

Another boardgame player aid by

UniversalHead

Design That Works.

Download a huge range of popular boardgame rules summaries, reference sheets and player aids at www.headlesshollow.com

Universal Head • Design That Works • www.universalhead.com

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

Game: **HORUS HERESY**
Pub: **Fantasy Flight Games (2010)**

Page 1: **Rules summary** front
Page 2: **Rules summary** back
Page 3: **Rules summary** combat
Page 4: **Play reference** front & back

v1
Mar 2010

Print on card (**ensure you are printing at 100% scale**) laminate and trim to size.

WARHAMMER 40,000 HORUS HERESY

SETUP

Choose a **scenario** and sides, either randomly or by consensus (several methods are listed on *p12* of the rules). Lay out and assemble the board.

Each player takes a **reference sheet**, his side's **playing pieces**, and shuffles and places facedown near himself his side's **combat deck** and **Hero combat deck**.

The Traitor player takes the extra bases used to convert **Imperial Armies** and **Imperial Tank Divisions** into **Traitor Armies** and **Traitor Tank Divisions**. Ensure that any Traitor Armies and Divisions are back on gray Imperial bases before a new game.

The **Imperial player** takes the **defense lasers** and the *Emperor, Rogal Dorn, Jaghatai Khan, Sanguinius, and the Fabricator General*. The **Traitor player** takes *Horus, Angron, Fulgrim, Mortarion, and Magnus the Red*.

Shuffle and place the **bombardment deck** facedown on the table.

Place all **Hero damage markers** on the first space of the Hero damage track. Place the Imperial and Traitor **initiative markers** on the first space of the initiative track with the Traitor marker on top of the Imperial marker. Remaining markers and tokens are placed within reach of both players.

Each player places **units** and **Heroes** on the main board according to the scenario's unit setup instructions. All unused units, figures, bases, and Heroes form the players' stockpiles.

Assemble the event deck. For *each act*, find the event cards named and shuffle them facedown. If that act's card list specifies that only some of those cards should be used, follow that instruction, returning unused cards to the box without looking at them. Leave the resulting pile of cards facedown.

Stack the act piles on top of each other: the Act 1 pile on top and subsequent Act piles below it in order, until all of the piles have been assembled.

Corruption of Imperial units. The Traitor player chooses an Imperial unit, from among the allowable unit types, that has been placed on the main map board. Draw the top card from the **bombardment deck**: if it shows an *Imperial Eagle*, there is no effect. If it shows a *Chaos Star*, the unit is **corrupted**.

If corrupted, the figure is placed on a Traitor (black) base, but remains in the same area. The Imperial base is returned to the Imperial stockpile. Drawn cards are discarded normally.

Carry out this procedure the number of times specified by the scenario. Each Imperial unit may only be placed in jeopardy of corruption once during setup.

Bombardment. The Traitor player chooses a *non-fortified* area on the main map board, and decides whether this bombardment will be **precise** or **reckless**. Draw the top card from the bombardment deck and applies the orbital result of the chosen type to the chosen area. Drawn cards are discarded normally.

Carry out this procedure the number of times specified by the scenario. The same area may be bombarded multiple times.

Order Card setup. Each player removes all of his **starting order cards** (green skull in lower left corner) from his **order deck**. These cards form his starting hand of order cards. Then follow any additional order card setup instructions.

Each player's remaining order cards are shuffled to form his **order deck** and placed facedown near its owner.

INITIATIVE AND ACTIONS

At the beginning of a round, the player whose initiative marker is closest to the start of the initiative track **has initiative** and is the **current player**.

If both markers are on the same space, the player whose marker is on top is the current player. Each round consists of the following steps:

1. ACTION

The current player chooses and resolves an **action**. Each has an **initiative cost** paid during the Advance Initiative Marker step.

Place An Order

Choose an order card from your hand and place it facedown on the strategic map on one of the order stacks, for execution later.

Cost: 1 initiative point.

Execute Order From Strategic Map

Choose and execute one of *your order cards* on top of one of the strategic map's stacks. Discard or recycle the card once the initiative cost is paid. *You cannot execute orders placed since the last change of initiative (place them at 90° as a reminder).*

Cost: 1 initiative point regardless of the cost printed on the order card.

Execute Order From Hand

Choose an order card in your hand and execute it in a chosen region. Discard or recycle the card once its initiative cost is paid.

Cost: 0–3 initiative points, depending on the number of cost icons on the card.

