ARMOURED CLASH®

A TO Z

GLOSSARY OF RULES & QUALITIES

V1.11

PART OF THE

DYSTOPIAN AGE

GLOSSARY OF RULES & QUALITIES

V1.11

This document contains a comprehensive list of the **Special Rules** and **Weapon Qualities** used by units in *Armoured Clash*, as determined by their **Unit Profiles**. A unit's Profile can be found in its **Order of Battle** (or **ORBAT**), which can be downloaded from that Faction's page on the *Armoured Clash* website.

Before beginning a game, both players should ensure they are using the most up-to-date version of this document, and their ORBAT.

- Alliance ORBAT
- Commonwealth ORBAT
- Crown ORBAT
- Empire ORBAT
- Enlightened ORBAT
- Imperium ORBAT
- Sultanate ORBAT
- Union ORBAT



SPECIAL RULES

X VALUES

Some Special Rules and Weapon Qualities have "(X)" in their name. When this Rule or Quality appears in a unit's Profile, the **X** will be replaced with a number in parentheses.

Wherever **X** appears in the text of a Rule or Quality, it should be substituted for the number in parentheses shown in the unit's Profile.

ADAPTABLE DEPLOYMENT

This unit begins the game with **either** the *Aerial Assault* or *Vanguard* (8") special rule. The General must declare which before **Deployment** begins.

If both Generals have units with this Special Rule, then **General A** (see **Deploy Forces** on page 57 of *Armoured Clash: The Rules*) must make this decision for all their units first.

AERIAL ASSAULT

This unit must be **Deployed In Reserve** or be **Embarked** upon another unit with *Aerial Assault*. It does not arrive in the **Deploy Reserves** step as normal, however, and is instead deployed as follows.

From Round 2 onwards, instead of **Activating** a unit on the Battlefield, a General may issue a **Special Command** to Activate this unit while it is in Reserve, unless it is Embarked upon another unit. If this Special Command is unsuccessful, the General may Activate a unit on the battlefield as normal.

If this Special Command is issued successfully, this unit is immediately Deployed anywhere on the Battlefield, so long as it is not within the opposing General's **Deployment Zone**, or within 1" of any enemy units, **Defensible Buildings** or **Strategic Objective Markers**.

This unit can never suffer from **Lost Opportunity** (see page 46 of *Armoured Clash: The Rules*). If this Special Command is not successfully issued by the final round of the Clash, the General ***must*** Activate this unit in their first turn, and deploy the unit as outlined above. They do not need to issue a Special Command to do so and the opposing General does not get an opportunity to **Interfere**.

ALL-OUT ATTACK (X)

In this unit's **Attack Step** it can make an **All-Out Attack** instead of attacking normally. If it does, it makes up to X Attacks, each one using a different row on the unit's **Armaments Grid**. Any **Close Quarters Attacks** must be resolved before any **Ranged Attacks**.

A unit cannot make an All-Out Attack if it is **Suppressed**, or if it makes a **Special Action** instead of making an attack.

If the unit has the **Reloading** status at the start of an All-Out Attack, the status is lost at the end of the Attack Step, as though the unit had made a **Re-Arm** action. This cannot be used to remove a Reloading status that was gained during the step.

AMBUSHERS

When successfully issued with a **Flank Attack** special command, this unit can be placed within 3" of **Dense Terrain** or **Difficult Terrain**, instead of along a Battlefield Edge. No models can be placed within the enemy **Deployment Zone**.

AMMO SUPPLY (X)

Friendly units with the ***X*** trait within 3" of this unit gain an additional **Combat Rating Bonus** to **Ranged Attacks**.

ASSAULT RAMP

In this unit's **Attack Step**, it can make a **Special Action** to allow a unit **Embarked** upon it to immediately make a free **Disembark** manoeuvre. The Disembarked unit remains **Coordinated** with this unit until the end of the current turn.



AUTOMATA

This unit always passes any **Discipline Test** it is called upon to make without needing to draw a card. However, **Commands** cannot be issued to this unit, and it cannot control **Strategic Objectives**, though it can contest them.

Note: Rules which bypass Discipline Tests (for example, a rule which causes a unit to automatically become Suppressed, rather than take a Suppression Test) still affect this unit normally.

BAIL OUT

If any models in this unit are **Destroyed** while it is **Occupied**, its General can choose to make an immediate **Disembark** manoeuvre with the **Embarked** unit. This is resolved before models in the Embarked unit would be Destroyed as the result of reduced Transport Capacity.

After Disembarking, the unit automatically gains the **Suppressed** status. If the Embarked unit is already Suppressed, it cannot Disembark.

Note: Rules which bypass Discipline Tests (for example, a rule which causes a unit to automatically become Suppressed, rather than take a Suppression Test) still affect this unit normally.

BANK (X")

Once during this unit's Activation, at either the end of its **Approach Step** or the start of its **Escape Step**, each model in the unit can move up to **X"** using the **Turning Template**.

BERSERK

If this unit fails a **Rally Test**, it must make a **Charge** manoeuvre in its **Movement Step** if it is able to do so, and then make a **Close Quarters Attack** in its **Attack Step**.

If the unit is unable to make a Charge manoeuvre, it follows the normal rules for failing a Rally Test.

Note: This is an exception to the rule that a unit which fails a Rally Test cannot use both its Movement Step and Attack Step.

BODYGUARD

Attacks that target this unit cannot benefit from the **Precision** quality.

BRAKE TURN

Once per Activation, during this unit's **Approach** or **Escape Step**, its General can rotate this unit's Officer to face any direction. Then, each other model in the unit must rotate to face the same direction.

Note: This can be done in the middle of the unit's move - so during its Escape Step, for example, it could move some distance, then rotate, then move off the Battlefield - cunningly skirting around Opportunity Fire.

BULWARK

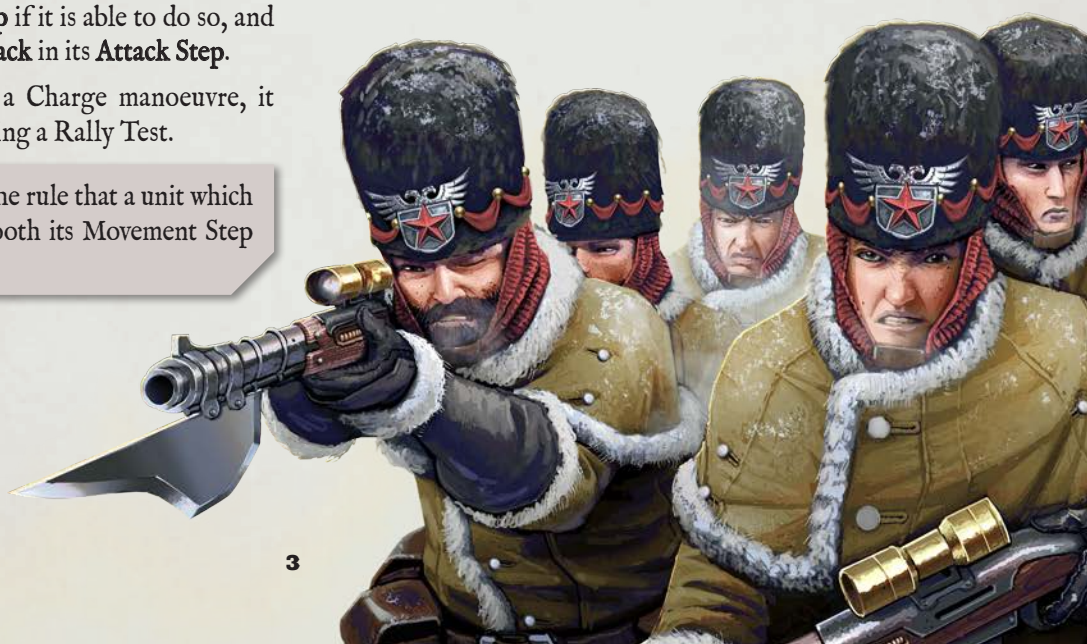
During an enemy unit's **Ranged Attack**, models in this unit count as **1 Size** larger, and **Blocks** the attacking Officer's **Line of Sight** instead of **Obscuring** it.

