

// QUICK START |

OPERATOR TACTICS: IRON LINE

| CLR: ACTIVE 

FAST LANE

IRON LINE ONLY

D6 CORE

A5 / TABLETOP

IL.QS

QUICK START

- OPERATOR TACTICS LINE

IRON LINE QUICK START 2066

TWO PLAYERS

SIXTY MINUTES

EVERYTHING YOU NEED.

NOTHING YOU DON'T.

CORE RULES. UNITS. SIGNAL. STRAIN.
NO REFEREE. QUICK REFERENCE CARD.

// ARMIES // SIGNAL TOKENS // STRAIN TOKENS // CASCADE FAILURE

QUICK START

IRON LINE / EDITION 1



01 · IRON LINE QUICK START

The fight before the operators arrive. Drones, walkers, gun platforms. Same dice. Bigger scale.

Iron Line is two-player mass battle for autonomous combat platforms. Armies crash across a 3' × 3' battlefield, spending Signal, stacking Strain, and watching broken machines cascade through the line.

WHAT YOU NEED

- Two players.
- One army per player. Miniatures, toys, standees, trays, or labeled tokens all work.
- 12-16 D6 per player, a tape measure in inches, and terrain.
- 30-40 Strain tokens and about 20 distinct Signal tokens.
- A 36" × 36" table. Use 24" × 24" for games below 1,500 points.

SETUP AT A GLANCE

1. **Points.** Agree on a limit. Standard games run 3,000-5,000 points. Quick games work at 1,500-2,500.
2. **Build armies.** Choose units, add keywords, assign one Commander and one Relay Beacon.
3. **Battlefield.** Set terrain and agree on terrain keywords before deployment.
4. **Victory.** Choose a victory condition or roll 2D6.
5. **First Player.** Call even or odd and roll D6. First Player chooses table half.
6. **Deploy.** Deployment zones begin 8" from the centerline. Alternate deploying one unit at a time.
7. **Fight.** Play 5 rounds, or until one player surrenders.

CORE CONCEPTS

Strain. Signal. Breakpoint. Machines do not take wounds. They fail.

Rules Conventions. Natural 6 always hits. Natural 1 always misses. You may measure distances and check line of sight at any time. If a specific rule conflicts with a general rule, the specific rule wins.

Rule of Scrap. If a rules interaction is unclear, pick whichever option results in the most destruction for all concerned. If the choice is between doing something or doing nothing, choose the option that changes the game state.

Signal. At the start of each Signal Phase, gain 1 Signal per full 1,000 points in your starting list, plus 1 Signal per in-play Relay unit. Store unspent Signal round to round, maximum 10.

Breakpoint and Integrity. Default Breakpoint is 10, so all units start with Integrity 10. Some missions and twists adjust this.

Strain. Units accumulate Strain Tokens from hits, terrain, EW, and cascade. A unit with Strain equal to or greater than its Integrity becomes Broken.

Broken. Broken units stay on the table until the Scrap Phase. They cause cascade, then are removed. If a Broken unit ever has fewer Strain than its Integrity, it stops being Broken.

Engaged. A unit is Engaged if any part of its base or footprint touches, or is within 1" of, an enemy base or footprint. Engaged units cannot shoot or be shot unless a rule says otherwise.

UNITS

Units use Speed, Order, Attacks, Defence, Strikes, Integrity, Footprint, Keywords, KCM, and Points.

UNIT STATISTICS

- **Speed.** Movement Points gained during Movement Activation.
- **Order.** Close, Loose, or Free. Order determines Target Numbers.
- **Attacks.** Weak, Strong, or Monstrous.
- **Defence.** Weak or Strong.
- **Strikes.** Attack dice rolled in combat. All units start at Strikes 10.
- **Integrity.** Strain needed to break the unit.
- **KCM.** Keyword Cost Multiplier. x2 units double keyword costs.

ORDER

- **Close Order.** 3+ vs Loose, 4+ vs Close, 5+ vs Free. Close Order units are Implacable.
- **Loose Order.** 5+ vs Close, 4+ vs Loose, 3+ vs Free. No penalty in Rough terrain.
- **Free Order.** 3+ vs Close, 5+ vs Loose, 4+ vs Free. Free Order units are Implacable.

