

Damocles

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Damocles is a miniature board game which allows one versus one, two versus two and free for all from two to four players. Each player incarnates a general or alien overseer which leads his squads on the battlefield.

It doesn't play with player turns, but by alternate activation. The game is designed to focus on interaction between the multiple players around the table and the dynamism.

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Battles in Damocles

Operation

Before starting anything, players must agree on an operation they will play. An operation will tell them how to deploy, what are the objectives and some special rules that may apply to the battle.

Datasheet

In Damocles a model is referred to as “unit”. Each unit can be played independently or in a squad. A unit has a datasheet which presents its profile, characteristics and rules.

Armies

Each player incarnates a general commanding a strike force. Models from your strike force are referred to as friendly units, and models from your opponent are referred to as enemy units. If a rule states that it affects “unit” or “squad” and don’t specify if they are friendly or enemy, then it affects all models.

The size of the strike force is chosen by the two players, they must agree on a maximum strategic valor allowed per strike force. Or they can choose to follow the strategic valor suggested by the operation they agreed on.

Strategic valor

In Damocles each unit/squad has a strategic valor. This valor represents the strength of the unit/squad. This allows to create balanced armies between the two players.

The strategic valor of a squad is written on its datasheet.

Squad

A squad is a group of unit which shares the same datasheet. The number of unit allowed in a squad is written on the corresponding datasheet. Members of the squad must be kept in cohesion, to do that a squad member must be at a maximum of 5 cm from any other squad member.

If at the end of a turn, one or more unit are split up from the rest of the squad, units must be removed from the squad until only a single group of unit remains.

Commanding tools

In order to fight a battle you will require a ruler or tape measure (to measure distances) and some dice. Damocles uses six-sided dice (sometimes abbreviated to D6).

Some rules refer to 2D6, 3D6 and so on, in such cases roll that many dice and add the results together. If a rule requires you to roll a D3, roll a dice and halve the total, rounding up. If a rule requires a dice roll of, for example, 5 or more, this is often abbreviated to 5+.

Re-rolls

Some rules allow you to re-roll a dice roll, which means you can roll once again one or all the dice. If you made a roll composed of several dice you will re-roll all of them unless the rules state otherwise.

Roll-offs

When a rule states that players need to make a roll-off, each player rolls a dice. The player with the highest score wins.

If every the result is a tie, then both dice must be rolled again.

Distances

In Damocles, distances are measured in centimeters (cm). A distance starts from the closest point of the model's base your measuring from to the closest point of the model's base you are measuring to.

Player can only measure the distance used by an order once it is given. If a player declares an order and cannot do it for any reason, this order is not issued and the player can issue another one.

This is only allowed one time per activation.

Example: The first player issues "open fire!" on an enemy unit, but the unit is too far for every weapon of his squad. Then, the order is cancelled and the player can give another order.

Prepare for battle

Battlefield

All games of Damocles take place on a battlefield. Any flat surface upon which model can stand and of, at least, 72cm x 72 cm works as a perfect battlefield.

On a battlefield two types of models will be present, the strike force, with models representing your soldiers and vehicles; and the scenery, with models representing trees, fortifications, buildings, etc...

The scenery is always set up before the battle starts or the armies deployment, but always after setting up objectives.

The number of scenery pieces is up to you and your opponent. The more scenery pieces, the more your armies will need to navigate around and make good use of the lines of sight. This creates a more tactical and dynamic operation.

Strike force building

To build a strike force, players must first choose a faction they will lead on the battlefield. Once it is done players can start choosing squads to assemble a strike force. The simple fact of creating a strike force gives to the player 12 tactical points.

Each opponent must respect and not exceed the maximum strategic valor they agreed on.

In damocles squads are classified by type:

Troops

Scouts

Specialists

Com operators

Heavy supports

Faction scenery

Tactical points

Tactical points are a resource used by the player to activate special actions in the game. Your opponent can ask you at any time how many tactical points you have.

Priority orders: Use 2 tactical points to instantly activate another of your squad. Only once per turn. Your opponent can try to counter your orders by using 2 tactical points.

In that case take a dice and hide it in one of your hands. Your opponent must pick one of your hands. If they pick the one holding the dice, your priority orders are scrambled and you cannot activate a new unit. If they pick the empty hand, you can activate a new unit.

Com operators: Com operators can use tactical points to activate unique abilities.

Strategical panel: You can use X tactical points to discard two strategic assets in your hand and draw two new ones.

