



ENCOUNTER

QUICK-START GUIDE

v.1.0.4

Heroic Battles in the Far Future

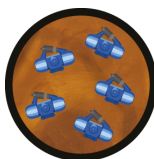
Getting Started With Encounter

Welcome, commander! This guide will take you through a few of the mechanics used in Encounter. With a small number of units and game assets you can run through the scenarios and get acquainted with shooting, moving, and engaging. This is just a taste and it does not include the more detailed aspects of each mechanic, but it will help you get up and running fast!

What You Need



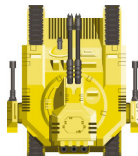
x1
Supreme Commander



x6
enemy Marines



x4
friendly Marines



x2
Main Battle Tanks
(MBTs)



x4
six sided dice (D6)



x6
Blast Markers (BMs)



x1
terrain piece (building)

Glossary

1D6, 2D6, 3D6, etc. – One or more six sided dice.

BM – Blast Marker, used to indicate fatigue or damage.

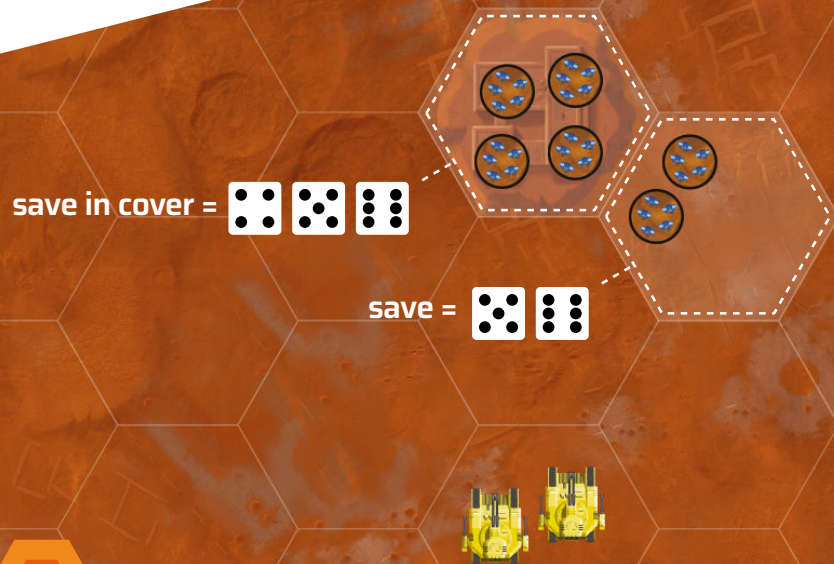
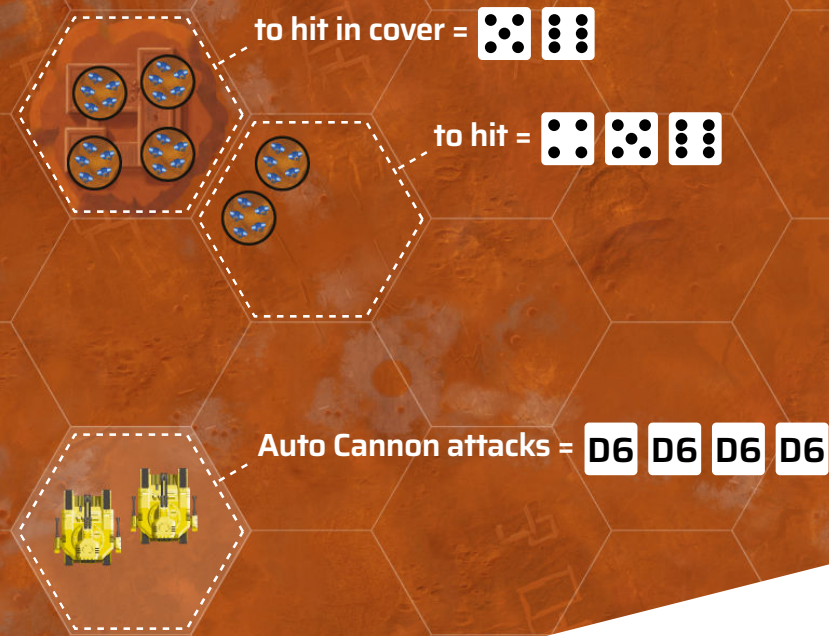
CC – Close Combat using melee weapons.

Formation – A defined group of units.

To-hit – A result needed on 1D6 to hit an enemy.

Save – A result needed on 1D6 to negate a hit.

Unit – One stand of infantry, tank etc.



1. Shooting

Shooting in Encounter is simple. All direct fire weapons have a basic to-hit requirement of 4+ on a D6, and range is measured in hexes. Line of Sight(LOS) is a feature, but this is covered in the main rulebook.