Note: If this unit has a lower **Size** (after any modifiers) than the attacking Officer and/or the model to which Line of Sight is being drawn, models in this unit are ignored (see **Benefits of Size** on page 17 of *Armoured Clash: The Rules*) and Bulwark has no effect.

BULKY

This unit cannot make **Take Cover** Special Actions.

In addition, if this is an ***Infantry*** unit, each model in the unit counts as two models for the purposes of **Embarking** on a **Transport**.



CAPACITY (X)

This is a **Transport** unit (see page 46 of *Armoured Clash: The Rules*). Each model in this unit contributes **X** to the unit's **Transport Capacity**.

CARRIER (X)

A unit with the *Carrier (X)* special rule can carry a single unit with the ***X*** trait that is at Basic Reinforcement level. When doing so, it is ***Loaded***; otherwise, it is **Unloaded**.

When deploying a *Carrier (X)* unit, its General can declare that one of their ***X*** units is Loaded upon it. The ***X*** unit and the *Carrier (X)* unit on which it is Loaded are Coordinated. While a *Carrier (X)* unit is Loaded, the ***X*** unit follows the rules for **Embarked Units**, as if it were an ***Infantry*** unit (see page 46 of *Armoured Clash: The Rules*).

An ***X*** unit must make a **Disembark** manoeuvre if it wishes to leave, as if it were an ***Infantry*** unit. ***X*** units cannot make an **Embark** action to enter a *Carrier (X)* unit. They may only do so during Deployment, as described above.

When the last model in a *Carrier (X)* unit is **Destroyed**, any ***X*** unit it is carrying is treated as having been Destroyed.

Units with the ***Transport*** or ***Behemoth*** traits cannot be carried by this unit.

Note: A **Transport** unit may also have the *Carrier (X)* special rule. In these cases, it may have a unit Loaded and an ***Infantry*** unit Embarked simultaneously. All units are Coordinated and the usual rules for Embarked units apply.

CHAIN OF COMMAND (X")

This unit gains **+1** to its **Discipline**.

Additionally, a unit gains **+1** to its Discipline if its **Officer** is within **X"** of this unit and/or a **Transport** unit upon which this unit is **Embarked**.

This Special Rule has no effect if this unit is **Disordered**.

COMMAND SIGNALS

While this unit is **Embarked** on a **Transport** unit, that Transport unit counts as having the **Commander** trait.

CONSTRUCT

If this unit gains the **Suppressed** status it also immediately gains the **Disordered** status.

In addition, this unit does not lose the Disordered status at the end of its **Activation**; it can only lose it when one of the following conditions is met:

- This unit moves within **6"** of a friendly ***Commander*** unit, or vice versa.
- This unit moves so that it is **Under Review**. (see *Peer Review (X")* in the *Glossary of Special Rules & Qualities)*
- Another unit moves so that this unit is Under Review.

CONSTRUCTION TEAM

During this unit's **Attack Step** it can make an **Entrench** special action. If it does so, select either this unit or a friendly ***Light*** unit that is within **4"** of the active unit and in **Close Formation**. The selected unit gains the **Entrenched** status. Place one or more **Barricade Tokens** along the Entrenched unit's **Front arc** to denote this.

DESIGNERS' NOTE: BARRICADE TOKENS

Some *Armoured Clash* units with this Special Rule are sold with plastic barricades (for example, the **Royal Engineer Artificers** in the **Crown Heavy Regiment**). Even though these are not made of card, they are tokens in all respects, and are simply used to denote a unit's **Entrenched** status.

When targeted by a **Ranged Attack**, the Entrenched unit is counted as a ***Heavy*** target instead of ***Light***, as long as the attacking unit's **Line of Sight** crosses its **Front** arc.

When targeted by a **Charge** manoeuvre the attacker suffers an additional **Combat Rating Penalty**. After the **Close Quarters Attack** has been resolved, the unit is no longer Entrenched and all Barricade Tokens are removed.

If an Entrenched unit moves or makes any Manoeuvre other than **Aim**, it loses the Entrenched status and any Barricade Tokens it has are removed.

CORROSIVE FUMES (X")

At the end of this unit's **Movement Step**, each enemy unit within **X"** gains the **Disordered** status. Units with the *Automata* special rule are unaffected.



CUMBERSOME

If this unit makes a **Double Time** manoeuvre, it gains the **Reloading** status.

While this unit has the Reloading status, it cannot make **Ranged Attacks**.

DEMOLITION

When this unit makes a **Charge** manoeuvre, it can target a **Defensible Building**. If it does so, it does not make an ordinary **Close Quarters Attack** - instead, its General rolls a number of **Attack Dice** equal to the number of models in the unit.

If any die scores a **Heroic Strike**, place a **Wrecked** status token on the building - it can no longer be **Garrisoned** by units that do not have the *Occupy* special rule, and is treated as **Blocking Terrain** for the rest of the game.

If there is a unit Garrisoning the building, for each die that scores a Heroic Strike, roll another die and add it to the initial roll. Heroic Strikes that result from these additional dice ***do not*** cause further dice to be rolled. Each **Strike** or Heroic Strike result scores **Hits** on the Garrisoning unit exactly as if this was a standard **Attack Roll**, with **Damage** applied in the same way. The Garrisoning unit makes an immediate **Exit** manoeuvre and, as this does not qualify as a Close Quarters Attack, does not get to make a retaliatory attack.

DURABLE

When this unit is targeted by an attack, **Heroic Strikes** score one **Hit** instead of two.

DYNAMIC ENTRY (X")

When this unit is **Deployed from Reserve**, but before its **Movement Step**, every unit within **X"** must take a **Suppression Test**.

Aircraft, *Rotorcraft*, and units with the *Large* special rule are unaffected.

EMPLACEMENT

When targeted by a **Ranged Attack**, models in this unit count their **Defence** as being one point higher, so long as one (or both) of the following conditions are met:

- The unit's **Officer** is in contact with an **Obstacle** in the model's **Front Arc**.
- The unit is **Entrenched** (see *Construction Team* in the *Glossary of Special Rules & Qualities*).

EXTENDED FOOTPRINT

The **Footprint** of each model in this unit is defined both by the edge of that model's base and its main body (see page 10 of *Armoured Clash: the Rules*), as viewed from above. This means that any part of a model's main body that overhangs the edge of its base is also counted towards its Footprint.



