

Dark Potential Alpha Rules

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Version 0.0.2 (updated March 13, 2012, changes in red)
(Please note this when submitting feedback)

We need Alpha Testers!

If you would like to help us playtest Dark Potential and iron out all of the rules then just grab whatever models you can and join on in!

This document contains the basic rules and guidelines that should allow you to play a full game of Dark Potential. We need your feedback in order to improve the game and get it ready for the Beta stage. You can give your feedback by posting on the MiniWarGaming forums here:

<http://www.miniwargaming.com/forum/viewforum.php?f=115>

Remember not to assume anything that isn't written here. If something isn't clear, then please post a question about it on our forums.

What we want to see posted in the Playtesting area of the forum is:

1. Questions to clarify rules.
2. Questions about rules that don't appear to be here (e.g. issues that come up with certain types of terrain).
3. Suggestions for changes / additions.
4. Rules that feel over or underpowered.

Introduction

Basic Measurements

All measurements in this rulebook are in inches. You could, theoretically, change them all to centimeters without conversion, but realize that would greatly decrease the range of everything that happens in the game.

Dark Potential is played using heroic scale 28mm models, with most of the infantry sized models on round 25mm bases. Using different size bases would change the balance of the game, so is forbidden in competitive play (of course you can do whatever you want in friendly play).

All distances can be pre-measured at any time. That means that you can measure any distances of any two objects (or arbitrary spaces) at any time.

Distances are measured from the edge of the base of a miniature to the edge of the base of another miniature (or to the edge of a terrain feature, objective, or anything else you might be measuring to). If there is a height difference, then you must take this into consideration by measuring the "real" distance

by having the one end of the measuring tape at the level of the one object, and the other at the level of the other object. This means that you might be measuring at an angle from the ground.

The Battlefield

Most games of Dark Potential will be played on a 4' x 4' board. You can feel free to change this to whatever size you want, but you will find that the distances will work best on a 4' x 4' board in a standard size game.

Dark Potential is meant to be played with a lot of terrain, some of it with multiple levels (such as ruins or hills). Terrain (and therefore cover) plays a significant role in this game, so if you use too little of it you will find that ranged attacks will be too effective, and close combat units will not be able to do their work at all.

As a general guideline, if all terrain features were 1' x 1', you should have about eight of them on the board. In reality you are going to want to have a mixture of large terrain pieces, smaller terrain pieces, as well as linear obstacles like broken vehicles, barrels, and hedges.

In essence there shouldn't be many places on the board that have more than 8" between terrain features. Models should be able to move from cover to cover for the most part.

Of course you are free to set up the board however you like, but be aware that this game was designed to include a lot of terrain features.

How to build your army

Because we are in the Alpha testing stage of this game, both players should play with identical armies to ensure that there is no imbalance in the armies themselves. This will help you to focus on the pacing of the rules, and how fun the game feels, rather than on list building.

In the Appendix there is a list of suggested units and squads that you can build your armies around. Be sure to experiment with different combinations so that you can find areas that seem too overpowered, underpowered, or just not fun enough to include, and then let us know on our forums what you think.

Unit Attributes

Every model will have a set of attributes that define how it moves and interacts with other models.

The attributes are as follows:

Movement – the number of inches a model can move in open terrain

Defense – used to determine how hard it is to hit the model

Armor – used to determine how hard it is to hurt the model

Leadership – used for morale checks

Wounds – most basic infantry have 1 wound, while independent models will usually have more

Command Points – used to make special actions, and to modify dice rolls

Skills – includes Ranged, Close Combat, and Perception

Weapons – includes weapon strength, **range**, and special rules (if any)

Skill / Attribute Rolls

Most actions in Dark Potential are made with skill or attribute rolls. To perform a skill or attribute roll, a player must roll 2d6 and compare it with the skill or attribute that he is using (e.g. Ranged for a ranged shooting attack), minus any modifiers (e.g. the Defense of the target).

If the result is equal to or less than the roll, then the roll is successful.

Sometimes it is important to know the margin of success (or failure) of a roll. **The Margin of Success of a roll is how far below the target was rolled. The Margin of Failure of a roll is how far above the target was rolled. It is possible to have a Margin of Success of 0.**

The rules will explicitly state when it is important to know the Margin of Success or Failure. Otherwise, you can ignore this calculation.

