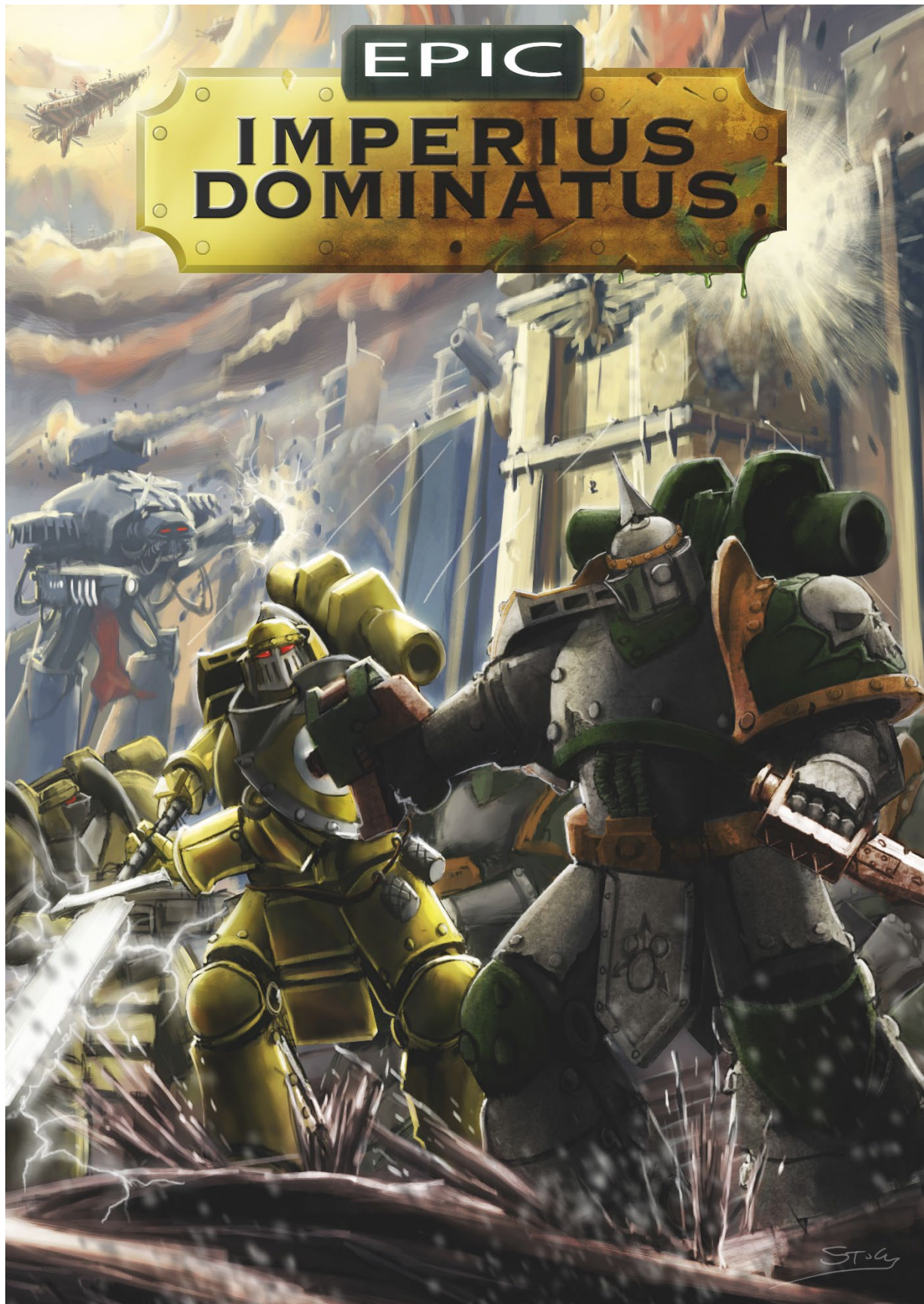




IMPERIUS DOMINATUS

Warfare in the Age of Horus and Dark Imperium

MK V

Heresy Edition

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PREFACE

It all starts with an idea.

It's quite amazing that four years have passed since that, at the time, unremarkable conversation with David McDonald through messenger. I've always had an inclination with tinkering with rules, and it is of no surprise that I was not satisfied with what was available. On this occasion I just wanted something I could play with that echoed the things I thought were important for a game of "epic".

Things did not stay isolated for long between David and me. Within a month we shared ideas amongst ourselves and others and before we knew it a Facebook Group was made. Even then I didn't think much about it, so a few more people were interested in a game that I was proposing, nothing new right?

Then things started to "happen". The initial small idea started to blossom, and more and more people were interested and started to contribute thoughts and ideas. The first rulebook drafts came out, followed by army lists, then army cards. It grew some more and this community sharing of this creation changed it as well as refined it.

One day things **exploded!** The number of people joining the group was quite astonishing. The demand for content of such a degree was that the next logical step was a website for easier access to the ruleset, books, and cards for those who were interested, but not necessarily were part of the Facebook Group.

Today we are 1600 members! The website receives a good amount of traffic, and the ruleset is undergoing a massive overhaul thanks to the feedback and recommendations of all of you!

Imperius Dominatus is no longer JUST an idea. It is now an epic ruleset with a following of fans and enthusiasts. It's no longer just a group but has a website to reach out to all who have an interest in it. It is truly a wonderful thing. Not bad for a small idea two people originally shared.

By any measure for such a small niche community, Imperius Dominatus can be deemed special. In my view, however, it is all the great people that have shared their thoughts and feedback that make ID truly amazing.

Thank you one and all for your support and may Imperius Dominatus continue to grow by leaps and bounds for the foreseeable future!

What is Imperius Dominatus?

We must remember not everyone is an “epic insider” and therefore care must be taken to explain basic concepts so we can all enjoy the game on equal footing.

Imperius Dominatus (ID for short) is a tabletop wargame. This is where 2 or more players use miniatures and terrain scenery on a playing surface (table or other suitable area) and compete to win the given scenario played.

It is a d10 based system where the focus is on the “formation” or group of models as its basic unit of play. Each formation can consist of a wide variety of models (infantry, tanks, artillery, etc.)

Players assemble their formations according to a system of army cards (explained in detail under Army Building) and will fight their opponents force in a selected scenario (See Scenarios).

Whichever player first completes the scenarios parameters wins the game.

What is needed to play?

A Player will need miniatures. Any type will serve and it's up to you which you will use to represent your forces. The game is basing “Agnostic”. Which means you can base your miniatures on any base type or shape which you like best. It does not impact play.

The second thing needed is terrain to set up the battlefield. This too can be anything serviceable. From the homemade to product lines online. Whichever is best for you.

The final items are dice. D10 (ten-sided die) are used to resolve the games mechanics. Half a dozen or so will suffice, although more can be useful but not necessary.

All other items for game use such as Army Cards for building your force, Order Counters for the formations and any reference sheet or other game aid is provided by the ruleset or its books for you to print and use.

Preparing to play a game

There are several important aspects a player will do before playing an actual game. These are choosing a scenario with deployment map, determining battlefield conditions and army building. There is no set order to do these in. Some players prefer knowing the scenario to be played before building their army and others like to build their army before knowing the scenario to be played. Either way is fine if both players agree with method to use. Each section below explains in detail these two important aspects the player must do before the battle begins.

Pick a Scenario

Before play begins select a mutually agreeable scenario. Or select one randomly if players cannot decide on one. There are 6 basic scenarios, so you can use a D6 (six-sided die) roll to determine which.

First, some important rules and definitions governing the use of scenarios.

Scenario Rules

1. **The standard length of any scenario is 6 game turns.** This means the players have up to 6 turns to complete the victory conditions of the scenario selected. If one player (or both) reaches the victory conditions for the scenario the game ends at the end of the current turn, which may be less than the full 6 turns.
2. A standard game may last **LONGER** than 6 game turns if **NIETHER** player has fulfilled the victory conditions of the selected scenario. At the end of turn 6 roll a D10 (the player with the **LEAST** accrued victory points makes the roll). If the value rolled is equal to or greater than the current turn number, the game continues and extra game turn. If the roll is less than the current turn number, the game immediately ends and the player with the most Victory Points accrued up to that point wins.
 - a. Example: At the end of turn six neither player has fulfilled the scenarios goals. The player with the least accrued Victory Points rolls a D10 and must roll 6 or higher for the game to continue an extra game turn. He rolls a 5 (lower than the 6 needed), the game ends. Had he rolled an 8 (equal or higher than the 6 needed) the game would move to turn 7 at the end of which another roll is required if no one has fulfilled the victory conditions by then.
3. Each Scenario will state the goals each player needs to fulfill to win the game. If at the end of any game turn one or both players have fulfilled the scenarios goals the game ends.
4. There are 4 possible outcomes for any battle:
 - a. **Neither** player fulfills the scenarios goals. In this case the player with higher total amount of Victory Points accrued at games end can claim a **Marginal Victory**
 - b. Both Players fulfill the scenarios goals. The player with the higher total amount of Victory Points accrued at games end can claim a **Marginal Victory**.
 - c. One player has fulfilled the scenario goals, and the other players have not. The player that fulfilled the scenario goals has won a **Decisive Victory**. In this case the total amount of victory points accrued is irrelevant. However, it would be rare to fulfill the scenario goals and not have the highest total Victory Points, but it may in occur in theory (in which case a Pyrrhic Victory is more apt).
 - d. One player's formations are **completely wiped out**. If one player has no formations on the battlefield, he automatically loses the game, and his opponent can claim a **Decisive Victory**.

Scenario Definitions and Characteristics

Each Scenario has several key characteristics noted under each one. They all have in common the use of the terms Objective and Victory Points. Defined below.

Objectives

Objectives are what players will fight a battle over during a battle. While the player is never obliged to go after Objectives, they are usually tied to scenarios goals and are often vital for victory. There are two types of objectives:

1. Primary Objectives. They represent the key features of the battlefield. They can be represented by anything the players have available (a counter, terrain feature, etc.). The number of Primary Objectives is dependent on the amount of points each player fields in his army build.
 - a. **TWO** primary objectives are used for games where each player fields a force of 3000 points or less.
 - b. Add +1 Primary Objectives for every full 1000 points over 3000 each player's army costs to a maximum of 8 Primary Objectives in a game of 11000 points per player.
 - i. Example: Players decide on a 6000 point per side battle. The total number of primary objectives would be 5 (2 for the first 3000 points and an extra +3 for the 3000 points to the total of 6000).
 - ii. Example: Players decide on a 4500-point game. The total amount of primary objectives would be 3. (2 for the first 3000 points, +1 for the next 1000, but since all that is left after this is 500 it does not qualify for the extra objective since its every FULL 1000 points).
 - c. Primary Objective placement on the battlefield is determined by each scenario in its description.
2. Secondary Objectives. These represent additional objectives the players can pursue to gain additional Victory Points. They are not necessarily tied to Primary Objectives.

Controlling an Objective is vital to determine whom reaps its benefits. How Control is determined as follows:

1. **Each Objective radiates a zone of control of 6cms radius.**
2. The radius of control is measured from the center of the objective (the center of whatever the player uses, counter, terrain piece, etc.). You can each measure or use a 12cms diameter (6cms radius) template if you have one).
3. Determine all the elements (models) present within the radius of control of the objective.
4. **IF ALL** elements (models) within the radius of control of the objective belong to **ONE** player, then that player can claim that Objective (player can claim Victory Points or any benefit from it).
5. Once claimed by a player the objective is under the player's control until such a time any opposing elements (models) are within the objectives zone of control.
6. **IF** elements (models) from opposing players occupy the zone of control from the same Objective **NEITHER** player can claim the objective until **ONLY** elements (models) of a single player are in the zone of control.

7. Control of an Objective is determined at the turns end during the End Phase (see end phase).

Victory Points

Victory Points (VP) are a measure of success on the battlefield. It will be one of the main goals during a game to accrue as many VP as needed to claim victory.

There are several ways to obtain VPs such as:

1. Claiming Primary Objectives
2. Fulfilling Secondary Objectives
3. Breaking or eliminating enemy formations (See army building section)

The exact number of VPs earned will be noted in each scenario, or in the case of formations on each army card.

The player will determine and keep track of the total amount of VPs earned in each turns end phase (VPs are cumulative of the course of the game, so the total increases as you earn more) and compare this total with the scenario parameters to determine victory.

Scenario Selections

There is a total of 6 standard scenarios to choose from. Players can either select one or randomly determine one by rolling a D6 as they are numbered 1 through 6.

Each scenario description contains the following:

1. Scenario Goal: explains the parameters for victory.
2. Primary Objective placement: indicates how and where Primary Objectives are placed on the scenario map and their VP yield.
3. Secondary Objectives: Lists of those available, what they are, how to fulfill them and the VP yield.
4. Reserve Limit: The percentage of the total army points that a player may hold in reserve for later deployment (See Reserve Movement).

The scenarios are:

1. No Mercy

The mission is simple, seek and destroy!

1. Scenario Goal: Be the first player to earn VP's equal to half the total army points value played to win the battle. If both players surpass the VP threshold in the same turn the one with the most accrued VP wins a Marginal Victory
 - a. Example: A 3000-point game per side equals 30VP (1VP per 100 points played). Therefore 15VPs (half the total army value in VPs) would fulfill the scenarios goal.

2. Primary Objectives Placement and Value: All Objectives are placed in the “no man’s land” between the player deployment zones on the selected Deployment Maps (see below for Deployment Maps). No primary objective can be placed closer than 25cms of each other. Alternate with your opponent place one objective until all are placed. Use a d10 roll to determine which players places a Primary Objective first (re-roll ties). **Each Primary Objective earns the player 3VP each turn they control it.**
3. Secondary Objectives:
 - a. Supremacy: If a player controls half or more of the existing Primary Objectives available that player earns **a bonus +5VP** (in addition to VPS earned for controlling the Objective) for each turn this occurs. In case of a tie (equal number of Primary Objectives controlled) no bonus is given to either player.
 - b. Domination: If in the end phase of any game turn one player controls **ALL** primary objectives the game ends and that player has won a decisive victory.
 - c. Annihilation: A player gains **a bonus of +1VP for elimination of all elements (models) in a support card and +3VP bonus for a Company Cards** when awarding VPs in the end phase. These bonuses are in addition to the VPs awarded from these eliminating these cards (See Army Building).
4. Reserve Limit: Up to 25% of the army’s total point value can be held in reserve.

2. Secure and Control

Take from the enemy but hold your own!

1. Scenario Goal: Capture the opponents Primary Objectives while defending your own. The player with the highest net number of Primary Objectives points wins. Holding an Opposing **Primary Objective counts as 2 Objectives, while controlling your own Primary Objectives counts a 1**. In case of a tie the player with the most accrued VPs wins a Marginal Victory.
2. Primary Objectives: Each player takes half of the available Primary Objectives and places them within his own deployment zone (determined by selected deployment map). They cannot be placed closer than 25cms of each other nor within 25cms of any table edge). In case of an odd number of Primary Objectives, this extra one is placed in no man’s land between player deployment zones at an equal distance from each player in the center of the battlefield. **Controlling an opposing players Primary Objective is worth 5VP per turn controlled (3VP for any in no man’s land). There are no VPs awarded for players controlling their own Primary Objectives.**
3. Secondary Objectives:
 - a. Advance: Each friendly unbroken formation within 25cms of a controlled opponent’s Primary Objective earns **a bonus of +2VPs** per turn. The bonus **is reduced to +1VP** if the formation is broken. No bonus is given for any formation with then fallback conditions.
 - b. Domination: If in the end phase of any game turn one player controls **ALL** primary objectives the game ends and that player has won a decisive victory.
4. Reserve Limits: Up to 10% of the army’s total point value can be held in reserve.

3. Tactical Escalation

What started as a minor skirmish has escalated into a major battle!

1. Scenario goal: The player with the most VP in formations within the opposing players' deployment zone (as determined by the selected deployment map) at the end of turn 6 wins. Broken formations are worth half their total VP. Formations with the fallback condition do not count for victory conditions.
 - a. Example: the game ends and each player have 500 and 300 respectively in their opponent's deployment zone. This equals 5VP and 3VP respectively. This means the player with 5VP in the opponents' deployment zone has won the game.
2. Primary Objectives: Each player takes half of the available Primary Objectives and places them within his own deployment zone (determined by selected deployment map). They cannot be placed closer than 25cms of each other nor within 25cms of any table edge). In case of an odd number of Primary Objectives, this extra one is placed in no man's land between player deployment zones at an equal distance from each player in the center of the battlefield. Players earn **5VP per turn** for controlling an opponent's Primary Objective, **2VP per turn** for controlling their own Primary Objectives and **3VP per turn** if any Primary Objectives present in no man's land.
3. Secondary Objectives:
 - a. Advance and Hold: Players receive a **bonus of +2VP** for every unbroken support or special card formation in the opponent's deployment zone per turn. Broken formations or those with the fallback condition do not receive this bonus.
 - b. Blood and Guts: Players that eliminate all elements (models) from a formation during the close combat phase gain a **bonus +2VP's** for each formation eliminated.
 - c. Area Denial: Players gain a **bonus of +5VPs** per turn starting the end of turn **THREE** if no opponent's formation is within their own deployment zone. Formations with then fallback conditions do not count for this purpose.
4. Reserve Limits: At least 50% of the players' force **MUST** be held in reserve.

4. Cloak and Shadows

Under the cover of darkness, you seek critical assets in your foe's territory, but are the assets real or a ruse?

1. Scenario Goal: Players must seek their opponents hidden Primary Objectives. The player with the most controlled hidden opponents Primary Objectives by the end of game turn 6 wins. In case of a tie the player with the most VP's wins a Marginal Victory.
2. Primary Objectives: Each player receives half the available Primary Objectives (if there is an odd number of objectives do not use the extra one), as well as an equal amount of "decoy counters". Each player places all the counters (real objectives and decoys) in his deployment zone at least 25cms from each other and the table edges. Once an opponent is within 6cms of the counter it is revealed showing whether it was real or a decoy. Standard rules for controlling the Primary Objective apply in case it is a "real" one. If a player controls an opponent's hidden

Primary Objective roll on the table below to gain a boon. The boon will apply so long as the player controls it. Players receive no boons from their own Primary Objectives.

Hidden Objective Boon	
Roll	Boon
1-2	Enemy Holotapes captured: All the opponents decoy counters are revealed and removed
3-4	Special Ammo: All weapons for formations within controlling distance (6cm) of this Objective gain bonus -1 TSM to all weapons
5-6	Assault Weapons Cache: All Formation Elements within controlling distance (6cm) of this Objective gain +1 CAF die
7-8	Extra Armor Plating: All formation elements with Controlling distance (6cm) of this Objective gain +1 to AV or +1 to invulnerable save.
9-10	Forbidden weaponry: All formation elements within controlling distance (6cm) gain special ability where opponents in close combat have no armor save (invulnerable saves only).

3. Secondary Objectives:

- Mission Critical: For each opponent's true Primary Objective revealed (revealed not controlled), that player is **awarded 2VPs**.
 - No prisoners: Each opponent's support or Special Card formation that is eliminated received a **bonus of +3VPs and +5VPs** in case of eliminating a Company Card (eliminated equals all elements removed from play).
- Reserve Limit: No reserve formations are permitted. All formations must deploy by the end of turn 1.
 - Special: Entire game is played in Nighttime conditions (See Battlefield Conditions).**

5. Deadlock

An opportunity to break the deadlock has arisen, can you seize the opportunity?

- Scenario Goal: The player with the most Primary Objective VPs at the end of turn 6 wins. In case of a tie the player with the highest total VPs wins a Marginal Victory
- Primary Objectives: All objectives are placed in no man's land between player deployment zones as determined by selected deployment maps. Objectives are placed at least 25cms from each other or table edge. Objectives yield no VPs until the end phase of turn 6 (awarded to controlling players each end phase if the game extends beyond turn 6), when they award the controlling player **10VPs**. However, in turns prior to the last turn of the game, the controlling player earns a random boon for the controlled primary Objective. Determine the Boon by rolling on the table below.

Primary Objective Boon	
Roll	Boon
1-2	All formation elements within controlling distance (6cm) gain +1 to hit
3-4	All formation elements within controlling distance (6cm) gain +1 CAF die
5-6	All formation elements within controlling distance (6cm) gain bonus -1 TSM to one of the elements weapon systems (player choice)
7-8	All formation elements within controlling distance (6cm) gain +1 to AV or invulnerable save.

9-10

All formation elements within controlling distance (6cm) gain +1 Attack die (AD) to one of the elements weapon systems

3. Secondary Objective:
 - a. Supremacy: If a player controls half or more of the existing Primary Objectives available that player earns a **bonus +5VP** (in addition to VPS earned for controlling the Objective) for each turn this occurs. In case of a tie (equal number of Primary Objectives controlled) no bonus is given to either player.
 - b. Domination: If in the end phase of any game turn one player controls **ALL** primary objectives the game ends and that player has won a decisive victory.
4. Reserve Limit: Up to 25% of the army's total point value can be held in reserve.

6.The Artifact

Vital Tach caches have been located, Retrieve at all costs!

1. Scenario goals: The player that earns the most artifact points by retrieving and carrying it off table wins. In case of a tie the player with the highest total VPs wins a Marginal Victory.
2. Primary Objectives. Place all primary objectives in no man's land between player deployment zones as determined by selected deployment maps. Each Objective should be at least 25cms from each other or tables edge. A controlled Primary objective yields no VPs. However, it earns the controlling player the ability to retrieve an artifact and attempt to carry it off table next turn. Artifacts may only be carried off table edge within any deployment zone (cannot be no man's land). An artifact carried off table through the controlling players' own deployment zone earns 1 artifact point. If it is carried off table through an opponent's deployment zone it earns 3 artifact points.
3. Secondary Objectives:
 - a. No prisoners: Each opponent's support or Special Card formation that is eliminated received a **bonus of +3VPs and +5VPs** in case of eliminating a Company Card (eliminated equals all elements removed from play).
 - b. Blood and Guts: Players that eliminate all elements (models) from a formation during the close combat phase gain a **bonus +2VP's** for each formation eliminated.
4. Reserve Limit: Up to 10% of the army's total point value can be held in reserve.

Siege Scenarios

Siege scenarios are special scenarios and are not part of the 6 standard scenarios. It may only be used with consent of both players. After selecting a deployment map, one player agrees to be the defender and the other the attacker. The attacker obtains THREE TIMES the amount of point allowance than the defender. However, the defender may purchase fortifications to bolster defense from the defenders point allowance. The description of the scenario is as follows:

1. Scenario Goals: The player with the most total VPs at the end of turn 6 wins.
2. Primary Objectives: The defending player places ALL Primary Objectives within his deployment zone at least 25cms from each other and the table edge. The defender gains no VPs from

holding his own primary objectives. The attacker is awarded **15VPs** for each Primary objective in his control.

3. Secondary Objectives:

- a. Hold the Line: The defender gains **double the number of VPs** for breaking and eliminating attacking formations.
 - b. No prisoners: Each opponent's support or Special Card formation that is eliminated received a **bonus of +3VPs and +5VPs** in case of eliminating a Company Card (eliminated equals all elements removed from play).
 - c. Domination: If in the end phase of any game turn the attacking player controls **ALL** primary objectives the game ends and that player has won a decisive victory.
4. Reserve Limits: No reserve formations are permitted. All formations must deploy by the end of turn 1. Opposing formations with the Deepstrike [T] ability **may NOT** deploy within the defender's deployment zone unless the attacker controls objectives within the deployment zone and then only may be deployed within 25cms of the controlled objective.

Pick a Deployment Map

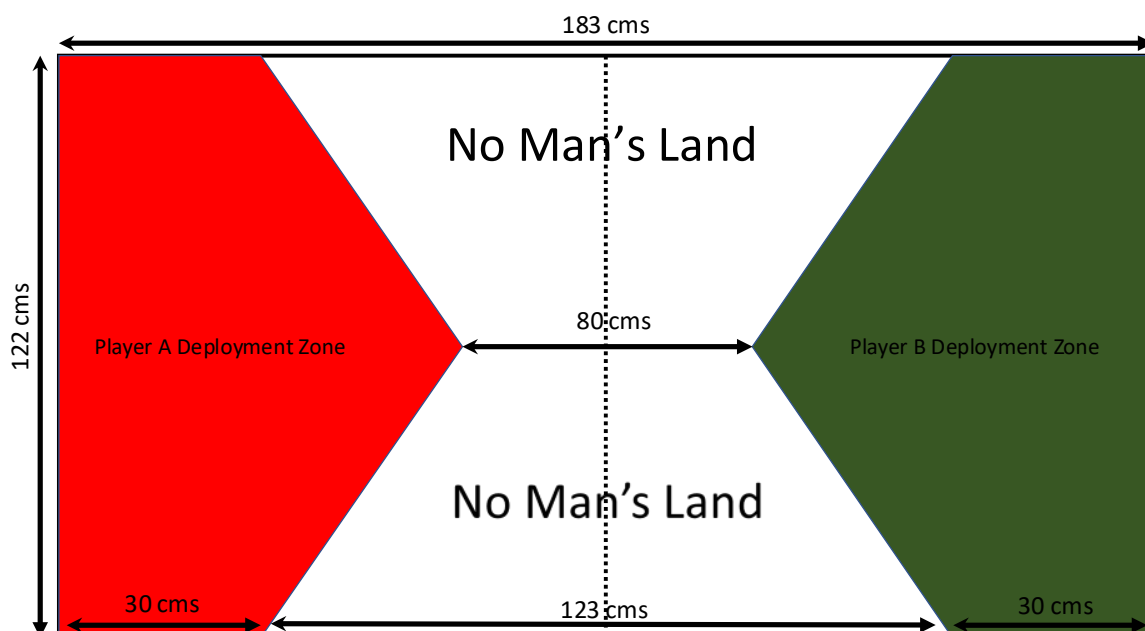
Once a scenario is selected the players select a Deployment map. This means no scenario is tied to one type of deployment map. This adds variety to scenarios and deployment maps since there are 36 combinations in total. If players cannot agree on a deployment map, select one randomly by rolling a D6.

Deployment Map Selections

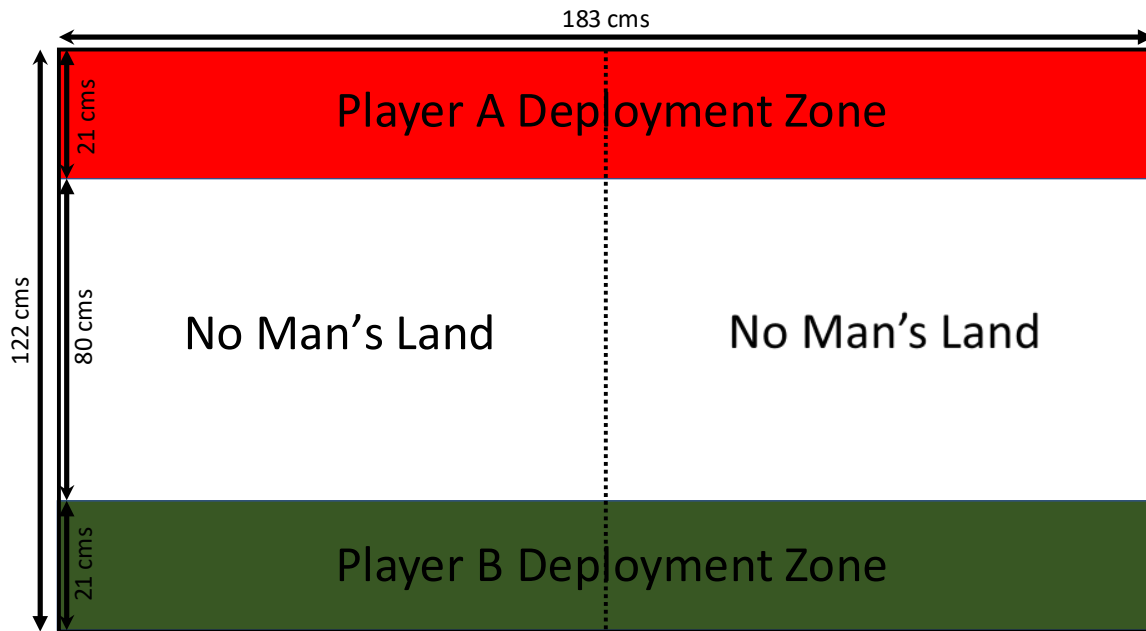
The deployment maps assume a 6x4 ft tabletop or playing surface. If smaller play surfaces are used be sure to proportionally reduce the distances involved.