The player automatically receives 12 tactical points by assembling a strike force. He can increase that number by creating task forces.

Task forces

By grouping specific squads the player creates task forces. They give more tactical points and force the player to deploy all their squads in the same time on the battlefield. A same squad can be in multiple task forces at the same time, but can be deployed with only one of them.

When at least one squad of a task force has already been deployed, the other squads must be deployed one by one.

A task force is available only once per strike force.

Platoon: The strike force possesses at least 3 troops (4 TPs)

Vanguard: The strike force possesses at least 3 scouts squads (4 TPs)

Commandos: The strike force possesses at least 3 specialists squads (6 TPs)

Communication relay: The strike force possesses at least 3 com operators (8TPs)

Artillery company: The strike force possesses at least 3 heavy supports (6TPs)

Company: The strike force possesses at least 1 unit of each type (8 TPs)

Battlefield set up

After deciding the operation they will play and building their strike forces, players will set up the battlefield.

They must first deploy the objective markers, if there are any, as specified in the operation. Then, players roll-off and pick alternatively a scenery piece, starting by the roll-off winner.

Finally players will alternatively set up scenery pieces on the battlefield, one at a time, starting with the player who lost the roll-off.

A scenery piece must be set up more than 5 cm from objective markers and more than 5 cm from the battlefield edge.

Faction scenery

Some scenery pieces are linked to a faction. Those scenery pieces must be set up after the other scenery pieces and at more than 5 cm to any objectives marker.

If both players possess faction scenery pieces they must set them up, one at a time, alternatively on the battlefield, the roll-off winner starts.

Once there is no more scenery to set up, the battlefield is ready and players can start to deploy their strike forces.

Strike forces deployment

Once the operation is chosen and the scenery set up, players will deploy their strike forces on the battlefield. The operation plan describes how armies must be set up on the battlefield.

The player who has won the scenery roll-off choose which territory each side will use. The player who has lost the scenery roll-off starts deploying his first squad in his territory, unless a rule states otherwise.

Then player will alternatively deploy squads, one at a time, until every squad has been set up on the battlefield. Every unit in a Task force must be deployed at the same time.

If a player finishes deploying first, the opposing player sets up the rest of his squads, one by one.

Once the two forces are set up players must know who activates first.

Turn

In Damocles, a turn starts with the player with the initiative doing the first activation. A turn ends when every player say they have done every activation they wanted to do.

An operation of Damocles always lasts maximum 7 turns. An operation can last less turns, but this will be specified in its rules. If the game lasts until the 7th turn, the game ends and the operation rules will state who the winner is or if it is a draw.

Initiative phase

To know who has the initiative players will bet with their tactical points.

At the start of the turn, each player will secretly take the number of tactical points they want to bet. They will do a countdown and reveal at the same time their tactical points. The player with the highest number takes the initiative.

If a tie occurs then players roll-off to establish who wins.

Every tactical points used in the bet are discarded and put aside.

The operation begins

Activation

In Damocles players activate their squads in turn. To activate a squad the player must declare which squad is activated. Then, the player issue orders to move or fight with his squad. Once every possible order has been issued or the player doesn't want to issue any other order, he declares the activation has finished.

Orders

Every squad in the game possess an order count (O). This determines the number of order they can receive by activation. There is different category of order:

Movement orders

The first type of order a commander can give is to move on the battlefield to capture objectives, secure the high ground or engage the enemy troops. **Only two of those orders are allowed by activation.**

Move, move !

The squad move, at maximum, double the distance written in its move characteristic. This order is available only once per activation. The "move, move !" order must be the first Movement order you give to a squad, otherwise you cannot give this order. You can't finish your movement base to base with an enemy unit.

A squad which "fall back !" during its activation cannot "move, move !".

Stay vigilant !

The squad move, at maximum, the distance written on its move characteristic. You can't finish your movement base to base with an enemy unit.

If a squad has done this during its activation it can re-roll a single dice in its defense test

against missile weapons, per lethal order which targets the squad. The squad must not be in cover.

This order is available two times in an activation. If the squad has already used a Movement order this activation they can use it only once.

Charge !

The squad declares a target and moves half its movement characteristic plus 1d6 cm. If the result equals or is superior to the distance between the two squads, closer base to closer base, then the charge is successful. The two squads are put in close combat and they cannot use a Movement order until one of them is destroyed or use "fall back !".