UNIT ROSTER

| UNIT | SPD | ORDER | ATK | DEF | KEYWORDS | FP | KCM | PTS |
|--------------------------|-----|-------|--------|--------|-----------------------------------|--------|-----|-----|
| Drone Infantry | 8 | Close | - | - | Infantry | Wide | x1 | 300 |
| Drone Skirmishers | 8 | Loose | Weak | - | Infantry, Ranged (24) | Wide | x1 | 300 |
| Armored Infantry | 8 | Close | - | Strong | Infantry, Hardened (1) | Wide | x1 | 350 |
| Heavy Platform | 10 | Close | Strong | Strong | Infantry, Autonomous | Wide | x2 | 400 |
| Scout Swarm | 14 | Loose | - | - | Nimble, Ranged (8) | Wide | x2 | 350 |
| Assault Walker | 12 | Close | Strong | Strong | Devastating Charge | Wide | x2 | 450 |
| Strike Vehicle | 10 | Free | Strong | - | Fragile, Devastating Charge | Narrow | x1 | 350 |

| UNIT | SPD | ORDER | ATK | DEF | KEYWORDS | FP | KCM | PTS |
|----------------------|-----|-------|--------|--------|--------------------------------|--------|-----|-----|
| Gun Platform | 6 | Free | - | - | Large, Ranged (36) | Narrow | x2 | 250 |
| Siege Walker | 10 | Free | Mon. | Strong | Large, Autonomous | Narrow | x2 | 600 |
| Beast-Mech | 12 | Loose | - | Weak | Nimble, Autonomous | Wide | x1 | 200 |
| Artillery Rig | - | Free | Strong | Weak | Immobile, Ranged (48), Fragile | Narrow | x2 | 400 |

All listed units have Strikes 10 and Integrity 10 before mission or twist changes.

ARMY BUILDING

Points buy capability. Capability buys behavior.

1. Choose a unit type. This sets base cost and starting keywords.
2. Purchase additional keywords. Any number of strengths. No more than two weaknesses per unit.
3. Weakness keywords have negative cost.
4. If the unit has KCM x2, double every keyword cost for that unit.
5. Assign one Commander and one Relay Beacon. They are required and cost 0.

KEYWORD COSTS

| STRENGTH | COST | STRENGTH | COST | WEAKNESS | COST |
|----------------------|------|--------------------|------|-------------|------|
| Bloodthirsty | 50 | Brutal | 125 | Berserk | -25 |
| Critical Hits | 50 | Deadly Shots | 100 | Clumsy (+2) | -25 |
| Despised | 25 | Devastating Charge | 50 | Cowardly | -25 |
| Elite | 100 | Flying | 100 | Degraded | -50 |
| Hardened (+1) | 75 | Hero (+1) | 50 | Fragile | -50 |

| STRENGTH | COST | STRENGTH | COST | WEAKNESS | COST |
|--------------------------|------|------------------|------|------------------|------|
| Hero (+2) | 100 | Horde | 100 | Hollow | -25 |
| Implacable | 50 | Large | 25 | Autonomous | -25 |
| Merciless | 75 | Narrow Footprint | 25 | Self-Destructive | -25 |
| Nimble | 75 | Ranged (+12) | 75 | Short-Ranged | -25 |
| Shoot Into Combat | 50 | Sneaky | 50 | Slow (+2) | -25 |
| Stubborn | 50 | Swift (+2) | 50 | Unruly | -50 |
| Terrifying | 50 | Relay | 200 | Wide Footprint | -50 |

Required command tags. Each army assigns one Commander and one Relay Beacon for free. The same unit may carry both. The Commander gains Command (+1) and Hero (+2). The Relay Beacon gains Command (+1), Hero (+1), and selects one EW Suite.

