

# Toe-to-TOW

## Content

1.0 Setting Up a Conflict.....	1-3
1.1 Game Tools.....	1
1.2 Setting Up the Battlefield.....	1
1.3 Scenarios.....	2
1.4 Strategy Points Before the Game Starts.....	3
2.0 Models.....	4-10
2.1 Model Profiles.....	4
2.2 Sustaining Damage.....	4
2.3 Model Basing.....	5
2.4 Model Special Rules.....	5-6
Model Profile Examples.....	6
2.5 Weapon Profiles.....	7
2.6 Weapon Ratings.....	7
Some Sample Weapons.....	8
Size/User Chart.....	8
2.7 Weapon Effects.....	9
2.8 Equipment.....	10
3.0 The Turn Sequence.....	11-13
3.1 Strategy Points During the Game.....	11
3.2 Losing the Turn Initiative.....	11
3.3 Quality Check.....	11
3.4 Giving Orders.....	12
3.5 Basic Orders.....	12
3.6 Advanced Orders.....	13
4.0 Psychology.....	14
4.1 Psychological States.....	14
4.2 Panic.....	14
5.0 Movement.....	15-16
5.1 Declaring Movement.....	15
5.2 Direction.....	15
5.3 Distance.....	15
5.4 Bogging Down.....	16
5.5 Terrain Difficulty Ratings.....	16
5.6 Dangerous Terrain.....	16
6.0 Attacking.....	17-19
6.1 Declare Detail.....	17
6.2 Roll Attack Dice.....	17
6.3.0 Distribute Dice.....	17
6.3.1 Close Range.....	17
6.3.2 Firefight Range.....	17
6.4 Attack Die Results.....	18
6.5 Damage Thresholds.....	18
6.6 Levels of Damage.....	18
6.7 Concealment Bonuses.....	19
6.8 Cover Bonuses.....	19

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1.0 Setting Up a Conflict (or “Going Toe-to-TOW”)

When people get together to play games of Toe-to-TOW, some set-up is required. Players will want to establish the scenario that they wish to play, the number of strategy points that each player will bring to the battle, and what sort of battlefield they wish to game on.

Whatever the scenario, a force withdraws and the game ends when one army exhausts its strategic reserve by running out of strategy points. Each scenario’s victory conditions describe the number of game points that a player can earn over the course of the game. Once these game points are tallied, the players compare their totals to their starting pools of strategy points. The player with proportionately more game points wins a minor victory, while proportionally twice as many game points equates to a major victory.

1.1 Game Tools

When players play a game of Toe-to-TOW they will need the following items or some functional equivalents:

- Friendly and sporting attitudes
- A game board or other suitable playing area approximately 4’x4’ in size or greater.
- Armies consisting of models including weapons and equipment, which are used to represent soldiers and their equipment. For small games these are usually squad-sized (about 10-15 models) but may be company-sized (about 100 models) for larger games.
- Lists describing each player’s army, what they are commanding and their remaining pool of strategy points.
- At least 1 Die (D6) for whenever dice rolls required. Lots of dice is preferable.
- A ruler or other suitable measuring implement marked in inches for measuring distances
- Two circular templates, 3" diameter and 5" diameter respectively.
- Pens, pencils, paper, or chits for any record keeping the players might wish to do
- String or lasers for checking lines of sight and arcs of fire, representing paths of movement
- Drinks and snacks for sustenance and good cheer (beer and pretzels recommended)

1.2 Setting Up the Battlefield

Each game is played on a board or flat surface representing the battlefield upon which the game or battle is played out, and to which model terrain features may be added to make the game more interesting. The recommended size is at least 4’x4’, where two platoon-sized (thirty models, give or take a few) armies oppose each other. On such a board, each player has a 4' long edge called the 'Home Edge' from which reinforcements may be brought out of reserve and over which models may escape from the battle.

Method	Procedure
Gentlemanly	The player with the least number of strategy points sets up the board and places terrain. The other players choose their home edge.
Random	Place terrain randomly so that the board has at least four different kinds of terrain covering a similar portion of the board. The players choose one 'home edge' each randomly as well.
Scenario	Place terrain according to a specific scenario that is going to be played and that scenario assigns each player a home edge.