Bury An Order

Choose an order stack on the strategic map and move the top card (friendly or enemy) to the bottom of the stack without looking at it.

Cost: 1 initiative point.

Draw An Order

Choose and draw 1 order card from your reserve, or draw the top card from your order deck, and add it to your hand. This action cannot be chosen if you already have 6 order cards in hand.

Cost: 1 initiative point.

2. ADVANCE INITIATIVE MARKER

The current player's **initiative marker** is moved toward the end of the initiative track a number of spaces equal to the action's **initiative cost**. If his marker lands on his opponent's marker's space, the moving marker is placed *on top*.

3. CHANGE OF INITIATIVE

If the current player's initiative marker is no longer closest to the start of the track, there is a **change of initiative**.

If the markers are on the same space, there is only a change if the current player's marker is *below* his opponent's marker.

On a change of initiative, two special activities occur:

1. Coexistence Battles: Combat is carried out in all main map board areas where enemy forces co-exist. When there are multiple areas, the Imperial player chooses the battle sequence.

2. Stacking Limits: After all coexistence battles have been resolved, stacking limits are checked and observed.

If there is no change of initiative, nothing happens in this step. Even when there is a change of initiative, the **current player** does not change until the next action round begins.

4. RESOLVE SPECIAL PHASES

A special phase is carried out for *each special phase icon* the current player's initiative marker moved *past* or *onto* in the preceding Advance Initiative Marker step; in the order in which they were moved past or onto. A particular space's special phase is only addressed once per game.

Event Phase

The current player draws and executes the top card from the event deck. *Do immediately* effects are carried out right away.

Draw Orders Phase

Each player may draw new **order cards**.

Starting with the current player, each player may discard any or all order cards from his hand. Recyclable orders are placed in the player's reserve rather than his discard pile.

Starting with the current player, each player may move any or all order cards from his reserve to his hand as long as he does not exceed 6 cards in his hand.

Each player with fewer than 6 cards in his hand draws cards from his order deck until he has 6 cards in his hand.

Refresh Phase

Remove all **activation markers** from the main map board showing an activation icon. All **routed** activation markers are then flipped over to show their activation icons.

ORDERS

Players execute order cards either by placing them on the strategic map (**place an order** action) for execution later in the game (**execute order from strategic map** action), or executing them directly from their hand (**execute order from hand** action).

Players can also bury orders (**bury an order** action) and draw new order cards (**draw an order** action).

The Strategic Map

The strategic map is an abstract version of the main map. Each region corresponds to a collection of areas on the main map, and has an **order stack**, where order cards are placed when players with the **place an order** action. The *Vengeful Spirit's* order stack is near its areas.

A player may *only* review a facedown order on the strategic map if it belongs to him and is the top-most in its stack.

Fortress areas have dashed borders, and belong to all of the regions to which they are adjacent. The **Palace region** consists only of the 7 contiguous fortified areas marked on the strategic map. The **Imperial Plateau region** consists of areas that together form a rough horseshoe shape.

The only region division not denoted on the main map by either a crevasse or a fortification wall is in the north center. This border is marked by an orange dotted line and the words *Region Division*.

Executing Orders

An executed order always pertains to a particular region. If the order was executed from the strategic map, the region is determined by the stack the order came from. If it was executed from a player's hand, he decides which region to target.

When a player executes an order, he always has the option to ignore its effects and do nothing (no activation markers are placed). The initiative cost must be paid as normal, however.

He may only control his own units, unless stated otherwise.

When an order card with a strategic effect is executed from the *strategic map* (instead of from a player's hand), its **strategic effect** is carried out *in addition* to its regular effect.

Recyclable Orders and the Reserve

After an order has been executed, the card is discarded to its owner's discard pile unless it has a **recycle symbol**, in which case it is placed in its owner's **reserve**. This is a collection of faceup cards (tuck them halfway under the board) to which he has ready access during a draw orders phase. Either player may review all of the cards in either player's reserve at any time.

Activation Markers

Place one of your **activation markers** (activation icon faceup) in each area **activated** by your order. You may not order units in an area that already has one of your activation markers in it. Units from an unactivated area may move into a previously activated area.

An order that would cause a second activation marker of the same type (Imperial or Traitor) to be placed in an area that already has one is ignored.

An area is considered **activated** for a player whether its **activation icon** or **rout icon** is faceup. **Routed activation markers** are, when 'removed', turned over to their activation icon side instead.

MOVEMENT

Movement orders allow one or more destination areas for movement to be chosen. Units executing the order can begin their movement either inside or outside those regions.

