ARCHIVES OF TOMORROW

Archives of Tomorrow ("AoT") is a model agnostic tabletop wargame where opposing Commanders battle for control of mysterious Archives using an alternating action and reaction system. The game is designed to be easy to pick up for new players, but also provide options for additional complexity to reward dedicated and competitive players. If you're looking for an action-packed experience to enjoy with your friends and a user-friendly way to enter the gaming side of the tabletop miniatures hobby, then AoT is for you. Take up the mantle of Commander now and lead your forces to victory!

It's recommended that you start playing your first battles using just the core rules. Then you may want to consider adding more strategic and tactical complexity into your battles with the advanced rules. The Index offers further clarity and definitions for important capitalized terms used throughout the rules. Find what works best to create the most fun experience for you and your fellow Commanders!

A battle takes place between 2 to 4 Commanders who are vying for control of newly discovered Archives. The Commander who reaches "X" victory points first is the victor. "X" is to be agreed upon by all Commanders before the battle depending on the desired size and length of the battle. If more than one Commander reaches "X" victory points in the same Round, either agree on a draw with your opponents or continue playing another Round until one Commander has more victory points at the end of a Round.

Along with your favourite miniatures, you will also need a table or other flat surface to serve as the battlefield. The recommended surface dimensions for different battle sizes are as follows:
2-players, 750-1,000 Requisition cost each → 44" x 44" surface
2-4 players, 1,000-1,500 Requisition cost each → 60" x 44" surface
You can use smaller or larger surfaces, as long as deployment zones can be marked at least 24" apart.

You will also need the following:
- 6-sided dice – the more the better!
- Measurement tool that shows inches (") – a tape measure works well.
- Spec cards – free on the official AoT website to show you what specs and abilities your units have.
- Archive markers – ideally a flat marker with a 7.5" diameter that models can safely be moved over top of and terrain can be placed on.

For a more immersive and interactive experience, it's recommended that you have 8-12 pieces of terrain to place on the battlefield, but you can use more or less based on your preferences.

Other items that are not necessary but will improve your gaming experience include:
- Action tokens – something you can use to mark that a unit can no longer perform an Action in a Round. Saves you having to keep track in your head!
- Soul token markers – something you can use to show how many Soul tokens a unit has. A 6-sided die works!
- Remaining health markers – something you can use to show the remaining health on a model after it has suffered damage. A 6-sided die works!
- Victory Point tracker – something you can use to track how many Victory Points you and your opponents each have. A 6-sided die works!
- Terrain labels – something you can use to show which terrain rules apply to each piece of terrain, so you and your opponents don't forget!

CORE RULES – PREPARE FOR BATTLE

Before the battle, Commanders perform the following:

1) Agree on the Requisition cost (page 5) of the battle, then each present their viable forces.
2) Agree on deployment zones that are at least 24" apart from each other.
3) Place 1 to 3 Archives, each with a circular diameter of 7.5", on the battlefield at least 9" from each other and outside the deployment zones.
4) Place terrain on the battlefield and agree on at least one terrain rule to apply for each piece of terrain.
5) Each Commander rolls a D6. Select deployment zones in order of who rolled highest to lowest.
6) In order of who rolled highest to lowest in step 5, Commanders alternate placing one unit at a time Wholly Within their deployment zone or in Vanguard until all units are placed. Max 50% of a Commander's units can be placed in Vanguard.
7) Each Commander rolls a D6 at the start of the first Round and each subsequent Round. Turn order for the Action Phase of the Round is based on this roll result, highest (first) to lowest (last).

DETERMINING LINE OF SIGHT ("LoS")

Line of sight is figuratively drawn using a straight line from any part of a model's base to any part of another model's base. It is blocked by Obstacle terrain and models with the Hulking ability.

HOW TO MOVE MODELS

Whenever moving a model any distance across the battlefield, choose a single point on the model's base and measure the distance between the model's starting location and ending location based on this single point on the model's base. Models cannot move through or over the bases of other models.

HOW TO RESOLVE ATTACKS

1) Determine number of attacks (number of attacking models x Attacks spec of weapon they are attacking with).
2) Attacker makes an Attack Roll for each attack.
3) For each successful attack, the target unit makes a Resist Roll.
4) Determine points of damage suffered (number of attacks not resisted x Damage spec of weapon the attacks were made with).
5) Commander of the target unit allocates points of damage to models in the unit. Damage must be allocated to the same model until it is destroyed, except for in the case of a model being targeted by a weapon with the Precise trait. Excess damage from an individual attack that destroys a model does not overflow to the next model in a unit.
6) Remove destroyed models from the battlefield in a way that retains Unit Coherency.

