

SUMMARY OF PLAY

SHOOTING

ROUND OF SHOOTING (pgs. 52-58)

1. **Nominate a target** (pgs. 52-53)
 - Check range.
 - Check line of sight.
2. **Determine number of shots** (pg. 54)
3. **Roll to inflict hits** (pg. 54)
4. **Apply Cover** (pg. 55)
 - Remove # of hits equal to cover value.
5. **Roll to penetrate armor** (pg. 56)
6. **Remove casualties** (pgs. 56-57)
 - Apply penetrations onto specific models.
 - If DAM is at least the model's MAS, it suffers -1 FOR.
 - When model's FOR is 0, it is a casualty.
7. **Place STs** (pg. 58)

SPECIAL SHOOTING

- **Defensive Fire** (pg. 58)
- **Focused Fire** (pg. 61)
- **Hit & Run** (pg. 78)
- **Suppressive Fire** (pg. 61)

MAIN ACTIONS

VOLUNTARY ACTIONS (pgs. 60-61)

- **Advance & Fire** (pg. 60)
 - Single move & shoot.
- **Charge** (pgs. 63-65)
 - Double move & CQ fight.
- **Dash** (pg. 60)
 - Double move & wild fire.
- **Dig-In** (pgs. 60-61)
 - Remain stationary, be pinned & shoot.
 - **OR** single move, be pinned & wild fire.
- **Hold & Fire** (pg. 61)
 - Remain stationary and either focused fire or suppressive fire.

COMPULSORY ACTIONS (pg. 62)

- **Shaken** (pg. 62)
 - If visible enemies within 12": retreat.
 - If no visible enemy within 12":
 - Remain stationary, be pinned & wild fire.
 - **OR** retreat.

CQ FIGHTING

CHARGE ACTION (pgs. 63-64)

1. **Declare charge target** (pg. 63)
2. **Move charging models** (pg. 63)
3. **Resolve defensive fire** (pg. 58 & 64)
4. **Resolve CQ fighting** (pg. 64)
5. **Shake-off STs** (pg. 64)

CQ FIGHTING (pg. 64)

- **Melee SHO characteristic** (pg. 64): the model's (EVS+MAS+FOR)/2.
- **Melee PEN characteristic** (pg. 64): the model's MAS.
- **Brute Force profile** (pg. 64): RNG:CQ, SHO:-, PEN:MAS, DAM:1, Special:Melee.

CHARGE ACTION RESULTS (pg. 65)

- **CQ discipline check** (pgs. 45 & 65)
- **Reactive CQ fighting** (pg. 65)

KEY ROLLS

VS ROLL (pg. 44)

Result needed to succeed:

- **2+** attacker value is at least double the defender value.
- **3+** attacker value is greater than defender value, but not at least double.
- **4+** attacker value is equal to or lower than defender value, but more than half.
- **5+** attacker value is no more than half defender value.

DISCIPLINE CHECK (pg. 45)

VS Roll:

- **Attacker value:** Unit discipline (WP of squad leader).
- **Defender value:** # of STs on unit.



SUMMARY OF PLAY

MAELSTROM'S EDGE

SETTING UP & PLAYING A GAME

1) CHOOSE TYPE OF MISSION (pg. 87)

2) CHOOSE POINTS LIMIT & FORCES (pgs. 87 & 99)

3) SET-UP TABLE (pg. 87)

- A. Choose table size** (pg. 87)
- B. Terrain set-up** (pgs. 87 & 137)
- C. Define terrain** (pgs. 49-51, 55 & 87)

4) DETERMINE ATTACKER/DEFENDER & MISSION TYPE (pgs. 87-88)

- A. Create mission deck** (pgs. 87-88)
- B. Determine attacker/defender** (pg. 87)
- C. Draw mission** (pgs. 87-88)

5) SET UP OBJECTIVES (pg. 88)

- A. Primary objectives** (pgs. 88 & 95)
- B. Secondary objectives** (pgs. 88 & 95)
- C. Personal objectives** (pgs. 88 & 95)
 - Personal objectives are often set up after deployment zones are chosen.

6) CHOOSE DEPLOYMENT ZONE (pg. 89)

- A. Select deployment type** (pg. 89)
- B. Select deployment zone** (pg. 89)

7) DEPLOY FORCES (pg. 89)

- A. Defender deploys** (pg. 89)
- B. Attacker deploys** (pg. 89)
- C. Defender places deployment STs** (pg. 89)

8) START THE GAME (pg. 89)

9) TRACKING VICTORY POINTS (pg. 90)

10) END OF THE GAME (pg. 91)

- A. Game Length** (pg. 91)
- B. End of Game VPs** (pgs. 90 & 91)
- C. Result** (pg. 91)

TURN

COMMAND PHASE (pg. 37)

- A. Roll for priority** (pg. 37)
- B. Generate command points** (pgs. 37, 81 & 92)
- C. Declare reserves & reinforcements** (pgs. 37, 92-94)
 - Bidding war for reinforcements.
- D. Allocate command points** (pgs. 37 & 81)

ACTION PHASE (pg. 37)

- A. First activation** (pgs. 37 & 60-62)
 - Only one unit activated.
- B. Remaining activations** (pgs. 37 & 60-62)
 - One or two units activated.
- C. Final activation** (pgs. 37 & 60-62)

END PHASE (pg. 37)

- A. Voluntarily destroy units** (pgs. 37 & 94)
- B. Calculate VPs** (pgs. 37 & 90-91)
- C. Collect remaining command points** (pgs. 37 & 92)

UNIT ACTIVATION

- A. Take activation discipline check** (pgs. 45 & 60-62)
- B. Choose main action** (pgs. 60-62)
- C. Perform main action** (pgs. 60-62)
- D. Shake-off STs** (pg. 60)