This model has the *Extended Footprint* special rule. As a result, all parts of the model's main body that that overhang its base when viewed from above (the solid blue line) counts towards its Footprint in addition to the edge of the base (the dashed red line).

FIRETEAM

This unit is a ***Fireteam***. Rules for Fireteams can be found in the *Union ORBAT*.



FIERY DEMISE (X)

If a model in this unit is **Destroyed** before the **Escape Step** of its Sortie, the opposing General rolls a single **Attack Die** before removing it from play, and consults the table below.

RESULT	OUTCOME
	SMOKE TRAIL The model is removed from play with no additional effect.
	RAIN OF DEBRIS Each other unit within 4" of the Destroyed model, friend or foe, must make a **Suppression Test**. The Destroyed model is then removed from play.
	CALAMITOUS LANDING Make a **Ranged Attack** with **X Attack Dice** against each unit (friend or foe) within 4" of the Destroyed model, with a **Neutral Combat Rating**. This unit's General chooses the order in which these attacks are made. The Destroyed model is then removed from play.



FLEXIBLE PROGRAMMING

Whenever this unit **Activates**, it immediately removes any **Status** tokens it has. Then, its **General** may choose to perform a **Programming Check**.

To do so, they reveal the top card of their **Command and Conquest** deck, note its **Value**, discard the card, then consult the table below. Alternatively, if this unit is **Under Review** (see *Peer Review (X")* in the *Glossary of Special Rules & Qualities*), its General may discard a card from their hand, using its Value instead.

CARD VALUE	SELECTED PROGRAMMING
1-4	**ERROR**: This unit gains the **Disordered** status, which it cannot lose until its ***next*** Activation. During this Activation, this unit can use either its **Movement Step** or its **Attack Step**, not both, as if it had failed a **Rally Test**.
5-8	**COLLECT**: This unit gains the **Suppressed** status, which it cannot lose until its ***next*** Activation. When this unit makes a **Melee Attack** while it is Suppressed, each **Strike** scores two **Hits** instead of one.
9-12	**OBSERVE**: This unit gains the **On Lookout** status, which it cannot lose during ***this*** Activation, even if it moves or makes contact with an enemy unit. After resolving **Opportunity Fire**, it immediately loses the On Lookout status as normal. Additionally, this unit is able to control **Strategic Objectives** as if it were ***Infantry*** as long as it has this Status Token.

This unit ceases to be affected by its **Selected Programming** as soon as it loses the relevant Status Token.

FLYING

Models from this unit never cause the **Line of Sight** of a model in another unit to be **Obscured**. In addition, when models from this unit move, they treat all Terrain as **Open Terrain**, and can move freely through enemy models as long as they end their move at least 1" away from them.

FORWARD

After both Generals have claimed their **Deployment Zones**, but before deploying any of their units, this General can choose any number of units in their Force with the *Forward* special rule. Once these units have been selected, this General must generate a **Forward Pool** by rolling a number of **Attack Dice** equal to the number of *Forward* units chosen.

Note: If both Generals are fielding units with the *Forward* special rule, both Generals make this roll simultaneously.

Both Generals then deploy their forces, following the usual rules. The chosen ***Forward*** units ***must*** be deployed before any other units in the General's force. Each time one of these units is deployed, this General selects a single die from their Forward Pool and consults the table below, then applies the result to the unit being deployed. Once the unit has been deployed, discard the chosen die from the Forward Pool.

RESULT	ONE FORWARD (X) UNIT CAN BE DEPLOYED...
	...within this General's Deployment Zone.
	...anywhere on the battlefield, but takes 1 **Damage**. It cannot be Deployed within the opposing General's Deployment Zone.
	...anywhere up to 5" outside this General's Deployment Zone. It cannot be Deployed within the opposing General's Deployment Zone, or within 3" of a **Strategic Objective Marker** or **Defensible Building**.
	...anywhere up to 10" outside of this General's Deployment Zone. It cannot be Deployed within the opposing General's Deployment Zone, or within 3" of a Strategic Objective Marker or Defensible Building.
	...anywhere on the battlefield. It cannot be Deployed within the opposing General's Deployment Zone.

Note: Transport Units with the *Forward* special rule can be deployed with **Embarked** units as usual. These Embarked units must be declared before Deployment.

HEAVY CARRIER (X)

A model with the **Heavy Carrier (X)** special rule can carry units with the **X** trait. When doing so, it is **Loaded**; otherwise, it is **Unloaded**. A ***Heavy Carrier (X)*** model can carry either:

- Two ***X*** units that are at **Basic** Reinforcement level.
- One ***X*** unit that is at **Reinforced** Reinforcement level.

When deploying a ***Heavy Carrier (X)*** unit, its General can declare that any number of their ***X*** units are Loaded upon it, provided their number does not exceed the above limit. All ***X*** units and the ***Heavy Carrier (X)*** unit on which they are Loaded are Coordinated. While a ***Heavy Carrier (X)*** unit is Loaded, all ***X*** units being carried follow the rules for **Embarked Units**, as if they were ***Infantry*** units (see page 46 of *Armoured Clas: The Rules*).

An ***X*** unit must make a **Disembark** manoeuvre if it wishes to leave, as if it were an ***Infantry*** unit. ***X*** units cannot make an **Embark** action to enter a ***Heavy Carrier (X)*** unit. They may only do so during Deployment, as described above.

When a ***Heavy Carrier (X)*** model is **Destroyed**, any ***X*** units it is carrying are treated as having been Destroyed.

Units with the ***Transport*** or ***Behemoth*** traits cannot be carried by this unit.

Note: A **Transport** unit may also have the *Heavy Carrier (X)* special rule. In these cases, it may have a unit Loaded and an ***Infantry*** unit Embarked simultaneously. All units are Coordinated and the usual rules for Embarked units apply.

HEAVY RAIL

When adding this unit to their Force List, a General can choose to include a number of units with the ***Carriage*** trait as part of the same **Battlefield Element**.

At the start of the Clash, the General can declare that one or more of these Carriages will form a **Heavy Rail Land Train** with this unit. If they do so, all Carriages in the train must be deployed at the same time as this unit.

The full rules for Forming a Heavy Rail Land Train can be found in the *Union ORBAT*.

HIT & RUN (X")

During this unit's Activation, immediately after resolving a **Close Quarters** or **Ranged Attack**, it can make a free **Advance** manoeuvre, with a Movement Limit of **X"** (instead of its **Speed**).

A unit cannot benefit from this Special Rule if it is **Suppressed**, **Embarked** on a **Transport** unit, or **Garrisoning** a **Defensible Building**.

Units with the ***Sub-Zero*** trait are unaffected by this Special Rule.

HOARFROST AURA (X")

All units within **X"** of this unit count as being in **Difficult Terrain** for the purposes of Movement. Units with the ***Sub-Zero*** trait are unaffected by this Special Rule.

Note: Units that usually ignore Difficult Terrain, such as those with the *Hover*, *Pioneers* or *Stilted (X)* special rules, are still affected by this Special Rule.

HOSTILE TERRITORY DROP (X)

If an **(X)** unit is included in this Force, this unit gains **+2** to the value of the **Command & Conquest Card** when it is issued the **Flank Attack** Special Command.