<p>1.3 Scenarios</p> <p>Here is a scenario for Toe-to-TOW basic. The player with the least number of strategy points is the defender. The attacking player begins the game with the turn initiative.</p>			
Scenario	Description	Set Up	Victory Conditions
Seek and Destroy	The forces seek to destroy each other, while preserving their own forces and strategic reserves.	Each player sets up their forces on the half of the board containing their army's home edge. The defending player sets up first, and the attacking player sets up second. The attacking player must set up his models at least 12" away from any defending model.	Players gets one point for every enemy model that suffers three or more points of damage, and add their remaining strategy points to the total.
Capture and Hold	The forces involved attempt to occupy a terrain feature until the enemy's strategic reserve is exhausted and the terrain feature cannot be immediately recaptured.	Each player sets up their forces on the half of the board containing their army's board edge. The defending player sets up first, and the attacking player sets up second. The attacking player must set up models at least 12" away from any defending model.	The attacking player gets one point for every model occupying the disputed terrain feature at the end of the game. The defending player gets one point for every model occupying the disputed terrain feature at the end of the game.
Raid	One force attempts to capture and evacuate prisoners, devices, or loot from the field while the other force attempts to prevent that from happening.	The defending player sets up first anywhere on the board, and the attacking player sets up second. The attacking player must set up models at least 12" away from any defending model.	The attacking player gets one point for every prisoner, device, or item of loot that his models carry off his board edge. The defending player gets one point for every model, device, or item of loot that remains on the board at the end of the game.
Break Through	One force attempts to exit the board off of another force's table edge.	Each player sets up their forces on the half of the board containing their army's board edge. The defending players set up first, and then the breaking through player sets up last.	The breaking through player gets one point for every friendly model that leaves the board via the other force's table edge, and 1 point for every strategy point that he ends the game with. The defending player gets one point for every enemy model that does not leave the board via his army's board edge, and 1 point for every strategy point that that he ends the game with.

<p><b>1.4 Strategy Points Before the Game Starts</b>                  Before placing any models on the board or rolling dice, each player should declare the number of strategy points that they are planning on playing with and record it. Strategy points are used during the game to select armies, set up the battlefield, set up armies on the battlefield, and accomplish a variety of actions during play that are strategic in nature. While players may often wish to play with equal sized pools of strategy points, Toe-to-TOW is intended to allow for a fair and balanced game between players using different amounts of strategy. Where players are engaged in such asymmetric warfare, the victory conditions of the game change accordingly.</p>	
Uses for Strategy Points:	Cost in Strategy Points:
Modify Terrain Set up.	For every strategy point spent, the player may change the type of Terrain in a maximum 6"x6" area of the board.
Modify Weather Conditions	For every strategy point spent, the player may change the weather conditions under which the battle is fought. The player that spends the most strategy points has the last say on the conditions.
Add Models to Army.	Models may be added to the player's forces at the strategy point value indicated on their profile. The cost of these models should also include the cost of any weapons and equipment they may have.
Upgrade Models in Army	Models may exchange their weapons and add more equipment with upgrade options at the strategy point value indicated in the relevant armoury.
Modify Model Set Up	Models may be set up in concealment...+1 point Models may be set up in cover...+1 point Models may be set up in reserve (off board)...+1 point Models may be set up engaged in "Overwatch" orders...+1 point

**2.0 Models**  
 Each model has the following four type descriptions and eight ratings to describe their behaviour in Toe-to-TOW. For the purpose of the basic game, where infantry engages infantry, the following types are available.

<b>2.1 Model Profiles</b>		
Name:	Rank	Points
Mobility Types -Walker -Crawler -Skimmer -Flyer	Speed Rating #	Agility Rating #
A model's mobility type is used to determine how the model deals with difficult and dangerous terrain, what cover and concealment bonuses they get, and how easily they change direction while moving.		
Combat Types -Swarm -Infantry -Cavalry -Armour	Close Rating #	Firefight Rating #
A model's combat type is used to determine what weapons a model can carry and use, and how it can use them. The close or close-combat rating determines how well a model can fight at close range. The firefight rating determines how well a model can fight at firefight range.		
Defence Types -Organic -Daemonic -Machine	Target Rating #	Armour Rating #
A model's defence type is used to determine the effect of things such as weather conditions, dangerous terrain, and weapon effects on the model. The target rating determines how hard it is to attack. The armour rating determines how well it can resist damage.		
Quality Types -Untrained -Green -Regular -Veteran -Elite	Initiative Rating #	Morale Rating #
A model's quality type is used to determine how many dice a model rolls when making a quality check. The initiative rating determines the range at which a model may attack, participate in a group order, and how well it can spot hidden models. The morale rating determines how easily a model can pass a quality check.		

**2.2 Sustaining Damage**  
 Models may sustain up to three points of damage. Models lose the use of one weapon for every point of damage they sustain. When a model has sustained three points of damage then it has been disabled and it may not be given orders or engage in any action. When models have sustained a fourth point of damage, they can be considered to have been dismembered and are removed from the field.

