

GAME MANUAL

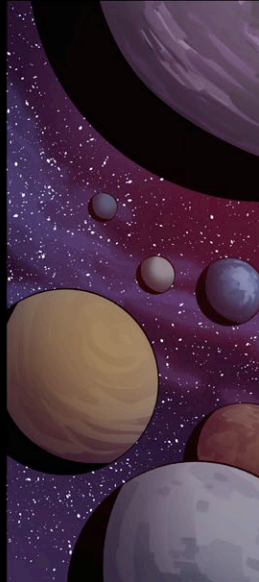
LEGIONS OF STEEL





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TURNS AND PHASES

Legions of Steel is a turn-by-turn game. A Turn is divided into 2 Phases. When a player goes first, he plays during Phase 1. His opponent plays Phase 2. At the beginning of a Turn an Initiative roll is performed to determine which player will be choosing the starting faction for the Turn.

INITIATIVE

There is an initiative roll at the beginning of most of the scenarios. One die is rolled for each faction. The higher roll wins the Initiative. The player who wins the Initiative chooses which faction will play the first Phase of the Turn. The AI always plays first when it wins the Initiative.

Leadership points can be spent by the Commando player to increase his chances to win the Initiative roll (up to 3 points can be spent that way).

MOVEMENT

MOVEMENT STANCES



By default a selected unit is set in Walking Stance. Using the movement bar, it can be set in Running or Static Stance. Running Stance

doubles the movement points for the turn, at the expense of firing accuracy. Static Stance increases firing accuracy.

Once a unit has spent at least one movement point, its Stance cannot be changed for the turn.

FACING LOCK

Using the Facing Lock allows a selected unit to move sideways or backwards. This movement option cannot be activated when the unit is set in Running Stance.

MOVEMENT POINTS

Each Commando and Nightmare unit has 4 movement points to spend per turn (or 8 if running).

The Assault Fiend has 5.

MOVEMENT POINT COSTS		
	Walking	Running
Moving forward	1	1
90° rotation	1	2
Moving sideways	2	-
Moving Backward	2	-
Opening a door	1	2



BASIC FIRING

FIRING ACTION

Each unit has 1 Firing Action to spend each turn.

FIRE WINDOW

Once a target has been selected, the Fire Window opens.



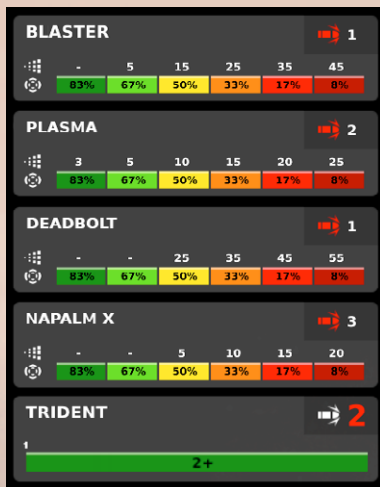
The Rate of Fire is the number of shots that can be fired with the Fire Action.

The percentage indicates the odds of hitting the target.

The arrow button in the Fire Window opens the modifiers applying to the roll.

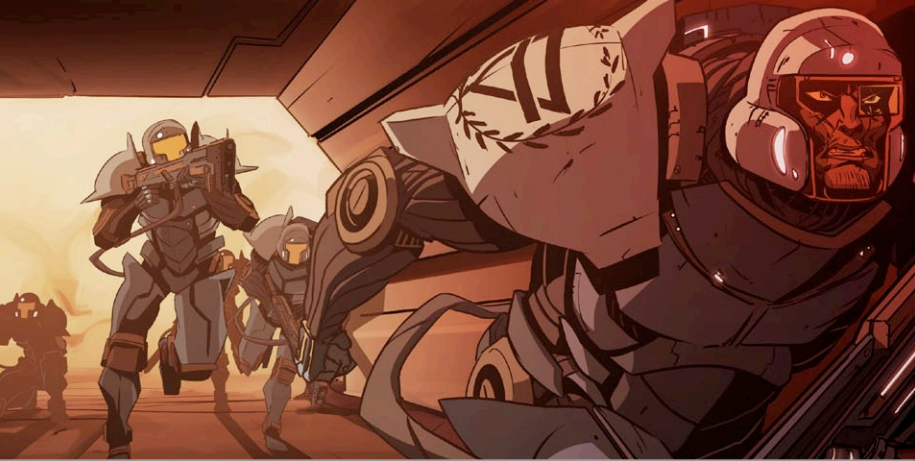
BASE KILL NUMBER

The Base Kill number is calculated according to the weapon used and the distance to the target.