Example: A model fires its ranged weapon at a target. The Ranged Skill of the attacker is 11, and the Defense of the target is 2. Assuming no other penalties the attacker will need to roll $11 - 2 = 9$ or less on 2d6. The player rolls 2d6 and gets a total of 6, which means he had a Margin of Success of $9 - 6 = 3$. If he had rolled a 10, the Margin of Failure would be $10 - 9 = 1$. If he rolled a 9, then the roll would be successful, with a 0 Margin of Success.

Line of Sight

Dark Potential uses true line of sight, with some exceptions.

For the most part, if a line can be traced from one model to another without any obstructions, then both models have line of sight to each other. This can be difficult to tell sometimes, requiring you to bring your eyes down to the viewpoint of the model.

Sometimes it will still be hard to tell, so players should either agree, or roll a die to determine if there is line of sight.

Area Terrain

Some terrain is best represented as area terrain to help allow models to move through more easily. For example, a forest could be built to be as thick as it would be in real life, but that would make it very hard to move models through on the gaming board, so instead it often has far less trees.

To make up for this, a model is considered to be "in the forest" (or whatever the terrain is) if it is inside the "footprint" of the terrain. The footprint is often the base that the terrain is made on, however the players should agree to this before the game begins.

Not all terrain that has a footprint is area terrain. For example, a building is not normally area terrain.

Player Turns and Game Rounds

In this rulebook, whenever you see the word “turn” you can safely assume it means the current player’s turn. This rulebook will use the word “round” to denote a game round (i.e. both players get one turn to a round).

Independent Models vs. Squads

There are generally two types of models on the board – those who are part of a squad and those who aren’t (i.e. Independent Models).

There are a few extra rules for squads. First, there is always a squad leader. This can be any of the models, but must be specified when they are deployed. When the squad leader dies another model is chosen by the owning player to become the new squad leader.

Any Command Points that the squad has are given to the squad leader, who can give them to other members of his squad within command distance (i.e. his Leadership in inches).

Members of the squad are allowed to be separated from the rest of the squad, but will then not be able to benefit from the Command Points, or special orders that the squad receives from a Commander.

If a member of the squad with a special weapon is killed, another member of the squad within 2” can pick up the weapon. This is represented by that model being removed from play instead of the one that was killed. This will result in the model picking up the weapon moving to the location of the other model, which represents the model moving to get the weapon.

This action to take up a weapon happens after all damage is resolved from a single attack. For example, if three models are hit by an AOE weapon, resolve all damage before deciding who will pick up the weapon. This will prevent players from removing models that have yet to be damaged.

Command Range

The Command Range of any model is its Leadership statistic in inches.

Alpha Testing Scenarios

For ease of testing, the scenario for the Alpha testing stage is as follows:

1. Each player rolls a d6. The winner of this roll (reroll ties) determines who goes first.
2. The first player chooses which side they will deploy on, and then deploys all of his models within 12” of his table edge.
3. The second player then deploys all of his models within 12” of **the opposite table edge.**
4. The first player goes first, followed by the second. This continues back and forth for any number of rounds until there is a winner.
5. The first player to eliminate the other player is the winner.

Player Turns

Each player turn has the following phases:

1. Regenerate Command Points
2. Activation

(Right now there are only 2, but there will most likely be more added later on).

Regenerate Command Points

Every model / unit regenerates a number of Command Points equal to half of their base Command Points rounded down (with a minimum of one). This cannot take them above their base Command Points.

A unit that is reduced to only one member can no longer regenerate Command Points, but can use any that were already present.

Example: A model with base 5 Command Points would normally regenerate $5 / 2$ rounded down = 2 Command Points. However, this cannot take him above 5 Command Points. A model with base 1 Command Point would regenerate 1 Command Point, but not if he already has 1 Command Point.

Activation

The player now chooses to activate his units in whatever order he chooses.

When a squad or independent model activates, it performs the following in order:

1. Resolve any special rules that can occur as soon as the model activates (e.g. revealing a stealth unit).
2. Make any applicable passive Perception skill checks.
3. Receive Tactical Manoeuvre Orders (if applicable).
4. Move.
5. Action.

