



## SEQUENCE OF PLAY

### Planning Stage

Each turn has three stages: Actions, Initiative Check, and Victory Check. However, on the first turn, there are two additional special stages: Planning and Deployment. Players will acquire JCCs using their Command Points (CPs) allocation as outlined in the SCENARIO.

### Deployment Stage

Players will place all their units on the map. These units will not be visible to the opponent until after the deployment stage and will begin the game concealed. Some unit deployment areas are specified to specific hexes whilst others have a range where they can be deployed. Units can also be stacked on top of each other. Certain JCCs must be "attached" to specific host units. These must be assigned to a unit during the Deployment Stage.

## Action Stage

**Player 1  
Taskforce A**



**Player 2  
Taskforce A**



**Player 1  
Taskforce B**



**Player 2  
Taskforce B**



## SEQUENCE OF PLAY

### Action Stage

In this stage, each task force will perform an impulse, alternating between the two teams. In each impulse, the player has Action Points to conduct Core Actions.

A player may conduct Core Actions only with units assigned to the current active Task Force. Selecting a unit not in the currently active taskforce will only display their details.

A unit or stack can conduct only one Core Action per turn, using 1 AP. A Core action can be:

- Move and/ or Initiate Combat
- Move and/or Conceal
- Move and/or Resupply)
- Play a Joint Capability Card (JCC)

Each player can perform any combination of the FOUR following Core Actions within the limit of their APs. Each Core Action requires 1 AP.

A Core Action may be executed in any sequence or only partially but combat for all units belonging to a taskforce is resolved at the same time.

A player may use fewer action points but cannot save them for future turns. The APs a player possesses may be affected by JCCs, and scenario. All combat within each impulse is resolved at the same time.



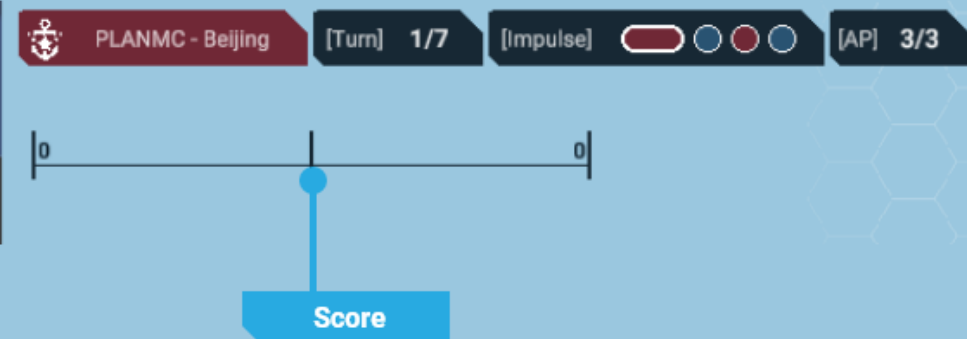
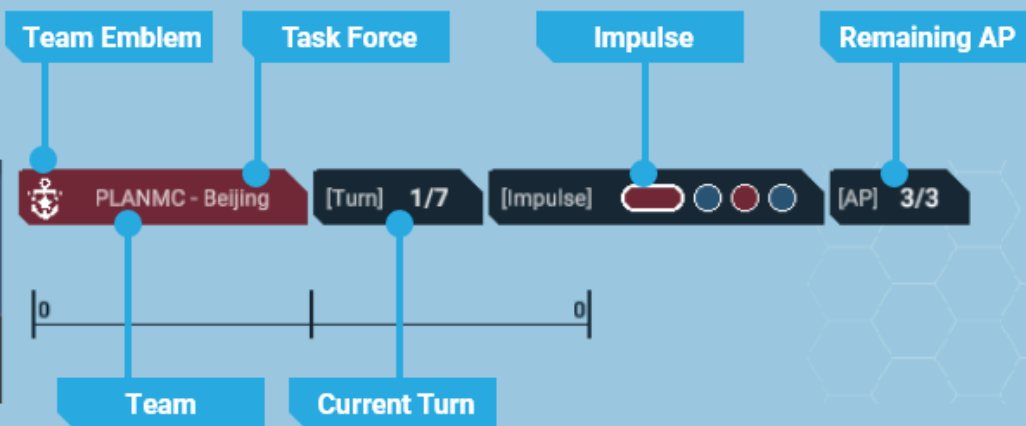
## SEQUENCE OF PLAY

### Initiative Check

The team that destroyed the most enemy units (not counting MILDEC units) during the turn gains the initiative for the next turn – if tied, initiative stays with the team that originally had it.