In the example, a formation of Dominator MBTs are attempting to dislodge enemy infantry from a defensive position. The tanks each have an Auto Cannon with 2D6 attacks(A) and Heavy Weapon Sponsons with 2D6 attacks(A), all within range(R).

	T	M	D	Weapons	R	A	S
Dominator MBT	V	3	5	Auto Cannon	4	2	4
				Heavy Weapon Sponsons	3	2	3
Marines	I	1	3	Melee Weapons	CC	1	3
				Auto Rifles	2	1	2

During shooting, weapon systems are grouped together so in this example 4 dice will be rolled for the Auto Cannons, any saving throws are made, then 4 dice will be rolled for the Heavy Weapons Sponsons and saving throws are made. Four of the marine units are taking cover in a building, so they will be harder to hit.

Attacker roll 4 attack dice for the Auto Cannons now! Hits are allocated to each enemy unit, starting with the lowest results. Results of 4-5 are allocated by the defender, and results of 6 are allocated by the attacker. Easy! In this example, no more than one hit may be allocated to a unit.

2. Making Saves

Star Marines are extremely tough, so there's a good chance they will survive even an Auto Cannon hit. All basic saves are 4+ on a D6, and one or more save modifiers may apply. In this case, Marines in the open get a -1 save modifier because their defence(D) is 1 less than an Auto Cannon's strength(S). Thus hits allocated to Marines in the open can be saved on a D6 roll of 5+.

Marines in the building receive a +1 save modifier for being in cover, and this counteracts the aforementioned -1 modifier meaning hits allocated to these marines can be saved on a D6 roll of 4+.

Defender roll to save allocated hits now! Units that fail are removed.

to hit in cover = 2 3

save in cover = 1 2 3 4

to hit = 2 3 4

save = 2 3 4

Heavy Weapon Sponson attacks = D6 D6 D6 D6

3. Shooting & Saving (cont)

Once any saving throws have been rolled for Auto Cannon hits, the tanks can unleash more firepower with their Heavy Weapon Sponsons. The attack and hit allocation process is exactly the same as .

Attacker roll 4 attack dice for the Heavy Weapons Sponsons now!

When it comes to the Marines making saves, the only difference is Heavy Weapons Sponsons are slightly weaker than the Auto Cannon, having a strength of 3. Since Marines have a defence of 3, the -1 save modifier for having greater weapons strength than target defence does not apply and so all saves are a more favourable D6 roll of 4+.

Defender roll to save any allocated hits now! Any units that fail are removed.

Once all attacks have been made, tokens known as Blast Markers(BMs) are placed. These will negatively impact a formation's performance during future actions. Place BM on the target formation if they had to make a save. Place 1 BM for each unit removed.

4. Moving

Moving in Encounter is even easier than shooting. Each unit has a move value(M), which is the number of hexes it can move when taking a normal move action. For example, Marines can move 1 hex.

	T	M	D	Weapons	R	A	S
Marines	1	1	3	Melee Weapons	CC	1	3
				Auto Rifles	2	1	2

There is no measuring, and the exact position a unit sits within a hex is not relevant. There can be up to four friendly units in a hex, and formations of units must usually stick together, occupying the fewest number of hexes possible. In our example opposite, the four Marines must occupy one hex.

There are different types of terrain that affect movement and this is covered in the main rulebook.

Move the Marines to an adjacent hex now! That's it, let's move swiftly on...

Marines move = 1 hex
any direction

5. Engaging

Engaging is the process of initiating close quarters fighting with the enemy; close enough to look them in the eyes as you smash them with a melee weapon! The mechanics for attack resolution in an engagement are almost identical to regular shooting except with more detail. Think of it as 'zooming in' on a section of the battlefield.

Initiating an engagement is very easy - just move your units within 1 hex of the enemy. No special orders are required.

Once an engagement is initiated, the formations involved will fight until one side retreats under orders, breaks and runs away, or is obliterated. Engagements can rage on for several brutal turns in some circumstances. Players can bring in reinforcements and use special abilities as the engagement unfolds!

Attacker move your Marines to initiate an engagement now!



move within 1 hex to
initiate engagement

★ = Supreme Commander

6. Charging

When a formation engages the enemy, units may take advantage of a bonus charge move. This move can be used to enter an enemy-occupied hex, or perhaps gain an advantageous position in cover or to get a crossfire bonus. Crossfire is covered in the main rulebook.

Up to four units may enter each enemy-occupied hex, and this allows units to use powerful melee weapons, ties up ranged weapons, and prevents units from moving or attacking anything outside the hex they occupy. A formation does not have to occupy the fewest number of hexes possible during engagement.

Defending units may have the option to counter-charge, and this is also covered in the main rulebook.