A squad must all activate together, even if they are not in command range of the squad leader. The entire squad must complete each step before moving onto the next (i.e. they all must move before taking actions), although the player can choose in what order each model takes the action.

We will cover Perception checks and Tactical Manoeuvres later on.

Movement

A model can move up to its Movement statistic in inches. It doesn't have to move its full distance, and can even choose not to move at all (which is required to fire certain weapons).

A model may move into base contact with an enemy model at any time.

Difficult Terrain

Some terrain will slow down movement. It is important that players agree beforehand what will count as difficult terrain on the board.

Any difficult terrain **costs twice as much movement as normal to move through.**

Example: If a model has a Movement statistics of 6, and has 3" of clear space in front of him, followed by 1" of difficult terrain, followed by more clear space, the model can move forward 3", then use 2" of its movement to move through the 1" of difficult terrain, and then move 1" further with its final inch of movement.

Scaling cliffs / walls / any other vertical obstacle

A model can move straight up (or down) at the cost of 1" per 1" of height. The model still needs to pay the 1" of movement to move onto the ground at the top of the cliff (or ledge, or whatever is up there).

If a model does not have enough movement left to get onto the ground, then the model cannot move up the cliff in that movement.

Example: A model with a Movement statistic of 6 facing a cliff that is 3" high will have to use 3" of its 6" of movement to go straight up the cliff, and then 1" to move onto the cliff. If the model is more than 2" away from the cliff it will not be able to go up it as it will not have the 4" left to go up.

Note: If model performs a second Movement for its Action, you must perform the second Movement separately, which means that certain cliffs will be too high to scale.

Linear Obstacles

A linear obstacle is any terrain piece that is less than 1" high and less than 1" thick. Players should agree on what counts as a linear obstacle in the game.

Models treat linear obstacles as difficult terrain, but do not have to pay the cost to go up and down the obstacle.

Leaving Combat

If a model leaves combat (i.e. moves out of base contact with another model that has a close combat attack), then any enemy models that were in base contact with the model get a free close combat attack against it.

This is a normal Close Combat Attack, but the attacker gets a +2 to his Close Combat Skill to represent the lowered defense of the model leaving combat.

Actions

Each model can make one (and only one) action in their activation. These actions include:

1. Another movement (works exactly like the first Movement).
2. Ranged Attack.
3. Close Combat Attack.
4. Charge.

5. Overwatch (requires Command Point)
6. Combat Ready (requires Command Point)
7. Suppressing Fire (requires Command Point)
8. Active Perception Check.

Models in the same unit can all take separate actions.

Ranged Attack

If a model has a ranged weapon it can choose a target in line of sight and fire at it.

In order to see if the attack was successful the player must make a Ranged Skill roll, using the Ranged skill of the model that is firing, with the following modifiers:

1. The Defense of the target.
2. The distance penalty.
3. Cover penalties (if applicable).

Distance Penalties

Unless otherwise specified, every weapon has an infinite range. However, the farther away the target is, the harder it will be to hit.

Every ranged weapon has a Range stat, which determines the close range of this weapon. If the target is within this range, then there is no distance penalty. However, if the target is farther away, then the distance penalty goes up by 1 for every number of inches equal to the Range of the weapon that the target is away (rounding up).

Example: If the Range of the weapon is 8, then the distance penalties would be as follows:

<i>Distance to Target</i>	<i>Distance Penalty</i>
<i>5"</i>	<i>0</i>
<i>8"</i>	<i>0</i>
<i>9"</i>	<i>-1</i>
<i>16"</i>	<i>-1</i>
<i>17"</i>	<i>-2</i>
<i>25"</i>	<i>-3</i>

Cover Penalties

If the target is partially obscured by terrain features, or if it is inside of area terrain, then there will be a cover penalty to the attackers Ranged skill.

The penalty depends on the nature of the cover. Light cover (such as trees or other vegetation) will normally provide a -1 cover penalty, while medium cover (the majority of hard objects) will provide a -2 cover penalty.

Particularly heavy cover (such as the target being behind a window in a building) will normally provide a -3 cover penalty. Players should agree beforehand what cover penalties various terrain pieces will grant.

