

**AT♠44**

*β-version • English*

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**Please note:** AT-44 is not finished yet! This is a test copy of the rules; when they are finalized, a new and much better-looking version will be published.

# General principles

*“Weapons check!” shouted the sergeant over the roar of the engines. The Camel D2 he was riding in was approaching the drop zone and the squad needed to be ready the moment the ramp went down—you never knew what tricks those damned Karmans might have up their sleeves. Sweeping his gaze across the cabin, he had the satisfaction of seeing his Steel Troopers going about the check with the professional, no-nonsense attitude that had been drilled into them in boot camp. Everything seemed to be in order—though the apprehension that was always there before combat was obvious in the eyes of all the Troopers.*

*The pilot’s voice came over the intercom: “Thirty seconds!” Once that ramp opened, you had to get up and out of the relative safety of the Camel’s armored hull, into a hot DZ crawling with enemies. But that’s what being in the armed forces of the U.N.A. was all about, wasn’t it? When your country asks you to do a job, you do it—you don’t go and cry about how dangerous it might be. Apprehension is natural, it keeps you sharp, and that keeps you alive, but he knew his Troopers wouldn’t let apprehension turn into panic.*

*The light by the ramp turned amber. “Get ready!” hollered the sergeant as he heard the engines’ RPM change, accompanied by the familiar feeling of the Camel descending toward a touchdown that would feel more like a barely-controlled crash. The light went green half a second after the rap opened far enough to let in some of the gray morning light you got on this godforsaken world. “OUT! OUT! OUT!” he yelled.*

AT-44 is a miniatures wargame, played with models representing soldiers and vehicles on a futuristic battlefield set up on a table. During the game, your troops can move across this battlefield, attack other players’ troops and capture objectives in order to win the game.

## Miniatures

The miniatures with which AT-44 is played represent the soldiers and vehicles in your army—each miniature represents a single soldier or vehicle. The rules also use the word *model* as a general term for any miniature, regardless of what it represents.

Each model is defined by a series of characteristics (also known as “stats”) and a value in “stars” which is used to compose forces of equivalent power.

## Bases

Models in AT-44 should be mounted on circular bases. Different types of model have different base sizes, which represent the area nominally occupied by the model. Using a size of base other than the one indicated for a unit is not a good idea because the base size is taken into account for the unit’s statistics and cost.

The following table shows the base diameters used in AT-44 for the different types of model (the “Grade” mentioned is explained on page xx).

Model	Base diameter
-------	---------------

Human-sized Grade 1 infantry	30 mm
Human-sized Grade 2 infantry	30 mm
Large models & Grade 3 infantry	40 mm
Grade 1 vehicles	65 mm
Grade 2 vehicles	80 mm
Grade 3 vehicles	130 mm

## Space occupied by a model

Each model occupies a cylinder, the bottom end of which is formed by the model's base, and reaching up to the model's head. This volume should be used when determining line of sight (LOS).

The same applies to vehicles that are mounted on a base: the space occupied by the vehicle is a cylinder that reaches to the top of the vehicle's hull or superstructure.

The space one model occupies may never intrude into the space occupied by another model.

### Baseless models

Some models, mainly ground vehicles, do not have bases. These occupy a space determined by the (usually rectangular) area covered by the vehicle's hull, up to the top of the vehicle's hull or turret.

## Units

In AT-44, all models are organized into *units*. These can be composed of several models or a single model large model.

Unless a model's rules specifically say otherwise, all models must stay with their unit throughout the game.

## Unit types

Not all units are of the same type. The most basic distinction is between foot soldiers and vehicles, but within each of these categories are further subdivisions.

### INFANTRY

Infantry units are all units made up of non-vehicles—that is, living beings (usually) that can think for themselves and walk across the battlefield. Infantry exists in the following subcategories:

**Infantry:** Units of foot soldiers that maneuver to close with the enemy;

**Support:** Infantry equipped with heavier weapons than normal infantry units.

### VEHICLES

Vehicles are models that must be piloted or driven. These are divided into the following subcategories:

**Ground:** All vehicles that move along the ground on wheels, tracks, or similar means of propulsion;

**Strider:** Though technically also ground vehicles, striders differ from other vehicles in that they use legs for propulsion instead of wheels or tracks;

**Flyer:** Any vehicle that can fly, regardless of the means it uses to do so.

## Unit coherency

Models in a unit must stay together in a coherent group. Two conditions must be fulfilled whenever the unit ends its activation:

- All members of the unit must be within 10 cm of the unit leader; and
- Each unit member must be in contact (p. xx) with at least one other member of the same unit.

Models from different units may be intermixed, but you should take care to remember which models belong to which unit. They must all remain in coherency with their own unit and may not be placed in such a way that unit coherency is broken after the unit's activation.

## LOSING COHERENCY

A unit cannot voluntarily lose coherency, but it may end up in this state through external factors, such as when the unit takes casualties that create large gaps between its models. If a unit does end up with models out of coherency, on its next activation it must be placed so that it is coherent again.

## Cards

Each unit is represented by a card, which is used to determine when a unit can act, but also shows the characteristics and special rules of the models in the unit.

There may also be one or more cards with special rules for the unit, especially in case of heroes.

## Noteworthy models

Most units include models that are slightly different from the others, such as a unit leader, one or more support weapon bearers, and/or specialists with abilities the other models do not have.

## LEADERS

Every unit must include a leader. This model is exactly the same as the other models in the unit, but must be visibly different. The leader model is used as a reference point for all measurements concerning the unit as a whole.

If the leader is removed from play, the closest regular model becomes the new unit leader. This new leader may be replaced by the leader model, in order to remember which one it is.

## OFFICERS

Officers are models that lead other troops; they are always used as reference point for the unit they lead. They have the same combat stats as the other models in the unit, but they also have command statistics which will come into use if they become company commander.

A unit may contain several officers, but never more than a single hero. The highest rank officer will serve as reference point for the unit.

If all the officers in the unit are eliminated, then the closest standard model becomes unit leader, but without the officer's special characteristics.

## SUPPORT WEAPON BEARERS

These models carry a different weapon than the rest of the unit, usually a support weapon such as a flamethrower, machine gun or missile launcher.

When a unit has more than one support weapon bearer, they must all be equipped with the same type of weapon. For infantry units, the choices available are shown on the unit card, below the dotted line in the weapons list. (When there is no dotted line, the unit cannot be equipped with support weapons.)

Vehicle units cannot have support weapon bearers. If there is a dotted line in the weapons list for vehicle units, the weapons below the line face to the vehicle's rear.

## SPECIALISTS

Specialists are models that have different weapons, equipment or abilities than the regular models in the unit: combat engineers, medics, mechanics, and so on. Near the bottom of the unit's card is a block "Specialists" which lists one or more abilities; each specialist has one of these abilities in addition to the abilities the whole unit has.

Unlike with support weapons, not all specialists in the unit are required to have the same special ability.

The presence of a specialist allows the unit to benefit from that model's special rules. When a specialist is removed from play, the unit immediately loses his or her special abilities.

## Characteristics (a.k.a. Stats)

Each unit card shows the name and symbol of the faction to which it belongs, the name and a picture of a model from the unit, and the unit's characteristics, weapons and abilities.

As usual for characteristics, the higher a stat is, the better the model is when using that stat.

### General characteristics

Every unit has a set of general characteristics, as explained in the following sections.

### Unit composition and cost

A unit consists of one or more models, of which some may carry support weapons, have abilities not shared by the rest, and so on. A unit's composition is shown by one or more rows of numbers and symbols: the first number indicates the total number of models in the unit, and the first symbol shows their type. The next symbols show how many support weapons and/or specialists the unit has—note that their numbers are *not* added to that shown for the first symbol, but are already included.

The cost of the unit is indicated by the last part of the line, following the colon (:), with a number followed by a star (★) to show the unit's cost. The use of these is fully explained on page xx; for now, it is sufficient to say that the stars are the unit's cost, and the more powerful the unit, the more ★ it costs.

Symbol	Indicates
☒	Infantry
▣	Support unit

Symbol	Indicates
	Ground vehicle
	Strider
	Flying vehicle
	Support weapons
	Specialists
	Cost

*Example: Here are some examples of unit composition lines.*

*2☐: 6★ — a unit of two striders that costs six stars to include in your company.*

*6☐ 1△: 3★ — a unit of six infantry models of which one may be equipped with a support weapon; this unit costs three stars.*

*9☐ 2△ 1☐: 5★ — a unit of nine infantry models, of which two may be support weapon bearers and one a specialist; the unit costs five stars.*

Many cards show two or three lines of unit composition; this means you must choose one of these for the unit when you are putting together your company. The top line represents the unit at its standard size and the bottom one at maximum size, with more models, more support weapons and/or more specialists—but also a higher cost. The middle line, if present, is the unit at exceptional size: not as big as the maximum-sized unit, but not as expensive either.

You may always include fewer models in a unit than allowed by the composition you choose. It is also allowed to *not* include support weapons and/or specialists that are allowed by the composition line. However, these choices do not reduce the unit's cost. For example, for a 6☐ 1△: 3★ unit, you could take only four models instead of six, none of them equipped with a support weapon, but the unit would still cost three stars.

### or Grade

The unit's grade of the unit in its faction's hierarchy. This is usually only used for force composition purposes, and **always consists of one to three bars in the top right corner of the unit card.**

### Movement

The maximum distance the models of a unit can travel when the unit is activated, in centimeters. This is a split statistic with two numbers, separated by a slash (/): the number before the slash is the distance the unit can move normally, while the second number indicates the distance they can cover when making a rush move.

### Morale

The unit's of fighting spirit and discipline, put to test when bad things happen like getting bombarded or crushed by tanks.

## 🛡️ Armor

The amount of protection the model has from enemy attacks, in the form of body armor, tough skin, or just plain old armor plating.

## 🛡️ Defense

How well a model can defend itself in melee combat.

## 👤 Rank

Most units include an officer as part of their normal number of models. There are five ranks of officer, from 0 through 4, though some units do not have an officer at all, in which case the 🧑 is shown as a dash (—). The force composition rules restrict the number of higher-ranking officers available in a company.

## 👤 Authority

The level of expertise and authority the officer has at commanding a unit.

## 👤 Leadership

The number of Leadership Points that the officer adds to the company's total, if he or she is the highest-ranking officer in the company.

## VEHICLE STATISTICS

Vehicles have some additional characteristics that infantry units do not.

### 🔧 Structure Points

Vehicles have Structure Points, indicated by the symbol 🔧 with a number on various parts of the vehicle: it will have these for its propulsion system (legs, wheels, tracks, or similar), for each weapon, and for the chassis. The vehicle loses one 🔧 in the appropriate location for every point of damage it takes.

A destroyed weapon can no longer be fired, a vehicle with no propulsion can't move (not even to turn on the spot) and a vehicle that loses its chassis is destroyed and removed from the game.

### Weapon statistics

Weapons have specific characteristics as well, though these are largely independent of the unit wielding them—a laser gun hits just as hard regardless of who is holding it, though not everyone may shoot it with equal accuracy.

### 🎯 Accuracy

The unit's proficiency with the weapon, this determines how well the models can use it and also how far they can fire it.

### 🔫 Rate of Fire/Re-rolls

The weapon's rate of fire before the slash (/) and its number of re-rolls after the slash. When making an attack with the weapon, a number of dice equal to the rate of fire are rolled for each model using the weapon. If any dice in the attack miss, each model may re-roll a number of misses equal to the re-roll characteristic.



*Example: When a unit of three Karman Dirt Trikes attacks with their mighty drum guns that have ☉ 4/1, they roll four dice per model, making twelve dice in all. If any of these dice indicate misses, the unit may re-roll up to three of these misses (one per model).*

### ☉ Weapon Type



This can be one of three values: M, R or a number. Any weapon with ☉ M is a melee weapon that can only be used in close combat (page xx), while a weapon with ☉ R is a ranged, direct-fire weapon (page xx). If ☉ is a number, the weapon is a ranged, indirect-fire weapon (page xx) with an area of effect equal to the number shown—in other words, it will affect all models within a number of centimeters of the impact point, equal to this number.

### ☹ Penetration/Damage


Penetration, before the slash, indicates the ease with which the weapon can defeat the target's armor, while the Damage shown after the slash is the number of points of damage the weapon causes if it successfully pierces that armor.

## Dice

AT-44 only uses normal, six-sided dice that you can buy in any game store as well as borrow from a variety of other games. These are abbreviated in the rules as "D6"—for example, "2D6" would mean "roll two six-sided dice." Though you can play with only one or two dice, play will be faster if you have a fair number of them: five to ten at the minimum, but some more probably won't hurt.