CRITERIA OF A VIABLE FORCE

- Has selected an Army Faction Formation
- Has one, and only one, Leader
- Can have up to one Elder and one Alchemist
- Can have one Initiate or Assassin, but not both
- Has no more than 5 Soldiers units and no more than 3 units of each of the other Ranks (page 5)

HOW TO SCORE VICTORY POINTS ("VP")

- Have a Soldiers, Elites, Leader, Elder, or Alchemist unit on an Archive at the end of a Control Phase = 1 VP
- Destroy the enemy Leader = 1 VP

ACCOMPANYING LEADERS, ELDERS, & ALCHEMISTS

When creating a viable force, a Commander may choose to have any of their Leader, Elder, and Alchemist models each accompanied by a Soldiers unit. The Leader, Elder, or Alchemist and its accompanying unit are treated as a single unit for the battle and are placed on the battlefield in Unit Coherency. Attacks targeting such a unit must first be allocated against the Soldiers models until all Soldiers models have been destroyed. The Leader, Elder, or Alchemist model and its accompanying Soldiers perform the same Action as one unit and move using the lowest Speed spec. However, an accompanied Elder performs its Soul Action separately from and in addition to the accompanying unit's normal Action.

TERRAIN RULES

Cover - Models Wholly Within this terrain's footprint benefit by getting +1 to the results of their Resist Rolls against ranged attacks. Models with the Hulking ability cannot move through or over this terrain.
Obstacle - Models cannot move through or over this terrain. This terrain blocks line of sight.
Unstable - Models that move through this terrain subtract 2" from their Speed spec and Charge Vigor.
Vantage Point - Models Wholly Within this terrain's footprint get +1 to the results of their ranged Attack Rolls.

CRITICAL SUCCESS & FAILURE

Any roll result of 6 is always successful and any roll result of 1 always fails, regardless of any modifiers.

Attack Roll: Roll a D6. Success determined based on the relationship between the attacking unit's weapon Power and the target unit's Defense, +/- any applicable modifiers.
- Power > Defense → successful on a result of 3+
- Power = Defense → successful on a result of 4+
- Power < Defense → successful on a result of 5+

Resist Roll: Roll a D6. Success determined based on the target unit's Resist spec, +/- any applicable modifiers. A successful Resist Roll means the unit resisted the attack and does not suffer damage from it.

CORE RULES – THE A, B, C's

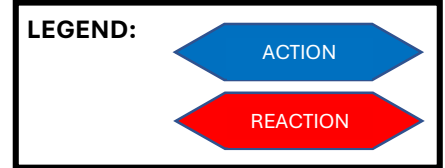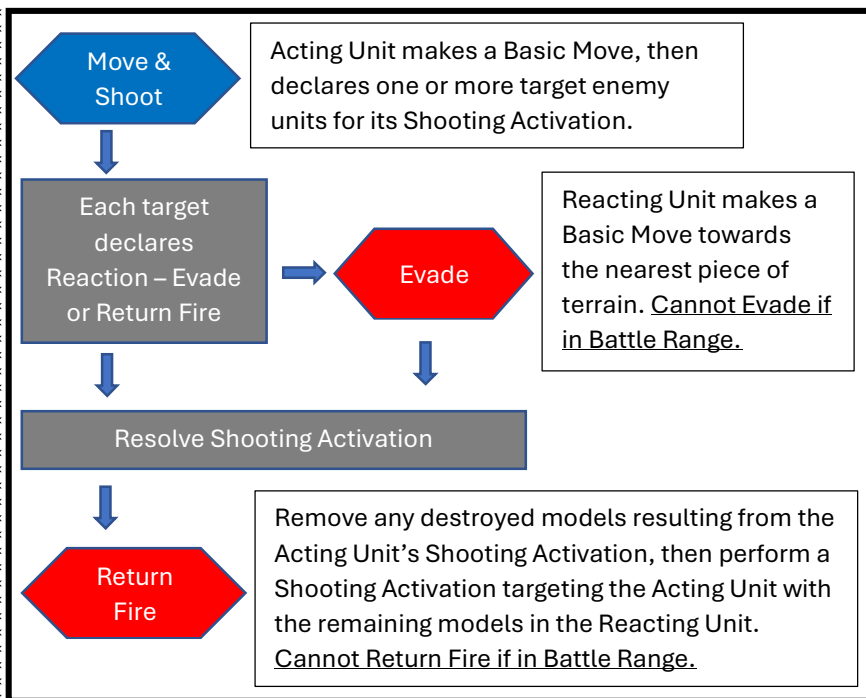Each Round includes an Action, Battle, and Control Phase, in that order.