The players may use the following maps:

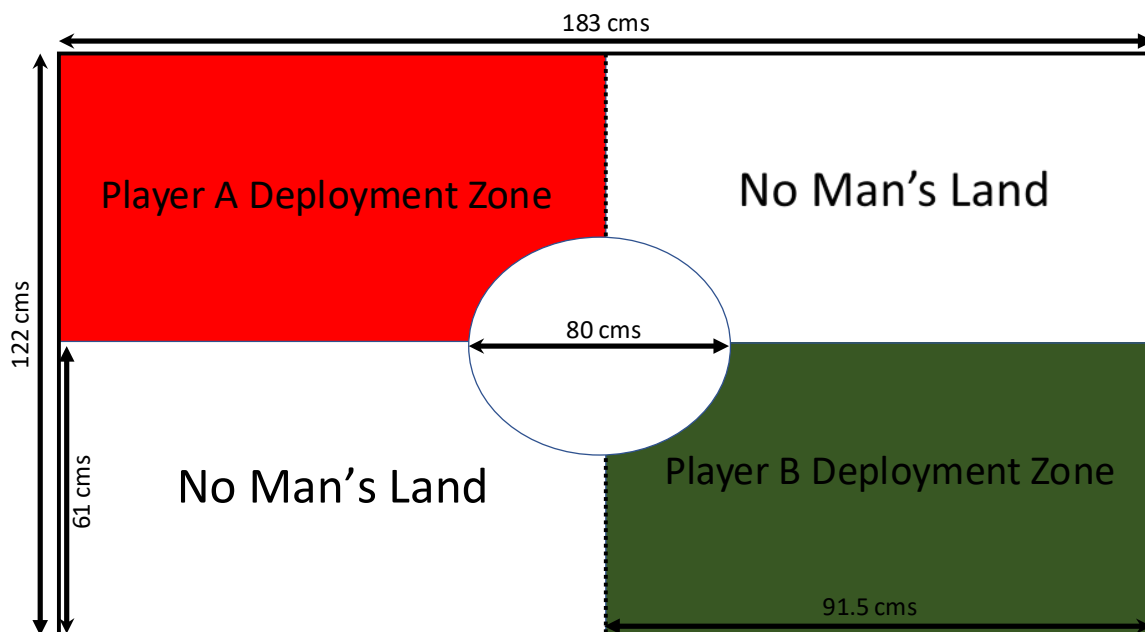
1. Spearhead Assault



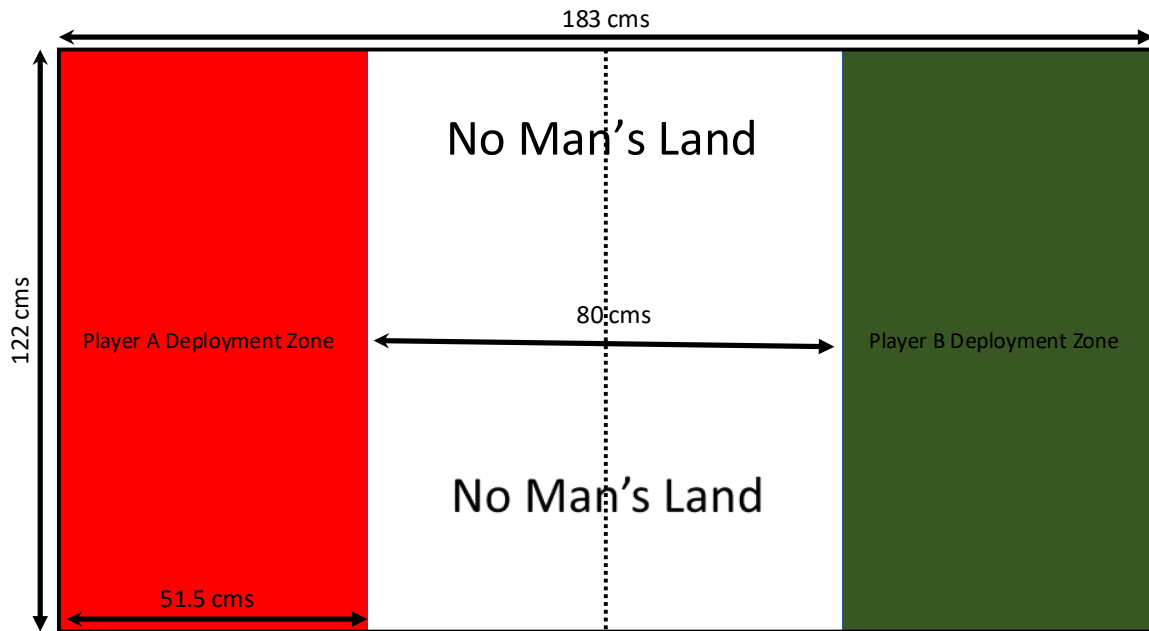
2. Dawn of War



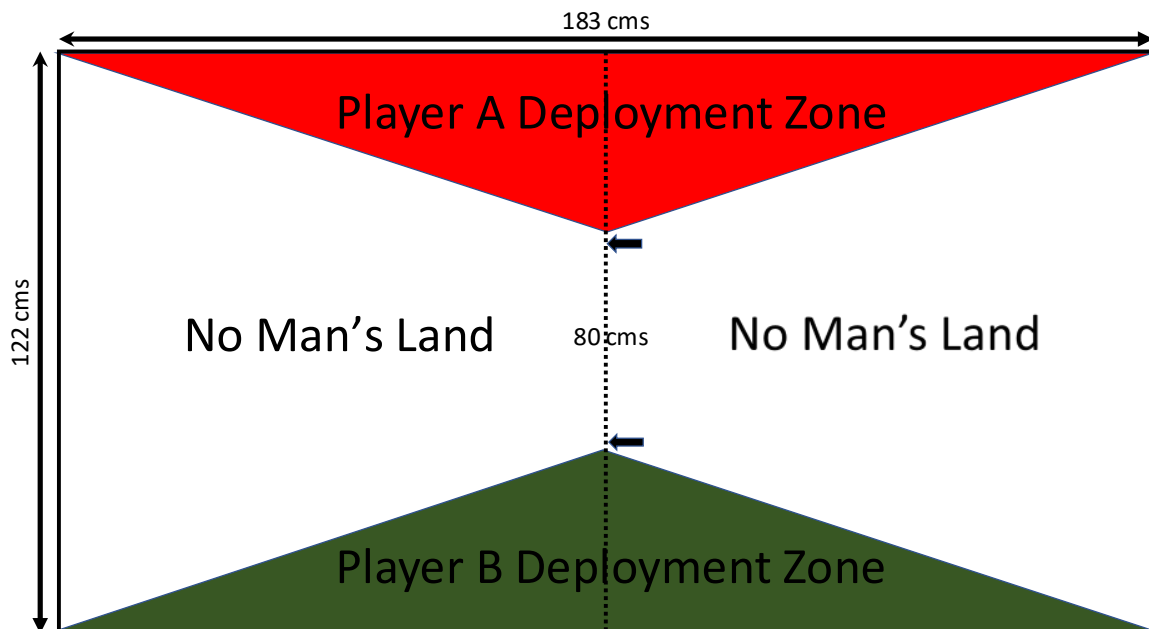
3. Search and Destroy



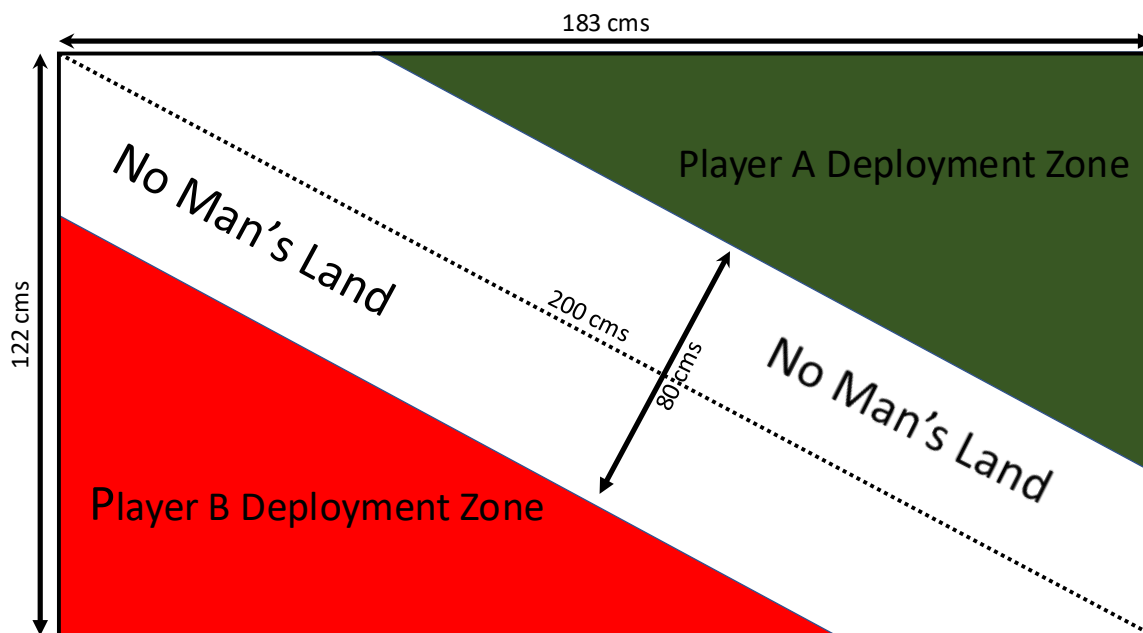
4. Hammer and Anvil



5. Pinpoint Assault



6. Flank Strike



Battlefield Conditions

Once you have selected a scenario to play in and determined a deployment map for the game the next step to determine is what are the conditions the battle will take place in. While at some point in the future we'll provide some options for impact of weather conditions on the battlefield, for now we will limit ourselves to determine whether the battle occurs in the daylight hours (default assumption) or at nighttime. A game turn is an abstract concept, and it can encompass hours or even days. To simulate this at the games start and at the beginning of each turn roll a D10. If the result is 8+, the game begins at night. On each successive turn a roll of 8+ will indicate the conditions will shift to the opposite of the current one (Day to Night or vice versa).

Nighttime conditions impose on all elements of a formation the following:

1. All Weapons may fire within their short-range band only.
2. Artillery is less precise, so a roll of 10 does not grant extra attack dice.
3. Elements with the stealth [SH] ability increase their radius by 15cms.
4. No overwatch fire is permitted.
5. The recon ability for spotting is reduced to 15cms.
6. Formations with the infiltrate [IF] ability gain an extra +10cms to their infiltrate move.

All other rules are applied normally.

How to build your army

Regardless of whether you choose a scenario first or your army, knowing how your army is put together and organized is most likely the most important thing to do when preparing for a game. There are many armies to choose from, and their description and stats will be in their respective army book.

This section will deal with the main points on how to build your army.

Definitions

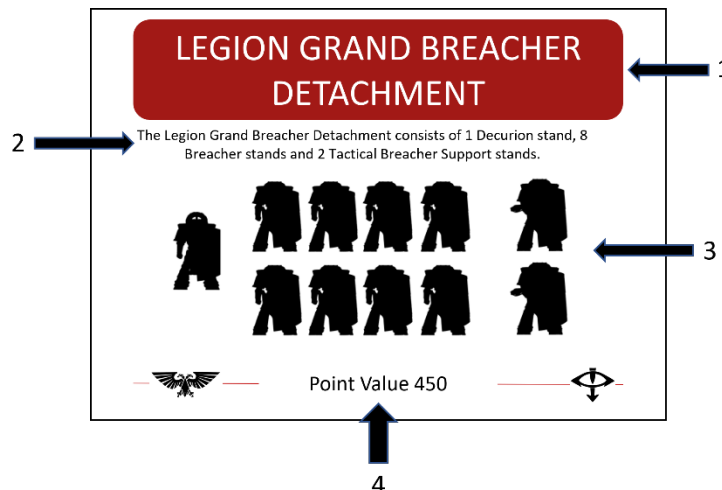
A lot of rulesets tend to use certain terms and phrases indiscriminately, which may lead to confusion when reading the rules. We have standardized certain terms, so they have a consistent meaning throughout the rules.

1. Element: This refers to a model. It may be a small model, like a stand with 6mm infantry on it or a very large one like a titan model and model of size in between. Regardless of size each model is referred to in the ruleset as **an element**.
2. Formation: This refers to a group of elements. Therefore, any group of elements (models) constitute **a formation**. A formation can have a variable number of elements or in some cases 1 element. The important thing to remember is that for game purposes a formation is what the basic measure of organization is in the game.

Army Cards

An Army card is the tool the game uses to help the player put together his army. These will be provided to the player via our website: www.imperiusdominatus.org or the Facebook Group at: www.facebook.com/groups/389010114859638. There are army card files for all the factions available in the game and you can print them for game use.

An Army Card is just a graphical representation of what the formation it represents is composed of.



On its frontal face (pictured above), the army card tells you the following:

1. Formation's name.
2. A description of the cards/formation(s) contents
3. A silhouette is used to represent the element to use in the formation. They aren't meant to look exactly like the models you'll use for the game, but they are a handy way of quickly knowing how many elements you'll need for the formation represented. Each silhouette presents 1 model or stands of infantry models.
4. The cost to field this card in your army.

In this army card (shown above) it shows there are a total of 1 command element (decurion), 8 breacher elements and 2 support elements for a total of 11 elements (11 models/stands) and it costs 400 points for all the elements shown.

LEGION GRAND BREACHER DETACHMENT

1. Formation's name.

2. Break Point 7: The Detachment is broken if it has lost 7 stands. Once the Detachment is broken it must take a Morale check.

3. Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/0	Boltingun Flamer (FW)	25 10	2 1	0 0	[HQ1]
Breacher	10	4[6]+	1/0	Boltingun Flamer (FW)	25 10	2 1	0 0	
Tactical Support	10	5[7]+	1/0	Support Weapons	25	2	-2	

4. Victory Points 5 VP
Your opponent gains 3 VPs when this Detachment is broken

5. Formation's name.

On the flip side of an army card, it shows the following:

1. Formation's name.
2. Break Point: If the formation(s) depicted on the card **lose elements equal to or greater than the number** shown (in this case 7) the formation(s) is considered "broken" and will award the opponent with Victory Points (VPs). This will be explained in the "How to Play" section of the rules under its corresponding subsection.
3. Morale Value: The formations target number for morale tests.
4. Statline: All Statlines of elements present in the formation are listed here.
5. Victory Points: The first line shows how many VPs are awarded to your opponent when this formation(s) is eliminated (all elements lost). In this case its 4VPs. The second line shows how many VPs are awarded to your opponents **once the break point** is reached.

Army Card Types

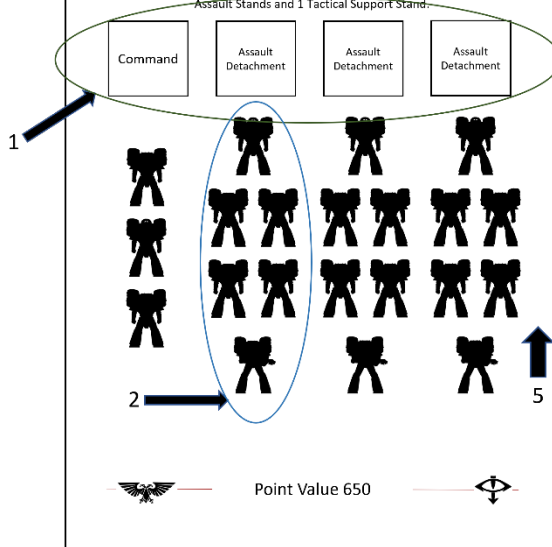
Army cards come in several different types, each with its own function and use when building an army.

The types available are as follows:

Company Cards

LEGION ASSAULT COMPANY

The Legion Assault Company consists of 1 Command detachment of 2 Assault Stands and 1 Centurion Stand and three detachments of 1 Decurion Stand 4 Assault Stands and 1 Tactical Support Stand.



Point Value 650

LEGION ASSAULT COMPANY

Break Point 13: The Company is broken if it has lost 13 stands. Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legiones Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	20[I]	4[6]+	4/-1	CC Weapons Flamer [FW]	10	1	0	[HQ2]
Decurion	20[I]	5[7]+	3/-1	CC Weapons Flamer [FW]	10	1	0	[HQ1]
Assault	20[I]	5+	2/-1	CC Weapons Flamer [FW]	10	1	0	
Tactical CC Support	20[I]	5+	1/-1	Flamers [FW]	10	4	0	

Victory Points 7

Your opponent gains 4 VPs when this Company is broken

Company Cards are larger cards that form the backbone of building your army. All Army building begins with company cards. They have the same graphical information and data as any other army card; However, they also show the following:

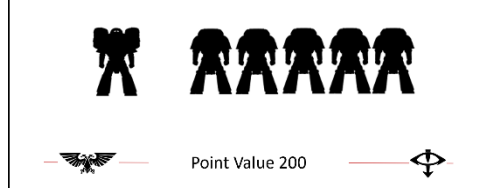
1. They usually have more than one formation the boxes in the green circle tell you how many formations there are.
2. Everything Below a box indicating a formation shows you all the elements in that formation (blue circle).

In this example the company has 4 formations. 1 Command formation and 3 infantry (assault) formations. The blue circle highlights how many elements in 1 formation (assault).

Support Card

LEGION DESTROYER JUMP PACK DETACHMENT

The Legion Destroyer Detachment consists of 1 Decurion stand, 5 Destroyer (Jump Pack) stands.



Point Value 200

LEGION DESTROYER JUMP PACK DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[I]	5[7]+	3/-1	CC Weapons Flamers [FW]	10	1	0	[HQ1], [CA], [MB]
Destroyer Jump Pack	20[I]	5+	2/-1	CC Weapons Flamers [FW]	10	1	0	[CA], [MB]

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

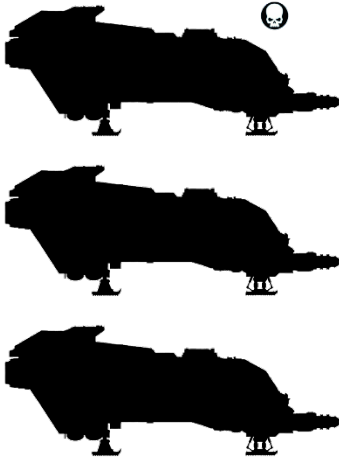
Support Cards are smaller cards than Company Cards representing one or two formations and are attached to company cards to provide the company with more support and variety. As with all army cards they come with all the graphic information and data shown and explained above under army cards.

Special Card

SPECIAL FORMATION

LEGION FIRE RAPTOR SQUADRON

The Legion Fire Raptor Squadron consists of 3 Fire Raptors.



Point Value 300

LEGION FIRE RAPTOR SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Detachment	40[F]	4+	3/2	Tempest Rockets Avenger Bolter Cannon	30/60 20/35	1 3	-1 0	[HQ1], [DR2]
Fire Raptor	40[F]	4+	2/2	Tempest Rockets Avenger Bolter Cannon Reaper Autocannon	20/35 30/60 20/35 20/35	2 1 3 2	-1 -1 0 -1	[DR3]

Victory Points 3

Your opponent gains 2 VP when this Squadron is broken

Special Cards are as large as Company Cards but represent rare military assets or even named characters. In addition to the usual graphical representations and game data since the card size is larger often the formations special rules will be listed under the Statline box to reduce player lookup time.

Transport Cards

While building your army it will become clear that sometimes it is a good idea to provide them with transportation to reach their goals quickly. Transport can be any type of conveyance, ground, or air. The Transport Card can be linked to the formation it is intended to transport and can come in sizes to cover 1 formation or even all the formations in a company card.

Unlike Company and support cards which can be fielded as proper formations, transport cards can only be fielded as part of another formation (the one it transports).

TRANSPORT POOL

LEGION PHOBOS
LAND RAIDERS

1 → ONE POWERED ARMOR INFANTRY COMPANY
Eleven Legion Phobos Land Raiders

Point Value 1000

LEGION PHOBOS
LAND RAIDERS

Break Point +7: The Detachment adds +7 to the break point of the formation it is added to.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Phobos	20	2+	3/-2	TL Lascannons (TL2) Bolters (AP)	25/50 25	2 4	-2 0	(DR2), (TR2), (AS)

Victory Points +10
Your opponent gains +5 VP when attached formation is broken

In addition to the usual graphical representations and data a transport card has some differences as follows:

1. Describes what kind of formation(s) the card can be attached to. In this case a Terminator Company.
2. The outlined boxes show not only how many transport elements are within the formation but show you how many formations are present on the card. In this case 4.
3. This symbol highlights a command transport formation. This means the elements of this specific formation in this box are to be attached to the command formation. In this case 2 elements are to transport the command elements in the Terminator Company.
4. Note that the breakpoint and VPs is expressed as a “+”. This means that the break point is added to the formation card the transport card is added to (making it a much larger number). This applies to the VPs as well.

Fortification Cards

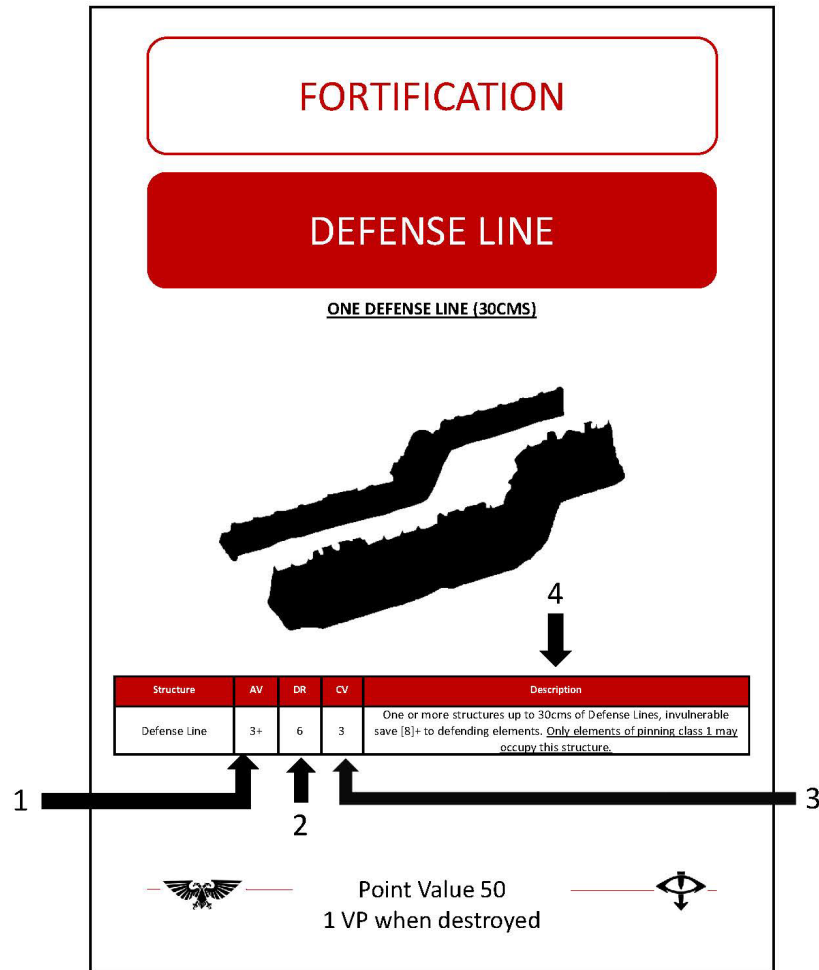
In addition to the many elements and formations a player may choose to add to the army, the player may also select fortifications that are available to that faction.

Fortification Cards are the same size as Company cards and the player may attach **ONE** Fortification Card for **EACH** Company Card in the army.

Example: A player’s army contains three company cards. This means the play can choose to add 1, 2 or up to 3 fortification cards. One for each company card in the army.

The adding of a fortification card to a company card does not alter the number of different types of cards that may be attached. A company could attach a special, transport, upgrade and fortification cards to the same company card if points allow it.

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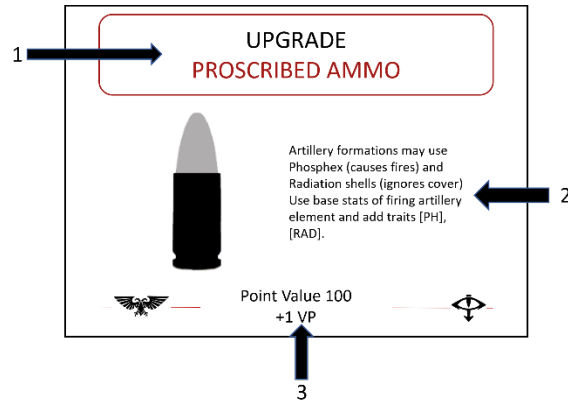


In addition to the usual graphical representations the fortification card contains the following:

1. Armor Vale [AV]: The structure(s) armor save value versus successful attacks.
2. Damage Rating [DR]: The total amount of damage points the structure(s) depict possess before being destroyed.
3. Capacity Value refers to the number of FORMATIONS/DETACHMENTS that can occupy a given Fortification.
 - a. The Capacity Value refers to the amount of STANDARD FORMATIONS/DETACHMENT that can occupy a set of fortifications.
 - b. A GRAND FORMATION/DETACHMENT counts as TWO POINTS of Capacity Value. This means a fortification needs a capacity value of at least 2 to accommodate ONE grand formation/detachment.
 - c. Capacity Value only refers to the number of formations that can occupy any given fortification. It does not refer to the number of elements within a formation.
4. Description: Any abilities, options or additional information is listed here.

Upgrade Cards

Upgrade cards are the smallest of cards and do not depict a formation. They represent additional gear or abilities a formation receives when it has an upgrade card attached to it. In this sense they are like transport cards as they can only be used when attached to a formation (although in this case it's an upgrade to an existing formation in your army build).



An upgrade card shows the following:

1. Upgrade name.
2. Upgrades description. Tells you what the upgrade does as well as what formation it applies to.
3. Point cost. How many points does it cost to attach it to a formation(s) in your army build.

Note that in the case the upgrade card refers to a company, EACH formation within the Company Card gains the upgrade and counts as all the company's formations having used their upgrade card slot. (even though it's just one card this was done to save time and space).

How to use army cards to build your army

Now that we know what army cards are, what information they have and what types are available, this section will cover how army cards interact with each other to build an actual army to use for a game.

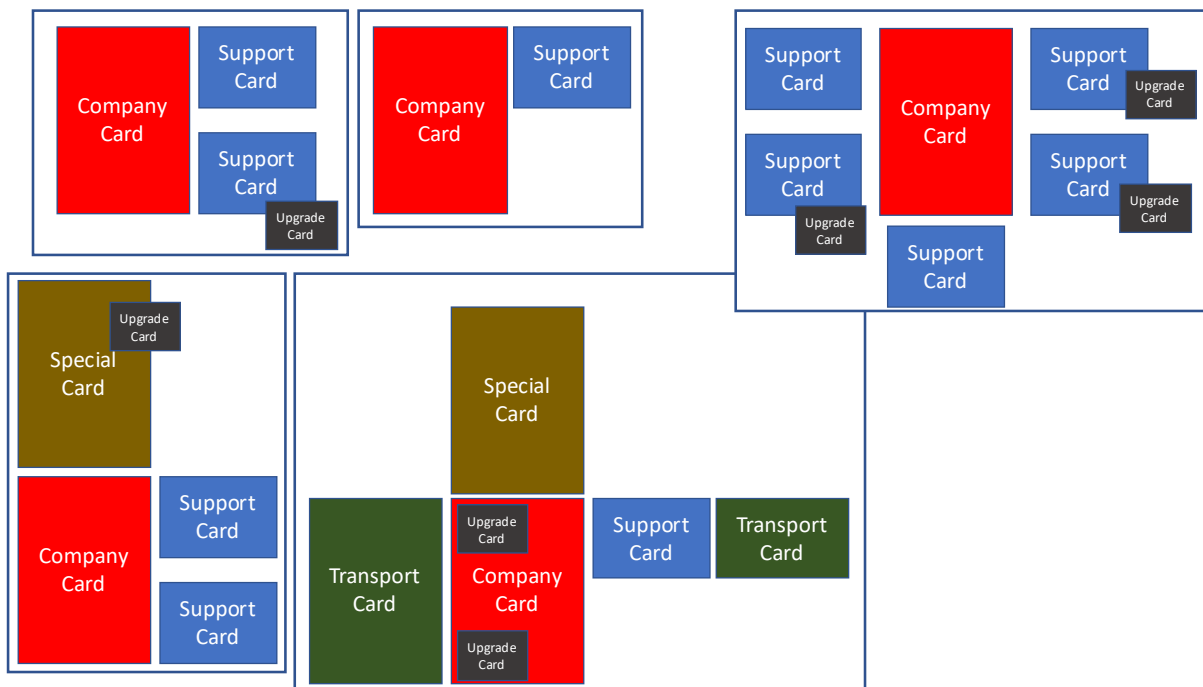
Before starting to build your army first agree with your opponent how many points each player must spend on their army. You may NEVER spend more points than those agreed upon.

Basic Army Building Rules

The basic rules on army building with army cards are:

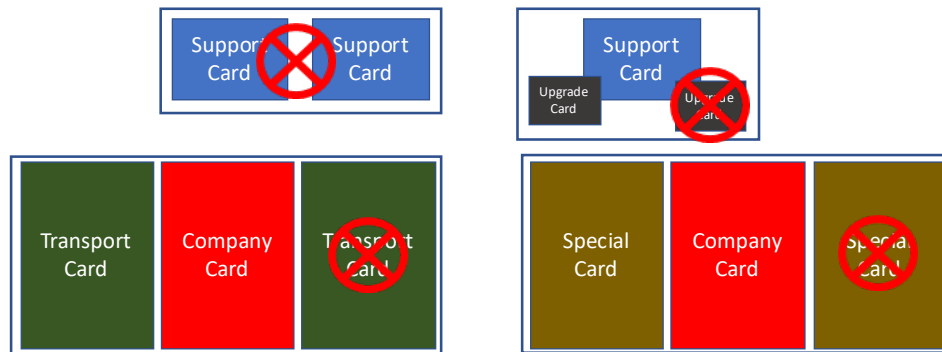
1. **It all starts with the company card.** The Company Card is the basic building block of army construction. It is the ONLY required card you must choose to build a legal army for play. In fact, it is okay to build an army with only Company cards. However, you'll find many formations are only available in other types of cards and make an army only made of Company Cards very limited.

2. **You may attach up to FIVE Support Cards for EACH Company Card.** As mentioned above you may choose to add ZERO support cards, but they cannot be more than FIVE per Company Card.
3. **You may attach up to ONE Special Card for EACH Company Card.** You may elect to use ZERO special cards, but they cannot be more than ONE per Company Card.
4. **You may attach up to ONE Transport Card PER Army Card of any type.** Note that transport cards tell you what type of formation it can be attached to. Regardless of type, you can only attach ONE transport card to any given army card.
5. **You may attach up to ONE Upgrade Card PER formation in your army.** Note this the only card where it is attached to a FORMATION and not necessarily an army card. For example, a Company card with 4 formations could be assigned up to FOUR upgrade cards (one per formations). A support card with one formation can be assigned just one.



Each Group in the outlined box above shows a valid combination of army cards. Each group has one company cards as its base and no more than 5 Support cards or one special card PER Company card.

There is also no more than Transport Card PER Card it can attach to. Upgrade cards can attach to one PER formation, therefore a Company card with several formations can have more than one upgrade card.



These are examples of INVALID combinations of army cards. Two groups have no company cards when they are required. Others show 2 transport and special cards to one company cards (can be no more than 1 per company card). Another shows a support card (one formation) with TWO upgrade cards (one per formation).

Army Build Example

The players have agreed to play a battle with 3000 points per side to spend on building their force. The player decides to spend the points as follows:

SPECIAL FORMATION

LEGION PRIMARIS LIGHTENING STRIKE FIGHTER AIR FORCE

The Legion Primaris Lightning Strike Fighter Air Force consists of 3 Squadrons of 3 Lightning Strike Fighters.