For all tests, unless specifically indicated in the rules, do not add rolls of individual dice together, but read them all separately. The minimum roll needed on a die is indicated by the symbol of a die with the minimum required roll inside. For example,  means you need to roll 3 or higher,  means you need to roll a 6, and so on. The more dice that equal or exceed the minimum result, the better.


In addition, the symbol ☺ indicates a roll will automatically succeed, while ☹ means it fails automatically. There is no need to roll dice in these cases: you always have a number of successful or failed rolls equal to the number of dice you were supposed to roll.

*Example: If the rules say you need  to succeed, and you roll three dice that come up as 3, 3 and 6, one of your dice succeeded and two failed.*

*If you have to roll three dice against ☹, you don't need to bother picking up the dice: you have three successful rolls automatically.*

## Re-rolls

Sometimes, the rules indicate you are allowed to re-roll dice. This means you may take some of the dice you just rolled and roll them again, replacing their original rolls with the new ones. You do not get any additional dice, and you may choose to re-roll fewer dice than you are allowed to. Exactly which of the dice to re-roll is up to you. (Re-rolls do not apply when the roll requires ☺ or ☹ because re-rolling the dice would still result in automatic success or failure anyway.)

*Example: Let's say you roll six dice against , and may re-roll two of them. If your dice come up as 1, 3, 5, 5, 6 and 6, you would do best to choose either the 1 and 3 to re-roll. The re-roll comes*

up as 2 and 5, so your actual roll becomes 2, 5, 5, 5, 6 and 6—one more successful die than you had before.

## Range and distances

All distances in AT-44 are measured in centimeters, abbreviated *cm*. For ranged combat, a special measure called *range bands* is used, but this is just a convenience: each range band is equal to 10 cm. To measure distances on the tabletop, any tape measure or ruler in centimeters will suffice: simply measure the range in centimeters, then divide this by 10 and drop all fractions.

*Example: If a unit shoots at another that is 53 cm away, this is range band 5:  $53 \div 10 = 5.3$ , and dropping the fractions gives 5.*

All distances should be measured from the edge of one model's base to the edge of another model's base, finding the shortest distance between these two base edges (for a model without a base, measure from the nearest point on the model's hull, chassis or main body). The shortest distance between these two is considered the distance the models are apart.

If the range seems disputable, such as when the line between two range bands goes exactly to the edge of the target model's base, use the lower of the two.

### Pre-measuring

You may measure distances on the tabletop at any time, including *before* declaring what you intend to do. For example, when shooting you may measure the range to possible targets before declaring which one your unit will attack.

## Contact

Two models are said to be "in contact" if there is 2.5 cm or less between them. This is important in many situations: for example, a model can attack another in melee combat only if they are in contact.

### Base contact?

Note that you should not confuse "contact" with "base contact"—the former is when models are within 2.5 cm of each other, while the latter means their bases are physically touching. Base contact has no special meaning in AT-44, though models in base contact with each other are also in contact.

## ENGAGED VS. FREE

An infantry unit of which at least one model is in contact with an enemy infantry model is considered *engaged*. Engaged units can only fight in melee or attempt to disengage—they may not shoot or move normally, but may use abilities. A unit which is not engaged is said to be *free* and can act normally.

Vehicles cannot cause other units to be engaged, nor can they be engaged themselves. For these reasons, vehicles are always considered free.

### Quick overview for AT-43 players

AT-44 is based on AT-43, so the rules should be familiar to players of that game. However, there are some important differences to be aware of:

- **Size:** Models do not have a size in AT-44, and so cannot fire over “smaller” models without risk of hitting them;
- **Costs:** Unit costs are expressed in ★ (stars) rather than Army Points (A.P.), though 1 ★ is equal to 50 A.P.;
- **Officers:** Almost all units come with an officer as standard, without additional cost, but higher-ranking officers can only be added by attaching a hero to the unit;
- **Measuring:** In AT-44, distances may be measured at any time without committing the player to an action;
- **Movement:** Units are moved by moving the leader and then placing the rest of the unit in coherency with the leader’s model, instead of measuring for each model separately;
- **Running:** Models have a split Movement characteristics that shows their normal and running movement speeds, rather than just the normal speed;
- **Difficult terrain:** This does not halve a unit’s movement—rather, the unit must use Cross Terrain movement, which prevents it from shooting;
- **Projection weapons:** Range for these is measured from the unit leader rather than the firing model;
- **Symbols and game terms:** AT-44 uses somewhat different symbols and terminology for certain concepts, summarized in the table below;
- **Terrain:** AT-44 is intended to be played solely using three-dimensional terrain, not two-dimensional maps—though you can if you want to.

AT-43			AT-44
Turns			
Control phase			End phase
Statistics			
Protection		Ⓢ	Armor
Combat		Ⓣ	Defense
Attack rate		Ⓢ	Rate of fire
Type	★ ★★ ★★★	Q	Grade
Combat drills			
Knee to the ground!			Hit the deck!

# Universal resolution table

Dice in AT-44 are usually rolled in a test which compares an active stat to a difficulty rating; this difficulty may be an opposed stat, or a fixed number. The difference between the active stat and the difficulty determines the result required for success on a D6, as shown on the Universal Resolution Table. Remember that the result of each die is compared separately to the minimum roll required.

≤-6	-5, -4	-3, -2	-1, 0, 1	2, 3	4, 5	≥6
☹	6	5	4	3	2	☺

*Example 1: In ranged combat, the active stat is ☹ and the difficulty is the range to the target. When a unit of five U.N.A. Steel Troopers fires on a unit of Red Blok Krasny Soldaty at a range of 1, the ☹ of the attacker's laser rifles is 5, so they need to roll 2 in order to hit:  $5 - 1 = 4$ , and the Universal Resolution Table shows that on a difference of 4, you need 2 to succeed. Each laser rifle fires only a single shot, so the unit gets five dice, and if these roll 1, 1, 2, 5 and 6, the Steel Troopers score three hits.*

*Example 2: Some Therian Grim Golems have used their reaper blades to attack two Karman K-Burners in close combat and scored three hits. In order to cause damage, the active stat is the attacking weapon's Penetration while the difficulty is the target's ☹. Reaper blades have ☹ 7/1, meaning their Penetration is 7, while K-Burners have ☹ 11, so the difference is  $7 - 11 = -4$ : the Grim Golems need to roll 6 in order to cause damage.*

*Because they had three hits, the Grim Golems roll three dice, which come up as 2, 2 and 6. This is one successful roll, so one of the K-Burners takes a point of damage—which, incidentally, is enough to kill him.*

*Example 3: A Cog Vandal combat strider fires its heavy quantum cannon against a target at a range of 2. Since it has ☹ 9, the difference between the active stat and the difficulty is  $9 - 2 = 7$ , which means the result is ☹: all shots from the cannon hit automatically without the need to roll any dice.*

# Game turns

The game proceeds in turns in which both players activate their units to make them move, attack, perform combat drills, and/or use abilities.

## Turn sequence

Each game turn goes through these phases, in the order shown:

1. **Tactical phase:** All players construct their activation sequences, determine their number of Leadership Points and make Authority tests;
2. **Activation phase:** Players take turns activating units following their activation sequences;
3. **End phase:** Players determine which objectives they control, see if any player has won the game, and spend ★ to bring reinforcements into the battle.

## Tactical phase

This phase begins each turn, and consists of three steps: constructing the activation sequences, determining the number of Leadership Points available to each player, and rolling to see who activates units first. All players perform these steps in that order, moving to the next step when everyone is done.

### Construct activation sequence

At the start of every turn, each player builds an activation sequence from the unit cards for all the units they have on the battlefield and those to be deployed from reinforcements in the current turn. Put the cards in the order you wish to activate the units during the turn—it is a good idea to plan ahead here.

Once it is finished, the activation sequence is placed face down on the table, with the card at the top being the first card that will be played.

**Note:** Skip this step when playing in easy mode (see page xx).

### Determine Leadership Points

During the turn, players use Leadership Points (LP) for a number of purposes, such as activating units and giving them combat drills. To determine the number of points available in each turn, count the number of cards in the activation sequence, and add this to the Ⓢ characteristic of your company commander (that is, the highest-ranking officer who is on the battlefield or will come onto it in this turn). This total is the number of Leadership Points you have available in the current turn.

Leadership Points do not carry over from turn to turn: any unspent points are lost as soon as a new turn begins. However, when units or the company commander are eliminated during the turn, the number of Leadership Points is not changed: the number of points calculated in this step is always used for the entire turn.

Naturally, you may not spend more Leadership Points in a turn than you have calculated in this phase.

### Counting Leadership Points

Leadership Points must be tracked somehow to prevent confusion over how many each player has left to spend. The suggested way is to represent them by tokens or counters, as

these can be easily put into a pile so that spent points may be removed from the pile. Another good way is to use some kind of “life counter” intended for collectible card games.

Dice can also be used, but these are not a great choice because players have a habit of picking up the dice when they need to roll a test—only realizing afterward that they picked up the Leadership Point counter. If you must use dice, it is best to take something other than six-sided ones: with a D12 or D20 you will only need one die per player and don’t run much risk of someone using it for a test.

## Authority test

In this step each player rolls a D6 and adds the roll to their company commander’s Ⓢ stat. You may spend up to 6 LP to increase your chances of winning the roll: add the number of points spent to the final result.

Spending LP on the Ⓢ roll should be done before the dice are rolled, and in secret: the player should take tokens in their hand, hide a die showing the number of points to spend, or use as similar way to secretly record a number (or pretends to, in case they don’t want to spend LP on the roll). When all players have done this, the dice are rolled and the tokens are revealed.

The player with the highest total score decides whether to go first or second. In case of a tie, all players roll their die again until there is no tie; the LP they spent is used for these re-rolls as well, but players may not change the amount they spent on the roll.

*Example: A Karman army commanded by the Venerable Cornelius (Ⓢ 6) is taking on U.N.A. troops under the command of Master Sergeant A. Borz (Ⓢ 2). The Karman player puts one Leadership Point token in her hand because she doesn’t really think Borz’s command is going to be a problem, while the U.N.A. player decides puts 5 LP in his—he has a feeling he’s going to need it against the tactical genius of Cornelius.*

*The Karman player rolls a D6 and gets a 3, then adds her commander’s Ⓢ of 6 and the 1 LP, for a total of  $3 + 6 + 1 = 10$ . The U.N.A. player meanwhile rolls a 4 on the die, to which he adds Borz’s Ⓢ of 2 and the 5 LP he spent:  $4 + 2 + 5 = 11$ —just enough to beat the Karmans’ total, so the U.N.A. player can decide whether to go first or second!*

## More than two players

In games with more than two players but with only two sides, each side, rather than each player, should roll an Ⓢ test. Which player rolls the dice does not matter in this case, and can be decided by consensus among the players. All players may spend Leadership Points on the roll, but the total spent by each side may not exceed 6 LP. The total is added to the highest Ⓢ characteristic on that side.

If the game involves more than two sides (for example, a three-way fight), each side rolls an Ⓢ test. After the final totals are worked out, play goes from highest total to lowest; if there are ties, everyone involved in the tie rolls the die again, but keeps their original place in the highest-to-lowest sequence. When the turn sequence has been determined, the highest-rolling player may decide at which point in the sequence he or she wants to go.

*Example: In a four-player game of Cogs vs. Karmans vs. ONI vs. Red Blok, the Ⓢ rolls are as follows: Cogs 7, Karmans 8, ONI 4 and Red Blok 7. This would put the turn sequence at Karmans first, then Cogs and Red Blok, and finally ONI.*

*However, because the Cogs and Red Blok both have 7, their players must roll the die again, and now get Cogs 6 and Red Blok 9. This does not mean the Red Blok player suddenly goes before*

*the Karmans player, but only that Red Blok will go before Cogs, making the sequence: Karmans, Red Blok, Cogs, ONI.*

*At this point, though, the Karmans player may choose to let others go first, for example changing the order of play to Red Blok, Karmans, Cogs and then ONI.*

## Activation phase

In this phase, players activate their units and have them perform actions such as moving and shooting.

When it is your turn, you may do one of the following:

- Activate a unit (0 or 1 LP);
- Move the first card (1 LP);
- Skip your turn (1 LP);
- Activate two units (4 LP).

These are described in full in the following sections.

When the chosen action has been resolved, the turn passes to the next player. If the turn passes to a player who does not have any cards left in his or her activation sequence, that player automatically skips without needing to pay 1 LP to do so.

Once all players have no more cards left in their activation sequences, the activation phase is over and the end phase (p. xx) of the turn begins.

### Easy mode: playing without cards

AT-44 can be played without cards. This is a kind of “easy mode” as the players don’t have to plan in advance the order in which their units will activate. The cards only serve as reference for unit stats in this case.