Only one unit may benefit from this rule per **(X)** unit in this Force.

For example, a Union commander holds two units of Frontier Dustcutters with the Hostile Territory Drop (Talon Rotors) special rule in Reserve. Also in their force is a single unit of Talon Rotors.

During the Deploy Reserves step of the second round, the Union commander wishes to issue the Flank Attack special command to both units of Frontier Dustcutters. As such, one of them will gain a +2 to the value of the Command & Conquest card but the other does not as there is only a single unit of Talon Rotors in the force.

Any decision as to which unit benefits from this rule must be made before any cards are played.

HOT HEADED

Unlike most ***Aircraft*** units, this unit can gain the **Suppressed** status, and can even be Suppressed by **Opportunity Fire**. However, it automatically passes any **Rally Tests** it is called upon to make.

If this unit would be forced to **Fall Back** in the **Reaction Step** after its **Escape Step**, it is **Annihilated**.

HOVER

When this unit moves, it treats **Obstacles**, **Difficult Terrain**, and **Water** terrain as **Open Terrain**.

HUNTER

This unit's General scores **1 Victory Point** whenever this unit wins a **Close Quarters Combat**.

HURTLING

This unit can move freely through enemy models with a **Size** of **1**, but must end its move so that it is not within **1"** of any enemy units.

This unit cannot make a **Double Time** manoeuvre, and when it makes a **Charge** manoeuvre, it can only move a number of inches up to its **Speed**.

IMMORTAL

While this unit is within **3"** of a **Portal Marker**, its **Defence** is increased by **1**.

At the start of its **Activation**, if this unit is within **3"** of a **Portal Marker**, its General can immediately restore up to **two** models that were previously **Destroyed**. This cannot take the unit above its starting **Reinforcement Limit**. Once this has been resolved, the unit begins its **Movement Step** as normal.

This unit gains no benefit from this Special Rule while it is **Garrisoning a Building** or **Embarked** on a ***Transport*** unit.

INSPIRING (X)

At the end of this unit's **Movement Step**, its General can choose up to **X** friendly **Suppressed** units within **12"**. The chosen units immediately lose their Suppressed status.

Note: If a unit does not have a Movement Step (for example, because it has failed a Rally Test and chooses to use its Attack Step), it cannot use this Special Rule.



INTERCEPTOR

Instead of declaring **Opportunity Fire** during the first **Reaction Step** of an enemy **Aerial** unit's Activation, a General can issue an **Intercept** special command to one of their **Incoming** units with this Special Rule.

If the Command is successfully issued, the unit immediately makes an **Interception Sortie**, as described below. If the Command fails due to **Interference**, the Reaction Step immediately ends.

At the start of an Interception Sortie, this unit's General rotates its **Officer** so that it is facing the **Active** enemy unit's Officer, then rotates every other model in this unit to face the same direction.

Then, resolve an **Approach Step**, **Engage Step** and **Escape Step** with this unit, as though it were its Activation. During the Engage Step, this unit cannot confirm **Target Acquisition** on any enemy unit other than the one that is currently taking its Activation.

Note: There are no Reaction Steps during an Interception Sortie, so the intercepting unit cannot be targeted with Opportunity Fire (and cannot trigger another Interception Sortie). However, as the Intercepting unit returns to its General's Reserve at the end of its Escape step, it loses the opportunity to act later in the Round.

IRON RESOLVE

When playing a **Command & Conquest Card** to **Issue a Command** to this unit, treat the card's **Value** as **2** points higher, to a maximum of **12**.

IRREGULAR

This unit fights in **Open Formation**, regardless of its Unit Type.

In addition, when this unit makes a **Ranged Attack**, it can confirm **Target Acquisition** against enemy units that are outside of its Officer's **Front Arc**. When this is the case, only half of the models in the unit (rounding up) are counted when determining the number of Attack Dice that are rolled in the **Roll Attack Pool** step.

IRREPRESSABLE

This unit automatically passes all **Discipline Tests** it is called upon to make without needing to draw a card, but cannot be issued **Commands**.

JAMMING (X")

The opposing General cannot issue **Commands** to units within **X"** of this unit.

JUMP RAMP

In this unit's **Attack Step**, it can make a **Special Action** to allow an **Embarked** unit with the *Soar* (*X*) special rule to immediately perform a free **Disembark** manoeuvre.

LARGE

When this unit moves, it treats **Difficult Terrain** and **Dense Terrain** as **Open Terrain**, and treats **Blocking Terrain** as **Dense Terrain** as long as its **Size** is at least two points higher than the Terrain's Size.

During an enemy unit's **Ranged Attack**, models in this unit **Blocks** the attacking Officer's **Line of Sight** instead of **Obscuring** it.

Note: If this unit has a lower Size (after any modifiers) than the attacking Officer and/or the model to which Line of Sight is being drawn, models in this unit are ignored (see **Benefits of Size** on page 17 of *Armoured Clash: The Rules*) and *Large* has no effect.

When the unit is **Destroyed**, it is not removed from play. Instead, it gains the **Wrecked** status.

If this unit is deployed from **Reserve**, it cannot have a **Flank Attack** Special Command issued to it.

LOCKSTEP

This unit fights in **Close Formation**, regardless of its Unit Type.

LOCOMOTOR BOOSTERS

At the start of this unit's Activation, its General can declare that it will activate its **Locomotor Boosters**. If they do, they reveal and discard the top card of their **Command & Conquest** deck.

If the unit makes a **Charge** or **Double Time** manoeuvre during this Activation, its Movement Limit is equal to its **Speed** plus the **Card Value** of the discarded card, instead of twice its Speed.

Note: It is possible to end up with a lower Movement Limit than would have been available if the unit's Locomotor Boosters had not been activated.



LOGISTICAL EXPERTISE

If the General has at least one unit with this Special Rule on the Battlefield when they **Issue** or **Interfere** with a Command, treat the **Value** of the card they play as being 1 point higher, to a maximum of 12.

Note: This bonus is not cumulative - the Value of the card is treated as 1 point higher, even if the General has more than one unit with this Special Rule.

MANUFACTURER (X)

When a friendly unit with the ***X*** trait starts its **Activation** within 3" of a model with this special rule, its General can immediately restore up to **two** models that were previously **Destroyed**. This cannot take the unit above its starting number of models. Once this has been resolved, the unit begins its **Movement Step** as normal.

A unit gains no benefit from this special rule while it is **Garrisoning** a **Defensible Building** or **Embarked** on a ***Transport*** unit.

MELEE MASTERS

Melee attacks against this unit suffer an additional **Combat Rating Penalty**.

OBFUSCATING (X")

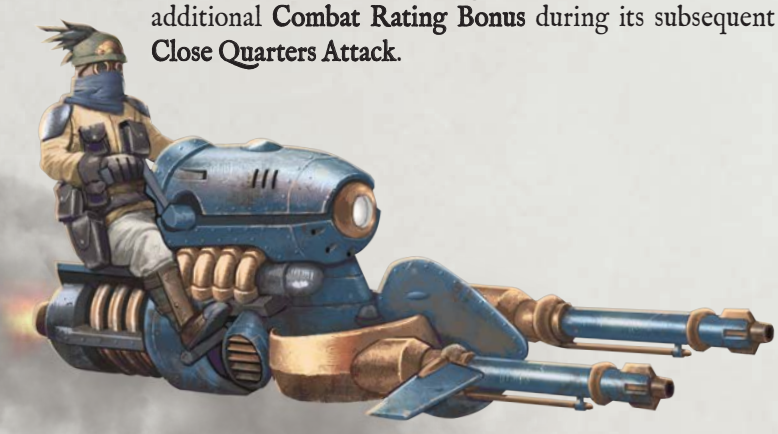
This unit always counts as having the *Shrouded* special rule, as do any friendly units whose models are all within X" of this unit.

