ARMOURED CLASH ®

THE RULES

PART OF THE

DYSTOPIAN AGE

v1.03

WARCRADLE STUDIOS ®

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For **Reference Section**
and other useful documents visit
www.armouredclash.com/resources

WHAT IS

Armoured Clash is a tabletop wargame set in the perilous Dystopian Age that allows two players to act out epic land battles, their vast armies battling for supremacy beneath the brooding shadows of immense war engines powered by bizarre and arcane sciences.

Players are invited to take the roles of Generals who command myriad legions of infantry, cavalry, artillery, tanks, aircraft and even more exotic instruments of war across vast battlefields as they do their best to secure victory in the name of their chosen faction.

Armoured Clash is a game where both the great and the small can play their part, and where heroes can be forged amidst the deafening roar and choking smoke of mechanised warfare.

What You Need

Before you can enjoy your games of Armoured Clash, you will need to gather together the following items:

MINIATURES

Armoured Clash utilises 10mm-scale high-quality resin and plastic miniatures, all of which are lovingly designed and manufactured by Warcradle Studios.

BATTLEFIELD AND TERRAIN

Armoured Clash works best on a **Battlefield** littered with a variety of terrain that is compatible with 10mm-scale miniatures (1:160 scale terrain features work particularly well). Warcradle Studios offers a range of products that are ideal for this purpose.

to Play

ATTACK DICE

Games of Armoured Clash use special **Attack Dice** that have custom faces. It is suggested that players have between 20 and 30 Attack Dice when playing this game. A full guide for Attack Dice and their function is provided later in this book.

TOKENS AND MARKERS

Tokens and **Markers** are essential for games of Armoured Clash, as they denote important information, such as **Unit Statuses** and **Strategic Objectives**. Tokens are small, card disks that depict the symbols of the different unit statuses found in this book. Markers are 50mm plastic circles that are placed on the battlefield to denote Strategic Objectives.

COMMAND & CONQUEST CARDS

Each General must have a single, complete deck of 60 **Command & Conquest Cards** that they can draw from during the game. Command & Conquest Cards allow eacGenerals to issue **Commands**, claim **Conquest Objectives**, claim the **Initiative**, make **Special Commands** and make **Discipline Tests**.

What You Need to play *continued*

MEASURING DEVICES

All measurements in Armoured Clash are made using inches ("). Players should, therefore, have a **Range Ruler**, tape measure or some other form of measuring device that has inches clearly marked. Some units in the game also require a special **Turning Template** for moving in curved arcs. Range Rulers and Turning Templates can be found in many of the larger Armoured Clash box sets.

ORDERS OF BATTLE (ORBATS)

Orders of Battle (ORBATs) are compendiums of information about a single Faction, including Battlegroups, Unit Profiles, Points Costs, and more. These documents provide Generals with more information about their **Faction**, show them how to build and field **Forces** composed of Battlegroups, allow them to understand how their units function on the Battlefield, and to play new and exciting Clash types with their miniatures. ORBATs are digital documents that can be found on the Armoured Clash website.

WWW.ARMOUREDCLASH.COM

OTHER USEFUL ITEMS

Whilst not essential, a notepad can often help with remembering important information during a game. A laser pointer can also be useful when determining Line of Sight. A worthy opponent and an enthusiasm for fair play can also make the experience all the more enjoyable!

CORE CONCEPTS

This section introduces some basic principles that are required to understand the game's rules.

OVERVIEW OF A GAME

A game of *Armoured Clash* usually takes place between two Forces, each of which is commanded by a player. Throughout the rules, players are referred to as **Generals**.

Before playing, the Generals will agree on a **Force Scale**:

- **SKIRMISH** is for small Forces and fast games.
- **BATTLE** is the standard game size.
- **CATACLYSM** is an epic conflict between two large Forces.

They will also choose a scenario, called a *Clash*[1]. Each Clash provides setup instructions, objectives and special rules - victory is rarely a simple matter of annihilating the enemy.

THE BATTLEFIELD

The area on the tabletop in which the game takes place is called the Battlefield. This is a rectangular area, at least 36" on each edge - but usually at least 48" on each edge.

During setup, each General claims one edge of the Battlefield. This is referred to as their **Rear Edge**.

The battlefield should feature a good amount of terrain, to break up sight lines and provide strategic decisions for each General. Rules for setting up a battlefield can be found in *Preparing to Play*[2].

DEPLOYMENT ZONES

Each General has a Deployment Zone, usually protruding from their rear edge of the Battlefield. This is where their Force is deployed at the start of the game, and where additional units can enter during play.

ENDING A GAME

Each Clash determines how many **Rounds** a game will last for. During the game, each General will score *Victory Points*[3], and the General with the most points at the end of the game is declared a winner.

My dearest Agnes

I spied a spotted dove upon the ruins of a ▬▬▬ this morning. Against the warm light of the rising sun it felt alien somehow, putting me in mind of our walks through Hampstead Heath. Odd that so peaceful a thing should be found amongst such ▬▬▬.

I write, unsure of when my next letter shall reach you. We made a push into ▬▬▬ yesterday, and shall be ▬▬▬. Though these letters have provided me an anchor these past months, I must confess to being lonely without you beside me. I miss you.

Long live The Queen. Yours always. Margaret x

BASIC PRINCIPLES

The following principles apply throughout the rest of the game's rules.

MODELS AND UNITS

In Armoured Clash, each General controls a Force made up of detailed plastic and resin miniatures, referred to as Models. A model might represent a group of infantry or cavalry mounted together on a single plastic base, a field gun and its crew, an armoured vehicle, or something similar.

Each of these three examples shows a single model.

However, gameplay is rarely concerned with individual models. Instead, models are grouped together into Units, each containing a number of models of the same type. All of the models in a unit move and fight together for the entire game... or at least, until some of them are destroyed and removed from play.

OFFICERS

Although all models in a unit must be of the same type, one model in the unit must always be its Officer. A unit's Officer should be clearly identifiable by both Generals at all times. (If a unit comprises a single model, it is always an Officer.)
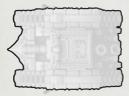

Right: A standard bearer is a clear way of showing that a model is an Officer.

Above: A painted example of ways to indicate the Officer in an Armour unit.

FOOTPRINTS

When it becomes necessary to pinpoint a model's exact position, the model's **Footprint** is used. A model is assumed to occupy the entire area of its Footprint.

If a model is supplied with a square base, the base defines its Footprint, even if some parts of the miniature itself extend past the base's edge.

If a model is supplied with a flight base, or is not supplied with a base, the main body of the model, as viewed from above, defines its Footprint. Any protruding features that are not at ground level (for example, gun barrels, antennae or superstructural gantries) do not count towards a model's Footprint. If a model's Footprint is unclear, both Generals should agree on how it should be defined during setup.

MODIFIERS

If two models are placed so that their Footprints are touching, they are **In Contact**. This is most commonly seen in units that are arranged in *Close Formation*[1], or when two units engage in a *Close Quarters Combat*[2].

A model can never be placed so that its Footprint overlaps that of another model.

A Galahad's side sponsons do not count towards its Footprint.

A Mordred's gun barrel does not count towards its Footprint.

The Galahad cannot be placed here, as its Footprint would be overlapping the Fangun's Footprint.

In this example, the Galahad and Fangun are **In Contact** as their Footprints are touching.

SIZE

Units in Armoured Clash range from rank-and-file foot soldiers to colossal landships. To represent this, each unit has a **Size**, as shown on its *Profile*[3]. Pieces of *Terrain*[4] can also have a Size, which is added to the Size of any models that are situated on that Terrain.

Size is mainly used when units open fire on the enemy, where it determines whether intervening units and terrain will obscure or block their attacks.

ARCS

Each model has four 90° **Arcs** as shown in the diagram to the right.

A model's Arcs extend outwards from its centre point. If the model is mounted on a base, use the centre point of the base. Otherwise, trace two imaginary lines that split the model as symmetrically as possible from front to back, and from left to right. The point where these intersect is the centre point.
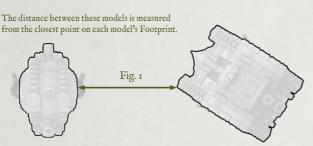
MEASURING DISTANCES

All distances are measured in inches (″). They can be measured using the Range Ruler (which has Navigation Points marked in one-inch increments), or a tape measure. The **Turning Template** is used when moving especially ponderous models, representing their decreased manoeuvrability.

When determining whether two models are within a certain distance of each other, measure to and from the closest points on each model's Footprint (see below). When measuring the distance between two units, measure between the closest models in each unit.
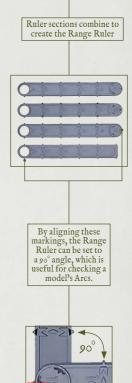
If the rules state that a model must be **"fully within"** a certain distance of another model or point on the battlefield, it means that every part of the model's Footprint must be within that distance.

The distance between these models is measured from the closest point on each model's Footprint.

Fig. 1

When moving a model, choose a reference point - for example, the front of the base - and ensure that the distance moved is measured to and from this same point (see below). **Generals are free to measure distances whenever they like.**

When moving this model, the General measures to and from the same point at the front of its base.

FRONT

LEFT FLANK

RIGHT FLANK

REAR

Turning Template

Ruler sections combine to create the Range Ruler

By aligning these markings, the Range Ruler can be set to a 90° angle, which is useful for checking a model's Arcs.

90°

UNIT PROFILES

Each unit listed in an ORBAT has its own Profile, listing its Attributes, Armaments, Traits and Special Rules.

A Profile is broken into several parts.

Unit Name/Type

Faction Pennant

Target Category

Size

Unit Image

Key Information

Armaments Grid

Attributes

RIFLE PLATOON
INFANTRY

STRENGTH 6/12/18
VPR 1/2/3

ATTRIBUTES		ARMAMENTS	RANGE	MODELS			QUALITIES
				1-6	7-12	13-18	
SPEED	4"	RANGED: LIGHT	7"/14"	4	10	16	-
DEFENCE	2	RANGED: HEAVY	7"/14"	1	2	3	-
DAMAGE LIMIT	1	MELEE	-	3	6	9	-
DISCIPLINE	7						
BREAK LIMIT	2						

TRAITS	Crown	Infantry	Light

SPECIAL RULES	-

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Traits

Special Rules

KEY INFORMATION

This section shows the unit's *Size[1]* and *Target Category[2]*, along with the **Unit Strength** (how many models it has when it is deployed) and **Victory Points Rating (VPR)** for the unit determined by its *Reinforcement Level[3]*.

ATTRIBUTES

A unit's **Attributes** are used throughout a game, each with its own purpose:

SPEED (listed in inches) determines how far the unit can move.

DEFENCE shows how well-armoured the unit is, compared to other units of its type.

DAMAGE LIMIT determines how much **Damage** the unit can take before it loses a model.

DISCIPLINE shows the unit's training and willpower.

BREAK LIMIT shows how small the unit must be before it is at risk of *Breaking[4]*.

MODIFIERS

Some rules can modify a unit's Attributes. **Modifiers** are always temporary unless the rule specifically states otherwise. An Attribute can never be reduced below 1.

For example, if the Forced March Command is played on a unit, its Speed is only increased by 2" for the duration of the Movement step, after which the modifier stops applying.

Most modifiers increase or decrease an Attribute by a fixed amount, while others multiply (or divide) an Attribute.

Multiple modifiers can be applied at the same time. Most modifiers increase or decrease an Attribute by a fixed amoun. If an Attribute would be multiplied more than once, only the highest multiplier is applied. Then, after any multiplier has been resolved, any fixed modifiers are applied.

ARMAMENTS GRID

The Armaments Grid shows the different types of attack that can be made by the unit. Each row on the grid represents a different type of attack.

ATTACK TYPES

Ranged Attacks are listed by **Target Category**. Most units have one row for targeting **Light** enemies, another for targeting **Heavy** enemies, and a third for targeting **Aerial** enemies - but some units may only have one or two of these, or even no Ranged Attack at all.