<p><b>2.3 Model Basing</b></p> <p>Models in Toe-to-TOW are often (but not always) mounted on bases and represent assets on a 1:1 basis. When gauging the position of models during the resolution phase, measure from the centre of the model. Where the rules call for the edge of a model's base, and it has none, measure from the closest edge of the model. Make sure that the model's facing and arcs of fire are clearly understood, as a model's orientation is important in Toe-to-TOW.</p>
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<b>2.4 Model Special Rules</b>	
<b>Name</b>	<b>Effect</b>
Armour (x/y/z)	These models may use as many weapons with the "small arms" effect as the x number in brackets. They may use as many weapons with the "heavy" effect as the y number in brackets. They may use as many weapons with the "ordnance" effect as the z number in brackets.
Cavalry (x/y)	These models may use as many weapons with the "small arms" effect as the x number in brackets. These models may use as many weapons with the "heavy" effect as the y number in brackets.
Cowardly (x)	These models have a propensity for succumbing to panic. These models reduce their morale by the number in brackets when required to act alone.
Crew (vehicle)	These models must be embarked in their designated vehicle models for those models to be given orders.
Expendable (x)	Damage suffered by these models will not cause panic in nearby friendly models with a higher morale rating than the number in brackets.
Fanatical (x)	Models affected by "Fanatical" are zealous lunatics, and will not panic unless they or an allied model suffers damage greater than the number in brackets. They are not mindless, however, and will still lose the turn initiative if they suffer a misfire or get bogged down.
Infantry (x)	These models may use as many weapons with the "small arms" effect as the x number in brackets. They may only use one weapon with the "heavy" effect.
Maniac	These models have a propensity to succumbing to a battle-frenzy. Models affected by "Maniac" will never become heroic. Instead they will become frenzied whether they were previously stressed or steady.
Mechanic	Models with the "Mechanic" special rule may be given "Repair" orders that affect the damage of machine models that have suffered one or two points of damage.
Medic	Models with the "Medic" special rule may be given "Repair" orders that affect the damage of organic models that have suffered one or two points of damage.
Psionic (x)	Models with the "Psionic" special rule may be given "Use Psionic Power" orders, and roll dice equal to the number in brackets. Each roll of "1" causes 1 point of damage to the model following the order.
Regenerate/Self-Repair	Models that can "Regenerate" or "Self-Repair" may be given "Repair" orders that affect their own damage even if they have suffered three points of damage. They may not regenerate or self-repair after four points of damage since there is not enough left to regenerate or self-repair after overkill!

2.4 Model Special Rules (con't)	
Name	Effect
Transport (type x)	<p>These models may transport and protect models that embark in it. The type-term and the number in brackets note the type and number of models that a transport may embark. Models embark and disembark from transports by executing "Advance" or "Retreat" orders and moving into the area covered by the model via an entry-point.</p> <p>If a transport may be enclosed, then when their passengers "Take Cover" all attackers will need to attack through the transporting model to harm its crew. However while enclosed passengers may not attack models outside of the transport.</p>
Summoned (x)	<p>These models cannot be placed on the board during set-up and may only be placed on the board when a model casts the appropriate psionic power. They must be set up within close range of the summoning model.</p>
Swarm (x)	<p>These models may use as many weapons with the "small arms" effect as the x number in brackets.</p>
Vehicle (type x)	<p>Vehicles are a type of model that lack their own quality description, and thus require passengers called "crew" to be given orders. The type-term and the number in brackets note the type and number of undamaged or lightly damaged crew models that a vehicle requires to execute an order involving movement. If the vehicle has less undamaged or lightly damaged crew models than it needs to move, then it cannot move.</p> <p>If vehicles may be enclosed, then when their crew "Take Cover" attackers will need to attack through the transporting model to harm its crew. However, while enclosed models attacked by the crew may add a +1 bonus to their target rating.</p>

**Model Profile Examples**

Human Soldier	Rank: None	Points: 2
Mobility Type Walker	Speed Rating 4	Agility Rating 2
Combat Type Infantry	Close Rating 1	Firefight Rating 2
Defence Type Organic	Target Rating 3	Armour Rating 1
Quality Type Regular	Initiative 3	Morale Rating 3

'Urkh Soldier	Rank: None	Points: 2
Mobility Type Walker	Speed Rating 4	Agility Rating 2
Combat Type Infantry	Close Rating 2	Firefight Rating 1
Defence Type Organic	Target Rating 3	Armour Rating 2
Quality Type Regular	Initiative 2	Morale Rating 4

2.5 Weapon Profiles					
Type	Range	Fire	Power	Effects	Points
	Close	(#)	(#)	a	(#)
	∨	∨		∨	∨
	Firefight (#)	+(#)		a & b	+(#)
	∨	∨		∨	∨
	Firefight	x(#)		a & b & c	x(#)
				∨	
				[a, b,....d]	

2.6 Weapon Ratings	
Rating Prefix	Effect on Rating
(#)	The number replaces the equipped model's range, close/firefight, or strategy point ratings.
+(#) or -(#)	The number may be added to or subtracted from the equipped model's close/firefight or strategy point ratings.
x(#)	The number may multiply the equipped model's close/firefight or strategy point ratings.
a...z	These are not ratings, but the names of weapon effects not included in the profile.