Action Phase: Commanders alternate selecting a unit to perform an Action until there are no longer any units that can perform an Action on the battlefield. A unit can only perform one Action in a Round and cannot perform an Action in the same Round after performing a Reaction. A unit can perform any number of Reactions in a Round and it can also choose not to react. Elders and Initiates can each perform a Soul Action in addition to their normal Action in a Round, but they are considered separate Actions. In addition to normal Reactions, Alchemists and Assassins can also each perform any number of Soul Reactions in a Round.

Battle Phase: All units within Battle Range perform a Battle Activation. All Battle Activations are treated as occurring simultaneously. Commanders can alternate rolling dice to avoid confusion, but the resulting damage inflicted is allocated to all units involved (friend and foe) simultaneously.
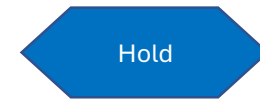
Control Phase: Each Commander gains 1 Feat Point (page 6) if their Leader is still on the battlefield. Each Elder & Initiate on the battlefield regains 1 Soul token (page 6). Score VP on each Archive at the end of the Control Phase.

Note: In all the Action/Reaction scenarios, a Commander always has the option to not react.
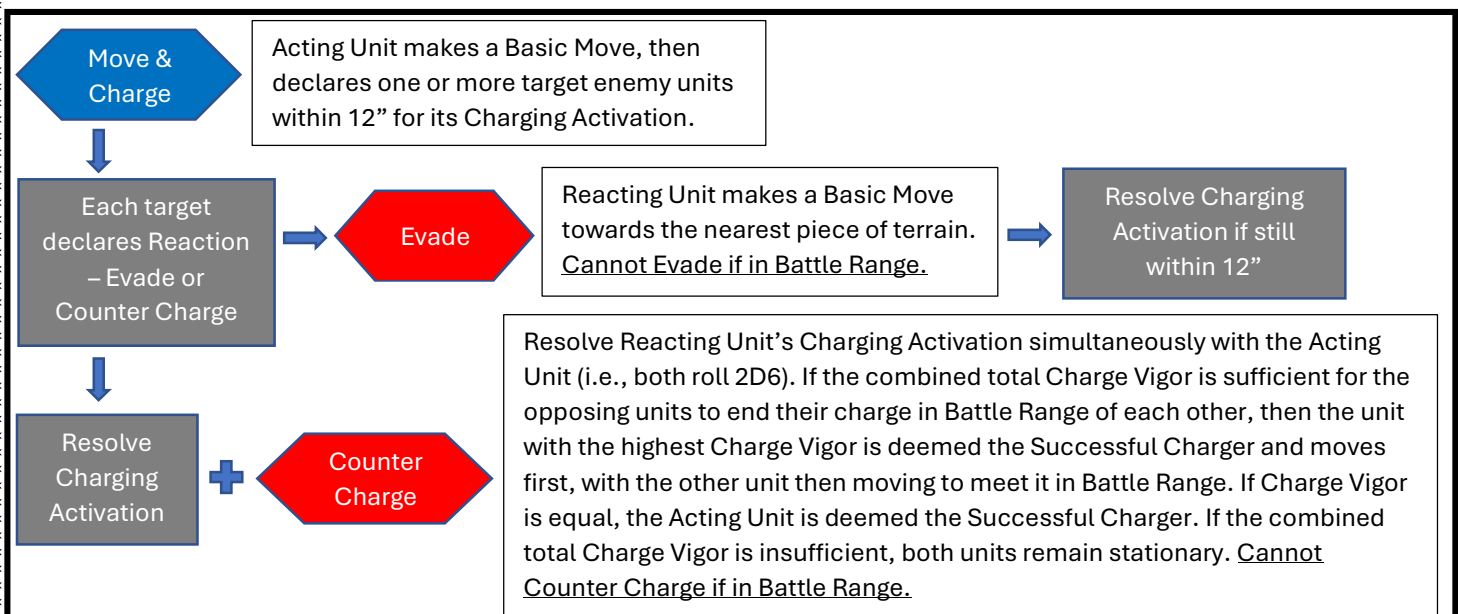
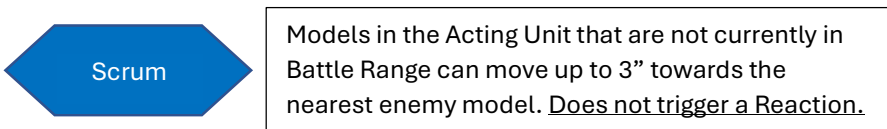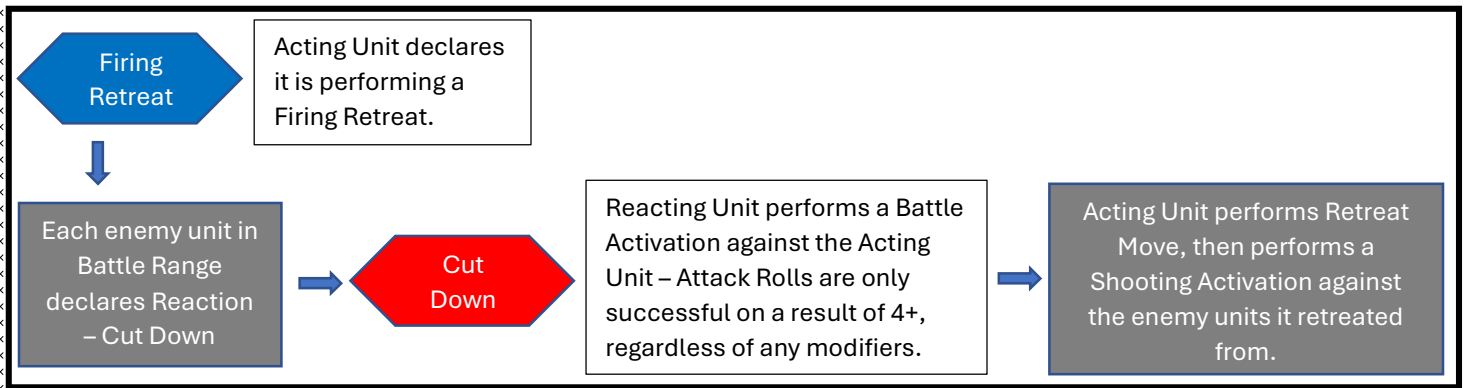## AVAILABLE ACTIONS IF THE ACTING UNIT IS NOT IN BATTLE RANGE