Close Quarters Attacks can vary from unit to unit. For example, Infantry and Cavalry units usually have a **Melee** attack, while Armour units usually have an **Impact** attack.

ATTACK ATTRIBUTES

Each row lists the following Attributes for its attack:

Range is shown in two parts, **Short Range** and **Long Range**. Each is listed in inches. Attacks can target enemy units within their Long Range, and attacks targeting enemies within their Short Range will have increased effect. Close Quarters Attacks do not have a range.

Attack Dice shows how many Attack Dice are rolled when making the attack. This Attribute has three columns, each of which is used for a different number of attacking models.

Qualities are additional rules that apply when making the attack. A full list of Qualities can be found in the *Glossary of Rules & Qualities*, which can be found in the Resources section of the Armoured Clash website.

TRAITS AND SPECIAL RULES

A unit's *Traits*[5] show its Faction, **Unit Type** and **Target Category**. Some rules will only apply to models which have certain Traits; for example, only units that have the Infantry type can garrison buildings.

Special Rules allow the unit to bend or break the core rules of the game in some way. As with Qualities, a full list can be found in the *Glossary of Rules & Qualities*.

EXAMPLE: MULTIPLE MODIFIERS

A unit that has had the *Forced March* Command played on it makes a Double Time manoeuvre, which lets it move a number of inches up to double its Speed. First the Speed is doubled, then the result is increased by 2".

PAGE REFERENCES

UNIT COHERENCY

All models on the Battlefield are formed into units. A unit consists of one or more models of the same type, as detailed in its ORBAT.

All units fight in either **Close Formation** or **Open Formation**, usually determined by their Unit Type.

When a unit is deployed, and whenever it moves, it must adhere to the **Unit Coherency** for its **Formation** type as described below. When models in the unit are destroyed, it is possible that models can find themselves out of Unit Coherency. If the models are not back in Unit Coherency by the end of their next **Activation**, they will be *Abandoned[1]*.

CLOSE FORMATION

Most Infantry, Cavalry and Field Gun units fight in Close Formation.

UNIT COHERENCY

A unit in Close Formation is organised into ranks, as shown in the diagram below. Each model must be facing in the same direction, and must be In Contact with the models either side of it. Each model that is not in the front rank must be positioned directly behind a model in the rank in front of it.

A rank can be any number of models wide, but each rank must have the same number of models. The rear rank is an exception, and can have fewer models than the ranks in front of it.
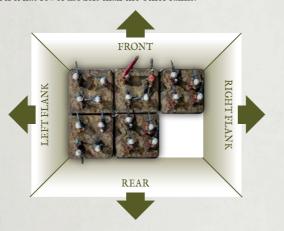
The unit's Officer must be placed as close as possible to the centre of the front rank. All other models in the unit must be placed within 3" of the Officer.

This unit has two ranks, with three models in each rank. The Officer is positioned front and centre.

ARCS

A unit in Close Formation has arcs, in the same way that a model does.

Whereas a model's arcs extend outwards from its centre point, the arcs of a Close Formation unit extend out from its corners at a 45° angle, as shown in the diagram below. Treat the rear rank as complete, even if it has fewer models than the other ranks.

FRONT

LEFT FLANK

RIGHT FLANK

REAR

INCOMPLETE REAR RANKS

If the last rank of a unit in Close Formation has fewer models than the ranks in front, any models in that rank must be placed so that they are In Contact with each other, and each one is directly behind a model in the rank in front. An example is shown to the left.

OPEN FORMATION

Most Armour, Artillery and Rotorcraft units fight in Open Formation.

UNIT COHERENCY

All models in an Open Formation unit must be placed within 3" of the unit's Officer.

ARCS

Each model in an Open Formation unit uses its own Front, Flank and Rear arcs.

UNIT MOVEMENT

In a round, a General has the chance to move each of their units around the battlefield. In addition, some rules can force a General to move their units, even if they do not wish to.

The following rules apply whenever a unit moves.

MOVEMENT LIMIT

Any rule that allows a unit to move will give a maximum distance that it can move. This is its **Movement Limit**. For example, the *Advance Manoeuvre*[1] allows a unit to move a number of inches up to its Speed rating.

Some rules will give a fixed distance for movement. For example, when a unit *Falls Back*[2], it has to move a full 3".

MOVING A UNIT

To move a unit, move each model up to the unit's movement limit. A model can move in any direction, and can be turned to face any direction at the end of the move, unless a rule specifically states otherwise. Movement is measured in straight lines, but can be broken down into multiple smaller moves, changing direction between them.

During this move, no model in the unit can move within 1" of an enemy unit, unless this is explicitly permitted by its manoeuvre. (For example, a *Charge Manoeuvre*[3] manoeuvre allows a unit to end its move in base contact with an enemy unit. Models can move through any and all friendly models freely, but must end the move so that their Footprints are not overlapping.

At the end of a unit's move, all models must be placed so that they obey the rules for Unit Coherency.
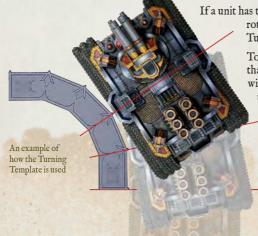
PONDEROUS MOVEMENT

If a unit has the *Ponderous* special rule, its models cannot rotate on the spot. Instead, they use the Turning Template to turn as they move.

To use the Turning Template, place it so that its first Navigation Point is aligned with the model's Centre Point, as shown to the left. Then, move the model forwards (or backwards) along the Turning Template. Each time its Centre Point reaches a new Navigation Point, the model can rotate so that it is aligned with the next Navigation Point. (It can rotate to a lesser degree, if the General wishes.)

An example of how the Turning Template is used

UNIT STATUSES

During play, a unit can gain one or more temporary effects called *Statuses⁴*. For example, a unit might gain the **Suppressed** status after suffering losses to enemy fire, which will reduce its effectiveness until the end of its next activation.

Each Status has a corresponding Token, which can be placed next to the unit as a reminder that it is currently under the effect of the Status. A unit can have more than one Status at a time, but can only have each Status once; if it would gain the same Status again, there is no effect (unless a rule specifically states otherwise).

TARGET ACQUISITION

Units can only make Ranged Attacks against enemy units that are visible to their Officer. The process for checking this is called **Target Acquisition**.

To confirm Target Acquisition, make the three checks listed below. If the outcome of any check is that Target Acquisition cannot be confirmed, the enemy unit cannot be chosen as the target of a Ranged Attack.

CHECK ARMAMENTS

If the attacking unit's **Armaments Grid** has a Ranged Attack row that matches the enemy unit's **Target Category**, Target Acquisition can be confirmed.

This row must be used for the duration of the attack.

CHECK VISIBILITY

If the attacking unit's Officer can draw **Clear** or **Obscured** Line of Sight to at least one model in the enemy unit, Target Acquisition can be confirmed.

CHECK RANGE

On the attacking unit's Armaments Grid, check the Long Range of the attack that matches the enemy unit's Target Category.

Then, measure the distance from the attacking unit's Officer to the closest model in the enemy unit.

If the distance to the target is within the attack's Long Range, Target Acquisition can be confirmed.

CHECKING LINE OF SIGHT

To check Line of Sight from one model to another, trace an invisible line from the centre point of the first model to the centre point of the second model.

If the line leaves the first model's Front Arc, or if it passes through any *Blocking Terrain⁵*, or through more than 3" of *Dense Terrain⁶*, Line of Sight between the two models is **Blocked**.

Otherwise, if the line passes through any other models (not counting models that are in the same unit as either model that Line of Sight is being drawn between), or through up to 3" of Dense Terrain, Line of Sight between the two models is **Obscured**.

If the line does not pass through any terrain or other models, Line of Sight between the two models is **Clear**.

Benefits of Size

When determining Line of Sight for a model, intervening enemy models and terrain are ignored if their *Size⁷* is lower than the Size of either of the models that Line of Sight is being drawn between.

COMMAND & CONQUEST CARDS

Each General has their own **Deck** of Command & Conquest cards (these are sometimes referred to as **C&C Cards**.)

During setup, each General shuffles their deck and places it face-down next to their edge of the battlefield. They will **Draw** cards from their deck to create a **Hand**, from which they can **Play** cards. Whenever a General **Discards** a card, they place it in a face-up **Discard Pile** next to their deck.

A General only ever interacts with the cards in their own deck.

ANATOMY OF A CARD

A Command and Conquest card has three elements:

- A **COMMAND**, which can be issued to a unit to give it a temporary benefit.
- A **CONQUEST OBJECTIVE**, which can be claimed to score Victory Points.
- A **CARD VALUE** between 1 and 12.

Cards that are in a General's Hand can be played to issue Commands, claim Conquest Objectives, or Interfere with Commands that their opponent issues. After a card has been played, it is discarded.

COMMUNICATIONS BREAKDOWN

If a General's Command & Conquest deck runs out, they have suffered a breakdown in communications.

The General immediately shuffles their Discard Pile and places it face-down to create a new Deck. However, for the rest of the game, they can no longer draw cards from the Deck into their hand. This means that their supply of Commands and Conquest Objectives has run dry, but they still draw cards from their Deck as normal to determine the outcome of Tests.

DISCIPLINE TESTS

A battlefield is a chaotic environment, and soldiers can be unpredictable. Whenever a unit's discipline is in doubt, the rules will call for a **Discipline Test**.

To make a Discipline Test for a unit, the General reveals a Command & Conquest card from their deck and compares its Card Value to the unit's Discipline rating:

- If the Card Value is equal to or lower than the unit's Discipline, the unit succeeds at the test.

- If the Card Value is higher than the unit's Discipline, the unit fails the test.

The rule that prompted the test will explain what happens in the case of success or failure. If the rule only lists an outcome for success, failure has no effect - and vice versa.

The card that was drawn is then discarded with no effect.

VOLUNTARY FAILURE

Instead of taking a Discipline Test, a General can declare that they will voluntarily fail the test. If they do, they do not draw a card; the unit simply fails the test.

SUPPRESSION TESTS AND RALLY TESTS

Suppression Tests[1] and *Rally Tests*[2] are the most common types of Discipline Test. Each has its own set of outcomes for success and failure.

If a Special Rule applies to Suppression Tests or Rally Tests, it does not apply to other types of Discipline Test; however, rules that apply to Discipline Tests do apply to Suppression Tests and Rally Tests.

For example, the Stand Firm Command card (below, left) applies to all Discipline Tests, including Suppression and Rally Tests. The Armoured Might card (below, right) only applies to Suppression Tests, and not Rally Tests or other Discipline Tests.

DESIGNER'S NOTE:

THE BETTER PART OF VALOUR

Voluntarily failing a Discipline Test might seem strange at first, but it does have its uses. For example, a General may decide that it is better for their unit to Fall Back from the enemy, or they might elect to let a heavily damaged unit scatter rather than waste a card from their deck and invite Communications Breakdown later in the game.

COMMAND

8

Play this card before making a Discipline test.

Your Unit gains a +1 Discipline Bonus.

OR

COMMAND

4

Play this card before rolling the dice for a Close Quarters Attack by one of your Armour Units.

If the target makes a Suppression test, it suffers a -2 Discipline modifier.

ARMOURED MIGHT

OR

ARMOURED CLASH

ROUND OVERVIEW

A game of *Armoured Clash* takes place across a series of Rounds, each of which is broken into three consecutive phases: the **Ready Phase**, the **Activation Phase** and the **End Phase**.

Once a phase is complete, the next phase begins. When the End Phase is complete, a new Round begins. If the *Clash's*[1] Round Limit has been reached, the game ends instead.

Each Phase is detailed in its own section, starting below.