In the example, an attacking Supreme Commander charges into the enemy-occupied hex. He will get to use his Power Melee Weapon to wreak devastation, and he forces one enemy unit to use its Close Combat(CC) attack. The exact position of units within the hex is not relevant, and units do not need to be touching to indicate Close Combat.

Attacker move your Supreme Commander into the enemy-occupied hex!



Supreme Commander
charges 1 hex into the
enemy-occupied hex

7. Shared Hex Attacks

Attacks are resolved one hex at a time, starting with hexes that contain units from both sides. In larger engagements this allows a player to focus fire on the unfortunate units in one hex or spread attacks around as they choose.

Within a hex that contains units from both sides, each unit will force one enemy unit, chosen by the owner, to use their CC attack. In the example, the Supreme Commander forces one enemy Marine unit to use their CC attack and the Supreme Commander is forced to use his CC attack by an enemy Marine. The basic CC to-hit requirement is 4+ on a D6. Other units may choose to use CC attacks or ranged weapons. Since Marines have stronger CC attacks it makes sense to use them.

Attack resolution and hit allocation follow the same principles as for , except both sides get to attack. All units may attack before they can die.

The Supreme Commander has a Power Melee Weapon (2D6, Strength 5) and the Marines each have Melee Weapons (1D6, Strength 3).

	T	M	D	Weapons	R	A	S
Supreme Commander	I	1	4	Power Melee Weapon	CC	2	5
				Hi-Pow Auto Rifle	2	2	3
Marines	I	1	3	Melee Weapons	CC	1	3
				Auto Rifles	2	1	2

The player who initiated engagement rolls for attacks first. **Attacker roll 2D6 for the Supreme Commander's Power Melee Weapon now!**

8. Engagement Saves

Making saves follows the same principles as including the basic save of 4+ on a D6. In this case, Marines get a -2 save modifier because their defence(D) is 2 less than the Power Melee Weapon's strength(S). Hits allocated to Marines can be saved on a D6 roll of 6+.

Defender roll to save any allocated hits now! Mark or reposition any units that fail - these will be removed from play after they have made their attacks.



9. Shared Hex Attacks (cont)

Now the defending Marines make their attacks against the Supreme Commander. Follow the process as described in steps 7 and 8 for attacking and saving. In this situation multiple hits may be allocated to the Supreme Commander, and he will need to save each hit. The Supreme Commander gets a +1 save modifier because his defence(D) is 1 greater than the Marine's Melee Weapons strength(S). This means he will save each hit on a D6 roll of 3+.

	T	M	D	Weapons	R	A	S
Supreme Commander	I	1	4	Power Melee Weapon	CC	2	5
				Hi-Pow Auto Rifle	2	2	3
Marines	I	1	3	Melee Weapons	CC	1	3
				Auto Rifles	2	1	2

Defender roll 4D6 for the Marine's Melee Weapons, and roll to save successful hits now! Units from either side that failed their save are removed. Place 1 BM on the parent formation for each unit removed.

10. Attacks From Other Hexes

The Supreme Commander's supporting Marines can now unleash more firepower on the beleaguered enemy. Shoot using the process described in .