LEGEND:
ACTION
REACTION

Move & Shoot
Acting Unit makes a Basic Move, then declares one or more target enemy units for its Shooting Activation.

Each target declares Reaction – Evade or Return Fire

Evade
Reacting Unit makes a Basic Move towards the nearest piece of terrain. Cannot Evade if in Battle Range.

Resolve Shooting Activation

Return Fire
Remove any destroyed models resulting from the Acting Unit's Shooting Activation, then perform a Shooting Activation targeting the Acting Unit with the remaining models in the Reacting Unit. Cannot Return Fire if in Battle Range.

Advance
Acting Unit makes a Basic Move + D6 inches. Does not trigger a Reaction.

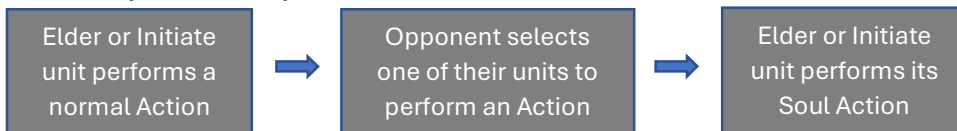**Hold**
Acting Unit does nothing. Does not trigger a Reaction.

Move & Charge
Acting Unit makes a Basic Move, then declares one or more target enemy units within 12" for its Charging Activation.

Each target declares Reaction – Evade or Counter Charge

Evade
Reacting Unit makes a Basic Move towards the nearest piece of terrain. Cannot Evade if in Battle Range.

Resolve Charging Activation if still within 12"

Resolve Charging Activation

Counter Charge
Resolve Reacting Unit's Charging Activation simultaneously with the Acting Unit (i.e., both roll 2D6). If the combined total Charge Vigor is sufficient for the opposing units to end their charge in Battle Range of each other, then the unit with the highest Charge Vigor is deemed the Successful Charger and moves first, with the other unit then moving to meet it in Battle Range. If Charge Vigor is equal, the Acting Unit is deemed the Successful Charger. If the combined total Charge Vigor is insufficient, both units remain stationary. Cannot Counter Charge if in Battle Range.

AVAILABLE ACTIONS IF THE ACTING UNIT IS IN BATTLE RANGE

Firing Retreat

Acting Unit declares it is performing a Firing Retreat.

