hostile Detachment in each Movement Phase. A Unit may only move into contact with a single hostile Unit, but multiple Units may move into contact with the same hostile Unit.

## **2.3 - THE COMBAT PHASE**

Once each Detachment in each Army has moved (or passed), the Combat Phase begins, wherein Units fire their guns and cannons at each other, and strike out with hand-to-hand weapons.

All Combat attacks are considered to take place simultaneously, but you should continue to alternate between the players to nominate and attack with Detachments, much like in the Movement Phase. The player who moved first in the Movement Phase selects which of her Detachments to attack with first.

The sequence of making Combat attacks for a Detachment is as follows:

### **Pick a Detachment to make Combat attacks**

Nominate one of your Detachments to use its attacks and indicate this to your gaming partner.

### **Pick a target Detachment**

Nominate a hostile (or friendly!?) Detachment to be the target of the attack.

Mutually hostile Detachments with one or more Units that are in base-to-base contact with each other are said to be in an Assault. Detachments in an Assault may only attack hostile Detachments in the same Assault. Massive Vehicles are not limited in this way, and may freely fire out of an Assault.

Units from Detachments that are not in an Assault may only fire at hostile Detachments in an Assault if they are within 15cm of the target Detachment, for fear of hitting their own side if firing from further away.

### **Measure to find out how many Units are in range to make attacks**

To be in range to make any Combat attacks, measure the distance between each Unit about to make its attack, and the closest Unit(s) in the target Detachment. Any weapons that are not in range to shoot will forfeit their Combat attacks this turn. Range is measured from base-to-base for infantry units, and from "gun tip"-to-base for Vehicles and Massive Vehicles.

## 2.3 - THE COMBAT PHASE (Continued)

### Check that the Line of Fire is clear

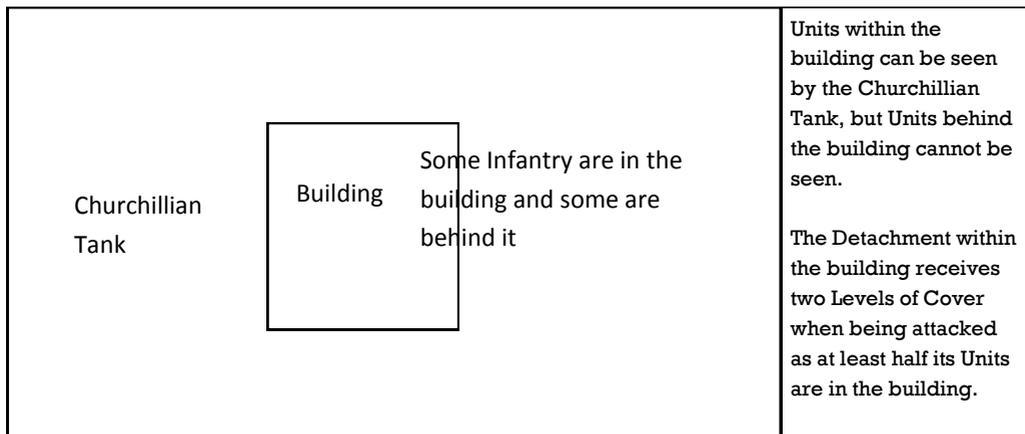
Some objects in the game, such as terrain like buildings, woods, or hills, might partially or totally block the Line of Fire for some, or all, of the nominated attacking Units. To gain a Level of Cover at least half the Units in a Detachment must qualify for the Level of Cover by each being mostly within or behind the Line of Fire impediment.

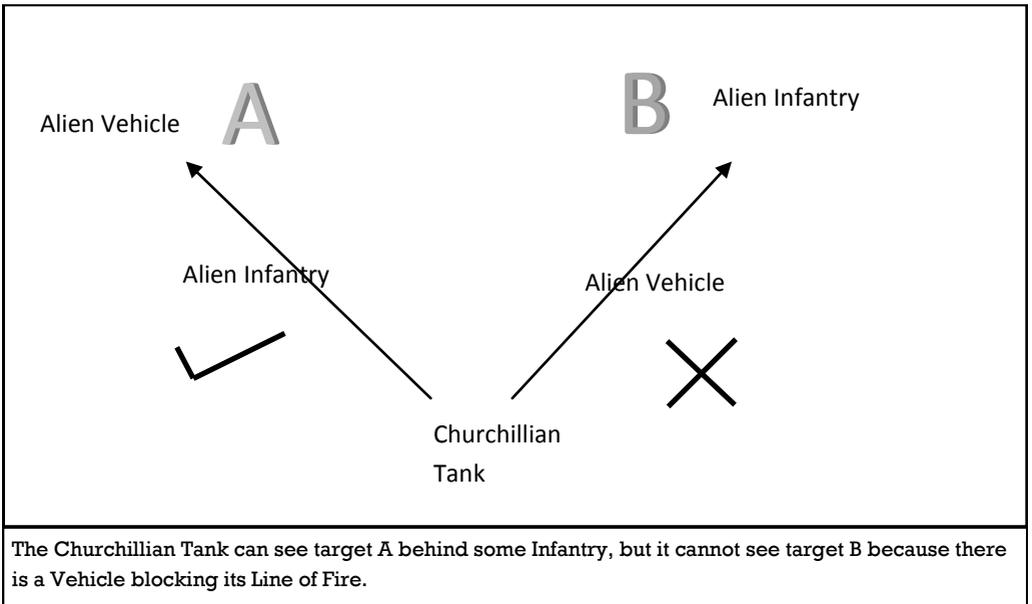
The following chart indicates how to treat some common Line of Fire situations:

LINE OF FIRE IMPEDIMENT	EFFECT IF TARGET IS INSIDE THE TERRAIN	EFFECT IF TARGET IS BEHIND THE TERRAIN
Buildings, Rubble, Ruins	Grants two levels of cover	Cannot see target
Sparse Jungle, Sparse Wood	Grants a level of cover	Grants two levels of cover
Thick Jungle, Thick Wood	Grants two levels of cover	Cannot see target
River, Marsh	Grants a level of cover	No Effect
Hills	No Effect	Cannot see target
Roads, Mechanically levelled terrain	No Effect	No Effect

The other type of Line of Fire impediment you will encounter is other battlefield Units that may be between your Detachment and the target. Infantry have their Line of Fire blocked by any Unit type. Vehicles can see over Infantry, but have their Line of Fire blocked by other Vehicles or Massive Vehicles. Massive Vehicles can see over any Unit other than other Massive Vehicles.

If the attacking Unit is on a Hill, it is also able to see over Units of its own type that are not on a Hill, so for example Infantry on a Hill can see over Infantry not on a Hill, but still cannot see over Vehicles or Massive Vehicles.





**Check if any weapons making Combat attacks have Weapon Arcs that prevent them from firing**

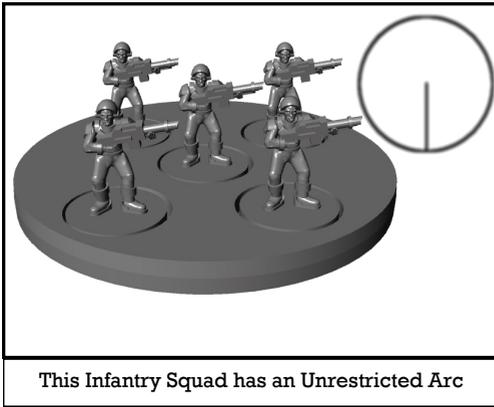
Some weapons have Weapon Arcs that mean they can only shoot at certain angles.