OCCUPY

This unit can **Garrison** a **Wrecked Building** or **Wrecked Behemoth** unit as though it were a **Defensible Building**. While the unit is Garrisoning the Behemoth, opposing units can attack it as though it were a Defensible Building, but if they win a **Close Quarters Combat** they cannot Garrison the Behemoth unless they also have this Special Rule.

ONSLAUGHT

When this unit makes a **Charge** manoeuvre, it receives an additional **Combat Rating Bonus** during its subsequent **Close Quarters Attack**.



OPEN TOP

If this unit is either **Occupied** or **Loaded**, then it can make an additional **Ranged Attack** at the end of its **Attack Step**. This is always a **Weakened** attack, made using a row on the **Embarked** unit's **Armaments Grid**. This attack is measured from the centre point of this unit's **Officer** and uses this model's **Arcs**.

An Attack with the *Slow to Fire* quality cannot be selected for this additional Attack.

Note: While this Ranged Attack is made using the Embarked unit's Armaments Grid, remember that it is always the unit with the *Open Top* special rule that makes this attack.

If a unit would skip its Action Step for any reason (e.g. after performing a Double Time manoeuvre, or after having failed a Rally Test) they may not perform this additional attack.

OPTIMAL TARGET (X)

After this unit resolves an attack against an enemy unit with the ***X*** trait, if the target has suffered at least 1 **Damage** from this attack, the target suffers an additional 1 **Damage**.

OVERRUN

If this unit wins a **Close Quarters Combat** during its own Activation, and the target unit has not been **Annihilated**, its General can discard a **Command & Conquest Card** from their hand to declare that this unit will **Overrun** the enemy.

If they do so, this unit immediately makes a **Charge** manoeuvre, ending in contact with the target unit. This unit then makes a **Close Quarters Attack**. The target unit can **Retaliate** as normal, if it has a Melee attack.

A unit can only Overrun the enemy once per Activation.

PARENT UNIT (X)

When adding this unit to their Force List, a General can choose to include up to **X** ***Fireteam*** units as part of the same **Battlefield Element**. The rules for Fireteams can be found in the *Union ORBAT*.

Some units list two **X** values. If the unit is taken as a **Commander Variant**, the second value is used; otherwise, the first value is used.

For example, a Federal Trooper Platoon has Parent Unit (2/3). If it is fielded as a standard Federal Trooper Platoon, it can have two attached Fireteams. If it is fielded as a Federal Trooper Command Platoon, it can have three attached Fireteams.

PATHFINDERS

Any friendly ***Infantry***, ***Cavalry***, or***Field Gun*** unit that starts its **Activation** within 6" of this unit treats **Difficult Terrain** or **Dense Terrain** as **Open Terrain** during their **Movement Step**. This friendly unit must end its **Movement Step** within 6" of this unit.

PAVISES

This unit does not follow the normal rules for **Taking Cover**. It follows these rules instead:

While Taking Cover, this unit's **Defence** is increased by 1. This unit only loses the Taking Cover status when it moves.

Note: This means that the unit does not lose the Taking Cover status at the start of its next Activation, or when it comes into contact with an enemy unit. It also means that the increased Defence applies in all cases, not just against Ranged Attacks where the Concealed Combat Rating Penalty applies.

PEER REVIEW (X")

All friendly units within X" of this unit are **Under Review**. A unit which is Under Review automatically passes all **Suppression** and **Rally Tests** it is called upon to make without needing to draw a card.

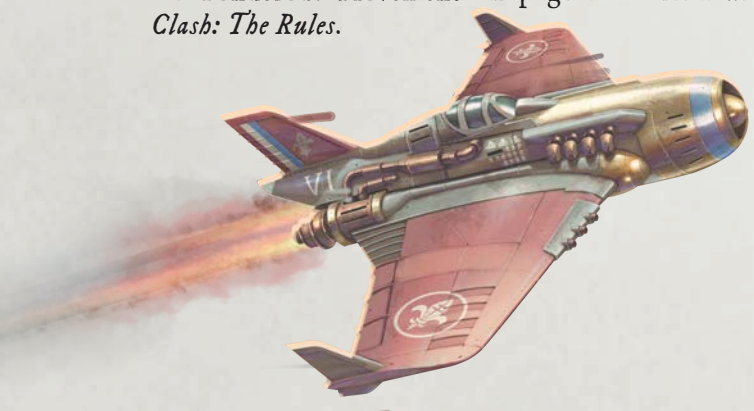
PIONEERS

When this unit moves, it treats **Difficult Terrain** and **Dense Terrain** as **Open Terrain**. In addition, when this unit makes a **Ranged Attack**, ignore any Dense Terrain within 3" of its **Officer** when confirming **Visibility**.

Note: This does not mean that a terrain feature is entirely ignored if part of it is within 3" of the Officer. Rather, it means that there is a 3" bubble around the Officer, within which any Dense Terrain is ignored.

PONDEROUS

When this unit moves, its models must follow the rules for **Ponderous Movement** on page 16 of *Armoured Clash: The Rules*.



PORTAL MASTERY (X)

At the start of this unit's **Activation**, its General can attempt to issue a **Special Command**. If successful, they may immediately place **X Portal Markers** on the battlefield, or ***remove*** **X** Portal Markers. Any Portal Marker, belonging to either General, can be removed in this manner.

A marker can be placed anywhere on the battlefield, so long as it is not within 1" of any units, **Defensible Buildings**, or Markers. The number of Portal Markers placed ***cannot*** exceed the **Portal Limit** of the Force Scale.

PORTAL STRIKE

This unit can make a special **Charge** manoeuvre through **Portal Markers**, as described in the *Sultanate ORBAT*.

RABBLE

If this unit **Falls Back** as the result of a failed **Suppression Test**, it immediately assumes **Open Formation**. While it is in Open Formation, this unit cannot control **Strategic Objectives**, though it can prevent enemy units from controlling them.

At the end of this unit's next **Movement Step**, it ***must*** reassume **Close Formation**. Any models that are unable to move within **Unit Coherency** are **Abandoned**.

RAPID RESPONSE

If, at the start of the Clash, either General has any units in **Reserve** with this special rule, then ***do not*** skip the **Deploy Reserves** step of the first round **Ready Phase**. In this step, units with *Rapid Response* may be deployed. Additionally, units with *Rapid Response* ignore the **Lost Opportunity** rule (see page 21 of *Armoured Clash: The Rules*), and may be deployed in the final round of a Clash.

REGROUP

If this unit would ever **Fall Back**, remove it from the battlefield and place it into **Reserve**. The unit loses any status effects or other tokens but keeps any Damage it has taken.