1. THE READY PHASE

The Ready Phase is split into three consecutive steps:

A. **DETERMINE INITIATIVE** - The Generals determine who will take the first turn.

B. **DRAW CARDS.** The Generals replenish their hand of Command & Conquest cards.

C. **DEPLOY RESERVES.** The Generals have the chance to bring additional units into play.

A. DETERMINE INITIATIVE

This step is skipped in the first Round, as the Clash determines which General takes the first turn.

The General who still has the Initiative from last Round chooses a Command & Conquest card from their hand, and places it face-down in front of them. The higher the Value of the card, the more likely they are to retain the Initiative this Round.

Then, their opponent does the same, and both cards are revealed.

The General whose card has the highest Card Value takes the Initiative for this Round. In the case of a tie, the Initiative goes to the General who did not have the Initiative in the previous Round.

SURRENDERING THE INITIATIVE

Instead of choosing a card, either General can **Surrender the Initiative**. (If a General has no cards, this is their only option.) Surrendering the Initiative counts as playing a card with a Value of 0. If the second General Surrenders the Initiative, the first General takes their chosen card back into their hand.

B. DRAW CARDS

First, each General can discard any number of Command & Conquest cards from their hand.

Then, each General draws Command & Conquest cards from their deck, until the number of cards in their hand matches their **Hand Limit**, as determined by the Force Scale.

FORCE SCALE	HAND LIMIT
Skirmish	4
Battle	5
Cataclysm	6

C. DEPLOY RESERVES

During setup, Generals can hold back some of their units, keeping them in Reserve[2] so that they can arrive later. This step is skipped in the first Round, and in later Rounds if neither General has any units in their Reserve.

Starting with the General who has the Initiative, the Generals alternate **Deploying** one of their units that is in **Reserve**.

A General can stop deploying units whenever they wish. Then, their opponent deploys as many remaining units as they wish.

Once neither General has any more units to deploy (or does not wish to deploy any more units), the Ready Phase ends and the Activation Phase begins.

DEPLOYING A UNIT FROM RESERVE

When a unit is deployed from Reserve, it must be placed onto the battlefield so that it is entirely within its Deployment Zone, and so that at least one of its models is in contact with a battlefield edge.

LOST OPPORTUNITY

In the final round of a Clash, Reserves cannot be deployed. Any units that are still in Reserve at this point will take no part in the battle.

SPECIAL COMMAND:

FLANK ATTACK

Flank Attack is a *Special Command*[3] that a General can give to a unit when it is deployed from Reserve.

If the Command is successfully issued, the unit can be placed outside of its own Deployment Zone. One model must still be in contact with a battlefield edge, and no models can be within the enemy Deployment Zone.

If the Command fails due to *Interference*[4], the General can choose to keep the unit in Reserve, or deploy it using the standard rules.

Special Commands are an advanced rule, and are explained later.

ZERO GROUND PRESENCE

If a General has no units on the battlefield in the End Phase, they have Zero Ground Presence.

Their opponent scores 5 Victory Points, then the game ends immediately, even if the Round Limit for the Clash has not yet been reached.

2. THE ACTIVATION PHASE

In the Activation Phase, all of the units on the battlefield have a chance to move and attack. To do this, the Generals take turns activating their units, starting with the General who has the Initiative.

On a General's turn, they **Activate** one of their **Ready** units (one that does not have the **Activated** status), following the rules in *Activating a Unit*[1]. The unit then gains the **Activated** status.

Once all of a General's units have been activated, they cannot take any more turns. Their opponent takes all of their remaining turns, one after the other, and then the End Phase begins.

ABANDONED MODELS

At the end of a unit's Activation, all of its models must be within *Unit Coherency*[2].

Any models that are not within Unit Coherency are **Abandoned**, and removed from play. These models count as having been **Destroyed**.

COORDINATED UNITS

Some units can coordinate their actions with other units - for example, a **Transport unit** and a unit it is transporting.

When units are **Coordinated**, they can be activated in the same turn, one after the other. The General chooses one unit in the group and Activates it, then chooses another, and so on. The General does not have to Activate all Coordinated units in the same turn, if they do not wish to do so.

3. THE END PHASE

In the End Phase, all units lose the Activated status, and return to being Ready.

Then, the Generals score any Victory Points listed under the Objectives section of the Clash.

Finally, any other rules or effects that take place in the End Phase are resolved. If two or more rules would resolve at the same time, the General who has the Initiative decides the order in which they are resolved.

When this is done, the End Phase is over, and the Round ends. If the Round Limit for the Clash has been reached, the game comes to an end. Otherwise, the next Round begins.

VICTORY AND DEFEAT

When a Clash ends, each General totals the **Victory Points** they have scored, and a victor is determined:

- The General with the highest total has achieved a **Victory**, while their opponent has suffered a **Defeat**.
- If the victorious General has scored at least twice as many Victory Points as their opponent, they achieve a **Devastating Victory** and their opponent suffers a **Devastating Defeat**.
- If both Generals have scored the same number of Victory Points, the game ends in a **Draw**, and no victor is declared.

ARMOURED CLASH

ACTIVATING A UNIT

When a General activates one of their units, they can move the unit, and make an action with it.

A unit's Activation is broken into four consecutive steps:

A. REACTION STEP - The opposing General has a chance to declare Opportunity Fire against the active unit.

B. MOVEMENT STEP - The active unit makes a **Manoeuvre**, which usually lets it traverse the battlefield.

C. REACTION STEP - The opposing General has a second chance to declare **Opportunity Fire**, if they have not already done so.

D. ATTACK STEP - The active unit makes an *Attack Action*[3].

THE REACTION STEPS

Each Activation has two Reaction Steps, one before the Movement Step and one after it. During either of these steps, the opposing General can declare Opportunity Fire with one of their units that is *On Lookout*[4], as described on the opposite page.

THE MOVEMENT STEP

In this step, the General can resolve a **Manoeuvre** with the unit, chosen from the list below.

ADVANCE

Move each model in the unit a number of inches up to the unit's Speed.

DOUBLE TIME

Move each model in the unit a number of inches up to twice the unit's Speed.

A unit that makes a Double Time manoeuvre also uses up its Attack Step, so cannot make an **Attack** or **Special Action** in that step.

CHARGE

This Manoeuvre can only be made by a unit with a Melee or Impact attack on its Armaments grid.

RALLY TESTS

If a unit is *Suppressed*[1] when it is Activated, it must make a **Rally Test**. This is a type of *Discipline Test*[2].

If the test is passed, the unit can be activated normally. If the test is failed, the unit can use either its Movement Step or its Attack Step, but not both.

In either case, the unit remains Suppressed until the end of its Activation, at which point it loses the Status.

REDUCED CAPABILITY

Suppressed units which have failed the Rally Test at the start of their Activation cannot use both their Movement Step and Attack Step. As such, they cannot make Double Time or Charge manoeuvres.

OUTFLANKING

If the target of a Charge manoeuvre is in **Close Formation**, and the attacking unit's Officer is outside the target's **Front Arc** before charging, the target is **Outflanked**. This will grant a *Combat Rating*[5] Bonus during the Attack Step.

Choose an enemy unit to which the active unit has Clear or Obscured Line of Sight, and which is not an Aircraft or Rotorcraft unit. Then, move the active unit a number of inches up to twice its Speed, ending the move so that the active unit's Officer is in contact with the chosen unit, and the chosen unit is in the Officer's front arc.

If this cannot be achieved, a Charge manoeuvre cannot be made against that enemy unit.

AIM

The unit does not move.

Instead, if it makes a Ranged Attack this turn, it will gain a *Combat Rating*[5] Bonus.

DISEMBARK

This Manoeuvre can only be made by *Embarked Units*[6].

The unit Disembarks from its **Transport unit**.

EXIT

This Manoeuvre can only be made by *Garrisoned Units*[7].

The unit Exits the Defensible Building it has **Garrisoned**.

OPPORTUNITY FIRE

During one of the Reaction Steps, the opposing General has a chance to declare Opportunity Fire with one of their units. This lets the unit make a *Ranged Attack*[8] against the active unit, either before or after it moves. Opportunity Fire can only be declared once per activation; if a General uses the first Reaction Step, they cannot use the second one.

Opportunity Fire Conditions

Opportunity Fire can only be declared with a unit which is On Lookout, and which can confirm *Target Acquisition*[9] on the active unit.

Resolving Opportunity Fire

To resolve Opportunity Fire, the unit makes a Ranged Attack against the active unit, then the unit loses its On Lookout status. Unlike a standard Ranged Attack, the target unit cannot be *Suppressed*[1] as the result of Opportunity Fire.

THE ATTACK STEP

In this step, the General resolves a Ranged Attack or Close Quarters Attack with the active unit. Alternatively, they can resolve a *Special Action[1]* with the active unit.

A unit that is in contact with an enemy unit must make a Close Quarters Attack at this step.

RANGED ATTACKS

To make a Ranged Attack with a unit, follow the steps below:

1. CHOOSE A TARGET

Choose an enemy unit for which the active unit can confirm *Target Acquisition[2]*. This is the attack's target.

In the case of *Opportunity Fire[3]*, the chosen target must be the active enemy unit.

2. DETERMINE COMBAT RATING

Consult the table below to see if any Combat Rating Bonuses or Penalties apply to the attack.

If there are more Bonuses than Penalties, the attack is **Improved**. If there are more Penalties than Bonuses, the attack is **Weakened**. Otherwise, the attack is **Neutral**. This will affect the outcome of the Attack Roll.

BONUS ▲	Aiming	The attacking unit made an *Aim[4]* manoeuvre this turn.
	Short Range	The target unit is within the attack's *Short Range[5]*.
PENALTY ▼	**Concealed**	The attacking unit's Officer cannot draw *Clear Line of Sight[6]* to at least half of the models in the target unit.
	Suppressed	The attacking unit is *Suppressed[7]*.
	Opportunity Fire	The attacking unit is using *Opportunity Fire[3]*.
	Reforming	The attacking unit makes a *Disembark[8]* or *Exit[9]* manoeuvre this turn.

EXPOSED MODELS

When confirming Target Acquisition, any models in the target unit to which the attacking unit's Officer can draw Clear Line of Sight are **Exposed**.

If some (but not all) of the models in the target unit are Exposed, the attacking General can declare that the attack will prioritise Exposed models.

If they do, then for the duration of the attack, any models in the target unit that are not Exposed are entirely ignored. This means that the Concealed Combat Rating Penalty will not apply, but it also means that any models that are not Exposed cannot be Destroyed. If the nearest Exposed model is outside of the attack's Long Range, the attack cannot prioritise Exposed Models.

If all of the Exposed models in the target unit are Destroyed, any remaining Damage is discarded with no effect.

3. ROLL ATTACK POOL

Consult the Attack Dice column of the attacking unit's *Armaments Grid* [10], and gather a number of Attack Dice shown for the current number of models in the unit. This is the Attack Pool.

Roll the dice, and resolve them as described on page 33.

4. CHECK FOR SUPPRESSION

If at least one model in the target unit was Destroyed, it takes a *Suppression Test* [11].

DEFENSIVE ADVANTAGE

If the attacker made an *Impeded Charge[1]*, the target has the **Defensive Advantage**.

When this is the case, the target unit makes its Close Quarters Attack (if it has one) first, then the active unit Retaliates.

CLOSE QUARTERS ATTACKS

To make a **Close Quarters Attack** with a unit, follow the steps below:

1. DETERMINE COMBAT RATING

Consult the table below to see if any Combat Rating Bonuses or Penalties apply to the attack. These will affect the Attack Roll.

If there are more Bonuses than Penalties, the attack is **Improved**. If there are more Penalties than Bonuses, the attack is **Weakened**. Otherwise, the attack is **Neutral**.

BONUS ▲	Outflanking	The target unit is *Outflanked[2]*.
	Overwhelming	The attacker is Infantry, and the target is Armour or a Fortification.
	Supported	There is at least one friendly unit other than the attacking unit within 2" of the target unit.

