



Turns

1. Command Turn

Find all your units with Command, add them up. You may then use these to add +1 attack, +1 defense, +1 speed, or +1 range. *Each unit may only be upgraded to have 6 defense.

2. Action Turn

This is the turn you may move, attack, or activate special abilities with your units.

You may move the number of hexes indicated by your speed value, or Sprint by using 1 stamina and +2 speed. You must stop when encountering an object unless there is some way for you to get on, over, or under it. You may use 1 Stamina to jump, allowing you to go over enemy figures, objects, or terrain. You may jump an additional $\frac{1}{2}$ your speed value (rounded up). You may also select units to crouch or stop crouching. Crouching allows you to fire more than one line of units, hide behind objects, or make it harder to hit you. This is usually when you activate any upgrades.

To attack, you find an enemy figure in range and in the line of sight for one of your figures, roll a die, and if it is equal to or higher than the target's defense, it's a hit and you deal wounds equal to your attack value. You may rotate your figure before firing. This is when you activate any firing or armour bonuses.

You can also melee if your figure's front side is touching any enemy figure. You automatically deal your attack value, without needing to roll, no firing SA's may be used while in melee. If your front side is touching an enemy figures rear side, you may do double your attack value.

3. Salvage

For exactly one turn after a figure is killed, their equipment stays on the battlefield. By moving onto that space, you may swap your weapon for theirs, recover one wound, gain one of their special abilities, or pick up one of their grenades (this is how Humans get plasma grenades and Covenant get frag grenades). If you have taken their weapon, your firing special abilities no longer work, but your weapon stays on the battlefield for one turn, so you are able to exchange again within that time. Flood are not able to Salvage.

*Your unit is considered in peak condition if it has no taken no damage.

SA types

Common terms

P= programming. Used to give better range, accuracy, damage, or recon. Always on.

F=firing. Used to maximize battle position. Costs one stamina.

A=armour. Used to minimize damage received. Free, activated whenever attacked.

U=upgrades. Generally makes your units stronger.

C= Command. Activate in the Command Phase.

SA's

Lock Target- (f) When in view of enemy, you are allowed to designate that as your target for the turn, giving you one more attack on it, and allowing you to hit on 4s, 5s, and 6s. Very dangerous.

Auto fire- (f) roll double your damage in dice. Those that are rolled as 5's or 6's you re-roll to wound. Is affected by all (f) type SA's.

Agility- (a) every time your opponent hits you, you can make them re-roll it ONCE every turn. While in Peak condition, this is always on.

Shields- (a) you may shrug off 2 damage every turn.

Probe- © place a marker on the field for 2 stamina. This marker can travel over any terrain, has a speed of 8, Defense of 4, and gives you +1 to all of your shot rolls, as well as giving you line of sight through translucent objects. Each unit can only use one probe per game.

Scope- (f) For 2 turns, all 4s rolled by that unit hit, 5's do +1 damage, and 6's do 2x damage.

EMP- © deactivates all SA's for 3 turns.

Berserker- © (Permanent) Attack twice a turn, doing 2x damage each time, +2 speed, 5s only do half damage (rounded up), and lose one wound every turn.

Missile Spotter- (f) select an area, and any rocket/torpedo unit can fire at that spot and receive +2 on all their rolls. (Except drifting roll, -2)

Active cloaking- (a) only 6's hit this unit.

Over Shield- (a) spend 1 stamina to shrug off up to 4 damage each turn (spend when enemy assigns damage).

C-4- (f) spend all remaining stamina points (cannot be used if none left), and leave a pack of high explosives on the hex or any adjutant hex that can be set off at the player's desire. Does 6 damage to any units in the 8 hex radius.

Plasma Shields- (a) this figure may shoot through it's front side but cannot be shot through it's front side. Does not affect melee.

Command- © allows you to give one command point towards your army each turn.

Myomer Fibers- (u) when in peak condition allows this unit +2 speed.

Quick Strike- (f) allows this unit to move and shoot in one turn.

Charged Plasma- (f) takes away effect of shielding on target unit for 2 turns.

Plasma Coils- (u) allows you +1 defense against all plasma blasts (does not affect charged plasma)

Rocket Launching- (u) area effect damage of -1 attack on all adjutant spaces of the target space. Roll a die, if 4,5, or 6, hits directly on (6 does +1 damage), 1, 2, or 3 misses. (3 strafes to the left, 2 to the right, and 1 directly behind) If it misses, roll another die. Whatever you roll divided by two (rounded up) is how many spaces the rocket strafes in that direction.

Infest (f) If used 5 times on same unit (cumulative effects), that unit is brought over to the user's side, with exact same condition.