REPAIR (X)

During this unit's **Attack Step**, it may make a **Special Action** to repair another friendly unit. Make a **Discipline Test** for the active unit. If it is passed, a friendly unit with the ***X*** trait within 2" recovers an amount of **Damage** depending on the current number of models in the unit.

If there are 1-4 models in this unit, the chosen unit recovers one point of Damage; if there are 5 or more, they recover two points of Damage. **Destroyed** models may not be returned to the Battlefield with this rule.

RESILIENT (FRONT)

Models in this unit count their **Defence** as one point higher when targeted by an attack, as long as the attacking unit's **Officer** is within its **Front Arc**.

If this unit fights in **Open Formation**, it only benefits from this Special Rule if the attacking unit's Officer is within the Front Arc of at least half of the models in the unit.

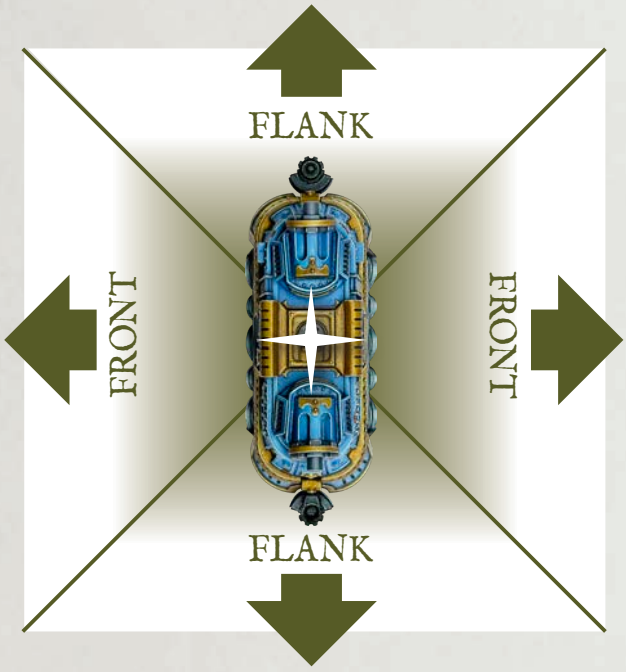
This unit does not benefit from this Defence bonus if it is **Garrisoning** a **Defensible Building**.

RESTRICTED ACCESS (X)

This unit can only carry units with the ***X*** trait.

ROLLING STOCK

This model does not have standard Arcs. Instead, it has two **Front Arcs**, and two **Flank Arcs**, as shown in the diagram below.



RUN AMOK

This unit ***must*** make a **Charge** manoeuvre in its **Movement Step** if it is able to do so, and then make a **Close Quarters Attack** in its **Attack Step**.

If this unit is unable to Charge, it may continue its Activation as normal. At the end of its Activation, unless this unit is **Embarked** on a Transport, one model from this unit is immediately **Destroyed**. If there is another ***Light*** or ***Heavy*** unit (friend or foe) within 6" of it at the end of its Activation then the closest unit also suffers 1 Damage.

This unit may only **Embark** on a **Transport Unit** with the ***Containment Chambers*** trait.

SHIELD GENERATOR (X")

Unless this unit has the **Disordered** status, it and all friendly ***Light*** units within **X"** of it are **Shielded**. While this unit has the **Taking Cover** status, unless it has the Disordered status, this unit and all friendly ***Light*** and ***Heavy*** units within **X"** of it are Shielded.

Each time a Shielded unit is targeted by a **Ranged Attack**, add 1 to the Shielded unit's **Defence** until that Attack is resolved.

SHOCKWAVE

If this unit makes a **Double Time** or **Charge** manoeuvre, any units that its models move through must take a **Suppression Test** at the end of its move. ***Aircraft***, ***Rotorcraft*** and units with the ***Large*** special rule are unaffected.

Note: Remember that models can always move through friendly models - and some Special Rules, such as *Stilted* (*X*), allow them to move through enemy models, as well.

SHRINE OF THE FAITHFUL (X")

Friendly units within **X"** of this unit gain **+1 Discipline** and the ***Faithful*** trait.

Units with the ***Behemoth*** trait cannot gain the ***Faithful*** trait.

SHROUDED

When checking **Visibility** for an enemy unit's **Ranged Attack**, **Line of Sight** to models in this unit always counts as **Obscured**.

SLOW

A unit with this Special Rule cannot make a **Double Time** manoeuvre, and when it makes a **Charge** manoeuvre, it can only move a number of inches up to its **Speed**.

SOAR (X")

At the start of this unit's **Activation**, its General can declare that it will **Soar**. If it does so, it is subject to the following effects until the end of its Activation:

The unit's **Speed** becomes **X"**, its **Target Category** becomes **Aerial**, and its **Size** becomes 10. While the unit is moving, it treats all Terrain and enemy units as **Open Terrain**, but cannot end its move in **Impassable** or **Blocking Terrain**. A unit that is Soaring cannot make **Aim**, **Exit** or **Disembark** manoeuvres.

SPACIOUS

Units that **Embark** upon this Transport unit are not affected by the ***Bulky*** special rule.

SPECTACULAR DEMISE (X)

When the last model in this unit is **Destroyed**, the opposing General rolls a single **Attack Die** and consults the table below.

RESULT	OUTCOME
	HALTED The model is **Destroyed** as normal.
	LURCH The model moves 3" in the direction indicated by the chevron on the die, stopping 1" away from any other models or **Impassable Terrain**. The model is then **Destroyed**.
	SHOCKWAVE Each unit within 6" of the model, friend or foe, takes a **Suppression Test**. The model is then **Destroyed**.
	DETONATION Make a **Ranged Attack** with **X Attack Dice** against each unit within 4" of the model, friend or foe, with a **Neutral Combat Rating**. This unit's General chooses the order in which these attacks are made. The model is then **Destroyed**.
	CATACLYSMIC DETONATION Make a **Ranged Attack** with **X Attack Dice** against each unit within 8" of the model, friend or foe, with a **Neutral Combat Rating**. This unit's General chooses the order in which these attacks are made. The model is then **Destroyed**, and is removed from play even if it would otherwise normally gain the **Wrecked** status.

SPONSONS (X)

When an enemy unit ends a **Charge** manoeuvre in contact with this unit, make a **Weakened** Attack Roll against the charging unit, using **X Attack Dice**.

This attack cannot cause the enemy unit to take a **Suppression Test**. In addition, models that are **Destroyed** by this attack are not counted when determining who wins the **Close Quarters Combat**.

SPOTTERS

While this unit has the **On Lookout** status, it is a **Spotting** unit.

When a unit makes a **Ranged Attack** with the *Indirect* weapon quality, its General can nominate a Spotting unit anywhere on the battlefield that is not **Suppressed**, and whose Officer has **Clear** or **Obscured Line of Sight** to at least half of the models in the target unit. If it does so, the attack is **Improved** regardless of any **Combat Rating Bonuses** or **Penalties**, even if the attacking unit cannot confirm **Visibility**. The Spotting unit then loses its On Lookout status.

STALKER

If this unit does not make an Attack during its Activation, it automatically gains the **On Lookout** status at the end of the Activation.

Note: This means that the unit could, for example, make a Double Time manoeuvre, or an Advance manoeuvre and a Take Cover Special Action, and still gain the On Lookout status. Any rules which prevent the unit from gaining the On Lookout status still prevent it from doing so.