Lightening Squadron


Lightening Squadron


Lightening Squadron


Point Value 800

TRANSPORT POOL

LEGION RHINO ARMoured CARRIERS

ONE POWERED ARMOR INFANTRY COMPANY
Eleven Legion Rhino Armoured Carriers







Point Value 400

LEGION TACTICAL COMPANY

The Legion Tactical Company consists of 1 Command detachment of 2 Veteran Stand(s) and 1 Centurion Stand and three detachments of 1 Decurion Stand 4 Tactical Stand(s) and 1 Support Stand.

Command


Tactical Detachment


Tactical Detachment


Tactical Detachment


Point Value 700

LEGION PROTEUS LAND RAIDER SQUADRON

The Legion Proteus Land Raider Squadron consists of 2 Command Proteus Land Raider(s) and 8 Protosus Land Raider(s).



Point Value 300

LEGION GRAND MORTIS TALON TYPE 3

The Legion Grand Mortis Talon consists of 2 Command Mortis Dreadnought (Type 3) and 5 Mortis Dreadnoughts (Type 3).



Point Value 400

LEGION MEDUSA BATTERY

The Legion Medusa Battery consists of 1 Command Medusa and 2 Medusas.



Point Value 300

UPGRADE PROSCRIBED AMMO



As this formation is not a standard formation, it is not eligible for the standard rules on which formations are based. It is not a standard formation and is not a standard formation.

Point Value 200

This is a valid army build since it has at least one company card, no more than 5 support cards per company card and no more than 1 transport card attached to one card and no more than 1 special card per company card. There is no more than one upgrade card per formation. The player is ready to play!

How to Play the Game

Now that you have built your army and selected a scenario and deployment map, it's time to use your miniature for game play. This section will cover all the core rules on how to play Imperius Dominatus.

The Rule of Two's

While there will be many rules covering the different aspects of playing the game there is one which applies in general. **We call it the RULE OF TWO'S.** The rule is:

1. Regardless of any bonus or penalties (all of which can stack with each other) can apply to an element or formation **the MAXIMUM BONUS** may never surpass **+2** nor may the **MAXIMUM PENALTY** be more than **-2** For **To-Hit rolls and Checks** (like a morale check, reserve rolls for example).
2. The Rule of Two's **DOES NOT** apply to the save modifier [TSM], since this is not considered a penalty but a measure of a weapons effectiveness penetration armor (although mechanically expressed as a penalty to the armor save for ease of use).

Formation Deployment

Now that the tabletop has been laid out with terrain and scenario Primary Objectives have been placed according to the scenario being played it is time to deploy your forces on the battlefield.

Use a d10 to determine which player starts placing his formation first then each player will place **ONE** formation within the deployment zone designated by the deployment map selected for the scenario being played and alternate with your opponent placing **ONE** formation at a time until all formation that will start on the playing field are deployed.

It will frequently occur that one player may have more formations to place than the other. In this case the player with more formations will place all remaining formations after the player with less formations have run out of formations to place.

The player who won the die roll to place the first formation may reserve **ONE** formation to place **LAST** even if the other player has more formations.

Example: Player A has 9 formations to deploy, and Player B has 15. Player A wins the D10 roll and places the first formation. When player A reaches his 9th and last formation to place, since he won the die roll, he can wait until Player B has placed all 15 of his formations to place his last one.

It's important to note the key word here is **FORMATIONS**. Not Army Cards when it comes to deployment. A company card can have many formations as part of its composition. That doesn't mean you deploy the whole army card at one go. **You deploy ONE formation at a time.**

Formations the player wishes to keep in reserve to deploy via certain abilities (like Deep Strike [T]), are NOT placed on the tabletop during formation deployment. These formations enter the game during a turn's movement phase. This is explained in the movement section below.

Turn Sequence

Formations don't act in random fashion during a game. They perform their available action according to a specific sequence. The Turn sequence is as follows:

1. Order Phase: Players will assign order to their formations.
2. Initiative Phase: Where the First Player is determined.
3. Movement Phase: Players move eligible formations.
4. Suppression Removal Phase: Players attempt to remove suppression from formations.
5. Combat Phase: Players fire weapons and fight close combat.
6. End Phase: Players determine victory conditions and rally formations.

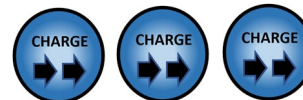
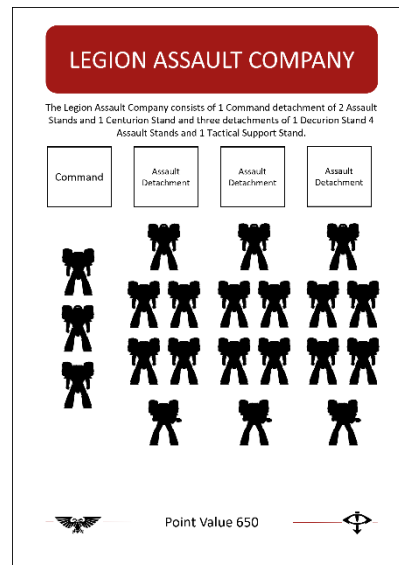
Each part of the Turn Sequence will be explained in full in the following sections.

Order Phase

Each formation needs an order to which it will strictly adhere to during that game turn. Therefore, it is one of the most important things a player will do during a game turn since orders can rarely change during a turn. At the start of every turn Order Phase, orders are issued as follows:

1. One formation, **ONE** order. EACH formation deployed in your army **MUST** receive **ONE** order counter.
2. Place the order counter phase **FACE DOWN** next to each formation. This is known as "fog of war". Since they are placed face down your opponent will not know what the order is until its revealed.
3. Players may select one of the following orders to assign to a formation:
 - a. First Fire Order
 - b. Advance Order
 - c. Charge Order

Each of these orders is explained in more detail below.



All Formations are given **ONE** order. Army Cards with more than one formation like a company card are given as many orders as formations in it (4 formations are assigned 4 orders as shown above).

First Fire Order



A formation on first fire orders sacrifices mobility for firing earlier in the combat phase. Therefore, a formation on First Fire Orders:

1. **Cannot** move in the Movement Phase. No element within this formation may move at all. However, they can turn in place 45 degrees.
2. All elements of a formation on First Fire Orders may fire in the First Fire segment of the Combat Phase.
3. Cannot initiate close combat. Elements can defend normally in the close combat segment.
4. Formations on first fire orders engaged in close combat may **ONLY** fire at the engaging elements **UNLESS** they are of a greater pinning class than the elements engaging them. See pinning rules under Movement below.

Formations with First Fire Orders can perform one of these options:

1. Overwatch Fire: Overwatch Fire occurs during the **MOVEMENT PHASE**. It has the following rules:
 - a. A formation that fires in overwatch must fire **ALL** its weapons.
 - b. It may **ONLY** target a formation **as it MOVES**. The player using Overwatch indicates to an opponent moving a formation to stop that formations movement at a point determined by the Overwatch player.
 - c. Standard rules for suppression **DO NOT** apply (see section on suppression), if any elements from the target formation are eliminated (even a single element loss), the target must make an **IMMEDIATE** morale check (see rules on Morale).
 - d. If the target formation fails, it's morale checks the formation ends its movement at the point indicated by the overwatch player and may not move any further that movement phase (unless other compulsory move dictates otherwise).
 - e. If no elements are eliminated or the morale check is passed the target formation continues its normal movement unimpeded.
 - f. If the Target formation has the Fear [FR] ability Overwatch fire receives a -1 penalty to-hit. It is increased to -2 if the target formation has the terror [TR] ability.
 - g. Once a formation has fired on Overwatch it may not fire in the first fire segment of the Combat Phase (its firing for the current turn is over).
 - h. Elements designated as Artillery [AY] and Flier [F] may **NOT** overwatch fire.
2. Hold Fire: A formation with First Fire orders may forgo firing in the First Fire segment of the Combat Phase to fire in the **ADVANCE FIRE** segment. This is done to capitalize on firing at survivors after the close combat segment.
3. Pop-up attacks: A formation **MUST** have the skimmer [K] movement trait to use this option. A Skimmer formation on first fire orders can make this special attack during the first fire segment of the Combat Phase. The elements of the formation may move vertically over obstructing terrain to gain line of sight and fire its weapons at targets, then hide behind the terrain. Opposing formations on First Fire Orders Can Overwatch formation using pop-up attacks before the hide behind terrain. **ONLY** Overwatch fire may be used to target a formation performing a pop-up attack before it hides behind the terrain.

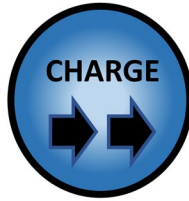
Advance Order



The Advance fire order permits a formation to:

1. Advance Move: A formation on advance orders may move up to their full base move (as determined by the move parameter in their Statline; see "How to read a Statline" below).
2. Advance Fire: A formation on Advance Orders may fire in the Advance Fire segment of the Combat Phase.
3. Formation on Advance Orders may not initiate close combat but may defend normally in the close combat segment.

Charge Order



The Charge Order permits a formation to:

1. Charge Move: A formation on charge orders may move up to **DOUBLE** their base move rate move (as determined by the move parameter in their Statline; see “How to read a Statline” below).
2. Charge Fire. A formation on charge orders may fire in the Charge Fire segment of the Combat Phase. **Charge fire has a -1 penalty to-hit and only within the short-range band of the weapons fired.**
3. **Firing at a formation with Charge orders has a -1 penalty to-hit.**
4. Formation in close combat with Charge orders **MAY NOT** fire in the charge fire segment of the Combat Phase.
5. Formations on charge order **MAY INITIATE** close combat. It is the **ONLY** orders permitted to do so.

No Orders

A formation with no orders is usually involuntary oversight of the player or through a game effect. In either case the following applies:

1. Formations with no order may **NOT** move in the movement phase. May turn in place 45 degrees.
2. Formations with no orders fire in the advance fire segment of the Combat Phase.

Initiative Phase

Once all orders are placed on all deployed formations the players will roll a d10 to determine the **FIRST PLAYER** for that game turn. In case of a tie on turn one, re-roll until a clear winner emerges. On turn TWO and following game turns all **TIES** go to the loser of the previous turns' initiative. This means if player A wins a turns initiative, a tie in the following turn goes to Player B.

The First Player can dictate the following:

1. First Movement activation: The First Player may choose to activate the first formation to move **OR** force his opponent to activate the first formation to move. Activation for movement then alternates between both players. See Movement section.
2. Combat Phase activation: The first player gets to activate the first formation in any of the firing segments (fires the first formation in the first fire, advance and charge fire segments).

3. Close Combat Group resolution: The First Player selects the first close combat group to resolve in the Close Combat segment. See Close combat rules.
4. Last Move: The First Player may reserve ONE formation to move after the opponent has moved all his formations. This occurs regardless of the difference between player number of formations.

Once a First Player is determined the Movement Phase Begins.

How to read a Statline

Before we start the movement phase, we need to know what elements can do (like how much they move, attack, etc. That is what we use a *Statline* for.

An elements Statline is made of several characteristics that define how an element behaves in combat.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	Power Fist [B] Ranged Weapons (Various)	- 25	- 3	- -1	[HQ1]

The table above represents a typical representation of how an elements Statline would look like. Each column denotes a specific characteristic and game purpose as follows:

1. Type: This will list the elements name as it will appear in game descriptions. When you see a number after the name in brackets that refers to the **PINNING CLASS** of the element.
 - a. Example: The default is not to have listed the pinning class unless the element possesses a pinning class greater than its type normally has. Elements have their pinning class noted in their respective army books.
2. Move: This states the elements **BASE MOVEMENT** in centimeters. An element is allowed to move up to this amount during the movement phase. The order given to the formation dictates how much of this movement can be used. Any Special Movement modes will also be listed here.
 - a. Example. The Decurion has a base movement of 10cms. The order given will determine what is the **TOTAL MOVEMENT** during the movement phase (not to be confused with base movement which is the elements Statline). On advance orders it would move up to 10cms (its base movement). On charge orders the total movement would be up to 20cms since the charge order allows twice the base movement. You cannot move at all on First Fire orders. The Decurion also has the Deep Strike [T] ability. See Movement Modes.
3. Armor Value [AV]: This is the target number the player must equal or surpass on a D10 roll.
 - a. Example: The Decurion has an Armor Value of 3+. Therefore, it must roll a 3 or more on a D10 to avoid being damaged. In some cases, the element will have an additional number in brackets that refer to an *invulnerable save*. See section on Abilities for information on invulnerable saves.
4. Close Combat Factor [CAF]: This is what each element uses when engaged in close combat. The **FIRST NUMBER BEFORE** the slash is the number of **ATTACK DICE** each element in

close combat will contribute to the melee. The **SECOND NUMBER AFTER** the slash is **THE SAVE MODIFIER [TSM]** applied to the opponents' armor save during close combat. For more details see the section on close combat.

- a. Example: The Decurion's CAF is 3/-3. This means that it has THREE attack dice to roll in close combat and any armor saves receive a -3 (TSM).
5. Weapons: This lists the weapons name and the next 3 columns (Range, AD and TSM) are these specific weapons stats. If a bracket is after the weapons name this means it has a special weapon trait (see weapon traits).
 - a. Range: This is the weapons' range in centimeters. The range can be expressed as a single number (which means there is no long-range bracket for this weapon), or it can be expressed as **TWO** numbers divided by a **SLASH**. The **FIRST NUMBER BEFORE** the slash is the **SHORT-RANGE** bracket and the **SECOND NUMBER AFTER** the slash is the **LONG-RANGE** bracket.
 - i. Example 1. The Decurion has a ranged weapon with a range of 25cms. It can target and attempt to hit targets within that range and a power fist with Blast [B] for close combat attacks.
 - ii. Example 2. A weapon such as a lascannon with a range expressed as 25/50 means the weapon has a short-range bracket of 25cms and a long-range bracket of up to 50cms. This means that targets greater than 25cms distance (26cms to 50cms) are considered LONG RANGE. In most cases long range fire is associated with a penalty to hit. See Range fire resolution section and related modifiers.
 - b. Attack Dice [AD]: This is how many attack dices you get to roll each time this weapon fires during an activation.
 - i. Example: The ranged weapon in this case has 3 attack dice.
 - c. To Save Modifier [TSM]: when an opposing element is hit and must make an Armor Save this is the penalty that weapon confers to that armor save.
 - i. Example: The ranged weapon confers a -3 modifier to the armor save of any opposing elements hit with this weapon (-3TSM).
6. Notes: This will list shorthand codes in brackets to any special abilities this element has. See section on abilities.
 - a. Example: The Decurion has the following ability: Level I commander [HQ I].

Movement Phase

Most movement of formations occur in the movement phase. Only Advance and Charge Orders permit movement during the movement phase. First fire formation may not move only turn in place, but can be activated, its order revealed (turning in place counts as an activation).

The Movement Phase has THREE segments:

1. Compulsory Move Segment: Formations will the fallback condition (See Morale rules) or being forced to move through a game effect move before all other formations. Once all such formations have been moved proceed to next segment.
2. Ground Movement Segment: All formation that are NOT Flier [F] move in this segment. Once all such formations have moved proceed to the next segment.

3. Flier Movement Segment. All formations with Flier [F] elements may move to targets. Once this segment ends the Movement Phase is over, proceed to Combat Phase.

Movement Activation

A player activates a formation by flipping its order counter order so his opponent may see it's eligible to move. Move the counter with the formation as it will keep track of when the formation can participate in the Combat Phase (see combat phase).

The First Player determines which player will activate a formation to move first. Once the first formation is activated players will alternate moving ONE formation at a time until all formations have been moved.

Once all eligible formations have been activated the Movement Phase ends.

Formation Coherency

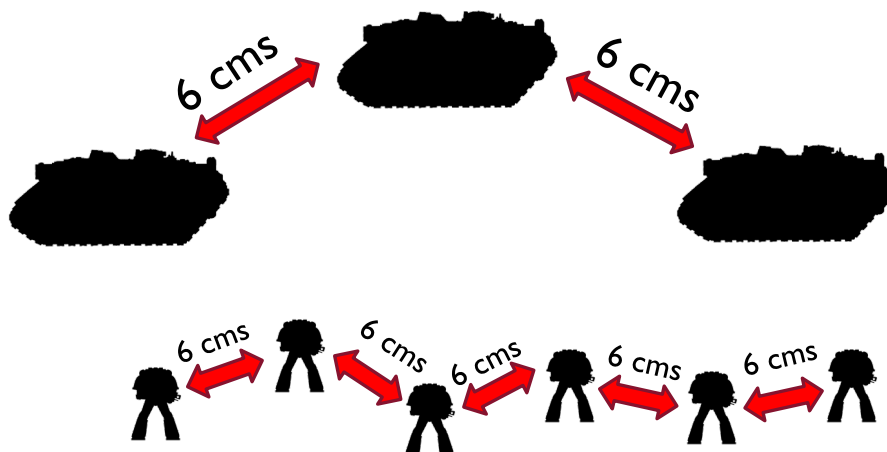
The elements within a formation cannot simply move in haphazard fashion. They must observe a coherency with other elements in its formation.

Formation coherency in ID is 6cms.

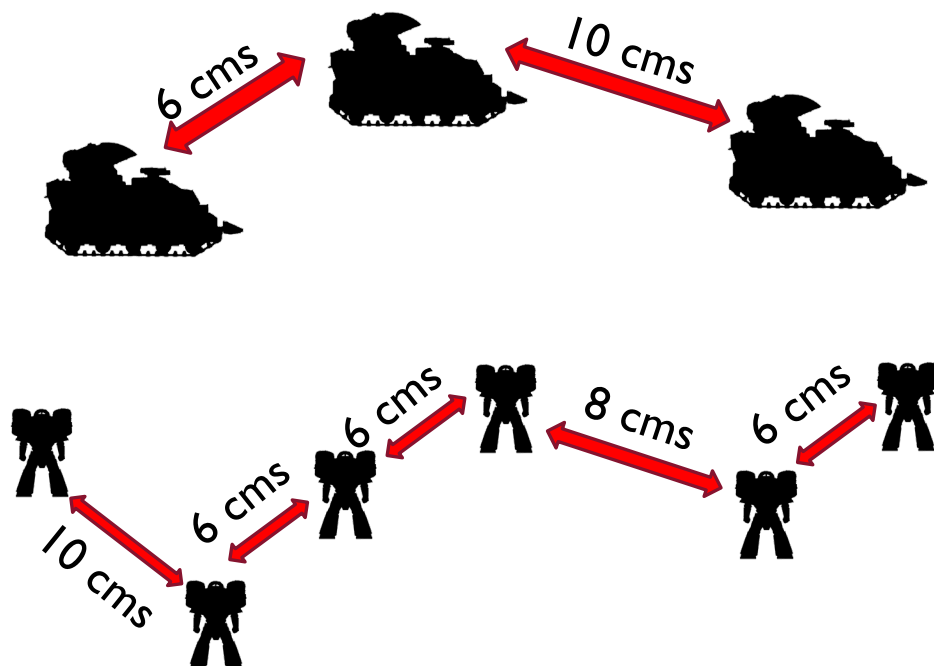
This means each element must be at least 6cms from another element in the same formation.

Every time a formation ends its move, formation coherency MUST be observed.

Formations on First Fire orders that have suffered eliminated elements do NOT have to re-establish coherency UNTIL the issue orders that allow them to move. At which point once their movement is ended, they must observe coherency rules.



These are examples of formations IN coherency.



These are examples of formations OUT of coherency.

Moving Through Formations

A player may always move a formation through a friendly formation. However, a player **MAY NOT** move a formation through any opponents formation. The only way to get that close to opposing formations is via close combat. See close combat rules.

Movement Modes

There are many ways to move across the battlefield. Several have specific rules related to those.

Deep Strike [T]



A formation with elements with the Deepstrike [T] ability can deploy via reserve movement through means such as teleportation, orbital insertion, tunneling or other means to any point of the battlefield as follows:

- I. On a successful reserve move (see reserve movement rules below) the player selects a point on the tabletop the formation will appear in.

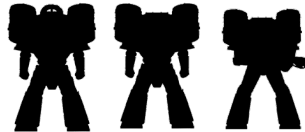
2. Once determined, roll 3d10 to see how far from the point of insertion the formation will appear on. You can use a d12 to determine in which direction the formation scatters (or a scatter die if you have one).
3. All elements of the formation must be within a 6cms radius of the scattered point of insertion.
4. If an element with the recon ability is within 25cms of the point of insertion, the scattering is reduced to 2D10.
5. Formations with elements with homing beacons eliminate scatterings within 25cms of such elements.

Fliers [F]



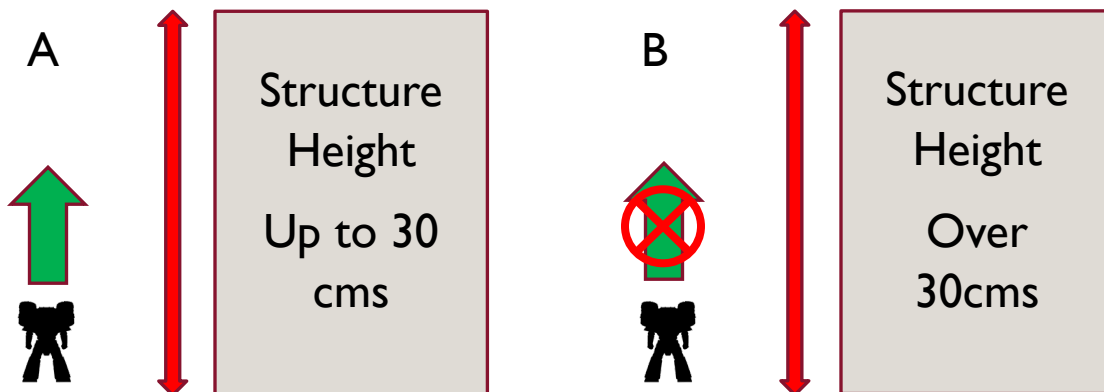
An element with the flier [F] ability may fly over terrain across the battlefield. Since they fly at high altitudes all ground elements may draw line of sight within range. See the section on Fliers for detailed information on game rule specifics on their use and movement.

Jump Packs [J]



Elements with Jump Packs [J] can do the following:

1. They move over terrain that would impose a movement penalty or restriction without hindrance.
2. Elements with jump packs may not end their movement in impassible terrain.
3. Elements with jump packs can be pinned in close combat by elements of their own pinning class or greater. They cannot be used to escape close combat. See Rules about pinning in its section below.
4. An element can only jump over a terrain features height no greater than its own charge movement.



For Example, an element with a charge move of 30cms can jump over a structure UP TO 30cms as indicated in diagram A. However, it CANNOT jump over a structure that is over 30cms in height as depicted in B.

The total charge move of the element determines the maximum height it can clear.

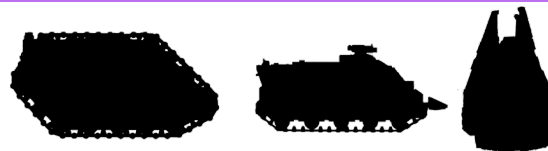
Skimmers [SK]



Skimmers [K] use anti-grav technology to travel above the ground. They have the following rules:

1. They move over terrain that would impose a movement penalty or restriction without hindrance.
2. Skimmers may not end their movement in impassible terrain.
3. They can make pop up attacks on First Fire Orders (see First Fire Order section).

Transports [TR]



Some Elements have the capacity to transport other elements within them. The transporting elements is limited to their own means of movement. Transport has the following rules:

1. **It will cost the transport AND transported elements 5cms of their BASE movement.**
 - a. Example: A Vehicle with a base move of 25cms is carrying several elements of infantry with a base movement of 10cms. When embarking or disembarking it cost both the vehicle and infantry elements within 5cms of its base move. Meaning its base move is now 20cms for the vehicle and 5cms for the infantry elements. This will affect their charge move since the base move is lower (40cms and 10cms respectively for vehicle and infantry)
2. Remember that transport are cards that are attached to other types of cards, but their formations receive their own orders and can act independently of each other. However, transport **MUST** stay within 25cms of the formations they transport. Does NOT apply to Flier elements.
3. Transported elements may begin the game already loaded onto transport.
4. Orders are issued to the transport as well as the transported formation (two total orders, 1 for each formation as per standard rules).
5. When activating a formation with transported elements during the movement phase it counts as **ONE** activation (even though it is carrying a formation within).
6. Embarking or disembarking may occur during any point of the transporting formations move (start or move, end or any point in between).

Tunnelers [TN]



Tunnelers [TN] represent and special mode with the following rules:

1. Tunnelers begin the game underground with their transported elements.
2. While underground they cannot be targeted directly or indirectly until they surface.
3. Due to slow speed, they have a -5cms movement penalty while on charge orders when surfaced.
4. If the tunneler surfaces under a structure, it must “attack” the structure as if it were in close combat (see close combat rules).
5. If the structure fails, it saves and takes enough damage to collapse it the tunneler must take an unmodified armor save to avoid damage from the falling debris.
6. If The structure does not take sufficient damage to collapse it the tunneler simply surfaces and its cargo may disembark.
7. When the tunneler can surface is determined by a reserve movement roll. See Reserve Movement section.

Pinning Classes

Pinning refers to an element’s ability to lock another element into close combat and hinder its efforts to leave such combat. Pinning class is dependent on size or mobility. The following pinning classes exist:

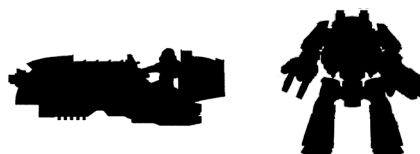
Infantry and Light Weapons [I]

This category encompasses most infantry elements and light support weapon platforms.



Cavalry and Walkers [2]

This category comprises all elements classified as cavalry and walkers (most dreadnaught sized elements).



Vehicles and Artillery [3]

The great majority of vehicles (that are not of the superheavy variety) and Artillery (mainly mechanized artillery, although it may apply to heavy static artillery as well) fall into this pinning class.



Superheavy Vehicles and Knights [4]

This category covers vehicles of great size as well as the largest type of walkers known as knights.



Titans and Praetorians

This class contains the largest elements in the game and represents either massive battle titans or vehicles the size of large structures.



Pinning Definitions

Pinning occurs if:

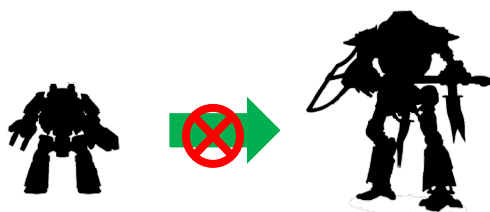
- I. An element with a pinning class (number in brackets) **EQUAL** to or **HIGHER** than the one the target element engaging it has.
 - a. Example:



The vehicle is pinning class three [3] and has engaged an infantry element of pinning class one [1]. Since the vehicles pin class of [3] is **HIGHER** than infantry is at [1], this means the infantry element **CANNOT** move away from the vehicle when it is activated in the movement phase and must stay in place (effectively losing its move). Thus, the vehicle has **PINNED** the infantry element.

2. An element with a pinning class is **LOWER** than the pinning class of the target element it has engaged.

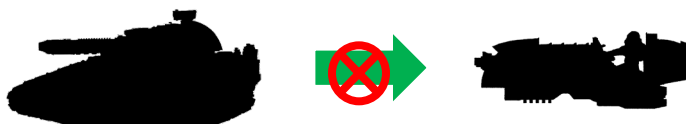
a. Example:



A Dreadnaught Element [2] has engaged a Knight element [4]. Since the pinning class of the Dreadnaught [2] is **LOWER** than the pinning class of the Knight [4], when the knight is activated to move it can **MOVE AWAY** from the dreadnaught if it so chooses. Thus, the Knight is **NOT PINNED** by the dreadnaught element.

3. Skimmers may **NOT** be pinned by non-skimmer elements.

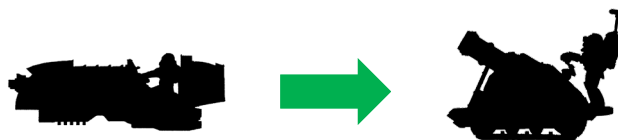
a. Example:



The superheavy element in this case is **NOT** a skimmer, therefore it **CANNOT** pin the Jetbike (skimmer), even though the skimmer in this case is a smaller pinning class than the superheavy element.

4. A Skimmer can itself pin another element that is a non-skimmer if it's of an **EQUAL** or **LOWER** pinning class (standard rules described above).

a. Example:



The Jetbike (cavalry pinning class [2]) **CAN** pin a support weapon platform since its pinning class [1].

5. A skimmer cannot pin another element that is a non-skimmer if it is of an **EQUAL** or **HIGHER** pinning class (standard rules described above).

Example: A Jetbike [2] cannot pin a superheavy vehicle [4] since it has a lower pinning class.



6. Skimmers can pin other skimmers based on pinning class (standard rules apply).
7. Non-skimmer elements of equal pinning class can pin each other.

Reserve Movement

Players in accordance with the scenario being used can opt to keep a certain amount of their forces in reserve. The following rules apply to such reserve formations:

1. Formations chosen by the player to be in reserve are not deployed to the tabletop. Keep them separate from formations on the battlefield.
2. Reserve formations are NOT given orders UNTIL they are successfully activated (see reserve activations below).
3. Activation of reserve formations occurs during the movement phase in the segment appropriate to what formation is being activated.
4. A player can select to activate a reserve formation instead of a formation already on the tabletop.
5. If a reserve formation is selected to be activated the player rolls on the Reserve Movement table to see if the activation was successful and apply to the roll any applicable modifiers (Modifiers table below):

Reserve Movement	
Successful Deployment	Parameters
8+	Formations of elements with the Tunneler [TN] ability on Turn 1, any formations deployed on table edges WITHIN opponents' deployment zone as defined by deployment map selected for play.
6+	Formations of elements with the Deep Strike [T] ability, any formations deployment on table edges bordering on No Man's land as defined by deployment map selected for play.
4+	Any formation deploying on table edges within the players' own deployment zone as defined by the deployment map selected for play.

Modifiers to Reserve Rolls	
Modifier	Parameters
-2	Formations with elements of pinning class [4] or [5].
-1	Vehicles deploying into terrain categorized as Rough Ground (See terrain rules section)
+1	Formation of elements with the skimmer [K] ability, designated as cavalry, or any formation deploying onto a terrain categorized as roads.

6. The player activating a reserve formation does not need to specify a table edge or part of the tabletop the formation will emerge from when making the roll. The roll itself will determine the options available for deployment.