PENALTY ▼	Suppressed	The attacking unit is *Suppressed[3]*.
	Threatened	There is at least one enemy unit other than the target unit within 2" of the attacking unit.

2. ROLL ATTACK POOL

Consult the Melee or Impact column on the attacking unit's *Armaments Grid[4]*, and gather the number of Attack Dice shown for the current number of models in the unit. This is the Attack Pool.

Roll the dice, and resolve them as described on page 33.

Then, if the target unit is *Annihilated[5]*, the action ends immediately.

3. TARGET RETALIATES

If the target unit has a **Melee** score, it now makes a retaliatory attack against the active unit. Repeat Steps 1 and 2 above with the target unit, treating the active unit as the target. Then continue to Step 4.

4. RESOLVE THE CLOSE QUARTERS COMBAT

The unit that destroys the most enemy models wins the Close Quarters Combat, and the other unit loses.

The losing unit **Withdraws**. First, its **Officer** moves **3"** directly away from the winning unit, ending its move with the winning unit in its **Front Arc**. Then, the unit's General moves any other models in the unit so that they are in **Unit Coherency** with the Officer, and not within **1"** of an enemy unit. Any model that cannot be placed according to these rules is immediately **Destroyed**.

Then, the losing unit takes a *Suppression Test [6]*.

STALEMATE

If neither side loses any models, or if both sides lose the same number of models, the combat ends in a **Stalemate**. The attacking unit Withdraws, and neither side needs to take a Suppression Test.

SECONDARY COMBATANTS

If the active unit's Charge brought it into contact with more than one unit, it can only make attacks against the unit that was chosen as the target of its Charge. The other units are referred to as **Secondary Combatants**.

Secondary Combatants with Melee attacks can **Retaliate** at the same time that the target of the charge does. If the target unit loses the melee, each Secondary Combatant unit also Withdraws, but they do not need to take Suppression Tests.

RELOADING

A Reloading unit cannot make any Ranged Attacks with weapons that have the Reload Quality.

A unit loses this Status when it makes a Re-Arm action.

ON LOOKOUT

A unit that is On Lookout can be used to declare *Opportunity Fire*[1] during either of an enemy unit's Reaction Steps.

A unit loses this Status at the start of its next Activation, or when it moves, enters contact with an enemy unit, or uses Opportunity Fire.

TAKING COVER

While a unit is Taking Cover, its Defence is increased by 1 against Ranged Attacks where the Concealed Combat Rating penalty is in effect. Taking Cover has no effect against Close Quarters Attacks.

The unit loses this Status if it moves, if it enters contact with an enemy unit, or when it starts its next Activation.

SPECIAL ACTIONS

Instead of making an attack, a unit can make one of the following actions.

GO ON LOOKOUT

The unit gains the On Lookout status.

TAKE COVER

The unit gains the Taking Cover status.

RE-ARM

This action can only be made by a unit with the Reloading status.

The unit loses the Reloading status.

EMBARK

This action can only be made by Infantry units that have not made a *Disembark*[2] manoeuvre in the same turn.

The unit embarks on an unoccupied *Transport unit*[3] within 3".

GARRISON

This action can only be made by Infantry units.

The unit Garrisons an unoccupied *Defensible Building*[4] within 3"

ARMOURED CLASH

ATTACK ROLLS

Whenever a unit makes an attack against another unit, it is resolved with an Attack Roll. The unit's General gathers and rolls a number of Attack Dice, then resolves the outcome by following the steps listed below.

UNDERSTANDING ATTACK DICE

An Attack Die has six faces, each marked with a special icon that has a particular effect. Some of these icons can be re-rolled, depending on the attack's Combat Rating.

This table shows a list of the icons, and summarises how they are resolved:

HEROIC STRIKE

Each attack die has one **Heroic Strike** face. Each Heroic Strike adds another Attack Die to the roll, and scores two Hits on the target unit.

STRIKE

Each attack die has two **Strike** faces.

Each Strike scores one Hit on the target unit.

GLANCING STRIKE

Each Attack Die has one **Glancing Strike** face. Glancing Strikes are re-rolled, unless the Combat Rating is Weakened, in which case they are discarded.

MISS

Each Attack Die has one **Miss** face. Misses are discarded, unless the Combat Rating is Improved, in which case they are re-rolled.

BLANK

Each Attack Die has one **Blank** face. Blanks are discarded.

TELEGRAM

CORRESPONDENCE COPY

Heavy Commonwealth force encountered in Mid Tunguska STOP Defensive perimeter around large impact zone STOP Hiding something STOP Strange lights STOP Weapon maybe STOP Translating intercepted communications STOP Unclear reference to Troika STOP Investigate further STOP Ground troops mobilized STOP Aerial bombardment and ground assault commence tomorrow STOP

RESOLVING AN ATTACK ROLL

After rolling an Attack Pool, follow these steps in order:

1. HEROIC STRIKES EXPLODE

For each die that scored a **Heroic Strike**, roll another die and add it to the attack pool.

Heroic Strikes that result from these additional dice **do not** cause further dice to be rolled into the pool.

2. RESOLVE RE-ROLLS

Depending on the attack's *Combat Rating[1]*, you may be able to re-roll some or all of the dice in the attack pool.

- If the attack has a Weakened Combat Rating, you cannot re-roll any dice.
- If the attack has a Neutral Combat Rating, you can re-roll any dice that scored **Glancing Strikes**.
- If the attack has an Improved Combat Rating, you can re-roll any dice that scored **Misses** and **Glancing Strikes**.

To re-roll a die, pick it up and roll it again. The original result is disregarded, and only the re-rolled result applies.

Note that any re-rolls that score Heroic Strikes **do not** cause additional dice to be rolled into the pool.

3. APPLY DAMAGE

Each **Strike** in the pool scores a **Hit** on the target, and each **Heroic Strike** scores two Hits. **Blank**, Miss and **Glancing Strike** results do not inflict any Hits.

The target unit's *Defence[2]* shows how many Hits must be scored for it to suffer a point of **Damage**. So, if the target has Defence 1, every Hit inflicts one Damage. If it has Defence 3, every three Hits inflict one Damage, and so on.

Any excess Hits are disregarded with no effect.

For example, seven Hits are scored on a unit with a Defence of 2. The unit suffers 3 Damage, and the lone remaining Hit has no effect.

BONUS RE-ROLLS

Before re-rolling any dice, a General may declare that they are using a Special Rule or issuing a *Command[3]* that allows them to re-roll dice that they would otherwise be unable to.

They cannot do this if they have already re-rolled any dice; remember that a die can never be re-rolled more than once.

PAGE REFERENCES

DAMAGING UNITS

Units can accumulate Damage as the result of attacks. Once a unit's accumulated Damage equals its Damage Limit, one model in the unit is Destroyed (see below) and the unit's accumulated Damage is reset to zero. Then, any remaining Damage is applied.

If a Unit has a Damage Limit of 1, one of its models is Destroyed for each point of Damage that it suffers. If a Unit has a Damage Limit of 2 or higher, place **Damage Tokens** next to the unit to track how much Damage it has accumulated.

For example, a unit has a Damage Limit of 3, and suffers two Damage from an attack. A "2 Damage" token is placed next to the unit to show this. A subsequent attack also deals two Damage. The first point of Damage brings the unit's total Damage to 3, and one of its models is Destroyed. Its Damage total resets to 0, then the remaining point of Damage is applied, leaving the unit with a "1 Damage" token.

DESTROYING MODELS

When a unit's Damage reaches its Damage Limit, one of its models is Destroyed. The unit's General removes one model in the unit from play, following the guidelines below.

If the unit uses *Open Formation*[1], the model closest to the attacking unit is Destroyed. If multiple models are equally close, the unit's General can choose which of them is Destroyed.

If the unit uses *Close Formation*[2], one model in the back rank, chosen by the unit's General, is Destroyed. If the unit only has a single rank, a model at one end of the rank, chosen by the unit's General, is Destroyed.

DISORDERED

A Disordered unit suffers a -1 penalty to its Discipline rating, and Commands cannot be issued to it.

A Disordered unit loses this Status at the end of its next Activation, or as soon as it is within 6" of a friendly *Commander*[3] unit.

Wrecks

Some large models have a special rule which states they are not removed from play when they are Destroyed. Instead, they remain in play as an immobile piece of terrain. To show this, they are marked with a Wrecked status token.

Loss of an Officer

If a unit's Officer model is **Destroyed**, the unit immediately gains the **Disordered** status.

Then, the unit's General must perform a **Field Promotion** by choosing a surviving model in the unit to become its new Officer. In Close Formation units, the Officer always occupies the centre of the front rank, so a different model can simply be removed from the back rank in its stead.

ANNIHILATING UNITS

If the last model in a unit is Destroyed, the unit has been **Annihilated**. The unit plays no further part in the battle.

When a unit is Annihilated, the opposing General immediately scores a number of Victory Points equal to the target unit's *Victory Points Rating*[4].

RECOVERING DAMAGE

A unit's accumulated Damage is only removed when a model is Destroyed, or when a rule specifically allows Damage to be **Recovered**.

For each point of Damage that is recovered, immediately reduce the amount of Damage that the unit has accumulated by one.

Recovering Damage cannot cause a previously Destroyed model to be returned to play.

WRECKED

A Wrecked model counts as having been destroyed for all purposes, even though it has not been removed from play. It remains on the Battlefield, and is treated as *Blocking Terrain*[5] for the rest of the game.

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ADDITIONAL RULES

This section contains any remaining rules which are required to play *Armoured Clash*.

SUPPRESSED

A *Suppressed* unit suffers a *Combat Rating Penalty[1]* whenever it makes a Ranged Attack or Close Quarters Attack. In addition, it must take a *Rally Test[2]* the next time it is Activated to see whether it can use both its Movement Step and Attack Step.

A unit loses this Status at the end of its next Activation.

SUPPRESSION

When a unit loses models to a *Ranged Attack[3]*, or loses a *Close Quarters Combat[4]*, it must usually take a Suppression Test. Other effects may also cause a unit to take a Suppression Test.

SUPPRESSION TESTS

A Suppression Test is a type of *Discipline Test[5]*. If at least half of the models that were in the unit at the start of the attack have been Destroyed, the unit's Discipline has a -1 Modifier.

If the test is passed, there is no effect. If the test is failed, the unit gains the Suppressed status.

FALLING BACK

If a unit that is already Suppressed fails another Suppression test, it **Falls Back**.

Move each model in the unit a full 3", so that the unit ends the move as close as possible to its General's *Rear Edge[6]*, and not within 1" of any enemy units. This move is unaffected by any Terrain that is not *Impassable[7]*.

If it is not possible for a unit to fall back a full 3" without being within 1" of an enemy unit, its General must remove models from the unit until this is possible, or until all models have been removed. Any models that are removed count as having been Destroyed.

FLEEING THE FIELD

If a unit that is Falling Back reaches its own edge of the battlefield, it is removed from play, and counts as having been Annihilated.

BREAKING

If a unit fails a Suppression test, and its model count is equal to or lower than its *Break Limit[8]*, it **Breaks**. A unit that is Breaks is removed from play, and counts as having been Annihilated.

If a unit does not have a Break Limit, it cannot Break.

ISSUING COMMANDS

A General can play *Command & Conquest Cards*[9] from their hand to issue Commands to their units. Units that are *Disordered*[10] cannot have Commands issued to them.

The Command section of each card shows the **Name** of a Command that can be issued, a **Condition** for issuing it, and an **Effect** that is resolved when it is successfully received.

A General can issue a Command as long as the Condition for issuing the order is met. To do so, they play the card face-down in front of them, and declare which unit the Command is being issued to. Their opponent then has the opportunity to *Interfere*[11].

If the opposing General foregoes this opportunity, or if Interference is unsuccessful, the Command is successfully received. It takes effect immediately, and is then discarded.

INTERFERENCE

Interference represents the opposing force's attempts to scramble transmissions, intercept messengers, or otherwise prevent orders reaching their destination.