### Victory Check

Lastly, determine if either team has achieved their hidden victory objectives. If so, the game ends immediately. If no one has achieved victory, begin the next turn with the Action Stage.



## GAME COMPONENTS

### HUD

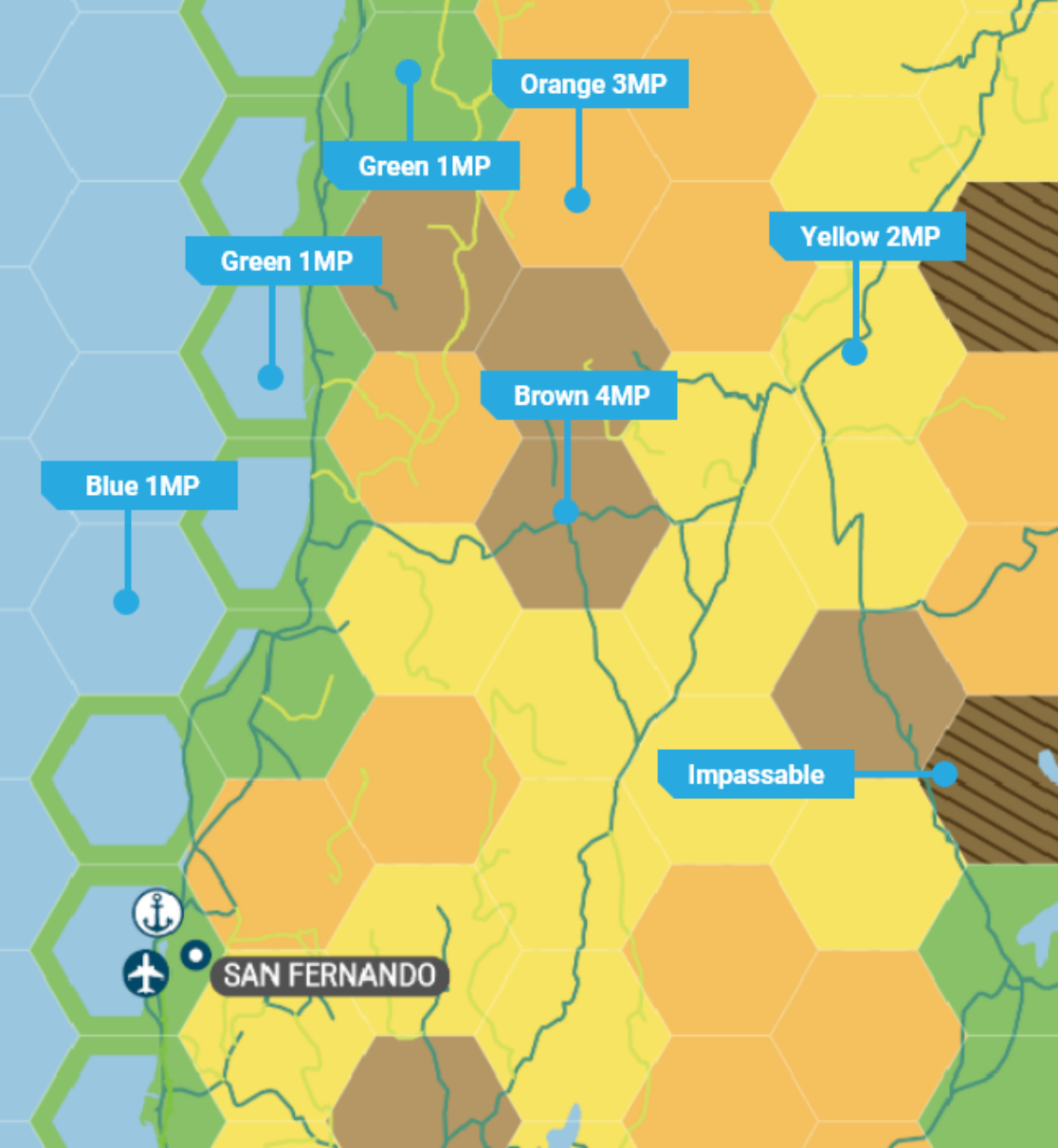
The HUD at the top left corner will show general information for the player about the game. It shows:

- The team and current taskforce. During the game, the team will remain the same for the player but the taskforce will change depending on the impulse.
- The current turn
- Which impulse, within the turn, the game is currently in
- How much AP the player has

### Score

The score is shown on the score bar. When a player does an action which increases their score, it will be represented on the score bar for both players to see.

Actions which increase core, and can possibly win you the game, are found in the objectives screen



## GAME COMPONENTS

### Terrain

Each hex is coloured to show how many MPs are required to enter that hex.

- Blue/Green = 1
- Yellow = 2
- Orange = 3
- Brown = 4
- Hatched Dark Brown hexes are impassable

Naval hexes are 1 MP unless indicated otherwise with another colour/rating. Mixed land-water hexes, such as the sea around islands or the coastline, may require additional MP. For instance, if a mixed land-water hex is yellow, then it requires 2 MP. This affects both ship and ground movement into that hex.

When using a Core Action, a unit or stack can ALWAYS Move at least one hex, even if it exceeds its MP allotment. If it does exceed its allotment, however, it cannot conduct any other part of a Core Action

Clicking on a hex will bring up the Terrain panel which highlights the MP requirement for the hex.



## GAME COMPONENTS

### Units

A unit will have some of its properties visible to the player. Opposing player unit properties will not be visible until the enemy unit has been revealed. These properties are also available to view on the unit panel which appears when a unit or units are selected.

The properties displayed on a unit are:

- HP value represents how much damage a unit can receive before being destroyed. HP boxes will become empty for each successful hit the unit takes
- Unit Designator is the name of the unit
- Unit type is the symbol represents what kind of unit it is
- Unit Size shows the size of the unit
- Combat value is the percentage for a successful hit/ interception
- There are four kinds of Weapons a unit can possess:
  - o LRS – These are weapons that can attack at range
  - o Ground – These are weapons which can only be used if the player is in the same hex as the enemy unit
  - o Resupply – These are logistics units which state the total number of supplies the unit can provide to a friendly unit or units in a single turn.
  - o Interception – These are weapons that can intercept LRS attacks



## GAME COMPONENTS

### Unit Options Menu

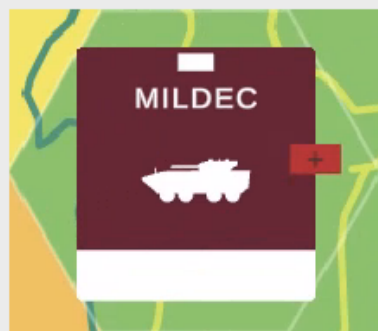
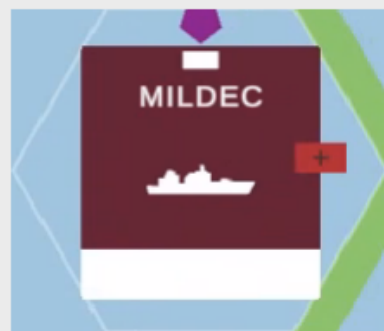
To access the unit options menu, select a unit and click the plus button. From this menu, you can conceal units if able to do so, though this option is unavailable if the player has already conducted a core action with the unit.