- a. **Example 1:** A formation of tunnelers on turn one is activated for a reserve move. The roll is a 6. Since it may only deploy on turn 1 on a roll of 8, this formation has no other option than not being able to deploy that turn.
 - b. **Example 2:** A formation with the deepstrike ability makes a reserve movement roll and gets 5. Since you need a roll of 6 to use the deepstrike ability they may not deploy in this manner. However, the player can deploy through the table edges in his own deployment zone since you need a 4 or more for that option.
 - c. **Example 3:** A formation of vehicles held in reserve has gotten lucky and rolled a 10 on the reserve roll. This means he could choose any of the deployment options available. The player could deploy in the opponent's deployment zone table edges (roll of 8 or more), table edges in No Man's Land (roll of 6 or more) or his own deployment zone (roll of 4 or more).
 - d. **Example 4:** A formation of Knights held in reserve has rolled a 3. This is not successful for any option; thus, the formation of knights cannot reserve move this turn.
7. Regardless of success, a player may always choose to NOT deploy that turn OR not activate a formation in reserve that turn if he chooses. In the case the formation skips its chance to activate that turn this does not count as a movement phase activation.
 8. On a successful reserve movement roll the play selects the option for deployment that the formation is eligible for and places on the tabletop the formation (be it table edge or Deep Strike or any other method of deployment).
 9. Once the reserve formation is deployed the place must AT THAT MOMENT assign an order counter and move the formation (if an order that permits moving).
 10. If the roll is unsuccessful or the player decides to not deploy, the activation ends and passes to the opponent.

Rough Ground

Terrain is an important part of any game played. The ruleset does not strictly define terrain since players use a wide variety of terrain types. It is important, however, for both players to go over the terrain that is being used and decide where it is ROUGH GROUND or not. We make some recommendations below with associated rules, but it is always best for players to clearly make known what constitutes ROUGH GROUND for game purposes.

When a formation wants to move through a terrain feature determined to be rough ground the formation will roll a d10 from the table below and apply the result **each turn** it traverses such terrain.

Rough Ground Table	
Die Roll	Result
1-2	Hazardous Obstruction: The formation receives 1D5 hits at a -1TSM, formation is suppressed, and base movement is reduced to half (round up)
3-6	Major Obstruction: Formation is suppressed, and base movement is reduced to half (round up)
7-9	Obstacles Encountered: Base movement is reduced to half (round up)
10+	Safe Passage: By a stroke of luck, a quick route was found. May move at normal base rate (including charge move)

Rough Ground Check Modifiers

There are some circumstances which grant a bonus to the roll on the table above. These are:

1. Elements with more than 1 DR point (see combat phase section) gain a +1 bonus.
2. Elements with the Agile [AG] ability gain a +1 bonus.

Guidelines for Terrain Features

While we encourage players to establish themselves with what constitutes Rough Ground, here are some guidelines for what you could use.

Terrain Guidelines	
Terrain Feature	Guideline
Forests or Woods	Rough Ground, elements designated as vehicles receive -1 penalty to rough ground checks
Marshes or Swamps	Rough Ground, elements designated as vehicles receive -2 penalty to rough ground checks
Razor Wire or similar	Rough Ground, Adds +2 DR and +1 AV to adjacent fortifications. Opposing Infantry formations receive -2 penalty to rough ground checks. Recommended Size: 30x3cms.
Dragons Teeth or similar barricade	Rough Ground, Adds +2 DR and +1 AV to adjacent fortifications. Opposing Vehicle formations receive -2 penalty to rough ground checks. Recommended Size: 30x2cms.
Minefields or similar	Any formation crossing the minefield on advance orders is hit 1D5 times at -2TSM. This increases to 1D10 when on charge orders. Recommended Size: 30x5cms
Trenches, rubble or similar	Rough Ground
Small Rivers	Rough Ground to all elements except Titans and Praetorians
Large Rivers or Lakes	Impassible to all elements unless amphibious
Roads	Formation gains +5cms to base movement if on foot, +10cms if a vehicle with wheels or tracks. Does not apply to skimmers
Elevations or Cliffs	Impassible to all except infantry. In which case it is rough ground. -1cm to base move for every 2cms of elevation. If base movement reaches zero due to height it may not climb. This does not apply to skimmers.

Structures like buildings or fortifications are covered in their own section (See Structures).

Suppression Removal Phase

The players attempt to remove suppression from affected formations this turn.

1. Starting with the First Player, each player alternates by selecting one formation to attempt to remove suppression from it.
2. Any formation that currently possesses the suppression condition may be selected.

3. Once a formation with the suppression condition is selected the player rolls a 1D10 to make a *morale test*. (See section on Morale)
4. If the morale check is success the suppression condition is removed, and the formation is no longer suppressed.
5. If the morale check is failed the formation remains with the suppression condition.
6. Once all formations that had the suppression condition have made their morale checks the suppression phase ends. Continue with the Combat Phase.

Combat Phase

The Combat Phase encompasses all the firing and close combat that occurs in a game. The Combat Phase is divided into the following segments:

1. First Fire Shooting segment: Players alternate activating and resolving range combat from formations with the first fire order.
2. Close Combat segment: Players resolve formations engaged in close combat.
3. Advance Fire segment: Players alternate activating and resolving ranged combat from formation with the advance order.
4. Charge Fire segment: Players alternate activating and resolving ranged combat from formation with the Charge order.

Once all charge fire segment ends proceed to the End Phase (see end phase section).

First Fire Segment

The formation must have **First Fire Orders** to perform ranged attacks in this segment. Players will then:

1. The First Player begins this segment by selecting ONE formation on First Fire Orders. Then each player will alternate by selecting one formation.
2. As per the First Fire Order rules a player may select to hold their fire until the advance fire segment. If the player chooses this option, the formation MAY NOT fire in this segment (only the later advance fire segment)
3. Formations on First Fire Orders that selected the option to overwatch fire in the movement phase count as having been activated and may NOT fire in this segment (or any other since they attacked in the movement phase).
4. Once a formation is selected the player will resolve ALL ranged attacks by ALL elements within the selected formation. **See section on ranged fire resolution.**
5. When both players have selected all formations with First Fire orders (alternating one formation at a time between both players), the first fire segment ends.
6. Once the First Fire segment ends move to the Close Combat Segment.

Close Combat Segment

A formation on any type of order (or no orders) can participate in close combat when engaged. However, **ONLY** formations on **CHARGE ORDERS** may initiate close combat by moving and engaging opposing formations. During this segment players will:

1. The First Player will select the first *close combat group* to resolve close combat. **See Close Combat resolution section.**
2. Once the first close combat group is resolved players will alternate between each other selecting one group and resolving close combat.
3. Once all close combat groups are resolved the close combat segment ends.
4. Once the Close Combat segment ends move to the Advance Fire segment.

Advance Fire Segment

A formation must have the **Advance Order or First Fire Orders** and have selected the “hold fire” option to make ranged attacks this segment. Players will then:

1. Starting with the First Player select one formation on advance orders to resolve ranged attacks.
2. Alternate with opponent selecting ONE formation on advance orders to resolve ranged attacks. **See Ranged Fire resolution section.**
3. Once both players have selected all formations and have resolved their ranged attacks the advance fire segment ends.
4. Once the Advance Fire segment ends move to the Charge Fire segment.

Charge Fire Segment

A formation must have the **Charge Order** to make ranged attacks this segment. Players will then:

1. Starting with the First Player select one formation on charge orders to resolve ranged attacks.
2. Alternate with opponent selecting ONE formation on charge orders to resolve ranged attacks. **See Ranged Fire resolution section.**
3. Once both players have selected all formations and have resolved their ranged attacks the advance fire segment ends.
4. Once the Advance Fire segment ends move to the Charge Fire segment.
5. Formations on Charge Orders that initiate close combat (move and engage opposing formations in close combat) may **NOT** fire in this segment.

Ranged Fire Resolution

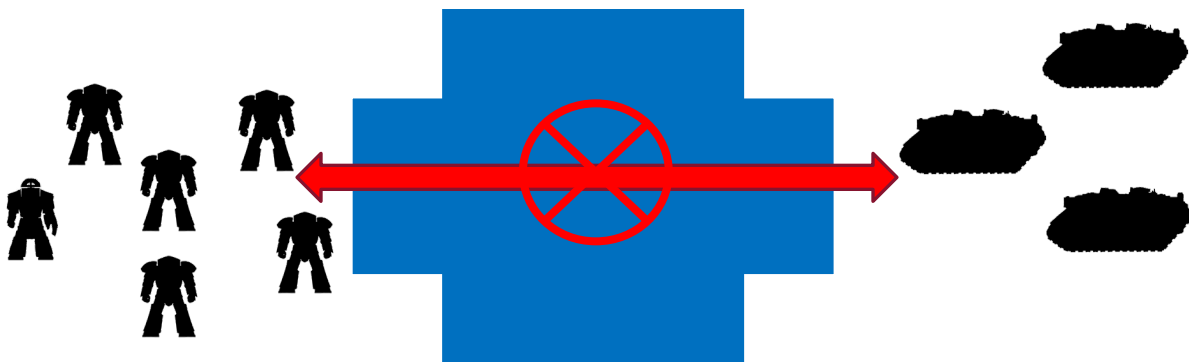
This section covers the actual mechanics on how players will perform ranged attacks and how they are resolved. The section also covers important concepts related to ranged attack resolution.

Line of Sight (LOS)

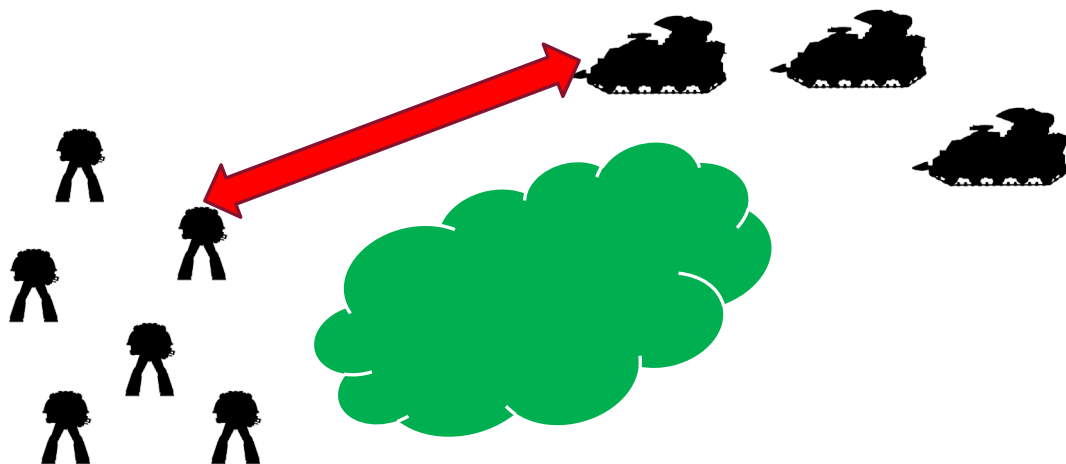
Once a player has selected a formation to perform a ranged attack the first question to be answered is: “Can I see the target?”. The process of determining this is known as determining *Line of Sight*.

There are many ways to determine LOS in a practical manner. You can crouch and take the formations view, use a tape measure or even a laser pointer. The actual method is left to the player. The important thing to remember is that certain terrain features will either obstruct or block line or sight. During a game you may encounter these situations:

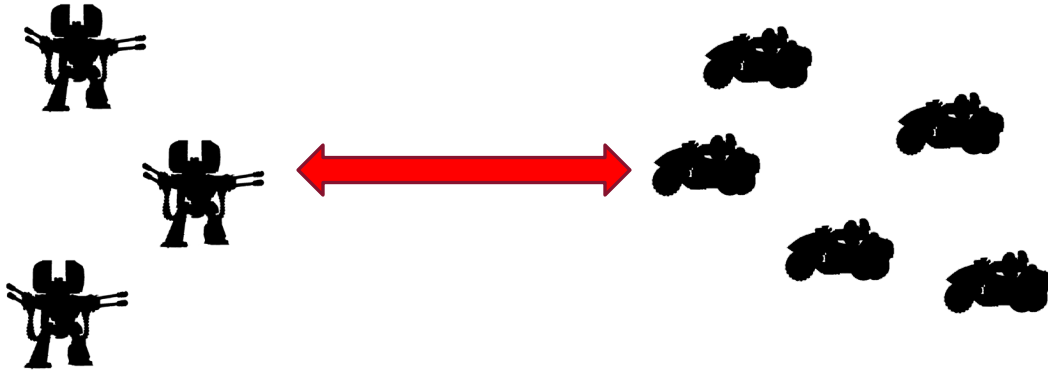
1. Line of Sight is blocked by terrain feature. In the diagram below the two opposing formations are completely obscured by the structure between them. No element of the formation of either side can see any elements from the other. In this case there is **NO LOS** therefore, **NEITHER** formation can select by the other as a target for ranged attacks.



2. Line of Sight is partially blocked by a terrain feature. In the diagram below there is a wooded area between the two formations. However, some of the formation's elements can be seen by each side, although not all of them. In this case **LOS is PARTIALLY BLOCKED**. Each player **CAN** target each other's formation but may only make ranged attacks against elements it can see (has LOS too). The elements that cannot be seen cannot receive range attacks because they don't have LOS to them.



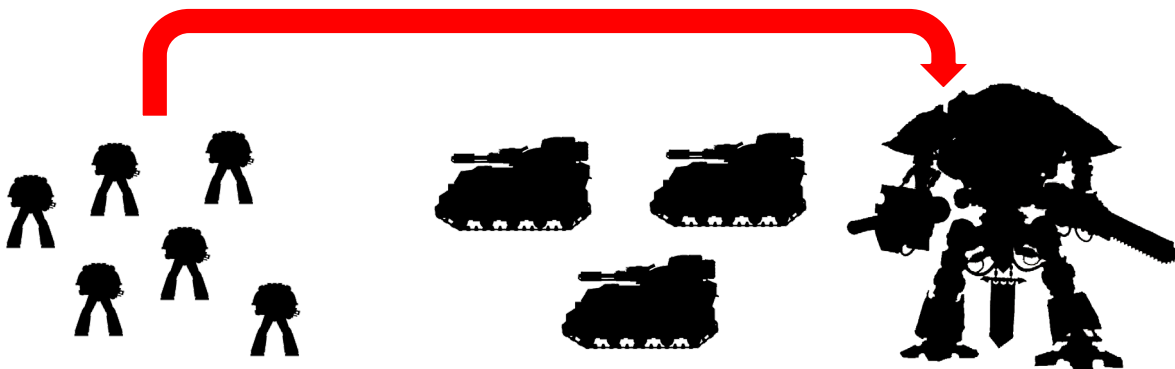
3. Line of Sight is unobstructed. A common occurrence is where there are no nearby terrain features or the LOS between both formation is clear of intervening structures (like between two structures for example). In this case both formations have LOS too all elements in both formations. Either formation may select and perform ranged attacks on each other.



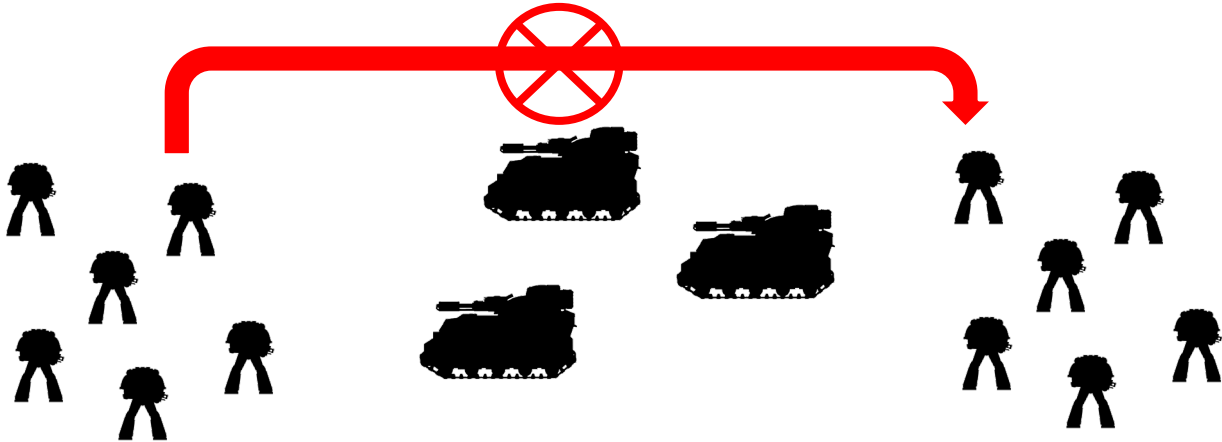
LOS and Pinning Class

On occasion you may find that LOS goes through a FORMATION and not through a terrain feature. A formation may perform ranged attacks through an intervening formation (friend or foe) under the following circumstances:

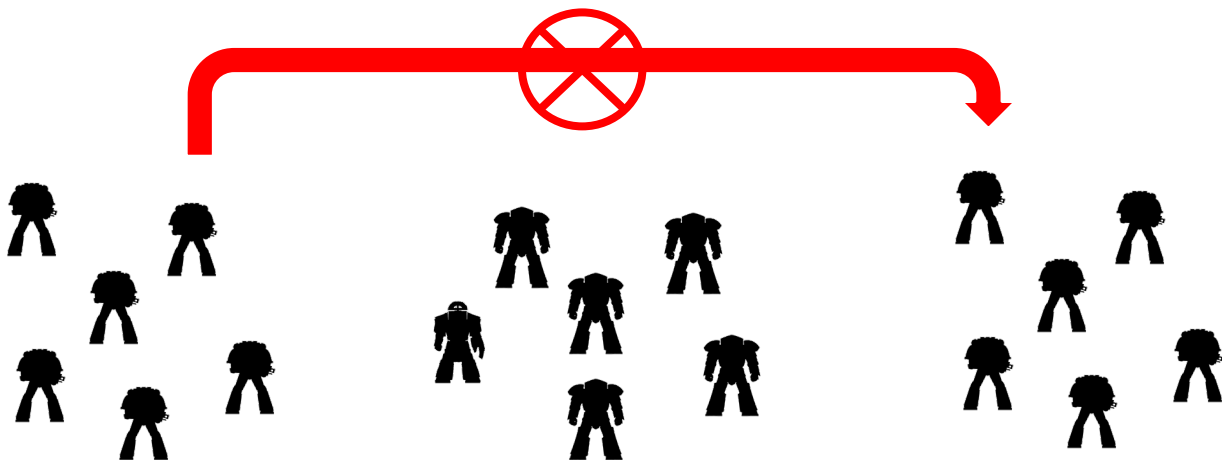
1. The pinning class of the **TARGET** formation is **HIGHER** than the pinning class of the formation between the formation performing the ranged attack and the target formation.
 - a. Example 1: In the diagram below the infantry formation has a pinning class of [1], the vehicle formation [3] and the knight formation [4]. Since the knight has a **HIGHER** pinning class than the vehicles (the formation between them), the infantry formation **CAN** perform ranged attacks against the knight formation.



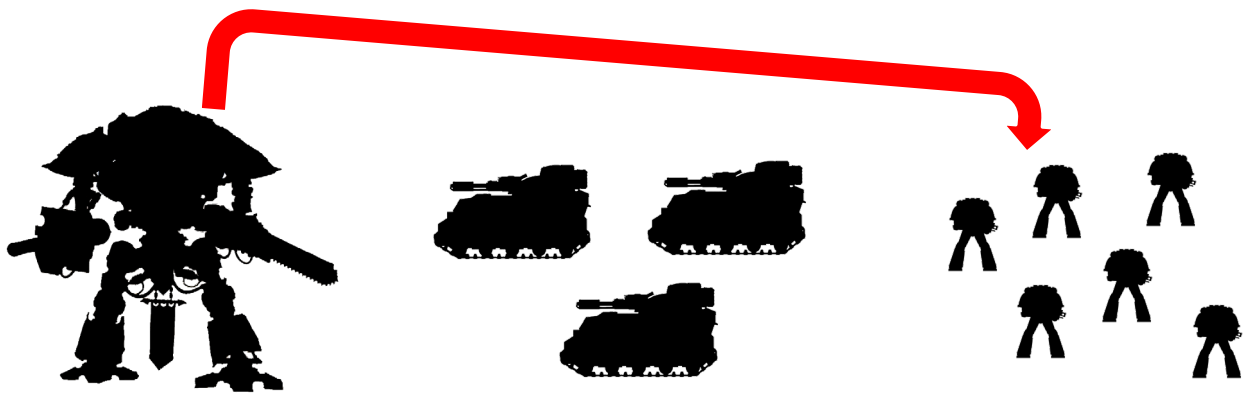
- b. Example 2: In the diagram below both infantry formations have a pinning class of [1]. The vehicle formation in between them is [3]. Neither infantry formation can target each other for ranged attacks since the formation between them is **HIGHER** than the pinning class of the target. Therefore, they may **NOT** perform ranged attacks on each other since in effect the vehicle formation blocks LOS of each other.



- c. Example 3: In the diagram below all formations are the same pinning class (infantry [1]). The infantry formations on the opposite end cannot perform ranged attacks on each other because neither is of a **HIGHER** pinning class than the infantry formation in the middle. LOS is block since they cannot see each other.



2. The Pinning Class of the formation **performing the ranged attacks** is **HIGHER** than the pinning class of the intervening formation from the target formation. In essence it's the reverse situation mention in "1" above.
 - a. Example: In this case the knight [4] can perform ranged attacks against the infantry formation [1] since its pinning class is **HIGHER** than that of the intervening vehicle formation [3]. It can "see" over the vehicles to fire at the infantry.

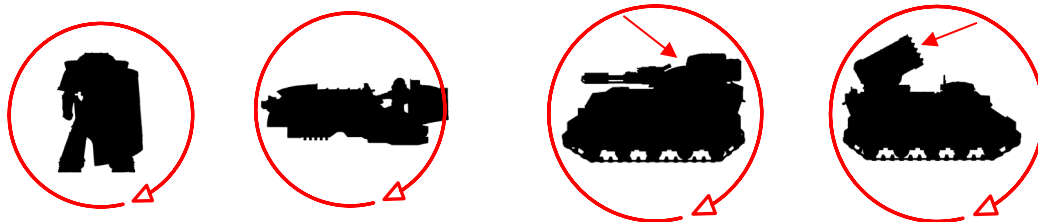


Firing Arc

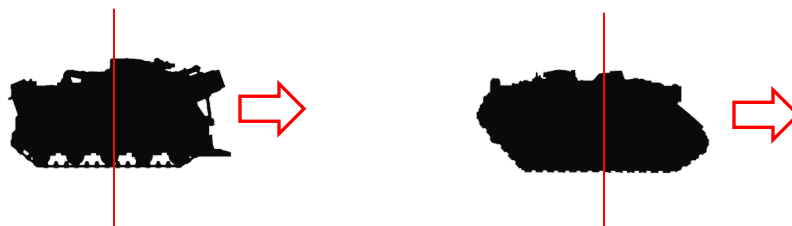
Once LOS is determined (and exists) the player must now determine whether the weapons the formation has can be brought to bear. This is known as *firing arc*.

There are two main firing arcs:

1. 360 degrees arc (all around fire): This applies to weapons on infantry and cavalry type elements; weapons mounted on turrets (in case of vehicles) and weapons with the Anti-aircraft [AA] trait.



2. All other elements and weapon systems have a 180-degree forward firing arc.



3. Certain abilities or traits may specify a different firing arc. If such a circumstance exists apply the one described instead.

Ranged Attacks Procedure

Once LOS and Fire Arc to a target formation have been established it is time to determine the results of the attack. Ranged attacks follow these steps:

1. Determine range to target(s). First the player needs to check if the selected target(s) elements/formations(s) are within range of the weapon(s) being used. The player is allowed to premeasure distances and may re-select a target if one is not in range.
2. Determine range bracket. If the selected target is within weapons range determine if it's within the weapons short-range or long-range bracket. Targets within the LONG-RANGE bracket of a weapon receive a **-1 penalty to hit**.
3. Determine the total amount of attack dice the formation has for the weapon being used for the attack. Use the attack dice [AD] column of the elements Statline to see how many dice each element in a formation has for that weapon and add them all together for the total amount of dice to be rolled by that weapon for ranged attacks.
 - a. Example: We'll use the Statline below to describe this step.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Predator Destructor	25	3+	2/-2	Predator Cannon	25/50	2	-2	
				Anti-Personnel	25	5	-1	

The player has activated the formation of 3 Predator Destructor Tanks. As shown in the Statline above this element has 2 weapon systems that it may use for ranged fire. The Predator cannon has 2 AD, and the anti-personnel weapons have 5 AD. This means the formation can roll a total of 6 AD for the Predator Cannon and 15 AD for the anti-personnel weapon.



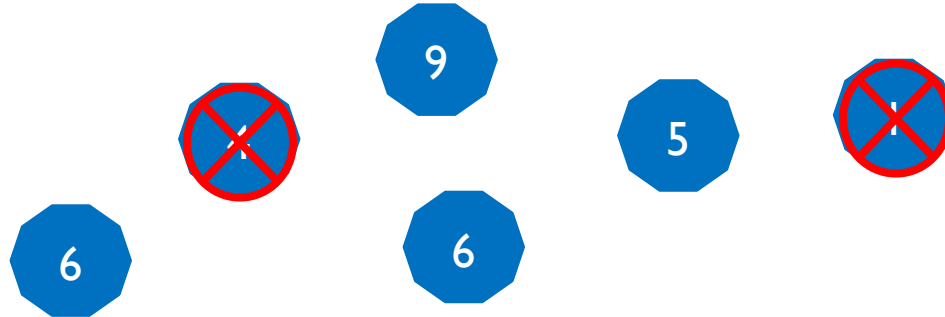
Predator Cannon: 2AD + 2AD + 2AD = 6AD

Anti-personnel: 5AD + 5AD + 5AD = 15AD

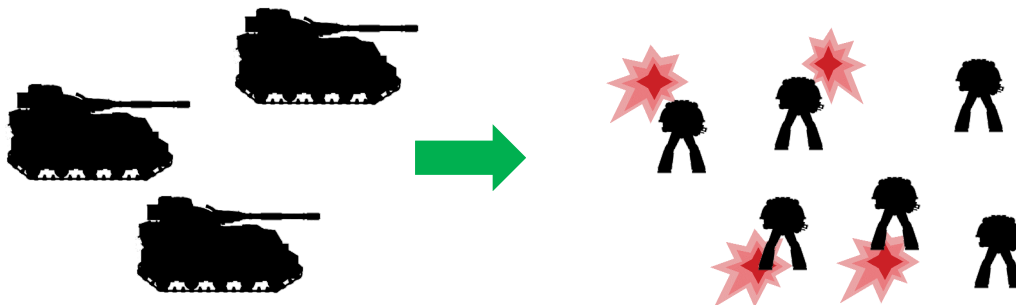
You can either roll and resolve each weapon system the formation will fire one at a time OR if available use color coded dice (a different color for each weapon system to be used) and roll all the dice all at once. Either method is fine.

4. Once you have determined the total number of attack dice for a given weapon to be used for to-hit with all those dice. The **TO-HIT TARGET NUMBER** is specific to the faction the player is using. This target number is listed in the army book that covers your chosen faction.

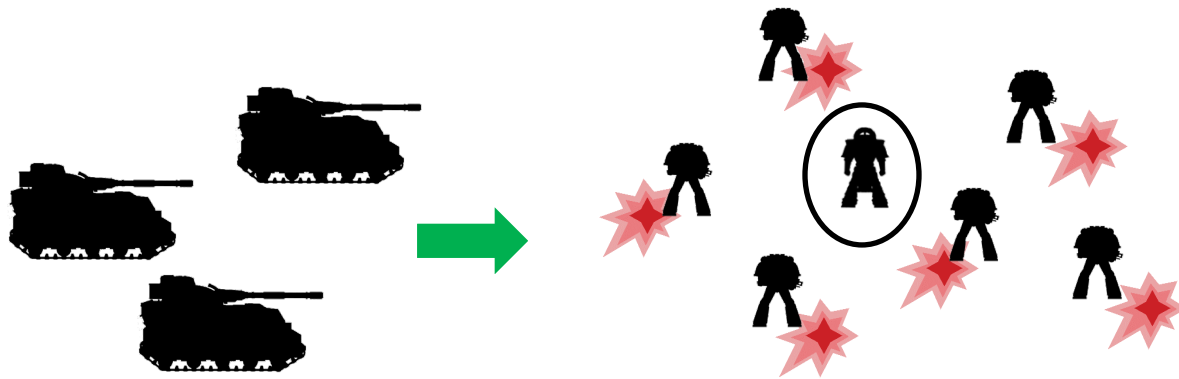
- a. Example: The to-hit target number for a successful roll in the case of our example is 5+. Every die that rolls a modified 5+ scores a hit. The player rolls 6 AD for the predator cannon and rolls a 1, 4, 5, 6, 6, 9. Since the target number is 5+ only rolls of 5 or greater count as hits. The player in this case scores 4 hits.



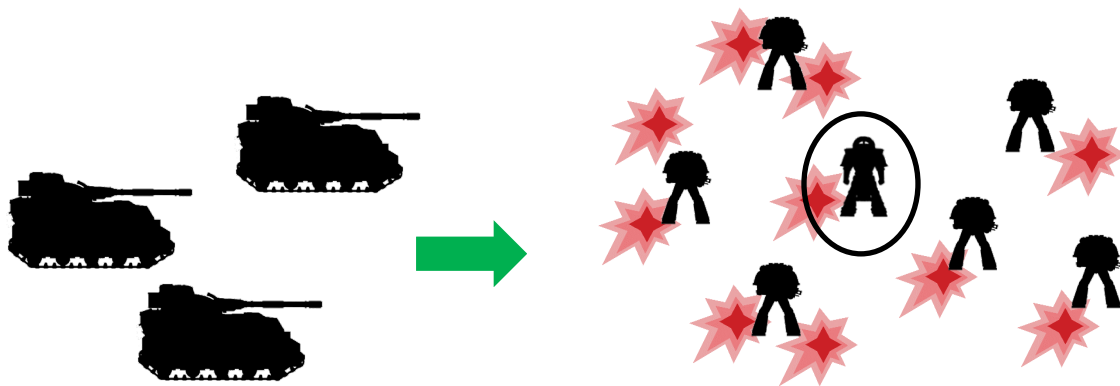
5. Once the total number of hits has been determined the shooting player must assign those hits to the target formation as follows:
- Allocate hit from **FRONT** to **BACK**. Assign hits from to the elements in the target formation closest to the firing formation to those that are farthest away (front to back).
 - IF there are elements that possess the command ability [HQ], those elements are assigned hits **LAST** after all non-command elements have been assigned hits.
 - When all the elements in the target formation have been assigned 1 hit, any additional dice may be assigned to elements with already one hit in the same fashion as the first one (front to back).
 - Example 1: The hit scored are now assigned to elements within the target formation starting with the closest one to the firing formation. The 4 closest elements are assigned the hits in this case.