When playing this way, skip the *Construct activation sequence* step of the tactical phase (p. xx), and when it is your turn in the activation phase (p. xx), simply choose which unit you want to activate. Each unit can only activate once per turn, of course. You can use the unit cards to remember which units have been activated already during the turn.

### Activate a unit

In order to activate a unit, you turn over the first card in your activation sequence. If the unit corresponding to the card does not include an officer, it costs 1 Leadership Point to activate the unit; if you cannot or do not want to pay the Leadership Points cost, the unit counts as having been activated but may not do anything during this activation. A unit with an officer can be activated without spending Leadership Points.

Once activated, the unit can take actions: movement (p. xx), shooting (p. xx), melee combat (p. xx) and/or be given combat drills (p. xx).

An activated unit which is not already on the battlefield can enter via any of your available entry points (table edge, drop zones, etc.) as described on page xx.

### Move the first card

At the cost of 1 Leadership Point, you may place the first card in the activation sequence to any other position in the sequence. You may do this only once per activation—that is, you may not pay 2 LP to move the first two cards, for example.

After moving the first card, the next card is immediately turned over and the unit activated as per *Activate a unit*, p. xx. If there is an LP cost to activate this unit, then it must be paid in addition to the cost to move the first card.

## Skip your turn

By paying 1 Leadership Point, you may skip your turn: none of your cards are turned over and none of your units are activated. You may not skip two turns in a row.

## Activate two units

You may turn over the first two cards in your activation sequence and activate their corresponding units just like when activating only a single unit. This costs 4 Leadership Points, and if one or both the units have no officer, an additional 1 LP must be paid for each unit without an officer in order to actually activate that unit.

The two units are not activated at exactly the same time, however: you must choose which one of the two is activated first, and only when its activation is over, is the other activated.

This option may not be used two turns in a row.

## End phase

The end phase starts when all players have turned over all the cards in their activation sequences and activated all their units. In this phase, all players first determine who controls the objectives on the battlefield, check if anyone has won the battle, and finally “purchase” reinforcements that will enter the game next turn. These three steps must be taken in this order.

### Control objectives

Once the results of morale checks are known, all players determine if they control any objectives and how many ★ they earn for doing so.

### Check for victory

When all players have worked out their total number of ★, check if anyone meets the victory conditions for the battle. This is explained on page xx and depends on the scenario being played, though for simple games, reaching a certain total of ★ earned is usually enough to win.

### Purchase reinforcements

If no one has won the game, all players can now spend ★ to purchase reinforcements. Full rules for this are on page xx, but in short, a unit that is held in reserve can be brought into play by paying its cost from the ★ earned.



# Deployment

Before a unit can fight, it must first be present on the battlefield. Units may enter the battlefield via *entry points*, which should be designated by the scenario or the players before the game begins. Typical entry points are the players' table edges, other table edges, and drop zones.

## Deployment phase?

AT-44 does not have a separate "deployment phase" of the game. Instead, units are deployed as part of regular game turns: when a unit's card comes up in the activation sequence, and that unit is not yet on the table, you get to deploy it.

As a result, at the start of the first turn the table is usually empty of units—only *during* the first turn will units be deployed.

## Player's table edge

At the beginning of the game, each player chooses, or is assigned, a table edge as his or her "own" edge. Units may always be deployed via this table edge, but must use their movement to enter: when the unit is deployed, its leader must move from the edge of the table and the unit is deployed in coherency with the leader's model (see page xx). After moving, the unit may act as normal. (Note that, because the unit is required to start its activation with a movement, it may not do anything else before moving.)

## Other table edge

This is similar to deploying from the player's own table edge, but there may be special conditions to be able to use another table edge, specified by the scenario. For example, you may be required to control a certain objective before another table edge may be used. Other table edges may only be used for deployment if the scenario specifically says so.

## Drop zone

These are specific objectives to be controlled, depending on the scenario. Only special objectives such as runways, landing pads, teleporters, and similar locations can be used as drop zones; in scenarios, these will be indicated as such.

If the entry point was controlled by an allied unit in the end phase of the last turn, then friendly units may enter via this point. An opposing player may have taken over the objective in the mean time, so it could be swarming with enemy troops, but that does not prevent it being used as a drop zone by the player who controlled it in the last end phase. Your reinforcements had better be prepared!

Note that it is not possible to use drop zones for deployment in the first turn of the game, unless a scenario being played specifically allows this, because there has not yet been an end phase at that time.

When a unit enters play via a drop zone, its leader must be placed in contact with the drop zone, after which the rest of the unit is deployed in coherency with its leader. Entering via a drop zone counts as movement, and once deployed, the unit cannot do anything other than be given combat drills—it may not move, shoot or attack an enemy in melee combat.

## Drop troops

Units with the **Drop troops** ability (see page xx) may use drop zones to deploy from even when the drop zone was not controlled by the unit's side in the last end phase. This also allows them to use drop zones in the first turn of the game.

Additionally, after a **Drop troops** unit deploys from a drop zone, it may activate normally: move, attack, etc.

## Homing beacon

A homing beacon is a special piece of equipment which allows a model equipped with it to create a drop zone. In effect, a model with a homing beacon *is* a drop zone, but only if the model did not make any melee attacks during its last activation. This drop zone may be used in the first turn by friendly units, and can never be controlled by an enemy.

# Movement

Units move around the battlefield in order to gain better firing positions, find cover, capture objectives, engage the enemy in close combat, and for a dozen other reasons.

To move a unit, the unit leader is moved by the most direct route possible, bypassing any obstacles. The model may be moved a distance determined by the chosen movement type and the unit's Ⓢ characteristic, as explained on page xx. This movement should be measured from the edge of the base as described under *Measuring distances* on page xx.

A model can move in any direction. At the end of its movement, a model can be turned to face in any direction.

Infantry models may move through other allied infantry models as if they were not there. If the space occupied by the model (see page xx) cannot pass through a gap between terrain pieces and/or non-allied models, then the model cannot pass—it must find a way around instead.

Once the unit leader has been moved, the other members of the unit are placed in coherency with the unit leader's model (see page xx). There is no need to measure the movement for each of these models individually, nor do they have to be placed in the same formation or relative position to the unit leader as they had before the unit's movement.

Vehicles may move through any infantry, allied or enemy. Depending on the speed of the vehicle these models may be crushed using the rules on page xx.

## Movement types

Free units can use either combat movement, rush movement or cross terrain. Engaged units may only attempt to disengage if they want to move. These movement types are described below.

### Combat movement (Normal movement)

The models are alert and keep their weapons ready for action. The unit leader may move up to the first value of the unit's Ⓢ characteristic in centimeters.

When using combat movement, all models in the unit must move through open terrain. They may not move across obstacles or terrain elements.

*Example: A Red Blok Dragomirov kolossus unit has Ⓢ 10/22: when it uses combat movement, the unit leader may be moved up to 10 cm from his original position.*

### Rush movement

The models put away their weapons in order to run. This allows the unit to cover more ground: the unit leader may move a number of centimeters equal to the second value of the unit's Ⓢ characteristic. A rush movement prevents a unit from shooting or using Overwatch (see *Combat drills*, page xx) during its current activation.

A unit making a rush movements may not cross terrain elements or other obstacles.

*Example: When making a rush movement, the Dragomirov kolossus unit moves up to 22 cm.*

## Cross terrain

The models put away their weapons in order to cross any obstacles in the field—either helping each other or using specialist equipment to get across. The unit leader may move up to the first value of the unit's ☉ characteristic in centimeters, but the unit cannot shoot in its current activation. It can make melee attacks and use combat drills normally, however.

A unit whose leader ends its movement in or on an obstacle must use this movement type again to get out/off of the obstacle. (See *Terrain* on page xx.)

*Example: When moving through terrain, the Dragomirov kolossus unit may also move up to 10 cm, just like in open terrain.*

## Disengage movement

When a unit that is engaged with an enemy unit attempts to move, this is considered a disengage movement.

The enemy unit may immediately attack the disengaging unit in melee combat using all the normal rules for doing so (see *Melee combat* on page xx), including the follow up moves. However, there is no morale check for losses sustained during disengagement.

If there are any survivors in the disengaging unit, these may move a number of centimeters equal to the first value of their ☉ characteristic, exactly like combat movement, after all melee attacks against them have been made.

If a disengaging unit is still in contact with an enemy after it finishes its move, then they remain engaged! This does mean the unit can fight a melee combat against that enemy right away.

On the other hand, if the unit that is free at the end of its movement, it can act normally including shooting and using combat drills (though it can't move, because it just did that already).

## Crushing with vehicles

When a vehicle uses a rush movement, it might crush infantry models in its path. This is not a declared attack, but merely a side-effect of making a rush move with a vehicle.

The vehicle must move a distance in centimeters equal to at least the first value of its ☉ stat, but then can stop whenever the player wishes before reaching its maximum allowed movement distance. It does not have to move in a straight line, but must take the shortest route possible to its destination—that is, it may not make unnecessary turns in order to run over as many models as possible.

Once the vehicle has finished its move, it may turn on the spot again to face any direction, but this turning on the spot will not crush any further models.

Roll a D6 for each infantry model (allied or enemy) whose base is passed over by the crushing vehicle's base. A model from a free and ready unit is removed from play on a 1, while a model from an engaged, disorganized or knocked down unit is removed from play on a 2.

Models that make this test but which survive are knocked down (p. xx) along with the rest of their unit.

Surviving models that would be in the space occupied by the vehicle when it has finished its move are placed in coherency with their own unit, as close to their original position as possible.

## Ramming

A vehicle that uses a crushing attack that comes into contact with an obstacle it cannot pass, including another vehicle, will stop with its base against the obstacle. Each vehicle involved in this crash takes a single hit with a Penetration equal to the  $\odot$  of the opposing vehicle or obstacle.

*Example: In desperation, a Therian Hekat Golgoth tries a crushing attack against a Red Blok Dotch Yaga. The Dotch Yaga takes a hit with  $\odot$  12/1 because the Hekat's  $\odot$  is 12, while the Hekat suffers a hit with  $\odot$  17/1 due to the Dotch Yaga's  $\odot$  of 17.*

### Crushing and melee attacks

A vehicle equipped with melee weapons can attempt to crush an infantry unit and then use its melee weapons to attack the survivors.

# Shooting

In modern warfare, just about everyone has a gun. The preferred way of attacking the enemy is to shoot at them, rather than letting anyone get close enough to make melee attacks. During a free unit's activation, models in the unit may shoot at any visible enemy with each ranged weapon at their disposal.

## Salvos

Units shoot in *salvos*: a salvo is composed of all the shots with the same type of weapon against a single enemy unit. When announcing an attack, you must first declare with which weapon the attacker is going to fire a salvo.

A unit which has only one type of weapon can only fire in a single salvo per activation, while a unit with several different weapon types will be able to fire one salvo with each weapon type per activation. Each of these salvos may be fired at a different target.

*Example 1: Red Blok RPG kolossi are equipped with two rocket launchers each, so a unit of these can fire a single salvo when it is activated.*

*Example 2: Each Therian Succubus golgoth has one virus cannon and one light sonic cannon. A unit of Succubus golgoths can fire two salvos per activation: one with all its virus cannons, and another salvo with all the sonic cannon shots.*

A salvo can only be fired before or after a unit has moved—a unit may not move a little, shoot, and then finish its movement. A unit may, however, fire a salvo with one weapon type, do a combat movement, and then shoot again with a salvo from a different weapon type.

Rush and Cross terrain movements (see page xx) prevent a unit from firing; in the same way, a unit that has fired may not use these movement types.

## Choosing a target

The next step when shooting is to choose a target. A unit may open fire on any enemy visible to the unit. Infantry models and combat striders have a 360° field of vision: they can see in any direction, regardless of how the model is actually positioned. Other vehicles have a more limited field of vision, defined in the vehicle's description, but usually 90° to the front in the direction the weapon is facing.

Line of sight (LOS) is taken from the models eye view. If a model cannot see a target, then it may not fire; vice versa, if a model is not visible, it cannot be fired upon.

**Infantry models do not block LOS**, and nothing prevents shooting through your own troops if you wish (however it is not possible to specifically target your own troops). Firing through another unit does put that unit at risk of being hit, though.

**Vehicles do block LOS**—even vehicles in the same unit. They may still suffer damage if they are caught by fire aimed at another target, just like any other model.

## Measuring range

Range should be measured as described on page xx. The range is determined from the leader of the firing unit to the leader of the target unit, even if they are completely out of sight of each other.

You may measure ranges to prospective targets before picking an actual target to attack. Once you have declared a target, however, you may not change your mind and attack another one.

## Fire corridor

Once the range is determined the *fire corridor* must be determined. This is the zone through which the attacking unit's shots pass, and in which all models run the risk of being hit. To work out the fire corridor, draw two imaginary lines from the outside edges of the outermost bases of the firing unit, to the outer edges of the outermost bases of the target unit. The area in between those lines and the two units is the fire corridor.