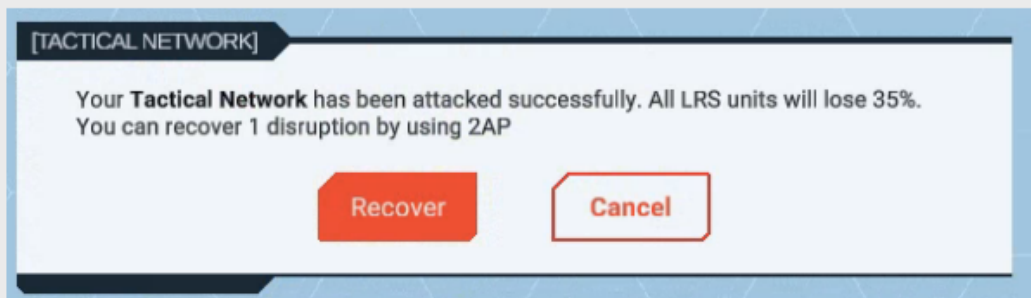
You can also set the auto defence for the unit by clicking the hex and remove it by clicking the hex again.

The menu includes a section containing the unit description, and if the unit has a JCC attached, the JCC description will also be displayed here.

### Mildecs

MILDEC (military deception) and Naval MILDEC counters do not count as "units." They are decoys with no combat abilities. When in a stack with other units, a MILDEC unit may take the first successful attack damage. A MILDEC unit possesses 1 HP, so it will be destroyed.





## GAME COMPONENTS

### Tactical Network

The tactical network represents the health of the overall sensing grid and the ability to successfully target enemy units. It is located on the top right side of the HUD.

Whenever an opposing player successfully utilizes a cyber or electromagnetic spectrum (EMS) JCC, 1 disruption, represented by a block of the opposing team's colour will be added on to your Tactical Network. This represents your network being disrupted. A player can remove a disruption from their Tactical Network during their turn at a cost of 2 AP per disruption

If your Tactical Network has:

- 2 - 3 disruptions, then ALL of your team's LRS and INTERCEPT CVs are reduced by 20%.
- 4 + disruptions, then ALL your team's LRS and INTERCEPT CVs are reduced by 35%.

The Tactical Network HUD will display the number of disruptions currently affecting the player as well as disruptions caused to the opposing player. The percentage displayed at the top of the Tactical Network will show the impact amount (if any) on the respective players LRS and Intercept CVs.

When the number of disruptions begin to impact a players LRS and Intercept CVs, an alert box will appear next to the tactical network. Clicking on it will allow a player to remove a disruption at the cost of 2 Aps.





## HOW TO PLAY

### Movement

Each unit has an MP value which allows it to traverse the map. This can be seen on the unit details panel but can also be viewed by clicking on the unit. If the unit is in the currently active taskforce and can be moved, hexes around the unit will highlight to display how far it can move. This takes into account the different MP values of the surrounding hexes.

A stack – defined as all units in a hex belonging to the same player – can move and act together for a single AP, moving at the MP allotment of the lowest MP value unit (MILDECs do NOT count towards the MP calculation). This also applies to stacks comprised of naval units. The stack must begin and end in the same hex.

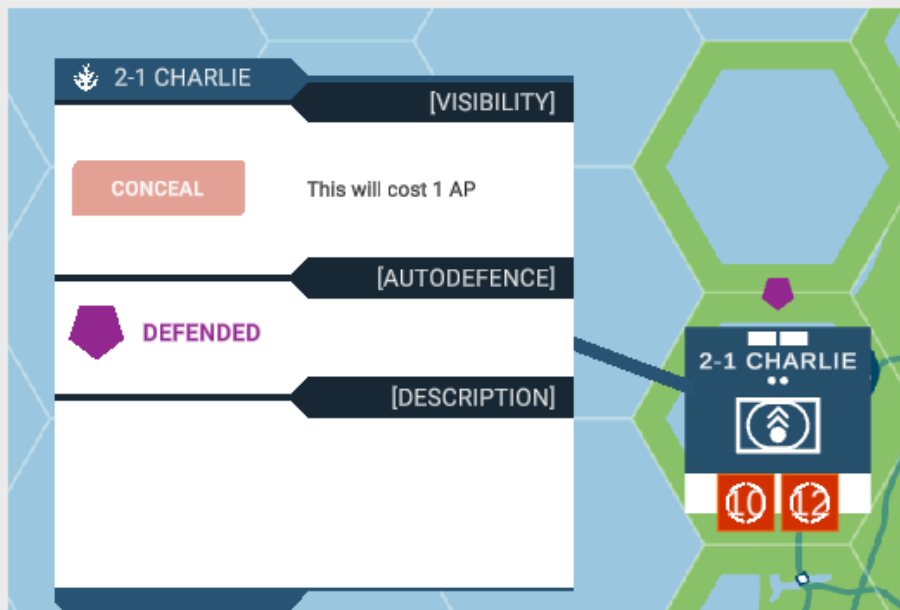
A unit may move before or after it Initiates Combat, Conceals, or Resupplies, but a unit/ stack can move only once per turn.