Some Sample Weapons					
Type	Range	Fire	Power	Effects	Points
Boxing/Grappling	Close	x1	1	Small Arms, Reliable	0
Knife	Close	1	2	Small Arms, Reliable	0
Club	Close	+1	1	Small Arms, Reliable	0
Sword	Close	x1	2	Small Arms, Reliable	0
Revolver Pistol	Firefight 12	1	2	Small Arms	+1
Auto Pistol	Firefight 12	+1	2	Small Arms, Reliable	+1
Heavy Pistol	Firefight 8	1	3	Small Arms	+1
Fragmentation Grenade	Close Firefight 8	1	2	Small Arms, Blast (3), Indirect	+1
Pump Shotgun	Firefight 18	1	3	Small Arms	+1
Automatic Rifle	Firefight	x1	2	Small Arms	+1
Submachine Gun	Firefight 18	+1	2	Small Arms, Unreliable	+1
Light Machine Gun	Firefight	x1 or x2	2	Small Arms or Heavy	x2
Heavy Machine Gun	Firefight	x3	3	Heavy	x3
Grenade Launcher	Firefight	1	2	Small Arms, Blast (3), Indirect	x3
Sniper Rifle	Firefight	1	3	Heavy, Silenced	x2
RPG	Firefight	1	2	Heavy, Blast, AT (1)	x3
Flamethrower	Firefight 12	1	1	Heavy, Blast, Cause Fear (1)	x3
120mm Tank Gun AT	Firefight	1	6	Ordnance, AT (4)	x4
120mm Tank Gun HE	Firefight	1	4	Ordnance, Blast (5)	x4

Size/User	Swarm	Infantry	Cavalry	Armour
Small Arms	Moving/Stationary	Moving/Stationary	Moving/Stationary	Moving/Stationary
Heavy	None	Stationary only	Moving/Stationary	Moving/Stationary
Ordnance	None	None	Stationary only	Moving/Stationary
Macro	None	None	None	Stationary only

2.7 Weapon Effects	
Name	Effect
Anti-Tank (x)	The weapon adds the number in brackets to its dice rolls against armour-type models.
Blast (x)	The weapon uses a blast template with a diameter in inches equal to the number in brackets. That template is placed when the attack is declared. All models under or contacting the template have their armour rating compared to each attack roll made for the weapon.
Cause Fear (x)	When attacked with these weapons, models checking for panic add the number in brackets to the quality dice rolled.
Crew (x)	These weapons require more than one model or equivalent to provide the attack ratings for its use. The number of models is equal to the number in brackets.
Dangerous	If these weapons misfire, there is the chance that they may damage the operator. The player rolls a further D6, as usual, but counts rolls from 2 to 5 as an attack against the model using the weapon. If the weapon is a blast-effect weapon then the player centres the template over the model and resolves damage for the attack.
Destructive (x)	These weapons cause extra points of damage when they cause damage to organic and machine models, and not daemonic models. This bonus damage is the number shown in brackets.
EMP (x)	These weapons cause extra points of damage when they cause damage to machine models, and not organic or daemonic models. This bonus damage is the number shown in brackets.
Indirect	These weapons do not use model's target rating to determine hits. Instead the controlling player chooses a point on the board within range per attack die and rolls to hit that point as if it had a target rating of 5. If there is any model at that point on the board at that time, then it takes the damage caused by a "6".
Poison (x)	These weapons cause extra points of damage when they cause damage to organic models, and not machine or daemonic models. This bonus damage is the number shown in brackets.
Reliable (x)	If these weapons misfire then the player may roll a number of dice equal to the number in brackets and select whichever one they wish to apply as the result.
Size	Depending on the size of the weapon, a model may either use it while it is moving, or may only use it while stationary, or may not use it at all.
Spiritual (x)	These weapons cause extra points of damage when they cause damage to daemonic models, and not machine or organic models. This bonus damage is the number shown in brackets.
Unreliable (x)	If these weapons misfire, then the player must roll a number of dice equal to the number in brackets and select the highest to apply as the result.

2.8 Equipment	
Name	Effect
Armour (x)	Models equipped with 'armour' add that equipment's bonus (x) to their armour rating. Sometimes armour will affect the wearer's agility rating.
Booze	Models equipped with 'Booze' increase their morale rating by 1 point. In addition models equipped with 'Booze' may have their quality type reduced if possible, i.e. from elite to veteran, veteran to regular, regular to green, and green to untrained.
Blessing/Lucky Charms	Models equipped with 'Blessings' or 'Lucky Charms' will not become frenzied during the game, and will become heroic instead.
Camouflage	Models with 'Camouflage' may add 1 point to their target rating if they are engaged in a "Take Cover" order.
Drugs	Models equipped with 'Drugs' may either begin the game in a frenzied state, or they begin the game in a steady state and cannot become frenzied for the duration of the game. In addition models equipped with 'Drugs' may have their quality type reduced if possible, i.e. from elite to veteran, veteran to regular, regular to green, and green to untrained.
Extra Ammunition	Upgrades one weapon from 'Unreliable' to normal, and normal to 'Reliable', for one turn's worth of misfires. A Model may carry extra ammunition for another model's weapon, in which case it must be in base contact for the weapon's user to gain the benefit.
Force-Field	Models with a 'Force-Field' may add 1 point to their armour rating, and 2 points if they are given a "Take Cover" order.
Jet Pack	Gives the model an alternative mobility type and ratings: Mobility: Flyer Speed: 24 Agility: 1
Jump Pack	Gives the model an alternative mobility type and ratings: Mobility: Skimmer Speed: 12 Agility: 2