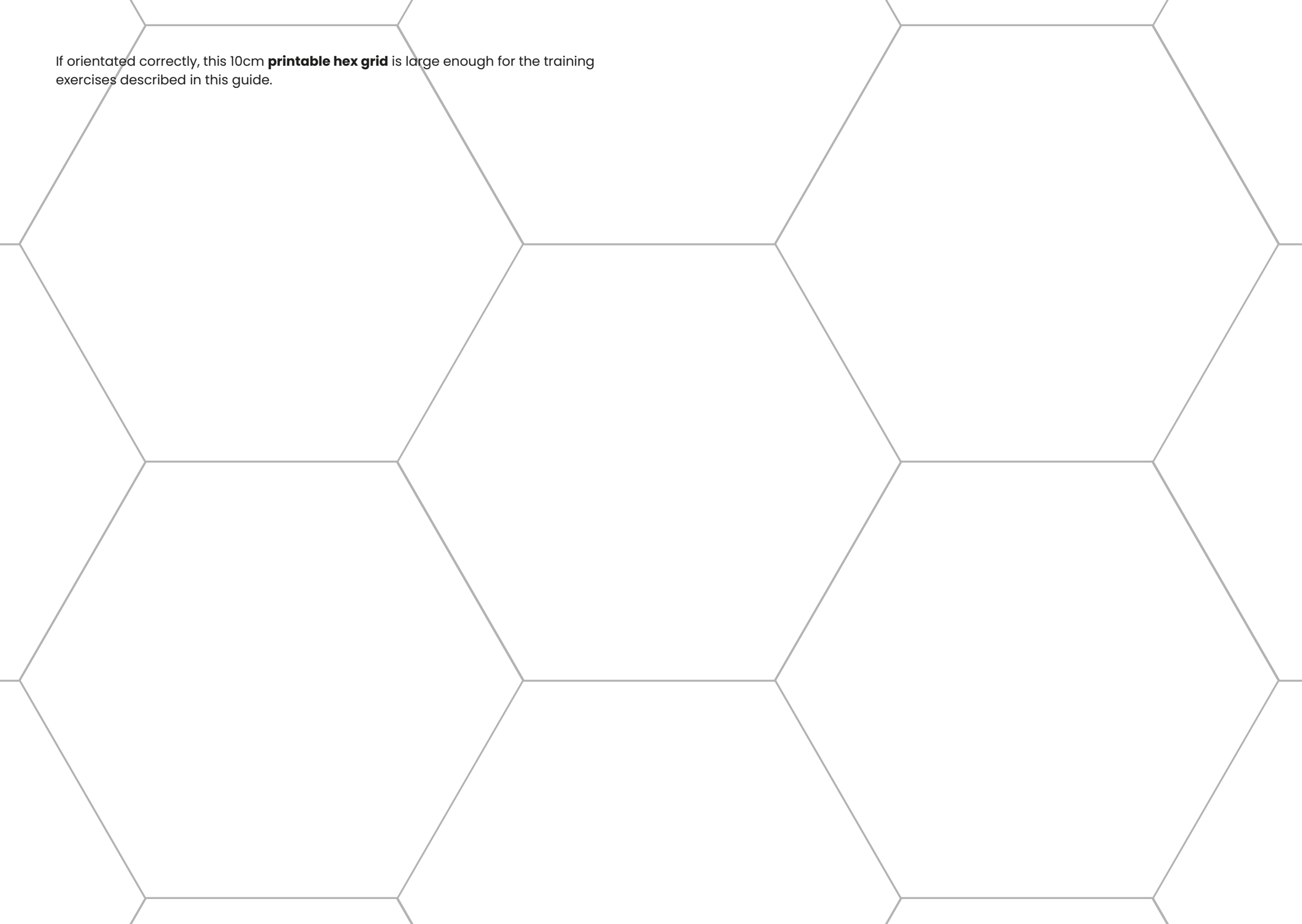
If the attacking Marines have been especially effective, there may be more hits to allocate than there are defending Marines left. In this case, two hits are allocated to one defending Marine unit and they must save both or be destroyed.

The defending Marines get a +1 save modifier because their defence(D) is 1 greater than the attacking Marine's Auto Rifles' strength(S). Therefore hits allocated to the defending Marines can be saved on a D6 roll of 3+.

Attacker roll 3D6 for the Marine's Auto Rifles, and defender roll to save any successful hits now!

Units that fail their save are removed. Place 1 BM on the parent formation for each unit removed. If the number of BMs placed on a formation outnumbers the number of remaining units, they will flee! This is covered in the main rulebook.

If orientated correctly, this 10cm **printable hex grid** is large enough for the training exercises described in this guide.



The Full Encounter Experience



Hero Tokens

Hero Tokens provide a cinematic feel to the battle by allowing characters to put in a truly heroic performance. They can be used to:

- Make a **'Heroic Save'** and automatically save incoming hits on a *Hero!*
- Score a **'Perfect Hit'** and automatically hit with a *Hero!*
- Command **'Unwavering Resolve'** and automatically rally a *Hero's* formation!
- Show **'Exemplary Cunning'** and allow a formation that includes a unit with the *Hero* and *Commander* traits to perform consecutive activations!
- Display **'Unrivalled Aggression'** and allow a formation that includes a unit with the *Hero* and *Commander* traits to attack the enemy together!

Battlefield Tactics Cards

Twenty different tactics and items at your disposal!

1	7	13	18
Smoke Grenade	Heroic Action	Hijack Vehicle	Devastating Combo
Play: during Action Phase, before your action	Play: during Action Phase, before your action	Play: during Engagement Phase, before attacks for the hex are resolved	Play: during Engagement, as attacks for the hex are resolved
A unit deploys 'Smoke' if it is occupied by, or adjacent to, an enemy unit. This ability may be used before shooting or moving, but only if the unit is moving away through either action or movement. May not be used in response to enemy units firing and moving.	One unit in a formation with the 'Hero' trait for the rest of the round may use Hero Tokens as if they were a Hero would. Note that no more than one Hero Token is awarded per unit.	A unit attacks a vehicle with an automatic Strength 10. If the vehicle fails its save, the hijacker in CC, making saves as usual. If units are destroyed, the hijacking formation hijacker is removed. Both are destroyed but no Blood is placed. Attacks by a hijacker have a -1 hit modifier.	One unit unleashes a flurry of attacks. During that round of engagement, roll double the usual number of Close Combat attack dice for that unit.
		Used by: infantry unit Target is: vehicle with no CC attack, not Skimmer	Used by: infantry unit

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