When firing at an infantry unit, the unit as a whole is the target. When firing at a unit of vehicles however, each vehicle is large enough to be a target in its own right. Therefore, if the target is a unit of vehicles the firer may choose to attack the whole unit or just a single model in that unit. By default, unless the player states otherwise, a unit will shoot at the unit of vehicles as a whole, and the fire corridor will be drawn to the entire unit. When a single vehicle is targeted, the fire corridor is only drawn to the specifically-targeted vehicle (though this does not prevent other vehicles from the same unit being in the fire corridor).

All the models in the firing unit and the target unit are taken into account to draw the fire corridor, even those that won't be able to fire, or are not visible targets.

## Who can shoot?

All models in the firing unit which have line of sight to at least one model in the target unit and are equipped with the weapon type you chose to use may fire. Models which don't have line of sight cannot fire, and models in the target unit that cannot be seen will not suffer any hits.

You may always fire with fewer weapons than the unit has available, but any "unused" weapons cannot be fired in a separate salvo later!

## Shooting test

To work out the number of hits scored by the attacker, subtract the range band for the attack from the Ⓢ of the attacker's chosen weapon, then check the universal resolution table for the result needed to hit. If the weapon's Ⓢ is given as a minimum roll (for example, 2, 4, 5, etc.), the result needed to hit is the number shown regardless of range.

Roll as many dice as the first number given for the Ⓢ characteristic of the weapon used in this salvo, multiplied by the number of models firing.

You may re-roll as many dice as the second value given for Ⓢ of the weapon allows, multiplied by the number of models firing. Only the original rolls may be re-rolled—you cannot re-roll a die that has already been re-rolled. Which models fired which shots is not important: you may re-roll the dice regardless of the model to which the shot "belonged."

*Example 1: Five Therian Storm Golems fire upon an enemy unit at range 1. Their nanoblasters have Ⓢ 4 and Ⓢ 1/1 (one shot and one re-roll each). Ⓢ 4 – Range 1 = 3, so the player needs to roll 3 to hit. The Therian player now rolls five dice (one for each Storm Golem) and may re-roll any die that rolls 1 or 2 on its first roll.*

*Example 2: A unit of three Cog Recon Marauders fires its quantum MGs at a Red Blok infantry unit at range 8. This weapon has Ⓢ 5 and Ⓢ 4/2, so the shots require 3 to hit: Ⓢ 5 – range 8 = -3,*

- | and that equals a roll of 12. Because the unit has three models *with one quantum MG each*, and
- | each *of these weapons* fires four shots, the unit rolls twelve dice. Per model, it can re-roll two dice that did not hit, so the Cogs player may re-roll up to six dice for this salvo.

## Out of range

If the range is too great, so that the shots automatically miss (a –6 or more difference) then the shots are lost and cause no hits or damage to anything.

## Avoiding being hit

Some special cases prevent models from being hit by accident if they are in a fire corridor:

- Models that have been given the “Knee to the ground” combat drill and that do not belong to the target unit are ignored when allocating hits;
- Weapons with the **Locked shot** ability only ever hit their designated target regardless of intervening models in the fire corridor;
- Weapons with the **Sniper** ability also ignore models in the fire corridor that do not belong to the target unit.

## Damage from hits

Each hit causes a damage test, using the rules given on page xx. In short, this is a test between the attacking weapon’s Penetration (the first number in its ☉) and the target’s ☉; each successful damage test causes a number of points of damage equal to the second number in the attacker’s ☉.

## Distributing damage

When the attacking unit inflicts one or more points of damage, these are distributed to all the units in the fire corridor, starting with those closest to the leader of the attacking unit. First, each unit in the firing corridor, other than the attacking and target units, receives a number of damage points equal to the number of models it has in the fire corridor; all remaining points of damage are then taken by the target unit. Naturally, no more points of damage can be distributed than were inflicted in the first place. This does mean that models in between the firers and their target take wounds first, and that it is possible for an attack to inflict damage but not on the intended target!

## Cover

Obstacles and terrain features can be used as cover and combat drills can also increase a unit’s chances of survival. Models that are completely obscured from view by obstacles or terrain cannot be targeted, while models that are only partially obscured from view may gain cover. A model is behind cover if it really seems like it could gain cover—just having a few millimeters of a model’s base behind the corner of a wall doesn’t count as cover. The best way to determine this is to look at the target from the point of view of the attacking unit: bend over the table or even use a periscope to view the target the way the attackers would. If a model appears to be in cover when seen like this, it is.

If there is an obstacle in the fire corridor between the firing unit and the target unit, and at least half of the target unit is in cover, then the target unit will receive a cover save.

For a unit to be considered in cover, then at least half of the unit’s models must be in cover. A unit that is in cover, but which remains a valid target, will receive a cover save against all shooting at ranges higher than range 0. For each hit attributed to the unit, roll a



D6: on a result of 5 the hit is ignored; if the unit has been given the “Take cover” combat drill (page xx), the hit is ignored on a 3.

Firing through a unit does not give cover to those behind it, but the shots will be soaked up by the intervening models in the fire corridor.

## Special weapon types

Some weapons have special capabilities that modify shooting somewhat from the rules given above.

### Indirect fire

The ammunition of indirect-fire weapons such as grenade launchers or mortars explodes on impact, causing damage within an area of effect rather than to single targets. Any weapon whose  $\odot$  is a number always uses indirect fire.

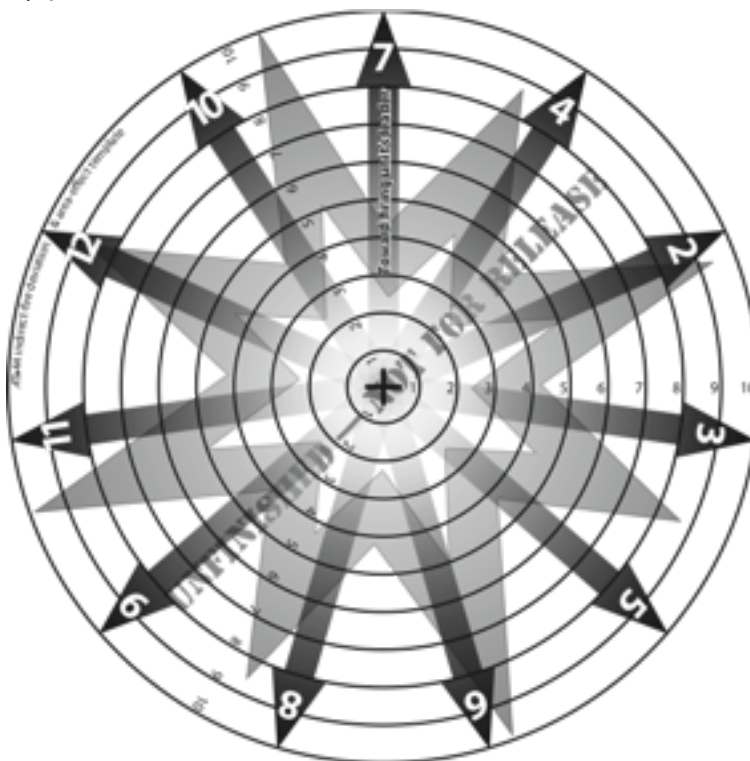
To shoot with an indirect-fire weapon, place the template anywhere desired on the battlefield, but with its center (marked by the x) in line of sight of the shooting unit's leader and the “7” arrow pointing straight back to that model. Range is measured from the unit leader to the center of the template and the roll needed to hit worked out as normal.

### DEVIATION

If none of the dice rolls high enough, or if the shots are automatic misses, all the shots are lost and the attack has no effect.

When at least one die roll equals or exceeds the minimum roll, but there is also at least one miss, the template's position is moved by the total roll of all the missed shots, multiplied by 2 cm. The direction into which it is moved is determined by rolling 2D6, adding their rolls together, and consulting the numbered arrows on the template.

If all dice roll high enough to beat the minimum roll, the template will not deviate from where it was initially placed.



*Example: A unit of three Nakovalny Sierps fires its light mortars at a target in range band 5, giving six shots that require a 4 to hit. The rolls come up as 2, 3, 4, 5, 5 and 6, so four dice roll high enough to beat the minimum roll while two do not. Adding up the rolls of the two misses gives  $2 + 3 = 5$  and multiplying that by 2 cm means the template is moved 10 cm in a random direction.*

## HITS

Next, determine the actual area of effect by multiplying the  $\emptyset$  stat of the weapon by the number of hits, up to a maximum  $\emptyset$  of 10. The result is the radius, in centimeters, around the center of the template in which models are hit: the unit suffers as many hits as there are models whose occupied space (p. xx) falls wholly or partially within the area of effect.

If more dice beat the minimum roll than needed to bring the area of effect to a radius of 10 cm, each additional die that rolled high enough scores another hit on the unit(s) under the template.

Hits should be distributed starting with the model closest to the center of the template and working outward until all hits have been distributed. If this causes a hit on a model that is further away than the area of effect, put this hit on the model closest to the center again and continue from there—this way, models closer to the center can be hit multiple times.

Models in the area of effect can't benefit from cover against the attack, and the whole unit is *knocked down* if at least half of its members are under the area of effect.

*Example: Once the final position of the Sierps' attack has been determined, its area of effect is worked out. A Red Blok light mortar has  $\emptyset$  4, and multiplied by the four successful rolls that would give an area of 16 cm. This is more than 10 cm so the area of effect becomes 10 cm instead. Three rolls would have been enough to do that ( $3 \times 4 \text{ cm} = 12 \text{ cm}$ ) so the one additional successful roll means the attack scores one more hit than there are models actually under the template.*

## Projection

Projection weapons are indirect fire weapons with a few differences. The most important one is that there is no  $\emptyset$  test with a projection weapon: the player simply places the template so that its center is within the weapon's maximum range, which is indicated by the weapon's  $\emptyset$  being given as a distance in centimeters (for example: " $\emptyset$  25 cm") rather than just a number. The range is measured from the unit leader as usual, but the template doesn't deviate, and the number of hits is always equal to the number of models firing a projection weapon.

### Shooting procedure

Follow these steps for every salvo fired:

1. Declare that the active unit is going to open fire (before or after having moved);
2. Announce the weapon to be used by the attackers;
3. Measure the range to potential targets' unit leaders;
4. Indicate the target (from this point onwards you cannot change your mind);
5. If not using indirect fire, determine the fire corridor (you can't move models accidentally in the fire corridor out of the way);
6. Calculate the difficulty of the shooting tests ( $\emptyset$  – range band);
7. Work out the number of dice to be rolled for the salvo, and the number of re-rolls;

- 8.** Roll the dice, count the number of hits and distribute them among the targets;
- 9.** Units that are hit take their cover saves, if applicable;
- 10.** Calculate the number of damage tests per unit and the difficulty of the tests (☉ – ☉);
- 11.** Roll the dice for the damage tests and remove the target models, closest to the firing unit's leader first, including those caught in the fire corridor;
- 12.** Repeat steps 2 through 11 for each salvo the active unit is to fire.

# Melee combat

During their unit's activation, models that are in contact with enemy models may attack them with each of their melee weapons; the targets can only hope they survive. Immediately after the combat is resolved, the unit's activation ends: it may not move or shoot after melee combat, or use abilities or be issued combat drills.

Only models that are equipped with melee weapons can attack in melee combat. Melee weapons have a Ⓜ of "M" in their game statistics. Leaders, officers, specialists and support weapon carriers are all equipped with the same melee weapon as the other members of their unit.

Vehicles which have melee weapons can attack in melee combat just like any other model.

## Attacking in melee

Each model that is in contact with an enemy can attack with each of its melee weapons once per activation. Each type of attack is resolved separately as a *round* of melee combat, just like salvos in shooting. Note that a unit can only attack with melee weapons carried by models that are in contact with at least one enemy model.

The number of attacks and re-rolls is determined by the weapon profile in the same way as for shooting (see page xx). The attack test is made using the Ⓜ for the weapon used, with a difficulty equal to the target's Ⓜ; each successful roll causes a hit on the target unit, and each hit causes a damage test (p. xx) between the first value of the attackers' Ⓜ and the targets' Ⓜ.

## Multiple Ⓜ or Ⓜ characteristics

When models in the attacking unit have different Ⓜ characteristics, and/or not all models being attacked have the same Ⓜ stat, the combat must be split into sub-combats in such a way that each sub-combat has only one value for Ⓜ and one value for Ⓜ. Each sub-combat must contain as many models as possible—it is not allowed to make sub-combats smaller than they can be.

Each of the sub-combats is resolved separately in the order the attacker wishes.