If a weapon does not have a Weapon Arc noted in its Attributes, then it has Unrestricted Weapon Arcs.

The Weapon Arcs are:

Unrestricted	270	180	90

In addition, weapon arcs are also aligned to the model itself, and can be aligned Front, Rear, Left or Right. So a weapon with a Weapon Arc Attribute of Front 90 will only be able to target units that fall within an arc 90 degrees to its front facing. A weapon may not roll Combat Dice unless the target Detachment has at least one Unit within its Weapon Arc.



### Determine how many Combat dice to roll, and roll to hit

When attacking a target, you will normally be rolling one dice per weapon on each Unit.

For example, in a detachment of six Human Infantry Units, each Unit has the “Rifles” weapon. Therefore, as long as your target is in range and Line of Fire, to make your combat attacks you will take six dice and roll to hit using the values listed in the “Anti-I” or “Anti-V” stats.

Here, for example are the stats for an example weapon :

WEAPON	STATS	ATTRIBUTES
Example Weapon	Inf - 30cm 4+ Veh - 15cm 6+	

“Inf” denotes the range and to hit value required when shooting at Infantry.

“Veh” denotes the range and to hit value required when shooting at Vehicles or Massive Vehicles. Some weapons will have an “Air” rating, which denotes the dice value required to hit Units with the Aircraft attribute.

For example, if a unit with the “Laser Rifles” weapon wishes to shoot at an Infantry Detachment, then at least one Unit from the target Detachment must be within 30cm, and within Line of Fire. The attacking unit rolls a single dice and requires a score of 4+ (meaning 4 or more) to score a hit.

If a unit with the “Laser Rifles” weapon intends to shoot at a Vehicle Detachment, then at least one Unit from the target Detachment must be within 15cm, and within Line of Fire. An attacking unit rolls a single dice and requires a score of 6 to score a hit. Weapons with two different firing modes (such as Laser Rifles which have an “Inf” and an “Veh” mode) may only fire in one mode each turn.

Certain game effects such as terrain add “Levels of Cover” to Detachments. For example a Detachment inside a Sparse Wood has one Level of Cover. This means that when you roll to attack that Detachment, the dice roll you require to hit is modified to be increased by 1, so for example if you normally require a 3 or more to hit, if you are shooting at a Detachment inside a Sparse Wood, you would now require a 4 or more to hit.

Levels of cover “stack” higher and higher, and can modify the to hit roll upwards several times. If a dice roll is modified so that it requires a 7 or more to hit, then this is not achievable and the shot may not hit.

If a Unit is in base-to-base contact with a hostile Unit, then it may only use weapons with a range of 0cm that turn. Units in this situation that do not have a range 0cm weapon listed may make a single attack each that hits on a roll of a 6.

**Massive Vehicles** are exempt from this limitation, may choose to fire weapons as normal even if they are in base-to-base contact with enemy Units (if they choose to do this they may not make any 0cm weapon attacks, however).

Some weapons have minimum as well as maximum ranges listed, for example:

WEAPON	STATS	ATTRIBUTES
Example Weapon	Inf - 15-80cm 4+ Veh - 15-40cm 3+	

This example weapon may fire between 15cm and 80cm when shooting at Infantry (hitting on a 4+), and it may fire between 15cm and 40cm when shooting at Vehicles (hitting on a 3+).

### **Leave any dice that hit next to the target Detachment**

After rolling dice to hit, any hits that are scored are left next to the target Detachment; Once every Detachment in both players’ armies has made attacks (or passed if there are no targets in range or Line of Fire), then move on to the Casualties Phase

## 2.4 - THE CASUALTIES PHASE

After the Combat Phase, your Detachments will often have taken hits, which will have been left next to your detachments in the form of dice.

Any Detachment that takes at least as many hits as there are Units in the Detachment (for example, a Detachment of 5 Human Infantry takes 5 hits), then it becomes **Shaken**. A Shaken Detachment adds an extra Level of Cover to all weapons it fires next turn, moves at half speed and cannot move into contact with Hostile units. Shaken Excavators (**Rule 3.0 - Attributes**) generate half the amount of Coal next turn (rounding up). If the Detachment survives the following turn then it will no longer be Shaken and will operate as normal. Vehicles take twice as many hits as there are Units in a detachment to become Shaken, and Massive Vehicles cannot become Shaken.

After you have noted which Detachments will be Shaken in the following turn (by leaving a token or counter next to the Detachment to indicate they are Shaken), it is time to attempt to pass **Armour Saves**.

Find a Detachment that has dice next to it indicating it has taken hits, roll the dice and compare the result to the armour rating of the Units in the Detachment you have just rolled for. For every dice that fails to reach the required value, remove one Unit from the Detachment (it has been destroyed by the enemy!) Units that are outside of cover such as Buildings or Woods should be removed before those in cover.

For example, British Line Infantry have a Armour rating of 5+. A Detachment of six British Line Infantry is hit by 3 hits in the Combat Phase, and so rolls 3 dice in the Casualties Phase, which result in a 2, a 4, and a 6; two Units are removed from the game, but one Unit has passed its Armour Save and remains in play. Some units may have an Armour rating of “none”, and therefore any hits will cause automatic casualties.

Some units will have more than one Armour value listed, in the following manner:

Armour
3+ / 4+

Such units may attempt a second armour save if they fail their first save. The first save is taken on the first listed value (in this case, 3+), and the second save is taken against the second listed value (in this case, 4+).

Any Massive Vehicles that are destroyed in the game are not removed from play but are instead left on the table as a wreck. They count as being ruins (terrain) for gaming purposes from that point on.

After each Detachment in the game has attempted to pass its Armour Saves, the Casualties Phase is over.

All Units left in base-to-base contact at this point are pushed backwards so that they stop 5cm apart.

Check any victory conditions of any Scenario you may be playing, and if the game has not yet been won, start a new turn, beginning with the Strategy Phase.

### **3.0 - ATTRIBUTES**

Now that you know the basic rules of the game, it is time to delve into the remaining rules, which cover special exceptions to the standard rule of play that allow various in-game effects, such as allowing you to bring new Units into play during the game, or add special extra abilities (or hindrances) to weapons.

#### **Excavator(x)**

Some Units in the game are noted as having the Excavator(x) attribute in their basic unit stats, as they have the ability to dig for coal reserves found under the ground.

A Unit with the Excavator(x) attribute will add x units of Gold into your Gold Reserve in each Strategy Phase, where x is here representing a number. For example, a Unit with the Excavator(2) attribute will add 2 Gold Tokens into your Gold Reserve each turn. Keep track of your Gold Tokens by writing down how much Gold you have at any one time, or by using dice; Gold is very valuable to the armies in Defeat In Detail, and it can be traded for new Detachments that can be added to your army during games.