To Interfere, the opposing general chooses a card from their hand and plays it in front of them. Then, the issued Command card is revealed.

If the Interfering General's card has a higher Value than the Command, the Command fails and both cards are discarded without the Effect being resolved. Otherwise, the Command is successfully issued and the Interfering card is discarded.

COMMAND LIMITS

Each General can only issue one Command per Activation, even if a Command fails due to Interference.

Some Commands can be issued outside of a unit's Activation but are still limited. A General cannot issue more than one Command at the same time.

SPECIAL COMMANDS

Some rules allow a General to issue **Special Commands** to their units. *Flank Attack*[1] is one example, and others can be found in some ORBATS and Clashes.

A Special Command has a **Condition** and an **Effect**. A General can issue a Special Command as long as its Condition is met, by naming the Special Command and playing any card from their hand. This follows all of the rules for issuing a Command, but the Effect listed on the card is replaced with the Special Command's Effect.

A Special Command is treated as a Command in all respects - any rules that affect a Command will also affect a Special Command.

SCORING VICTORY POINTS

Each General keeps a running tally of the **Victory Points** (VPs) they have scored since the start of the game. There are three types of Objective which a general can claim in order to score Victory Points: **Annihilation Objectives, Clash Objectives** and **Conquest Objectives**

ANNIHILATION OBJECTIVES

Whenever a unit is Annihilated, the opposing General immediately scores a number of Victory Points equal to the unit's Victory Points Rating, as shown on its *Profile²*.

Most units have a Victory Points Rating that is made of three numbers, separated by slashes. The one that is used depends on the Reinforcement Level that was selected for the unit, as shown on its *Force List³*:

- The first number is used for **Basic** units.

- The second number is used for **Reinforced** units.

- The third number is used for **Full Strength** units.

Units that cannot be selected at different Reinforcement Levels have only a single Victory Points Rating.

CLASH OBJECTIVES

Each Clash lists a set of Objectives. The rules for claiming the Objectives, and scoring the available Victory Points, varies from one Clash to the next.

STRATEGIC OBJECTIVE MARKERS

Some Clash Objectives require Generals to control Strategic Objectives on the battlefield, which are represented round plastic Markers, 50mm in diameter. Strategic Objectives always count as *Open Terrain⁴*, and never affect Line of Sight.

Strategic Objectives can be controlled by Infantry and Cavalry units.

A General is controlling a Strategic Objective if:

- One of their Infantry or Cavalry units is in contact with the Marker, **and**

- There are no enemy units in contact with the Marker, not counting Aircraft, Rotorcraft and Fortifications.

CONQUEST OBJECTIVES
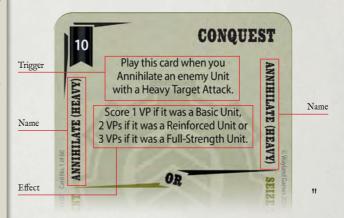
NOW OR NEVER

A Conquest Objective must be claimed when its Trigger is met. For example, the Annihilate (Heavy) objective shown on the card to the right must be claimed as soon as the last model in the unit has been Destroyed; the General cannot move onto another attack, then retroactively decide to claim the Objective.

Of course, common sense and sportsmanship must apply. Hurrying an opponent along so that they forget to claim an objective is entirely against the spirit of the hobby.

A General can play *Command & Conquest Cards*[1] from their hand to claim Conquest Objectives.

The Conquest section of each card shows the **Name** of a Conquest Objective that can be claimed, a **Trigger** for claiming it, and **Victory Point Reward**.

A General can claim a Conquest Objective as long as the Trigger for claiming the Objective is met. To do so, they reveal the card to their opponent, claim the Victory Point reward, then discard the card.

A General can claim more than one Conquest Objective at the same time - even multiple copies of the same Conquest Objective - as long as their Triggers are all met.

BATTLEFIELD TERRAIN

No battle takes place across a featureless expanse. Terrain gives generals the opportunity to formulate strategies, and forces them to carefully consider the movement and positioning of their units.

All terrain has a *Size*[2], in the same way as a unit. In addition, a piece of terrain can have one or more Features, as detailed below. These Features may impose specific rules, or may interact with other parts of the rules in a specific way. Any areas of the Battlefield that do not have any Features are referred to as **Open Terrain,** and do not have any special rules.

The following table should be used as a guide to terrain sizes.

SIZE	EXAMPLE
0	Open ground, swamps, rivers.
1	Defence lines, tank traps, barricades, low walls. (Under 1" tall)
2-3	Forests, buildings, bridges. (1"-3" tall)
4-5	Huge buildings, monuments, cliffs. (3"-5" tall)

TERRAIN FEATURES

Each piece of terrain can have one of the following Features, which will affect how units interact with it.

DIFFICULT TERRAIN

Difficult Terrain is an area of uneven or hazardous ground that cannot be traversed at speed.

Any distance that a unit travels into, out of or through Difficult Terrain is counted as double.

For example, if a unit moves through 3" of Difficult Terrain, it counts as having moved 6".

Line of Sight[3] is unaffected by Difficult Terrain. However, if a *Charging*[4] unit moves through Difficult Terrain, the target will have the *Defensive Advantage*[5] in the ensuing *Close Quarters Combat*[6].

Examples: *Steep inclines; swamps; deep snow.*

DENSE TERRAIN

Dense Terrain is an area that is hard to traverse at speed, and which obstructs a unit's view.

Dense Terrain affects movement and Charging in the same way as Difficult Terrain.

In addition, if a model's *Line of Sight*[3] crosses up to 3" of Dense Terrain, it is Obscured. If a model's Line of Sight crosses more than 3" of Dense Terrain, it is Blocked.

Examples: *Forests; crop fields; bombed-out farmsteads.*

IMPASSABLE TERRAIN

Impassable Terrain is a part of the battlefield which cannot be crossed.

A unit cannot move into or across Impassable Terrain.

Line of Sight[3] is unaffected by Impassable Terrain.

Examples: *Sheer cliffs; deep chasms.*

BLOCKING TERRAIN

Blocking Terrain is part of the battlefield which cannot be traversed, and which entirely blocks visibility.

Blocking Terrain counts as Impassable Terrain, with the addition that it blocks *Line of Sight*[1].

Examples: Intact buildings; wrecked land ships.

OBSTACLES

Obstacles are linear terrain features, no more than ½" wide or high, but of any length.

When an Infantry or Cavalry unit moves across an Obstacle, it sacrifices 1" of its movement. Field Gun units cannot move across Obstacles. Other unit types are unaffected.

For example, an Infantry unit with a Speed of 4" is making a Double Time manoeuvre, which would normally allow it to move up to 8". It crosses two Obstacles during this move, so it can only move up to 6".

If an Infantry, Cavalry or Field Gun unit is the target of a Ranged Attack, and the attacker's Line of Sight crosses an Obstacle that is In Contact with the target unit, it is *Concealed*[2].

Examples: Walls; fences; defensive barricades.

SPECIAL TERRAIN FEATURES

Some types of terrain have additional rules.

Hills

Hills block Line of Sight in the same way as Blocking Terrain, but do not impede movement. If a model (or another Terrain feature is on a Hill, its Size is increased by the Hill's Size. These rules can also be applied to other forms of elevated terrain.

Roads

When moving a unit, each of its models that spends the entire move on a road increases its Speed by 2".

Roads have no effect when a unit is *Withdrawing*[3] or *Falling Back*[4].

Water

Water terrain, such as rivers and lakes, is incredibly difficult to traverse unless a unit is specially equipped to do so.

Infantry and Cavalry units treat Water as Difficult Terrain. Field Gun, Armour and Artillery units treat Water as Impassable Terrain.

GARRISONING DEFENSIBLE BUILDINGS

Intact buildings are usually treated as Blocking Terrain. However, if a building is sufficiently large and well-constructed, it can be defined as a Defensible Building. **Defensible Buildings** can be **Garrisoned** by Infantry units, creating a well-defended firebase.

Each Defensible Building must have a clearly defined Footprint, usually its outer walls. Generals may agree that some superficial features - buttresses, balconies, gatehouses, and so on - do not count towards a building's Footprint.

BUILDING CAPACITY

Each Defensible Building can hold a single Infantry unit. When it is doing so, it is **Occupied**; otherwise, it is **Unoccupied**.

GARRISONING AND EXITING A BUILDING

An Infantry unit must make a *Garrison Action[5]* if it wishes to enter a Defensible Building, and must make an Exit manoeuvre if it wishes to leave.

Making a Garrison Action

An Infantry unit can make a Garrison Action in its *Attack Step[6]*.

Choose an unoccupied Defensible Building within 3" of the active unit.

Remove the Infantry unit from the battlefield, and set it aside. It is now Garrisoning the building.

Making an Exit Manoeuvre

An Infantry unit that is Garrisoning a Defensible Building can make an *Exit Manoeuvre[7]* in its Movement Step.

Set up the unit on the battlefield so that each of its models is within 3" of the building, and it is not within 1" of any enemy units.

GARRISONED UNITS

While a unit is Garrisoning a building, it cannot make any Manoeuvres other than Exit. The unit is considered to occupy the building's entire Footprint, and has the same Size as the building.

If a Garrisoned unit would *Fall Back*[1], it immediately makes an Exit manoeuvre instead of a 3" move. It must be placed as close as possible to its own General's **Rear Edge**, and all other rules for Falling Back still apply.

Dug In

Unlike units Embarked on a *Transport*[2], Garrisoned units can still make, and be targeted by, Ranged Attacks.

A Garrisoned unit is treated as having a 360° *Front Arc*[3]. When confirming *Target Acquisition*[4], measure any ranges to or from the centre point of the building, and draw line of sight to or from any part of the building's Footprint.

When determining the number of Attack Dice for an Attack made by a Garrisoned unit, only count half the unit's models, rounding up.

When a Garrisoned unit is the target of a Ranged Attack, it always counts as Concealed, and increases its Defence by 1.

Storming a Building

A Garrisoned building can be targeted by an enemy Charge manoeuvre, as though it were a unit. The attacking unit must end its move so that at least one of its models is in contact with the building's Footprint.
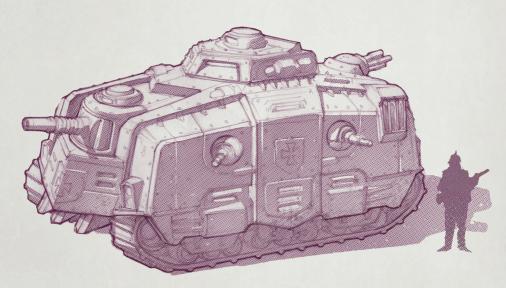
When determining the number of Attack Dice for the attacking unit in the ensuing Close Quarters Attack, only count half the unit's models, rounding up. The Garrisoned unit also has the *Defensive Advantage*[5] as though the attacker Charged through Difficult Terrain.

If a Garrisoned unit loses a *Close Quarters Combat*[6], it immediately makes an Exit manoeuvre instead of Withdrawing. It must be placed as far as possible from the attacking unit. Then, if the attacker was an Infantry unit, it can immediately Garrison the building if its General wishes.

OBJECTIVES IN BUILDINGS

Strategic Objective Markers[7] can be placed on top of Defensible Buildings, representing an objective within the building itself. Any unit that is in contact with the Building counts as being in contact with the Strategic Objective Marker.

If a unit is Garrisoning the building, it always counts as controlling that Strategic Objective Marker, regardless of the presence of enemy units.

EMBARKING DURING DEPLOYMENT

When Deploying a Transport Unit, a General can declare that one of their available units is Embarked upon it, as long as it is possible for that unit to be Embarked.

TRANSPORTING UNITS

Some units are capable of transporting friendly units, protecting them from incoming fire and making them more manoeuvrable.

TRANSPORT CAPACITY

A Transport unit can carry a single Infantry unit. When it is doing so, it is **Occupied**; otherwise, it is **Unoccupied**.