- Example 2: Let us say instead that 5 hits were scored, and the command element was closer to the firing formation, but since it was a command element, it can only be assigned hits, last. Since they are 5 hits and the command element is the 6 one, it would not receive any hits, even though it was closer than farther non-command elements.



- iii. Example 3: In this example let us say the 15 AD of anti-personnel weapons were used and rolled 9 hits. Since 9 surpasses the total amount of elements the target formation has (6) each would get one hit (including the command element since it receives hits last it would get the 6th hit). However, there are 3 more hits to assign for the total of 8 hits scored. The remaining 2 hits are assigned in the standard manner front to back. Although the command element is closer than other non-command elements, it cannot take a second hit since it always takes the last one (you would need 12 hits to assign 2 to the command element).



6. Note that a firing formation can divide its attack dice to more than one target formation, but this reduces the chances of hitting and damage since you're dividing the available total. The player may divide the available attack dice amongst eligible target formations as needed. The procedure mentioned above remains the same in this case.
7. Once all AD from all weapons from the activated formation have been rolled and hits assigned, remove its order counter to show it has been activated that turn (it can no longer fire again during the current turn) and then proceed to determine any damage from those hits. **See Damage Resolution section.**

Common To-Hit Modifiers

Since rolling to-hit is something you will do often here is a list of the most common ones.

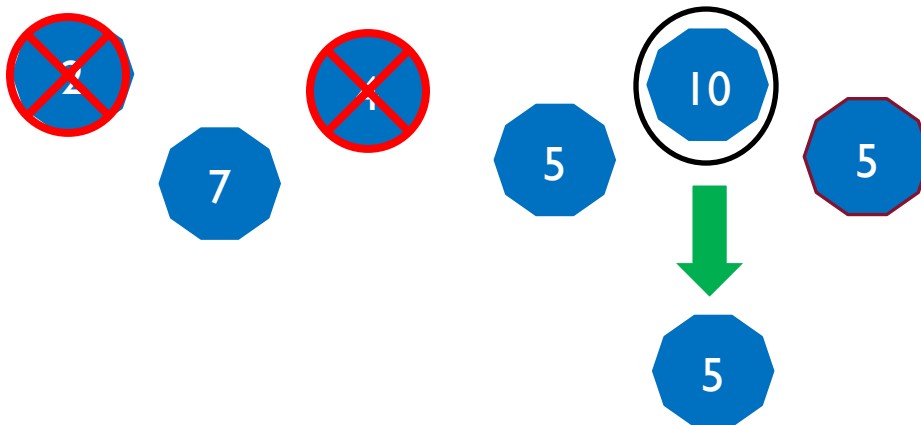
Common To-Hit Modifiers	
Type	Modifier
Formation has Charge Order	-1
Targeting a Formation on Charge Orders	-1
Firing weapons in Long-Range Bracket	-1
Formation is suppressed	-1
Target Formation is in Cover	-1

While all modifiers in Imperius Dominatus are cumulative remember the rule of twos. No bonus or penalty is ever greater than +2/-2.

Artillery Ranged Attacks

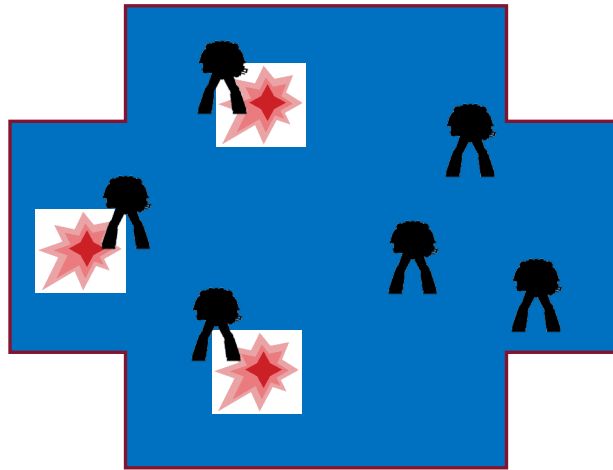
Weapons that have the artillery Trait [AY] resolve range fire like all other weapons; however, they have a few additional advantages standard ranged fire does not have. They are:

1. Indirect LOS: Like any other weapon the artillery elements need to have LOS to the target. However, artillery elements can use the LOS of another element if that element has the **RECON** [R] ability. In this case the artillery can use the LOS of the recon element instead of its own.
2. Artillery elements follow the standard procedure to resolve ranged fire, however on a natural to-hit of "10" the player gains a bonus attack die [AD] that can be rolled immediately to obtain more hits.
 - a. Example: The diagram below shows that the player rolled a 2, 4, 5, 5, 7 and 10. The to-hit target number is 5+, the player scored 4 hits. One of the hits is a natural 10 therefore, the players gain an additional die and roll a 5. This is another hit for a total amount of 5 hits. If the bonus roll was a 10 it would gain another bonus die. The attack die rolling stops when no more natural 10's are rolled.

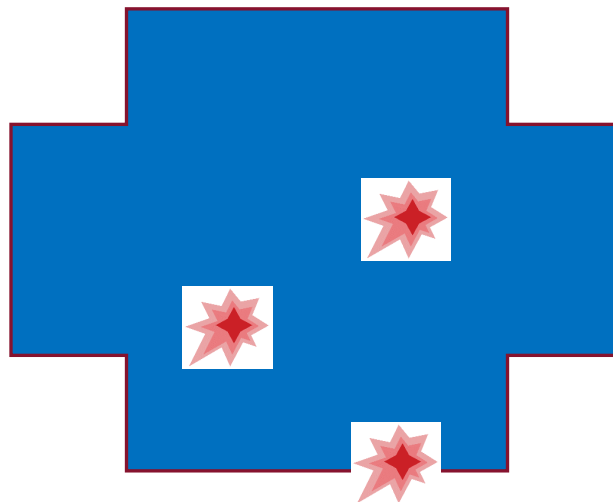


3. Weapons with the Artillery [AY] ability can damage structures (See section on structures for more information). When such an element with this weapon is attempting ranged attacks versus formations and elements within a structure follow the standard ranged attack procedure, however, IF hits are scored on the elements within **the STRUCTURE WILL RECEIVE AN EQUAL AMOUNT OF HITS.**

- a. Example 1: There are 6 elements in a formation within a structure. They have been assigned 3 hits. Therefore, the structure **ALSO RECEIVES 3 hits.** Once all hits have been determined proceed to damage resolution. See damage resolution section.



- b. Example 2: In the case of an empty structure being targeted follow the standard ranged fire procedure and hits are all allocated to the empty structure. In this case 3 hits would simply be assigned to the structure as if it were a formation of 1 element.



4. Weapons with the artillery trait [AY] when engaging in ranged attacks can only use that elements attack dice [AD] against **ONE** formation (it may NOT split its [AD]).
- a. Example: A formation of 3 elements with artillery weapons [AY] can use their [AD] versus up to 3 different formations (each elements [AD] can only target one formation).

Damage Resolution

Once the dice are rolled and hits are assigned it is time to find how much damage has been inflicted on the target formation. This section will cover the damage resolution procedure as well as important concepts related to it.

Damage Rating [DR]

1. *Damage Rating [DR]* is the term used to describe how many points of health, wounds, structure, etc. an element has. **The default number of damage ratings for all elements is ONE [DR1]**. Only when an element has more than one damage rating [DR] point will an entry in the note section of the Statline appear showing how many DR points it has.
 - a. Example 1: The Statline below shows no DR designation in the notes section, therefore it has the default [DR1] (one damage rating point).

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ I], [MB], [V]

- b. Example 2: The Statline below shows a damage rating in the notes section. In this case the damage rating is 4 [DR4].

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Fellblade super-heavy tank	15	2+	5/-4	Twin linked Accelerator Cannon	*Select one below			[DR4]
				*HE Shell [Dmg+1]	50/100	2x B3	-2	
				*AP Shell [Dmg+1]	50/100	B0	-4	
				Quad Lascannon	25/50	8TL4	-3	
				Anti-Personnel	25	8	-1	
				Demolisher Siege Cannon [Dmg+1, Str+2]	25/50	B2	-4	

2. Once any element **reaches ZERO damage rating** the element is eliminated from play and removed.
3. Elements with more than one damage rating point suffer no degraded performance when taking DR point loss until the element reaches zero DR in which case it is removed from play.

Damage Resolution Procedure

Once all hits have been assigned each element that was hit will follow this procedure:

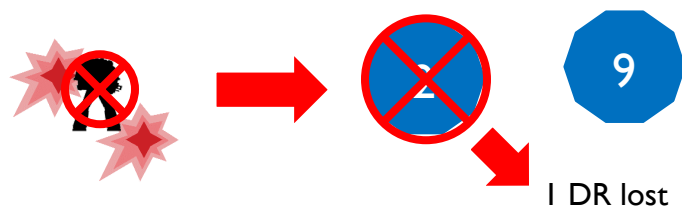
1. Roll an armor save for **EACH** hit the element has received using the elements **ARMOR VALUE [AV]**. This number is the target number for a successful armor save. The roll needs to be **EQUAL OR GREATER** than the AV to succeed.
 - a. Example: Use the Armor Value [AV] column number as the target number to make an armor save. A modified roll of 5 or greater will be a successful armor save.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tactical	10	5+	1/-1	Bolter	25	2	0	

2. The armor save roll is **MODIFIED** by the **WEAPONS TO SAVE MODIFIER [TSM]** that scored EACH hit. Note that although the resolution mechanic is done through a modifier to the armor save (for ease of play) it **DOES NOT** count for the purposes of the rule of twos. Since TSM is a measure of weapon armor penetration power and not a true modifier.
 - a. Example: The tactical marine element in the Statline above [AV5] is hit by heavy weapons from the firing formations elements. The heavy weapons save modifier is -3 [-3TSM] (as seen in Statline below). This means the marine elements armor save rolls receive a -3 penalty therefore, a roll of 8+ is needed for a successful armor save.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Heavy Support	10	5+	1/-1	Heavy weapons	25/50	3	-3	

3. Every **FAILED** armor saves; the target element loses **ONE DAMAGE RATING** point. See Weapon Trait section for weapons with additional damage capabilities). An element that drops to **ZERO** damage rating points is considered destroyed and removed from play.
 - a. Example: the tactical marine element above is hit twice by heavy weapons fire. The marine elements must make **TWO** armor saves (2 hits) with a modifier of -3 (-3TSM from heavy weapons). The armor save rolls are 9 and 2. The marine element fails one armor save and loses 1 DR point. Since it only has one DR point (default amount per element) it has been reduced to zero damage rating and is destroyed and removed from play.

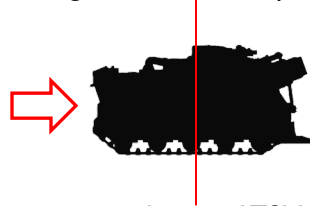


4. Once all armor saves for that weapon used for ranged attacks are done, either repeat the process for additional weapon systems from the activated firing formation or if all weapons fire from the firing formation has been resolved that firing formation turn is over and now the opponent activates a formation and repeat the ranged and damage procedure for that formation (and so forth).

Common Damage Resolution Modifiers

One situation players will encounter is taking fire from the rear arc of an element. The following rules apply:

1. Rear fire damage resolution modifiers only apply to elements of pin class [2] or higher. Infantry [1] does not have a "rear" thus this modifier does not apply to these elements. Some abilities may extend this invulnerability to rear fire, see each elements in their army book for such entries.
2. Rear arc is defined as 180 degrees to the BACK of an element.
 - a. Example: The incoming fire to the rear part of the element in the diagram



3. Rear fire to eligible elements gains a bonus -1TSM that stacks to the weapons base TSM value.
 - a. Example: The heavy weapon in the example above has a base -3TSM. If these shots go through and eligible elements rear the TSM increased to -4TSM (-3TSM base + -1TSM rear fire bonus).

Damage Resolution and Transported Elements

Players will encounter situations where a loaded transport element is hit and suffers damage. The following rules apply in this case:

1. All hits from incoming fire to a formation with loaded transport can **ONLY** be assigned to the transport **NEVER** its cargo.
2. When a loaded transport element fails an armor save and its damage rating is reduced to ZERO (removed from play), the elements within must now make armor saves at the same TSM the weapon that hit and destroyed it has.
3. The transported elements in this case can choose to use their own AV or that of the transport, whichever is better for the purposes of this save alone.
4. Surviving elements are placed within 5cms of the destroyed transport and keep the orders they were given in the order phase.

Weapon Traits

The default assumption is that a weapon will cause 1DR point of damage on a failed save or that a weapons base TSM value is a static value. The game provides several traits for weapons that change these parameters, and these are their descriptions:

- I. A **weapon trait** is expressed as a shorthand letter code in brackets next to the weapons name on the Stateline.
 - a. Example: In the Statline below the Arcus Launcher has 2 weapon traits within the brackets; Ignore cover [IC] and Anti-aircraft [AA] traits.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sicaran Arcus Strike	30	3+	2/-2	Arcus Launcher [IC, AA]	25/50	2	-2	
				Anti-personnel [AP]	25	2	-1	

Anti-aircraft [AA]

Elements with this trait may perform ranged fire against elements with the Flier [F] ability. Anti-aircraft weapons are usually mounted on turrets and therefore have 360-degree arc of fire. See section on flier for more information on [AA] ranged fire.

Anti-personnel [AP]

Weapons with this trait may use the Overwatch Fire option as if the formation were on First Fire orders regardless of the actual order it was given. When this option is used ALL elements with [AP] weapons in the formation must perform Overwatch Fire. If an element has multiple weapons systems (non-[AP]) those must fire in the segment allotted by their given order.

- I. Example: A Predator formation on advance orders decides to use the overwatch fire option for its [AP] weapons during the movement phase. After resolving the ranged overwatch attack use an overwatch counter to highlight that the formation has already fired those [AP] weapons. Keep the Overwatch counter with the normal order counter to remind you that the [AP] weapons already fired this turn and that its remaining weapons (non-[AP] weapons) may ONLY FIRE in the segment according to its order. Once the predator cannon performs ranged attacks in the advance phase remove both counters and the formation has completed its action for this turn.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Predator Destructor	25	3+	2/-2	Predator Cannon	25/50	2	-2	
				Anti-Personnel [AP]	25	5	-1	



Artillery [AY]

Weapons with the artillery [AY] trait gain sever benefits that standard ranged fire does not:

1. May trace LOS from a friendly element with the recon [R] ability.
2. On a natural to-hit roll of 10 gain an additional AD per every such roll (applies to the bonus dice as well, this is known as the “exploding dice mechanic”).
3. Artillery’s range attacks can damage structures.
4. Weapons with the artillery [AY] traits may NOT overwatch fire.
5. See Artillery range attack procedure for more details.

Assault [A]

Weapons with this trait can:

1. Ignore the penalty to-hit for making ranged attacks on charge orders.
2. All other restrictions or benefits remain in place for being on charge orders.
 - a. Example: An element whose formation is on charge orders has a weapon with the assault [A] trait. It’s to-hit target number is 5+, Normally charge orders impose a -1 to hit while on charge orders needing a 6+ for a successful hit. However, in this case the weapon with the assault trait IGNORES the -1 to-hit penalty, therefore the to-hit number remains a 5+ (barring other modifiers in play).

Blast [B]

Weapons with the Blast [B] trait can:

1. They are ranged attacks that can damage structures.

2. The number next to the notation “B” refers to how many DR points a structure loses on a failed armor save.
 - a. Example: A weapon with [B2] means that on a failed armor save the target structure loses 2 DR points. A weapon with [B] means the structure loses 1 DR point on a failed armor save.
3. **Unlike** weapons with the artillery trait [AY], weapons with the blast [B] trait **CANNOT**:
 - a. Use elements with the recon ability [R] to determine LOS. It is a direct fire weapon that **MUST** use its own LOS for range fire resolution.
 - b. Natural to-hit rolls of 10 **DO NOT** grant bonus attack dice.

Destroyer [D]

Weapons with the Destroyer [D] trait have the following characteristics:

1. Weapons capable of causing more than a single DR point per failed armor save. The number next to the notation [D] is the number of DR points lost by a target element that fails an armor save when a weapon with this trait is used.
 - a. Example: A weapon with [D3] means that on a failed armor save the target element loses THREE DR points.
2. On a natural to-hit roll of 10 a destroyer weapon adds +1 DR points of damage on a failed Armor Save.
 - a. Example: A target is hit with a D2 weapon and player has rolled a 10. If the armor save is failed the target receives THREE DR points of damage (the normal 2 plus a bonus of +1 due to the natural 10 to hit roll).
3. Weapons with the [D] trait ignore **invulnerable saves and the Reinforced Armor [RA] ability**. See Section on invulnerable saves and abilities.

Flamer Weapon [FW]

Weapons with the Flamer Weapon [FW] trait have these characteristics:

1. A bonus of +1 to-hit on range attack rolls.
2. Ranged attacks **ignore cover [IC]**. See section on Cover.
3. Flamer weapons [FW] can set structures on fire. See Structures for more information.
4. Flamer weapons [FW] ignore the penalty to-hit when formation is on charge orders.
 - a. Example: A formation on charge orders has a to-hit target number of 5+. When firing in the charge fire segment one of its elements has a flamer weapon [FW] and makes a ranged attack. To hit its target, it would need to roll a 4+ (base 5+ to-hit and a +1 to the die roll). It does NOT receive the usual -1 to hit penalty for being on charge orders since it is a flamer weapon, and it ignores that penalty.

Haywire [HW]

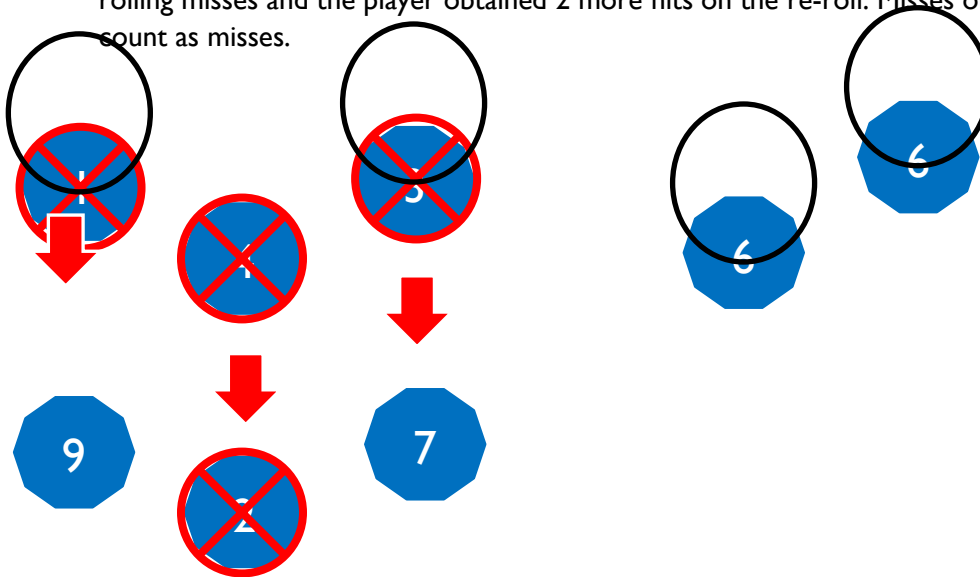
Weapons with the Haywire [HW] ability receive:

- I. A -2TSM bonus to the weapons base TSM value versus elements that are classified as Vehicles, Super Heavy Vehicles, Knights and Titans.
 - a. Example: A weapon with a base -2TSM hits a target element that is a vehicle. The weapon has the haywire trait [HW] and therefore, the target vehicle must make an armor save with a -4TSM (instead of the weapons base -2TSM since haywire grants an additional -2TSM for a total of -4TSM).

Heat Seeking [HS]

A weapon with the Heat Seeker trait [HS] can:

- I. Re-roll all misses on to-hit rolls when making a ranged attack once (second roll stands)
 - a. Example: An element with a to-hit of 5+ fires weapons with the [HS] trait and rolls; 1, 3, 4, 6, 6. The player re-roll the 3 misses (1, 3, 4 results) and rolls a 9, 7, 2. This means the player scores a total of 4 hits (instead of the original 2) because this trait permitted re-rolling misses and the player obtained 2 more hits on the re-roll. Misses on the re-roll count as misses.



Ignore Cover [IC]

Weapons with the Ignore Cover [IC] trait have the following:

- I. These weapons ignore the -1 penalty to hit when performing ranged attacks against elements in cover.
2. Elements within cover may NOT gain cover armor save bonus granted by cover. See section on Cover.

Linked Weapons [TL]

A linked weapon is more than one weapon bound together or a single weapon with multiple barrels. The rules for linked weapons are:

1. Normally a hit with one AD provokes ONE armor save. Weapons with the Linked Weapons [TL] trait cause **MULTIPLE** armor saves **PER** armor save failed. The number after the notation [TL] tells you how many armor saves per hit from a linked weapon [TL] the target must take.
 - a. Example: A linked weapon [TL2] means every hit from this weapon makes the target element roll TWO armor saves. A linked weapon [TL4] means every hit from this weapons forces the target of the hit to make FOUR armor saves.
2. Each failed armor saves causes 1 DR point to be lost from the target element.
 - a. Example: An element with [DR2] is hit by a linked weapon [TL2]. This means the element must make TWO armor saves. Each failed save causes 1 DR point of damage. Therefore, the target element could lose 1 or 2 DR (and be destroyed) or none if both saves are made.
3. The main difference between linked weapons [TL] and Destroyer weapons [D] is that linked weapons force MULTIPLE armor saves that might result in multiple DR loss and Destroyer weapons can cause multiple DR loss on ONE failed armor save. They both have the potential for multi-DR loss, but [D] weapons can do it more efficiently in less failed armor saves.

Macro [M] and Heavy Macro [HM] Weapons

They are usually large bulkier weapons that when moved are more difficult to aim at as efficiently as when they are immobile. These are the rules associated with these weapons:

1. Macro Weapons [M] fire at **HALF** their normal range when the formation they are part of are on **ADVANCE OR CHARGE ORDERS**. This means their total range is halved and by extension so are their short and long-range brackets.
2. Macro Weapons [M] in formations on **CHARGE ORDERS** have a to-hit penalty of -2 (increased from the standard -1 to-hit penalty related to charge orders).
3. Heavy Macro Weapons [HW] fire at **HALF** their normal range when the formation they are part of are on **ADVANCE ORDERS**. This means their total range is halved and by extension so are their short and long-range brackets.
4. Heavy Macro Weapons [HM] **CANNOT** fire when the formation they are part of is on **CHARGE ORDERS**.

Volkite [VK], Adrathic [AR], Psykout [PY] Weapons

These weapons represent forms of directed energy that affect some target elements better than others. Their rules are as follows:

1. Volkite [VK] and Adrathic [AR] weapons receive a bonus -2TSM to their base TSM when used against infantry element targets.
 - a. Example: A Volkite weapon has a -1TSM as its base TSM. It targets the formation of infantry elements. Any hit would impose a -3TSM to their armor saves (-1TSM base + -2TSM bonus = -3TSM). Against a non-infantry element, they use their base TSM (-1TSM).

2. Psykout [PY] weapons negate daemonic invulnerability save and receive a bonus -2TSM to their base TSM when used against elements with the Demon [DE] or Psyker [P] ability.

Wrecker [W]

The Wrecker weapon [W] trait has the following rule:

1. Weapons with the Wrecker trait [W] receive a bonus -2TSM to their base TSM when used against any type of structure.
 - a. Example: An element with the wrecker trait [W] has a base -3TSM hits a structure with an AV of 4+. The structure must make an armor save with a penalty of -5TSM (Base of -3TSM + -2TSM bonus = -5 TSM), the structure needs to roll a 9+ to avoid damage.

Invulnerable Saves

While all elements have an AV, some elements have a special armor value called an **INVULNERABLE SAVE**. Invulnerable save has the following rules:

1. Invulnerable saves are expressed as a number in brackets with a “+” after the elements base AV.
 - a. Example: The terminator below has an AV of 3 and an invulnerable save of 5+.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Terminator	10[T]	3[5]+	2/-3	Combi-Bolter	25	2	-1	

2. The numeric value of the invulnerable save means that **REGARDLESS OF TSM MODIFIER** the armor save will be **NO WORSE** than the number shown.
 - a. Example: The terminator above gets hit by a weapon with a -3TSM. Normally an element with an AV of 3 would need a 6+ to succeed against a -3TSM weapon. However, the terminator has an invulnerable save of 5+. This means the roll needed to succeed in an armor save is never worse than 5+ no matter how high the weapon TSM is.
3. Invulnerable saves apply to ranged fire attacks AND close combat attacks.

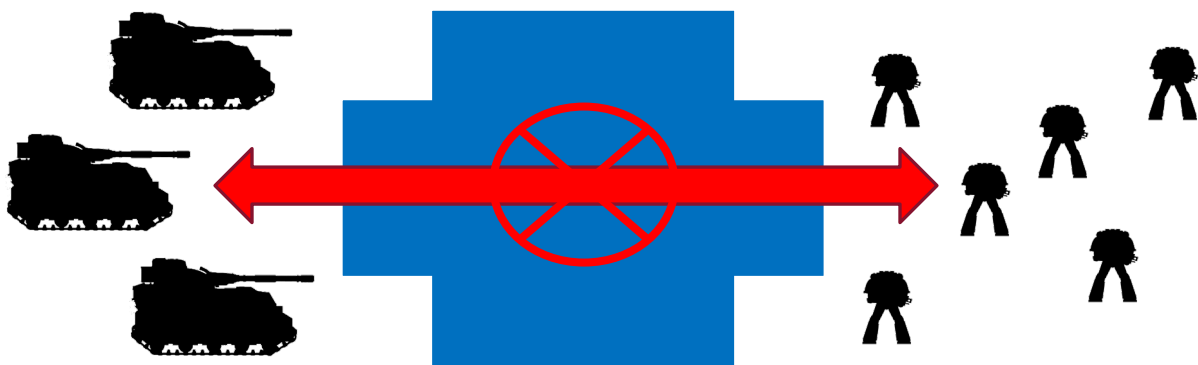
Cover

All terrain and structures on the tabletop have the potential to provide a formation within or behind it with some measure of obstruction to fire or protection. This section covers how to determine when a formation has cover and what are the benefits of being in cover are.

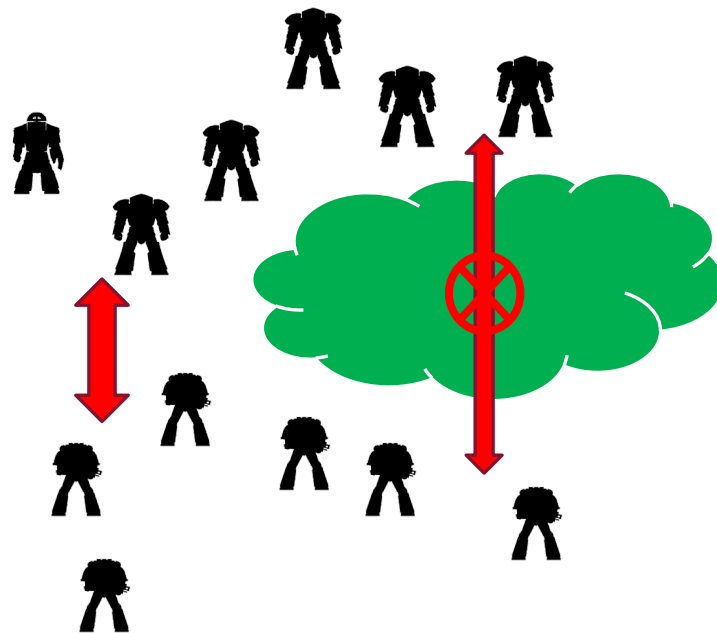
Types of Cover

There are two types of cover situations you will encounter during a game:

1. Cover that **TOTALLY** blocks LOS. In this case an opposing player attempting ranged attacks cannot see (no LOS) any of the target formations elements. In this case no ranged attacks can be performed against the target formation since the firing formation cannot draw LOS to any of its elements.
 - a. A structure or other terrain feature totally blocks LOS to any of the formation's elements.



2. Cover that **PARTIALLY** blocks LOS. In this case an opposing player attempting ranged attacks can draw LOS to **SOME** but **NOT ALL** the elements in the target formation. In this case **ONLY** elements that can have LOS drawn to them can be targeted and conversely elements in the firing formation that cannot draw LOS to any target could not perform ranged attacks. There are *no penalties or bonuses associated with this situation* because in effect, range fire can only affect targets in LOS since those outside LOS cannot be targeted (or fire since they can see no targets).
 - a. Example. A wooded area partially blocks LOS between two formations. Only elements that can draw LOS to a potential target may perform ranged attacks. This means that the elements on either side of the wooded area **CANNOT** be targeted **NOR** can they perform ranged attacks, since they cannot see targets or be seen and nominated as a target. Only the elements out in the open can fire or be targeted by their counterparts out in the open. The result is that only part of one formation can fire at the other (those in LOS of each other).



Formations Within Cover

We have dealt to this point on how cover can block line of sight and limit a formation from firing some of their elements or none (in the case of cover that totally blocks LOS). This section explains what happens when a formation is **WITHIN** a terrain feature or structure that provides cover. The following rules apply:

- I. A formation counts as being **WITHIN COVER IF AT LEAST HALF THE ELEMENTS IN THE FORMATION** are within the boundaries of the terrain or structure designated as cover.
 - a. Example 1: Below there is a structure and a formation of 6 elements is using it as cover. Since there are 3 elements **WITHIN** the structure (half of the total 6 elements in the formation), **THE WHOLE** formation counts as **BEING WITHIN COVER**.



- b. Example 2: In this case the same formation only has 2 elements **WITHIN** the structure (LESS than half then total 6 elements in the formation). In this situation the **WHOLE** formation counts as **NOT BEING IN COVER**.