The charging squad units must be put as close as possible but without moving beyond the charge distance. If the charge is failed, the distance is not long enough, the player can decide to move, or not, his squad the distance he obtained with the dice.

A charge cannot be done if the squad already did a "fall back !" order this activation.

Fall back !

The squad can move all its mobility to disengage of a close combat. A squad which falls back cannot do a "charge !" order. If they "open fire !" they do it with a -1 on their attack rolls.

The squad must end its movement more than 1 cm of any enemy unit.

Lethal orders

Some orders allow a squad to attack another one to kill its units. **Only two of those orders are allowed by activation.**

Open fire !

The squad declares a target in range of their weapons, then the attacking player declares the weapon each unit in the squad will use. After this an attack and defense phase is resolved.

A squad can use this order to shoot at an enemy squad engaged in close combat, but they will have a penalty of -1 to their attack rolls. Also, each unmodified attack roll of 1 count has a hit on the squad the target is engaged with.

If there is multiple squads the player shooting must declare before the attack rolls which squad will take those hits.

A squad cannot use this order if it is engaged in close combat.

Kill them !

The squad declares a target in close combat.

Each unit of the squad can move half its movement characteristic towards the nearest targeted enemy unit unless it is already in base to base with an enemy unit.

Then an attack and defense phase is resolved. The range of attack is displayed on the melee weapon of the squad.

After the attack and defense phase, each unit of the squad must move half its movement characteristic towards the nearest enemy unit unless it is already base to base with an enemy unit.

A squad cannot use this order if it is not engaged in close combat.

Defensive orders

A commander must preserve his troops in battle to seize victory. To do that he can order them to take cover or bolster their position before an enemy charge.

Take cover !

The squad can move 5 cm closer to a scenery piece within 5 cm of one of its units. After using this order, the squad cannot receive any movement or lethal order for this activation.

A squad cannot use "Take cover !" when in close combat.

Brace for impact !

The squad gains +1 for its defense tests against melee weapons. If a squad has done this during its activation it can "open fire !" freely on a squad which charge them, with a -1 to the attack roll. Resolve this free order when your opponent issue his "charge !" order, even if he fails.

After receiving this order, the squad cannot receive any movement or lethal order for this activation.

A squad cannot use "Brace for Impact !" when in close combat.

Attack and Defense

When a player attacks, he takes the number of dice corresponding to the number of attacks written on the squad datasheet.

For the two following rolls, an unmodified roll of 1 is always a failure for the two players and they must be discarded immediately, unless a rule states otherwise.

Hit roll: The attacker rolls all his dice, and each result equal or superior to the precision of his attacks count as a hit. All other results are discarded.

Defence roll: The defender rolls a number of dice corresponding to the number of hits. All the results equal or superior to his squad defence count as blocks and are discarded. All other results count as wounds and inflict damage to the targeted squad. Damage of the attack are written on the datasheet.

Multiple lethal orders and attacks

The player can issue two “open fire ! “ or “kill them !” order one after the other. To quicken the game all the attack and defence rolls for those orders can be made simultaneously.

Also if the player uses various attacks with one squad he can roll simultaneously every attacks made with the same weapon. The defender can roll all his defense test of the same value at the same time.

Allocating wounds

Once all of the attack and defence rolls for one or more orders are done, add up every damage inflicted. The defender chose which unit of the targeted squad takes the damage, unless a rule states otherwise. He can choose any unit of the squad to allocate wounds.

Once a unit has a wound allocated, the player must keep allocating wounds to it until it is killed. A squad can never have more than one wounded unit.

Some abilities allow to make a roll to ignore wounds allocated to a model. In this case, the roll is made after allocating the wound, a roll is done for each wound. If the wound is negated, it has no effect on the unit.

Killed units

Once the number of Health points of a unit falls to zero after allocating wounds, the unit is slain and the model is put aside of the battlefield.

Close Combat

A squad is considered in close combat when, at least, one of its unit is base to base with an enemy unit.

When in close combat only the “Fall back !” and “Kill them !” orders are available.

Tactical restraint

The player can recover tactical points during the operation. Once per turn, the player can decide to not issue an order to a squad to recover 1 tactical point.

Scenery

Scenery pieces are elements of terrain such as trees, buildings, fortifications, ruins, etc... The player can use the scenery to take cover or hide his troops.

A piece of terrain is always composed of the same parts: the base and the model.