Moving units spend movement points (MPs) to move. A unit need not use up all its MPs when moving. Most have 2 MPs, but some have special abilities that give them more MPs.

It costs 1 MP for a unit to move from one area to an adjacent area. If the border between them is a crevasse it costs 2 MP.

A unit may only move into and through friendly or neutral areas. (An attack order is required to enter enemy or contested areas.)

All moving units must end their move in a legal destination area described by their movement order. A unit that does not have enough MPs to reach a legal destination may not move.

Fortifications do not affect movement.

Flying units pay only 1 MP to cross a crevasse, and may move through enemy and contested areas (but may not end their movement in one).

Flying Transport

When a **flying transport** unit begins its movement, or moves into any area, it may pick up a number of friendly units there up to its combat rating. It may not pick up units from an activated area.

While moving, it may drop off the units in friendly or empty areas it travels through or ends its movement in. It may drop off units and then pick up others in the same area. The unit may pick up and drop off many units over the course of its movement, as long as the number of units in its payload never exceeds its combat rating. At the end of its movement, the flying transport unit *must* drop off all units.

HEROES

Rules applying to units do not apply to Heroes except where stated.

Some Heroes begin play on the board according to the scenario's setup instructions. Heroes without specific setup instructions start in their owner's stockpile from which they can be introduced any time their owner may place units on the main map board from his stockpile.

This placement does not "use up" any of the player's capacity to place units; the Hero placement is an additional benefit.

Heroes cannot be eliminated by defense lasers.

Hero Special Abilities

Each Hero has one special ability common to all Heroes, plus one or more individual special abilities described on their reference sheets.

Using a Hero special ability at any given time is optional.

Heroes never have to “put back” Hero combat cards if they are wounded during the course of a battle, because a Hero’s special ability to draw Hero combat cards only comes into play when the players are preparing to fight and drawing their cards.

Common Special Ability: Hero Combat Cards: When at least one Hero is present and engaged in battle, its owner may draw 2 Hero combat cards and add them to his hand of combat cards at the start of a battle. Only 2 Hero combat cards may be drawn no matter how many Heroes are engaged.

This ability’s effectiveness is reduced for wounded Heroes; but if wounded and unwounded Heroes are both engaged on the same side, their player may still draw 2 Hero combat cards.

Moving Heroes

Heroes move via movement orders, and are considered units with 3 MPs for the purposes of all movement orders’ effects. Heroes are also considered units for the movement purposes of *routing* and *retreating*, and for the effects of event cards.

Unsupported Heroes

A Hero in an area where there are no friendly units is an **unsupported hero**. He does not make the area he occupies friendly to his side, nor enemy to the opponent’s side (enemy units can move through or into the area). If enemy units co-exist in an area with an unsupported Hero, this does trigger a **coexistence battle** during the change of initiative step.

Hero Damage and Elimination

For each point of damage a Hero sustains, his **damage marker** is moved one space toward the end of the **Hero damage track**.

The track has 3 sections: **unwounded**, **wounded**, and **defeated**. When a Hero’s marker is in the unwounded section, he functions normally.

In the wounded section, the Hero only allows its owner to draw one Hero combat card in battle.

When a marker reaches the defeated space, that Hero is eliminated; his marker is returned to the box and may not be re-introduced to play.

When a Hero is eliminated during battle, its owner must immediately draw a bombardment card for each of his units in that area. If the icon on the card drawn does not match the unit’s affiliation, that unit immediately *routes*.

FORTIFICATIONS

Areas represented by protruding plastic pieces are **fortified areas**, and their borders are **fortified borders**. The *Vengeful Spirit* Command Center (circular area) is also a fortified area. When areas become fortified in the course of play, they are marked with **fortification markers**.

There is no restriction on the types of units that can enter fortified areas.

Defending units in fortified areas subtract 2 from the regular damage the attacker generates in each of his active iterations.

No units fighting a coexistence battle inside a fortified area gain any fortification advantages (but note Rogal Dorn’s special ability).

Units attacking *from* a fortified origin area gain no advantage.

Fortified borders do not affect movement unless related rule also apply.

Breaches

A border segment (the length of border that an area shares with a single adjacent area) can only be **breached** once. Two adjacent fortified areas are both breached if the border segment they share is breached. A breached border segment has a **breach token** placed over it.

When an area fortified by a fortification marker is breached, remove the marker; that fortification’s effects on all its border segments are nullified. No breach tokens are placed.