## Distributing damage

After each round of attacks, all damage points that were inflicted must be distributed among models in contact with the attackers. The player controlling the attacking unit decides how many damage points each eligible model takes, in any way desired: they may be spread evenly among the models, or can all be lumped onto the same model, or any other combination.

## Follow-up

Sometimes after a series of melee attacks, units will become disengaged because there are no models from the target unit in contact. It would be far too easy to let the target unit get out of an engagement so easily.

Each model which was in contact with an enemy at the start of the melee, but which is no longer in contact at the end of it, can move into contact with the next-closest model of the

same enemy unit. This allows an attacking unit to stay engaged with its target unit, but does not let it attack another nearby unit.

A follow-up move may not be further than the first value of the model's ☉ and does not allow the attackers to break unit coherency.

There is no follow-up if there are no survivors at all in the target unit.

Follow-up has no effect on vehicles as they cannot engage nor be engaged.

*Example: Six Therian Arachns rush to get into contact with a unit of U.N.A. Star Troopers, but only one of them manages to do so by a hair's breadth. The other Arachns end up strung out in a line, stretching their unit coherency to its limit. The sole Arachn in contact makes a melee attack and kills the one Star Trooper it can reach.*

*The follow-up rule allows the Arachns to move into contact with the next closest Star Trooper, because otherwise the Star Troopers wouldn't be engaged anymore. However if the Arachns use the follow-up, that would break their unit coherency, so no follow-up is allowed—the Arachns must stay put. As a result, they probably won't survive the Star Troopers' shooting ...*

## Moving engaged units

Models which are in contact with enemy models cannot move, except in an attempt to disengage as described on page xx.

The models of an engaged unit that aren't actually in contact with an enemy may move a number of centimeters up to the first value of their ☉ during their next activation. They must retain unit coherency, however. This allows a unit to get more models in contact, or to help them follow up or even disengage in the next turn.

### Melee procedure

Follow these steps to resolve melee combat:

1. Declare which unit will make melee attacks;
2. Check that at least one model of the attacking unit is in contact with an enemy model;
3. Choose a melee attack possessed by at least one model that is in contact with an enemy model;
4. If necessary, split the combat into sub-combats so that all the attackers in each sub-combat have the same ☉ and all the targets have the same ☉;
5. Calculate the number of melee attacks and re-rolls the attackers have with the chosen attack;
6. Determine the difficulty of the attack test (☉ – ☉);
7. Roll the attack tests and make re-rolls to determine the number of hits;
8. Roll a damage test (☉ – ☉) for each hit; the resulting damage can only be applied to the target enemy models in contact with the attacking models—any surplus damage is lost;
9. Repeat steps 5 through 8 for each sub-combat;
10. Repeat steps 3 through 9 for all weapons the attacking unit wants to use;
11. Once all the damage has been worked out, the attacking unit may follow up;
12. A unit that suffers losses from melee combat must take a morale check during their next activation.

# Damage tests

## xx Intro

To make a damage test, compare the Penetration (the first value given for ☉) of the weapon against the ☉ of the target, then consult the universal resolution table to find out the required result for success on the dice. If the weapon's Penetration is given as a die roll result (such as ☐ or ☐), the target's ☉ is irrelevant: the weapon will always inflict damage on the result indicated in its statistics.

The amount of damage caused by a hit depends on the weapon used, and is shown as the second value of its ☉.

## Infantry damage

Any infantry model is put out of action after taking one point of damage. If a single hit causes two or more points, these are all applied to the same model—the points left over after killing the model are not applied to other models in the unit.

*Example 1: ONI Super Zombies fire their autoshotguns at Karman Yetis and score six hits. Autoshotguns have ☉ 5/1 while the Yetis have ☉ 7, meaning the zombies need to roll ☐ to cause damage. With the dice rolling 1, 1, 3, 4, 5 and 5, two Yetis bite the dust.*

*Example 2: A Therian Baal Golgoth opens fire with its particle accelerator on a unit of Red Blok Krasny Soldaty. Three Soldaty are hit and with ☉ 18/2 against ☉ 3, there is no need to roll any dice: the Krasny Soldaty automatically suffer two points of damage each. An infantry model can only take one point, so there are three surplus damage points, but these are lost and cannot be attributed to other members of the Krasny unit. In short, the particle accelerator vaporizes three soldiers.*

## Knocked down

Infantry models (but not vehicles) can be knocked down by a number of different causes, which has several effects on the units involved. To indicate a model is knocked down, it is physically placed on its side in the spot it was standing in.

A unit of which one or more models are knocked down immediately loses all combat drills it has. However, all knocked-down models count as having the Hit the deck! combat drill (see page xx), which mainly means they do not take any hits when they are in the fire corridor of an attack on another unit.

The next time the unit is activated, the models are stood back up. The unit may activate normally, but must forfeit either its movement or its attacks, at the controlling player's choice.

## Vehicle damage

Unlike infantry, vehicles can usually take more than one point of damage before being destroyed, and they have distinct *hit locations* that can all be damaged separately. All vehicles have at least two hit locations: chassis and propulsion. In addition, every weapon carried by the vehicle is a separate hit location.

If a vehicle is hit by shooting, a D6 is rolled for every hit to determine which location is affected. For hits in melee combat, roll a number of dice equal to twice the number of hits that cause damage, and choose one-half of the rolls to determine the hit locations; once

the rolls have been made, the attacker chooses a number of them equal to the number of hits, which are then used to determine the locations that actually take damage.

D6	Location hit
1 – 2	Propulsion
3 – 5	Chassis
6	Weapon (chosen by the attacker if several are available)

## Effects of vehicle damage

Each of a vehicle's hit locations has one or more structure points ☉. Should a hit location suffer more damage than it has ☉, the surplus points carry over into the chassis section.

Some vehicles have more than one weapon, each with its own ☉. When a weapon is hit while there are still weapons on the vehicle that are not destroyed, one of the latter must be chosen. It is not possible to choose to hit a weapon that has already been destroyed in order to indirectly damage the chassis instead.

**Note:** Although the propulsion may on some cards be shown as having ☉ in different locations (for example one point on each leg), a vehicle's propulsion is always considered a single hit location.

## LOSS OF ALL ☉

When a part of a vehicle has lost all its ☉, that part is destroyed. This has the following effects:

- With no propulsion, a vehicle cannot move, not even to turn on the spot;
- When a vehicle has lost a weapon, it will not be able to use that weapon, nor any ability conferred by it;
- A vehicle which has lost all of its chassis points is destroyed and removed from the game.

*Example: A Therian Baal Golgoth fires its particle accelerator (☉ 18/2) at a Karman King Mammoth. It scores three hits, and by chance all three hits are on the weapons. The King Mammoth has four light flamers with ☉ 1 each and a King ZZ-gun which has ☉ 3. The Therian player decides to apply the first hit to a flamer: this loses its single ☉ and is destroyed, but the particle accelerator does two points of damage per hit, so the other point of damage goes into the chassis. The Therian player also puts the second hit onto a flamer, but may not pick the same flamer as for the first shot—which would cause two points of damage to the chassis—so another flamer loses its ☉ and only one point of surplus damage goes onto the chassis. The player is a bit of a one-trick pony and puts the third hit onto a flamer as well, so a third flamer is destroyed and the surplus point of damage goes into the chassis again. All in all, the King Mammoth loses three flamers and three ☉ in its chassis. Best find a mechanic ...*

# Morale

Morale is the level of fighting spirit and determination of a unit. Some events can force a unit to test its morale to see if they are willing to continue the fight.

## Morale states

There are three different states of morale that a unit can be in: Ready, Disorganized or Routed. These are described in the following sections.

### Ready

Ready units are determined and confident. They are activated normally and can take any actions they are allowed.

At the start of a battle, all units are automatically Ready.

A ready unit that fails a Morale test will become Disorganized.

### Disorganized

A Disorganized unit cannot do anything when it is activated: it cannot move or attack, cannot use abilities, cannot be given combat drills—it can't even control objectives.

A Disorganized unit must test its morale at the start of its activation. A successful test means the unit's status becomes Ready from that moment on, while on a failed test, the unit becomes Routed.

### Routed

A unit is eliminated as soon as its morale status becomes Routed: all the models belonging to it are removed from the game immediately. The unit cannot recover from this Morale state.

## Morale tests

To make a Morale test, the unit's Ⓢ is compared with a fixed difficulty of 8—consult the Universal Resolution Table for the result needed to pass the test. The unit must roll one die per Morale check marker it has, using the *lowest* roll among the dice to determine the outcome of the test.

### Morale difficulty

The difficulty of Morale tests is typically 8, but may be different in specific scenarios or campaigns.

A unit whose Morale is shown as a dash (—) never needs to make a Morale test: it succeeds automatically. Similarly, a unit with Morale Ⓢ will fail each Morale test it is required to make without the need to roll any dice.

If models in the unit have differing Ⓢ characteristics, for example because a hero has joined them, use the highest value in the unit.

Morale is always tested at the start of a unit's activation, and the outcome of the test takes effect immediately. After making a Morale test, all Morale markers the unit has are removed.



*Example: When a Ready unit of Karman K-Warriors has three Morale markers on it, it needs to roll a Morale test with three dice: one for each marker. The K-Warriors have Morale 10, so with the standard difficulty of 8 that means they need  $\geq 8$  to succeed. If the dice roll 2, 3 and 6, the unit must use the 2 and so fails the test.*

### Morale re-rolls

A unit which is controlling **one or more** objectives may re-roll **its** failed moral test results **once**.

*Example: If the K-Warriors from the last example are in control of an objective, they could re-roll their failed result, which might let them pass the Morale test anyway.*

### Leadership Points to avoid Morale tests

You may choose to spend a number of Leadership Points equal to the number of Morale test markers on a unit, to automatically pass instead of rolling any dice. Note that you may not first roll the dice, and then if you fail, choose to spend LP to pass anyway—the LP must be spent *instead of* rolling.

*Example: The K-Warriors had three Morale markers, so the player controlling them could choose to spend 3 Leadership Points to pass the Morale test instead of rolling the dice.*

## When to test morale

A unit that needs to test its morale does so at the start of its activation; this test takes precedence over other all actions or effects.

Because the effect that causes the Morale test can happen much earlier in the turn, place one Morale marker next to the unit for each Morale test it is to make on its next activation.

### Infantry units

A Morale test marker is placed with an infantry unit in the following situations:

- When the unit loses one or more models in melee combat;
- When the unit is reduced to half or fewer of its initial numbers of members;
- When the unit loses its unit leader;
- When the unit has had members knocked down;
- When a unit of q 1 or 2 has three or fewer models left;
- When a q 3 unit has only one model left;
- When a unit becomes Disorganized (note that this marker is placed *after* the unit fails its Morale test, so it will only force a test on the unit's next activation).

### Vehicles

A unit that consists of one or more vehicles receives a Morale test marker under these circumstances:

- When all the vehicles in the unit have been immobilized;
- When the unit loses its unit leader;
- When all the vehicles in the unit have had all their weapons destroyed;
- When one or more vehicles in the unit have had their chassis destroyed.

*Example: Twelve U.N.A. Star Troopers are crushed by a unit of Therian Hekat Golgoths. Six Star Troopers are killed by this attack, so one Morale marker is placed for being reduced to half strength. The rest of the unit is knocked down, causing a second Morale marker to be placed. Before the Star Troopers' next activation, a unit of Therian Storm Golems opens fire on them, removing a further four models: a third Morale marker is placed for being reduced to three or fewer models—Star Troopers being q 1 infantry. Three markers mean that when the Star Troopers activate they will have to pass a Morale test using three dice, keeping the lowest result.*

## Consequences of morale tests



If a Ready unit passes a morale test, it stays Ready, while if it fails, it becomes Disorganized. When a Disorganized unit passes a morale check, it becomes Ready; should a Disorganized unit fail its morale check, the unit is routed and all its models are immediately removed from the game.

# Leaders

Each unit has a leader: a model that forms the focal point of the unit and from which all measurements are taken. Leader models should be visually different from the other models in the unit so they can be identified at a glance.

Most unit leaders are officers, who have a number of characteristics and special rules that they convey to their units. However, a unit may have a leader who is not an officer.

## Ranks

Officers have ranks from 0 to 4, which is indicated by the  characteristic shown in the unit's stat box. When  is shown as a dash (–), the unit has no officer at all as standard—in this case, the unit has a leader but not an officer.

Rank 0 officers are part of a unit: they are part of the unit size and are automatically the leader unless a higher-ranking officer is included. A rank 0 officer may never choose to leave the unit he or she is part of.