Cover

The base represents the area which gives cover. Cover only works against missile weapons. To see if a unit is in cover the player must draw an imaginary straight line between the center of the shooting model's base and the center of the targeted unit's base.

If that line goes through a scenery base then the targeted unit is in cover. If, at least, one line between units does not cross a terrain base then the whole targeted squad is not counted as in cover for that order.

If every straight lines go through multiple covers, apply only the rules of the best cover. If at least one line between units does not cross multiple terrain base, only the rules of the cover crossed by this line is applied to the whole squad.

If at least one unit of the shooting squad is base to base with a scenery piece, this piece doesn't count as a cover for the targeted squad.

Being in cover gives a bonus against missile weapons. That bonus depends on the type of cover. A squad in close combat does not count as in cover.

Types of cover

In Damocles the player will find different type of cover. Each cover gives a bonus. The following covers are ranked from the worst to the best.

Light cover: A light cover partially protects the soldiers behind it. Projectiles can go through it or the soldier is not totally hidden behind it.

When units are behind a light cover, they can re-roll each result of 1 for their defense tests against projectiles.

Heavy cover: A heavy cover is a great protection for soldiers. The material composing it stops projectiles or there are too many obstacles to go through.

When units are behind a heavy cover, they can add +1 to every of their defense tests against projectiles.

Impenetrable: An impenetrable cover is the best protection for soldiers. No projectile or line of sight can go through it.

When units are behind an impenetrable cover they cannot be seen at all.

In order to simplify covers on the battlefield, players must agree, before rolling-off to choose their terrain pieces, on what the type of terrain of each piece is.

Garrison

Some covers can be areas where units can enter and move in. Corresponding to the type of cover some rules will apply.

Light cover: Units trying to enter, quit or move through a light cover move normally, but they cannot end their movement on a light cover.

Example: A unit can move normally through a fence, but it cannot finish its movement on the fence.

Heavy cover: Units trying to enter, quit or move through a heavy cover must divide any movement they make by 2. A unit cannot end its movement on a heavy cover.

Impenetrable: A unit cannot enter, move through or finish its movement on an impenetrable cover.

When a unit in garrison “open fire!” on a unit out of its own terrain or in garrison in the same terrain, it ignores the terrain it is actually in as cover for the targeted unit.

Line of sight

To see if a line of sight is obstructed, the player can stoop down and look from behind the shooting model to see if a model from the targeted unit is visible. If any part of the model is visible, the model is counted as visible.

To fire, a model must see at least one of the targeted models. If no enemy model is visible this model cannot shoot.

When determining visibility, a model can see through other models in its squad.

In order to simplify the visibility on the battlefield, players can decide, after setting up the scenery, which terrain automatically blocks lines of sight and which do not.

Operations

In Damocles players fight in operations. They represent battles which took place in the world of Damocles. Many types of operations exist, from capturing a high ground position, to rescuing a hostage.

You will find in this book the operation named “Eradication”, mainly designed to help you learn the game. You will find in the chapter “Briefing” other operations to play. You can also create new operations yourself to fit for a campaign or a narrative game.

If you and your opponent can't agree on an operation to play, do a roll-off and the winner chooses the operation.

Operation instructions

All operations include a set of instructions that describe how this scenario works.

Title

The name of the operation and a quick summary of its circumstances and how to achieve victory.

Battlefield

Each operation includes a map of the battlefield. It displays players territories, no man's land and objective markers emplacements.

Special rules

Some operations include special rules. These cover special environment, strategies or objectives which will influence or modify the game. For example, in the “Eradication” operation the “First blood” rule is a special rule.

Length

This part states the number of turns played before the end of the game. It also states if a special situation makes the game end sooner.

Victory

Operations will tell you what you need to do to achieve victory. It also states what happens if the game reaches its maximum length and how to know who wins.

The operation will state conditions to declare the game a draw.

Objectives

Operations can be fought to gain control of a certain item, Intel or position before the enemy. In Damocles those are named objectives, and use the following rules.

If an operation has any objectives, then the “Battlefield” part will state where they must be set up on the battlefield. An objective marker is represented by a circle with a diameter of 3 cm. You can use anything with that diameter to represent an objective. You can even model your own objectives if you wish.

When measuring distances to and from objectives, always measure to and from the closest point of the marker.

To control an objective a unit must be within 5 cm of the closest point of the marker. Some objectives must be controlled to win victory points.