A Transport unit always has the Capacity (X) special rule, which states that for each model in the Transport unit, it can carry X Infantry models. This total is referred to as the unit's **Transport Capacity**.

For example, a unit of Stirling Armoured Transports has the *Capacity (3) special rule*, meaning that it can carry 3 Infantry models for each Stirling in the unit. A unit of four Stirlings has a Transport Capacity of 12.

EMBARKING AND DISEMBARKING

An Infantry unit must make an *Embark Action*[1] if it wishes to enter a Transport unit, and must make a Disembark Manoeuvre if it wishes to leave.

Making an Embark Action

An Infantry unit can make an Embark action in its Attack Step.

Choose an **Unoccupied** Transport unit within 3" of the active unit.

Remove the Infantry unit from the battlefield, and set it aside. It is now **Embarked** on the chosen Transport unit.

Making a Disembark Manoeuvre

An Infantry unit that is **Embarked** in a Transport unit can make a *Disembark manoeuvre*[2] in its Movement Step.

Set up the unit on the battlefield so that each of its models is in Unit Coherency, is within 3" of a model in the Transport unit, and is not within 1" of any enemy units.

EMBARKED UNITS

An Embarked Unit and the Transport Unit on which it is Embarked are *Coordinated*[3].

While a unit is Embarked, it cannot make any Attacks, or any other Actions in its Attack step. In addition, it cannot make any Manoeuvres in its Movement Step other than Disembark.

An Embarked unit cannot be targeted by enemy Attacks - these must target the Transport unit instead. If an Occupied Transport unit is engaged in a Close Quarters Assault, the Embarked unit cannot *Retaliate*[4].

An Embarked unit can still be subject to Statuses; tokens should be placed with the unit, even though it is not in play.

If an occupied Transport Vehicle unit has to take a *Suppression Test*[5], a separate Suppression Test is also made for its Embarked unit.

ATTACKING TRANSPORT UNITS

When a model in a Transport unit is destroyed, the unit's Transport Capacity is immediately reduced.

If the unit is Occupied when this happens, and its new Transport Capacity is lower than the number of models in the Embarked unit, the unit's General must remove models from the Embarked unit until this is no longer the case. Those models are treated as having been Destroyed, and are counted when determining which side won a Close Quarters Combat.

UNIT TRAITS

Each unit has a number of Traits - special keywords which give a selection of special rules, and to which other rules might refer. Traits can be used to describe a unit; for example, a Commander Unit is any unit that has the Commander Trait.

A unit's Traits are shown at the bottom of its Profile.

DEFENCE

DAMAGE LIMI

DISCIPLINE

BREAK LIMI

TRAITS Crown | Infan

SPECIAL RULES -

Armoured Clash is a trademark of Wayland Games Lir

TARGET CATEGORY ICONS

Light

Heavy

Aerial

COMMON TRAITS

The first three Traits listed for a unit are its Faction, Unit Type and Target Category:

- A unit's **FACTION** shows which ORBAT it is drawn from. Background information on the eight major factions can be found starting on page 65.

- A unit's **TYPE** determines how it acts on the battlefield. A summary of Unit Types, and their associated rules, can be found starting on page 150.

- A unit's **TARGET CATEGORY** determines which row of *Armaments Grid*[1] is used when a Ranged Attack is made against it. There are three categories: Light, Heavy and Aerial.

SPECIAL TRAITS

Units with the following Traits have some additional special rules.

COMMANDER

Each Battlegroup in a Force is led by a **Commander** unit.

A unit within 6" of a friendly **Commander** cannot become *Disordered*[2]. If a Disordered unit moves to within 6" of a friendly **Commander**, or vice versa, it immediately loses its Disordered status.

TRANSPORT

Transport units are used by many factions to ferry slow-moving Infantry around the battlefield.

Friendly units can Embark upon a Transport unit, as described in the rules for *Transporting Units*[3].

BEHEMOTH

Behemoth units are large war machines which represent the pinnacle of their faction's land war capabilities.

A Behemoth unit always consists of a single model. As such, the *Armaments Grid*[1] on its Profile lists Damage instead of Models. When gathering Attack Dice for a Behemoth unit's attack, use the column that corresponds to how much Damage it has suffered.

ARMAMENTS	RANGE	DAMAGE			QUALITIES
		5-6	3-4	0-2	
RANGED: LIGHT	10"/20"	6	10	14	-
RANGED: HEAVY	15"/20"	5	9	13	Devastating
RANGED: AERIAL	10"/20"	3	5	7	-
IMPACT	-	3	5	7	Shock

ARMOURED CLASH

AIRCRAFT

In *Armoured Clash*, Aircraft play a unique role. They are only present above the battlefield for brief periods, swooping in to make attack runs before disappearing towards the horizon.

DEPLOYING AIRCRAFT

Aircraft units must always be deployed in *Reserve[1]* at the start of a game.

When an Aircraft unit is *Deployed from Reserve[2]*, it must be placed in its Deployment Zone, in contact with a battlefield edge, as normal. It can be given a Special Command to make a *Flank Attack[3]* if the General wishes.

All models in the unit must be placed so that they are facing the same direction.

ACTIVATING AIRCRAFT

INCOMING AIRCRAFT

Aircraft units that have been deployed from Reserve are Incoming until they are activated. This represents the aircraft appearing on the horizon, hurtling towards the battlefield.

Units can never confirm *Target Acquisition[4]* on an Incoming Aircraft unit. As such, Aircraft units can only be targeted by *Opportunity Fire[5]*, unless a rule specifically states otherwise.

An Aircraft unit's Activation does not follow the standard steps. Instead, it makes an **Air Support Sortie**.

An Air Support Sortie has five steps, which are resolved in order:

A. APPROACH STEP - The unit speeds towards its target.

B. REACTION STEP - The opposing General has a chance to declare *Opportunity Fire[5]*.

C. ENGAGE STEP - The unit makes its attack.

D. ESCAPE STEP - The unit moves off the battlefield.

E. REACTION STEP - The opposing General has a chance to declare Opportunity Fire a second time.

THE APPROACH STEP

Each model in the active unit moves forwards in a straight line, any number of inches. At the end of the move, each model must be in Unit Coherency, and must be placed so that it faces the direction in which it moved.

REACTION STEPS

In a Reaction Step, the opposing General can declare *Opportunity Fire*[5] with units that are **On Lookout** normal.

Opportunity Fire can be declared with any unit that could have confirmed Target Acquisition on the Air Support unit at any point during the previous step's move. In addition, the opposing General can declare Opportunity Fire with one unit in each Reaction Step, not just one unit in the whole Activation. Other than this, all of the standard rules for Opportunity Fire are followed. Aircraft units cannot be Suppressed.

THE ENGAGE STEP

The active unit makes a *Ranged Attack*[6].

Some Aircraft units may have Special Rules which allow them to perform different Actions in their Engage step, instead of making a Ranged Attack.

THE ESCAPE STEP

Each model in the active unit moves forwards in a straight line, any number of inches, until it leaves the battlefield.

Once any Opportunity Fire has been resolved, the unit returns to its General's *Reserve*[1]. This means that it can be deployed again in the next round.

Because Aircraft are not in play during the End Phase, a Force that only has Aircraft remaining will be subject to the *Zero Ground Presence*[7] rule.

ARMOURED CLASH

PREPARING TO PLAY

Before playing a game of Armoured Clash, the Generals must prepare their Forces, choose a Clash and prepare the Battlefield, by following the steps below.

1. ESTABLISH PARAMETERS

Both Generals agree to one of the following **Force Scales: Skirmish, Battle** or **Cataclysm**.

- A **SKIRMISH** uses small forces, and is ideal for people who are new to *Armoured Clash*, or who want to play a game in a short space of time.
- A **BATTLE** is the standard game size.
- A **CATACLYSM** is a larger game with very few limits, ideal for set piece games and epic confrontations.

The chosen Force Scale will determine a number of elements during the game, summarised in the table below:

FORCE SCALE	POINTS LIMIT	HAND LIMIT	BATTLEFIELD
Skirmish	1000 (500 to 1500)	4	36" x 48"
Battle	2000 (1500 to 2500)	5	48" x 48"
Cataclysm	3000 (2500 to 4000)	6	48" x 72"

POINTS LIMIT

This is the default **Points Limit** for the chosen Force Scale. This determines how many Points each General has to spend when assembling their Force.

The Generals can agree to a different Points Limit if they prefer. The table shows a suggested range for each Force Scale.

Whatever the case, both Generals always use the same Points Limit unless the chosen Clash specifies otherwise.

HAND LIMIT

This determines how many *Command & Conquest cards*[1] a General will have in their hand at the start of each Round.

BATTLEFIELD
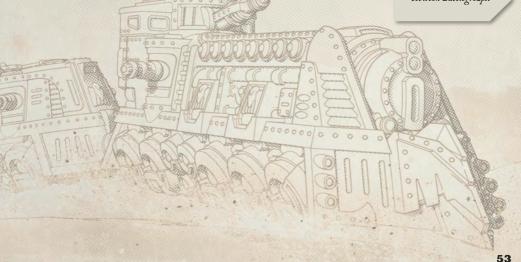
This shows the recommended Battlefield dimensions for this Force Scale. Generals can use a larger or smaller battlefield if they wish, but a Battlefield can never be smaller than 36" x 36".

DESIGNER'S NOTE:

BATTLEGROUPS IN ACTION

In most cases, which Battlegroup a unit is part of ceases to matter once a game begins; they are mostly used when creating a Force. However, some Battlegroups might offer special rules, such as unique Special Commands[2], which apply only to units from that Battlegroup.

Where this is the case, it is the General's responsibility to ensure that all units in the Battlegroup are clearly marked in some way. This is a brilliant opportunity for a modelling project, creating heraldry, banners and markings to differentiate between Battlegroups.

2. ASSEMBLE FORCES

Each General assembles a Force from the units in their collection, ready to take to the field in glorious battle. In order to do so, they must first obtain a copy of their chosen Faction's **Order of Battle (ORBAT)**.

An ORBAT has everything a General needs to use their Faction's units in a game of Armoured Clash. This includes *Unit Profiles[1]*, **Points Values** and **Battlegroup** information, as well as links to the *Glossary of Rules & Qualities*: a comprehensive listing of all the Special Rules and Weapon Qualities in the game.

All ORBATs that are currently available can be downloaded from:

www.armouredclash.com

BATTLEGROUPS

Battlegroups are the building blocks of a General's Force. They organise units into fighting divisions, each led by a *Commander[2]* unit, ensuring that each Force has a reasonable balance of different unit types. Battlegroups usually have minimum and maximum numbers for each unit type, meaning they can vary in size and composition while maintaining a sense of structure. A unit can only ever belong to a single Battlegroup.

Each ORBAT contains a listing for a **Faction Battlegroup**, which offers flexibility and plenty of options to build a standard Force.

They may also contain **Auxiliary Battlegroups**, which give Generals the opportunity to field thematic collections of Units that are unique to their chosen Faction, or **Heroic Battlegroups**, representing iconic vehicles, legendary companies and dramatis personae.

There is no limit to how many Battlegroups a Force can comprise, however, an ORBAT may list restrictions on how many of a specific of Battlegroup may be taken.

REINFORCEMENT AND POINTS VALUES

Most units in *Armoured Clash* have three **Reinforcement** levels: **Basic**, **Reinforced** and **Full-Strength**. This determines how many models are in the unit at the start of the game, and how many *Victory Points[3]* the opposing General will score for *Annihilating[4]* the unit.

Each of a unit's Reinforcement levels has its own Points Value. This is how many points it costs to include the unit at that Reinforcement level in a Force. The total Points Values of all the units in a Force cannot exceed the Points Limit that was decided for the game.

REINFORCEMENT LEVEL LIMITS

The Reinforcement level at which units can be chosen is limited by the chosen Force Scale.