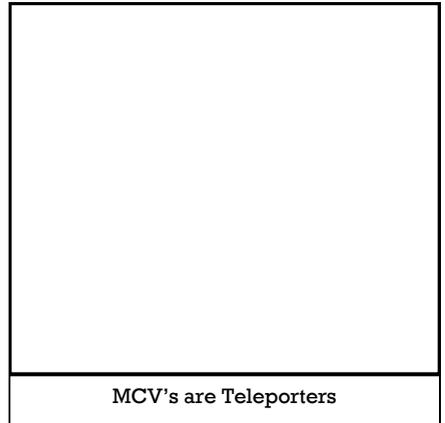


## Teleporter

Some Units in the game are noted as having the Teleporter attribute, as they are fitted with aetheric manipulators which allow people and objects to be moved hundreds, even thousands of miles across a planet (and even between worlds) instantly.

Units with Teleporters may add new Detachments into the game at the appropriate point in the Strategy Phase of each turn. Simply place the newly added Units in base-to-base contact with the Unit using its Teleporter, and deduct their cost in Gold from your Gold Reserve. If there is not enough room to place all the Units from the Detachment in contact with the Teleporter Unit, the Detachment cannot be bought.

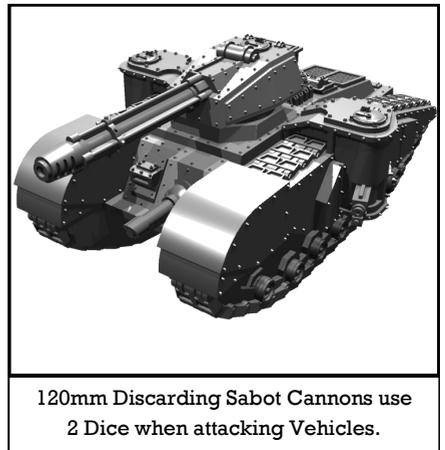
If you are Teleporting a new Unit onto the board with the Excavator attribute, it may not be placed within 30cm of any other Unit with the Excavator attribute.



## (x) Dice

Some weapons are able to fire many shots at once, or have an especially destructive explosive effect capable of inflicting more than one hit at a time.

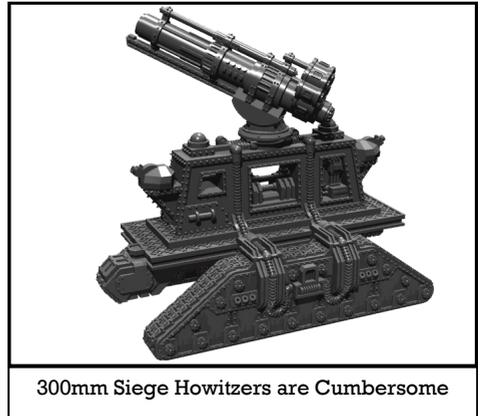
Weapons with the“(x) Dice” Attribute roll a number of dice corresponding to the number of “x”, when attacking in the Combat Phase. For example the “120mm Discarding Sabot Cannon” turret on a Black Prince Battletank has the Attribute “2 Dice” on its Anti-Vehicle firing mode, and so it rolls 2 dice when shooting at Vehicles instead of just 1.



## Cumbersome

Weapons that are especially heavy, or awkward to carry around the battlefield, are described as Cumbersome.

Cumbersome weapons grant one additional Level of Cover to their target when shooting, if any Units in its Detachment moved during the Movement Phase of that turn. Teleporting during a turn counts as a form of movement.

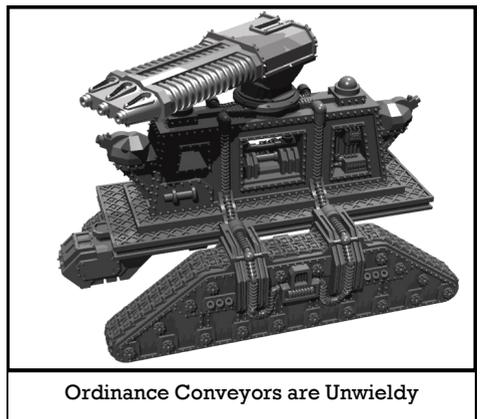


300mm Siege Howitzers are Cumbersome

## Unwieldy

Some Units are unable to turn particularly quickly, and are consequentially not very nimble when moving around the battlefield.

To represent this, Unwieldy Vehicles move as if they were a Massive Vehicle (they may only turn 45 degrees per Movement Phase instead of 90 degrees like other Vehicles) and Unwieldy Massive Vehicles may only turn to change their direction of travel once every two game turns.



Ordinance Conveyors are Unwieldy

Picture of a game in progress

## Levitators

Some Units possess means of propelling themselves through the sky, perhaps through the use of rockets, psychic powers, or jet engines.

These Levitators are able to move over other Units (both friendly and hostile) and impassable terrain in an exception to the normal rules for movement. They are also able to move over dangerous terrain without taking dangerous terrain tests.

Levitators may not finish their movement in impassable terrain unless they are noted as being *Permanent Levitators* (which also never need to take dangerous terrain checks).

Permanent Levitators may never be locked in base-to-base contact, indeed as they are Levitating at all times, other units may move and shoot under them freely (they do not block Line of Fire).



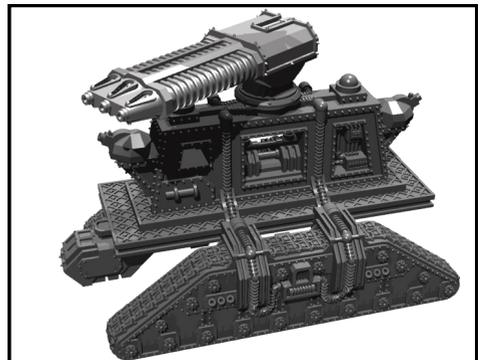
Alien Rocket Troops are Levitators

## Massive

Some vehicles are much larger than others, titanic contraptions that are armoured with layers of thick alloys, making these Massive vehicles difficult to destroy.

Units with the Massive Attribute are not immediately destroyed when they fail an armour saving throw, instead they roll on the Massive Vehicle Damage Chart, which can be found on **page 40**, to see what happens to them.

Massive Units cannot be Shaken.



Ordinance Conveyors are Massive Vehicles

## Aircraft

Some Units go beyond mere levitation, and can actually fly through the skies at great speeds.

Aircraft are able to move over other Units (both friendly and hostile) and impassable terrain in an exception to the normal rules for movement. They are also able to move over dangerous terrain without taking dangerous terrain tests.

Aircraft may never be locked in base-to-base contact unless they choose to land, nor do they block Line of Fire unless they choose to land.

Aircraft move differently to other Units, instead they follow these rules:

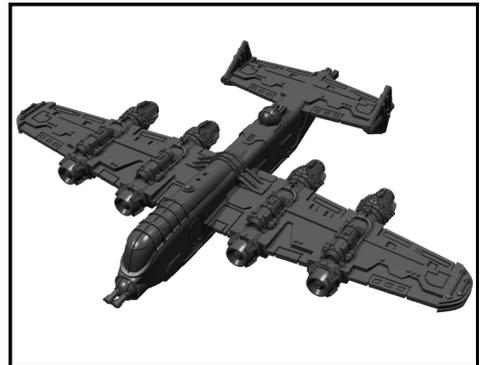
At the start of its movement an Aircraft may turn up to 45 Degrees (Bombers) or 90 Degrees (Fighters).