To know who controls the objective, each player counts the number of models from his strike force within 5 cm of the marker. The player with the highest count hold the objective. If it is a draw the objective is contested and nobody holds it.

For the purpose of this rule each unit of the “troop” and “com operator” type counts as two instead of one.

Operation: Eradication

ERADICATION

OPERATION

Two strike forces are deployed on a battlefield. The objective is simple, kill as many enemy soldiers as possible ! The forces to draw the first blood will take the advantage in this carnage.

Battlefield

The battlefield is composed of two territories and a No man's land as shown below.

First blood

The player in command of the army that first slays an enemy squad receives 1 victory point

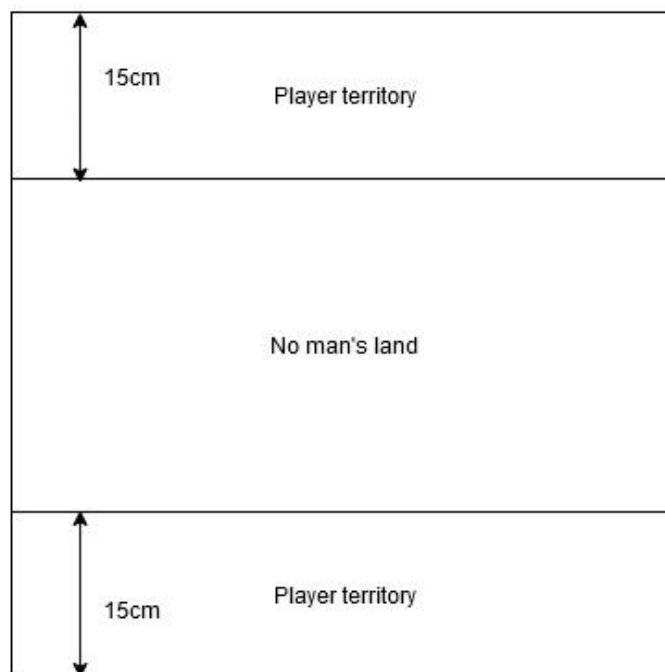
Length

The operation lasts until the 7th turn. Or until one player has no unit left on the battlefield.

Victory

To achieve victory players must kill enemy squads. Each destroyed squad gives 1 victory point.

At the end of the game, the player with the highest number of victory points wins the operation. If there is an equality, then the game is a draw.



Datasheets

Every unit in Damocles has its own datasheet, which provides all the information needed to play that unit.

Datasheet rules

Characteristics

The datasheet first describes the main characteristics of a unit. The player can find here the unit's name, the unit's type and the minimal and maximal number of model he can take to create a squad.

Order: The number of order a unit can receive during an activation.

Move: The distance this unit can move on the battlefield.

Health: The number of wounds a unit must suffer before being removed of the battlefield.

Defense: The result the player must at least equal during a defense roll.

Weapons

The datasheet contains the profile of each weapon the squad uses. All the weapon characteristics and rules are described here.

Range: The maximum distance at which a weapon can shoot or can be used in close combat.

Attacks: The number of attacks made with a weapon. This characteristic determines the number of dice a player must take for an attack roll.

Precision: The result the player must at least equal during an attack roll.

Damage: The damage of one attack made with the corresponding weapon.

Special abilities and weapon special abilities

Some units or weapons may have access to special abilities. Those rules apply for all the operation, until the unit is removed of the battlefield, and take precedence over the core rules.

Some abilities are triggered by something that happens during the battle. When such event happens the ability is immediately used.

example: An ability states that you can re-roll a defense roll of 1, then the rule applies immediately after you rolled a 1 in a defense roll.

Other abilities can be used during an activation if a player wants to use them. The ability can be used when the player wants during the activation, unless the ability states otherwise.

Modifiers

Some abilities allow to modify characteristics of a unit or a weapon. Those are called modifiers, they are cumulative, but cannot reduce a dice result to less than 1.

If a modifier applies to a random characteristic, work out the random value first, then apply the modifier.

Factions

Faction rules

When the player creates a strike force, he must first choose a faction. Each faction has its own play style, strategic assets, units, squads, rules, etc...

All those information are written in the faction corresponding General's Brief.

Faction rules are used during the whole game and affect every unit of this faction.

Strategic Assets

Each faction possesses a deck of strategic assets. Those are cards representing abilities or tactics used by the faction during the battle.

When you create your army you need to assemble your Strategic Asset deck.