Playtesting Units

Master Chief
Side Human
Cost 220
Attack 3/10
Defense 4
Speed 5

Wounds 6
Stamina 7
Lock Target (p), auto fire (f), Agility (a), Shields (a), Command (c)
Grenades 4

Linda
Side Human
Cost 300
Attack 3/15
Defense 4
Speed 5
Wounds 5
Stamina 7
Lock Target (p), Scope (f), Command ©, Shields (a), Missile Spotter (p)
Grenades 3

Kelly
Side Human
Cost 200
Attack 3/10
Defense 4
Speed 8
Wounds 5
Stamina 6
Quick Strike (f), Active Camouflage (a), Myomer Fibers (u), Command (c), Agility (a)
Grenades 3

Sam
Side Human
Cost 200
Attack 4/10
Defense 5
Speed 4
Wounds 6
Stamina 6
Shields (a), Command (c), C-4 (f), OverShield (a)
Grenades 4

Fred
Side Human
Cost 210
Attack 3/10
Defense 4
Speed 5
Wounds 6
Stamina 6

Shields (a), Command (c), Lock Target (p), auto fire (f), Probe (c)
Grenades 3

Marine (Private)

Side Human

Cost 100

Attack 2/10

Defense 4

Speed 4

Wounds 4

Stamina 4

Auto fire (f)

Grenades 2

Marine (Corporal)

Side Human

Cost 120

Attack 2/10

Defense 4

Speed 4

Wounds 4

Stamina 5

Lock Target (p), Missile Spotter (f), auto fire (f)

Marine (Sergeant)

Side Human

Cost 150

Attack 3/10

Defense 4

Speed 3

Wounds 4

Stamina 4

Rocket launcher (u)

Grenades 2

Marine (Officer)

Side Human

Cost 175

Attack 2/12

Defense 4

Speed 4

Wounds 5

Stamina 5

Probe ©, Command ©, EMP ©, Scope (f), Agility (a)

Grunt
Side Covenant
Cost 80
Attack 2/8
Defense 4
Speed 4
Wounds 2
Stamina 2
Charged Plasma (f), Myomer Fibers (u)
Grenades 1

Lead Grunt
Side Covenant
Cost 100
Attack 2/8
Defense 4
Speed 4
Wounds 3
Stamina 2
Charged Plasma (f), Command ©
Grenades 2

Elite
Side Covenant
Cost 150
Attack 3/8
Defense 4
Speed 4
Wounds 4
Stamina 4
Command ©, Shields (a), Agility (a)
Grenades 3

Red Elite
Side Covenant
Cost 175
Attack 3/8
Defense 4
Speed 4
Wounds 4
Stamina 5
Command ©, Shields (a), auto fire (f), Agility (a)

Grenades 3

Purple Elite

Side Covenant

Cost 200

Attack 3/8

Defense 4

Speed 4

Wounds 4

Stamina 6

Command ©, Active Camouflage (a), Agility (a), Lock Target (p), Myomer Fibers (u)

Grandes 3

Gold Elite

Side Covenant

Cost 220

Attack 5/3

Defense 4

Speed 4

Wounds 5

Stamina 7

Command ©, Shields (a), Agility (a), Lock Target (p), OverShield

Grenades 4

(allowed only one in army)

Jackal

Side Covenant

Cost 100

Attack 2/8

Defense 4

Speed 4

Wounds 3

Stamina 3

Plasma Shield (a), Charged Plasma (f)

Grandes 0

Lead Jackal

Side Covenant

Cost 120

Attack 2/8

Defense 4

Speed 4

Wounds 3

Stamina 4

Plasma Shield (a), Charged Plasma (f), Command (c), Agility (a)

Grenades 0

Spore
Side Flood
Cost 20
Attack 1/1
Defense 2
Wounds 1
Stamina 1
Infest (f)

Mutated

Fighting Flood

Infested Marine

Infested Elite

Infested Grunt

Flood Carrier

Terms

Attack- Range of weapon and damage dealt.

Banshee- Light Covenant attack fighter.

Defense- what an enemy unit needs to roll to damage the unit.

Elite- Top of the Covenant ladder.

Flood- Virus forms appearing in many natures.

Frag Grenades- Use same way as rocket launcher SA, but if you miss, do not divide the drifting roll by 2.

Ghost- Light Recon Covenant hover vehicle.

Grunt- lowest form of Covenant life.

Helljumper- Marine that falls from the Atmosphere into a strategic position.

Jackal- Fast Covenant forms able to go into a defensive position.

Marine- Human soldier.

Plasma- Super-heated energy form.

Plasma Grenade- works the same as frag grenades except that if you miss, it's only by 1 hex, and if it hits a unit, it sticks there, and explodes exactly one turn after.

Range- how far your unit can shoot, or throw a grenade.

Scorpion Tank- M808B Main Battle Tank, Heavy armour used by Humans.

Spartan- Specially designed and trained Human Unit.

Warthog- M12 LRV used in Recon, attack, and defending missions.

Wraith- Heavy Artillery Tank used by the Covenant, Lighter variation of the Banshee tank.