The Aircraft then may move anywhere between its full speed, and half its speed.

After moving, the controlling player may announce that the aircraft has landed, in which case the aircraft functions as a Vehicle until it takes off (it may take off at the start of any subsequent movement phase).

In the combat phase, aircraft may attack ground units, or each other, like any other Detachment. Only units with an “Air” mode on their weapons may attack aircraft.

Fighter Aircraft may Sprint (Bombers cannot).



Lancastrian Bombers are Aircraft

Picture of a game in progress

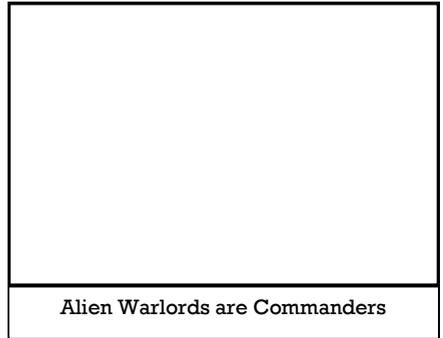
## Commander (x)

Some Units can inspire or order nearby troops to greater deeds of heroism.

Units with the Commander ability may issue the following orders to Detachments within 30cm of them at the time of issuing the order:

- **Sustain Fire** - Nominate a friendly formation that has not moved this turn. It receives +1 to-hit when it attacks in the combat phase
- **Doubletime** - Nominate a friendly formation that is in the process of moving. It receives +10cm extra movement.
- **Regroup** - Nominate a friendly formation that is Shaken - it loses that status.

Normally a Unit with the Commander attribute may issue one order per turn, however if the Commander attribute is followed by a number in brackets, then the unit may issue that many Commands per turn instead. A player may attempt to issue orders if her Commander unit is Shaken, but only if she can roll a 4+ on a dice.



## Reload (x)

A weapon with the “Reload (x)” attribute must be reloaded or otherwise recharged after firing, which means that it cannot shoot as often as other weaponry.

After a turn in which a weapon which must be reloaded has fired, you must wait the number of turns indicated in the brackets until it may be fired again.

For example a 300mm Siege Howitzer has the “Reload (2)” attribute.



This means that if the Siege Howitzer is fired on turn 1, turns 2 & 3 must be spent reloading the weapon, and it may fire again on turn 4.

Sometimes you may come across a weapon with the “Reload” attribute that is listed in the following manner:

WEAPON	STATS	ATTRIBUTES
2x Plasmic Cannon	60cm - Inf 2+	2 Dice, Reload (1), Cumbersome
	60cm - Veh 2+	2 Dice, Reload (1), Cumbersome

In this case, each “Plasmic Cannon” is treated as a separate weapon, each with 2 shots (for a total of 4 shots). You may choose to shoot one or both “Plasmic Cannons” each turn, and you must keep track of their Reload status independently from each other.

Picture of a game in progress

/

Space for additional attribute rules

## Transport (x)

Some Units can carry other smaller Units inside them, either in cargo bays, passenger cabins, or warped reality bubbles.

Such units have the Transport (x) Attribute, where (x) denotes what types of unit, and in what quantity, they may carry. Units may enter transport vehicles by moving into contact with them during the movement phase, and they may exit transport vehicles during a subsequent movement phase again by using their own movement. In this manner, Detachments of Transport Vehicles may be used to transport Detachments of Infantry.

Transport Detachments may not move part of another formation so that it is pulled out of being *In Formation*.

If a Transport is destroyed, then units inside it must pass an armour save or die. If they survive they may disembark.



The Human IFV is a Transport

## Immobile

Static gun emplacements and mining machines are common on the battlefields of the future.

An Immobile Unit functions like a normal Unit, except that in the Movement Phase it may not attempt to move. You are not allowed to 'stall' your movement by saying "I nominate my Mining Machine Detachment to move and it goes nowhere, now it's your turn"...

*...anyone who attempts this "tactic" instantly loses the game!*



Mining Machines are Immobile

## PLAYING DEFEAT IN DETAIL

Over the past few pages you've learnt the rules of Defeat In Detail. This section of the book is intended to help you use those rules to play games, by providing you with the statistics and costs of each of the Units available to each Army, and a Tournament Scenario that details how to play games.

Over the next few pages you will find **Army Lists** for three of the most armies to be found in our setting. These armies are **The Human Army**, **The Alien Army**, and **The Cybershadows**. These Army Lists provide you with all the information you need to play games in control of each of those factions.

You will notice that the Army Lists each contain several **Unit Cards**. These detail everything needed to use the Units as a Detachment in game.

Human Infantry Squad - Cost 4 / Units 6			
SPEED:	Armour	Attributes	Weapons
15cm	5+	Infantry	Rifles
WEAPON	STATS	ATTRIBUTES	
Rifles	Inf - 30cm 4+		
Bayonets	Inf - 0cm 3+ Veh - 0cm 5+		



The upper part of a card details the Unit's statistics, while the lower part shows the statistics of any weapons the Unit may have.

Under the name of the Unit are listed 'Cost' and 'Units' values. 'Cost' determines how many Gold Tokens a Detachment of this Unit costs, either to purchase at the start of the game, or to Teleport onto the battlefield during the game. The 'Units' value shows how many of the Unit will be in each Detachment you purchase or Teleport.

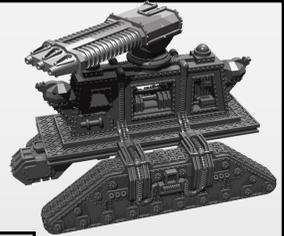
## PLAYING DEFEAT IN DETAIL (Continued)

While some Unit types, like Churchillian Tanks, have fixed weapon types, other Units can have an option of several different weapons configurations. These options are detailed on the Unit Card, for example the Ordinance Conveyor:

Ordinance Conveyor - Cost 10 / Units 1			
SPEED:	Armour	Attributes	Weapons
10cm	3+ / 5+	Massive Vehicle Unwieldy	Anti-Aircraft Chaingun, Forward 180 Arc Anti-Aircraft Chaingun, Rear 180 Arc Main Gun (Chosen from the list below)

WEAPON	STATS	ATTRIBUTES
Anti-Aircraft Chaingun	30cm - Inf 4+ 30cm - Air 5+	
<b>1 Main Weapon From:</b>		
300mm Siege Howitzer	100cm - Inf 2+ 100cm - Veh 4+	12 Dice, Reload (2), Artillery, Cumbersome 6 Dice, Reload (2), Artillery, Cumbersome
1.2 Gigawatt Beam Laser	60cm - Veh 3+	6 Dice, Cumbersome
<b>2x Plasmic Cannon</b>	60cm - Inf 2+ 60cm - Veh 2+	2 Dice, Reload (1), Cumbersome 2 Dice, Reload (1), Cumbersome
Multiple Launch Rockets	150cm - Inf 3+ 150cm - Veh 6+	5 Dice, Artillery, Cumbersome 5 Dice, Artillery, Cumbersome



The 'Weapons' statistic for this Unit doesn't name the main gun, instead it asks you to pick one from a list. This means that when you buy or Translocate the unit into play you must choose one of the four main guns as armament for the Conveyor. In a Detachment of multiple units, you may choose different weapons for each Unit.