STATIC

This unit cannot make **Charge** manoeuvres.

In addition, if this unit loses a **Close Quarters Combat**, it is immediately **Annihilated**.

STILTED (X)

Models in this unit treat **Difficult Terrain**, **Dense Terrain** and **Water** terrain as **Open Terrain** whilst moving, as long as the terrain's **Size** is **X** or less. In addition, they can move through, and draw **Line of Sight** through, enemy units and **Blocking Terrain** with a **Size** of **X** or less. They must still end their move at least 1" away from any enemy models (unless performing a **Charge** manoeuvre) and not in (or on) any Blocking Terrain.

Note: *When determining the Footprint of a model with this Special Rule, the legs should always be counted as part of the main body.*

STOIC DEFENCE

When this unit is the target of a **Charge** manoeuvre, it always has the **Defensive Advantage** in the subsequent **Close Quarters Combat**, even if the attacker did not make an **Impeded Charge**.

STORMING PARTY

This unit can make a **Garrison Action** in its **Movement Step**, as though it were a Manoeuvre, instead of in its **Attack Step**.

Additionally, when this unit attempts to **Storm a Building**, the target unit does not benefit from **Defensive Advantage**.

STRONGPOINT

This unit can control a **Strategic Objective** as though it were a ***Cavalry*** or ***Infantry*** unit, as long as it is **Occupied** by a unit that is able to control **Strategic Objectives**.

SUPERCHARGER

During this unit's Activation, the opposing General can only act during one of its **Reaction Steps**, instead of once per **Reaction Step**.

SUPPORT (X)

At the end of this unit's **Activation**, its **General** may immediately Activate a single friendly X unit within 3". Units that have the Activated status or that are **Coordinated** cannot be Activated by this Special Rule.

TAIL GUNNER (X)

If an **Intercept** special command (see *Interceptor* in the *Glossary of Special Rules & Qualities*) is issued to this unit, treat the **Command & Conquest Card's Value** as 1 point higher, to a maximum of 12.

If an Intercept special command is issued to an enemy unit during this unit's activation, treat the Value of any Command & Conquest Cards used to Interfere as 1 point higher, to a maximum of 12.



TERRIFYING (X)

If a unit does not have the *X* Trait, all **Discipline Checks** that it is required to make suffer a **-1 Discipline** modifier while it is within 6" of this unit.

THROW (X")

At the end of this unit's Activation, if it **Destroyed** at least one enemy model during a **Close Quarters Combat** during the Activation, its General can declare that it will make a **Throw** attack.

If they do so, they reveal and discard the top card of their **Command & Conquest** deck. This unit makes a **Weakened Ranged Attack** against an enemy unit within **X"**, rolling a number of dice equal to the **Card Value** of the discarded card. This Ranged Attack cannot cause the target to make a **Suppression Test**.

TOW

Before Deployment begins, this unit's General can nominate a single friendly ***Gun Carriage*** unit, which cannot have a higher **Reinforcement Level** than this unit. The nominated unit has been **Towed** into position before the battle.

Each **Towed** unit gains the *Vanguard* (10") special rule, and gains the **On Lookout** status at the start of the first Round.

VANGUARD (X")

After both Forces have been **Deployed**, but before the first **Round** begins, this unit can make a free **Advance** manoeuvre, with a Movement Limit of **X"** (instead of its **Speed**).

> **Note:** If both Forces contain units with this Special Rule, the General who finished deploying first moves their units, then the other General moves their units.

VETERAN (X)

In the **Resolve Re-Rolls** step of this unit's **Attack Roll**, its General can convert up to **X** dice that scored a **Strike** result into **Heroic Strikes**.

> **Note:** As the Heroic Strikes Explode step has already passed, these results do not add any extra dice to the Attack Pool.

WEAPON QUALITIES

ARC

For each die that scores a **Heroic Strike** in the **Heroic Strikes Explode** step of this attack, roll two dice (instead of one) and add them to the Attack Pool.

CORUSCATING

In the **Choose a Target** step of this attack, the General draws a straight line from the centre point of this unit's Officer. The line must be fully within that model's **Front Arc**.

Each other unit that is touched by this line, friend or foe, is targeted by this attack, as long as the attacking unit can confirm **Target Acquisition** on it.

Resolve the **Determine Combat Rating, Roll Attack Pool** and **Check for Suppression** steps for each target unit in turn, starting with the one closest to the attacking unit. Each of these is treated as a separate attack for the purposes of Special Rules and Commands.

An attack with this Quality cannot be used to make **Opportunity Fire**.

Example: A Wells Super-Heavy Extractor opens fire with its Ranged (Light/Heavy) attack. The Enlightened General traces a line which crosses five units. From nearest to furthest, these units are their own Brute Enforcer Cohort, and the enemy's Defiance Fighter Squadron, Rifle Platoon, Tristan Assault Transports and Blackwatch Heavy Dragoons.

The Enlightened General resolves an attack against the Brutes first. The Defiance Squadron is an *Aerial* target, meaning that Target Acquisition cannot be confirmed (as the attack can only target *Light* and *Heavy* units), so it is skipped. Then they resolve an attack against the Rifles, issuing the "Precision Fire" Command from their hand to gain an additional Combat Rating Bonus. Next, they resolve the attack against the Tristans - note that the Combat Rating Bonus from Precision Fire no longer applies. The Blackwatch are beyond the attack's Range, so Target Acquisition cannot be confirmed, and no attack is made against them.

CRYO

If the target fails a **Suppression Test** caused by this attack, it gains the **Activated** status instead of the **Suppressed** status. If the target unit already has the Activated status, it gains the Suppressed status as normal.

DEVASTATING

In the **Apply Damage** step of this attack, if any excess **Hits** are discarded, the target unit suffers one additional point of **Damage**.

This weapon quality might sometimes be followed by a bracketed **Trait**; for example, ***Devastating (Heavy)***. If that is the case, this weapon quality only comes into effect against units with the bracketed Trait. If a unit has multiple versions of this same weapon quality during an **Attack Action**, this General can choose which one to use.

*For example, an **Oni Samurai** unit has a **Melee Attack** with **Devastating (Heavy)**. Their General has purchased the **Tempered Sturginium Blades** Boon to give them the **Devastating** weapon quality when making a **Close Quarters Attack**. Against a **Light** target the General chooses to use **Devastating**, allowing them to convert any excess Hits into an extra point of Damage, where **Devastating (Heavy)** would have had no effect.*

*Alternatively, against a **Heavy** target, both **Devastating (Heavy)** and **Devastating** would allow the same result, and the active General may only use one of them; the two versions of the rule **do not** stack.*

FIELDS OF FIRE

In the **Attack Step**, this attack can be made ***twice***, targeting an enemy unit in each of this unit's **Front Arcs** (see the **Rolling Stock** special rule). This unit's General decides the order in which the attacks are made.

FULL STEAM AHEAD

If this attack is made by a model that is part of a **Heavy Rail Land Train**, add **three** dice to the **Attack Pool** for each ***Carriage*** that is also in the train.

Note: Carriages that were Decoupled in the Movement Step of this turn are not counted.

INDIRECT

This attack cannot target units that are within its **Short Range**.