Flying units attacking a fortified area cause the border between the target area and their origin area to be *treated* as breached as long as they are in battle. No breach token is placed.

A defending force gains the full benefit of its fortifications only if *all* attacking units must cross an unbreached border segment between their origin areas and the battle’s target area. If any such borders are breached, the attacker’s total quantity of regular damage each iteration is reduced by 1, instead of by 2.

Fortifications and Orbital Bombardment

A force inside a fortified area subtracts 2 damage from each orbital bombardment that affects it. If that area is breached on any of its border segments, subtract 1 damage instead.

Crevasse Fortification

Crevasse areas are treated as fortified borders. Defenders attacked by units that must all cross crevasses receive benefits as though they were defending a fortified area.

However, if the defenders are attacked by units from multiple origin areas, some crossing crevasses and some not, the defenders receive no benefits of fortification.

Crevasse does not affect whether an area is considered fortified. Thus, they are of no assistance against bombardments. Crevasse cannot be breached (however flying units attacking across them treat them as breached).

BOMBARDMENT

Both **Orbital bombardment** and **Thunderhawk bombardment** are resolved using the bombardment deck. Rules and effects pertaining to “combat” or “battle” only affect the execution of a bombardment if combat is otherwise in effect.

Note the setup restriction against bombarding fortifications does not apply outside of setup.

Orbital Bombardments

1. The bombarding player chooses an area on Terra that will be subject to the bombardment.
2. The bombarding player declares whether his bombardment will be **precise** or **reckless**.
3. The bombarding player draws a **bombardment card** and references the appropriate **Orbital** section. If the result is *no effect*, the card is discarded. Damage is applied immediately. If a breach is specified, an adjacent fortified border segment is breached. The card is then discarded.

Damage is applied to the unit(s) present in the area; the bombarding player chooses how to divide the damage. All the damage must be assigned, if able. After destroying all enemy units in an area, a bombarding player must apply damage to his own units, if any are in the area.

Heroes are never damaged by bombardments.

On a fortification breach, if multiple border segments of the target area are fortified, the bombarding player chooses one and places a breach marker there.

A single bombardment never breaches more than one fortification border segment. If damage is also inflicted, the breach is inflicted *first*.

Thunderhawk Bombardments

The bombarding player draws the top bombardment card and applies the **Thunderhawk** effect.

Damage “per Thunderhawk,” means “per Thunderhawk engaged in this combat.” Damage is inflicted on the units in the target area (or origin areas, if the bombarding player is the defender) according to the same rules as orbital bombardments. Thunderhawk bombardment damage can affect unengaged units in those areas.

Heroes are never damaged by Thunderhawk bombardments.

Damage from Thunderhawk bombardment is part of the special effect portion of the combat iteration. This damage is not part of “regular damage” and cannot be reduced with shields.

Once its effects have been applied, a bombardment card is discarded to the bombardment discard pile.

DEFENSE LASERS

When the Traitor player executes *Port Landing* and *Drop Pods* orders, he first identifies the area where his units will land, and then chooses – from his stockpile and the Traitor units on the *Vengeful Spirit* – which units he will attempt to land.

The Imperial player then determines how many defense lasers are in or adjacent to the landing area. He draws 1 card from the bombardment deck for each inbound unit, referring to the **defense laser** section and referencing the result that corresponds to the number of defense lasers.

A **hit** result eliminates the inbound unit, disregarding its combat rank. **Miss** has no effect.

Defense lasers cannot target inbound Heroes.

The Imperial player must choose which inbound unit he is targeting before he draws each card, one bombardment card per inbound unit.

A defense laser is not considered to be a unit. It cannot be issued orders, cannot move, does not count toward stacking limits, and cannot be involved in combat.

A defense laser is destroyed immediately and returned to the box whenever the area it occupies becomes friendly to the Traitor player.

TRAITOR ARMIES & TANK DIVISIONS

Traitor Armies and Traitor Tank Divisions function like other units, but are physically different.

A Traitor Army unit is an Imperial Army figure attached to a rank I Traitor base, and a Traitor Tank Division unit is an Imperial Tank Division figure attached to a rank II Traitor base.

These units come into play when Imperial Armies and Imperial Tank Divisions are corrupted. At the moment of corruption, the Imperial unit is removed from its Imperial base and placed on a Traitor base. It becomes a Traitor unit immediately and ceases to be an Imperial unit; controlled by the Traitor player until it is eliminated or the game ends. Any damage sustained by a unit prior to its corruption remains.