Picture of a game in progress

Some units require you to select more than one weapon, such as the Cybershadow Light Battle Mech:

Cybershadow Light Battle Mech - Cost 10 / Units 5			
SPEED:	Armour	Attributes	Weapons
20cm	3+ / 4+	Vehicle	Left Arm (Choose one from the list below), Forward 180 Arc Right Arm (Choose one from the list below)

WEAPON	STATS	ATTRIBUTES
<b>Right Arm Weapons:</b>		
Powered Claw	0cm - Inf 4+ 0cm - Veh 2+	2 Dice
Electro-Sword (1)	0cm - Inf 3+ 0cm - Veh 5+	2 Dice
<b>Left Arm Weapons</b>		
Twin Snub Cannon	45cm - Inf 3+ 30cm - Veh 4+	
Rocket Launcher (1)	75cm - Inf 3+ 75cm - Veh 6+	3 Dice, Artillery, Cumbersome 2 Dice, Artillery, Cumbersome
Flame Thrower (1)	30cm - Inf 2+ 30cm - Veh 5+	5 Dice 3 Dice
Rotary Cannon (1)	60cm - Inf 4+ 45cm - Veh 5+	4 Dice 4 Dice



Here the two weapons are listed as 'Left Arm' and 'Right Arm', each with their own Weapon Arcs.

You may select any combination of weapons to fill these weapon slots, within the restrictions listed. When a weapon has a number in parentheses listed after its name, this indicates that the weapon costs (x extra) Gold Tokens to add to the Detachment.

So, for example, for a Detachment of five Light Battle Mechs where two Mechs are carrying Rotary Cannons, the total price for Teleporting the Detachment into the game would be 12 Gold Tokens (assuming no other weapons are chosen that cost extra Gold).

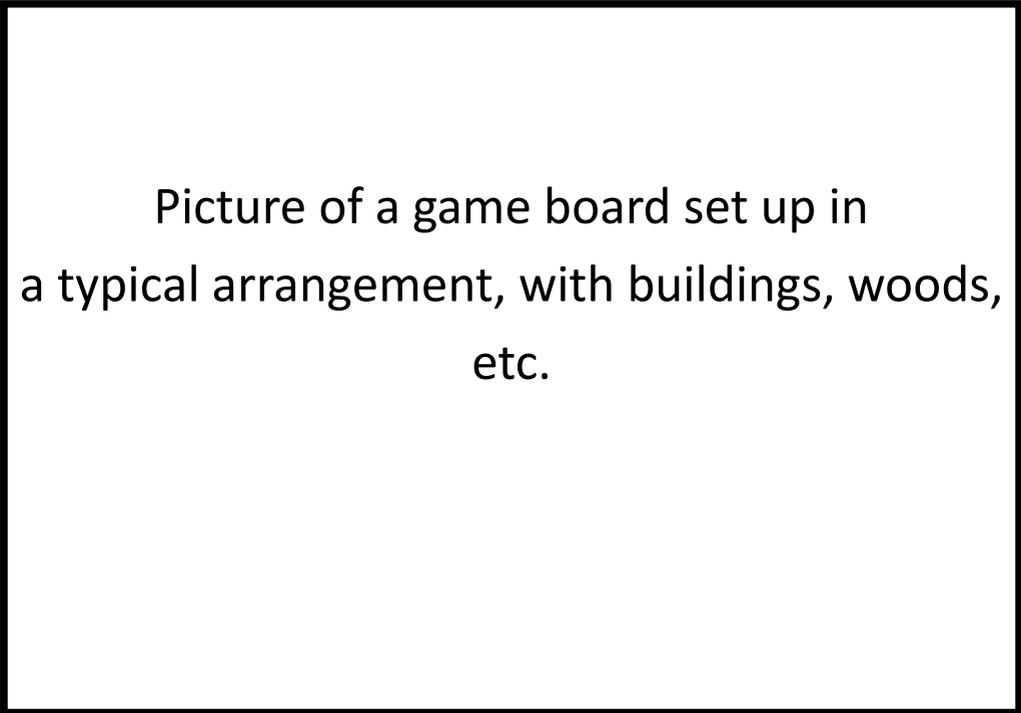
## **SOME GENERAL THOUGHTS ON PLAYING DEFEAT IN DETAIL**

Defeat In Detail is intended to be played at a high speed, as the game mechanics require quite a few more turns to be played than many other war games. Because of this, we recommend that games are played with a set time limit (we typically play to two hours).

If the time limit is hit with neither player achieving the Victory Conditions, you should finish the current turn, then work out a Score for each player by adding up the Coal value of all Detachments left on the table for each army (counting Detachments with fewer than half their starting Units as worth half their starting Gold value), and add the amount of Gold in each player's Gold Reserve to their Score.

If the two Scores are within 10 points, the game is a draw, else the player with the higher Score wins.

As long as your opponent agrees you should feel free to adjust the scenarios, rules, unit statistics or even create new army lists in order to customise the game to your liking.



Picture of a game board set up in a typical arrangement, with buildings, woods, etc.

## **TOURNAMENT SCENARIO - MEETING ENGAGEMENT**

This scenario represents two armies meeting each other, and striving to overcome each other in a fairly standard battle. This is the most commonly played scenario, and the best one to use if playing Defeat In Detail in a Tournament.

Each player begins the game with one MCV. In addition each player starts the game with 30 units of Gold in their Gold Reserve to spend on purchasing Detachments before the game begins. Players may purchase up to two Units with the Excavator ability as part of their starting army.

Your gaming area should be a table six feet long by four feet wide for a standard sized game, although you can use larger tables for a longer game that will focus on resource management, and smaller tables for a shorter more vicious game.

Arrange your scenery in a mutually agreeable manner ; The author finds the best method is for one player to arrange the scenery, and then for her opponent to pick which table side she would like to start on. The side chosen can be any of the long or short sides. Roll a dice if you can't decide which player should set up the terrain, and which should pick the table side.

Try and have around 1 piece of scenery for every two square feet of tabletop, an example table layout can be seen on the opposite page.

After the table has been set up and sides chosen, one player sets up their Army (the author generally plays that whomsoever picks the table side also has to deploy their Army first). Every Unit in their army must be placed within 30cm of the side of the table they have chosen.

After the first player has set up her Army, the second player sets up her own Army, within 30cm of the opposite table edge.

Now it's time to begin the Strategy Phase of the first turn. The winner will be the player who totally eradicates the opposing Army first; Good luck!