FIRING MODIFIERS

Movement	Firing while in Running Stance Firing while in Static Stance	-1 penalty +1 bonus
Target Armor	Some units and doors are more difficult to hit and kill.	-1 penalty
Smoke	Shooting through Nachtmacher smoke gives a penalty: On the phase the Nachtmacher was fired On the subsequent phase	-2 penalty -1 penalty
Corner	Firing through wall corners	-1 per corner
Leadership	1 point of leadership can be used to increase accuracy	+1 bonus
Automatic Fire	Penalty for using Automatic Fire option	-1 penalty
Displaced Throw	Throwing a grenade around a wall corner	-1 penalty



SPREADING FIRE

After having fired once, a unit that has a rate of fire higher than 1 can spread fire to squares adjacent to its initial target, allowing the killing of several targets during the same phase.

It is therefore possible, for example, to fire at a door, and if the door is taken down, to spread fire to a unit that was previously hidden behind the door.

COVERING FIRE

At the end of a Phase, all units that have not used their Fire Action during that phase are automatically set in Covering Fire mode. A unit set in Covering Fire mode will shoot at any target entering its line of fire during the opponent's Phase.

In Covering Fire mode, the firing unit suffers a -1 penalty if it was walking when it was set in Covering Fire, or -2 if it was running.

ADVANCED FIRING OPTIONS

The Fire Button provides the player with advanced firing options, allowing for more versatility.

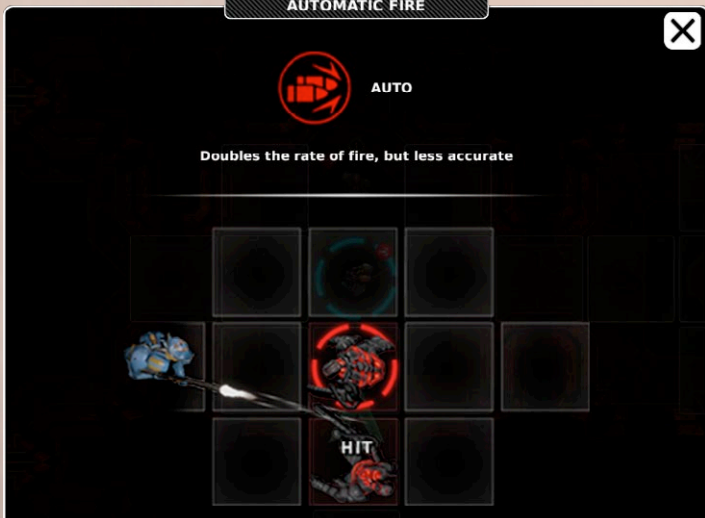
ADVANCED FIRING



AUTOMATIC FIRE

A unit activating the Automatic Fire mode doubles its rate of fire for the Phase. Each shot will suffer a -1 penalty.

AUTOMATIC FIRE



ADVANCED COVERING FIRE

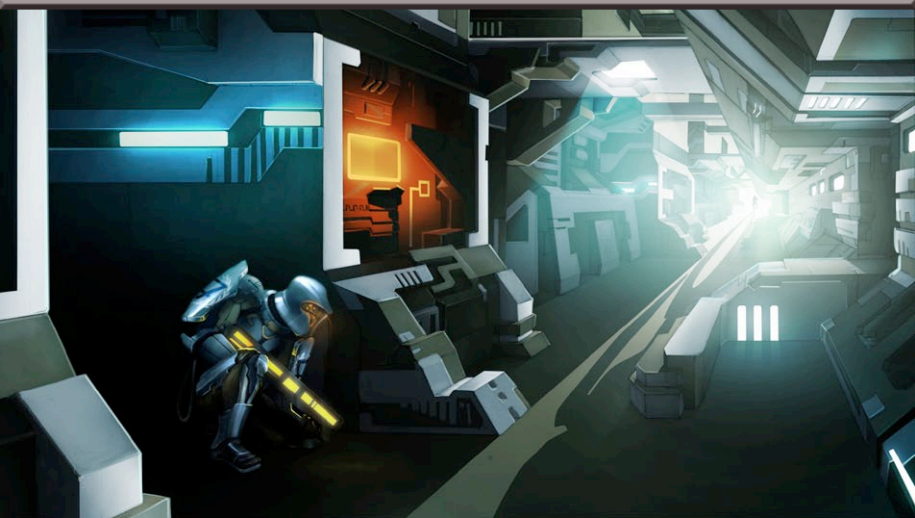
A unit set in basic Covering Fire will shoot the first enemy entering its line of fire, regardless the odds of hitting.