<p><b>3.0 The Turn Sequence</b>                  Toe-to-TOW organizes the chaotic action of a battle into a series of turns. Unlike Chess, for example, the players of Toe-to-TOW are not limited to moving one piece (or “model”, as they’re called in Toe-to-TOW) per turn. Similarly unlike Chess, Toe-to-TOW allows for players to take consecutive turns, rather than automatically switching to another player after a turn.</p>	
<b>Phase</b>	<b>Procedure</b>
Phase 1: Declaration	The player with the turn initiative may give new orders to a model or a group of models. Players note any persistent orders hung over from previous turns. Paths of movement are plotted. Attacks are declared and rolled up. Strategy points are spent during this phase, and the player with the turn initiative declares such spending first.
Phase 2: Resolution	The players resolve the actions defined by the orders, either those given in the previous phase or persisting from previous turns. These details include distributing attack dice, tracking the degree and effects (panic, bogging down) of damage, moving models to their final positions, and the effects of any strategy points that have been spent in the declaration phase.
Phase 3: Evaluation	The players check whether the player with the turn initiative retains it for the next turn. If not then the turn initiative goes to the other player. If there are several players, then the turn initiative goes to the player with the least number of strategy points remaining.

<p><b>3.1 Strategy Points During the Game</b>                  During the declaration phase players may spend points from their remaining pool of strategy points during their own turn, or during another player’s turn.</p>	
<b>Uses for Strategy Points</b>	<b>Game Effect</b>
1. Influence Fate	Allows a player to call the result of a single die roll by either side. If both players call the result of the same die roll, the result is random as usual.
2. Give Additional Orders	Allows a player to give a second, third, or however many extra orders at a cost of one strategy point per additional order given.
3. Advanced Orders	Allows a model to engage in an action from the Advanced Orders list if it could otherwise be given a Basic Order.

<b>3.2 Losing the Turn Initiative</b>	
<b>Inclusive Condition</b>	<b>The turn initiative is lost when:</b>
1.	Any acting model suffers a misfire.
2.	Any acting model gets bogged down.
3.	Any acting model panics.

<b>3.3 Quality Checks</b>		
<b>Quality Type</b>	<b>Number of Dice</b>	<b>Result compared to Morale</b>
Untrained	3D6	Highest Die Result
Green	2D6	Highest Die Result
Regular	1D6	Die Result
Veteran	2D6	Lowest Die Result
Elite	3D6	Lowest Die Result

<p><b>3.4 Giving Orders</b>                  Models may not be given more than one order per turn. Some orders are persistent such that a model will be given the actions associated with that particular order until successfully given a new order. Other orders are not persistent. Any models given non-persistent orders will complete the actions associated with those orders and then default to the “Hold” order in following turns until given a new order.</p>	
Single Model	Single models require a successful quality check against their own morale rating to accept a new order.
Group of Models	To give an order to a group of models the player must declare a model to act as the group’s leader. Models in such a group must be at close range to their declared leader. Groups of models require a successful quality check against the morale rating of the designated leader model to accept a new order.

<p><b>3.5 Basic Orders</b></p>	
Order	Actions
Hold	The model may attack models that come within its close combat range whether its controlling player has the turn initiative or not. This action persists until the model is either given a new order or its panics.
Advance	The model may move tactically and attack models that come within either its close combat range when its controlling player has the turn initiative. This action does not persist beyond the turn in which it is declared unless the model is in a frenzied psychological state.
Covering Fire	The model may attack models that come within its close combat range or firefight range when its controlling player has the turn initiative. This action does not persist beyond the turn in which it is declared unless the model is in a frenzied psychological state.
Overwatch	The model may attack models that come within its close combat range or firefight range when its controlling player does not have the turn initiative. This action persists until the model is successfully given new orders or panics.
Take Cover	The model does not move or attack but may claim cover and concealment bonuses from the terrain that it currently occupies. The model benefits from the cover and/or concealment bonuses until it moves again. Otherwise this action does not persist beyond the turn in which it is declared, and consecutive orders to “Take Cover” will not yield any additional cover bonuses beyond the first.
Fall Back	The model may move tactically when its controlling player does not have the turn initiative. This tactical move must be made directly away from enemy models, or not at all. This action persists until the model is successfully given a new order.