## Flavour Text

Common Unit MCV - Cost 4 / Units 1			
SPEED:	Armour	Attributes	Weapons
15cm	4+	Vehicle, Constructor	None
WEAPON	STATS	ATTRIBUTES	

**Special Rule:**  
Any army may build an MCV

## Flavour Text

Common Unit Mining Machine - Cost 4 / Units 1			
SPEED:	Armour	Attributes	Weapons
Immobile	5+	Vehicle, Excavator (2)	None
WEAPON	STATS	ATTRIBUTES	



**Special Rule:** Any army may build Mining Machines

Several paragraphs introducing the three armies, and the planet they are fighting over (provisionally named Pyrite),

**Art, Text & History for the Human Army Faction**

## Flavour Text

Human High Command Squad - Cost 4 / Units 1			
SPEED:	Armour	Attributes	Weapons
15cm	4+	Infantry, Commander (3)	Rifles
WEAPON	STATS	ATTRIBUTES	
Rifles	Inf - 30cm 4+		
Bayonets	Inf - 0cm 3+		
	Veh - 0cm 5+		

**Special Rule:** You may have no more than one High Command Squad in your Army at the same time.

## Flavour Text

Human Command Squad - Cost 2 / Units 1			
SPEED:	Armour	Attributes	Weapons
15cm	4+	Infantry, Commander	Rifles
WEAPON	STATS	ATTRIBUTES	
Rifles	Inf - 30cm 4+		
Bayonets	Inf - 0cm 3+		
	Veh - 0cm 5+		

## Flavour Text

Human Infantry Squad - Cost 4 / Units 8			
SPEED:	Armour	Attributes	Weapons
15cm	5+	Infantry	Rifles
WEAPON	STATS	ATTRIBUTES	
Rifles	Inf - 30cm 4+		
Bayonets	Inf - 0cm 3+		
	Veh - 0cm 5+		



## Flavour Text

Human Elite Infantry Squad - Cost 6 / Units 4			
SPEED:	Armour	Attributes	Weapons
15cm	4+	Infantry	Laser Rifles
WEAPON	STATS	ATTRIBUTES	
Laser Rifles	Inf - 30cm 4+ Veh - 15cm 6+	2 Dice	
Bayonets	Inf - 0cm 4+ Veh - 0cm 4+	2 Dice	

## Flavour Text

Human Warrior Infantry Fighting Vehicle - Cost 1 / Units 2 or Cost 2 / Units 4			
SPEED:	Armour	Attributes	Weapons
25cm	5+	Vehicle, Transport (2)	20mm Cannon
WEAPON	STATS	ATTRIBUTES	
20mm Cannon	Inf - 45cm 5+ Veh - 30cm 6+		

**Transport (2) :**  
A Warrior may transport 2 friendly Infantry Units.

## Flavour Text

Human Marksman Flak Vehicle - Cost 4 / Units 4			
SPEED:	Armour	Attributes	Weapons
25cm	5+	Vehicle	Marksman Array
WEAPON	STATS	ATTRIBUTES	
Marksman Array	Inf - 45cm 4+ Veh - 30cm 5+ Air - 45cm 5+	2 Dice 2 Dice 2 Dice	

## Flavour Text

Human Braveheart Self-Propelled Artillery - Cost 4 / Units 4 or Cost 7 / Units 8

SPEED:	Armour	Attributes	Weapons
20cm	5+	Vehicle	120mm Howitzer

WEAPON	STATS	ATTRIBUTES
120mm Howitzer	Inf - 100cm 3+ Veh - 75cm 4+	2 Dice, Cumbersome, Artillery Cumbersome, Artillery

## Flavour Text

Human Churchillian Battletank - Cost 4 / Units 3 or Cost 12 / Units 10

SPEED:	Armour	Attributes	Weapons
15cm	4+ / 4+	Vehicle	120mm Cannon 100MW Beam Laser 2x Chaingun

WEAPON	STATS	ATTRIBUTES
120mm Cannon	Inf - 75cm 4+ Veh - 75cm 4+	Forward 90 Arc
100 MW Beam Laser	Veh - 45cm 5+	
Chaingun	Inf - 30cm 5+	

## Flavour Text

Human Black Prince Battletank - Cost 4 / Units 3 or Cost 12 / Units 10

SPEED:	Armour	Attributes	Weapons
15cm	4+ / 4+	Vehicle	120mm Cannon 100MW Beam Laser 2x Chaingun

WEAPON	STATS	ATTRIBUTES
120mm Cannon	Veh - 75cm 2+	Reload (1)
100 MW Beam Laser	Veh - 45cm 5+	Forward 90 Arc
Chaingun	Inf - 30cm 5+	

## Flavour Text

Human Spitfire Fighter - Cost 4 / Units 2 <b>or</b> Cost 6 / Units 4			
SPEED:	Armour	Attributes	Weapons
40cm	5+	Aircraft, Fighter	2x Light Cannon Array
WEAPON	STATS	ATTRIBUTES	
Light Cannon Array	Inf - 45cm 4+ Veh - 30cm 6+ Air—30cm 5+	Forward 90 Arc Forward 90 Arc Forward 90 Arc	

## Flavour Text

Human Lancasterian Bomber - Cost 4 / Units 1 <b>or</b> Cost 6 / Units 2			
SPEED:	Armour	Attributes	Weapons
30cm	4+	Aircraft, Bomber, Massive	20mm Cannon
WEAPON	STATS	ATTRIBUTES	
Twin 100MW Beam Laser	Veh - 45cm 4+	Forward 90 Arc	
Twin Chaingun	Air - 30cm 5+		
Twin Chaingun	Air - 30cm 5+	Rear 90 Arc	
Laser-Guided Bombs	Inf - 15cm 3+ Veh - 15cm 4+	4 Dice, Reload (1) 2 Dice, Reload (1)	



**Special Rule :** Lancasterian Bombers may not drop bombs whilst landed!

Picture of a game in progress

**Art, Text & History for the Krunk Army Faction**

## Flavour Text

Krunk Command Squad - Cost 5 / Units 1			
SPEED:	Armour	Attributes	Weapons
20cm	3+ / 3+	Infantry, Commander (2)	Large Guns, Snippers
WEAPON	STATS	ATTRIBUTES	
Large Guns	Inf - 30cm 4+		
Snippers	Inf - 0cm 3+	3 Dice	
	Veh - 0cm 3+	3 Dice	

**Special Rule:** You may have no more than one Krunk Command Squad in your Army at the same time.

## Flavour Text

Krunk Brutes Squad - Cost 4 / Units 4			
SPEED:	Armour	Attributes	Weapons
20cm	3+	Infantry	Large Guns, Axes
WEAPON	STATS	ATTRIBUTES	
Large Guns	Inf - 30cm 4+		
Axes	Inf - 0cm 3+	3 Dice	
	Veh - 0cm 5+	3 Dice	

## Flavour Text

Krunk Warriors Squad - Cost 4 / Units 8			
SPEED:	Armour	Attributes	Weapons
20cm	4+	Infantry	Guns, Axes
WEAPON	STATS	ATTRIBUTES	
Guns	Inf - 30cm 5+		
Axes	Inf - 0cm 3+	2 Dice	
	Veh - 0cm 5+	2 Dice	

## Flavour Text

Gobbler Squad - Cost 2 / Units 8			
SPEED:	Armour	Attributes	Weapons
15cm	None	Infantry	Guns
WEAPON	STATS	ATTRIBUTES	
Guns	Inf - 30cm 4+		
Feeble little arms	Inf - 0cm 5+		

**Special Rule :**  
Gobblers count as half a Unit for transport purposes.

## Flavour Text

Krunk Transport Flatbed - Cost 1 / Units 2 or Cost 2 / Units 4			
SPEED:	Armour	Attributes	Weapons
30cm	5+	Vehicle, Transport (2)	None
WEAPON	STATS	ATTRIBUTES	
None			