Each enemy unit in Battle Range declares Reaction – Cut Down

Cut Down

Reacting Unit performs a Battle Activation against the Acting Unit – Attack Rolls are only successful on a result of 4+, regardless of any modifiers.

Acting Unit performs Retreat Move, then performs a Shooting Activation against the enemy units it retreated from.

Scrum

Models in the Acting Unit that are not currently in Battle Range can move up to 3" towards the nearest enemy model. Does not trigger a Reaction.

SOUL ACTION – AVAILABLE IF THE ACTING UNIT IS IN OR OUT OF BATTLE RANGE

Soul Actions and Reactions are separate from the normal Actions listed above. When selected to perform an Action, a unit cannot perform a Soul Action and a normal Action simultaneously.

Action sequence example:

Elder or Initiate unit performs a normal Action

Opponent selects one of their units to perform an Action

Elder or Initiate unit performs its Soul Action

Or vice versa with the Elder or Initiate unit performing its Soul Action first, then normal Action later in the Round.

Soul - Channel

Acting Unit declares target unit in LoS and spends "X" Soul tokens as specified by the selected spell.

Enemy unit in LoS within 18" declares Reaction – Negate

Soul - Negate

Reacting Unit rolls a D6. Result of 5+ is successful. Each Soul token spent by the Reacting Unit before the roll adds +1 to the roll result.

If Negate is not successful, resolve spell effects.
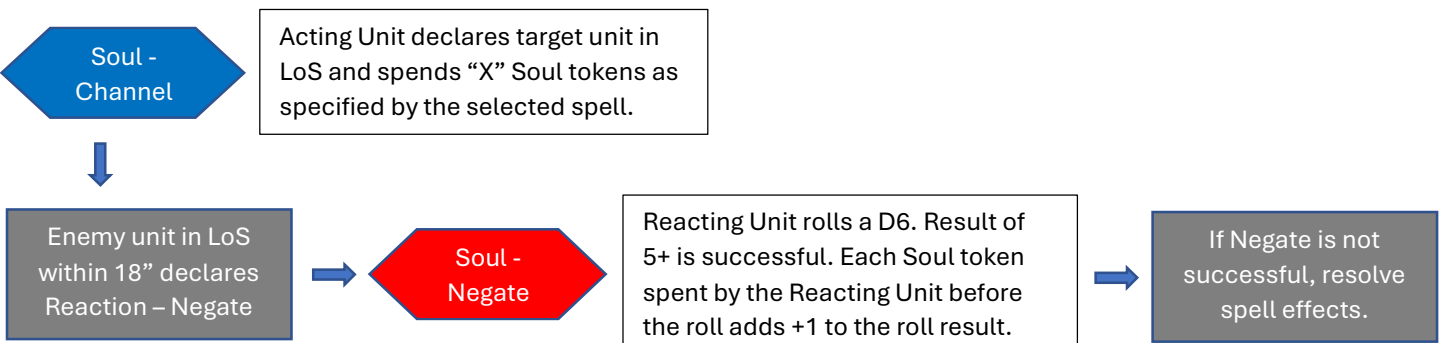
Multiple Negate Soul Reactions cannot be performed against a single Channel Soul Action.

CORE RULES – SPECS

RANKS

*Refer to the Index (page 8) for the definitions of base sizes.

Leader - A single model unit on a Medium base. This model's unit is immune to the effects of Terror.

Elder - A single model unit on a Medium base. This model can perform the Channel Soul Action. It starts the battle with 6 Soul tokens and regains 1 token each Control Phase. Can hold max 6 tokens.

Alchemist - A single model unit on a Medium base. This model can perform the Negate Soul Reaction. It starts the battle with 4 Soul tokens. Can hold max 4 tokens.

Initiate - A single model unit on a Small base. This model can perform the Channel Soul Action. It starts the battle with 3 Soul tokens and regains 1 token each Control Phase. Can hold max 3 tokens.

Assassin - A single model unit on a Small base. This model can perform the Negate Soul Reaction.

Elites - A unit of 3-6 models on Medium bases.

Soldiers - A unit of 5-10 models on Small bases that can accompany a Leader, Elder, or Alchemist.

Dregs - A unit of 5-15 models on Small bases.

Abomination - A single model unit on a Large base.

Transport - A single model unit on a Large base. This model has the capacity to transport up to 6 friendly models at a time. Abominations and Transports cannot be transported.