Advanced Covering Fire options allow for more flexibility in the way the units will fire during the opponent's Phase.

ADVANCED COVERING FIRE



- **INTERRUPT SHOOTER:**
Covering Fire On Firing Units Only
- **SPECIFIC UNIT:**
Covering Fire On A Specific Unit
- **SPECIFIC SHOOTER:**
Covering Fire On A Specific Firing Unit
- **SPECIFIC SQUARE:**
Covering Fire On A Specific Square



Interrupt Shooter: The unit will fire at the first firing unit in its line of sight

Specific Unit: The unit will fire at a specific enemy

Specific Shooter: The unit will fire at a specific firing unit

Specific Square: The unit will cover a specific square of the map only

SUPPRESSION FIRE

A unit that has not moved can be set in Suppression Fire. After selecting Suppression Fire, a target square must be selected. The target square must be in the line of fire of the firing unit. The unit will lay down fire in all squares in its line of fire to the target square. All units (enemies and friends) present in the Suppression line have a chance to get hit. Whenever a movement or firing action is performed



in the line of suppression, a shot on all units in the line is triggered. A unit entering the Suppression line will get shot at as well. A unit leaving the Suppression line does not get shot at.

Suppression lines can be blocked by closing doors or Forcewalls.

GRENADES

Grenades can be thrown a maximum of 8 squares away from the thrower.

When a unit stands next to a corner, the grenade can be thrown around the corner, without having thrower exposed (the unit does not need to enter the eventual line of fire in the corridor where the grenade is thrown). In this case the unit suffers a penalty for the throw.



COMMANDOS PULSE GRENADE

All Commandos except the Heavy Weapon Trooper carry 1 Pulse grenade.

When a Pulse grenade explodes, it has an area of effect of 5x5 squares centered on the target square. There is a 50% chance to kill a unit on the target square. The chances to kill diminish with the distance from the target square.

COMMANDOS FORCEWALL

All Commandos except the Heavy Weapon Trooper carry 1 Forcewall grenade.

A Forcewall grenade creates a wall in the target square. The wall blocks movement and lines of fire. The wall can be destroyed but there is a -1 penalty to the shots against it, due to the thickness (like doors).

NIGHTMARES NIGHTMACHER

All Nightmares carry 1 Nachtmacher.

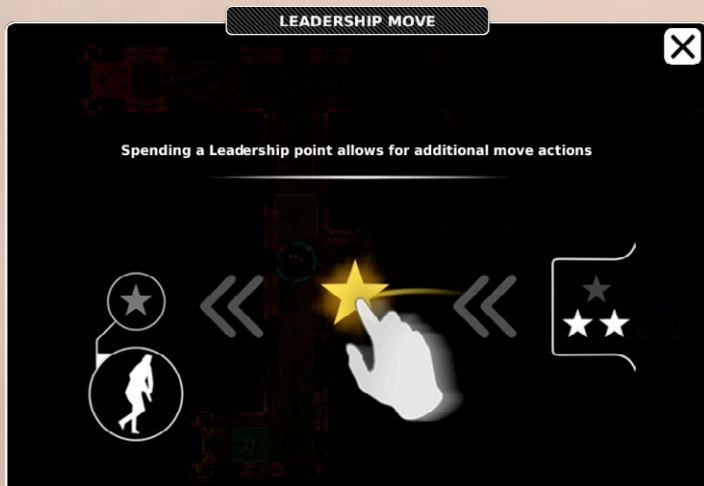


When a Nachtmacher grenade explodes, it creates a 3x3 squares area of smoke. Firing Actions performed to, from and through the smoke suffer a -2 penalty on the Phase when the grenade exploded, and -1 on the subsequent Phase. On the next Phase the smoke is removed.

LEADERSHIP

Leadership can be used by the Commandos to break the normal rules. The sergeant brings 2 points of Leadership to the squad. The Corporal brings 1 point.

Leadership points can be used during the Commandos Phase.



The following actions can be performed for 1 Leadership point:

- Increasing the odds of hitting of a Firing Action
- Move a Commando unit 1 square in any direction (the unit keeps its facing)



- A Commando unit can perform 1 rotation
- A Commando unit can open a door

The following action can be performed for 2 Leadership points:

- A Commando unit can perform an additional Firing Action

Additionally, the Commando player can spend up to 3 Leadership points to increase its chances to win the Turn Initiative roll.