Most scenarios call for the corruption of units during setup.

When a corrupted unit is eliminated from play, its figure and base are separated and returned to their respective owners’ stockpiles. The figures can be remounted on Imperial bases immediately; those units – like all stockpile units – are ready to enter play when orders or events call for them. The bases are ready to be used again when Imperial units are corrupted again.

If the Traitor player does not have sufficient bases of the appropriate type available, he can’t corrupt the corresponding unit type.

AREAS

Areas can be divided into 4 types depending on which player’s units occupy them:

Neutral areas are those that contain no units from either side. Note that an area containing only Heroes is always neutral.

Contested areas are those that contain units from both sides.

Friendly areas are those that contain only units from a given player’s own side.

Enemy areas are those that contain only units from a given player’s opponent’s side.

The Vengeful Spirit

The *Vengeful Spirit* is a region whose 2 areas are adjacent to each other but not to any areas on Terra. Order cards pertaining to the Vengeful Spirit areas are placed in the labeled location in the upper righthand corner of the game board, which resembles the stacking locations on the strategic map.

The Imperial player has a “Boarding Action” order that allows movement between Terra and the *Vengeful Spirit*, in both directions. The Traitor player can use “Port Landing” orders in a special way to move units from any spaceport region to the *Vengeful Spirit*. To do this, the Traitor player simply places a “Port Landing” order in the Vengeful Spirit region to move units from any spaceport area to either Vengeful Spirit area. The maximum combined combat ranks of units that may be moved is defined by the order.

Otherwise, the *Vengeful Spirit* areas observe all other game rules in the same way that areas on Terra do.

The *Vengeful Spirit* Command Center is a fortified area.

STACKING LIMITS & DECK MANAGEMENT

Stacking Limits

Each area on the main map board is subject to a stacking limit, usually of **6 units per side**.

All **fortified areas** have a **limit of 3 units per side** (fortified areas that become fortified by a fortification marker retain their original limit of 6 units).

Heroes and defense lasers are not units and do not count against an area’s stacking limit.

Stacking limits are only checked during the change of initiative step. Each player must remove units of his choice from any area where he violates the stacking limit until he is no longer in violation.

Cards

Cards are discarded faceup into each deck’s discard pile unless directed otherwise, and the discard piles may not be examined unless directed otherwise. Multiple discards may be discarded in any order, but must be announced. When a deck runs out, shuffle its discard pile to form a new deck. The event deck is never reshuffled.

WINNING THE GAME

All victory conditions are immediate.

Death of the Emperor or Death of Horus Each player can win the game by eliminating his rival commander.

Spaceport Victory Once an initiative marker has moved on or past the **Spaceport Victory** space of the initiative track, a player wins if he is the only player with units (Heroes are not units) present on all 4 Spaceport areas.

Imperial Hold-out Victory If any initiative marker moves onto the **Imperial Victory** space, the Imperial player wins the game.



COMBAT

A **battle** occurs when one player executes an order that allows him to attack an area, and occasionally during a change of initiative step when units belonging to both players co-exist in the same area (*ie*, coexistence battles).

One player in each battle is the **attacker**; the other is the **defender**. For the battle's duration, these roles do not change.

Each battle is divided into a number of **iterations**. An attack order describes how many iterations are fought; unit coexistence battles have an 8 iteration limit.

In each iteration, one player is **active** and the other **passive**. These roles alternate between iterations. The active player is attempting to damage his opponent, while the passive player is attempting to resist being damaged.

A battle consists of the following steps:

1. Joining Battle

The attacker, defender, target area, and one or more origin areas are identified.

The player executing an attack order, becomes the **attacker** for the ensuing battle. His opponent becomes the **defender**.

The order tells the attacker to choose a target area. This must include at least one enemy unit or Hero.

The order also tells the attacker the number of origin areas from which he may attack. These areas must be adjacent to the target area and must contain at least one of the attacker's units. If the attacker has units in the target area, it becomes an origin area automatically, but does not count against the order's limit on the number of origin areas that may be chosen.

Coexistence battle: the *Traitor* player is always the defender; the *Imperial* player is always the attacker. The area of coexistence is both the target area and the origin area.

2. Engaging Units

The attacker specifies which units and Heroes in the origin areas will engage in the battle, up to and including all of them.

Engaging a particular unit or Hero brings its capabilities to bear, but it may be damaged or eliminated.

All units and Heroes in the target area, whether belonging to the defender or attacker, become engaged automatically.

Coexistence battle: all units and Heroes present in the area are automatically engaged.