KEYWORD REFERENCE

Read this before army building. Keywords are the rules printed on the unit.

| KEYWORD | EFFECT |
|-------------------------------|--|
| Armored / Hardened (x) | When receiving Strain from a combat attack, ignore the first x Strain. |
| Autonomous | If no Chassis keyword and no friendly Chassis within 4" at Movement Activation, gains Berserk and Unruly this round. Commander Hero counts as Chassis. |
| Berserk | If unengaged at Movement Activation, move toward nearest enemy and end as close as possible. If it cannot, gain 1 Strain. |
| Bloodthirsty | After destroying an enemy in Combat, may immediately make a free reform. |
| Broken | Reserved weakness. Causes cascade and is removed in the Scrap Phase. |
| Brutal | Natural 6 on an attack die counts as 2 hits. |
| Clumsy (+x) | Shooting Target Number increases by x. |

| KEYWORD | EFFECT |
|---------------------------|---|
| Command (+x) | Friendly units within 8" gain Integrity (+x). |
| Cowardly | May not advance toward the nearest enemy. |
| Cover | Attacker increases shooting Target Number by 1, maximum 6. |
| Critical Hits | Natural 6 in combat ignores the target's Hardened keyword. |
| Deadly Shots | Natural 6 on shooting inflicts 2 Strain. The second Strain bypasses Implacable, but not Hardened. |
| Degraded | At the start of Movement Activation, gains 1 Strain. |
| Despised | Enemies engaged with this unit may not disengage. |
| Devastating Charge | If this unit advanced 6"+ this round, combat Target Number decreases by 1, minimum 2. |
| Distracted | Reserved weakness. May not end a manoeuvre engaged with a unit. |
| Elite | May re-roll one attack die per attack. |
| Flying | May move over units and terrain except Impassable. May not end overlapping another unit. |
| Fragile | Becomes Broken when Strain is at least half Integrity, rounded up. |
| Hero (+x) | Chassis strength. Gains Strikes (+x). |
| Hollow | May not benefit from Command. |
| Horde | Uses the Horde footprint. |
| Immobile | May not activate in the Movement Phase. |
| Implacable | Against shooting, ignore hits that would push this unit above 5 Strain from that attacker activation. |
| Infantry | Categorical infantry-class platform. |
| Large | Intervening units or terrain may be ignored for LoS unless also Large. |
| Merciless | When attacking a Broken enemy, Target Number decreases by 1, minimum 2. |
| Narrow Footprint | Uses the Narrow footprint. |

| KEYWORD | EFFECT |
|--------------------------|--|
| Nimble | May reform for 2 MP. |
| Outmanoeuvred | Reserved weakness. Suffers Integrity (-1) per enemy engaged with flank or rear. |
| Ranged (x) | May shoot up to x inches. |
| Relay | May broadcast EW abilities and generates +1 Signal each round. |
| Self-Destructive | At the start of each round, gains 1 Strain. |
| Shoot Into Combat | May make shooting attacks against engaged enemies. |
| Short-Ranged | Ranged value is halved, rounding down. |
| Slow (+x) | Speed reduced by x. |
| Sneaky | Not deployed at start. From round 2, may be placed more than 8" from enemies at Movement Activation, gaining Distracted. |
| Stubborn | May not be moved by enemy abilities or forced movement. |
| Swift (+x) | Speed increased by x. |
| Terrifying | Enemies starting Movement Activation engaged with this unit roll over current Strain on 2D6 or gain Distracted. |
| Unruly | May not activate in the Shooting Phase. |
| Wide Footprint | Uses the Wide footprint. |
| Objective | Mission objective. May not activate. May be targeted by attacks as normal. |

FIRST GAME ARMIES

Use these 3,000-point lists for the first battle. They are legal starting points, not faction locks.

NAF ADAPTIVE STRIKE FORCE

Overwatch EW. 3x Drone Infantry; 2x Drone Skirmishers + Deadly Shots; 1x Assault Walker + Elite; 1x Scout Swarm + Swift (+2); 1x Artillery Rig.
Commander: Assault Walker. Relay Beacon: Drone Infantry.

EO ARMORED ADVANCE

Iron Curtain EW. 2x Armored Infantry; 2x Heavy Platform; 1x Siege Walker; 1x Gun Platform + Hardened (+1); 1x Drone Infantry. Commander: Siege Walker. Relay Beacon: Gun Platform.

THE TURN

Six phases. Five rounds. The line fails in order.

- 1. Initiative Phase.** From round 2 onward, the player without First Player rolls D6. Exceeding the current round number lets them seize First Player.
- 2. Signal Phase.** Gain Signal. First Player broadcasts EW, then Second Player.
- 3. Shooting Phase.** First Player activates each unengaged Ranged unit once. Each may gain Distracted to shoot. Then Second Player.
- 4. Movement Phase.** First Player activates each unit once. Then Second Player.
- 5. Combat Phase.** First Player resolves combat with each engaged unit. Then Second Player.
- 6. Scrap Phase.** Cascade, remove Broken units, salvage, reboot, clear Distracted.

