

CRITICAL MASS PLAYSHEET

GAME ROUND ORDER

Phase 1: Initiative – Each player rolls 1D6, highest gains initiative. The player who won the initiative may nominate any unit on the battlefield, even one in their opponent's battle force, to be the first activated unit. The owner of this unit now becomes the active player in phase 2.

Phase 2: Activation – Choose a unit to activate and declare an action, once complete mark the units as activated, play then moves to your opponent.

Phase 3: Game Round End – Check Battle Force Morale. Check Victory Conditions. Remove Counters. Move in Reserves. Gain Communications Dice. Assemble Activation Counter pool ready for new Game Round.

ACTIVATION SEQUENCE

1. Select unit to activate or issue a refusal.
2. If required you must then rally and/or repair the unit.
3. Announce the action the unit will use.
4. Opponent declares any Overwatch/Take Cover reaction or states they are not reacting.
5. Complete the action and reaction (if required).

Rally: Equal or beat units morale level in profile.

Repair: Roll a Minor hit save roll, on save vehicle is repaired.

UNIT ACTIONS

Advance – Move and perform ranged attack

Engage – Double movement and may enter close combat

Redeploy – Triple movement, -1 ranged defence. The unit may not move within 10" of enemy or objective during move.

Hunker Down – Infantry & guns re-roll save rolls from ranged attacks but cannot move or shoot. Vehicles may move and shoot.

Dig In – If Hunkered Down the unit may now Dig In, infantry & guns re-roll saves from ranged attacks and may make ranged attacks. Vehicles may move and shoot.

Open Fire – Unit does not move and performs ranged attacks, all hits count double for pinning purposes.

OUT OF TURN ACTIONS

Overwatch

Allows an un-activated unit to make a ranged attack against units performing Advance, Engage, Redeploy actions.

Each player rolls 1D6 to see who activates first.

If active player wins and moves out of line of sight / into close combat or Overwatching unit is destroyed or pinned the defending player loses the activation.

Take Cover

Allows an un-activated unit to become Hunkered Down therefore re-roll saves for infantry & Guns bases from ranged attacks.

MOVEMENT RATES

Type	Movement	Roads	Difficult Ground
Infantry	5	5	5
Gun	4	4	4
Walker	8	8	8
Wheeled	10	14	5
Tracked	7	9	5
Grav/VTOL Hovering	9	11	7
VTOL In Flight	30	30	30

DIFFICULT GROUND TEST

Vehicles entering or moving in Difficult Ground must roll a D6 for each base. On a roll of a 1 (or a 1 or 2 for Wheeled vehicles) it is marked as Out of Action, touching the edge of the terrain if entering or in position if already in the feature.

Grav vehicles and Hovering VTOLs may re-roll a failed Difficult Ground test.

RANGED COMBAT

To score hits your attack dice rolls must equal or beat the targets Ranged Defence value.

RANGED DEFENCE MODIFIERS

Target unit is in cover	+1
Target unit is over 16" away	+1
Target Unit is a Secondary Target	+1
Target unit is redeploying	-1

Pinned – If a unit takes hits from a ranged attack equal to or greater than its current number of bases it becomes pinned. Vehicles cannot be pinned.

Rout Check – If a unit has 50% or more of its current bases destroyed by a range attack it must make a rout check.

SEQUENCE FOR RANGED ATTACKS

1. Check range and ensure there is Line of Sight to the target base/unit.
 2. Calculate the target's ranged defence and roll the required attack dice.
 3. Each D6 that is equal or higher than the enemy unit's ranged defence is a hit.
 4. The opponent then allocates the hits.
 5. Against armoured target's roll 1D6 and add the weapons damage for each hit in order to penetrate the relevant armour value.
- If the roll is less than the target's armour, the attack fails to penetrate.**
- If the roll is equal to the target's armour, the target takes a Minor Hit.**
- If the roll is greater than the target's armour, the target takes a Major Hit.**
6. The opponent then makes save rolls.

SAVE ROLLS

Infantry	Guns	Vehicles
All infantry save on a D6 roll of 4+	All guns save on a D6 roll of 3+	Minor Hit: 1 Destroyed, 2-3 Out of Action, 4+ Saved
		Major Hit: 1-3 Destroyed, 4-5 Out of Action, 6+ Saved

AREA EFFECT HITS

1-2 Hits: +1 Save

3-4 Hits: -1 Save/+1 To Damage Value

5+ Hits: -2 Save/+2 To Damage Value

TACTIAL/ORBITAL STRIKE

Number Comms rolled	1	2	3	4	5	6+
Area effect attack Dice	6/3	9/5	12/7	12/9	12/11	12/13

COUNTER COMMS

Bases with Comms	0	1	2	3
Counter Roll	6+	5+	4+	3+

CLOSE COMBAT

Defender Declares Reactions to Engage Action against them.

Disengage – Make a full standard move away from the enemy.

Defensive Fire – Immediately make a range attack against the engaging unit.

Counter Attack – Once the attacking unit has made the first part of its engage move the defending unit must immediately move its full movement allowance to try and get into base contact with the enemy.

No response - If the defending unit is pinned, Out of Action or has been activated this game round

For the first round the attacker fights first, afterwards combat is simultaneous.

CLOSE COMBAT RESULTS

Loser must take a Morale roll to continue the close combat. If passed may Battle On or Disengage if failed must Flee.

Battle On – Another round of combat (simultaneous)

Disengage – Performs 1 more round of combat then moves at standard movement away. Any bases left within 1" of enemy are destroyed. Any Vehicle need to perform repair rolls.

Flee – Move double movement away and not be within 4" of enemy or destroyed. Mark infantry / guns marked as pinned

Winner rolls repair rolls for any out of action vehicles and can move the unit 4". Infantry/Guns are then marked as Hunkered down.

PHASE 3: GAME ROUND END

Check Battle Force Morale if 50% or more of starting units are destroyed. Check again for each additional unit destroyed. Check victory conditions.