Flying Units Joining Battles

When a player with flying units executes an attack order and identifies a target area, his nearby flying units can immediately spend up to 3 MPs to move to a friendly or neutral area that is adjacent to the target area.

The area they move to must then be legally identified as an origin area for the attack (and counts toward the quantity of origin areas that the attack order allows), and the flying units in question must then be engaged in the battle. The area to which the units move becomes activated.

Flying units may not transport units to join battle in this way.

Coexistence battle: flying units may not join the battle.

3. Preparing to Fight

Both players **draw a new hand of combat cards and Hero combat cards** from their decks as permitted by their engaged units and Heroes.

Each player sums the **combat ratings** of his engaged units, divides that sum in half (rounding up), and draws that many cards. Some order cards allow players to draw extra cards.

Each player with at least one engaged Hero also draws 2 cards from his Hero combat deck and adds those cards to his hand. If all engaged Heroes on a player's side are wounded, only 1 Hero combat card is drawn.

Hero combat cards function just like regular combat cards in battle, though they are discarded to a separate discard pile.

When a player is allowed to choose random cards from an opponent's hand, they are allowed to see the card backs to assist in their choice.

Place the **iteration marker** on the first space of its track.

4. Combat Iterations

The defender chooses the **active player** (AP) and the **passive player** (PP) in the first iteration of combat. These roles reverse in each subsequent iteration. In each combat iteration, carry out the following steps:

1. AP plays combat cards or retreats

Choose from your hand a number of cards up to the current iteration number and reveal them to your opponent. You *may* pass, in which case skip to step 6, then the next iteration begins. If you have no remaining combat cards in your hand you *must* pass.

Alternately, on any iteration *except the first*, you can **retreat** instead of playing combat cards.

2. AP carries out special effects

From among the cards you played, choose and carry out up to 1 **special effect** that is not a free effect (free effect icon). You must be able to choose one of your engaged units meeting the effect's **unit requirement**.

If the special effect has a **counter cost** in brackets, the PP may discard that many **shields** (or more) from his own hand of combat cards to cancel the special effect. If your effect is canceled, you may not choose another.

You may then choose and carry out, in any order, any number of free effects from among the combat cards you played. These free effects are carried out in the same way as regular special effects (may be countered, must meet requirements etc).

3. AP totals regular damage

Total your **regular damage**: the attack values for all of the combat cards you played, including those whose special effects you chose.

Sum the attack values for all of the combat cards you played, regardless of whether you met the unit requirement in the special effect area of the combat card.

4. PP resists regular damage

The PP *may* discard a number of cards up to the current iteration number from his hand to resist your regular damage. For each **shield icon** on the PP's discarded cards (ignore attack value and special effect), your regular damage is reduced by 1. Damage cannot be reduced below 0.

5. AP assigns damage

If any regular damage remains, assign it among your enemy's engaged units in any way you choose. If the PP does not have any remaining units engaged in the battle, you may assign damage to his Heroes.

6. Iteration is advanced

Move the iteration marker 1 space forward on the iteration track. If this moves the marker past the number of iterations permitted by the order, the battle ends.

Coexistence battle: if this moves the iteration marker past the eighth space, the battle ends.

The number of spaces on the iteration track does not limit a battle that would go on longer, given other rules allowing it.

Retreats

During every combat iteration other than the first, the AP can **retreat** instead of playing combat cards.

You cannot retreat if any of your engaged units are in an area that already has one of your **routed activation markers** in it.

If the defender retreats, he must choose one friendly or neutral area adjacent to the target area and move all of his engaged units (and any Heroes present) there. Only flying units may retreat across a crevasse.

The destination area of the retreat is marked with one of the retreating player's **routed activation markers**.

If the area already has an activation marker, flip it over. If the area already has a routed activation marker, don't add a new one.

If there is no adjacent friendly or neutral area, the defender may not retreat.

If the attacker retreats, he does not move any units from their origin areas. Those areas (i.e., those containing units that were engaged when the retreat was announced) are marked with routed activation markers as described for the defender, above.

In both cases, the battle ends immediately.

5. End of Battle

The battle ends *immediately* once all allowed iterations have been resolved, all engaged units and Heroes on one side have been eliminated, or both players have run out of combat cards and Hero combat cards.

If battle ends and no defending units remain in the target area, the attacker may move all, some, or none of his surviving engaged units and Heroes there. Otherwise, surviving engaged units and Heroes remain in their respective origin or target area.