SCRAP PHASE

- 1. Cascade Failure.** Each still-in-play Broken unit gives every friendly unit within 8" 1 Strain. Units broken by cascade do not cascade further this phase.
- 2. Remove Broken Units.** Remove all Broken units simultaneously.
- 3. Salvage.** For each unit removed this phase, the opposing player gains 2 Signal.
- 4. Reboot.** Any unit that was engaged and is now unengaged may make a free reform.
- 5. Clear Distracted.** Remove Distracted from all units.

MOVEMENT, SHOOTING, COMBAT

Move the footprint. Roll the Order matchup. Place Strain.

MOVEMENT

| MAN-OEUVRE | COST | EFFECT |
|------------|----------|------------------------|
| Advance | 1 per 1" | Move directly forward. |

| MAN-OEUVRE | COST | EFFECT |
|----------------|------------|--|
| Wheel | 1 per 1" | Pivot on one front corner. Wheeling backward gains Distracted. |
| Shuffle | 1 per 0.5" | Slide left or right. Facing unchanged. |
| Retreat | 1 per 0.5" | Gain Distracted. Move backward. Cannot end in enemy contact. |
| Reform | 5; Loose 2 | Gain Distracted. Rotate in place. No other manoeuvres. |

Disengagement. If an engaged unit moves away from enemies it started engaged with, each unbroken, unengaged enemy it left may make a free combat attack with half Strikes.

Outmanoeuvred. A unit engaged on flank or rear suffers Integrity (-1) per flanking or rearing enemy. A unit may assign no more than 5 dice to a flank or 3 dice to a rear.

SHOOTING

An unengaged unit with Ranged may gain Distracted in the Shooting Phase to shoot. Roll dice equal to half Strikes, rounding down. All dice target one unit in range and LoS. Line of sight is drawn from the center of the attacker's front edge to any point on the target without crossing another unit or Blocking terrain.

COMBAT

In Combat, an engaged unit rolls full Strikes. Assign at least 3 dice to each engaged enemy if possible. Roll against the Target Number table. Each hit places 1 Strain.

| ATTACKER | VS CLOSE | VS LOOSE | VS FREE |
|--------------|----------|----------|---------|
| Close | 4+ | 3+ | 5+ |
| Loose | 5+ | 4+ | 3+ |
| Free | 3+ | 5+ | 4+ |

Modifiers. Weak Attacks +1 TN. Strong Attacks -1. Monstrous -2. Weak Defence -1. Strong Defence +1. Minimum 2+, maximum 6+.

Implacable. When hit by shooting, ignore any hit that would push the unit above 5 Strain from that single attacker's activation. Cascade, Surges, Hacks, and charge effects ignore this cap.

TERRAIN

- **Blocking.** LoS cannot be drawn through it.
- **Impassable.** Units may never move onto it.
- **Rough.** Doubled movement cost. Loose ignores it. Close and Free gain Distracted.
- **Perilous.** Each movement point spent inside triggers one Gun Platform attack at TN 4+.
- **Fortified.** Units inside or touching it increase the attacker's shooting Target Number by 2, maximum 6.
- **Grim.** In the Scrap Phase, each Grim piece counts as a friendly Broken unit for cascade.
- **Obscuring.** Units wholly or partly behind it gain Cover.
- **Large.** Units touching it also gain Large.

ELECTRONIC WARFARE

Signal is currency. Relays project it. Suites spend it.

To broadcast EW, you need an unbroken Relay. Pulses and Hacks require line of sight. Surges affect every unit in range regardless of LoS. If you have no unbroken Relay, Pulses may still be broadcast at +1 Signal from any unbroken friendly unit. Hacks and Surges require a Relay.

- **Pulse.** Usually 2 Signal.
- **Hack.** Usually 4 Signal.
- **Surge.** Usually 6 Signal.