A model gets the full cover bonus only if at least half of the model is obscured. If less than half of the model is obscured, then cover penalty is reduced by 1, to a minimum of 1 (i.e. -1).

Any cover that the attacker is in base contact with (e.g. a linear obstacle, the wall at the side of a window) will not usually count as a cover penalty. However, line of sight still needs to be drawn in order for the attacker to make a ranged attack.

Shooting Into Close Combat

For now, this is not allowed.

AOE (Area of Effect) Weapons

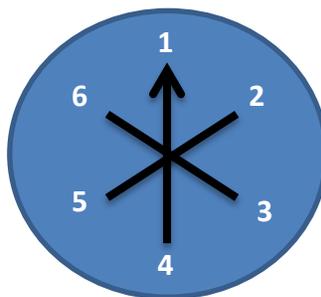
Any weapon that has an AOE will be fired slightly differently.

First, the controlling player rolls to hit as normal. If the hit is successful, then center the AOE directly over the target.

If the Ranged Attack fails, center the AOE directly over the target, with the arrow facing directly away from the attacker, and then roll for deviation. This is done by rolling 1d6 to determine direction (refer to the deviation template for direction), and then a number of d6 equal to the distance to the target divided by 8, rounding up.

Example: If the model is 5" away and misses, the AOE will deviate 1d6". If it is 16" away, it will deviate 2d6". If it is 25" away, it will deviate 4d6.

The deviation template is as following (it is rough, but is meant to be pointing in six directions at equal angles):



Weapons that use AOE will have two Strength values, labeled as Strength A/B.

Any model directly under the hole in the center of the AOE is hit at Strength A, while other models touched by the AOE and at the same level as the AOE are hit at Strength B.

All hits from an AOE happen simultaneously (e.g. before squad members pick up dropped weapons).

Wounding

If the attacker successfully hits its target, it then rolls to determine how much damage it inflicts.

To do this, make a Strength roll using the Strength of the weapon that was fired, with the Armor of the target as a negative modifier.

A successful roll will result in damaging the model.

If the model has more than one wound, then the number of wounds removed is equal to 1 plus the Margin of Success of the **Strength** roll (**the Margin of Success of the Ranged Attack roll does not matter here**).

Example: A player rolled against a Ranged Skill and was successful. He now makes a Strength roll from the pistol (Strength 10) against the Armor (3) of the target. He needs to roll $10 - 3 = 7$ or less. He rolls a 5, which means that he would inflict a total of 3 wounds (1 for being successful, plus the Margin of Success of $7 - 5 = 2$).

Close Combat Attack

If a model is in base contact with an enemy model you can choose to have it make a Close Combat attack as its Action.

In order to see if the attack was successful the player must make a Close Combat Skill roll, using the Close Combat skill of the attacking model, with the following modifiers:

1. The **Defense** of the target.

(Yes, there is only one modifier, but more will probably be added.)

Wounding

See **Wounding** in the **Ranged Attack** section.

Fighting over Linear Obstacles

If a model has enough Movement to get into base contact with an enemy model, but there is a Linear Obstacle in the way, simply place the model on the other side of the Linear Obstacle and count them as being in base contact.

Charge

A Charge action allows a model to cover more ground and get a Close Combat attack in.

A model performing a Charge can move up to half of its Movement attribute (the movement is slowed by difficult terrain). If it is in base contact with an enemy after this movement it can then make a Close Combat Attack, as detailed above.

Overwatch

Overwatch is a special action that allows a model to forgo making a ranged attack during its activation, and instead allows it fire during the enemy's turn.

A model can choose to go on overwatch by spending a Command Point (see the Command Points section for more information on how to spend Command Points). Place a 45 degree arc template anywhere in base contact with the model, with the small end of the arc touching the **base of the** model.

This 45 degree arc represents the line of sight that the model has. During the enemy's turn if any model activates and moves in line of sight of this model (and in the 45 degree arc) this model can interrupt that movement (**i.e. stop the model at any point of its movement**) anywhere within this line of sight and make a Ranged Attack. If the model is part of a squad, then that would effectively interrupt the rest of their movements as well.

If the model survives the attack, it can finish its move as normal.

This is usually used to try and catch models out of cover, or to watch a corner that other models might come around.