Any unused combat cards and Hero combat cards are discarded; discard/recycle any attack order that initiated the battle.

Damage and Unit Elimination

A unit that sustains a number of damage points equal to its combat rank is **eliminated**.

Partial damage persists: place a **damage token** bearing the amount of damage sustained in the unit's base hook. Previously sustained damage is cumulative with new damage.

Eliminated *Traitor* units are returned to the box. *Traitor Army/Traitor Tank* Division units are taken apart and retained by their owners in their respective stockpiles. They may return to play.

Eliminated *Imperial* units are returned to the box, except for *Imperial Army*, *Imperial Tank Division*, and *Imperial Titan* units, which can return to play, and so are returned to the *Imperial* stockpile when eliminated.

Routing

If a defender's unit routs, it is removed from the battle and moved to any friendly or neutral area of the unit owner's choice adjacent to the battle's target area. If no such area exists, if the target area already contains one of the defender's routed activation markers, or the defender wishes, the unit is eliminated instead.

If an attacking unit routs, it is removed from the battle and remains in its origin area, unless that area is already marked with one of the attacker's routed activation markers, in which case the unit is eliminated.

Only flying units may rout across a crevasse.

An area to which a unit routs is marked with a **routed activation marker**. If one of that side's activation markers was already present with its activation icon face-up, flip it over so that the routed side is faceup. If one of that side's routed activation markers was already present, no additional marker is added.

1. ACTION

The **current player** (CP)—initiative marker closest to the start of the track—chooses and resolves an **action**:

Place an order card facedown on a strategic map order stack. *Cost: 1 initiative.*

Execute one of your orders from on top of a strategic map order stack. *No orders placed since the last initiative change. Cost: 1 initiative (regardless of printed cost).*

Execute an order from your hand in a chosen region. *Cost: 0–3 initiative (number of cost icons).*

Bury an order Move the top card from a strategic map order stack to the bottom without looking at it. *Cost: 1 initiative.*

Draw an order from your reserve, or the top card from your order deck. Maximum 6 order cards. *Cost: 1 initiative.*

2. ADVANCE INITIATIVE MARKER

The CP moves his **initiative marker** spaces equal to the action's **initiative cost** (and discard/recycles executed order).

3. CHANGE OF INITIATIVE

If the CP's initiative marker is no longer closest to the start of the track (or *below* his opponent's), there is a **change of initiative**. If so, the following occur:

1. Coexistence Battles are carried out in all main map areas where enemy forces co-exist. The Imperial player chooses the sequence of multiple battles.

2. Stacking Limits (6 units per side) are checked. **Fortified areas** have a limit of 3 units per side (if fortified by a fortification marker they are still limited to 6 units). Heroes and defense lasers do not count.

The CP does not change until the next action round.

4. RESOLVE SPECIAL PHASES

For *each special phase icon* the CP's initiative marker moved *past or onto*, carry out its special phase (once per game).

Event CP executes the top card from the event deck.

Draw Orders Starting with the CP, each player may discard/recycle any orders in hand. Starting with the CP, each player may then move any orders from his reserve to his hand (max 6 cards). Each player with fewer than 6 cards draws cards from his order deck until he has 6.

Refresh Remove all **activation markers** from the main map. All **routed activation markers** are flipped.

Orders

An order executed from the strategic map also applies its **strategic effect**. Place an **activation marker** in each area activated. Units there (either side faceup) may not be ordered.

When **routed activation markers** must be removed, flip them.

Movement

1 MP to move between adjacent friendly or neutral areas (2 MP if the border between is a crevasse). **Flying units** pay 1 MP to cross a crevasse, and may move through any areas.

Flying transports may pick up friendly units up to its combat rating (not from an activated area). At the end of its movement, it *must* drop off all units.

Heroes

Heroes have 3 MPs and are units for the movement purposes of *routing, retreating*, and event card effects.

If enemy units co-exist in an area with an **unsupported Hero** (no friendly units in the area), this does trigger a **coexistence battle** during the change of initiative step.

When at least one Hero is engaged in battle, draw 2 Hero combat cards (maximum) at the start of a battle. A wounded Hero can only draw 1 card.

Heroes cannot be eliminated by defense lasers and are never damaged by bombardments. If your Hero is eliminated in battle, draw a bombardment card for each of your units in the area: if the icon does not match its affiliation, the unit *routs*.

Fortifications

Defending units in fortified areas gets -2 from regular damage and each **orbital bombardment**. If *any* borders are breached, the reduction is -1.