3.6 Advanced Orders	
Name	Procedure and Persistence
Activate	A model may make a tactical move and activate a variety of machinery - specifically those items of machinery that require an 'activate' order. Such items will require quality dice be rolled against a threshold number, and that number equalled or surpassed in order for the item to activate and have its game effect.
Dodge	A model may make a tactical move during any player's turn, and roll dice equal to its agility rating. These dice may be used like attack dice to negate attacks allocated to that model, where those attacks have the same result. So a dodge die of "3" will evade an attack die of "3". Dodge orders are persistent. If a model becomes bogged down, then it may not benefit from the dice produce by a current Dodge order after entering the terrain that bogs it down.
Reload	A model may reclaim the use of a weapon that was misfired and then could not be used for the rest of the game. Reclaiming such a weapon requires that a model's quality dice be rolled against a threshold number equal to a weapon's power rating. If that number is equalled or surpassed, then the model may use the weapon again. If not, then the model may not use the weapon until it is successfully reloaded. This order does not persist beyond the turn in which it is declared.
Repair	<p>A model may remove damage points from either itself or another model in close range. The player makes a quality check for the model and if the result is the number of damage points on the target model then that the target model loses a point of damage. This order persists when a player has the initiative until a turn in which the acting model panics or it is given a new order.</p> <p>Note that some damage is too extensive for models capable of repair orders to fix, and models such as Medics and Mechanics can only repair sub-lethal damage. Some damage is beyond the expertise of some models capable of repair orders, as models such as Medics cannot fix the failure of mechanical models and models, such as Mechanics cannot repair grievous wounds suffered by organic models.</p>
Teleport	This order is like an "advance" order except that the model may move anywhere at all on the board and may be placed facing in any direction. The model must test as though crossing terrain when it is placed in its new location, and if it becomes bogged down then it is over-killed and removed from the board. This order does not persist beyond the turn in which it is declared.
Use Psionic Power	This order allows a model to attempt to cast a psionic power, rolling its quality dice and attempting to meet or exceed the casting threshold for a psionic power declared prior to rolling the dice. While this order does not persist beyond the turn in which it is declared, its corresponding psionic effect may.
Carry Model	An infantry model may make a tactical move and take with it another infantry model in base contact. This infantry model must have an armour rating equal or lower than its carrier in order to be moved. This order does not persist beyond the turn in which it is declared. Enemy models may only be carried if they have suffered three points of damage, and count as prisoners if so carried off the board.

**4.0 Psychology**  
 The models that the players command, and the soldiers they represent, are not mindless drones and do not always behave in controllable ways.

4.1 Psychological States	
Name	Description
Steady	When models have not yet sustained damage, and have not yet become panicked or heroic, then they have the default psychological state of ‘steady’. Steady models may become stressed, panicked, or even heroic through the effects of combat. Otherwise they act normally and thus in a relatively controllable fashion.
Stressed	When models have previously sustained damage, they will no longer be as steady as they were before they were harmed: they are considered ‘stressed’. Stressed models are more likely to panic, and may become frenzied. When called on to take a quality check to avoid panicking, or to accept new orders, these models add the number of damage points they have suffered to the die results of quality checks.
Heroic	Heroic models will behave as if steady regardless of any damage they have sustained. Heroic models will not panic and will not accept “Take Cover” or “Fall Back” orders.
Frenzied	Frenzied models will behave as if steady regardless of damage with certain exceptions: These models will always distribute their attacks to the closest models whether friend or foe, use the maximum number of attacks, and may persist in following aggressive orders such as “Advance” and “Covering Fire” when discretion and ammo conservation is the key to victory. Frenzied models will not accept “Take Cover” or “Fall Back” orders. A model may not claim cover bonuses if it starts the game in a frenzied psychological state. Frenzied models will not parry enemy attacks.

4.2 Panic	
When a model suffers damage, or a friendly model within close range suffers damage, then its controlling player must conduct a quality check to see how that model reacts:	
Reaction	Result
Remain Steady	If the result of the quality dice rolled is lower than the morale rating of the model in question, then it continues with its current orders.
Become Heroic	If the quality dice rolled for a steady model all have a ‘1’ result then the model becomes heroic and continues with its current orders in its new psychological state.
Become Frenzied	If the quality dice rolled for a stressed model’s all have a ‘1’ result then the model becomes frenzied and continues with its current orders in its new psychological state.
Become Panicked	If the result of the quality dice rolled is equal or higher than the model’s morale rating, then the model panics and is forced to accept either “Take Cover” or “Fall Back” orders in subsequent turns. Any model currently acting under “Take Cover” orders must instead accept in “Fall Back” orders.

5.0 Movement

5.1 Declaring Movement	
Type of Movement	Procedure
Tactical Movement	When a model under orders that requires it to move tactically, the player must declare the distance in which the model will be moved and the changes in direction it will make. This will involve declaring a path of movement along which the model may bog down. Models have limits on when they can change direction during tactical movement depending on the mobility type of the model and its agility rating. If a model that stays in the same place but changes direction is considered to have moved tactically. Models may not both enter and exit a terrain feature in a single turn.
Strategic Movement	When a model is under order that allows it to move strategically, the player must declare the position that the model will move to, and in which direction it will be facing at the end of the turn. This will involve declaring a path of movement along which the model may bog down (5.4). The model must move directly forward, and it may not move both into and out of any single terrain feature during the turn.

**5.2 Direction**  
 A model engaged in tactical movement may change direction a number of times equal to its agility rating, and must move a particular distance between these turns. Each turn or change in direction consists of rotating the model a maximum number of degrees equal to the “Agility 1” column.

A model engaged in strategic movement may end its movement facing in any direction, provided that direction is within the total change in direction that its agility rating allows. A walker with an agility rating of 3, for example, may end a strategic move facing as much as 180° in another direction from its original facing. Whereas a model engaged in tactical movement may change direction during this move, models making strategic moves must move directly forward in a straight line, and may only change direction at the end of its path of movement.