Within Cover Modifiers and Bonuses

IF a formation is deemed to be **WITHIN COVER**. It obtains the following benefits:

1. All incoming fire receives a **-1 to-hit penalty** (stacks with other modifiers, remember rule of twos).
2. All elements of a formation **WITHIN COVER** gain an **INVULNERABLE SAVE** depending on the type of cover it is within. See Table below:

Cover Saves	
Cover Type	Invulnerable Save
Light Cover (wooded areas or buildings, etc.)	8+
Hard Cover (concrete building or similar)	6+
Fortified Cover (Military Grade Defenses)	4+

3. The elements within cover may use the invulnerable save from the table above or their own if better.
 - a. Example: A terminator with an AV of 3[5]+ within hard cover (invulnerable save of [6]+), may use its own save [5]+ since it is better than the cover it is currently in.

Close Combat Resolution

Now that we have fully covered everything related to how to resolve ranged attacks this section will explain in detail how to resolve close combat attacks. As always, we will cover some important concepts as well as the resolution procedure in its appropriate section.

Close Assault Factor [CAF]

The close assault factor [CAF] is the stat players will use to resolve close combat. CAF is a dual stat that has two major components:

1. The first number is the amount of **ATTACK DICE** the element contributes to close combat.
 - a. Example: The terminator below has TWO attack dice to contribute to close combat.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Terminator	10[T]	3[5]+	2/3	Combi-Bolter	25	2	-1	

2. The second number refers to **THE SAVE MODIFIER [TSM]** to be applied to opposing elements when hit in close combat.
 - a. Example: The terminator below has a -3TSM for the purposes of close combat damage.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Terminator	10[T]	3[5]+	2/-3	Combi-Bolter	25	2	-1	

Moving Into Close Combat



The following rules apply to mobbing into close combat:

1. **ONLY** formations with the **CHARGE ORDER** may initiate close combat by moving into base-to-base contact with opposing elements.
2. Formations on Advance or First Fire Orders **CANNOT** initiate close combat by moving into base-to-base contact with opposing elements. They may never move closer than 1mm to any opposing element. Formations on these orders will defend normally if engaged in close combat.

3. ALL elements of a formation on charge orders initiating close combat must move to engage in close combat (you cannot hold back elements in the same formation).
4. Elements in base-to-base contact are considered **ENGAGED** in close combat.
5. Elements engaged in close combat cannot move away from being engaged **UNLESS** they are not pinned. **See section on pinning.**

Close Combat Effects on Existing Orders

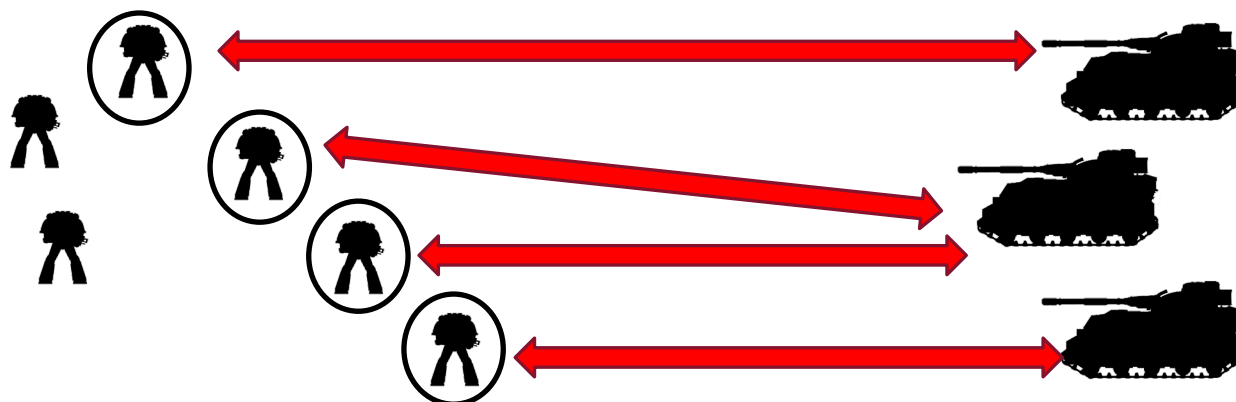
Engaging in close combat has the following effects on the formations existing orders:

1. A formation initiating close combat **MAY NOT** fire in the charge fire segment.
2. Formations pinned in close combat **MAY NOT** fire in the combat phase **UNLESS** they are on **FIRST FIRE ORDERS** and in this case may **ONLY** fire at the elements pinning them in close combat.
3. Formations **NOT PINNED** in close combat retain their order and may fire in the appropriate combat phase segment.
4. See section on **PINNING** for more information.
5. Formations on **FIRST FIRE ORDERS** may **NOT** target or fire into a close combat group of engaged formations.

Levels of Engagement

Imperius Dominatus is a game of formation. The player will often find that when rushing forth (measuring distance) to engage an opponent in close combat some but not all the elements in that attacking formation may have enough movement to reach opposing elements to engage in base-to-base contact. The following defines two level of *engagement* and their game impact.

1. **FULL ENGAGEMENT.** If a player initiating close combat **CAN** successfully **move HALF OR MORE (round up)** the total amount of elements in the attacking formation into base-to-base contact with the opposing formation the **ENTIRE** formations elements are in *Full Engagement*. Formations that are in full engagement can use their full amount of CAF attack dice to resolve close combat.
 - a. Example: A formation of 6 infantry elements (CAF 1/-1) on charge orders initiate close combat by moving to engage a formation of 3 tanks (CAF 2/-2). The player measured the distance between the two formations, and 4 infantry elements had enough movement to reach base-to-base contact. Since 4 elements is **MORE THAN** half the total number of elements in the attacking formation that formation is considered in **FULL ENGAGEMENT** and can use its **FULL** amount of CAF dice for that formation in close combat resolution.



In this case each infantry element has 1AD to contribute to close combat. Since its in Full Engagement it can use its full allotment to resolve close combat which is 6AD (1AD x 6 elements in the formation).

2. **PARTIAL ENGAGEMENT.** If a player initiating close combat **CANNOT** successfully move **HALF OR MORE (round up)** the total amount of elements in the attacking formation into base-to-base contact with the opposing formation, then the **ENTIRE** formations elements are in *Partial Engagement*. Formations that are in partial engagement can use **HALF THE FULL AMOUNT** of CAF attack dice to resolve close combat.

- a. Example: A formation of 6 infantry elements (CAF 1/-1) on charge orders initiate close combat by moving to engage a formation of 3 tanks (CAF 2/-2). The player measured the distance between the two formations and only 2 infantry elements had enough movement to reach base-to-base contact. Since 2 elements are LESS THAN half the total number of elements in the attacking formation that formation is considered in **PARTIAL ENGAGEMENT** and can only use **HALF THE TOTAL AMOUNT** (round down) of CAF dice for that formation in close combat resolution.



In this case each infantry element has 1AD to contribute to close combat. Since its in Partial Engagement it can only use HALF (round down) of the total amount that formation can contribute to close combat which is 3AD (1AD x 6 elements in the formation = 6AD; HALF for being in partial engagement = 3AD).

3. **Defending formations are always considered to be in full engagement.**

IMPORTANT DESIGN NOTE

Unlike skirmish games a mass combat game like Imperius Dominatus does not nitpick every single element in a formation trying to charge into close combat to be an exact process. It's about bringing most of your available force to grips with your opponent.

To this end, even if a single element reaches base-to-base contact both formation is considered **ENGAGED** (provided they are pinned or already moved of course). Even if not all the remaining elements in the charging formation cannot reach base-to-base combat. This means there **are NO STRAGGLERS** in close combat nor are their rules to deal with such occurrences.

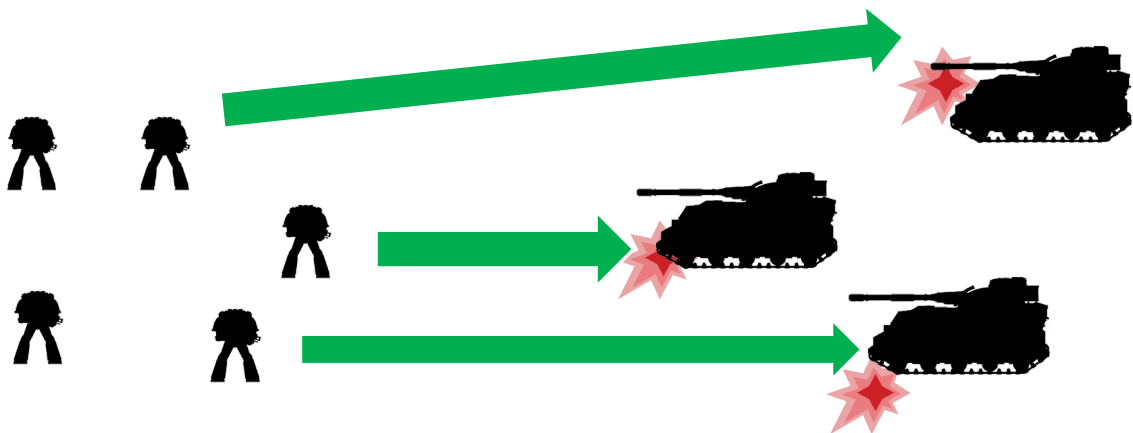
The key for the player is to bring to bear most of its force, thus earning full engagement status rather than the downsides of partial engagement. This makes for a more fluid resolution of close combat while curtailing any arguments about whether individual elements can participate in close combat.

The next section will deal with how elements engage in close combat work and illustrate how at the end of movement into base-to-base combat it will always result in all elements of both formations being in base-to-base contact.

Assigning Engaged Elements

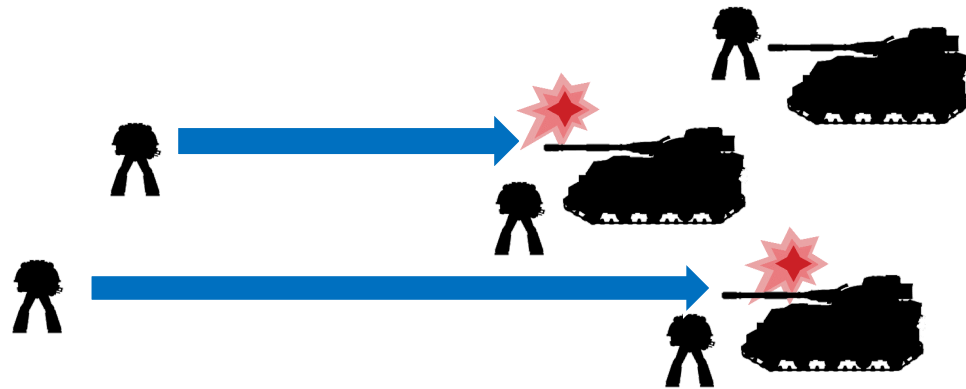
A close combat engagement begins with at least one element of the charging formation reaching base-to-base contact. Once this initial requisite happens this is how elements on both sides will proceed:

- I. The initiator of close combat (the charging formation) will engage opposing elements (one at a time) from **FRONT TO BACK** (closest to farthest from attacking formation) just like you would assign hits during a ranged attack.
 - a. Example: The infantry company starts engaging the vehicles formation in close combat starting with the closest vehicles then working to the back.

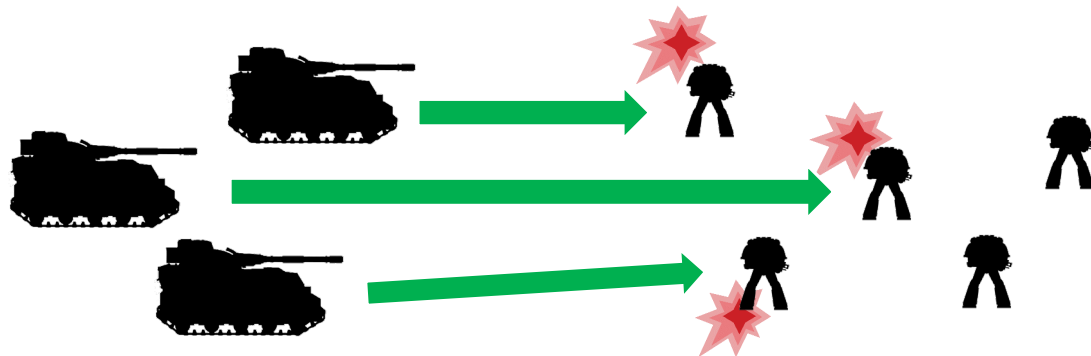


2. Once every opposing element has one attacking element engaged, you can engage with a second element (in the same front to back manner the first one was done). If all have two elements engaged, then you can add a third and so forth (again the same method used for assigning hits during ranged attacks).

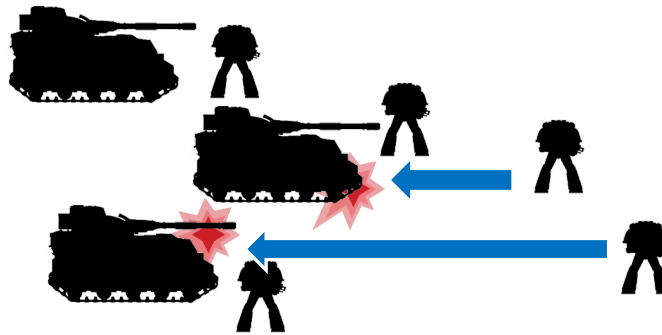
- a. Example: Once each opposing element is engaged once the additional elements who have not yet engaged may do so in the same front to back method as the first engagement.



3. Once the attacking formation has engaged all its elements into base-to-base contact that movement activation has ended (as per standard movement rules).
4. There will be occasions when the attacking formation has LESS elements than the defending formation. Once the attacking formation has engaged all its elements in base-to-base contact the remaining defending elements may move to engaging following steps 1-3 above).
 - a. Example 1: Let us assume the tanks in the example above have initiated the close combat attack and the defenders are a formation of 5 infantry elements. As per the steps above after the first predator reaches base-to-base contact the remaining 2 do the same.



- b. Example 2: Since there are LESS attackers than defenders the remaining unengaged 2 infantry elements may now engage the attackers. Meaning the result of any close combat movement is that **ALL** elements or **BOTH** formations will be in base-to-base contact.

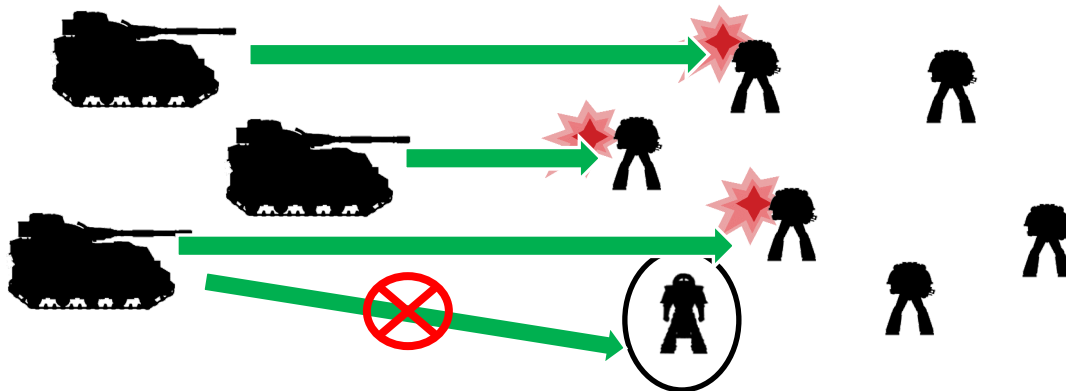


5. There is no limit on how many formations can engage in that same close combat group. It can be composed on the minimum two formations (one attacker and one defender) or be multiple formations for each player. It's up to the player how many resources (formations) they wish to use. Just use the same steps above when you add more formations to the close combat group.

Commanders and Close Combat

As in the case with ranged attacks, those elements with the command ability [HQ] can only be ENGAGED LAST when defending against a close combat attack.

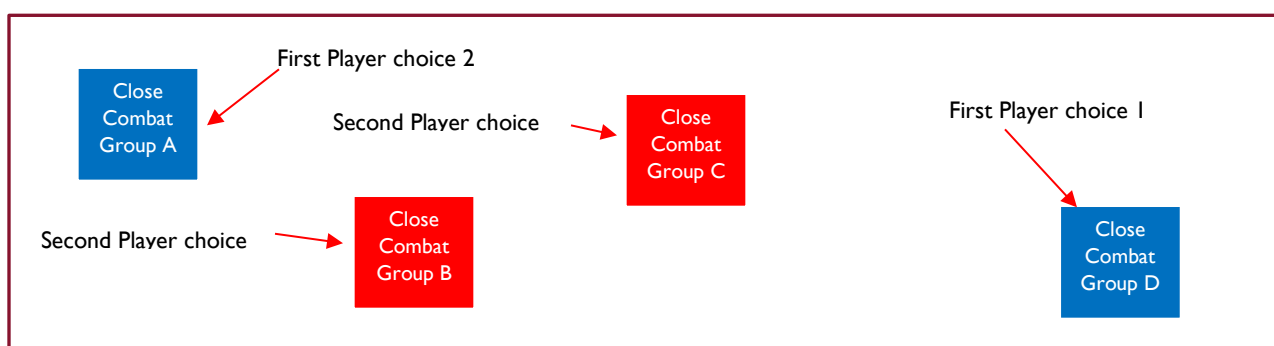
- I. Follow the engagement steps explained in the section above, but in this case any command elements present can only be engaged LAST.
 - a. Example: A formation of tanks engages an infantry formation in close combat. Even though the command element is a closer target for engagement than those further away the tanks MAY NOT engage in it unless it's the LAST target available. Since they have only 3 tanks, they do not have enough elements to engage the other 6 infantry elements before they could engage the command element.



Close Combat Attack Procedure

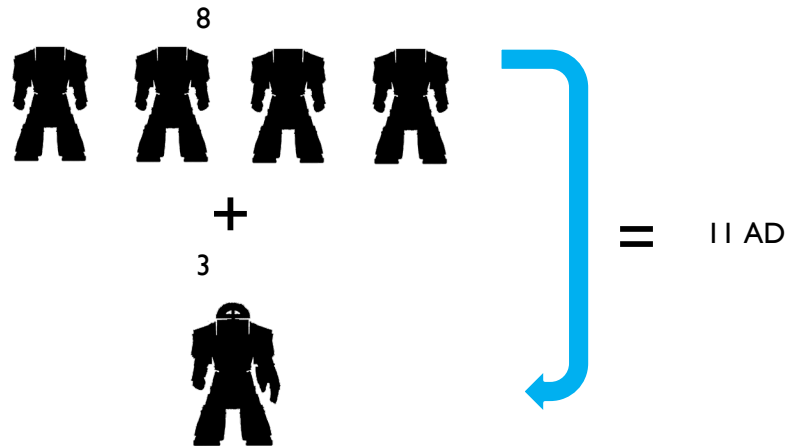
Now that we have formations engaged in close combat and determined their level of engagement, we will proceed in resolving close combat attacks according to the following procedures:

1. The First Player will select one of the close combat group on the battlefield to resolve first. Once that group is resolved the opponent picks another close combat group (if more than one exists) and resolves that one, alternating between players selecting groups until all close combat is resolved.
 - a. Example: Each colored square below represents a close combat groups across the tabletop. Then First Player will select one to resolve first (anyone the First Player wants) and once that one is completely resolves the opponent picks another group until they are all resolved. In the diagram below it shows the players' choices. The players could have choices ANY combination to resolve them. It's up to the players what order it is resolved.

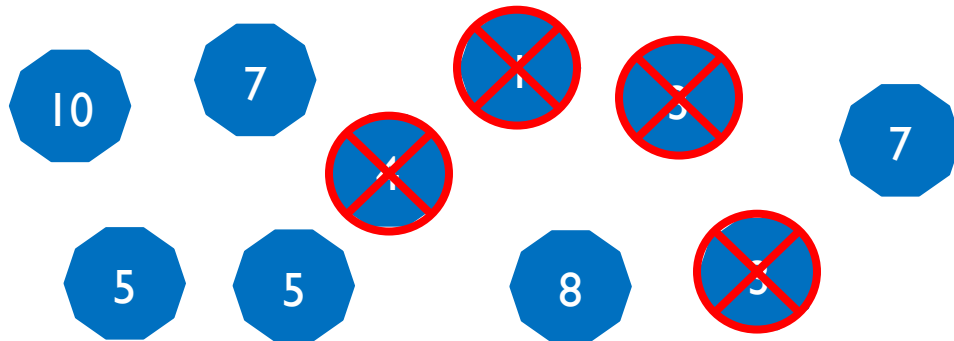


2. Once the close combat group is selected the first player will select a formation in that close combat group and will proceed to add up the total amount of ATTACK DICE [AD] from EACH element in that formation.
 - a. Example: This close combat group is composed of 1 terminator formation with 5 elements (defender) attacked by 2 formations of assault marines, each with 6 elements (a total of 12 elements). The first player in this case is the defender (terminator formations), therefore he selects that formation (only one, but if the first player had more in this close combat group, he could select another first). The terminator formation of 5 elements has a total of 11 AD (4 standard terminator x 2 AD + centurion 3 AD = 11 AD).

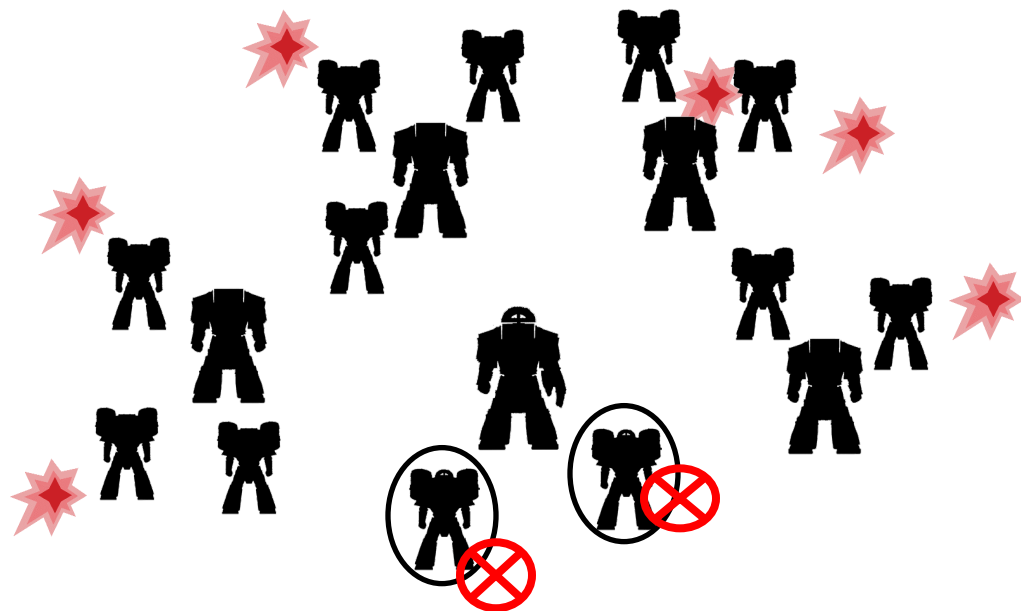
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/4	Combi-Bolter	25	2	-1	[HQ!]
Terminator	10[T]	3[5]+	2/3	Combi-Bolter	25	2	-1	



3. Once the number of AD are determined roll to hit using the army or factions close combat to-hit number (in many cases the ranged and close combat to-hit number is the same).
Remember to modify the total number of AD if the attacking formation is under partial engagement (less than half the elements had enough movement to make it into close combat, in this case the total is halved).
 - a. Example: The terminator company rolls its 11 AD and gets 6 hits (10, 8, 7, 7, 5, 5).



4. Once the number of hits is determined assign the hits to **any element in base-to-base contact with the elements that scored the hits**. Note that commanders get assigned hits LAST (like ranged and charging formations in close combat).
 - a. Example: The terminator player may assign the hits to ANY elements in base-to-base contact with them if they assign hits to command elements LAST. Since they scored 6 hits, they may NOT assign any hits to the commanders of the two assault formations.



5. After hits are assigned proceed to close combat damage resolution. **See close combat damage resolution below.**

DESIGNER TIPS

You will often find that close combat groups can get quite large and involve multiple formations. To make the to-hit process faster you can use sets of different colored D10s to represent the AD of each formation involved in the close combat group and roll them all in one go. This of course is not necessary but will speed play if used.

Close Combat Damage Resolution

Close combat damage resolution is **THE SAME** as the procedure used for ranged attacks. There are a few specifics of notes for close combat:

1. The TSM to be used in resolving damage **MUST** come from an element in base-to-base contact with the element attempting the armor save against the assigned hit. In the case that there are elements of different TSM values in base-to-base contact with that element attempting the armor save it uses that **WORST TSM** (the one with the highest modifier).
 - a. Example: An element hit in close combat is in base-to-base contact with an element with a -1TSM and another with -3TSM. When the hit element attempts its armor save it must use the -3TSM since it is the worst one.
2. **ALL DAMAGE IS SIMULTANEOUS IN CLOSE COMBAT.** Regardless on the order a close combat group damage is resolved do **NOT** remove eliminated elements until they have attacked in close combat (place element on its side to keep track). Once they **ENTIRE** close combat group is resolved **THEN** remove all eliminated elements.

Common Close Combat Modifiers

These are the most common close combat modifiers the players may encounter:

1. Infantry versus non-infantry. When infantry elements [1] are engaged in close combat with elements of pin class [2] or higher the infantry receives the following bonuses:
 - a. A bonus -1TSM to close combat damage resolution.
 - i. Example: An infantry element with a -1TSM in close combat will have TSM increased to -2TSM if in base-to-base contact with a vehicle [3], cavalry [2], or higher category element.
 - b. An unmodified to-hit roll of 10 gains another attack dice (exploding die mechanic) versus elements of pin category [2] or higher.
 - i. Example. A player rolls 6 dice and gets 1 natural 10. This means he can roll an additional attack die for a total of 7. If he continues to roll natural 10's he can roll additional attack dice.
2. These bonuses do not apply when engaging in base-to-base contact with other pin category [1] elements.

Close Combat and Cover

As with ranged fire elements in close combat may claim cover bonus when fighting close combat within a terrain feature that provide cover. The standard rules for cover apply to BOTH sides of a close combat engagement regardless of which formation was their first. If the terrain feature that provides cover is large enough both could claim cover if they qualify according to the rules on cover (see cover rules section).

Close Combat Outcome

Now that we have rolled the close combat attack dice, resolved damage, and removed eliminated elements we must determine WHICH SIDE WON the close combat and what happens then according to these steps:

1. Determine the **TOTAL** number of [DR] (damage points) lost by each side involved in the close combat. Note that elements with more than one [DR] point, even if they aren't eliminated still count to this total if they lose any of their [DR] points.
2. The side that lost **THE MOST [DR] POINTS LOSES** that close combat (that specific group).
3. If the [DR] loss is a **TIE**, then the player that was the **DEFENDER** (the player who did not initiate close combat) **WINS**.
4. The **LOSER** of that close combat must roll an **IMMEDIATE** morale check for **EACH** formation involved in that close combat group. See then morale section for more information on Morale.
5. The morale check is modified by the difference between the [DR] lost by the winner and loser of that close combat group (rule of twos applies).

- a. Example: Player A loses 6 DR in the close combat group and player B losses 9 DR. Player B must make a morale check for each formation in that close combat group with a -2 penalty (Remember rule of twos, although the difference was 3 the maximum penalty is no greater than -2).
6. Regardless of the difference between winner and loser on [DR] loss and natural 10 on the morale check is always considered a success.
 - a. Example. Player B above would make his morale checks at -2, however if a natural 10 is roll he would success regardless of any modifier to the roll.
7. When the LOSING player SUCCESSFULLY makes the morale check, ALL formations involved in that close combat group will RETREAT from base-to-base contact to the full BASE MOVEMENT of elements retreating. The direction of retreat can be in any direction chosen by the retreating player.
 - a. Example: Player B above has an infantry formation with a base move of 10cms pass their morale check and thus will move the full 10cms away from the vicinity of the close combat in the direction of his choice.
8. When the LOSING player FAILS the morale checks for a formation in the close combat that formation gains the **FALLBACK CONDITION**. A formation with the fallback condition will move **TOWARDS ITS DEPLOYMENT ZONE** (As determined by the deployment map used) its full **CHARGE MOVE** (twice its base movement).
9. In cases where one player has ALL its elements eliminated on close combat that player is automatically declared the LOSER of that close combat group regardless of number of [DR] inflicted on the opponent.
10. Abilities or other rules may grant bonuses or penalties to the outcome of a close combat. See specific faction's army book for details.
11. Once all the close combat outcomes and related movement are complete the close combat segment ends, and players move to the advance fire segment of the combat phase (See Combat phase section).

End Phase

This phase begins once the last formation that was eligible to fire in the charge fire segment of the combat phase has done so (the entire combat phase and all its segments has ended). This phase deals with several important facets of the game, not least of which is determining a potential winner and the games end.

Winning the Game

In the end phase the player will determine if any of the players (both or neither) have fulfilled the conditions of winning the game. In this phase players should consult the chosen scenarios **GOAL** (under scenario goal in the appropriate one selected).

IF one or both players fulfill the scenarios goal the game ends immediately with one player earning a decisive win or in case of a tie a marginal victory usually based on *Victory Points*.

Victory Points [VP]

Victory Points are a measure of a player's success in defeating opposing player formations. The two principal ways of earning [VP] are:

- I. Breaking an enemy formation(s). On every type of army card there is on the backside a *breakpoint number*. This number means that is that formation has that many elements eliminated from play you opponents gains a certain amount of [VP] from "breaking" that formation.
 - a. Example: The Company card below on its flipside shows a Break Point of 13. This means if this company loses 13 elements (stands) of any type from any of its composing detachments the opponent will earn 4VPs.

LEGION TACTICAL COMPANY

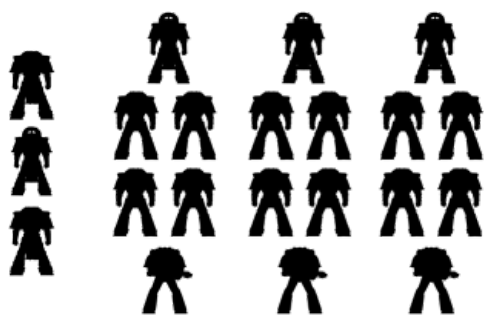
The Legion Tactical Company consists of 1 Command detachment of 2 Veteran Stands and 1 Centurion Stand and three detachments of 1 Decurion Stand 4 Tactical Stands and 1 Support Stand.

