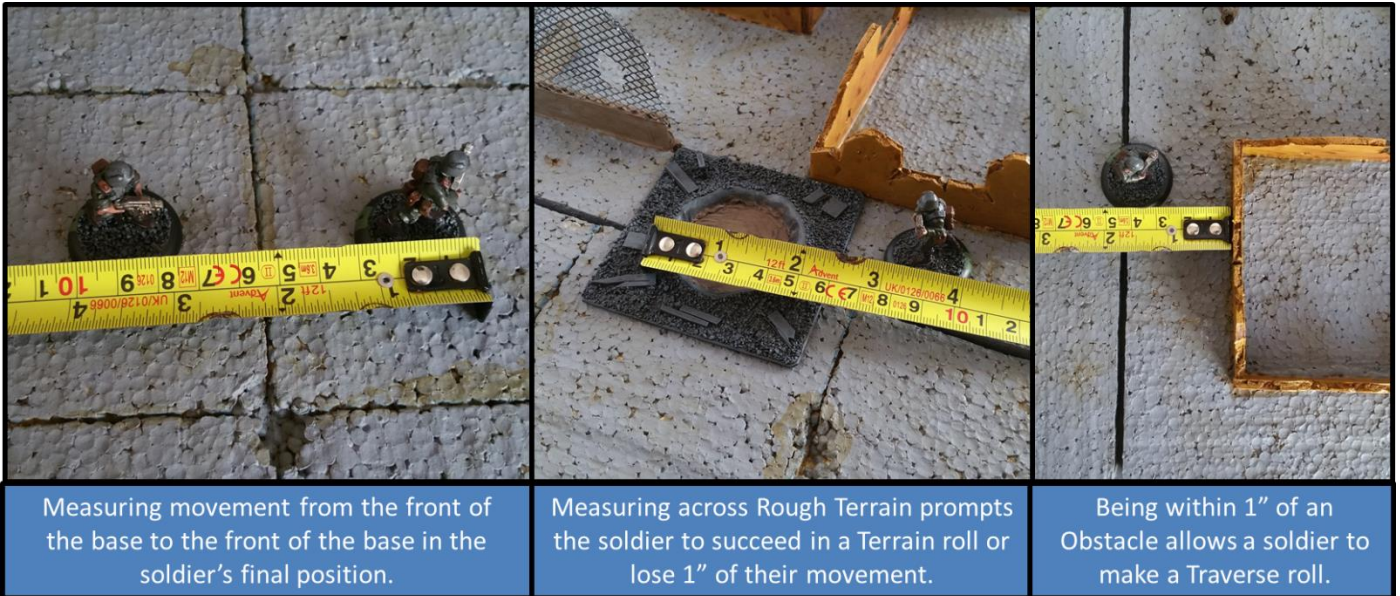


MOVEMENT

Standard Movement

Soldiers can spend 1 Action Point to move across the battlefield a number of inches depending on their Stance. Standing soldiers move 3", crouching soldiers move 2" and prone soldiers move 1". Movement is measured from the front of the soldier's base to the front of their base in the new position. Movement is interrupted by both Rough Terrain (ground features) and Obstacles (vertical features), prompting soldiers to make movement rolls. All movement rolls Success Levels are impacted by Incoming Fire and Health Penalties as standard.



Rough Terrain

If your line of movement traces over Rough Terrain the soldier must make a Terrain roll. This is required even if the soldier's new position is not in contact with the Rough Terrain. In order to pass a Terrain roll the soldier must make a Normal Physique (PSQ) roll.

A successful Terrain roll means the soldier moves their standard movement. A failed Terrain roll takes 1" off the soldier's movement OR they may suffer 1 Threshold in order to maintain their full movement.