### Rank titles

Each faction has their own particular nomenclature for their officers. For example, what the U.N.A. and Red Blok call a Lieutenant is a Guru to the Karmans, an Overseer Omicron to the Therians, a G27 to the Cogs or a *Shomyo* to ONI. In game terms, all are rank 2 officers—it's just the names that vary.

## Heroes

Officers of rank 1 or higher are *heroes*: individual characters with special abilities that set them apart from the rank-and-file troops that make up most units.

Heroes have their own “unit” cards and usually also a special rules card that explains any additional abilities, equipment and rules the hero has. When these contradict the rules in this book, the hero's card overrides the book.

### HEROES JOINING UNITS

Heroes are units in themselves, but may join other units; the hero's rules card will state which units he or she can join. If a hero who is not part of a unit is in contact with a compatible unit at the end of the current activation, the hero automatically joins the unit (even if that unit is disorganized or engaged). A unit can only be joined by one hero at a time.

Most heroes must stay with their assigned unit for the duration of the game and may only join another unit once the unit they were part of has been removed from play. Some heroes can move freely from unit to unit during the game.

A hero whose unit has been eliminated will still be activated by the unit's unit card until the end of the turn. In the end phase, the unit's unit card should be removed from the activation sequence and replaced by the hero's unit card.

When a hero joins a unit, his or her card is immediately removed from the activation sequence; the hero will be activated with the unit he or she joined. (This does mean that clever placement of cards in the activation sequence will allow a hero to activate twice per turn: once alone and once with the unit.)

## ATTACKING HEROES

Heroes have an uncanny ability to survive much longer than almost anyone else on the battlefield.

A hero who has joined an infantry unit will not suffer any hits from shooting as long as there are other models in the unit: all hits must be allocated to non-hero models in the unit. When a hero is part of a unit, he or she can be attacked in melee combat if the hero is in contact with at least one attacking model.

A hero who is not part of a unit can be targeted as normal, as can a hero who is piloting a vehicle.

*Example: Lieutenant G. Epstone of the U.N.A. has joined a unit of Steel TacArms, making it four models strong. The unit is fired upon by a unit of six Cog Gunslingers, which have quantum pistols and quantum MGs. They start by firing a salvo with their quantum pistols: six shots per model for the four models that have these weapons, and after the smoke has cleared the 24 dice turn out to score 17 hits. Because Epstone is a hero, all these hits must be allocated to the three Steel TacArms (five hits on one model, six hits each on the other two), and largely because of their ⚡ 9, the U.N.A. player manages to only lose two of them. The Cogs still have two quantum MGs, however, which they use for their second salvo. These roll a total of eight dice and score seven hits, all of which must be taken by the single surviving Steel TacArm. Not too surprisingly, this kills him but leaves Epstone still standing—with the Gunslingers unable to fire another salvo! Lieutenant Epstone had better find some cover before the next Cog unit with line of sight to her activates, though.*

## HEROIC ABILITIES

Almost invariably, heroes have abilities that other models lack. All heroes follow the specific special rules of their faction, such as **Karmic warrior**, Cog forcefields, the ability to use Therian routines, etc.

- Lone heroes have the **Nerves of steel** ability, but note that lone heroes can't control objectives—they may only do this when they join a unit.

Heroes that pilot a vehicle have the **Heroic pilot** ability.

### ⚡ bonus

Heroes usually have a ⚡ characteristic preceded by a + or —sign, which indicates that it is added to the unit's ⚡ stat.

*Example: Cog G18 heroes have ⚡ +3, so if a G18 joins a unit of Gunfighters, their ⚡ will improve from 10 to 13.*

## Company commander

The company commander is the highest-ranking officer whose model was on the battlefield at the start of the current turn, or will be deployed during the current turn.

If the company commander is eliminated, for game purposes he or she remains in command until the end of the current turn. Only when the next turn starts does the next-highest-ranking model on the battlefield (or to be deployed in that turn) take over as commander.

The company commander's  $\Theta$  characteristic is used to calculate the number of Leadership Points available to the company in each turn (p. xx). Similarly, when making the  $\Theta$  test at the start of each turn (p. xx), the company commander's  $\Theta$  is used.

# Combat drills

*"This is **M**entor Acuzio, we have entered the combat zone. We require counsel."*

*"Greetings Mentor, this is **S**aint Anuman, **M**ove **your unit** to position zeta three seven, take cover and adopt overwatch positions. **H**uman armor **is expected to be** heading your way soon."*

*"Overwatch, **c**over, zeta three seven—**u**nderstood."*

*The K-warrior team moved swiftly to the designated street corner, where they ducked into the cover of a derelict kiosk plastered with **R**ed **B**lok propaganda, and readied their weapons.*

*Only a minute later a Red Blok Hussar stomped past. As it turned to face the Karman team, the air filled with crackling electricity and the smell of ozone as the jammers neutered the vehicle before it could react.*

During a unit's activation, if the unit is ready and free it can be given combat drills. Each combat drill costs a number of Leadership Points, as indicated in its description. Combat drills are applied to the unit as a whole and are normally in effect until the unit's next activation, though some combat drills specify other conditions. Any combat drills a unit has are automatically lost if the unit is engaged, knocked down or becomes disorganized.


Armored vehicles and infantry don't follow the same drills although they are usually similar.

To show that a unit is following a given combat drill, the corresponding counter must be placed by the unit.

## Hit the deck!

1 Ⓢ

Infantry units that receive this order do not take hits when they are in a fire corridor.



If the unit is also following the *Take cover!* combat drill, it has a  cover save even if there is no actual cover for the troops to hide behind.


The only vehicles that can follow this drill are combat striders, and when given it, the strider counts as being a destructible obstacle (this simply means they won't suffer hits for being in a fire corridor).

This combat drill lasts until the start of the unit's next activation.

## Take cover!

1 Ⓢ

A unit following this drill acquires a better cover save from any obstacles that would normally afford them cover: their cover save goes from  to .

If the unit is also following the *Take cover!* combat drill, it has a  cover save even if there is no actual cover for the troops to hide behind.

Vehicles cannot follow this combat drill.

This combat drill lasts until the start of the unit's next activation.

## Overwatch

1 ☉

A unit that has not made any attacks nor performed a rush movement during its activation can be given this combat drill. The unit may shoot “out of sequence” during the enemy’s activation, when an enemy unit ends its movement. Shooting in overwatch is resolved like normal shooting.

A unit with standard models and support weapon bearers may split their fire, the standard models attacking one enemy unit at one point during the turn, and the support weapon bearers shooting at another unit at a different time in the turn. The models with the weapon that was used lose their overwatch status as soon as the salvo is resolved.

Units which don’t have support weapon bearers cannot split their fire, even if they have multiple weapons types.

Overwatch lasts until all models in the unit have fired; if some do not, this combat drill lasts until the unit’s next activation.

**Example:** A unit of nine Therian Assault Golems with six nucleus rifles and three nucleus guns is given the Overwatch combat drill. Later, before their next activation, a U.N.A. Cobra M8 combat strider ends its movement in line of sight of the Assault Golems. The Therian player knows that only the nucleus guns have a chance of damaging the strider, so only these weapons open fire. Next, the U.N.A. player activates a unit of Steel Troopers and also ends its movement in sight of the Golems; the nucleus guns can no longer fire, as they already took a shot at the Cobra M8, but the nucleus rifles still can. When they do, the nucleus rifles in the unit now count as having fired and therefore drop out of overwatch—even those that can’t actually see any Steel Troopers. Since all the Assault Golems’ weapons have now fired, the unit loses its Overwatch status.

## Fire at will!

1 ☉

A unit that has not moved and which has not been given the Overwatch drill can use this combat drill to gain an additional re-roll for all their weapons until their next activation.

**Example:** Five Red blok Spetznatz commandos are given the Fire at will! combat drill and then open fire with their Gauss rifles. These normally have ☉ 2/0, but because of the drill, this becomes ☉ 2/1.

# Organizing battles

xx Intro!

## Companies

Each player commands a *company* in a game of AT-44—this consists of all the units under a single player's command. Companies consist of one or more *platoons*, with each platoon having a number of *slots* that can be occupied by units.

### Unit cost

Each unit has a cost, given in stars (★) on unit cards and in the rules. The cost for a unit often depends on whether the unit is bought at minimum, standard or exceptional size (these are explained on page xx).

For each battle, each player has a certain number of stars to spend, determined by the scenario or by agreement between the players. You may not exceed the limit—not even by a single star.

### Platoons

To create a company, first select a platoon organization for the company. The universal platoon organization chart on page xx can be used by all factions, but each faction also has its own specific charts. Then, select units that fit the slots of the chart, as shown by the column *Unit types allowed*. Each slot may only contain a single unit, and any slot marked with a ! must be filled first—only if these slots have units assigned to them can you fill the other slots. Slots do not need to be filled in order: it is perfectly acceptable to “skip” some if you do not want to include any units that fit them. For example, with the universal platoon organization you could take three infantry units in slots 1–3 and two vehicle units in slots 5 and 7, leaving slots 4 and 6 empty.

Once all slots are full, you can start a new platoon using the same organization chart as the first one. There is no limit to the number of platoons in a company, but each existing platoon must consist of the maximum number of units that fit before you can start another one, and in each platoon.

#### UNIVERSAL PLATOON ORGANIZATION

Slot	Type	Unit types allowed
1!	Infantry	☒☐ (Q 1)
2!	Infantry	☒☐ (Q 1–2)
3	Infantry	☒☐ (Q 1–3)
4	Infantry	☒☐ (Q 2–3)
5	Infantry or Vehicle	☒☐ (Q 3) or ☒☐☐ (Q 1)
6	Vehicle	☒☐☐ (Q 1–2)
7	Vehicle	☒☐☐ (Q 1–3)



## Officers

Every company must include at least one officer. The easiest way to do this is to include at least one unit that has an officer as an integral part of the unit, but you will usually want to have a higher-ranking officer than that as well. For that, you must include one or more heroes.

The maximum rank officer available for a company depends on the size of the engagement to be fought, most factions use the following table.

Total stars in company	Maximum officer rank
0 to 19	<b>1</b>
20 to 39	<b>2</b>
40 to 59	<b>3</b>
60 or more	<b>4</b>

A company may include only one commander of the highest rank available. It can contain any number of officers of lower rank, but there may not be more officers of any given rank than there are officers of the next-lower rank in the company. A company may always include any number of rank 0 officers.

*Example: The number of Rank 3 officers cannot exceed the number of Rank 2 officers which in turn cannot exceed the number of Rank 1 officers in a company.*

### Company creation example

*Example: For a game with a ★ limit of 25, we'll use the universal platoon organization to create a Therian company.*

*Slot 1 has an ! and so must be filled; this requires a unit of either ☒ or ☐ type and q 1, and the only eligible Therian units for this are Arachns and Medusas, which are both ☒ of q 1 and cost only 2★. We pick Arachns, leaving 23★ for the rest of the company.*

*Because it is marked with an ! slot 2 must also be filled, for which any ☒ or ☐ can be used, of q 1 or 2. This gives more choice, because all the various Golem units will fit in addition to the Arachns and Medusas. We'll choose a unit of Assault Golems at standard size (six models), costing 4★, which leaves 19★ to spend.*

*We decide to take one unit of Storm Golems next, but now at maximum size of nine models, which also costs 4★. This is an ☒ unit of q 2, meaning it fits into slots 3 or 4.*

*In slot 4 we take a unit of three Bane Goliaths, which are ☒ q 3 and so do not fit slots 1 or 2 but can be put into slots 3, 4 or 5—though 3 is already taken by the Storm Golems. The Bane Goliaths also cost 4★ and will fill slot 4. We now have 11★ left.*

*The company also needs a better commander than the Rank 0 officers that come with the Golems and Goliaths. Omicron Nina Zero is a good choice because she is Rank 2, which is the maximum allowed in a 25★ game. She must join a unit of Bane Goliaths, increasing its cost by 2★, to 6★, leaving 9★ to spend.*

*What the company still needs is vehicles to provide more firepower. The Wraith Golgoth, a ☒ of q 2 and costing 6★, has both anti-vehicle and anti-infantry weapons, making it a good choice for slot number 6.*

to standard size (so not of nine but of six models), it costs 3★ rather than 4★, giving us the star we need for the Succubus.

All this leaves our Therian company with a single platoon, made up as follows:

**Slot 1:** six Arachns (2★)

**Slot 2:** six Assault Golems (4★)

**Slot 3:** six Storm Golems (3★)

**Slot 4:** three Bane Goliaths and Nina Zero (company commander) (4+2★)

**Slot 5:** one Succubus Golgoth (4★)

**Slot 6:** one Wraith Golgoth (6★)

**Slot 7:** empty

## Reinforcements

A company may request reinforcements during battle. Reinforcements are represented by bringing back into play units that have been removed from the game.

The amount of reinforcements available depends on the size of the company: the bigger the battle, the more reinforcements will be available.