Mobility Type	Distance Between Turns	Agility Rating and Total Change in Direction per Turn					
		1	2	3	4	5	6
Walker	0”	60°	120°	180°	240°	300°	360°
Crawler	1/3 Speed rating	30°	60°	90°	120°	150°	180°
Skimmer	1/2 Speed rating	15°	30°	45°	60°	75°	90°
Flyer	Speed rating	10°	20°	30°	40°	50°	60°

**5.3 Distance**  
 Both tactical and strategic moves may be limited by the difficulty of the terrain that they are entering, crossing, or exiting. Likewise they may both be cut short by the model bogging down.

Type of Movement	Limits
Tactical	A tactical move is limited in distance, and its maximum limit for one turn is the model’s speed rating in inches.
Strategic	Strategic moves are limited only by terrain, and a model executing a strategic move may not enter and exit any particular terrain feature.

5.4 Bogging Down	
When:	How:
Crossing Terrain	Whenever a model attempts to cross a terrain feature with a difficulty rating of 1 or more, then its controlling player rolls a number of dice equal to its agility rating and selects the highest. If that result is higher than the difficulty rating of the terrain feature then the model crosses that terrain unimpeded. If that result is equal or lower than the difficulty rating of the terrain then that model will become bogged down. To determine where the model bogs down, subtract the die result from the distance moved through that terrain.
Crossing Dangerous Terrain	Some terrain is not just difficult, but also outright dangerous. Models attempting to traverse dangerous terrain will test to become bogged down as if normally crossing terrain. Regardless of whether they become bogged down they have an attack resolved against them where the attack die is the highest result of the agility dice rolled.
Under Hostile Fire	Models may be bogged down by damage sustained from attacks, and become bogged down wherever they sustain their second point of damage. Likewise they are bogged down when they have sustained their third point of damage, and if they sustain overkill damage. In the latter case, the model is removed from the board rather than simply halted where they bogged down.

5.5 Terrain Difficulty Ratings				
Where terrain stacks, roll against the terrain type with the higher difficulty rating. Some terrain acts as a bonus to the difficulty of terrain that it stacks with. Dangerous terrain has a weapon profile associated with it.				
Type	Walkers	Crawlers	Skimmers	Flyers
Open Ground	0	0	0	0
Rough Ground, Rubble	1	2	0	0
Scrub, bushes	2	1	1	0
Light Forest	2	3	3	4
Heavy Forest	3	3	3	5
Trenches, Foxholes	2	4	4	0
Buildings	2	4	5	0
Bunkers	2	4	4	0
High Winds	1	0	3	3
Electrical Discharges	5	5	5	5
Razor Wire	+2	0	0	0
Tank Traps	0	+2	+2	0
Anti-Infantry Mines	+1	+1	0	0
Anti-Tank Mines	+1	+1	0	0

5.6 Dangerous Terrain					
Type	Range	Fire	Power	Effects	Points
Razor Wire	Terrain	1	1	Terrain	
Anti-Infantry Mines	Terrain	1	2	Terrain, Blast (3)	
Anti-Tank Mines	Terrain	1	4	Terrain, AT (3)	
Electrical Discharges	Terrain	1	3	Terrain, EMP (2)	

6.0 Attacking			
Steps	Procedure		
6.1 Declare Details	<p>Models may attack if their declared or persistent order allows it. If a model is going to attack in the resolution phase then the player must declare in the declaration phase:</p> <ol style="list-style-type: none"> <li>1. That the model that will attack.</li> <li>2. The weapon it will use to attack.</li> <li>3. The range at which the model will use the weapon to attack.</li> </ol>		
6.2 Roll Attack Dice	<p>Attack dice are both declared and rolled in the declaration phase. The fire rating of the weapon in combination with either the close rating or the firefight rating of the model determines the maximum number of attack dice to roll. Players may elect to use fewer than the maximum number of dice available to an attacking model, unless the attacking model is frenzied.</p> <p>Models attempting to use firefight-ranged weaponry at close range will only roll one attack die to attack, due to the unwieldy nature of such weapons at close range. Models attempting to use close-range weaponry beyond close range will roll no dice. Some weapons have a dual-range classification, and may be used normally at either range.</p>		
6.3 Distribute Dice	<p>During the resolution phase all attack dice rolled in the declaration phase are distributed. The attack dice from each weapon must be distributed sequentially, so that their effects are resolved one after another. Infantry models have 180° arcs of fire to their front and may only distribute attack dice to models in or crossing this arc. Players draw a straight line called the “line of fire” inside this arc of fire for each attack die that is distributed. The player distributes the attack die to the first model along this line of fire that is in range and can be hit. Misfires are distributed to the attacking model. Parries are distributed to cancel incoming attack dice.</p>		
	<table border="1" style="width: 100%;"> <tr> <td style="width: 50%; vertical-align: top;"> <p><b>6.3.1 Close Range</b></p> <p>A model’s close-combat range is equal to its initiative rating (in inches). If a model is attacking at close range, then its attack dice may only be distributed to models that come within its close combat range during the resolution phase.</p> </td> <td style="width: 50%; vertical-align: top;"> <p><b>6.3.2 Firefight Range</b></p> <p>If a model is attacking at firefight range, then its attack dice may only be distributed to models that stay outside of its close combat range during the resolution phase. Sometimes a firefight-ranged weapon will have a number in its range entry to indicate its particularly limited range. This means that the player cannot distribute dice to models beyond this range. Otherwise the effective range of a firefight weapon is infinite.</p> </td> </tr> </table>	<p><b>6.3.1 Close Range</b></p> <p>A model’s close-combat range is equal to its initiative rating (in inches). If a model is attacking at close range, then its attack dice may only be distributed to models that come within its close combat range during the resolution phase.</p>	<p><b>6.3.2 Firefight Range</b></p> <p>If a model is attacking at firefight range, then its attack dice may only be distributed to models that stay outside of its close combat range during the resolution phase. Sometimes a firefight-ranged weapon will have a number in its range entry to indicate its particularly limited range. This means that the player cannot distribute dice to models beyond this range. Otherwise the effective range of a firefight weapon is infinite.</p>
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6.4 Attack Die Results	
Misfires	Natural dice results of “1” are misfires and are distributed to the attacking model that produced them. The results of misfires are resolved in the evaluation phase of the turn. For each misfire roll another D6. If the result is a “6” then that misfiring weapon may not be used for the rest of the game.
Hits	A model is hit when the die results exceed the target rating of the model that it is distributed to. If a model is not hit, then it will not sustain damage from the attack. Models may add concealment bonuses from intervening terrain, and from the terrain they occupy if currently occupied with “Take Cover” orders, to their target ratings when determining whether they are hit by attacks distributed to them.
Parries	Sometimes two models will distribute attack dice to each other at the same time. Instead of agreeing to resolve damage simultaneously at the same point in the resolution phase, the player whose attack die causes an equal or greater degree of damage may choose that both dice be discarded.