Interrupting Overwatch

A model will immediately lose its Overwatch status if any of the following occur:

1. The model is hit by a ranged attack.
2. An enemy model moves in base contact with this model.
3. The model has to make a Leadership roll for any reason and fails.
4. The enemy's turn finishes.

"Move or Shoot" Weapons

If a weapon has the special rule "Move or Shoot," then the model can only go on Overwatch with that weapon if they haven't moved this activation.

In other words, a model can only go on Overwatch if it could have fired that activation.

Multiple Weapons

If a model has multiple weapons, the player must declare which weapon it is using when it first goes on Overwatch.

Combat Ready

Combat Ready is a special action that allows a model to prepare for close combat, allowing them to usually get the first strike in before their opponent.

A model can choose to go into Combat Ready mode by spending a Command Point (see the Command Points section for more information on how to spend Command Points). Place a 90 degree arc template anywhere in base contact with the model, with the small end of the arc touching the **base of the** model.

This 90 degree arc represents the line of sight that the model has. During the enemy's turn if any enemy model activates and moves within charging distance of this model, and was at any point of their movement in the 90 degree line of sight of the model, this model can immediately choose to charge that model (after their Movement is complete, but before they take any Actions).

Interrupting Combat Ready

A model will immediately lose its Combat Ready status if any of the following occur:

1. The model is hit by a ranged attack.
2. The model is hit by a close combat attack.
3. The model has to make a Leadership roll for any reason and fails.
4. The enemy's turn finishes.

Suppressing Fire

A group of models can forgo taking carefully aimed shots and instead lay down a barrage of fire in a specific area, with the intent to discourage the enemy player from moving his models in certain areas.

To take a Suppressing Fire action, the suppressing squad must spend a Command Point (see the Command Points section for more information on how to spend Command Points). The controlling player then places an AOE (**Area of Effect**) template whose size is determined by the number of models performing the suppressing fire anywhere within line of sight of all the models **participating in the suppressing fire**. Part of the AOE can be out of line of sight of any of the models, but all models must be able to see the AOE.

The size of the AOE depends on how many models are participating. Only one Command Point is spent, no matter how many models are participating.

- 1 Model: Not possible. Minimum of 2 required.
- 2 Models: 3" AOE
- 3 Models: 4" AOE
- 4 Models: 5" AOE

If multiple squads perform a Suppressing Fire special action, the AOE's from each of these are allowed to overlap.

If in the enemy phase any model moves or takes an action inside the AOE (whether it started there or not) and in line of sight of at least one of the suppressing models, the suppressing model immediately can make an attack against that model, ignoring cover, but with a -2 penalty (in addition to the normal Ranged Attack modifiers).

If more than one model is in line of sight, the controlling player gets to choose which fires.

Only one ranged attack can be made against each enemy model per turn per AOE.

Interrupting Suppressing Fire

Models will immediately stop participating in a Suppressing Fire special action (and therefore decrease the size of the AOE, or remove it if only one participant remains) if any of the following occur:

1. The model is hit by a ranged attack.
2. An enemy model moves in base contact with this model.
3. The model has to make a Leadership roll for any reason and fails.
4. The enemy's turn finishes.

Command Points

Probably one of the most central parts of playing Dark Potential will be dealing with Command Points.

Command Points are special points given to most units and squads that allow them to perform special actions and manipulate dice rolls. It is important to learn how to manage this important resource, as being caught without any at a critical moment could lose you the game.

Who can use a model's Command Points?

Only the model that has the Command Points is allowed to use those Command Points, with the following two exceptions:

1. The model has the Commander special rule.
2. The model is a squad leader.

If the model has the Commander special rule, then any other friendly models can use its Command Points at any time for any purpose as long as they are within Command range of the Commander (which is equal to the Commander's Leadership in inches).

If the model is a squad leader, then any other squad members may use that Command Point at any time for any purpose as long as they are within Command range of the squad leader.

Command Point Uses

Command Points can be used to do any of the following (although certain ones can only be used during a model's activation):

1. Perform a special action (see the **Actions** section for more details).
2. Perform a Tactical Manoeuvre.
3. Reroll any roll made by the controlling player (can repeat).
4. Modify the results of a die roll made by the controlling player up or down by one (can repeat).
5. Force the opponent to reroll any roll that would affect the model (see below for more details).
6. Modify the results of a die roll made by the opposing player that would affect the model up or down by one (can repeat).