A deck is composed of 11 cards, you cannot take more or less cards. Before the first initiative phase, players will shuffle their opponent's deck. Those decks will be put, face down, on the side of the battlefield.

After the first initiative phase, players draw 3 strategic assets from their decks.

Then, after each initiative phase players will draw 2 cards from their decks. When their deck is empty players stop drawing cards.

During the battle

When you use a strategic asset during an operation its effects immediately triggers. You put the card on the battlefield near the affected squads.

Each strategic assets cost orders to the affected squads, those orders and their numbers are specified on the card.

Once a strategic asset has been used it is discarded and put, face up, next to the player's deck, this is called the discard pile.

Strategic abilities

Some abilities used during the battle allows you to choose a strategic asset in your deck. In that case you pick up your deck and choose your asset. Then, you give your deck to your opponent, face down, and he shuffles it and gives it back to you.

Other abilities allow you to take back a strategic asset of your discard pile and put it either in your hand or in your deck. In that case you choose an asset from your discard pile and put it either in your hand or deck, depending on the rule. Then you put back the discard pile, face up, next to your deck.

Briefing

Convergence

3 to 4 players

Convergence is a game mode for Damocles that allows you to play an operation with 3 to 4 players. Most of the rules are used as in a standard game, but some rules change to fit to this game mode. "Grand Operations" are adapted scenarios to play with more than 2 players.

Alliances or Free-for-all

When you play a Convergence game, before choosing a Grand operation, you must first choose if you will play with alliances or not.

By choosing to play with alliances, players will be able to form up teams, either in 2 versus 2 or in 3 versus 1 (you can create rules to balance the game).

If you choose to play a Free-for-all game, every player will be your enemy.

Convergence battlefield

Battlefield size and set up

When you play a game of convergence you will need a bigger battlefield than in a standard operation. Any flat surface upon which model can stand and of, at least, 84cm x 84cm will allow you to play Grand Operations.

After deploying the objective markers on the battlefield, players will need to create a ranking to know in which order they must pick scenery pieces. To create this ranking, players will

make a roll-off (Convergence roll-off p20). After this ranking is established, players will pick scenery pieces in that order. To place scenery pieces players will do it in the reverse ranking, starting by the last player.

Faction scenery pieces are deployed in the same way as in a standard game. The highest ranked player starts setting up, to the lowest ranked player. Players without any faction scenery are skipped.

Strike force deployment

The Grand Operation plan describes how armies must be set up on the battlefield. Deployment occurs by following the standard deployment rules except for the following rules.

The player ranked the higher by the scenery roll-off choose which territory he will use. If you're playing with alliances players of his alliance must choose their territory at the same time.

Players will start deploy their squads in the reverse order of the scenery roll-off ranking. Players of an alliance must set up their squad at the same time.

Example: Players 4 and 2 are in the same alliance. Since player 4 deploys first, player two must deploy a squad at the same time. Then, player 1 and 3 will deploy and squad and it starts over.

Convergence rules

Initiative phase

To know who has the initiative players will bet with their tactical points. The goal is to establish an activation order for the turn.

At the start of the turn, each player will secretly take the number of tactical points they want to bet. They will do a countdown and reveal at the same time their tactical points. The player with the highest number takes the initiative.

A ranking is made, from the player with the highest amount of tactical points in the bet to the player with the lowest amount.

If a tie occurs, then the corresponding players roll-off (Convergence roll-off p20) to establish a ranking between them.

Every tactical points used in the bet are discarded and put aside.

Convergence Roll-off

When a rule states that players need to make a roll-off, each concerned player rolls a dice. The player with the highest score wins.

If every rolled dice tie, then they must be rolled again.

If some dice tie, players with a result above are ranked above them and the player with an inferior result are ranked under them.

To know the ranking of the other players, dice must be rolled again by unranked players until every player is ranked.

Priority orders

Use 2 tactical points to instantly activate one of your squad which has not already been activated this turn. Only once per turn. You can activate your priority orders after any activation of a squad, even one of your opponent.

Only one of your opponents can try to counter your orders by using 2 tactical points. If multiple opponents declare a counter at the same time they must roll-off and the loser will counter.

In that case take a dice and hide it in one of your hands. Your opponent must pick one of your hands. If they pick the one holding the dice, your priority orders are scrambled and you cannot activate a new unit. If they pick the empty hand, you can activate a new unit.

Priority orders can only be countered by one player.