When checking **Target Acquisition**, the attacking unit does not need to confirm **Visibility** on the target unit, as long as at least one friendly unit can do so. The target must still be in the **Front Arc** of the attacking unit's **Officer**.

If the attacking unit cannot confirm Visibility, the attack is **Weakened** regardless of any **Combat Rating Bonuses** or **Penalties** that apply.

LOCK ON

This attack never suffers the **Opportunity Fire Combat Rating Penalty**.

MOVE OR FIRE

This attack cannot be used in the **Attack Step** if this unit made an **Advance** manoeuvre in the **Movement Step** of the same Activation.

OVERCHARGE

Before rolling any dice for this attack, this unit's General can declare that they will **Overcharge** the attack.

If they do so, they reveal and discard the top card of their **Command & Conquest** deck. Add a number of dice to the **Attack Pool** equal to the **Value** of the discarded card.

At the end of the **Apply Damage** step of the attack roll, the attacking unit suffers one **Damage** for each **Blank** in the pool. If this causes a model to be **Destroyed**, this unit's General chooses which one to remove. If the attacking unit is **Annihilated**, any attacks against remaining targets are still resolved. Models destroyed in this manner do not contribute towards the number of models lost when **Resolving** a **Close Quarters Combat**.

Note: If this attack has multiple targets (for example, if the attack also has the Coruscating quality), the General reveals and discards a single card, and uses its Card Value for each of the attacks. This is a powerful effect, but with the potential for a lot of self-inflicted Damage as the result of rolling Blanks...



PENETRATING

If the target suffers at least one **Damage** from this attack, and has at least one accumulated Damage after the attack has been resolved, one model in the unit is immediately **Destroyed** and the unit's accumulated Damage reset to **zero**.

If the target unit is a ***Behemoth***, a ***Fortification***, or ***Sturdy***, a model is ***not*** Destroyed and the accumulated Damage is ***not*** reset to zero; instead, the unit suffers one additional point of Damage.

POINT BLANK

The **Attack Dice** values for this attack have a second value, shown in parentheses. This second value is used if the target unit is within **Short Range**.

PORTAL BLAST

Rather than targeting an enemy unit, this attack must be made against a **Portal Marker** to which this unit has **Clear** or **Obscured** Line of Sight. This is the **Target Portal**. This unit then makes a single **Attack Roll**, resolved against each **Light** or **Heavy** unit,, friend or foe, within 5" of the Target Portal, and in any order of the active General's choosing. This attack is always **Neutral**, regardless of any **Combat Rating Bonuses** or **Penalties** that may apply.

Once this attack has been resolved, the Target Portal is removed from the Battlefield.

If there are no Portal Markers on the Battlefield, this unit cannot make this attack.

PRECISION

If this attack causes a model to be **Destroyed**, the attacking General may choose which model is removed from the target unit. If multiple models are Destroyed, the attacking General chooses another model in the target unit, and so on. The attacking unit's **Officer** must be able to confirm **Target Acquisition** on each chosen model.

If Target Acquisition cannot be confirmed, the usual rules for Destroying models apply.

If the target unit fights in **Close Formation**, models must still be removed from the rear rank; however, this rule allows the Officer to be targeted, as described in **Loss of an Officer** on page 35 of *Armoured Clash: The Rules*.

REACTIVE

This attack can only be made when the unit's General declares **Opportunity Fire**.

After this attack has been resolved, the attacking unit gains the **Reloading** status. While this unit has the Reloading status, this attack cannot be used again.

SEISMIC

If the target becomes **Suppressed** as a result of this attack, it immediately gains the **Disordered** status as well. Additionally, if the Target Unit is **Garrisoning a Building**, this attack gains an additional **Combat Rating Bonus**.

Aircraft, *Rotorcraft* and units with the *Hover* special rule are immune to the effects of this Weapon Quality.

SHOCK

The **Attack Dice** values for this attack have a second value, shown in parentheses. This second value is used if the target unit has the *Light* **Target Category**.

SIEGEBREAKER

This quality only applies if the attack targets a unit that is **Garrisoning a Defensible Building**.

At the end of the **Apply Damage** step of the **Attack Roll**, if the Attack Pool contains at least as many **Heroic Strikes** as the **Size** of the Building, the building is **Wrecked**.

Place a Wrecked status token on the building - it can no longer be Garrisoned by units without the *Occupy* special rule, and is treated as **Blocking Terrain** for the rest of the game. If there is still a unit Garrisoning the building, that unit suffers a number of further points of **Damage** equal to the size of the building, then must make an immediate **Exit** manoeuvre.

> **Note:** For the purposes of this Quality, ignore any addition to Size as a result of being on a **Hill** terrain feature.

SLOW TO FIRE

After this attack has been resolved, the attacking unit gains the **Reloading** status. While this unit has the Reloading status, this attack cannot be used.

This attack cannot be used if the unit is **Suppressed**. In addition, this attack cannot be used to make **Opportunity Fire**.

SUPPRESSIVE

If a **Suppression Test** is made as the result of this attack, the target has a **-1 Discipline** modifier.

SWEEPING

An attack with this Quality cannot be used to make **Opportunity Fire**.

In the **Choose a Target** step of this attack, this General *can* declare that this attack will be **Sweeping**. If they do so, then *every* unit the active unit can confirm **Target Acquisition** on, friend or foe, is targeted by this attack.

Resolve the **Determine Combat Rating**, **Roll Attack Pool**, and **Check for Suppression** steps for each target unit in turn. Each of these is treated as a separate attack for the purposes of Special Rules and Commands.

TORRENT

This attack's target never counts as being **Concealed**, and does not gain a **Defence** bonus for **Taking Cover** or **Garrisoning a Building**.

TRAIL

Rather than drawing **Line of Sight** from this unit's **Officer**, this attack can be made against a single enemy unit that this unit moved through during its **Movement Step** or **Approach Step**. The attack is always **Neutral** regardless of any **Combat Rating Bonuses** or **Penalties** that may apply.

TRAP

Rather than drawing **Line of Sight** from this unit's **Officer**, this attack must be made against an enemy unit that starts or ends its Movement Step **Garrisoning a Defensible Building** or with at least one model in **Difficult** or **Dense Terrain**. This attack is always **Improved** regardless of any **Combat Rating Bonuses** or **Penalties** that may apply and ignores any **Defence** increase from Garrisioning a Defensible Building.

Additionally, once this attack has been resolved, the target unit must take a **Suppression Test**, even if it would not otherwise need to.

TURRET

When checking **Target Acquisition** for this attack, the attacking unit can confirm **Visibility** on an enemy unit which is outside its Officer's **Front Arc**.

If the target is outside the Officer's **Front Arc**, an additional **Combat Rating Penalty** applies to the attack.

WRECKERS

The **Attack Dice** values for this attack have a second value, shown in parentheses. This second value is used if the target unit has the *Heavy* **Target Category**.

V1.11 CHANGE LOG

This section provides a summary of changes from ***V1.10*** *of this document to* ***V1.11 Beta****. Small errors such as spelling and grammatical mistakes have been omitted for the sake of brevity.*

SPECIAL RULES

- *Devastating* has been rewritten to allow for ***some*** *Devastating* attacks to only trigger against specific targets.
- *Sweeping* has been added to the Glossary.