There are some limits to these uses. #4 can only be used once per Skill or Attribute test.

Order of Usage

It is important that there is a strict order of declaring who will use their Command Points in one order. Whenever both players could use their Command Points to change a die roll, the defending player decides first what he will do, and then the attacking player decides what he will do. After that, the defending player can decide to use more Command Points, after which the attacking player can do the same. This continues until both players are done using Command Points, but then can start over on the next test.

Example: John has one model make a Ranged Attack against Sam's model. He needs to roll a 7 or less on 2d6 to hit. He rolls a 3. Sam uses a Command Point from the defending model and forces a reroll. John rolls again and rolls a 7. Sam then uses a Command Point to modify the die roll up by one to 8. John then uses a Command Point to bring it back down to 7. Sam only has one Command Point left, so decides to let the hit go through. John then rolls to wound, needing an 8 or less. He rolls a 9. Sam declares he won't use a Command Point. John then uses a Command Point to modify the die roll to 8. Sam, seeing that John is out of Command Points, uses his last Command Point to modify the die roll back up to 9, saving his model (he could have also forced a reroll, but it was obviously safer to do it this way this time).

Any type of roll can be affected, whether it is a skill test, attribute test, or even deviation (whether to determine direction or distance).

Tactical Manoeuvres

Before a model or unit starts to move, a Tactical Manoeuvre can be declared. A single Command Point must be spent for this. Any members of a unit within Command range of their squad leader will benefit from this. An independent model can also do this, but will only affect itself.

A Tactical Manoeuvre helps to counter Overwatch. Essentially a model that is moving under the effect of a Tactical Manoeuvre cannot be interrupted in its movement. However, once the movement is complete, and before the next model moves, an enemy model on Overwatch can choose to fire at the model, **if it is within line of sight and in the 45 degree Overwatch arc.**

This is typically used to help move from cover to cover, as once the movement is complete the model on Overwatch is able to fire.

Stealth

Some models have the special ability to go into "stealth mode," whether from natural camouflaging abilities, technological manipulations, or anything else. No matter how it is produced, the rules are the same.

Stealth Level

Along with having the Stealth special rule, a model will also have a Stealth Level. This determines two things:

1. How many false bases the controlling player can place (equal to the Stealth Level of the model).
2. How far those bases can stray from each other.

Stealth Bases

When deploying a model with Stealth, instead of placing the model, the controlling player can choose to start them in Stealth mode, placing a number of empty bases (but marked to be distinct from each other, such as with numbers or colors) anywhere in his deployment zone, but within the prescribed coherency distance below.

The player secretly chooses and writes down which base represents the actual model, and which are decoys.

A stealth base can move as normal, but may not take any actions other than a second movement (unless it reveals itself first). It is subject to difficult terrain as normal. If the base would be attacked for any reason (such as moving into a suppressing fire AOE, or being hit by an AOE template), the controlling player either chooses to remove the base from play, or to replace it with the actual model if it is the base representing that model.

An enemy player cannot target a stealth base with any attacks.

Stealth Coherency

The false bases must stay within a certain distance of each other, equal to the Stealth Level x 3 in inches. **All bases must be connected continuously within this distance, creating one long chain of bases.**

If at the end of the Stealth model's activation any of the bases are **out of coherency**, the controlling player must choose one base and remove it from play. This is repeated until all the bases **are in coherency**.

Revealing

When a player reveals which base is the actual model, simply replace that base with the model. If the base no longer exists, then the model is counted as destroyed and the rest of the bases are removed from play.

All other bases would then be immediately removed.

Perception Checks

An opposing player can attempt to discover what is underneath a Stealth base if a model is in line of sight by performing a Perception check. These are performed at three times:

1. Automatically when a model / squad activates as a Passive Perception Check.
2. As an Active Perception Check (which requires an Action).
3. Automatically when the stealth base moves in line of sight of an enemy model on Overwatch (as a Passive Perception Check).