A unit can enter a hex occupied by an opposing unit. But it cannot transit through that hex unless it first eliminates the unit

### How to move

In order to move , select the unit or stack and click and hold on a highlighted hex. If you move a unit and have MP remaining, you can move the unit again until your MP is exhausted.

In order to move a unit within a stack, click on the stack and select the unit. When the unit is the selected, click and hold on a highlighted hex. This will cause the unit to leave the stack and cost an AP.



## HOW TO PLAY

### CONCEAL

Whether a unit or stack is revealed is incredibly important in LC. If a unit is revealed, it can be attacked. A Concealed unit or stack cannot be subject to LRS combat by opposing units. See Long-Range Strikes (LRS) section

Using the Move and/or Conceal Core Action, players may Conceal units or stacks after they have been revealed. This requires 1 AP per unit or stack.

When a unit or stack Conceals, it may also Conceal any accompanying MILDEC(s)

A unit or stack is principally revealed by the effects of JCCs or through the Zones of Reconnaissance (ZOR) of enemy units

### How to Conceal

Select the unit you want to conceal. The selected unit will have a plus button appear on the right hand side. Clicking on it will activate the unit options menu. If the unit is able to conceal, the "Conceal" button will be available. Clicking it will conceal the unit. This is a core action and will cost 1AP.



## HOW TO PLAY

### ZONE OF RECONNAISSANCE (ZOR)

All units or stacks (except MILDECs and Naval MILDECs) exercise a Zone of Reconnaissance (ZOR) which forces enemy units to be revealed and turned face-up. In LC, ZORs do NOT stop movement of enemy units.

All ground units or stacks can exercise a ZOR of 1 adjacent hex in 1 chosen direction. This means they can reveal all units in 1 adjacent ground hex per turn. However, a unit or stack of ground units MUST conduct a Core Action to exercise its ZOR. Exercising the ZOR of a ground unit or stack DOES NOT reveal that unit or stack. The ZORs of ground units never reveal naval units.

Opposing ground units entering the same hex or occupying an enemy-occupied hex automatically reveal each other.

All naval units have a naval ZOR radiating five hexes in all directions (representing various sensors) – all enemy SURFACE naval units within five hexes of its hex (not counting its own hex) are revealed. Naval ZORs are automatic and do not require a Core Action. Naval ZORs never reveal ground units. Naval units cannot be concealed when in an enemy naval ZOR.



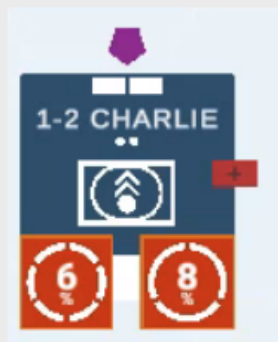
## HOW TO PLAY

### Combat

To engage in combat, first select a unit. Once a unit is selected, all enemy units that are within attack range will be highlighted, making it clear which targets are available. The weapon with the best chances of success is initially selected for you. However, if you wish to change the weapon, simply click the unit while it is selected to cycle through available weapons. Note that if a unit's weapon cannot be used for any reason, it will not be selectable.

To initiate an attack, click on an enemy unit. The selected enemy unit will display the percentage chance of taking damage, giving you an idea of the likelihood of a successful hit. You can also adjust the amount of ammo allocated to the attack by using the plus and minus buttons next to the ammo count. When you are satisfied with your selections, click "commit" to finalize your decisions.