**Transport (2) :**  
A Flatbed may transport 2 friendly Infantry Units.

Picture of a game in progress

## Flavour Text

Krunck Gun Flatbed - Cost 2 / Units 2 or Cost 4 / Units 4			
SPEED:	Armour	Attributes	Weapons
25cm	5+	Vehicle, Transport (1)	Pick 1 Weapon from list below:
WEAPON	STATS	ATTRIBUTES	
Medium Cannon	Inf - 30cm 4+ Veh - 30cm 5+		
Flak Gattler	Inf - 30cm 4+ Air - 15cm 5+		
Macro-Howitzer (1)	Inf - 60cm 3+ Veh - 45cm 4+	Cumbersome, Reload (1), 4 Dice Cumbersome, Reload (1), 2 Dice	
Macro-Laser Cannon (1)	Inf - 60cm 3+ Veh - 60cm 2+	Cumbersome, Reload (1) Cumbersome, Reload (1), 3 Dice	

**Transport (1) :**  
Gun Flatbeds may transport 1 friendly Infantry Unit.

## Flavour Text

Krunck Cannon Squad - Cost 3 / Units 4 or Cost 6 / Units 10			
SPEED:	Armour	Attributes	Weapons
10cm	None	Infantry	Pick 1 Weapon from list below:
WEAPON	STATS	ATTRIBUTES	
Medium Cannon	Inf - 30cm 4+ Veh - 30 cm 5+		
Flak Gattler	Inf - 30cm 4+ Air - 15cm 5+		
Macro-Howitzer (1)	Inf - 60cm 3+ Veh - 45cm 4+	Cumbersome, Reload (1), 4 Dice Cumbersome, Reload (1), 2 Dice	
Macro-Laser Cannon (1)	Inf - 60cm 3+ Veh - 60cm 2+	Cumbersome, Reload (1) Cumbersome, Reload (1), 3 Dice	

## Flavour Text

Krunk Beast Class Superheavy - Cost 6 / Units 1			
SPEED:	Armour	Attributes	Weapons
25cm	3+ / 5+	Massive, Vehicle, Transport (12)	Optional ; You may pick 1 Light & 1 Heavy weapon selection. All weapons are Forward 180 Arc
WEAPON	STATS	ATTRIBUTES	
<b>Light Weapons:</b>			
2x Medium Cannon (1)	Inf - 30cm 4+ Veh - 30cm 5+		
2x Flak Gattler (1)	Inf - 30cm 4+ Air - 15cm 5+		
<b>Heavy Weapons:</b>			
Macro-Howitzer (1)	Inf - 60cm 3+ Veh - 45cm 4+	Cumbersome, Reload (1), 4 Dice Cumbersome, Reload (1), 2 Dice	
Macro-Laser Cannon (1)	Inf - 60cm 3+ Veh - 60cm 2+	Cumbersome, Reload (1) Cumbersome, Reload (1), 3 Dice	

**Transport (12) :**  
Beasts may transport 12 friendly Infantry Units.

Beasts do not have to take any weapons, but if they do then transport capacity is reduced to Transport (8).

## Flavour Text

Krunk Fighter - Cost 4 / Units 3 or Cost 6 / Units 6			
SPEED:	Armour	Attributes	Weapons
40cm	6+	Aircraft, Fighter	2x Flak Gattler
WEAPON	STATS	ATTRIBUTES	
Flak Gattler	Inf - 30cm 4+ Air - 15cm 5+	Forward 90 Arc Forward 90 Arc	

**Art, Text & History for the Cybershadows Army Faction**

## Flavour Text

Cybershadow High Command Squad - Cost 8 / Units 1			
SPEED:	Armour	Attributes	Weapons
15cm	4+	Infantry, Commander (5)	Laser Rifles, 2x Compaction Cannon
WEAPON	STATS		ATTRIBUTES
Laser Rifles	Inf - 30cm 4+ Veh - 15cm 6+		2 Dice
Compaction Cannon	Inf - 30cm-90cm 3+ Veh - 30cm-90cm 2+		
Mechanical Upgrades	Inf - 0cm 3+ Veh - 0cm 2+		2 Dice 2 Dice

**Special Rule:** You may have no more than one High Command Squad in your Army at the same time.

**Compaction Cannon:**  
If the target is 60-90cm away, use 2 Dice instead of 1

## Flavour Text

Cybershadow Command Squad - Cost 5 / Units 1			
SPEED:	Armour	Attributes	Weapons
15cm	4+	Infantry, Commander (3)	Laser Rifles, 2x Compaction Cannon
WEAPON	STATS		ATTRIBUTES
Laser Rifles	Inf - 30cm 4+ Veh - 15cm 6+		2 Dice
Compaction Cannon	Inf - 30cm-90cm 3+ Veh - 30cm-90cm 2+		
Mechanical Upgrades	Inf - 0cm 3+ Veh - 0cm 2+		2 Dice 2 Dice

**Compaction Cannon:**  
If the target is 60-90cm away, use 2 Dice instead of 1

## Flavour Text

Cybershadow Supplicant Infantry Squad - Cost 6 / Units 8			
SPEED:	Armour	Attributes	Weapons
15cm	4+	Infantry	Laser Rifles, Chaingun
WEAPON	STATS	ATTRIBUTES	
Laser Rifles	Inf - 30cm 4+ Veh - 15cm 6+	2 Dice	
Chaingun	Inf - 30cm 5+		

## Flavour Text

Cybershadow Supplicant Support Squad - Cost 4 / Units 4 or Cost 6 Units 8			
SPEED:	Armour	Attributes	Weapons
15cm	4+	Infantry	Menial Cyborg Arms, Pick one from the list:
WEAPON	STATS	ATTRIBUTES	
Menial Cyborg Arms	Inf - 0cm 4+ Veh - 0cm 3+	2 Dice 2 Dice	
<b>Also, make one choice from:</b>			
2x Tracked Quad Mortar	Inf - 60cm 3+	Artillery, Cumbersome	
2x Tracked Quad Laser	Veh - 30cm 3+	Cumbersome	
2x Tracked Light Cannon	Inf - 45cm 5+ Veh - 45cm 6+ Air - 45cm 6+		

## Flavour Text

Cybershadows Ascended Squad - Cost 6 / Units 4			
SPEED:	Armour	Attributes	Weapons
15cm	4+ / 4+	Infantry	Pick <b>Turboneck</b> or <b>Turtleneck</b> configuration

WEAPON	STATS	ATTRIBUTES
<b>Turboneck Configuration:</b>		
2x Combat Claws	Inf - 0cm 3+ Veh - 0cm 2+	2 Dice 3 Dice
2x Plasmic Gun	Inf - 30cm 2+ Veh - 30cm 2+	Reload (1) Reload (1)
<b>Turtleneck Configuration:</b>		
2x Light Cannon	Inf - 45cm 5+ Veh - 45cm 6+ Air - 45cm 6+	
100 MW Beam Laser	Veh - 45cm 5+ Air - 30cm 5+	

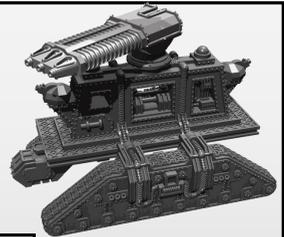
**Special Rule:**  
May not be shaken.