Example Spec Card showing the specs of a model:

Roughnecks			Req. 45
Health	**Speed**	**Defense**	**Resist**
2	6	5	5+

Abilities: <u>Vanguard</u>

Weapons:

Seismos (Ruinous)

Range	**Attacks**	**Power**	**Damage**
⊕ 12"	2	7	2

Seismos

Range	**Attacks**	**Power**	**Damage**
✊	1	5	1

Requisition ("Req.") represents the Requisition cost per model when creating a force.

Health represents the points of damage required to destroy a model. A model is considered Full Health when its remaining Health is equal to the Health on its Spec Card. A unit is considered Full Health when the remaining combined Health of its models is equal to what it was at the start of the battle.

Speed represents the number of inches a model can move in a Basic Move.

Defense represents how difficult it is for an attack against the model to be successful.

Resist represents the required result for the model's Resist Roll to be successful.

Abilities represent what unit abilities the unit has (see below).

Weapons represents the weapons each model is equipped with (see traits on page 6).

Range: ⊕ X" represents the maximum distance in inches that a weapon can target an enemy unit to perform a Shooting Activation and that this weapon cannot be used during a Battle Activation. ✊ means the weapon can only be used during a Battle Activation.

Attacks represents the number of attacks a weapon makes in each Activation.

Power represents how easy it is for an attack made by the weapon to be successful.

Damage represents the points of damage inflicted by each attack made by the weapon.

UNIT ABILITIES

Agile: This unit ignores Cover, Obstacle, and Unstable terrain rules when moving and can move over friendly models. Always measure the unit's movement horizontally, ignoring any verticality of terrain.

Hulking: Models in this unit block line of sight and cannot move through or over Cover terrain.

Irradiated: Enemy units within Battle Range suffer D3 Severe Damage at the end of the Battle Phase.

Momentum: This unit gets +2 to its Charge Vigor when it is the Acting Unit performing a Charging Activation.

Regenerate: This unit Regenerates D3 Health during each Control Phase.

Resilient "X"+: Points of damage allocated to this unit are ignored on a D6 roll result of X+.

Stealth: Enemy units outside of 10" do not have line of sight of this model while it is Wholly Within any terrain footprint. This model still has line of sight of enemy units outside of 10" unless it is blocked by another rule. Ranged attacks that target this model from outside of 10" get -1 to the results of their Attack Rolls.

Terror: Enemy units within Battle Range of this unit at the end of the Battle Phase must make a Terror Roll. A unit with this ability is immune to the effects of Terror.

Vanguard: This unit's Commander can choose not to place it on the battlefield before the first Round. It can instead be placed in Vanguard and make a Basic Move from any battlefield edge in an Action Phase during the second Round or subsequent Rounds. This counts as the unit's Action for that Action Phase. This unit cannot score VP on an Archive in the Round it enters the battlefield.

ADVANCED RULES

WEAPON TRAITS

Arcing: Can target and attack enemy units that are not in line of sight, but if doing so, get -1 to the results of your Attack Rolls.

Burst: Critical Hits with this weapon score an additional attack. This additional attack does not count as a Critical Hit.

Engulf: Targets of attacks from this weapon do not benefit from the effect of Cover terrain.

Explosive: Successful attacks from this weapon hit the target enemy unit and all other units (enemy & friendly) within 2" of it.

Powerful: Attack Rolls for this weapon's attacks are successful on a result of 2+ but are still subject to modifiers. Targets of attacks from this weapon get -1 to the results of their Resist Rolls (stackable with Ruinous).

Precise: Attacks from this weapon can specifically target an enemy Leader, Elder, or Alchemist in line of sight, even if the model is accompanied by a Soldiers unit. The choice of target is made by the attacking unit's Commander.

Ruinous: Targets of attacks from this weapon get -1 to the results of their Resist Rolls against Critical Hits from this weapon.

Volatile: The model attacking with this weapon is destroyed if a Critical Miss occurs when it is performing the attacks.

SOUL

The number next to each spell is the number of Soul tokens that must be spent to Channel the spell.

Offensive Spells:

(4) Assault: Inflict D3+2 points of Severe Damage against an enemy unit within 12".

(2) Terror: Select an enemy unit within 12" and force it to immediately make a Terror Roll. The enemy gets -1 to its roll result.

(1) Focus: Select a friendly unit within 12" to gain +1 to the Power spec of all its weapons until the end of the Round.

Defensive Spells:

(4) Numb: Select a friendly unit within 12" to gain the Resilient 4+ ability until the end of the Round.

(2) Shroud: Select a friendly Leader, Elder, or Alchemist within 12" that is accompanied by a Soldiers unit. The model cannot be targeted by weapons with the Precise trait until the end of the Round as long as it remains accompanied by a Soldiers unit.