Command

Tactical Detachment

Tactical Detachment

Tactical Detachment




Point Value 700


LEGION TACTICAL COMPANY

Break Point 13: The Tactical Company is broken if it has lost 13 stands (either the Centurion, Veteran, Decurion, Tactical or Support stands). Once the Company is broken each Detachment must take a Morale check.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	4[6]+	3/-2	Combi-weapon	25	2	-1	[HQ2], [MB], [V]
Decurion	10	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Tactical	10	5+	1/-1	Bolgun	25	2	0	
Support	10	5+	1/-1	Support weapons	25	2	-2	

The VPs from breaking a formation are usually the second line below the VP value for the entire for card.

Victory Points 7

Your opponent gains 4 VPs when this Company is broken

2. Eliminating an enemy formation(s): The army card also lists a TOTAL [VP] amount in cases when ALL ELEMENTS on the army card are removed from place. In this case the player is awarded the maximum total amount of VPs that card can give.
 - a. Example the Company Card below on its flipside has a Victory Points 7 at the bottom above the break point VP amount. When every single element on the army card is removed from play, they player receives that amount in this case 7.

LEGION TACTICAL COMPANY

The Legion Tactical Company consists of 1 Command detachment of 2 Veteran Stands and 1 Centurion Stand and three detachments of 1 Decurion Stand 4 Tactical Stands and 1 Support Stand.

Command

Tactical
Detachment

Tactical
Detachment

Tactical
Detachment




Point Value 700


LEGION TACTICAL COMPANY

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Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	4[6]+	3/-2	Combi-weapon	25	2	-1	[HQ2], [MB], [V]
Decurion	10	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Tactical	10	5+	1/-1	Bolgun	25	2	0	
Support	10	5+	1/-1	Support weapons	25	2	-2	

The Total VPs an army card is worth when all elements are eliminated.

Victory Points 7

Your opponent gains 4 VPs when this company is broken

3. The number of VPs given when a formation(s) breaks and when its eliminated are **NOT CUMULATIVE**. You get the number listed when it breaks and the REMAINDER when its eliminated.
 - a. Example. The tactical company above loses sufficient elements to break on game turn 3. The opponent receives FOUR VPs at that time. It isn't until game turn 5 that the company has all its remaining elements eliminated and removed from play. At this time the opponent received another THREE VPs for a total of SEVEN VPs this army card is worth.

DESIGNER TIP

An easy way to remember what amount to award as VPs is that the break point VPs are HALF (rounded up) of what the total maximum VPs for the army card is. Therefore, if an army card is worth a total of 14 VPs, you get 6 when it breaks (half rounded up) and the full 14 when it's wiped out.

4. You will note that VP is a function of cost. 1VP is awarded for every 100 (or fraction thereof) the formation(s) cost.
 - a. In the case of the tactical company, it costs 700 points thus awards 7VP when eliminated.

Rally Formations

In the end phase players will make a *morale check* for **EACH** formation with the *fallback condition*. Please see the section on Morale for a complete description on morale and its effects.

It does not matter what order checks occur since the end phase and all action taken here is considered simultaneous.

Repair Segment

In the end phase all elements capable of self-repair, regeneration or any other ability that permits it to regain [DR] or functions lost due to combat (titan repair) may attempt to do so in the end phase.

It does not matter what order checks occur since the end phase and all action taken here is considered simultaneous.

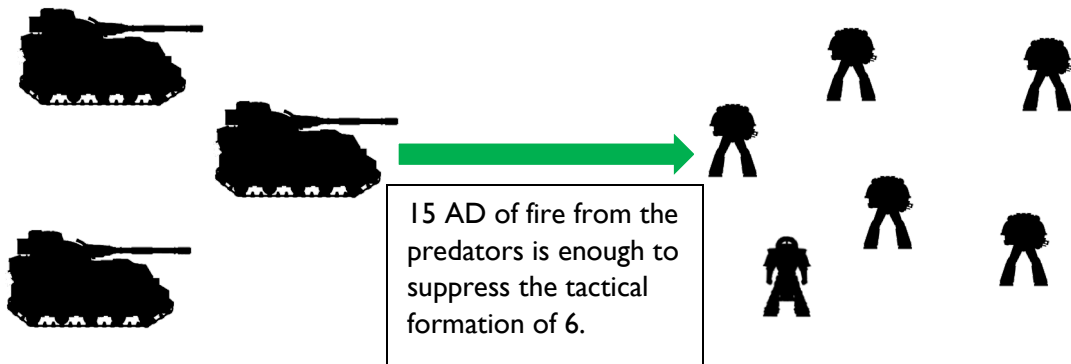
Please see the abilities section or army book for descriptions.

Suppression

Suppression serves to hinder opposing formations from moving or taking actions through the weight of fire hurling their way. Regardless of the narrative description that can be used to explain how formations are suppressed in game terms they have the following rules:

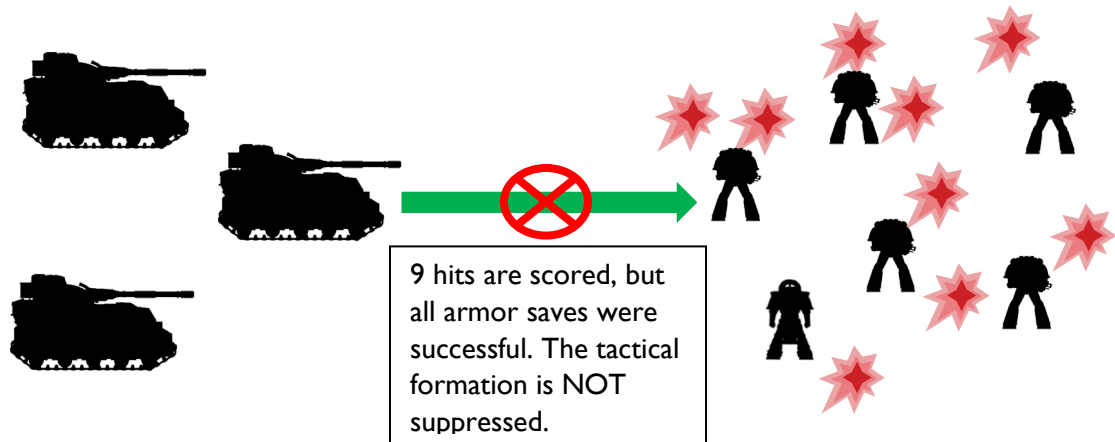
- I. Suppression occurs when **BOTH** of the following **REQUISITES** are present:
 - a. The number of attack dice [AD] are **EQUAL TO OR GREATER** than the number of elements in the target formation.
 - i. Example: A formation of Predators fires their bolters at a formation of tactical marines. Each predator has 5 AD of bolter fire per element it fires a total of 15 AD at the tactical formation. Since the tactical formation is composed of 6 elements, the amount of AD fired at it (15) is equal to or greater than 6 (elements in the formation). Therefore, the first requisite for suppression is in place.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Predator Destructor	25	3+	2/-2	Predator Cannon	25/50	2	-2	
				Bolters [AP]	25	5	-1	

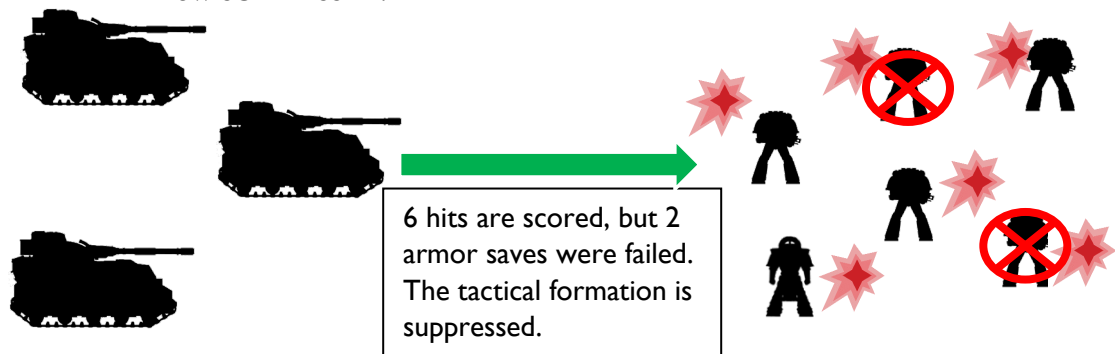


- b. **The target formation takes [DR] point loss.** Rolling attack dice and getting hits is **NOT ENOUGH** to inflict suppression. At **LEAST ONE POINT** of [DR] damage needs to be inflicted by the attack.

- i. Example 1: The predator formation above gets 9 hits on the tactical formation; however, they make all their armor saves. Since **NO** [DR] loss has happened the tactical formation is **NOT** suppressed. Even though it fired enough AD to do so, you must have both requisites for suppression to occur.



- ii. Example 2: The predator company above scored 6 hits, but the tactical formations fail 2 of its armor saves. Since the tactical formation has suffered [DR] loss **AND** was fired at by 15 AD (both requisites met) the formation is now **SUPPRESSED**.



2. With range attacks, a formation can split its attack dice in hopes to suppress more than 1 formation if both suppression requisites are present.
3. **A suppressed formation has the following penalties:**
 - a. -1 to-hit rolls (both ranged and close combat).
 - b. -1 to Morale checks (see section on morale).
4. Suppression penalties stack with other game penalties (remember rule of twos!).
5. A formation can only be suppressed once (no such thing as multiple suppressions on the same formation).
6. Suppression counters are provided to keep track of suppressed formations.

Artillery and Flamer Weapon Suppression

Artillery and flamer weapons tend to be more effective at suppressing due to how their ordinance works. They follow these rules for suppression:

1. They cause suppression to target formations if they score successful **HITS**. This means Artillery and flamer weapons will cause suppression on a successful to hit roll (even one).
2. The number of attack dice from artillery or flamer weapons **DO NOT MATTER** for purposes of suppression as it does for standard direct fire weapons. Only successful hits matter.
3. Artillery and Flamer Weapons **DO NOT NEED** to cause [DR] loss to the target formation like standard direct fire weapons do. Only successful hits (even one) determine suppression.

Suppression Immunity

Certain elements whether through an ability or special rule can negate suppression entirely. Elements with a shield (titans for example) are immune to suppression.

Any such element with a trait or ability that negates suppression will be described under that element's full description in the appropriate Army Book.

Suppression Removal

In the suppression phase (after movement and before the combat phase begins), starting with the first player, they will select one formation that is suppressed and make a *morale check*.

1. A successful morale check means the formation is **NO LONGER** suppressed (the penalties no longer apply).
2. A failed morale check means the formation **REMAINS** suppressed for the rest of the turn and may attempt to remove suppression once more in the next suppression phase.
3. Suppression may **ONLY** be removed in the suppression phase (not the End Phase).

Morale

This section covers the effects of morale and common circumstances a morale check is required and how to resolve it.

- I. Morale Check. When a morale check is required, players will roll a D10 and roll EQUAL OR HIGHER than the formations morale value.
 - a. On the flipside of all army cards is listed a MORALE VALUE. This number is the target number for all morale checks. In the case of the army card below the morale value is 5+. This means a D10 roll of 5 or more is a successful morale check.

LEGION TACTICAL DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands either the Decurion, Tactical or the Support Stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Tactical Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4(6)+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Tactical	10	5+	1/-1	Bolter	25	2	0	
Support	10	5+	1/-1	Support Weapons	25	2	-2	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

2. Morale Checks are a FORMATION related check. It affects the whole formation. Individual elements do not make morale checks (unless it's a formation of one element or one element remaining).

Events that Trigger a Morale Check

The following common situations in the game will trigger a morale check:

1. **Reaching the Break Point.** As discussed under victory points above the break point is the number of elements required to be removed from play for the opponent to claim VPs. In addition to this, once a formation(s) has reached the break point number they must make a morale check for all formation on the army card.
2. **Losing a Close Combat Group Resolution.** As described under close combat outcome above the player that is declared the loser must have all the formations involved in that close combat group make a morale check.

3. **Formation suffers [DR] loss from Psychic Attacks.** Any attack on a target formation that is considered a *Psychic Attack* that inflicts at least 1 DR of damage on the formation will trigger a morale check.
4. **Rallying Formations.** Any formation with the Fallback Condition may make a morale check to rally and remove this condition.
5. **Army/Faction Specific Event.** Certain armies or factions may have events unique to them where a morale check is required (like losing an allied titans for example). Such events and triggers for morale checks will be covered in the appropriate army book and specific elements where needed.

When to Make a Morale Check

Listed in the table below is when during the game or turn sequence the most common morale checks are made.

When to Make a Morale Check	
Triggering Event	When Check is Made
Formation reaches Break Point	End Phase.
Losing Close Combat Group Outcome	Close Combat Phase AFTER one entire close combat group is resolved (done for each close combat group present).
[DR] loss from Psychic Attack (By Power or Weapon with [PY] trait)	Combat Phase IMMEDIATELY after psychic attack has been resolved.
Formation on Fallback Condition	End Phase.
Army/Faction Specific Event	See appropriate Army Book

Formation with No Morale Value

Formations that do not have a Morale Value (no value listed on army card) **automatically pass any morale check required of them.**

Formation with Differing Morale Values

Although uncommon there are instances where within the same formation there are elements with different morale values. This happens more frequently when transport cards are added since some transports may have no morale value due to robotic crew. **In these case always use the morale value of the company card or support card the transport is attached to.**

Fallback Condition



Whenever a formation **FAILS** a morale check that formation(s) gains the **FALLBACK CONDITION**.

The following applies to the fallback condition:

1. This condition forces formations to perform **COMPULSORY** movement. This means they move during the compulsory movement segment of the movement phase. Compulsory movement has the following characteristics:
 - a. Compulsory movement rate is double the elements base movement rate (the same as its charge rate).
 - i. Example: A formation with a base movement of 10cms will perform compulsory movement of 20cms (twice the base rate).
 - b. Compulsory movement will be **AWAY** from opposing formations **TOWARDS** the players deployment zone as defined by the deployment map selected.
 - c. Once the formation has reached its deployment zone it will continue to move **TOWARDS** the nearest table edge within that deployment zone.
 - d. If the table edge is reached within the friendly deployment zone and the formation still has the fallback condition, compulsory movement will then take the **formation OFF TABLE** at which point the formation is considered **ELIMINATED** (all elements lost) and removed from play.
 - i. Example: What is left of a tactical marine Company Card is on fallback condition and it has moved off table. It now counts as eliminated therefore the total VP for that company is awarded to the opponent (same as being eliminated by ranged or close combat attacks).
2. Formations **that lose the close combat group** and **FAIL** their morale check are also given the fallback condition and must perform the compulsory move related to close combat (see close combat rules) as well as such movement during the regular movement phase if they haven't rallied.
3. Formations with the fallback condition **MAY NOT MAKE RANGED** attacks.
4. Formations with the fallback condition **MAY NOT INITIATE CLOSE COMBAT** attacks. However, they may defend normally (with penalties described below).
5. Formations on the fallback condition may not dispute, claim, or control scenario objectives, nor claim VPs for them.
6. **Formations on the Fallback Condition have the following penalties applied to the entire formation:**
 - a. Formation receives -2 to close combat to-hit rolls (they may not make ranged attacks).
 - b. Formation receives a -2 penalty to all morale checks if opposing formations are within 25cms of the formation with the fallback condition.
7. Formations with no morale value cannot gain the fallback condition.

Fear [FR] and Terror [TER]

There are elements that can cause fear [FR] or terror [TER]. These abilities impact opposing formations as follows:

1. Overwatch fire versus a formation with the [FR] or [TER] ability imposes a penalty of -1 to-hit [FR] or -2 to-hit [TER].
2. The penalty described above ALSO applies to formations on first fire orders pinned in close combat by elements that have the [FR] and [TER] ability (-1/-2 to hit respectively).
3. The penalty described above ALSO applies to the opponents CAF to-hit attack rolls (-1/-2 to-hit in close combat respectively).
4. Opposing formations with the same ability (fear or terror) cancel each other out (no penalties). Elements with the [TER] ability affect elements with [FR] ability AS IF they had [FR].
 - a. Example: A formation that has the [TER] ability engages in close combat a formation that has the [FR] ability. In this case the net effect is FEAR. Therefore, the formation with the [FR] ability would have a -1 to-hit penalty for close combat attacks. The best way to visualize this is to think of the formation with [TER] as causing FEAR when facing a formation with [FR]. The result is the same as if a formation with the [FR] ability faced a standard formation (no fear or terror).

Command and Control

On any battlefield formations are guided by a command structure that will be able to order the forces under their command. This section covers the rules and definitions regarding command elements and how they exert their influence.

Command Levels [HQ]

The command ability [HQ] gives the element the following characteristics:

1. The ability to grant formations under their control ORDERS. A formation without a commander cannot receive an order counter and would count as being under NO ORDERS.
2. The command ability comes in three levels designated by a number after the command notation [HQ]
 - a. Example: A command element [HQ2] means it is a level 2 commander.
3. Command Levels each have their benefits and limitations:
 - a. Level 1 Commander [HQ1]: These represent single formation commanders (like a decurion for example). Their command radius is limited to the formation they are a part of and have no impact or influence beyond that formation. They do not confer any bonuses or boons to the formation they lead. They are required so the formation can receive orders.

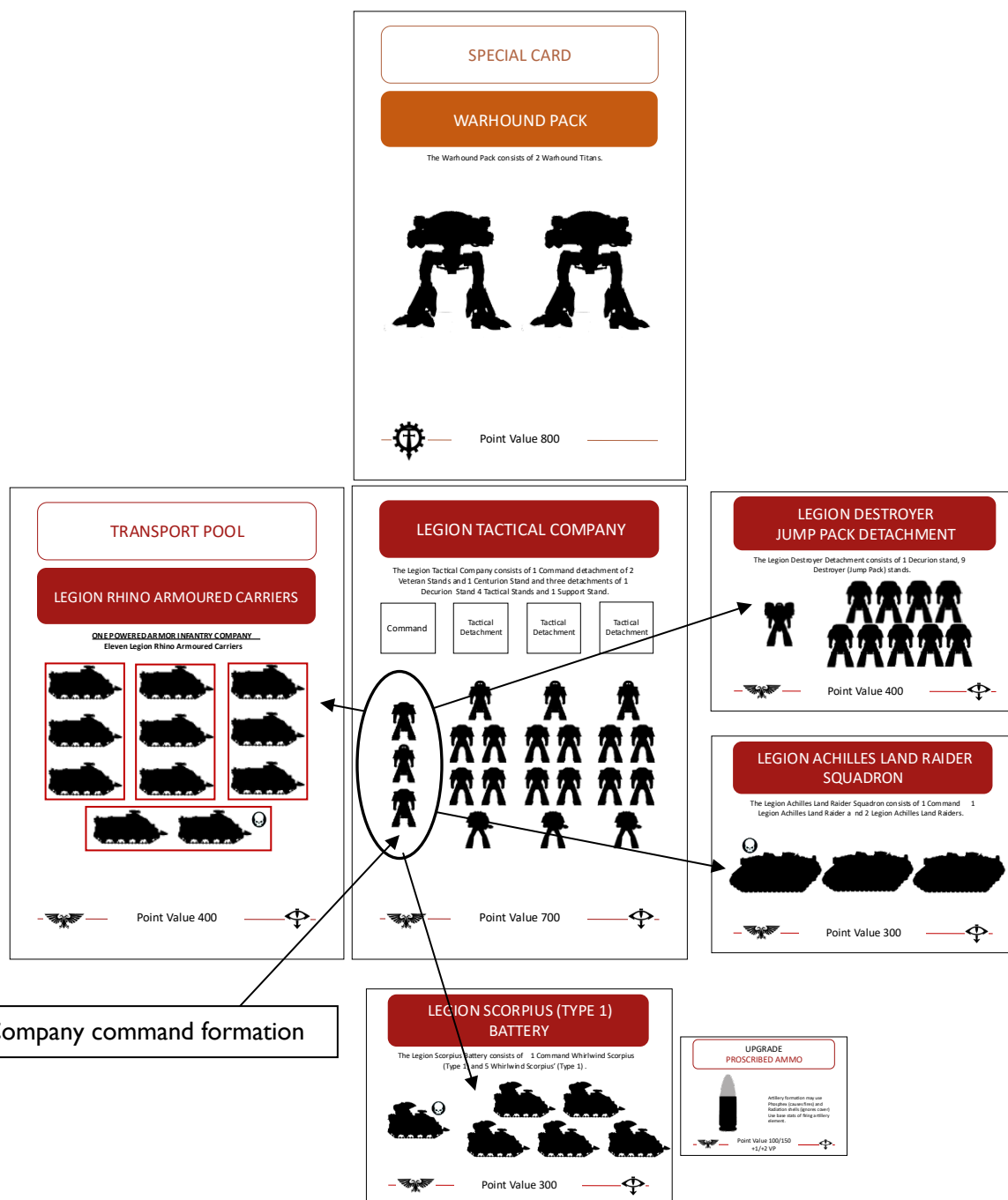
- b. Level 2 Commander [HQ2]: Also known as Company Commanders. They are the most frequent higher echelon command and form part of the command formation of most company cards. An [HQ2] has the following:
 - i. **A command formation radius of 25cms.** This means it can grant bonuses or issue special orders to formations it is *in command* of within 25cms.
 - ii. **A [HQ2] grants a +1 bonus to morale checks to formations it is in command of if they are within its command radius (25cms).**
 - iii. **A [HQ2] can issue special orders to a formation it is in command of within its command radius (25cms).**
- c. Level 3 Commander [HQ3]: Also known as Army leader. This represents the highest level of command. There must always be at least ONE commander of this leader to serve as the overall army commander. If multiple is present always select one of them to be the army leader. An [HQ3] has the following:
 - i. **A command formation radius of 25cms.** This means it can grant bonuses or issue special orders to ANY formation of the army within 25cms.
 - ii. **A [HQ3] grants a +2 bonus to morale checks to ANY formations of the army within its command radius (25cms).**
 - iii. **A [HQ3] can issue special orders to ANY formation of the army within its command radius (25cms).**

Being In Command

The concept of being IN COMMAND is an important one since level 2 commanders [HQ2] can only extend their influence and bonuses to formations that it directly commands. This means:

1. The command formation of a Company Card (of which the command element is a part of) is IN COMMAND all the formations on the same company card.
2. SUPPORT CARDS added to a company card would mean the command element from the company card they are attached to is IN COMMAND of those formations.
3. TRANSPORT CARDS added to the company or support cards also are under the command of the command element of the company commander they are attached to.
4. Morale bonuses and Special Orders may ONLY be issued to formations that the [HQ2] is IN COMMAND of (the companies' formation as well as the attached support and transport cards).
5. You may NOT issue special orders or lend the commander's morale bonus to formations under the command of a different company card commander.
6. SPECIAL CARDS are NOT considered to be under the command of the company card commander since special card formation often are themselves commanders or are elements that don't need command to function (titans for example). This means you cannot issue special orders nor extend the morale bonus to special card formations.

The example below is of a company card with its attached support, transport, special and upgrade cards. Except for the special card all formations on all cards attached to the company card (and the formations that compose the company card itself are IN COMMAND of the company cards command section).



The Company command formation is **IN COMMAND** of all the formations attached to the company card (indicated by the arrows). If any of these formations were within 25cms of the command formation, they could benefit from the morale bonus or receive special orders.

Formations attached to or belong to another company card would **NOT** be **IN COMMAND** of this command formation and would not benefit from bonuses from **THIS** command.

Command Coherency

Imperius Dominatus has NO restrictive or limiting command coherency rules. The component formations of the company card as well as those of attached army cards can be as far from the command formation as tactics and the ebb and flow of battle permit.

That said, ALL formations function better within the Company (or Army) commanders 25cms radius since those formations in the radius can benefit from morale bonuses and special orders. Formations that are in command of that company commander but are farther than 25cms from it will NOT benefit from these advantages. REMEMBER only the company commander IN COMMAND as illustrated above can give those benefits to their attached formations. Being close to another company commander that is NOT THE ONE it is attached to grants NO bonuses.

Therefore, while there are no penalties associated with having in command formations far away from their command section, the bonuses and boons can ONLY be applied within command radius (25cms) making it tactically advantageous to have in command formations close to their command section.

Special Orders

A command element [HQ2] or [HQ3] can issue a **SPECIAL ORDER** to formation that it is **IN COMMAND** of.

These rules apply to special orders:

1. The command formation attempting to issue a special order rolls a D10 and on a roll of 6+ it can issue ONE order to any eligible formation in its command radius (25cms).
2. The same command formation may attempt to give additional special orders beyond the first on a roll of 6+ on a D10, but once the roll is a failure that command formation may attempt no further special orders that turn.
3. You MAY NOT issue more than ONE special order on the same formation. Additional special orders must be assigned to different formations in command.
4. On a successful roll the player selects ONE appropriate special order from the table below.
5. The special-order roll is made **ON THE ACTIVATION OF THE FORMATION THAT WILL RECEIVE THE ORDER**. This can be during the movement phase activation or that formations Combat Phase Activation.
 - a. Example. An infantry formation on First Fire Orders is activated during the First Fire Segment of the Combat phase. The player wishes to give that formation the "Fire at Will" special order therefore he rolls the command formations special order roll during its activation. If successful, that formation gains the boon of the special order and completes its activation as normal.
6. Special Order specify the eligible formation it can be applied to and is not transferable to formations other than that it is described for.

7. Special Order last for the remainder of the current game turn (effects end by the end of the combat phase)

Special Orders	
Order	Description
On the Double!	One infantry formation: may charge move at 3 times their base movement rate
Fire at Will!	One infantry formation: +1 attack dice per element if formation is on First Fire Orders
Charge!	One infantry formation: +1 CAF AD if initiating close combat while on charge orders
Shoot them from the Sky!	One infantry formation: gains the [AA] ability for one turn
Pedal to the Metal!	One cavalry formation can move triple its base movement when on charge orders or double its base movement when on advance orders.
Evasive Maneuvers!	One cavalry formation gains the hard to hit [HH] ability
Aggressive Defense!	One cavalry formation gains a bonus attack die per element on weapons with the anti-personnel [AP] trait.
Strike and Fade!	One cavalry formation gains the hit and run [HR] ability
Rally to Me!	One formation with the Fallback Condition: formations have the fallback condition removed and can immediately be given any order.
Take them Out!	One Pin Category [3] or [4] formation: Gains a bonus -1 TSM to ONE of its weapon systems for one turn (players choice of weapon).

Firing at Command Formations

The range and close combat procedure already cover hit allocations regarding command elements within a formation. However, a company or army commander operates within its own separate formation. The following rules for firing at command formations apply:

1. Command formation(s) of pin category [2] or LOWER (Infantry, cavalry, small walkers, and weapons platforms) gain the stealth ability [SH] (cannot target them at ranges greater than 25cms for a ranged attack unless an ability [Sniper or Recon] negates it).
2. Command formation(s) of pin category [3] or HIGHER (vehicles, knights, etc.) CANNOT be targeted if within 25cms of a friendly formation of its own pin class or HIGHER.
 - a. Example: A predator tank commander [3] is 15cms from a friendly land raider formation [3], since it is within 25cms of a friendly formation of its own pin class it CANNOT be selected as a target for ranged attacks.
3. These rules do NOT apply to close combat engagements.

Leader Replacement

Inevitably command elements will be subjected to damage and elimination during a game. Given their importance we must cover what happens when one is eliminated. The following rules apply:

1. Leader replacement rules DO NOT apply to named special characters (Primarchs, heroes, etc.).
2. Leader replacement applies to [HQ2] and [HQ3] command elements only. [HQ1] commanders are immediately replaced (you can swap another element in the same formation as being eliminated instead)
3. Leader replacement DOES NOT OCCUR if the entire command formation is eliminated (either through ranged or close combat).
4. When an eligible commander is eliminated roll a D10 on the leader replacement table below for its immediate replacement. In this case remove another element from the command formation and leave the command one (as losing the commander counts as losing an element and the replacement comes from the remaining command formation elements).

Leader Replacement	
Roll	Result
1-6	Temporary Leader: Same stats as original, may NOT issue special orders (only confers morale bonus)
7+	Battlefield promotion: Same stats and abilities as original commander (access to all bonuses and special orders)

Commander Loss

When a command element is eliminated, these rules apply:

1. [HQ1]: the formation the [HQ1] is part of makes an immediate Morale Check. If it is failed the formation gains the *Fallback Condition*.
2. [HQ2]: ALL formations this command element is IN COMMAND of will make an immediate Morale Check. Any formation(s) that fails that formation gains the *Fallback Condition*.
3. [HQ3]: ALL formations in the ENTIRE army must take an immediate Morale Check. Any formation(s) that fails that formation gains the *Fallback Condition*.

Flier Rules

Fliers are a specialized element with the following characteristics:

1. Fliers possess the same stats as ground elements do and are represent and are used in the same manner (fliers have base move, CAF, AD, TSM etc.).
2. Fliers are assumed to be flying above the terrain and structures of the battlefield, therefore, may **NEVER** gain the benefits of cover while flying.
3. Fliers can **NEVER** capture or dispute scenario objectives, only eligible ground elements and formations may do this.
4. Fliers DO NOT possess a pinning class. As fliers no ground element may engage then in base-to-base contact they can never be pinned by ground elements.
5. Fliers can ONLY pin each other for the purposes of DOGFIGHTS (aerial close combat), regardless of the elements' actual size.