EW SUITES

| SUITE | PULSE | HACK | SURGE |
|------------------|--|---|---|
| Overwatch | Targeting enemy gains (+D6), range 18" | Lock: Clumsy (+1), Hardened (+4), range 18" | Predictive friendly (+1), Swift (+4), range 18" |
| | | Armor: gains (+1), Swift | Killzone: enemies within 12" roll over Strain + 2 on 2D6 or take 1 Strain |

| SUITE | PULSE | HACK | SURGE |
|----------------------|---|--|--|
| Ghostwire | Spore Shroud: unengaged unit leaves board, gains Sneaky, returns next round | Root Hack: transfer one Chassis keyword between friendlies, range 18" | Bloom Drift: place Void marker within 18"; 6" area is Perilous |
| Iron Curtain | Jamming Pulse: target gains Fragile and Brutal, range 18"; cost 3 | Override: friendly discards D6 Strain, range 18" | Dead Zone: enemies within 18" gain Cowardly |
| Burning Glass | Heat Spike: target gains Devastating Charge and Swift (+4), range 12" | Directed Energy: friendly gains Hardened (+2) and EW immunity, range 12" | Solar Lance: friendly gains Flying and Swift (+6) |
| Null Signal | Firmware Worm: enemy gains Autonomous or Berserk, range 18" | Ghost in Machine: enemy must assign 3 combat dice to a friendly you choose within 4" | Total Override: friendlies within 18" gain Integrity (+1) |
| Open Source | Signal Boost: target gains Hero (+2), range 18" | Countermeasure: redirect enemy EW target to a unit within 8" | Broadband Scream: every unit within 12" gains Self-Destructive |

VICTORY

Choose a fight or roll 2D6. Games end after 5 rounds.

| ROLL | CONDITION | SETUP AND VICTORY |
|------|--------------------|--|
| 2-3 | Signal Dominance | Three centerline markers. Score at end of turns 4 and 5: unbroken units within 8" score 1 VP, or 2 VP if over 500 pts. Max 10 VP. |
| 4 | Deep Extraction | Each player places three markers in the enemy half. End of turn: unbroken friendly within 4" and no enemy within 8" removes marker for 2 VP, or 1 VP outside enemy zone. |
| 5 | Scorched Perimeter | Attacker/Defender. Defender Breakpoint +2. Attacker wins if any unbroken unit is fully within Defender zone at game end. |

| ROLL | CONDITION | SETUP AND VICTORY |
|--------------|---------------------|---|
| 6-7 | Kill Ratio | At game end, total points of in-play units. Highest total wins. |
| 8 | Decapitation Strike | Score 5 VP if opponent has no Chassis units in play; otherwise 1 VP per enemy Chassis keyword removed. |
| 9 | Wreckage Rights | Three Grim centerline markers. Before each Scrap Phase, player with most unbroken units within 12" of each scores 1 VP. |
| 10 | Burn the Relay | Defender gets three free Immobile Objective Gun Platforms within 12" of centerline. If all three survive, Defender wins; otherwise Attacker wins. |
| 11-12 | Desperate Raid | Attacker places three markers in Defender zone. End of each round, Commander or Relay Beacon within 4" scores 1 VP and removes marker. Defender gains 3 VP if neither survives. |