Once you have committed all your combat actions, click the "initiate combat" button to begin the combat process. It's important to note that a unit can attack as many enemy units as it wants, provided it has enough ammo. Additionally, multiple units can focus their attacks on a single enemy unit if desired. All combat actions will be resolved together, ensuring a streamlined and cohesive battle experience.



## HOW TO PLAY

### Interception

Interception occurs automatically during your opponent's turn, allowing you to block some of their strikes on your units. Use the interception bar on the right to allocate resources for interception. The percentage shows the resource allocation: 100% matches the attack resources, while 25% uses a quarter.

Drag the percentage to adjust the defence level.

Units must be at the same distance or closer to the attacking unit for interception. Only auto-defended units, marked by a purple pentagon, will have interceptions. When attacked, these units will launch interceptions at the set level on the auto defence bar or as close to it as possible.



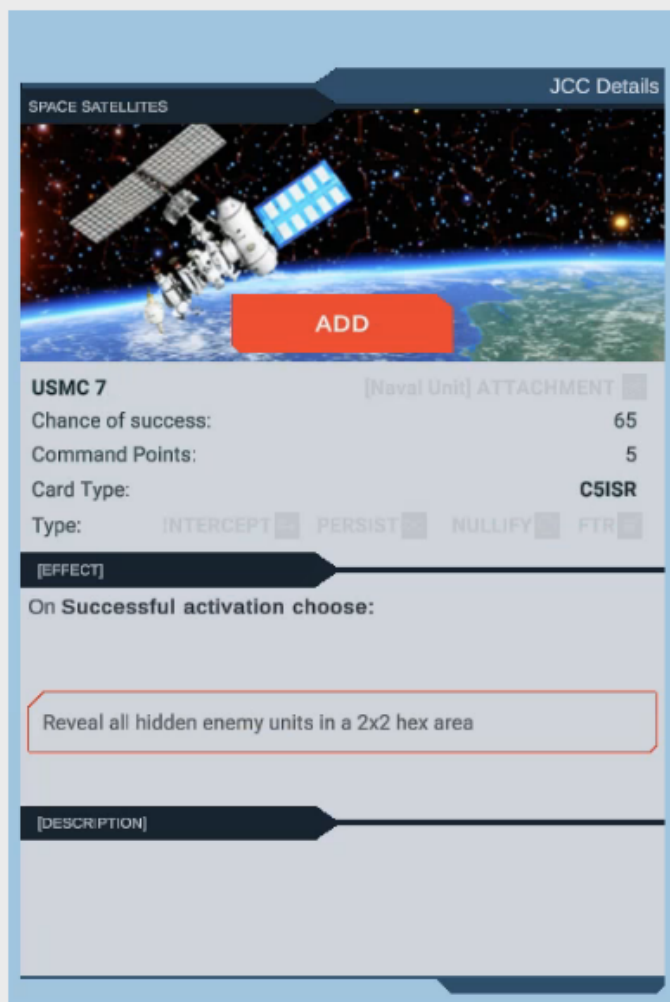


## HOW TO PLAY

### Resupply

To engage in combat, first select a logistical unit. Once a logistical unit is selected, all friendly units that are within resupply range will be highlighted, making it clear which targets are able to be resupplied.

To initiate a resupply, click on a friendly unit. You can also adjust the amount of supply by using the plus and minus buttons next to the ammo count. When you are satisfied with your supply amount, click "resupply" to finalize your decisions. The friendly unit will be resupplied immediately.



## JOINT CAPABILITY CARDS (JCCS)

### What are JCCS

JCCs are accessible to all the task forces at any point. A player may play a JCC and trigger its effects for 1 AP. This is one of the four Core Actions. However, attaching JCCs to their host units does not require any APs since this is done during the Deployment Stage. The opposing player(s) may INTERCEPT the LRS attacks from JCCs like any normal LRS