Flier Orders

Flier formation receives orders like any other formation. They also use the same orders as ground formations. However, orders for fliers possess modified rules to suit the specialization of fliers as follows:

1. **FIRST FIRE ORDER:** **ONLY** a flier with **TRANSPORT CAPACITY [TR]** may be given a first fire order. A flier with first fire order may do the following:
 - a. **Deployment Landing:** The flier may move up to its base movement and land to permit transported elements to disembark. The standard rules for embark/disembark cost applies (it costs 5cms of BASE movement to the transport and transported elements).
 - i. **Deployment Covering Fire:** The flier formation on first fire orders may fire its weapon in the first fire segment of the combat phase. Since it is now landed it may **ONLY** fire upon **GROUND ELEMENTS** withing range. Standard rules for line of sight [LOS] and cover apply normally to the flier (it is on the ground).
 - b. **Takeoff:** A landed flier element may **ONLY** take off on **FIRST FIRE ORDERS**. It can take off and move up to its **BASE** movement rate. In can fire in the first fire segment of the combat phase, however, **ONLY** at ground elements and formations.
 - c. A flier can remain on the ground but can **ONLY** be given **FIRST FIRE ORDERS** while it is grounded. Of course, it has the option of taking off as per the description of takeoff above, but if it forgoes movement, it may only take actions by firing in the first fire segment.
 - d. While a flier is on the ground it may be engaged in close combat by ground forces.
 - e. While a flier is on the ground it may use all the options regarding the first fire order including overwatch fire.
2. **ADVANCE ORDER:** A flier with advance orders may move its **BASE** movement and fire its weapons at any elements or formation in range (ground of air) in the advance fire segment of the combat phase.
3. **CHARGE ORDERS:** A flier with charge orders may:
 - a. Move at **TWICE** its **BASE** movement rate.
 - b. Fire in the charge fire segment of the combat phase
 - c. Initiate a *Dogfight* (close combat). As per standard rules you may not fire in the charge fire segment if you initiate close combat.

Deploying Jump Pack formations

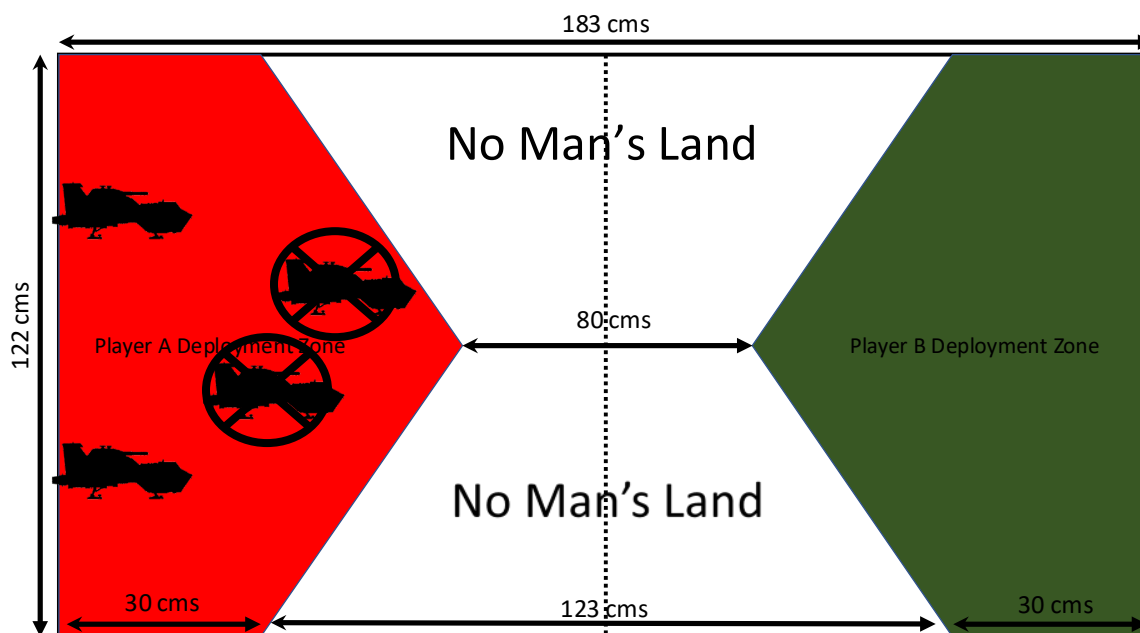
There are elements that can deploy using their jump packs [J] or similar movement ability directly from an aircraft in flight without the necessity of it landing. In this case the following rules apply:

1. As with all elements, it can only deploy from a flier with **FIRST FIRE ORDERS**.
2. The Flier on first fire orders doesn't need to land if the player does not desire to do so.
3. Elements with jump packs (or equivalent) can deploy **AT ANY POINT ALONG THE FLIER'S MOVEMENT** (no after landing as normal).
4. The flier on first fire orders may fire normally in the first fire segment of the combat phase at ground elements and formations as noted in the rules on flier orders above.
5. The standard cost of disembarking from a transport applies (cost 5cms of base move to transport and transported elements).
6. Disembarked elements with jump packs or equivalent may land anywhere their movement range allows.

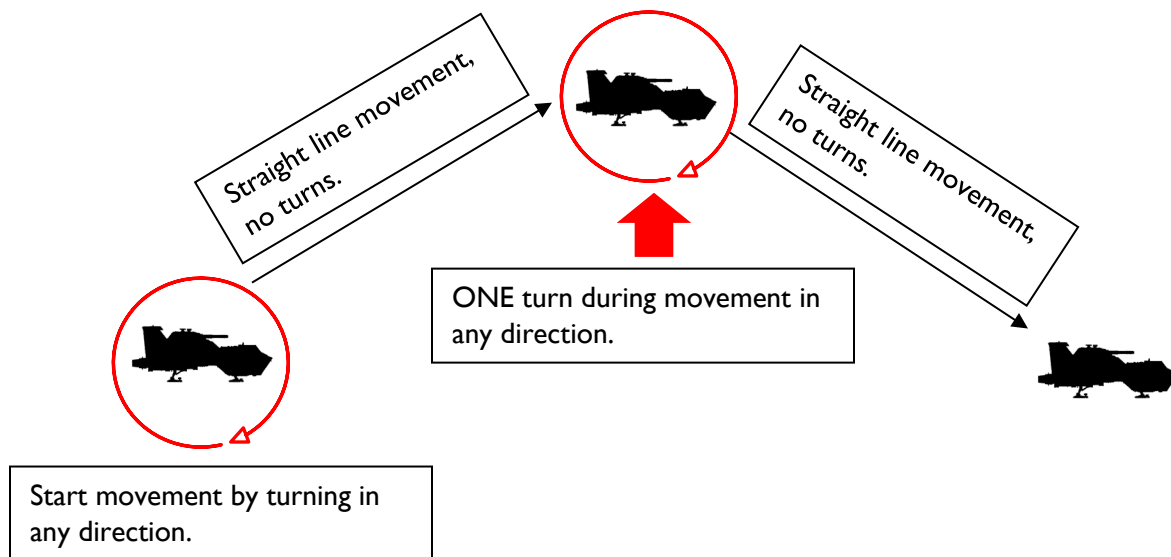
Flier Movement

Flier movement has the following rules:

1. Flier movement occurs during the flier movement segment of the movement phase.
2. Fliers are deployed at the games start within the players own deployment zone along the table edge FARTHEST from NO MAN'S land.
 - a. Example. The players have chosen this deployment map for their game. A player with flier formations must deploy them along the table edges farthest from NO MAN's land as shown below. The diagram gives examples on where they may NOT be deployed.



3. Flier formations may be placed in reserve like ground formations and follow the same rules for reserve deployment.
4. A Flier **MUST MOVE** at **LEAST 20CMS** in the movement phase (may not stay in place or hover).
5. A flier when it starts its movement may turn in any direction and the fly in a **STRAIGHT LINE** to its destination. It may **ONLY** make **ONE TURN** during its movement, and the turn can be in **ANY** direction.
 - a. Example: The flier starts its movement and can move in any direction regardless of the starting direct its point to. Once it starts to move, movement is in a straight line. At any point after it starts moving it may make **ONE** turn (in any direction) and complete movement in a straight line.



Flier Ranged Attacks

Fliers follow the standard rules for ranged attacks and damage resolution. See their respective sections.

Flier fire has the following in addition to standard rules:

1. Superior LOS, keep in mind that flier can see over most cover and even inside terrain (if players deem it so). Therefore, it's important to go over these points with your opponent when designating terrain. Cover modifiers for targets within cover apply as per standard rules against aerial attack.
2. Incoming fire from fliers are considered to attack the target's **REAR ARMOR**. Therefore, they gained the TSM bonus for such fire. See *section on common damage resolution modifiers*.

Anti-aircraft Weapons [AA]

The anti-aircraft trait [AA] permits the element to perform ranged attacks versus fliers. **ONLY** weapon systems with the [AA] trait permit ranged attacks against fliers. Weapons without this trait **CANNOT** perform ranged attacks versus flier. Additionally:

1. Formations on **ANY ORDER** may perform **OVERWATCH FIRE** versus flier formations (not just those on first fire orders as is standard). This applies **ONLY** regarding fliers **NOT** ground elements.
2. [AA] weapons may fire at ground targets unless expressly prohibited. In this case they follow the full rules for performing ranged attacks according to their orders.

Dogfights

Dogfights are close combat attacks between fliers. Dogfights follow the **SAME RULES** as ground formations for the resolution and outcomes do for close combat with the following additions:

1. Air Defense weapons [AP]. Air defense weaponry is specifically designed to defend against being engaged in dogfights. In essence they work if they had the anti-personnel weapon trait [AP], but in the context of fliers. They work as follows:
 - a. When a flier formation is engaged in a dogfight (the defender or receiver of the charge moves to initiate a dogfight) it may fire its [AP] weapons **PRIOR** to the start of the dogfight (it is considered a ranged attack and resolved as per the standard rules).
 - b. [DR] loss sustained counts for dogfight outcomes to determine the winner of the dogfight.
 - c. Elements eliminated due to [AP] fire are removed from play and do **NOT** participate in the dogfight.

Psychic Powers

Beyond the standard attacks of conventional weaponry and melee there are *Psychic Powers* and their effects on the battlefield. Psychic Powers have the following rules:

1. Psychic attacks are performed in the same activation as the formation they belong to in accordance with the orders the formation has.
 - a. Example: A formation on first fire orders that contains an element capable of psychic attacks can use its powers in the same first fire segment the formation performs its ranged attacks.
2. The Psychic Attack is **IN ADDITION** to the normal ranged or close combat attacks the formation can perform.
 - a. Example: An infantry formation on advance orders fires in the advance fire segment and makes its ranged attacks. Once ranged attacks are performed the psychic power can

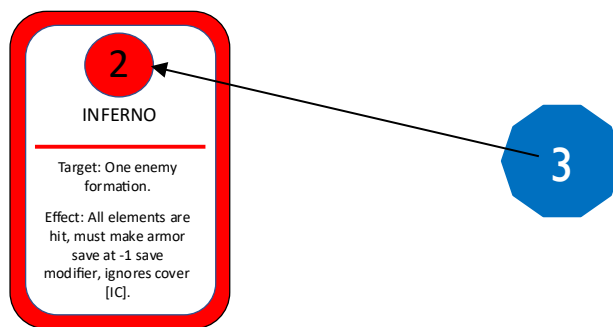
also be performed and resolved. Note that the player can choose to perform the psychic attack first then ranged fire. It is up to the player.

3. Psychic attacks that involve powers that function as ranged attacks follow the standard rules for range attack procedure and resolution (including cover modifiers).
4. **All Psychic Power with to-hit/target number of 5+.**
5. **All Psychic Powers with a ranged effect have a range of 25cms.**
6. **A Psychic Element may cast ONE psychic power per turn.**
7. **All Psychic Powers have the Psychic Weapon [PY] Trait.**
8. All Psychic Power effects, have a duration of 1 Game turn (they automatically stop having a game effect in the end phase of the next turn **AFTER** they are cast. This **DOES NOT** apply to powers with a ranged attack effect.
9. For each level of psychic ability [P], the player will select ONE psychic card from the deck corresponding to its faction/army. **See specific faction/army book for details on psychic powers descriptions.**
 - a. Example: A level 2 psychic element [P2] selects 2 psychic power cards from the appropriate deck. A player with an army containing 2 [P1], 1 [P2] and 1 [P3] psychic elements would draw a total of SEVEN CARDS (2 for the [P1] {one each}; 2 for the [P2] and 3 for the [P3]).
10. The player may assign the selected cards amongst all the psychic elements in the army however the player chooses. You may only assign **ONE** card **PER** psychic level the element has to it.
 - a. Example: in the example above the player can take those 7 cards selected and assign those psychic powers to those 4 psychic elements anyway the player chooses. However, the player may only assign 1 card to each of the [P1], two cards to the [P2] and 3 cards to the [P3].
11. Once assigned a psychic element **MAY ONLY USE THE POWER(S) ASSIGNED TO IT.** You may not use a power assigned to another psychic element after assignment.

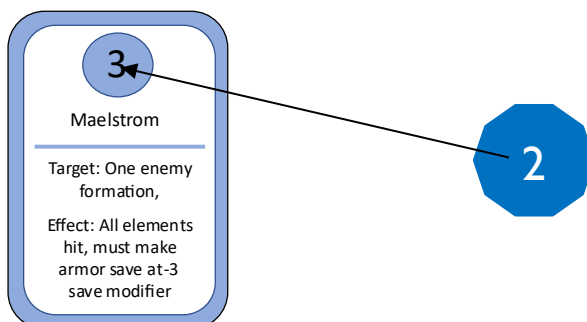
Casting a Psychic Power

Once a formation with a psychic element is activated follow this procedure:

1. Roll a D10 to see if the power can be successfully cast. The To-hit/target number is 5+.
2. If the roll is successful apply the effect written on the psychic power card used. See appropriate army book/faction for list of available cards and effects).
3. **IF THE ROLL IS FAILED**, the player will compare the die roll result with the level of the psychic power used and two scenarios may occur:
 - a. The roll fails but the number rolled on the die is **GREATER** that the level of the power used. Psychic Power fails and the psychic element is finished for this turn. No additional effects happen.
 - i. Example: The player has cast the psychic power below, but has rolled a 3 (FAILS, needs 5+ to cast). However, the value of 3 on the die is GREATER than the psychic power level, which is TWO. The Psychic Power fails, and nothing further happens. The psychic elements turn has ended.



- b. The roll fails but the number rolled on the die is **EQUAL TO OR LOWER** than the level of the power used. In this case the power fails **AND** the psychic element rolls of the *PERILS OF THE WARP* table and applies its effects on itself.
- i. Example: The player casts the psychic power below, but rolls 2 (FAILS, needs 5+ to cast). However, the value of 2 on the die is **EQUAL TO OR LOWER** than the psychic power level, which is **THREE**. The psychic Power fails, but now the psychic elements must roll on the Peril of the Warp table and apply its effects.



Perils of the Warp

If a psychic elements fails to cast a psychic power and the roll is equal to or lower than the level of the power used, roll on the table below to determine the psychic elements fate.

Perils of the Warp	
Roll	Effect
1	Dragged into the Warp! The psychic element is eliminated and removed from play.
2-5	Psychic Backlash: The psychic element makes, and armor save with a TSM equal to the power level of the failed power.
6-9	Psychic Drain: Psychic element loses one psychic power for remainder of game. If reduced to ZERO powers, it may no longer cast psychic powers (it may cast its basic/primaris power if it has one)
10+	Warp Surge! The psychic element gains an invulnerable save of [6]+ or +1 to an existing invulnerable save. Cumulative with this effect.

Note the table above is the standard table used. Some armies or factions may have one specific to them and in that case refer to the alternate table in that army book.

Structures

A structure refers to an artificial construction of some sort on the battlefield. They have the following rules:

1. Structures have *damage points* [DR]. Unlike most terrain features they can be destroyed by weapons that can harm structures.
2. Weapons with the artillery [AY] and Blast [B] trait can damage structures. See weapons trait section.
3. Structures have no points cost unless they are *fortifications*. **Fortifications, stats, and cost are faction related and are in the appropriate army book.**
4. Structures can be created from the next two tables that are used as guidelines.

Structure Traits		
Frame Type	Armor Value [AV]	Frame DR
Lightly Built (wood, clay, etc.)	5+	½ DR by size
Ferrocete	3+	DR by size
Reinforced Ferrocete	2+	2 x DR by size
Fortified (military Grade)	1+	3 x DR by size

Damage Rating [DR] by size	
Size	[DR] by size
Tiny (one element maximum)	1
Small	2
Medium	3
Large	4
Very Large	6
Huge	Use sections of large and very large

Example: If you wanted to make a large ferrocete building it would have an AV of 3+ and [DR4]. The 4 [DR] come from its size on the table and ferrocete has no multiplier, so it stays at 4. A large reinforced ferrocete building would have [DR8], twice as many [DR] as the ferrocete since the multiplier on the structure trait is 2 x DRR by size ([DR4] x 2 = [DR8]). Conversely a Large wooden building (lightly built) would have [DR2] since its half the DR by size [DR4]/2 = [DR2] (to a minimum of 1 [DR]).

Fires

Structures can be set on fire from ranged attacks by Flamer Weapons [FW]. Follow these rules when a [FW] weapons perform ranged attacks on a structure:

1. Flamer weapons [FW] score hits on structures the same way artillery weapons [AY] score hits on structures. When performing a ranged attack at elements within a structure every HIT scores to an element within the structure ALSO scores a hit against a structure.

- a. Example and [FW] weapon scored 3 hits on an infantry formation within a structure. Since 3 hits were scored versus the elements inside the structure the structure itself receives 3 hits as well (no need to roll)
2. Once a structure is hit it follows the standard damage resolution procedure. See damage resolution.
3. The structure will receive ONE FIRE for every armor save it fails in addition to [DR] damage. You can keep track of the number of fires on a structure with the counters provided.
4. In the **END PHASE** of every turn all structures with active fire must roll on the **FIRE TABLE** below and immediately apply results:

Fire Table	
D10 Roll	Effect
1-3	Fires Extinguished! All active fires are put out (remove all fire counters).
4-6	Fires Raging! All active fires remain in place (no change)
7-9	Uncontrollable Fires! Fires start to damage the structure. The structure loses 1 [DR] until fires are extinguished.
10+	Firestorm! The inferno is consuming the structure. The structure loses 2 [DR] until fires are extinguished and any elements in the structure must roll an unmodified armor save or be eliminated each turn they remain in the structure.

Common Fire Modifiers

Fires and their spread (or lack thereof) have a lot to do with the structure itself. When rolling for active fires modify the rolls with these modifiers in the table below.

Common Fire Modifiers	
Frame Type	Modifier
Lightly Built (Wood etc.)	+1
Ferrocete	0
Reinforced Ferrocete	-1
Fortified (Military Grade)	-2
For Every Fire (counter) beyond the first one	+1

Blast and Structures

Weapons with the blast trait [B] will assign hits to a structure in the same manner artillery weapons [AY] assign hits to a structure. **See Artillery Ranged Attack Section for a more detailed description.**

Example: A formation of 6 elements is within a structure hit by a blast weapon [B2]. It has scored a total of 3 hits to the elements within the structure. As per the artillery ranged attack rules this means the structure **ALSO** receives 3 hits and must make three armor saves (since its [B2] each failed armor save does 2 [DR] points of damage).

Destroyed Structures

When a Structure is reduced to zero damage points it is destroyed. Once destroyed the following applies:

1. Replace the structure with rubble or ruins and it will be that terrain type for the rest of the game.
2. Any elements within a structure that is destroyed must make an immediate unmodified armor save. Elements that fail the save receive 1 DR of damage.
3. Any surviving elements are placed within the rubble or ruins. They are placed within the rubble or ruins by the player controlling those elements.

Fortifications

Fortifications follow the same rules as noted in the structures section. Fortifications have the following rules:

1. All fortification card structures are deployed on the players turn during formation deployment. The player can select formations or fortification formations to deploy in any order.
2. All fortification card structures must be deployed in the owning players DEPLOYMENT ZONE. Unless the ability to deploy in other zones is available.
3. Regardless of the models used the deployment of one fortification card counts as ONE formation for deployment purposes.
 - a. Example: The player chose Line Defenses and wishes to deploy them. The player has 4 models representing this card. All of them must be placed on the battlefield as part of the same formation deployed.

DESIGNERS NOTE

We recognize that players have many options regarding what terrain to use. You will notice Imperius Dominatus Rules DO NOT mandate or strictly specify sizes or dimensions regarding Fortifications. It is the province of the players to decide what dimensions their terrain pieces and fortifications should be. We can only provide loose recommendations.

Fortification Size Recommendations

Fortifications	
Aegis Defense Line: 30x3cms	Firestorm Redoubt: 6x3cms
Bastion: 4x4cms; two stories high	Vengeance Weapon Battery: 3x3cms
Bunker: 4x6cms; High-capacity bunker: 6x8cms	Aquila Strongpoint: 15x15cms
Defense Line: 30x3cms	Imperial Primus Redoubt: 20x15cms
Imperial Castellum Stronghold: 25x25cms	Orbital Defense Laser Battery: 20x20cms

Faction and Allies

While most players will play single faction armies there may be the inclination to mix forces. The inclusion of even a single army card from a different faction constitutes a mixed force. Such a force is designated as an *allied army*. This section has the following rules:

1. *The specific information on who a faction/army can ally with is within the army book of appropriate faction.*
2. Every army and faction has what is known as a **FACTION VALUE**. This is a numerical value to designate its overall value as an ally. It is not a cost, just a value for comparative purposes.
3. Every army has as set of **FACTION TRAITS**. This is a list of abilities and traits that are unique to that army. The Faction Value described above is a measure of the value of this set of attributes.
4. A player may mix army cards of different types within an allied army. This means you can use company cards and attach support cards of the allied force or vice versa.
 - a. Example: An astartes company card could attach solar auxilia support cards, transport cards or even special cards. An astartes force attaching titan special cards also counts as an allied army.
5. Faction Traits are **NOT** interchangeable in an allied army. Even though you are mixing army cards from different factions the traits of one faction **BELONG** to that specific faction and **NOT** to their allies.

Faction Value Comparison

Once you have built your allied force you must compare your TOTAL faction value with your opponent's total faction value as follows:

1. Add the faction value of EACH faction in your allied army to obtain your TOTAL faction value.
 - a. Example: Player A has an allied force made of 2 factions. Faction 1's value is 400 and Faction 2's value is 200. This means player A has a TOTAL faction value of 600.
2. COMPARE your total faction value with your opponent and determine the DIFFERENCE between the two totals.
 - a. Example: Player A above has a Faction Value Total of 600, player B who is not fielding an allied force has a faction value total of 400 (the faction value of his only faction). Player A has a faction value of 200 MORE POINTS than Player B (Difference between the two totals).
3. The Player with the LOWER total faction value is at a DISADVANTAGE. Therefore, that player has two options to choose from to level the playing field with the player with the higher total faction value. The choices are:
 - a. The player with the lower value starts the game with VICTORY POINTS [VP] EQUAL to the difference in TOTAL faction value. Every 100 points (or fraction thereof) of total faction value difference, 1 VP is awarded.
 - i. Example: Since player B had 200 faction points less than Player A, Player B could choose to start the game with TWO VPs (200 points = 2VPs).

- b. The player with the lower value may choose to purchase additional army cards up to the DIFFERENCE in the TOTAL number of faction value between the two players.
 - i. Example: Since Player B had 200 faction points less than Player A, Player B can choose to spend up to 200 points in additional army cards to add to Player B's force.
- 4. This process of comparison is best done when preparing to play the game during army building.

Abilities

The following is the list of general abilities game elements may possess. Please see specific army books for specifics.

Adamantium Will [AW]

This ability grants an element a save versus Psychic Power attacks. The element will use its MORALE VALUE as the target number for the save. A successful save means the psychic power attack has no effect.

Agile [AG]

A formation composed of elements with this ability gain a +1 bonus to rough ground checks.

Apothecary [APO]

Applies ONLY to infantry elements. When an *infantry formation* containing an apothecary [APO] element has infantry elements eliminated, roll a D10 for each element that was eliminated. On a roll of 7+ that element regains 1 [DR] point back and is not eliminated (remains in play). In case of infantry elements with more than 1 [DR] roll a D10 for EACH point of [DR] lost and each successful roll returns ONE [DDR] point back. A formation may benefit ONLY ONCE per turn from this ability, and the player may choose when it applies (since the formation may suffer from [DR] loss at different points in the turn sequence).

Cameleoline [CE]

Elements gain the STEALTH ABILITY [SH] when it has not moved during the movement phase (regardless of orders). They also gain LIGHT COVER bonuses when receiving incoming fire from formations close enough to negate stealth.

Commander [HQ]

These elements function as leaders and possess a command radius and ability to extend morale bonuses and special orders. SEE COMMAND AND CONTROL sections for complete descriptions.

Counterattack [CA]

Infantry elements that DEFEND (did NOT initiate close combat) against opposing formations engaging in close combat may reroll ALL MISSES from their close combat attack dice ONCE (second roll stands).

Deep Strike [T]

This is a specialized form of reserve movement. Formations composed of elements with Deep Strike do not deploy at the games start. On a successful reserve roll, assign the formation an order and select a point of entry anywhere on the tabletop. Once the insertion point is selected the formation will scatter in a random direction (use a D12 or a scatter die if you have one) 2D10cms.

Durable [DU]

The element ignores rough ground checks.

Fear [FR] and Terror [TER]

See Morale Section for details.

Furious Assault [FA]

Elements with this ability gain ONE additional hit in close combat on a natural die roll of 10+ (exploding dice).

Hard to Hit [H]

Incoming Ranged attacks receive a -1 penalty to-hit elements with this ability. Cumulative with other modifiers (remember rule of twos!).

Hit and Run [HR]

Elements cannot be pinned in close combat. Elements with weapons that have the anti-personnel [AP] trait may fire these weapons and move away if the formation has not been previously activated. May not fire [AP] weapons again in the combat phase if used in this manner.

Infiltration [IF]

At the START of the FIRST TURNS MOVEMENT PHASE elements may move TWICE their BASE movement rate (charge rate) in any direction they desire. If both players have formations capable of infiltration moves, resolve them in alternating fashion starting with the First Player. In the case the player places a formation composed of elements with the [IF] ability in RESERVE, that formation makes TWO reserve rolls and chooses the best result.

Indomitable [ID]

Elements are immune to the fear ability [FR]. Terror [TR] is treated as FEAR.

It Will Not Die [IWD]

An element with this ability is not removed when it is eliminated from play. Place the model on its side to keep track of them. *Such elements may not be targeted or engaged in any way (nor may act in any way) while placed on their side.* In the **END PHASE** roll a D10 and on a roll of 7+ that element regains ONE [DR] point. Elements that are still at zero [DR] after this roll are eliminated permanently and removed from play. Elements that have at least 1 [DR] are returned to play and placed in coherency with the formation they belonged to.

Lone Wolf [LW]

Element does not need to be attached to a formation to act. That element is given its own order and acts independently from other formations.

Mechanicus [MK]

Elements with this ability can attempt to repair [DR] loss from elements that have robotic [RC] ability or are pinning class [3] or higher. They may only attempt to repair eligible elements that are part of the formation they are a part of or are IN COMMAND of. To attempt a repair, roll a D10 and on a successful roll of 7+ the element gains 1 [DR] point. Failure means it does not gain any [DR]. The mechanicus [MK] element can repair 1 element PER level of mechanicus the element has. An eligible element for repair can only be repaired this way once per game turn.

Example: An element with [MK2] means it can attempt to repair TWO vehicles per turn (but never more than once on the same element).

Night Vision [N]

Elements with this ability negate the penalties associated with dark/nighttime conditions.

Psyker [P]

Permits the element to cast psychic powers. *Every level* of psyker permits the player to select one psychic power card and to be assigned one psychic power card. See psychic powers section.

Example: An element with the [P2] ability permits the player to select psychic powers from the appropriate deck and you can assign TWO psychic powers to it to use during the game.

Recon [R]

Elements with this ability can:

1. Negate the Stealth ability [SH]. An element within 25cms of an opposing element with the stealth ability [SH] can now be selected for ranged attacks against it by any friendly formation (may now be fired upon by opposing formations outside the 25cms range).
2. Forward Observer for Artillery. Elements with artillery weapons [AY] can use the LOS of a recon [R] element within 25cms of a target the element with artillery weapons [AY] cannot trace direct LOS to.
3. Teleport Beacon. A recon [R] element within 25cms of the target deployment zone of a reserve formation with the Deep Strike [T] ability grants the [T] formation with a +1 on the reserve roll and if successful, the deployment scatter is reduced to 1D10cms (instead of the default 2D10).

Robotic [RC]

A formation composed of robotic [RC] elements have the following rules:

1. Default Advance Order: The robotic [RC] formation is automatically given advance orders in each Orders Phase.
2. Change Directives: An element IN COMMAND of the robotic [RC] formation may change the default advance order of ONE robotic [RC] formation PER command level to either First Fire or Charge Orders.
 - a. Example an element that is in command of several [RC] formations have a command level of 2 [HQ2]. This means the player could change the default advance orders of up to TWO formations.
3. Static Robotic [RC] elements: [RC] elements that serve as static defenses (gun platforms, sentry guns, etc.), receive NO ORDERS and will attack the closest opposing elements in range. In the event multiple target types are in range the gun will select (even if it's not the closest target) the type most suited to it. This means those geared to anti-personnel targets (bolters, flamers, etc.) will prioritize INFANTRY elements and those with anti-tank capability (lascannons, melta, plasma, etc.) will prioritize VEHICLES OR WALKERS.
4. [RC] elements do not have morale values and automatically pass any morale related test.
5. [RC] elements are immune to the effects of suppression.
6. [RC] are immune to the effects of fear [FR] and terror [TR].

Reinforced Armor [RA]

This element can re-roll failed are saves ONCE (second result stands).

Sabotage [SE]

An element with this ability in base-to-base contact with a structure will automatically hit it and force an armor save with a -2TSM.

Sniper [SN]

An element with this ability ignores stealth [SH] and other restrictions related to allocating hits from ranged fire to elements with the command ability [HQ]. This means its attack dice [AD] can be assigned to the command element directly and it does not have to be the last target as per standard rules.

Stealth [SH]

The element with this ability cannot be selected in any way as the target of ranged attacks from ranges **GREATER** than 25cms.

Stubborn [SU]

Elements with this ability gain a **+2 bonus** to Morale checks for **SUPPRESSION REMOVAL**.

Sweeping Advance [SW]

A formation composed of elements with this ability can perform a bonus move up to their BASE movement after the close combat group it participated in has been completely resolved. The movement must be in direction of the retreat of the losing formation. This movement is optional, and the player may forego it if tactically unfeasible.

Transport [TP]

An element with this ability may carry other elements within it. The number of elements it can carry is equal to the number after the notation [TP]. The elements carried are commonly infantry and it is the default assumption. If it may carry elements other than infantry elements it will be stated in that element's description in the appropriate army/faction book.

Example: an element with [TP5] can carry 5 elements.