(1) Protect: Select a friendly unit within 12" to gain +1 to its Defense spec until the end of the Round.

Supportive Spells:

(4) Restore: Select a friendly unit within 12" to Regenerate D3+2 Health.

(2) Calm: Select a friendly unit within 12" to become immune to the effects of Terror until the end of the Round.

(1) Invigorate: Select a friendly unit within 12" to gain +2" to its Speed spec until the end of the Round.

FEATS

Commanders start the battle with zero Feat Points and can earn them in each Control Phase. Commanders can spend one Feat Point to perform any one of the following Feats with any one of their units on the battlefield.

Crushing Charge: This Feat replaces the normal Successful Charger rule. In the Action Phase after a unit makes a successful charge, roll XD6 (X = Power of the unit's Battle weapon) and inflict a point of Severe Damage to one enemy unit that was charged for each result of 4+ (max 5 damage).

Evasive Maneuver: In the Action Phase when a unit performs an Evade Reaction, it can move an additional 3" and can choose to move towards any piece of terrain, not just the nearest.

Suppressive Fire: In the Action Phase when performing a Shooting Activation, select one of the targeted enemy units and it cannot perform the Counter Charge Reaction in the remainder of the current Action Phase.

Vigilance: In the Action Phase when targeted by a Shooting Activation and declared before Attack Rolls are made, a unit gets +1 to the results of its Resist Rolls against the attacks in the Shooting Activation.

Each army faction also has access to unique Feats only available to them (see Faction Spec Cards).

ARCHIVE EFFECTS

At the start of each Round, roll a D6 for each Archive on the battlefield. The result immediately triggers the following effect:

1 = Dormant: Units do not score VP on this Archive in this Round

2-3 = Nullify: Units on the Archive cannot Channel or Negate spells and cannot be targeted by spells in this Round

4-5 = Stabilize: The Archive acts normally with no unusual effects in this Round

6 = Reverse Time: Each unit on the Archive Regenerates D3 Health

ADVANCED RULES - TRANSPORTS

EMBARKED UNITS WITHIN TRANSPORTS

When placing units on the battlefield before the start of the first Round, a Commander may choose to transport a unit of up to 6 models within a Transport. This unit is then considered an Embarked Unit and is not placed on the battlefield. Once a unit disembarks from the Transport, it is treated as a separate unit and can perform its own Actions and Reactions. During any Action Phase, a unit of up to 6 models can be declared an Embarked Unit if at the end of its Action all models in the unit are Wholly Within 3" of a Transport that has sufficient capacity to transport the entire unit. The newly Embarked Unit is removed from the battlefield while it remains within the Transport. A unit cannot embark into and disembark from a Transport in the same Action Phase.

DESTROYED TRANSPORTS

When a Transport is destroyed, the model remains in the same spot on the battlefield for the remainder of the battle and is considered terrain with the Obstacle terrain rule. If the Transport had an Embarked Unit within it when it was destroyed, roll XD6 (X = number of models in the Embarked Unit) and each result of 1 destroys a model in the Embarked Unit. The Commander of the Embarked Unit decides which models will be destroyed. Any remaining models in the Embarked Unit are then placed on the battlefield Wholly Within 3" of the Transport model. These models can be placed in Battle Range.

Transports containing an Embarked Unit within them have the following additional Actions available in the Action Phase:

AVAILABLE ACTION IF TRANSPORT IS NOT IN BATTLE RANGE

Move & Disembark

The Transport model makes a Basic Move, then the Embarked Unit within it disembarks so that all its models are placed on the battlefield Wholly Within 3" of the Transport model. If this isn't possible, the unit must remain embarked in the Transport. Disembarking counts as the disembarked unit's Action for the current Action Phase. Does not trigger a Reaction.

AVAILABLE ACTION IF TRANSPORT IS IN BATTLE RANGE

Scrum & Disembark

The Transport model can move up to 3" as long as it remains in Battle Range of the same enemy units, then the Embarked Unit within it disembarks so that all its models are placed on the battlefield Wholly Within 3" of the Transport model. The disembarking models can be placed in Battle Range. Disembarking counts as the disembarked unit's Action for the current Action Phase. Does not trigger a Reaction.

INDEX

Army Faction Formation: Each army faction has three formations available to choose from, each with their own unique Feat that can be used during battle.

Base Sizes: Represents the appropriate base diameter in millimetres for models to be based on. Small = 25 to 40mm round, Medium = 50 to 80mm round or 60 to 75mm oval, Large = 90mm+ round or 80mm+ oval.