Units fighting a coexistence battle inside a fortified area, or attacking *from* a fortified area, get no fortification advantages.

Breaches force the removal of fortification markers (but no breach token is placed). Flying units attacking a fortified area cause the border to be *treated* as breached.

Crevasses are fortified borders if all attackers must cross them; they do not assist against bombardments and cannot be breached.

The *Vengeful Spirit* Command Center is a fortified area.

Bombardment

Orbital Choose a target area on Terra; declare **precise** or **reckless**; draw a bombardment card and apply the **Orbital** effect. A single bombardment never breaches more than one fortification border segment.

Thunderhawk Draw a bombardment card and apply the **Thunderhawk** effect. This damage cannot be reduced with shields.

Defense Lasers

A defense laser is not considered to be a unit and is destroyed whenever its area becomes friendly to the Traitor player..

COMBAT

1. Joining Battle

Identify attacker, defender, target area, and adjacent origin area(s).

Coexistence battle: *Traitor defends; Imperium attacks. The area of coexistence is the target area and the origin area.*

2. Engaging Units

Attacker specifies which units/Heroes in the origin area(s) will battle. *All* units/Heroes in the target area are engaged.

Coexistence battle: *all units/Heroes in the area are engaged.*

Attacking flying units may spend up to 3 MPs to move to a friendly or neutral area adjacent to the target area and then be engaged. They may not transport units to join the battle.

Coexistence battle: *flying units may not join the battle.*

3. Preparing to Fight

Each player sums his engaged units' **combat ratings**, divides this in half (round up), and draws that many **combat cards**.

Each player with at least 1 engaged Hero draws 2 cards from his Hero combat deck. If all engaged Heroes on his side are wounded, only draw 1 Hero combat card.

The **iteration marker** goes on the first space of its track.

4. Combat Iterations

Defender chooses the **active player** (AP) and the **passive player** (PP) in the first iteration (these roles reverse in each subsequent iteration). In each combat iteration:

1. AP plays combat cards or retreats

Choose and reveal cards up to the current iteration number. You *may* pass: go to step 6, then begin the next iteration. If you have no remaining combat cards you *must* pass.

On any iteration *except the first*, you can **retreat** instead.

2. AP carries out special effects

From among played cards, choose and carry out up to 1 *non-free special effect*. You must be able to choose one of your engaged units meeting the effect's **unit requirement**.

If the effect has a **counter cost**, the PP may discard **shields** from his own hand of cards to cancel it.

Then choose and carry out, in any order, any number of *free effects* in the same way from among the played cards.

3. AP totals regular damage

Total **regular damage**: attack values for all of your played combat cards, including those with special effects (regardless of whether you met the unit requirement).

4. PP resists regular damage

The PP *may* discard cards up to the current iteration number to resist: for each **shield icon**, regular damage is -1.

5. AP assigns damage

Remaining regular damage is assigned among your enemy's engaged units as you choose. If there are no remaining units, you may assign damage to Heroes.

6. Iteration is advanced

Move the iteration marker 1 space. If the marker moves past the number of iterations permitted by the order, battle ends.

Coexistence battle: *past the 8th space, the battle ends.*

Retreats

You cannot retreat if any of your engaged units are in an area that already has one of your **routed activation markers** in it.

If the defender retreats, move all of his engaged units/Heroes to a friendly or neutral area adjacent to the target area. If none, he may not retreat. Flying units may retreat across a crevasse.

The destination area is marked with a retreating player's **routed activation marker**. If it already has a marker, flip it. If it already has a *routed* marker, don't add a new one.

If the attacker retreats, he does not move any units from their origin areas. Those areas are marked with routed activation markers as described above.

In both cases, the battle ends immediately.

5. End of Battle

The battle ends *immediately* once all iterations have been resolved, a side's units/Heroes have been eliminated, or both players have run out of combat and Hero combat cards.

If no defending units remain, the attacker *may* move surviving engaged units/Heroes there.

Discard unused combat and Hero combat cards; discard/recycle the attack order.

A unit that sustains a number of damage points equal to its combat rank is **eliminated**.

Routing

A routing defender's unit is removed from the battle and moved to any friendly or neutral area of its owner's choice adjacent to the target area. If no such area exists, if the target area already contains one of the defender's routed activation markers, or the defender wishes, the unit is eliminated.

A routing attacking unit remains in its origin area, unless that area is already marked with one of the attacker's routed activation markers, in which case the unit is eliminated.

Only flying units may rout across a crevasse.