If a model is in line of sight of multiple Stealth bases it will do an automatic Perception check for every single base when it activates. However, if it does an Active Perception Check, it can only attempt to discover one base within line of sight.

A model currently in Stealth mode cannot perform Perception checks normally. If the controlling player decides to do one anyway, the model is immediately revealed.

A Perception check is a skill roll, using the model's Perception skill, with the following modifiers:

1. -1 for every 6" away from the base (including the first 6")
2. Cover Penalties (exactly like Ranged Attacks)
3. +3 if it is an Active Perception Check.

If the Perception check is successful, the player who controls the bases either removes the base or, if it is the base that represents the model, replaces it with the model.

Activating Stealth

A model that has been discovered can choose to reactivate its Stealth mode at the beginning of its activation, before it moves. To do this, replace the model with one of the stealth bases, and then place the rest of the bases in base contact with the first one. Any bases that can't be placed due to nearby models or terrain are simply not placed. **The player then secretly writes down which base represents the actual model.**

The model is then able to move as normal, although the only action it can take is to make another movement.

Leadership

A model (not squad) must take a Leadership roll **immediately whenever one of the following occurs:**

1. Each time it is hit and doesn't die.
2. Each time a friendly model in line of sight dies within 6".

Note: A model may end up taking multiple Leadership tests in one turn. There is no limit to how many tests they must make. However, once they have failed one, then there is no need to roll for any more that turn.

If the model fails its Leadership roll, then it is automatically suppressed. Suppressed models must use their Movement to get to the nearest cover (if it isn't already in cover). If it still isn't in cover after moving it must use its Action to move again towards the nearest cover. **The model only needs to be in cover in relation to at least one enemy model in line of sight.**

If the model is already in cover then it must forfeit its movement (which means that weapons that are "Move or Shoot" cannot be used).

A model is only ever suppressed for one activation, after which the suppression is lifted.

A model within Command range of a model with the Commander special rule can choose to use its Leadership as its base Leadership instead of its own.

Appendix: Sample Units for Alpha Testing

The following unit statistics are what I would like you to use for our Alpha testing.

It is up to you to form your armies. For now we will say there are no restrictions, except that your opponent must have an identical army to your own, as we are focusing on the rules and not balancing units.

Suggested Army

I suggest you play with:

- 1 Generic Leader
- 1 Squad of 5 Generic Soldiers, with one Rocket Launcher
- 1 Generic Assassin
- 1 Generic Sniper

If you want to try a larger game, then I suggest adding a second squad of Generic Soldiers, but take away their pistols so that they are only a close combat unit.

Generic Soldier:

Movement: 6

Defense: 2

Armour: 3

Weapons:

Club (**Close Combat**, Strength 10)

Pistol (**Range 8**, Strength 10)

Skills:

Ranged 11

Close Combat 10

Perception 7

Leadership: 6

Wounds: 1

Command Points: 1

One soldier also has a Rocket Launcher:

Range 10, Strength 12/8, AOE 3, Move or Shoot, Inaccurate (-1 to all Ranged Attack rolls)

(Note: **AOE 3** means that it uses a 3" AOE template)

Generic Leader:

Movement: 6

Defense: 3

Armour: 3

Weapon:

Powered Club (**Close Combat**, Strength 11)

Laser Pistol (**Range 8**, Strength 11)

Skills:

Ranged 12

Close Combat 11

Perception 9

Leadership: 9

Wounds: 5

Command Points: 5

Special Rules: Commander

Generic Sniper:

Movement: 6

Defense: 3

Armour: 2

Weapon:

Club (**Close Combat**, Strength 9)

Sniper Rifle (**Range 16**, Strength 12, Suppressing (-1 to Leadership rolls, Move or Shoot)

Pistol (**Range 8**, Strength 10)

Skills:

Ranged 13

Close Combat 9

Perception 10

Leadership: 8

Wounds: 3

Command Points: 1

Special Rules: Dug-In (+1 Cover Bonus when in Cover)

Generic Assassin

Movement: 8

Defense: 4

Armour: 2

Strength: 7

Weapon:

Dark Potential Fist (**Close Combat**, Strength 13)

Skills:

Close Combat 12

Perception 9

Leadership: 7

Wounds: 3

Command Points: 1

Special Rules: Stealth (Level 3)