In a Skirmish, all units must be chosen at the Basic level. In a Battle, units can be chosen at the Basic or Reinforced levels. In a Cataclysm, all three Reinforcement levels are available. Note that specific ORBAT, Battlegroup or unit rules may alter this, and allow units to be Reinforced beyond the standard levels.

MAKING A LIST

Generals should feel free to jot their Force List down on paper, use a spreadsheet of their preference or a suitable third-party list-building app. If playing at an organised event, there may be suggestions or rules on how to do this. Providing a hard copy of a Force List to your opponent is a courtesy, and some Organised Play rules may require it. Many Generals will even have a Force prepared in advance that they like to field regularly, ready for pickup games at a local club or gaming shop.

THE IDEAL BATTLEFIELD

Terrain comes in all shapes and sizes. When creating your battlefield, a good rule of thumb is that each piece of terrain should have a footprint of 4" or larger, or should consist of a collection of smaller terrain pieces occupying a similar 4" footprint.

Additionally, when placing your terrain, we recommend an even mix of Terrain Features spread across your battlefield (Difficult, Dense, Impassable, Blocking, etc.), so that each General is offered strategic opportunities and the game is not dominated by long-range artillery strikes.

WRITING A FORCE LIST

Using their ORBAT, each General creates a Force by choosing units and adding them to a written **Force List**. The Force List should clearly show each unit, its Reinforcement Level and Points Value, and which Battlegroup it belongs to.

When assembling their Force, a General must follow these rules:

- Each unit in the Force MUST belong to exactly one Battlegroup.

- Any **Minimum** and **Maximum** requirements of each Battlegroup must be met. (*For example, a Battlegroup that lists "2+ Infantry units" and "0-3 Armour units", must have two or more Infantry units, and cannot contain more than three Armour units.*)

- Reinforcement Limits for the chosen Force Scale must be obeyed.

3. SELECT A CLASH

Each game uses a Clash to provide a set of deployment instructions, objectives and special rules. The *Clashes[1]* section features a list of standard Clashes.

The Generals can either agree on a Clash to play, or determine one randomly. If they wish, each General can draw a card from their deck, and the General who draws the highest card chooses a Clash. Then, both cards are shuffled back into their decks.

4. PREPARE THE BATTLEFIELD

Consult the Clash to see if there are any special instructions for setting up the Battlefield. Take note of where the **Deployment Zones** will be located, then place terrain by following the instructions below.

PLACING TERRAIN

The Force Scale you have chosen will determine the minimum and maximum number of Terrain pieces that can be placed:

FORCE SCALE	BATTLEFIELD DIMENSIONS	NUMBER OF TERRAIN PIECES	
		MIN.	MAX.
Skirmish	36" x 48"	5	15
Battle	48" x 48"	10	20
Cataclysm	48" x 72"	15	30

The Generals alternate placing a piece of terrain, using the following Guidelines:

- No piece of terrain should be placed within 4" of a battlefield edge.
- No piece of terrain should be placed within 4" of another piece of terrain.
- Obstacles, Roads and Water are exempt from both of these guidelines.

As each piece of Terrain is placed, the Generals should agree whether it has a *Size²* above 0, and if it has any *Features³*.

Once the maximum number of terrain pieces has been placed, neither General can place any more terrain on the battlefield.

Once the minimum number of terrain pieces have been placed, either General can state at any time that they do not wish to place any more terrain. Their opponent then has the option of placing one more piece (as long as this would not exceed the maximum number).

Once all terrain has been placed upon the battlefield, the Generals move on to deploying their forces.

5. DEPLOY FORCES

Each General draws a card from their Command & Conquest deck. The General whose card has the highest Value decides whether they will be **General A** or **General B**. If the Card Values are the same then draw again until this is not the case. These cards are then shuffled back into their decks.

Then, General A claims one of the Deployment Zones (as detailed in the chosen Clash¹) and deploys one of their units so it is in *Unit Coherency⁴*, and all of its models are fully within their Deployment zone.

General B then claims the other deployment zone, and deploys one of their units, following the same rules. The Generals continue to alternate placing units in their Deployment Zone until all of their units have been deployed.

The first General to finish deploying their units decides whether they will take the *Initiative⁵*, or give it to their opponent. The General with the Initiative will take the first turn in Round 1.

RESERVE UNITS

Instead of deploying a unit to the Battlefield, a General can deploy it to their Reserve. Reserve units are set aside, and can be *Deployed⁶* from Round 2 onwards.

A General must deploy at least half of their units, rounding up, at the start of the battle.

6. TO BATTLE!

Setup is complete, and the first Round can begin.

DESIGNER'S NOTE:

PROPER PREPARATION...

It is common for Generals to complete steps 1 and 2 - perhaps even step 3 - before meeting to play a game. They will agree on a Force Scale and Points Limit in advance, assemble their own forces, then come together to play. This is a good way to cut down on preparation time, and get straight to the action!

COMMON CLASHES

This section lists five standard Clashes that can be used in games. Additional Clashes may be found in campaign supplements or the Armoured Clash website: **www.armouredclash.com**

CLASH 1

PITCHED BATTLE

Land is the most valuable commodity in The Dystopian Age. As two forces prepare to claim what is rightfully theirs, one will emerge victorious. The other will lie dead at their feet...

TERRAIN

Set up Terrain following the standard rules.

In addition, place three **Strategic Objective** Markers on the midway line, as shown on the map: one in the centre, and one at each halfway point between the centre and a neutral edge.

DEPLOYMENT

Each General's Deployment Zone runs from their Rear Edge to 12" away from the midway line, as shown on the map.
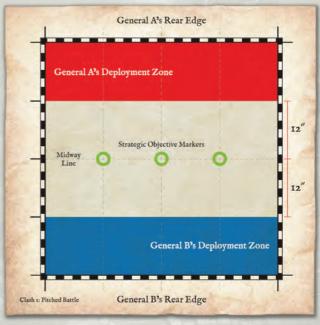
Deploy forces using standard Deployment rules.

GAME LENGTH

This Clash lasts for five Rounds.

General A's Rear Edge

General A's Deployment Zone

12"

Strategic Objective Markers

Midway Line

12"

General B's Deployment Zone

Clash 1: Pitched Battle

General B's Rear Edge

CLASH OBJECTIVE: SECURE THE FIELD
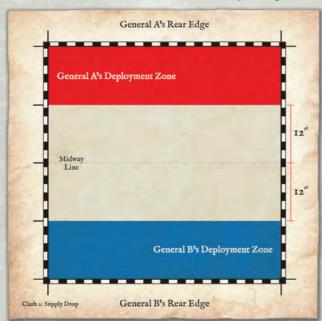
During the End Phase of each Round, each General scores Victory Points for each Strategic Objective they are controlling, as shown on the table below. In the End Phase of the fifth (and final) Round, more points are available for holding objectives.

The number of Victory Points scored depends on the Force Scale:

FORCE SCALE	ROUNDS 1-4	ROUND 5
SKIRMISH	6	14
BATTLE	9	20
CATACLYSM	12	26

SUPPLY DROP

In the chaos of war, logistical support can become a luxury. When two Generals receive reports of sought-after supplies in contested territory, a desperate race begins.

General A's Rear Edge

General A's Deployment Zone

12"

Midway Line

12"

General B's Deployment Zone

Clash 2: Supply Drop

General B's Rear Edge

TERRAIN

Set up Terrain following the standard rules.

DEPLOYMENT

Each General's Deployment Zone runs from their Rear Edge to 12" away from the midway line, as shown on the map.

Deploy forces using the standard Deployment rules, with the following exceptions.

After General A and General B have been decided, the Generals take turns placing **Strategic Objective** Markers anywhere on the battlefield that is not within 8" of a Deployment Zone or another Strategic Objective marker.

General A places the first marker. Once a total of four Strategic Objective Markers have been placed, General A chooses a Deployment Zone and deployment continues as normal.

GAME LENGTH

This Clash lasts for five Rounds.

CLASH OBJECTIVE: RECOVER SUPPLIES

During the End Phase of each Round, each Strategic Objective that is being controlled by a General is Secured by that General.

When a Strategic Objective marker is Secured, it is immediately removed from play. Then, the General who Secured it scores a number of Victory Points based on the Force Scale:

FORCE SCALE	POINTS SCORED
SKIRMISH	10
BATTLE	15
CATACLYSM	20

CLASH 3

LORD OF THE MANOR

What the building was in its former glory matters little. Now it is nothing more than a tool of defence; a means of victory. Let yesterday's worries be forgotten. Live to see tomorrow.

TERRAIN

Place a Defensible Building in the centre of the Battlefield, with a Strategic Objective marker on it. This is the **Primary Strategic Objective**.

Then, place two further **Strategic Objective Markers** as shown on the map. Each of these is a **Secondary Objective** for the General whose Deployment Zone it is not in contact with.

Then, set up terrain following the standard rules.

DEPLOYMENT

Each General's Deployment Zone is shown on the map.
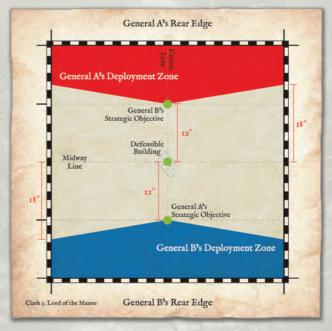
Deploy forces using the standard Deployment rules.

GAME LENGTH

This Clash lasts for five Rounds.

CLASH OBJECTIVE: TAKE AND HOLD

In the End Phase of each Round, either General can score Victory Points by controlling the central Primary Objective, and/or their Secondary Objective. The number of points scored depends on the Force Scale, and - in the case of the Primary Objective - the current Round.

Clash 3: Lord of the Manor
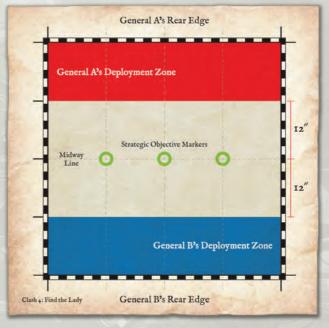
FORCE SCALE	PRIMARY OBJECTIVE					SECONDARY OBJECTIVE
	RND 1	RND 2	RND 3	RND 4	RND 5	
SKIRMISH	2	4	6	8	10	3
BATTLE	3	6	9	12	15	4
CATACLYSM	4	8	12	16	20	5

FIND THE LADY

A pitched battle between two large forces can sometimes be used as a distraction: a smokescreen, allowing the extraction of hidden intelligence or a covert operative.

General A's Rear Edge

General A's Deployment Zone

12"

Strategic Objective Markers

Midway Line

12"

General B's Deployment Zone

Clash 4: Find the Lady

General B's Rear Edge

TERRAIN

Set up Terrain following the standard rules.

In addition, place three Strategic Objective markers on the midway line, as shown on the map: one in the centre, and one at each halfway point between the centre and a neutral edge.

DEPLOYMENT

Each General's Deployment Zone runs from their Rear Edge to 12" away from the midway line, as shown on the map.

Deploy forces using the standard Deployment rules.

GAME LENGTH

This Clash lasts for five Rounds.

ESCORTING THE VITAL OBJECTIVE

To mark that a unit that is **Escorting the Vital Objective**, place the Strategic Objective Marker next to it. This is treated as a status token.

If the unit is Annihilated or Falls Back, the active player moves the Objective marker so that it is in contact with the unit's Officer, and in its Front Arc, before any models move or are Destroyed.

CLASH OBJECTIVE: SECURE THE FIELD

If a unit is Escorting the Vital Objective at the end of the Battle, they score Victory Points depending on the Force Scale, and their Disposition.

The Escorting unit's **Disposition** is based on its position on the battlefield, and the presence of nearby enemy units:

• If the Escorting unit is fully within its own Deployment Zone, and there are no enemy units within 6", the objective is **Secure**.

• If the Escorting unit is fully within its own Deployment Zone, and there is at least one enemy unit within 6", the objective is **Threatened**.