Obstacles

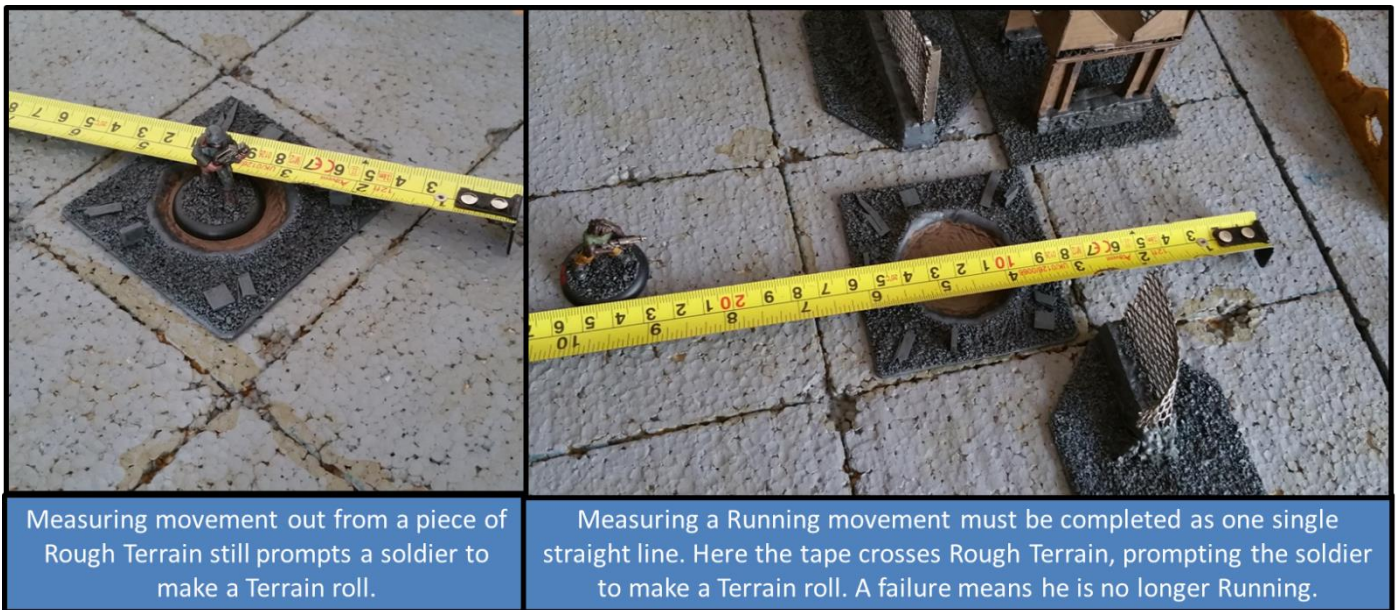
Movement cannot be measured across an Obstacle. Soldiers must either go around it or, if they are within 1" of the Obstacle, make a Traverse roll to climb over it. In order to pass a Traverse roll the soldier must make an Instinct (INS) roll, the difficulty of which is determined by the height of the obstacle.

A successful Traverse roll means the soldier moves to the other side of the Obstacle. A failed Traverse roll causes the soldier to move up to the near side of the Obstacle OR they may suffer 1 Threshold in order to move to the other side of the Obstacle.

Running

A Standing soldier may spend 3 Action Points together on movement in a single Activation in one straight line to be considered Running. This counts as one spend of AP and the movement must be measured as one line (not three lots of 3"). Mark a soldier that does this with a Running token. Any other soldier targeting a Running soldier with a LOS action suffers a 1 Success Level Penalty.

Running can never be combined with a Traverse roll. However, a Running movement can be measured across Rough Terrain. In this situation the Terrain roll is made once and a failure reduces the move to 8" and the soldier is no longer considered to be Running.



Dodging

Dodging is a special movement that is performed as a reaction to an attack. A soldier that has not yet Activated in the round may use an Action Point (out of turn) to perform a Dodge. A soldier that has already Activated in the round may choose to suffer 1 Threshold in order to perform a Dodge. A successful dodge moves the soldier 1" away from the source of the attack and reduces the effect of the attack (potentially completely).

The base Success Level of Dodging is Normal. A soldier may Opt Up on this roll in order to dodge better. For every level above Poor, the Dodge reduces the incoming attack effectiveness by a level. If the incoming attack is reduced below its base Success Level the attack is completely avoided.

Size Restrictions

Sometimes a gap between obstacles is too narrow for a soldier or unit to move through. If a soldier's base cannot fit through a gap the soldier cannot simply move through it. Instead they must treat it as an obstacle and perform a Traverse roll in order to pass through (see Obstacles above).

Base Blocking

Soldiers cannot draw their line of movement through the base of an enemy soldier. However, soldiers may draw their line of movement through friendly soldier bases, as long as their final position doesn't overlap with the friendly soldiers base.