6.5 Damage Threshold Numbers						
A model is damaged by a hit when the die results meets or exceeds the damage threshold number indicated by cross-referencing the power rating of the attacker’s weapon with the target model’s armour rating.						
	Power Rating					
Armour Rating	1	2	3	4	5	6
1	4+	3+	2+	2+	2+	2+
2	5+	4+	3+	2+	2+	2+
3	6+	5+	4+	3+	2+	2+
4	7+	6+	5+	4+	3+	2+
5	8+	7+	6+	5+	4+	3+
6	9+	8+	7+	6+	5+	4+

6.6 Levels of Damage		
The damage threshold number indicates the die roll required to inflict the minimum level of damage represented in Toe-to-TOW: “light damage”. If the die roll is higher than the damage threshold number, it may cause more damage to the target. Where a model suffers “heavy” or “overkill” levels of damage, and the line of fire can be drawn from the attacker through that model to another model in range, then that other model may be damaged as well. Roll the attack die again and distribute it to the new target. The new target may add the previous target’s armour rating to its own, in addition to other cover bonuses.		
Degree of Damage	Die Result (Rd) and Damage Threshold (Dt)	Example
No Damage (0 points of damage)	The die result is less than the damage threshold. (Rd < Dt)	2 vs 3+, 4 vs 6+, etc
Light Damage (1 points of damage)	The die result is equal to or greater than the damage threshold. (Rd >= Dt)	3 vs 3+, 5 vs 4+, etc
Heavy Damage (2 points of damage)	The die result is equal to or greater than twice the damage threshold. (Rd >= Dt x 2)	4 vs 2+ and 6 vs 3+
Overkill Damage (4 points of damage)	The die result is equal to or greater than three times the damage threshold. (Rd >= Dt x 3)	6 vs 2+

**6.7 Concealment Bonuses**

If models are following “Take Cover” orders and have not yet moved, then they may claim a concealment bonus to their target rating equal to that of the terrain they are in. Models may claim concealment bonuses from intervening areas of terrain but not the terrain they occupy regardless of what orders they are engaged in. Concealment bonuses are cumulative.

Concealment	Walkers	Crawlers	Skimmers	Flyers
Open Ground	0	0	0	0
Rough Ground, Rubble	+1	0	0	0
Scrub, bushes	+1	+1	0	0
Light Forest	+2	+1	+1	+1
Heavy Forest	+2	+2	+2	+1
Trenches, Foxholes	+2	0	0	0
Buildings	+3	+1	+1	+1
Bunkers	+3	+2	+2	+1

**6.8 Cover Bonuses**

If models are following “Take Cover” orders and have not yet moved, then they may claim a cover bonus to their armour rating equal to that of the terrain they are in. Models may claim cover bonuses from intervening areas of terrain but not the terrain they occupy regardless of what orders they are engaged in. Cover bonuses are cumulative.

Concealment	Walkers	Crawlers	Skimmers	Flyers
Open Ground	0	0	0	0
Rough Ground, Rubble	+1	0	0	0
Scrub, bushes	0	0	0	0
Light Forest	+1	+1	+1	+1
Heavy Forest	+2	+2	+2	+2
Trenches, Foxholes	+2	+1	+1	0
Light Structures	+1	+1	+1	+1
Heavy Structures	+2	+2	+2	+2
Bunkers	+3	+3	+3	+3