Basic Move: Each model in a unit moves up to its Speed spec in inches horizontally across the battlefield and/or vertically on to elevated terrain. Measure vertical distance from the base of the terrain footprint up to the elevated level of the terrain.

Battle Range: 1" horizontally from an enemy model. Models cannot be placed or moved into Battle Range except for in a Charging Activation, Scrum Action, Scrum & Disembark Action, or when disembarking from a destroyed Transport.

Battle Activation: A unit selects targets for its Battle weapon attacks in Battle Range. Each model in a unit can select its own enemy unit to target if there are multiple enemy units in Battle Range. A model in the unit can only participate in the Battle Activation if it is within 2" horizontally of the target enemy unit. The unit then resolves its attacks against the targets.

Charging Activation: A unit declares one or more enemy units within 12" to target for its attempted charge and rolls 2D6 to determine its Charge Vigor. To be successful, the Charge Vigor must be sufficient for the unit to get within Battle Range of the target enemy unit(s). Each model can move up to its unit's Charge Vigor in inches and must end its move within Battle Range of the target unit if possible. If Charge Vigor is insufficient, the unit remains stationary. See the Successful Charger definition below to resolve damage inflicted by the Successful Charger.

Critical Hit: An unmodified roll result of 6 for an Attack Roll.

Critical Miss: An unmodified roll result of 1 for an Attack Roll.

D3: Half the result of a six-sided die (rounding up).

D6: A single six-sided die.

Embarked Unit: A unit that is embarked within a Transport (page 7). This unit's models are removed from the battlefield and the unit cannot perform any Actions or Reactions while it remains embarked. An Embarked Unit cannot score VP.

Model: A single miniature on a single base.

Regenerate: Certain rules allow a unit to Regenerate lost Health. Health can be regenerated using these rules unless the unit already has the number of models it started the battle with, and all models are at Full Health (page 5). Health must be regenerated first by any damaged model in the unit until it returns to Full Health, then a destroyed model in the unit can be placed back on the battlefield and begin to Regenerate Health.

Retreat Move: Each model in a unit that is in Battle Range moves up to its Speed spec in inches horizontally across the battlefield and/or vertically on to elevated terrain so that it ends the move outside of Battle Range. Measure vertical distance from the base of the terrain footprint up to the elevated level of the terrain.

Severe Damage: The enemy unit does not get to make Resist Rolls against this damage, but it can attempt to ignore the damage if it has the Resilient ability.

Shooting Activation: A unit selects targets that are in range for its ranged weapon attacks. Each model in a unit can select its own enemy unit to target if there are multiple enemy units in range for its ranged weapons. Only models in the unit with line of sight to at least one model in the targeted enemy unit can perform their ranged attacks. The unit then resolves its attacks against the selected targets. Ranged weapon attacks can target an enemy unit that is in Battle Range of a friendly unit; however, Critical Misses become successful attacks against the friendly unit instead of the target enemy unit.

Successful Charger: The unit in a Charging Activation that has the highest Charge Vigor. Immediately after moving into Battle Range, the Successful Charger rolls XD6 (X = Power of the unit's Battle weapon) and inflicts a point of Severe Damage to one enemy unit that was charged for each result of 5+ (max 3 damage).

Terror Roll: Roll a D6. On a result of 1-3 the Terror Roll is failed, and the unit moves directly towards its deployment zone a number of inches equal to its Speed spec. If already in its deployment zone, it moves towards the nearest battlefield edge instead. If this move causes any models in the unit to move off the battlefield, they are considered destroyed. This forced move counts as the unit's Action for the current Action Phase. If the unit was in Battle Range of an enemy unit and after the forced move it will no longer be in Battle Range of that enemy unit, the enemy unit gets to perform the Cut Down reaction (page 4) on the fleeing unit before it moves.

Unit: A group of models that are placed on the battlefield together within Unit Coherency and must always remain in Unit Coherency during the battle. Models within a unit perform Actions and Reactions together, and otherwise function together on the battlefield.

Unit Coherency: Models within a single unit must always remain within 1" horizontally and 5" vertically of another model in the same unit. Units comprised of 6 or more models must always remain within 1" horizontally and 5" vertically of two other models in the same unit.

Wholly Within: All models in a unit have their entire base completely within a specified area.

XD6: An "X" number of 6-sided die.

X+: The result of "X" or higher on a D6 that is necessary for success. Example: "4+" means a result of 4, 5, or 6 on a D6 for a roll to be successful.