- A company is allowed 1★ of reinforcements per 5★ in the company's total value.

Company size	Stars placed in reserve
1–5 ★	1
6–10 ★	2
16–20 ★	4
36–40 ★	8
56–60 ★	12
76–80 ★	16
per 5 ★	+1

A player may bring back any units that have been removed from the game, up to the amount of stars available as reinforcements. Only full units may be brought back and a given unit can only be brought back once. Heroes can't be brought back as reinforcements in this way, although they may have their own special rules that allow them to come back into play.

As long as the unit cards are not in the activation sequence then the unit can play no part whatsoever in the game.

*Example: A 40★ company loses three units during the game: a 7★ unit, a 4★ unit and a 3★ unit. A 40★ company can bring back up to 8★ worth of units; the player could therefore bring back the 7★ unit or both the 4★ and 3★ units.*

Reinforcements can't just come back into the game whenever they like. The player must spend stars obtained on the battlefield to bring them back into the game. The number of stars required is equal to the number of stars the unit is worth (see page xx).

# Stars for victory

xx Intro!

Stars (★) are obtained by achieving battlefield objectives such as destroying important enemies and capturing strategic points on the battlefield. Stars earned during the game can be spent to bring in reinforcements (see page xx), but they are also counted off at the end of the game, and the player who has the most stars wins.

## Acquiring stars

Stars are gained by achieving battlefield objectives.

Each mission will explain what the objectives are for each player, and how many stars each objective is worth.

### Destruction of enemies

Stars obtained for removing enemies from the game are acquired immediately.

A player can't obtain stars for destroying their own units!

### Controlling objectives

During each turn's End phase, if a free and ready unit is in contact with a battlefield objective, the player gains the number of stars as indicated in the mission briefing.

If several opposing units are in contact with the same objective, the stars go to the side which has the highest number of models in the unit multiplied by their unit grade. (When a side has more than one unit in contact with an objective, their scores are added together.)

Example: U.N.A. Steel Troopers are q 2 so a unit of nine Steel Troopers scores  $2 \times 9 = 18$  for the purpose of controlling an objective.

## Spending stars on reinforcements

During the End phase, players may spend the ★ they have collected to bring in reinforcements—even ★ acquired in the turn that is just ending. A unit costs a number of ★ equal to the cost in ★ spent on the unit during company building (p. xx).

Stars that are spent to bring in reinforcements are lost—they do not count at the end of the battle to decide victory, and are not put back into game in any way.

The units cards of arriving reinforcements should be added to the activation sequence, since from this point on those units are participating in the battle.

## Winning the game

Victory conditions will be described in the mission briefing.

If a player has no units in play and is unable to bring in any reinforcements in the End phase, the game ends immediately. The ★ are counted and the player with the highest total is the winner.

# Battlefields

Games of AT-44 are played on a tabletop that represents the battlefield the soldiers are fighting over. Battles rarely take place on featureless plains, so the tabletop is dressed up with terrain and obstacles that give cover to troops, but which they also have to move around or over. The exact layout of the battlefield depends on a number of factors: the mission being played, the terrain pieces available, and last but not least, the players' preferences.

- | A standard AT-44 table should be at least 90 cm  $\times$  120 cm, with at least one terrain item per 30 cm  $\times$  30 cm, though these measurements are simply a recommendation, not a strict rule. Still, it's best not to modify the distance between opposing forces as specified in the mission being played.
- | A standard table should be sufficient for companies up to 60★ *per side*; with bigger companies the table will feel rather cramped.

The wider the table is from left to right, the more it will allow players to maneuver their forces to better tactical positions.

There should be some obstacles which block line of sight between units, but not too many. It is also important to make sure that no area is inaccessible to models unless this is specifically intended to be the case.

## Sundries

It is advised to have a part of the table free, to put the rulebook, miniatures that have been removed from play, reinforcements, dice, templates, tokens, coffee mugs, range rulers, computers, and any other supplies players may need during the game.

It is also a good idea to have chairs for the players plus things to eat and drink—it's always nicer to be comfortable for war. Be careful not to spill drinks on the gaming materials or the battlefield, though.

## Obstacles and terrain

An infinite amount of obstacles and terrain features are possible on the battlefield—every person will have their own ideas and favorites. Players may either make their terrain to fit the following guidelines, or use their own terrain rules to fit the terrain they already have.

- | A terrain feature shouldn't exceed *about 20* cm on its longest side. For bigger terrain features, divide the length of the longest edge by two, even three in order to see how many terrain features it is worth.
- | For example, a particularly nice building is 22 cm on its longest edge. We divide that by *2*, giving 11 cm; *as this* is less than the *20 cm* maximum allowed, this *building* will actually count as two *terrain* features.

A big terrain item only counts as several smaller items when determining the number of terrain feature to be placed on the table. Big terrain features will still be placed as a whole feature by one of the players.

## Lone trees, statues, antennas or other lone monoliths

Are these kinds of items all considered to be *obstacles*. These may be bypassed but not passed through, unless the unit is using the crossing terrain movement. If the obstacle is big enough it may provide cover.

## Terrain zones

This category includes forests (be they trees, crazy crystalline structures or anything else that can pass for a forest), ruins, accessible or open buildings, and so on. These should be represented using a surface (such as a painted and appropriately decorated piece of card) with loose terrain pieces set on it. These terrain pieces may be moved around on the surface—where they actually are doesn't matter, as they are just there to show what the zone represents. For accessible buildings and ruins, players must decide before the game starts whether they will use true line of sight or treat them as terrain zones.

Terrain zones restrict line of sight to 10 cm—that is, a model can only draw line of sight up to 10 cm into or through terrain zones. Models may never draw line of sight from one side to another, even if the zone is less than 10 cm wide.

Terrain zones are considered to be *obstacles*, so units must choose the crossing terrain movement mode to move through them. All models in a terrain zone count as being behind cover.

## Puddles

Whether of water, fuel, boiling mud, quicksand, poison, acid, flames, or anything else, puddles are considered to be *obstacles*. Units must choose the *crossing terrain* movement mode to move through them. Puddles are quite often dangerous obstacles, and any models within them may suffer adverse effects, depending on the scenario.

Puddles usually do not block line of sight, nor give any cover, though again this depends on the scenario being played.

### In or out of terrain zones

For all terrain zones (forests, open buildings, ruins, puddles, etc.) a model is considered to be in the zone if any part of its base is in the zone—there is no “partially inside.”

Only models that are actually in a terrain zone suffer and benefit from its effects.

## Hills

Any surface with obvious boundaries and rising from the rest of the table is considered a hill. It is advised to use tiered or stepped hills because this makes it much easier to put the models on without them sliding down or toppling over. Each tier should be approximately 4 cm to 5 cm high (about the height of a normal human model).

Hills don't give any bonuses, apart from giving better lines of sight over the battlefield: they are not obstacles, except in specific scenario rules that state otherwise, and also do not provide cover—even if it looks like they could.

## Linear obstacles

Walls, hedges, barbed wire fences and similar are all considered linear obstacles. They should be placed in segments of 5 cm to 15 cm long and no more than 3 cm wide. The actual height is used to determine whether they grant cover or not. To gain cover, a model must be obviously in cover behind the obstacle—it is not sufficient for its base to be a single millimeter behind a wall.

A unit must use the crossing terrain movement to be able to pass through or over linear obstacles.

## Impassable obstacles

Whether closed buildings, shipping containers, massive rock formations or other big things, clearly very large obstacles cannot normally be moved through by models.

Players should use their own judgment to decide if models may land on or cross such obstacles, if it seems plausible. If the obstacle is deemed as terrain that can be passed through, models should do so using Crossing terrain movement.

## Attacking terrain

It is possible to destroy many kinds of terrain features, which may be useful to create lines of movement or fire, deny locations to the enemy, and also to destroy scenario objectives. Terrain features are attacked in the usual fashion, and may be attacked even with locked-shot weapons. Like vehicle hit locations, terrain has structure points (◎), which are used for both their ◎ and ◎ at the same time—that is, the ◎ of a terrain element is always equal to its current ◎. Since damage inflicted is subtracted from the piece's ◎, inflicting damage will make it easier to cause further damage with the next salvo.

When a terrain feature has been reduced to ◎ 0, it is destroyed and removed from the battlefield. A building will collapse when a full wall section has been destroyed. Models in a collapsing building are eliminated and removed from the game with the building.

Furthermore, damaging some structures could have secondary effects, such as making things fall onto enemy units, starting fires, making a makeshift bridge, or when explosives have been planted on a door ...

Material	◎
Tree (solitary or in a forest)	8
Door	8
Reinforced door	10
Stones	12
Wall (regardless of size)	12
Shipping container	10
Wooden wall	10
Stone wall	14
Concrete wall	16
Armed concrete wall (bunker walls)	18

## Destroying terrain

Terrain features are deliberately quite difficult to destroy. This is to make thing more plausible: trees are not cut down with a single rifle shot and houses don't just crumble when they are hit by a single shell.

Though all the usual bonuses apply when attacking terrain features, it will still take several salvos to demolish anything—but of course, if your opponent is holding an important building it could be worth the effort.

# Setting up the battlefield for a mission

## Logistics

>> *Quarter master, how are we for rations?*

>> *We're out of meat, salad and we're getting short on the cheese too.*

>> *Ketchup sandwiches just won't do. From what I gather though, they make an excellent goulash on the other side; let's go pay them a visit!*

*A company will usually have logistic support, they need food, water, equipment, ammunition, fuel, repairs amongst other things, and the best place to get supplies is from the enemy.*

During a game of AT-44, logistic support is represented by special terrain features that each player can place on the table once the terrain has been set up.

Although logistics terrain features belong to the player that puts them on the table, both players may use them during a game.

A logistics support package consists of:

- One container. Controlling the container gives 1 star per turn. A container has ARM 10.
- A drop point. Represented by a marker, controlling a drop point allows a player to bring reinforcements into play within 10cm of the marker.
- 3 small walls or 2 high walls. Walls are simply extra defensive terrain features for a player. Walls have ARM 10.

Each player will have one logistics support package per 20 stars in their company.

## Set up procedure

The following setup procedure is recommendation; players can also setup the table however they like, as long as you have an interesting and fun table to play on.

Both players roll a D6, the player that gets the highest result is Player One, the other player is Player Two.

*The different factions of the AT-44 universe may have strange names for the different players, the UNA calls them Player One and Player Two, as normal. In the Red Blok they are « Igraytch jedan » and « Igraytch dva ». Karman terms translate roughly as "Venerable wisdom" for Player One and "Rash impudence" for Player Two. Therians call the players 1UP and 2UP respectively.*

The players pick a mission to be played. Some missions will impose a given table set up, other will allow a random set up procedure.

Player One rolls a D6 for the random setup:

D6	Setup
1, 2	No man's land
3, 4	War of position
5, 6	Pacified zone

## No man's land

*No man's land is just that, land that is held by neither company, an unknown unoccupied zone hidden beneath the fog of war.*

*When companies encounter each other in no man's land, they will tend to circle each other seeking an advantage.*

*Each player will have a table corner as their access zone.*

*Each player will have logistics support.*

Player One chooses any table corner; their access zone is 60cm along each table edge adjacent to their corner. Player Two has the same set up on the opposite table corner.

In turns, starting with Player One, the players place one terrain item anywhere on the table. When a player doesn't want to place any more terrain features, then their opponent may place one last terrain item.

In turns, starting with Player One, the players place as much of their logistics support items as they wish, anywhere on the table.

Once the terrain features and logistics have been placed, the table is ready for play.

## War of position

*This is a confrontation in a reconnoitered zone; it has been specifically chosen to be the theatre of this engagement.*

*Each player has a table edge as their access zone.*

*Each player will have logistics support.*

Player One chooses any table edge as their access zone, Player Two will have the opposite table edge.

In turns, starting with Player One, the players place one terrain item anywhere on their own half of the table. When a player doesn't want to place any more terrain features, then their opponent may place one last terrain item.

In turns, starting with Player One, the players place as much of their logistics support items as they wish, anywhere on their own side of the table.

Once the terrain features and logistics have been placed, the table is ready for play.

## Pacified Zone

*This battle takes place in territory that is controlled by a faction, maybe it isn't well defended enough, or maybe the prize is too great, so that enemies have chosen to attack anyway.*

*One company will start the game on the table, the opposing player will use the other table edges as access zones.*

*Each player will have logistics support.*

Player One chooses a table half; Player Two will have the opposite half.

Player One picks up to half of the available terrain features and places them anywhere in their half of the table.

Player Two may then take the rest of the terrain features and places them anywhere in their own half of the table.

Each player may use any table edge that is adjacent with their half of the table as access zones.