• If the Escorting unit is not within its own Deployment Zone, the objective is **Imperilled**.

FORCE SCALE	DISPOSITION: SECURE	DISPOSITION: THREATENED	DISPOSITION: IMPERILLED
SKIRMISH	30	25	15
BATTLE	50	40	25
CATACLYSM	70	55	35

SCOUR THE FIELD

An Infantry or Cavalry unit can make a special Action in its Attack Step to search for the Vital Objective. To do this, the unit must be in contact with a Strategic Objective marker, and there must be no enemy units in contact with the same marker.

When a unit makes this Action, the active General rolls an Attack Die.

If they roll anything other than a Heroic Strike, they find nothing and the Strategic Objective marker is removed from play.

If they roll a Heroic Strike, they have found the Vital Objective. Remove all other Strategic Objective markers from play. The unit immediately gains the **Escorting the Vital Objective** status.

If there is only one Strategic Objective marker on the battlefield when a unit makes this special Action, they automatically find the Vital Objective as though a Heroic Strike had been rolled.
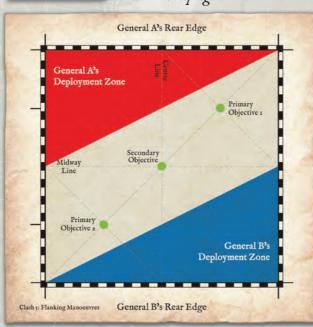
FLANKING MANOEUVRES

Positioning is everything in warfare. Surrounding the foe, cutting off their retreat, removing their supply lines... this is how a campaign is won.

Clash 5: Flanking Manoeuvres

TERRAIN

Divide the battlefield into four equal quadrants, as shown on the map.

Then set up Terrain following the standard rules. In addition, place three Strategic Objective Markers.

The first is placed in the centre of the battlefield; this is the **Secondary Strategic Objective.**

Then, another Strategic Objective Marker is placed in the centre of two diagonally opposite quadrants. These are the **Primary Strategic Objectives**.

DEPLOYMENT

Each General's Deployment Zone is a triangle that spans the width of the battlefield and runs from one corner to the midway line, as shown on the map.

Deploy forces using the standard Deployment rules.

GAME LENGTH

This Clash lasts for five Rounds.

CLASH OBJECTIVE: ENVELOP THE FOE

During the End Phase of each Round, each General can score Victory Points by controlling Strategic Objectives.

The number of Victory Points scored depends on the Force Scale. In addition, controlling both Primary Objectives at the same time scores more points than controlling them both separately.

FORCE SCALE	CONTROLLING BOTH PRIMARY OBJECTIVES	CONTROLLING ONE PRIMARY OBJECTIVE	CONTROLLING THE SECONDARY OBJECTIVE
SKIRMISH	7	3	1
BATTLE	9	4	2
CATACLYSM	11	5	3

WELCOME TO THE

DYSTOPIAN AGE

*T*he nineteenth century is approaching its end. And the world is at war. *The Dystopian Age* has begun. Across oceans, seas and skies, unceasing battles are waged. The Badlands of North America are still violently contested in the wake of the Ore War. Deep inside the darkest corners of the world, there are hushed whispers of clandestine struggles being fought for the very soul of humanity. And across nations, tanks and infantry meet upon the field of battle in titanic *Armoured Clashes*.

It is here, upon these roiling landscapes, that the fortunes of the Great Powers are wrought.

Beneath tattered banners, legions of troops march implacably on, their heroic battle cries mingled with the wails of the dying and the damned, as all about them, mechanised infantry and iron cavalry surge forward. The treads and heavy wheels of enormous tanks carve their inevitable paths through corpse and monument alike, the land reshaped under withering barrages of explosive shells. Shadows stretch out across bloody, muddy fields as the empyric lightning of otherworldly weapons rend the heavens asunder, squadrons of screaming aircraft silhouetted against tempestuous skies.

And towering above these sprawling assemblies of military might loom terrifying beasts of war, clanking, groaning monstrosities of Sturginium and tempered steel, their bloated bulks housing mighty armaments that search endlessly for new prey as they sluggishly traverse the ruptured fields of battle.

Amidst these furious clashes, the dancing tides of victory and defeat ebb and flow, the fates of entire battalions decided by the whims of their Generals, and by the greed, vanity and egoism of those who send them to war: the Great Powers. They are the rightful claimants of this world.

And all the rest shall burn.

May the earth shake! May the colours fly! Glory and ruin await!

ARCTIC CIRCLE

FOLLY'S REACH

THE ASYLUM

THE WARORACLE

THE ABATTOR

MYALING PIPEWORKS

IRON CITADEL

WAR-UNIVERSITY DC

OLIVARIAN GROVE

CHUQUISACA

RIO DE JANEIRO

SNAG ISLAND

ASUNCION

BAUTA GARDEN

To find the Distance of one Place from another

The triangular scale marked ABC, on the upper left, serves universally for this purpose. Alternatively, the longitude and latitude scales of this chart can be used, though remember, as square measure &c. cannot thus.

An example will explain it using this illustration. Suppose the distance be required from South Georgia Lands, in the Southern Ocean, to Buenos Ayres.

Take with a pair of compasses, or the edge of a slip of paper, the extent from one place to the other and mark it off on the line BC, toward C: then it would reach to M. Draw the oblique line AM, then find the middle point of latitude between the two places on the graduated meridian at the side of the map. (Here will be 40 dea.) Next look to the perpendicular line AB, of the scale and from 45 on this line, draw the line EF, parallel to CB to K, and so: suppose it to be drawn. The extent from K to M, applied to the line BC, at the top, (here G) will show the true distance in degrees, (here 54) which multiplied by 69, gives its distance in geographical miles; or by 69½ in English Statute miles.

The Ocean triangulation was applied in all cases &c to insure the same purpose by describing a line. With the adjustable triangle rule held along BA the angle to a, and the triangulation square held against BA, slid as in the current piece along BA and added to just EF, which will then incontestably joint to G.

ANTARCTIC CIRCLE

LEONIDAS SPIRE

WELLS CHASM

GLORY

DIEU ET MON DROIT

Presented to
her Illustrious Majesty
on the occasion of her Birthday,
1874

MAP SHOWING THE TERRITORIAL BOUNDARIES OF THE DOMINIONS
OF THE BRITISH CROWN AND THOSE WHO OPPOSE HER JUST RULE.

THE DIE IS CAST

Ancient forces older than mankind have been subtly influencing humanity for thousands of years. Creatures in the shadows. Dark Councils. Beings from the greater cosmos, fighting an unending war older than the Earth itself. Why, how, or even when they first arrived upon this planet is a mystery, comprehended by a precious few. But their presence can be felt in every corner of the world.

And with their arrival, there has come great power...

With the revelatory and dangerous discoveries of the alien element Sturginium and power sources such as RJ-1027, a symposium of scientists known as the Covenant of the Enlightened have been able to instigate unprecedented advances in engineering and industry. They have ushered in an age of phenomenal scientific advancement in areas that were the stuff of dreams only decades before.

However, this unearned and disjointed scientific progression has come with neither morals nor safeguards. Through manipulation, fear or conquest, nations throughout the world have found themselves enmeshed in binding treaties and defensive pacts, these swelling confederations sustained through shared claims of kinship and camaraderie.

And now, as the end of the century draws near, seven distinct geopolitical forces have emerged alongside the mercurial Enlightened: the proud Latin Alliance, the stoic Commonwealth, the righteous Dominions of the Crown, the Immortal Celestian Empire, the industrious Imperium, the ostentatious Sultanate, and the expansionist Union of Federated States.

THE GREAT POWERS

In spite of these alliances and squabbling power blocs, the great nations of old still stand proud, their traditions and sovereignty preserved amidst the cloying haze of this hungry era of violent industry. The forthright Imperium earnestly covets its Prussian, Austrian and Scandinavian subjects, whilst the neighbouring Commonwealth celebrates its Polish-Lithuanian, Russian and Mongolian defenders with equal ardour.

At times, each of the Great Powers have been paralysed by tensions and petty infighting, and these are seized upon by rivals, eager to advance their own, secret agendas. Such conflict between allies is regrettable but unavoidable in this new age. These Great Powers appear evenly matched in their potential for war and destruction, and this brings a grim prospect: if a total global conflict were to erupt, there would likely be no clear victor.

All would perish.

As the world teeters on the edge of global catastrophe, the Great Powers battle tirelessly to gain a decisive advantage and emerge triumphant with a mix of militaristic force, subterfuge, diplomacy, and economics. While there are times of detente between them, more often than not conflict is inevitable, be it over resources, territory or through the foolish and wanton actions of individual commanders in the field.

To stave off a global armageddon, a network of ambassadors, diplomats, marshals and emissaries can be found frantically crossing the globe, attempting to smooth over the countless brutal and bloody proxy wars, sabre rattling, land grabs, insurgencies, and state-sponsored terrorism that are a daily occurrence in these troubled times.

It was one such conflict in Southeast Asia that recently threatened to undo all this hard work and transform the feeble sparks of petty squabbles into a merciless inferno...

THE SINGAPORE INCIDENT

It began with an internal trade dispute in the Straits Settlements, a group of Crown territories consisting of the settlements of Penang, Singapore, Malacca, and Dinding. And as it began to escalate, this disagreement eventually drew in the Immortal Celestian Empire before finally, in the summer of 1869, the whole region exploded into violence.

Even as the proud trading hub collapsed in flames, a fleet of mighty Crown battle-rotors and warships raised steam across Queen Victoria's Dominions to inflict righteous vengeance. The conflict was brief but bloody, and countless souls perished as the great naval powers waged war with one another.

Land battles erupted soon after, as mighty behemoth landships and thunderous armoured tank columns clashed upon the field. Thousands were killed, rifles in hand and the cry of battle on their lips. Finally, the Empire withdrew, but not before the Battle for Singapore, a conflict of untold devastation as an entire city was reduced to fire and ash under the fury of the Empire's cannons and rockets.

Retribution, at a time of their choosing, was promised by both sides.

AN UNCERTAIN FUTURE

*I*n the years since, the world has entered a period which has come to be known as "the Interbellum" - a time of retrenchment, of consolidation, of detente. But only the naïve and the foolish take this to mean the end of the conflict across the globe.

Whole territories have been devastated by war, and yet others are relatively untouched, transformed instead into hives of activity, with the massive expansion of industry and technological development to feed this terrible struggle. Each year the militaries of the Great Powers produce mighty steel behemoths in increasing numbers - marvels of mankind's ingenuity. Weapons of war thought the stuff of penny dreadfuls and lurid tales now become commonplace on the blood-drenched tides and fields of the world.

More concerning still, is that it appears the world itself is changing.

Crash sites and otherworldly artefacts are being discovered with troubling regularity, the lands in which they are uncovered both warped and tainted. Bizarre weather events erupt with increasing regularity, as mighty storms blow up and then suddenly dissipate. On land, mutated flora and fauna are discovered in places previously thought uninhabitable. At sea and in the air, ships and flying craft mysteriously vanish, only to reappear miles off course, their crews having no recollection of the missing time.

And through it all, back and forth, the Great Powers of the world grind against one other, each looking to swing the Dystopian Age in their favour. This Interbellum does not mean peace, but only the grim promise of greater conflict to come...

THE DYSTOPIAN AGE

INDEX

PICK YOUR FACTION AND FIGHT FOR DOMINANCE
OVER THE SEAS AND SKIES WITH INCREDIBLE MACHINES
OF WAR POWERED BY EXTRAORDINARY TECHNOLOGY
– DREAD MARVELS OF THE DYSTOPIAN AGE.

VAUBAN
BATTLEFLEET SET

MARKOV'S
PROMETHEUS

XENOPHON
BATTLEFLEET SET

LEGENDS OF
THE CROWN

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ARMOURED CLASH

Part of the

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