## Flavour Text

Ordinance Conveyor - Cost 10 / Units 1			
SPEED:	Armour	Attributes	Weapons
10cm	3+ / 5+	Massive Vehicle Unwieldy	Anti-Aircraft Chaingun, Forward 180 Arc Anti-Aircraft Chaingun, Rear 180 Arc Main Gun (Chosen from the list below)

WEAPON	STATS	ATTRIBUTES
Anti-Aircraft Chaingun	30cm - Inf 4+ 30cm - Air 5+	
<b>1 Main Weapon From:</b>		
300mm Siege Howitzer	100cm - Inf 2+ 100cm - Veh 4+	12 Dice, Reload (2), Artillery, Cumbersome 6 Dice, Reload (2), Artillery, Cumbersome
1.2 Gigawatt Beam Laser	60cm - Veh 3+	6 Dice, Cumbersome
<b>2x Plasmic Cannon</b>	60cm - Inf 2+ 60cm - Veh 2+	2 Dice, Reload (1), Cumbersome 2 Dice, Reload (1), Cumbersome
Multiple Launch Rockets	150cm - Inf 3+ 150cm - Veh 6+	5 Dice, Artillery, Cumbersome 5 Dice, Artillery, Cumbersome



# Flavour Text

Cybershadow Light Battle Mech - Cost 10 / Units 5

SPEED:	Armour	Attributes	Weapons
20cm	3+ / 4+	Vehicle	Left Arm (Choose one from the list below), Forward 180 Arc Right Arm (Choose one from the list below)



WEAPON	STATS	ATTRIBUTES
<b>Right Arm Weapons:</b>		
Powered Claw	0cm - Inf 4+	2 Dice
	0cm - Veh 2+	
Electro-Sword (1)	0cm - Inf 3+	2 Dice
	0cm - Veh 5+	
<b>Left Arm Weapons</b>		
Twin Snub Cannon	45cm - Inf 3+	
	30cm - Veh 4+	
Rocket Launcher (1)	75cm - Inf 3+	3 Dice, Artillery, Cumbersome
	75cm - Veh 6+	2 Dice, Artillery, Cumbersome
Flame Thrower (1)	30cm - Inf 2+	5 Dice
	30cm - Veh 5+	3 Dice
Rotary Cannon (1)	60cm - Inf 4+	4 Dice
	45cm - Veh 5+	4 Dice

**Special rule :**  
Light Battle Mechs  
may re-roll failed  
Dangerous Terrain  
tests.

Picture of a game in progress

# Gaming Reference - Sequence of Play

## The Strategy Phase

- Both players roll a D6, and the winning player picks who will Teleport & Move first this turn.
- Dig for Gold
- Alternate Teleportation

## The Movement Phase

Alternate movement of Detachments; Remain within 5cm to be *In Formation*

**Sprinting:** +10cm speed

Adds 1 level of Cover for weapons with longer than 0cm range

**Turning:** Infantry freely, Vehicles 90°, Massive Vehicles or Unweildly 45°, Unweildly Massive Vehicles 45° every two turns

## Movement Effects of Terrain:

TERRAIN	INFANTRY	VEHICLE /MASSIVE VEHICLE
Buildings, Rubble, Ruins	No Effect	Impassable
Jungle, Woods, Marsh	No Effect	Dangerous
River	Dangerous, No shooting	Impassable
Open Ground, Hills, Slopes	No Effect	No Effect
Roads, levelled terrain	+5cm speed	+10cm speed

**Dangerous Terrain:**  
Roll a D6, on a 1-2 the Unit must take an Armour Save

**Contact:** If a Unit moves into contact with a hostile Unit both Units are locked in contact until the following turn.

## The Combat Phase

- All Combat attacks take place simultaneously
- Pick a Detachment to make attacks
- Pick a target Detachment
- Measure range
- Check Line Of Fire and to-hit modifiers
- Check Weapon Arcs
- Roll to hit
- Leave dice that hit next to the target

# Gaming Reference - Sequence of Play

**Assault:** Hostile Detachments with Units in contact are in an Assault and must only attack each other. Other Detachments may only attack into an Assault if within 15cm.

TERRAIN	TARGET INSIDE	TARGET BEHIND
Buildings, Rubble, Ruins	2 Levels of Cover	Cannot see target
Sparse Jungle, Sparse Wood	1 Level of Cover	2 Levels of Cover
Thick Jungle, Thick Wood	2 Levels of Cover	Cannot see target
River, Marsh	1 Level of Cover	No Effect
Hills	No Effect	Cannot see target
Roads, levelled terrain	No Effect	No Effect

**Line of Fire:** Infantry block Line of Fire to Infantry  
Vehicles block Line of Fire to Infantry and Vehicles  
Massive Vehicles block Line of Fire to Everything

## Rolling to Hit:

Anti-I attacks Infantry, Anti-V attacks Vehicles and Massive Vehicles.

Each weapon can only fire in one mode.

Each Level of Cover increases required roll by 1

Units in Contact with enemy Unit must use weapons with range 0cm or their "free" 6+ attack

## The Casualties Phase:

### Shaken:

Detachments which take twice as many hits as they have units are Shaken next turn. Shaken Detachments give an extra Level of Cover to any Detachment they attack, generate half Coal, move at half speed and can't move into base contact with enemies.

### Armour Saves:

Roll the dice that are next to each Detachment, and remove a Unit for each dice that doesn't roll the Armour value of the unit or higher.

Check victory conditions for the Scenario.

# Gaming Reference - Massive Units

## Massive Units

When a Massive Unit suffers damage from a failed armour save, roll a dice:

DICE RESULT	HIT LOCATION
1-3	Hull
4-5	Engines
6	Cockpit

Based on the location result, look up the damage result on the following tables:

HULL DAMAGE TABLE	EFFECT OF DAMAGE
First Damage	-1 to future armour saves
Second Damage	-2 to future armour saves
Third Damage	Destroyed. Roll on the Destroyed Table.

ENGINES DAMAGE TABLE	EFFECT OF DAMAGE
First Damage	-5cm to future speed, cannot turn unless player rolls a 3+
Second Damage	-10cm to future speed, cannot turn unless player rolls a 5+
Third Damage	Destroyed. Roll on the Destroyed Table with a +1 modifier.

COCKPIT DAMAGE TABLE	EFFECT OF DAMAGE
First Damage	Roll a dice, on a 5+ the pilot has been killed. Roll on the Destroyed Table.
Second Damage	Roll a dice, on a 5+ the pilot has been killed. Roll on the Destroyed Table.
Third Damage	The Pilot has been killed. Roll on the Destroyed Table.

DESTROYED TABLE	EFFECT OF DAMAGE
1-2 - Wrecked	The Unit is left in place as a wreck. Massive Aircraft fly 2D6cm forwards, crash and Units beneath must pass an armour save.
3-4 - Burning Wreck	Roll on this table again at the start of the next turn. Massive aircraft fly 2D6cm forwards.
5 - Explosion	Apply 1 hit to each Unit within 15cm, and remove the Massive Unit.
6 - Detonation	Apply 1 hits to each Unit within 30cm, and remove the Massive Unit.