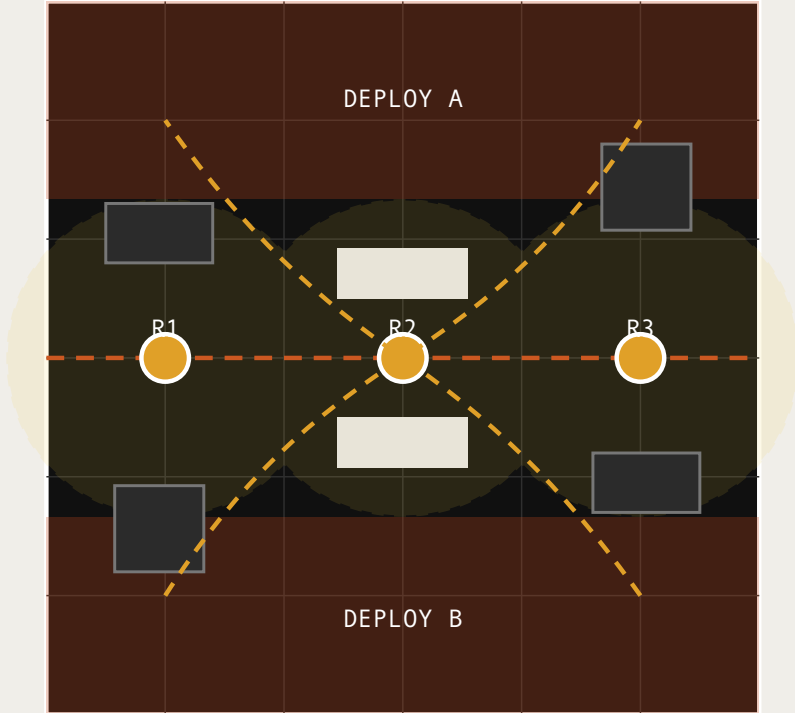
02 · BATTLE MAPS

Two 3' × 3' battle templates for first games.

Iron Line map key. Orange bands are deployment zones. Cyan markers are objectives or relay nodes. White blocks are Blocking or Impassable terrain. Dark terrain is Obscuring, Grim, Rough, or Fortified. Yellow fields are scoring pressure zones.

SIGNAL DOMINANCE · RELAY SPINE

THREE CENTERLINE MARKERS · SCORE TURNS 4 AND 5 WITHIN 8"



Template: broad scoring coverage or survivable LoS.

TERRAIN KEYWORDS

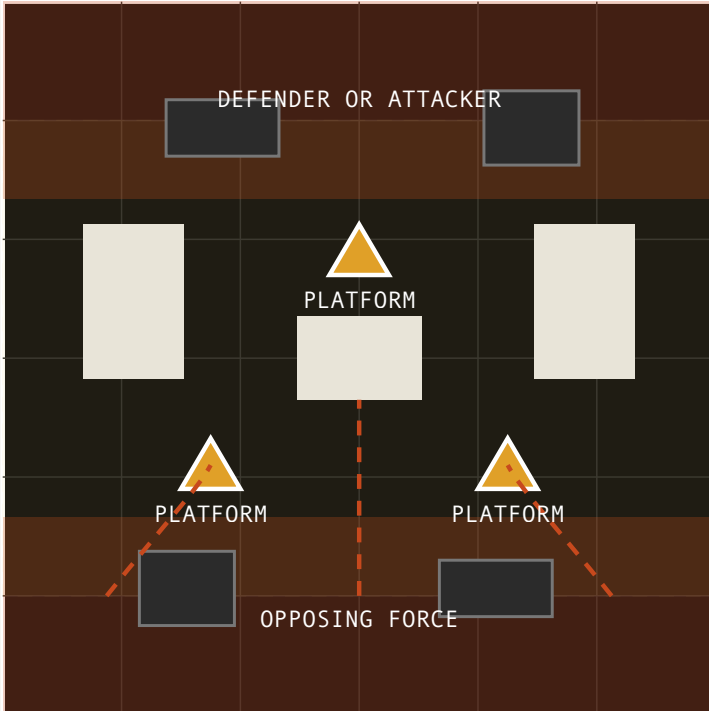
- Center slabs: Blocking.
- Side ruins: Obscuring; mark one Large if desired.

BATTLE NOTES

- Yellow rings are 8" scoring radii.
- Good for Signal Dominance or Relay Nodes.

BURN THE RELAY · GUN PLATFORM TRIANGLE

THREE DEFENDER PLATFORMS WITHIN 12" OF CENTERLINE



Template: overlapping platform fire lanes.

TERRAIN KEYWORDS

- Platform nests: Fortified if touching marker.
- Outer blocks: Blocking; side cover: Obscuring.

BATTLE NOTES

- Defender chooses long edge after terrain.
- Good for Burn the Relay or Last Stand.