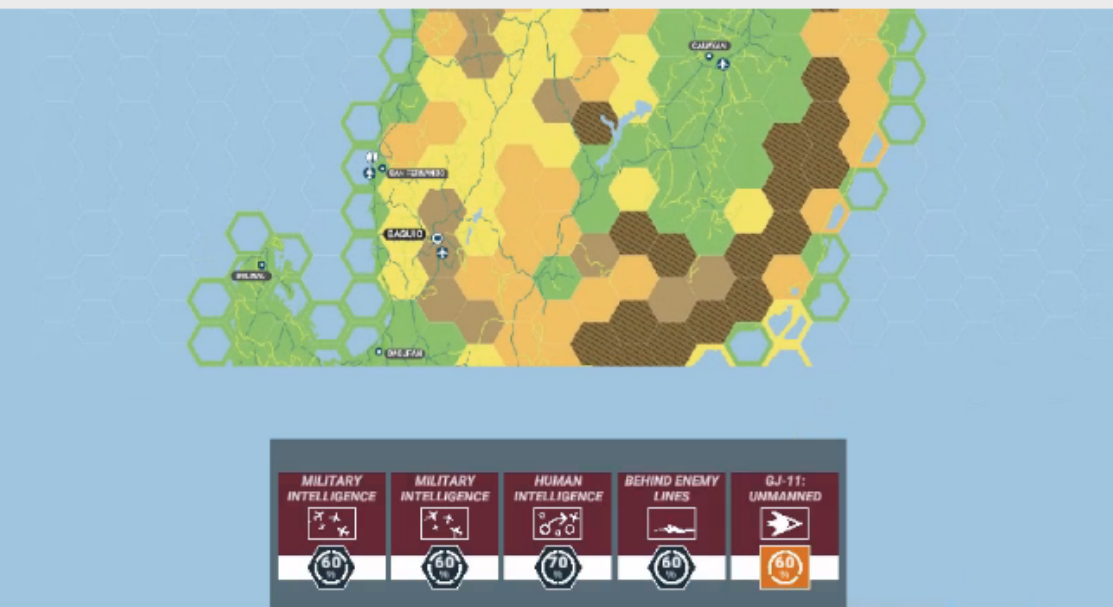
Most JCCs are one-time use JCCs. When a JCC is activated or destroyed, it is cycled back into the team's deck and can be selected again when CPs become available unless it is an Attached JCC in which case it stay attached to the host unit.

Select JCCs can be played only once and must be removed from the game after use. This is indicated on the JCC.

Select JCCs are uniquely categorized, such as EMS, cyber (tactical or strategic), or ballistic, as indicated in bold font in the flavour text or in the title. This helps distinguish and establish interactions between certain JCCs and their effects. The JCC will indicate whether it can be intercepted by IAMD or by an enemy's FTR NULLIFY effect

### How to select JCCs

JCCs are acquired through CPs which are allocated during the Planning Stage and at the start of specific turns as indicated by the SCENARIO. The cost of a JCC is indicated in the right-hand side of the JCC during the selection stage.



## JOINT CAPABILITY CARDS (JCCS)

### JCCs Symbols

This symbol indicates that the JCC is eligible for INTERCEPT by enemy IAMD units if the JCC or its target hex is within IAMD range. A successful INTERCEPT destroys the JCC.

Ballistic missile defence (BMD) INTERCEPTS do not have this symbol but are indicated in the card text.

Persistent JCCs are marked with an infinity symbol on the card. They cost 1 AP to play, but once played, their effect can be utilized once per Action Stage by any member of the team for free (no AP required).

A Persistent JCC may ONLY be used ONCE per Action Stage.

Attached JCCs are marked with a paper clip symbol on the card. These JCCs must be assigned to specific players and a corresponding unit. These may include JCCs representing munitions, autonomous weapons, or other attached capabilities or units.

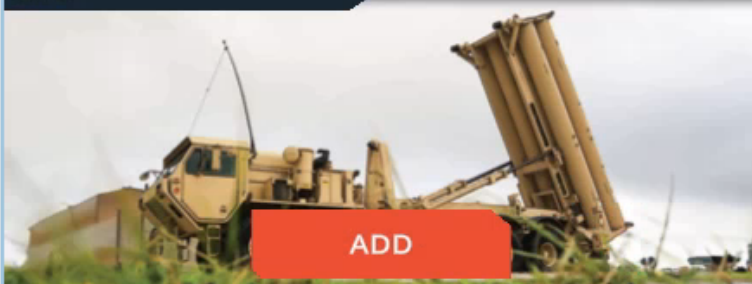
### How to Attach a JCC

Attached JCCs can be acquired ONLY at the beginning of a game. If the host unit is destroyed, the attached JCC is also destroyed. Select attached JCCs require specific types of host units, indicated on the card by "Requires..." Attached JCC which enhance CV or attributes such as MP, HP etc do not require APs to use their effects.