In turns, starting with Player One, the players place as much of their logistics support items as they wish, anywhere on their own side of the table.



Once the terrain features and logistics have been placed, Player One plays a game turn alone, in order to bring units onto the table. Player One doesn't have to bring every available unit onto the table; they are allowed to keep up to the reinforcement allowance worth of units off table.

For example a 40 Stars company will be allowed up to 8 stars of reinforcements, so in this case, Player one would be able to keep up to 8 stars of units off table, and only deploy the 32 remaining stars.

Once Player One has finished their deployment turn, the table is ready for play.

## Mission briefings

Explanations for each mission are divided into paragraphs.

## Available forces

The number of players and recommended company size.

## Tactical positions

Explains set up, which may be random or imposed, and specific terrain features used in the mission.

Special terrain features take precedence over the usual table set up. Players set up any special terrain features before placing any ordinary terrain features.

## Special rules

These special rules may be for mission specific events, or terrain features.

Each mission should be sufficiently self explanatory.

## Objectives

The number of stars obtained for each mission objective, in addition to those that can be obtained by controlling logistics containers.

## Cease fire

How and when does the game end? Victory conditions should be checked in each end phase.

# I. Combat

*This is the simplest mission; it's kill or be killed.*

## Available forces

2 players, both have companies with the same number of stars.

## Tactical positions

90cm x 120cm, Random set up.

## Special rules

None.

## Objectives

- Remove an enemy hero from the game: Their value in stars,
- Remove an enemy unit from the game : + 1 Star,
- Controlling a container: +2 stars per turn (instead of the usual +1 star).

## Cease fire

The game ends when a company can no longer fight, otherwise the game lasts 5 turns. The player with the most stars at the end of the game is declared the winner.

## 2. Control

*This mission is almost as simple as the first one; Your Company must take and hold battlefield objectives, whilst preventing the opponent from doing the same.*

### Available forces

2 players, both have companies with the same number of stars.

### Tactical positions

90cm x 120cm, Random set up.

Each player has one objective (choose a container or a nanogenerator) per 20 stars in their company.

In turns, starting with Player One, the players place one objective within 15cm of the median line of the table.

### Special rules

None.

### Objectives

- Remove an enemy hero from the game: Their value in stars,
- Control an objective: +2 stars.

### Cease fire

The game ends when a company can no longer fight, otherwise the game lasts 5 turns. The player with the most stars at the end of the game is declared the winner.

# Abilities

Many models and units have special abilities listed on their cards. The following are ones common to most factions in AT-44, though note that each faction may add new abilities of its own.

## AUTO-REPAIR

Only vehicles can have this ability. Once per turn, each instance of this ability in the unit reduces the amount of damage suffered by the unit by one point each.

## CAMOUFLAGE

Units with this ability can only be attacked if the leader of the attacking unit is no more than 20 cm away from the leader of the **Camouflaged** unit's leader (for shooting attacks, this means attacks from range band 2 or higher are impossible). This also applies to other effects and abilities that target the unit.

## CONCENTRATE FIRE

This ability allows models to re-roll their failed ☉ tests once per activation.

## COUNTERMEASURES

In the Tactical phase, when each player has counted the Leadership points for the turn, each model with this ability which is taking part in the game will prevent one **Disruption** ability and one **Interference** ability in the opposing force.

## DETECTION

Models with this ability gain +1 ☉ with projectile weapons. They can also attack or otherwise affect models with the **Camouflage** ability from range band 3 or less (40 cm).

## DESIGNATOR

During its activation, a unit with this ability may designate an enemy unit or terrain feature in its line of sight (it is a good idea to put a token near the designated target). Until the model's next activation, all allied indirect-fire and locked-shot weapons do not require line of sight to fire upon the designated target.

## DISRUPTION

In the Tactical phase, when each player has counted the Leadership points for the turn, each model with this ability which is taking part in the game takes away one Leadership point from the opponent's total.

## DOUBLE AGENT

In the Tactical phase, when each player has counted the Leadership points for the turn, each model with this ability which is taking part in the game will prevent one **Espionage** ability in the opposing force and furthermore grant the **Espionage** ability to the model's own company.

In other words, if the enemy attempts to use **Espionage**, it will not work, but you will be able to use **Espionage** on them. Each **Double agent** can only counter one **Espionage** ability per turn—and beware, if the enemy also has a double agent, they could turn your newly gained **Espionage** ability back on you!

## DROP TROOPS

Models with this ability may use drop points to enter the table, even when the unit was not placed in reserve. Furthermore, the unit may activate normally when it arrives on the table via a drop point.

## ENGINEER

Once per activation, instead of using a melee attack, a model with this ability may inflict ☉ 12/2 to one thing the model is in contact with (a terrain feature, a vehicle or an infantry unit).

Most doors, wall sections or containers are automatically destroyed when an **Engineer** uses this ability against them.

## ESPIONAGE

In the Tactical phase, when each player has organized his or her activation sequence for the turn, each model with this ability which is taking part in the game allows the player controlling the model to look at one card in one opposing player's activation sequence at any time during the turn. The card is then put back in the same place in the sequence.

If the game is played without cards, for each model with espionage, the opposing player must declare which unit they will activate next when asked, but only once per turn. The choice of unit may not be changed after it has been announced.

## HEROIC PILOT

Any hero that pilots a vehicle has the **Heroic pilot** ability: when the hero's vehicle is destroyed, the hero isn't removed from play, but is placed within 10 cm of where the vehicle stood.

When the vehicle is destroyed, the controlling player may also choose to spend 1 LP to activate the ejector seat in which case the hero model may be placed anywhere on the table, but not in contact with any enemy models. The ejector seat only works in a vehicle from the same faction as the hero (that is, if the hero for some reason pilots a vehicle from another faction, he or she may not use the ejector seat).

The hero's unit card will replace the vehicle's unit card in the activation sequence during the next End phase. The hero becomes a unit of a single model, but may join infantry units in the normal manner if the hero is able to.

## HOIST

Once per activation, instead of using a melee attack, a model with this ability may move one terrain obstacle with which it is in contact. The obstacle must be put down somewhere in contact with the model as well.

The lifted obstacle cannot be set down on another terrain feature, but it can be placed on models. Each model that ends up under the obstacle suffers a hit with a ☉ equal to the obstacle's ☉ and causing one point of damage. Surviving models should be replaced as close as possible to their original positions without breaking unit cohesion. They may not be placed on top of the obstacle that was moved.

*Example: When a Hekat Golgoth lifts a container from under the feet of a unit of Krasny Soldaty and bashes them with it, each Soldat will suffer a single hit at ☉ 10/1. Yes, they will be pretty much squished.*

Hills and impassable terrain cannot be moved, and neither can terrain zones, though the obstacles placed upon them may be. As a rule of thumb, only obstacles that are smaller than the model may be moved.

### HOMING BEACON

Once per activation, instead of using a melee attack, a model with this ability can create a drop zone (an entry point for allied reinforcements).

The homing beacon lasts until the unit's next activation, or until the unit is destroyed or becomes disorganized, whichever happens first.

### INTERFERENCE

In the Tactical phase, when each player has organized his or her activation sequence for the turn, each model with this ability which is taking part in the game allows the player to move any one card in the opposing player's activation sequence to another position (without looking at it).

If the game is played without cards, a player controlling models with **Interference** may indicate the unit the opponent must activate, but only once per turn per model with this ability.

### JAMMER

A weapon with this ability can only damage things that have structure points—that is, vehicles and terrain pieces. Infantry can be hit, but never suffer damage from weapons with the jammer ability.

Vehicles destroyed by **Jammer** weapons are not immediately removed from the game, but stay on the table until the next end-phase. They are considered destroyed and cannot be activated, but remain valid targets for attacks. Before the next End phase, jammed vehicles may be repaired by the **Mechanic** ability or a hero with the appropriate ability. Either way, once such a model comes into contact and the ability used, the vehicle is repaired of all damage caused by the last **Jammer** salvo.

On the other hand, the **Engineer** ability allows a model with it to immediately remove a jammed model from play.

### LOCKED SHOT

A weapon with this ability may only target things with structure points (vehicles and terrain features), ignoring cover saves and intervening models in fire corridors. Locked-shot weapons cannot use the Overwatch combat drill.

#### Jammer vs. Locked shot

Though these two abilities seem very similar, **Jammer** weapons can only damage things with structure points: they can be fired against infantry, and will hit intervening infantry in the fire corridor, but will not cause them any harm. On the other hand, **Locked-shot** weapons cannot target infantry at all, and will not cause hits against models (infantry or otherwise) that happen to be in the fire corridor.

### MEDIC

Only Infantry can have this ability. Once per turn, each instance of this ability in the unit reduces the amount of damage suffered by the unit by one point each.

## MECHANIC

Once per activation, instead of using a melee attack, a model with this ability may repair 1 ☉ of a vehicle it is in contact with.

## POWER STRIKE

Models with this ability may replace their usual melee attack(s) with a single, more powerful one. The stats for the different attacks are described in the unit entry.

## ROCKET JUMP

This ability allows models to ignore terrain features and obstacles when moving; as a result, the unit never needs to use the Crossing terrain movement type.

**Rocket jump** also allows models to move vertically, but they may not exceed their ☉ allowance. A model must always be able to stand on its base correctly at the end of its movement.

## SELF-DESTRUCT

Once per activation, instead of using a melee attack, a model with this ability may self-destruct in a big explosion centered on the self-destructing model. The explosion causes the ☉ listed in parentheses after the ability's name to all enemy models (only) in contact with the self-destructing model.

The model which self-destructs is removed from the game and cannot be saved or healed in any way.

## SNIPER

A model with this ability may ignore cover saves and intervening models in the fire corridor when shooting, but only if it did not move during its activation. Using **Sniper** for a shot also prevents the model from moving later in the same activation.

## STABILITY

Models with this ability can never be knocked down.

## TRANSPORT

Some vehicles have the capacity to transport a single infantry unit of a type indicated on the vehicle's card. The vehicle can only transport whole units—it cannot take some models and leave the others of the same unit behind.

A unit may embark once per turn into an empty allied transport vehicle. The unit leader must end his or her activation in contact with the vehicle, and the unit is then removed from the battlefield for as long as it stays embarked in the vehicle.

An embarked unit may disembark once per turn from the vehicle it is in, at the start of the infantry unit's activation. The unit leader is placed in contact with the vehicle, after which the other models of the unit are placed in coherency with the leader as normal. The unit can then take all normal actions during its activation.

The vehicle may not use a rush movement in any turn that it embarks or disembarks passengers. If a transport vehicle is destroyed while transporting a unit, the unit is immediately and irrevocably destroyed as well.



# Glossary

Words in *italics* refer to other entries in the glossary.

**Miniature:** Another word for *model*.

**Model:** The figurines of soldiers and tanks that form the playing pieces in a game of AT-44.

**Unit:** A group of *models* that stay and act together during a battle. Some units are composed of several infantry or vehicle models, while other units consist of a single model. Each unit is represented by a *unit card*.

**Company:** All the *units* that will be used by a player in a game of AT-44. A company can consist of one or more *platoons*.

**Platoon:** A group of a number of different *units*, which must be selected according to a specific set of requirements for the platoon called the platoon pattern.

**Composition:** All the *units* chosen by a player to participate in a battle.

**Infantry:** Foot soldiers.

**Vehicle:** War machines which need pilots or drivers.

**Combat strider:** A particular type of *vehicle* which uses legs as propulsion. Combat striders are often portrayed as lumbering tanks with legs, but in fact they are as agile and nimble as foot soldiers.

**Reinforcements:** Units that may be called in later during the game, after the *company* has taken casualties.

**Activation sequence:** A player's hand of *unit cards*, comprising of all the units that are actively taking part in the battle, and ordered into the sequence in which the player wants to activate them during the current game turn.

**Unit card:** Each unit is represented by a unit card. When a card is played, then the corresponding unit is activated. Each unit card must specifically represent one specific unit.

**Activation:** The time during a turn when the *models* in a *unit* move, shoot, attack in melee, use abilities they may have, and/or follow combat drills.

**Contact:** A *model* which is within 2.5 cm of an enemy model is considered to be in contact with that enemy.

**Engaged unit:** *Infantry units* with at least one *model* in *contact* with an enemy infantry model are considered engaged. An engaged unit can fight in melee or attempt to disengage, but nothing else. Vehicles are never engaged, nor can they engage.

**Free unit:** A *unit* which is not *engaged* and can therefore act normally. Vehicles are always free.

**Ready unit:** A *unit* whose morale is high enough that it can act normally when it is activated.

**Disorganized unit:** A *unit* whose morale has been affected by the trauma of war and can do nothing but attempt to gather its wits.

**Support unit:** An infantry *unit* equipped almost exclusively with support weapons.