03 · ARMY ROSTER

Print one per player. Build the army, track Signal, mark Strain, and watch the line fail.

| | | | |
|-------------------|----------|---------------|--------|
| ARMY | PLAYER | POINTS | SIGNAL |
| VICTORY CONDITION | OPPONENT | FIRST PLAYER? | |

| # | UNIT / TYPE | PTS | STATS / KEYWORDS | TRACK |
|---|-------------|-----|--|---------------------------------------|
| 1 | | | SPD ___ ORD ___ ATK ___ DEF ___ STR 10 INT ___ KW: | Strain □□□□ □ □□□□□ Broken □ |
| 2 | | | SPD ___ ORD ___ ATK ___ DEF ___ STR 10 INT ___ KW: | Strain □□□□ □ □□□□□ Broken □ |
| 3 | | | SPD ___ ORD ___ ATK ___ DEF ___ STR 10 INT ___ KW: | Strain □□□□ □ □□□□□ Broken □ |
| 4 | | | SPD ___ ORD ___ ATK ___ DEF ___ STR 10 INT ___ KW: | Strain □□□□ □ □□□□□ Broken □ |
| 5 | | | SPD ___ ORD ___ ATK ___ DEF ___ STR 10 INT ___ KW: | Strain □□□□ □ □□□□□ Broken □ |
| 6 | | | SPD ___ ORD ___ ATK ___ DEF ___ STR 10 INT ___ KW: | Strain □□□□ □ □□□□□ Broken □ |

| # | UNIT / TYPE | PTS | STATS / KEYWORDS | TRACK |
|---|-------------|-----|--|--------------------------------------|
| 7 | | | SPD ___ ORD ___ ATK ___ DEF ___ STR 10 INT ___ KW: | Strain □□□□ □ □□□□ Broken □ |
| 8 | | | SPD ___ ORD ___ ATK ___ DEF ___ STR 10 INT ___ KW: | Strain □□□□ □ □□□□ Broken □ |

COMMANDER / RELAY BEACON / EW SUITE / SCENARIO NOTES

VP

SIGNAL RESERVE / SALVAGE

BROKEN REMOVED

04 · QUICK REFERENCE

One spread. The whole game. Keep it open at the table.

ROUND

Initiative / Signal / Shooting /
Movement / Combat / Scrap.
Game ends after 5 rounds or
surrender.

SIGNAL

Gain 1 per full 1,000 starting points
+1 per in-play Relay.
Cap 10. Unspent carries round to
round.

STRAIN

1 hit = 1 Strain unless modified.
Strain \geq Integrity = Broken.
Broken units cascade, then leave in
Scrap.

SCRAP

Broken units give friendly units
within 8" +1 Strain.
Remove Broken. Opponent gains 2
Signal per removed unit.

TARGET NUMBERS

Close: 4+ vs Close, 3+ vs Loose, 5+
vs Free.
Loose: 5+ / 4+ / 3+. Free: 3+ / 5+ /
4+.

MODIFIERS

Weak Atk +1 TN. Strong Atk -1.
Monstrous -2.
Weak Def -1 TN. Strong Def +1. Nat 6
hits. Nat 1 misses.

SHOOTING

Unengaged Ranged unit gains
Distracted to shoot.
Roll half Strikes, one target, range
and LoS required.

COMBAT

Engaged units roll full Strikes.
Assign at least 3 dice to each
engaged enemy if possible.

MOVEMENT

Advance 1"/MP. Wheel 1"/MP.
Shuffle/Retreat 0.5"/MP.
Reform 5 MP, or 2 MP for Loose.
Retreat/Reform gain Distracted.

TERRAIN

Blocking blocks LoS. Rough doubles movement. Loose ignores Rough.
Grim cascades. Obscuring gives Cover. Perilous attacks moving units.

IMPLACABLE

Close and Free are Implacable.
Shooting hits that would push above 5 Strain from one attacker are ignored.

EW

Pulse 2 / Hack 4 / Surge 6 Signal unless listed otherwise.
No Relay: Pulses only, +1 cost, from any unbroken friendly.

01

BRIEF

PG 1

LEARN IT IN AN HOUR. PLAY IT IN ANOTHER. **THE FULL BOOK CAN WAIT.**

Quick Start is the fast lane into Operator Tactics: Iron Line. The mass-battle core, no waste. Two armies. Signal, Strain, EW, battle maps, an army roster, and a reference card.

When you've played a few games and you want the full kit — Chaos of War, campaign play, crossover rules, commanders, interrupts — the full Skirmish & Iron Line book is waiting.

For now, just open the page. Roll the die. Move on.

02

SPECS

QUICK START

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A5 / FAST LANE

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ROSTER INCLUDED

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HEAD-TO-HEAD

IRON LINE

- DRONES
- WALKERS
- SIGNAL
- STRAIN
- CASCADE

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