THAAD

JCC Details

**USMC 5****[Naval Unit] ATTACHMENT** 

Chance of success: 0

Command Points: 5

Card Type: **Interception**Type: ☐ INTERCEPT ☐ PERSIST ☐ NULLIFY ☐ FTR**[EFFECT]**

Choose one:

Add an Intercept Weapon; Value: 70%, Range: Infinite and Supply:  
4. Increase host HP by 1

**[DESCRIPTION]**

A ballistic missile defense capable of engaging enemy ballistic missiles during their terminal phase of flight.

## JOINT CAPABILITY CARDS (JCCS)

### How to activate an Attached JCC

If the effect is activatable, an "activate" button will appear on the unit panel. Clicking this button will either activate the effect immediately or prompt the player to carry out an action to resolve the effect.

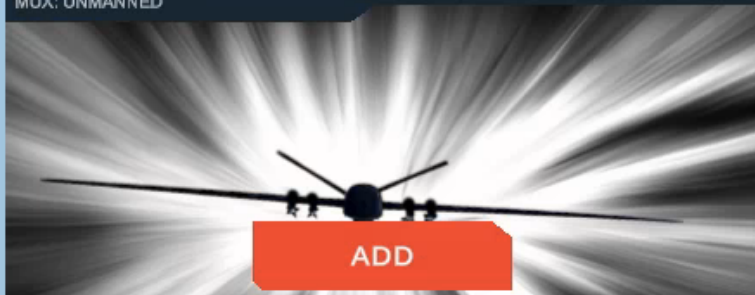
### NULLIFY JCCS

NULLIFY JCCs are marked with a circle with a slash symbol on the card. NULLIFY JCCs enable players to negate or cancel another JCC's effects. The success of a nullifying JCC supersedes the success of any other JCC. If opposing JCCs are attempting to nullify each other and they activate successfully, they simultaneously NULLIFY each other out and both JCCs are nullified.

If a JCC you want to NULLIFY has a DETECT requirement then that will need to be successfully detected before you can nullify it. If you fail detection, you cannot nullify the JCC. Regardless of success, treat your NULLIFY JCC as consumed.

MUX: UNMANNED

JCC Details







USMC 67

[Naval Unit] ATTACHMENT

Chance of success: 75

Command Points: 2

Card Type: C5ISR

Type: INTERCEPT  PERSIST  NULLIFY  FTR 

[EFFECT]

On **Successful activation:**

Reveal all units in any 2 adjacent hexes on the map. Increase LRS attacks by 20% in those hexes

Add 1 disruption to the enemy Tactical Network

[DESCRIPTION]

The MAGTF UAS Expeditionary (MUX) is a high-flying UAS that enables ISR, strike, and EW.

## JOINT CAPABILITY CARDS (JCCS)

### FTR NULLIFY

This symbol indicates that enemy FTRs may attempt to FTR NULLIFY this JCC and discard it prior to its effects. If it requires a DETECT requirement, select JCCs, representing FTRs, may FTR NULLIFY – which is indicated on the JCC text.

If two opposing JCCs aim to FTR NULLIFY one another, then both players will activate for detection simultaneously. If both are successful in detection, then both may attempt to FTR NULLIFY simultaneously. If one player succeeds on their detection and the other does not, the player who successfully detected the target moves to activating the FTR NULLIFY effect first. If successful, then the target is destroyed without a response.

If both opposing FTR NULLIFY JCCs fail their DETECT rolls, then both are treated as expended without any other effects. If a player has more FTR NULLIFY JCCs than the other player, each FTR NULLIFY JCC may only roll to DETECT or FTR NULLIFY one opposing JCC.