OTHER USEFUL OPTIONS

UNDO BUTTON

The Undo button can be used to cancel an action. Players can go back up to the last random action performed (such as a Firing Action). The Undo button is unavailable in Electronic Warfare mode.



TACTICAL DISPLAY

The Tactical Display offers a symbolic reading of the battlefield. The Tactical Display is useful to get an overview of the battlefield.

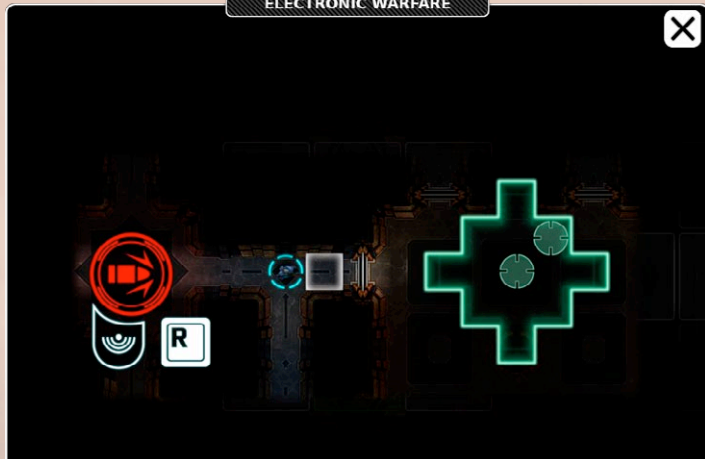
It can be activated at any moment.

ELECTRONIC WARFARE MODE

Electronic Warfare mode can be activated before the beginning of any scenario in Skirmish and Online games. In Electronic Warfare mode a fog of war covers the battlefield. Players can see only what their units can see.

Each unit can spend its Firing Action to activate the Radar. The Radar is used to reveal enemy positions in an area.

ELECTRONIC WARFARE



The Undo button is deactivated in Electronic Warfare mode.

CAMPAIGN EXPERIENCE

EXPERIENCE POINT

4 **0** **Sergeant**
Commando

Attribute	Value
BLASTER	100%
K-PULSE	83%
FORCE WALL	50%

With his great Leadership skill, the Sergeant is the main edge the Commandos have against the Machines.

Armor ACC Range RFD MP

When an experience point is available, you can spend it by selecting one of those Attributes.

In the second campaign, *Earth.Dogs.Die.Hard*, the Commando squad earns 1 Experience Point (XP) after each victorious scenario.

Experience Points can be spent to increase the attributes of the Sergeant and the Corporal.

The following attributes can be enhanced once each:

- Armor
- Accuracy
- Weapon Range
- Rate of Fire
- Movement

CREDITS

STUDIO NYX

ORIGINAL BOARD GAME DESIGN

Clark Browning, Marco Pecota,
Derrick Villeneuve

PROJECT MANAGEMENT

Romain Soulie

GAME DESIGN

Laurent Lecerf, Romain Soulie,
Axel Hebert

LEAD PROGRAMMER

Nassouh Darwiche

PROGRAMMING

Fernando Torres, Laurent Lecerf,
Nicolas Regnault

GRAPHICS

Andy Lobjois, Camille Besneville,
Yoan Parent, Stéphane Landry

SOUND DESIGN

Yogan Lefouler, Wang Qian



GRAPHIC CONCEPTS
Daniel Horia, Camille Besnault
ADDITIONAL GRAPHICS
Benoît Leloup, Emilie
Partouneau, Jérémy Evain,
Nalinrat Keardsungchat, Etienne
Ballent, Ambre Hautekiet

SPECIAL THANKS
Sullivan Brochard, Erwann,
Pierre, Thomas Bouston, Lionel
Lalande

Rob Street, Jess Lebow, Jean-
Denis Birabent, Nicolas Torres,

Wang Di, Sandrine Phimmanao,
Pierre-Guy Auger, Cédric
Lenhardt, Vivek Shinde, Laurent
Box, Isabelle Testagrossa,
Christophe Carbou, Coline
Lerch, Jean-Louis Boudrand, Le
Carpe'

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SLITHERINE

CHAIRMAN
JD McNeil

DEVELOPMENT DIRECTOR
Iain McNeil

PRODUCER
Tamas Kiss

OPERATIONS DIRECTOR
Erik Rutins

TECHNICAL DIRECTOR
Philip Veale

MARKETING DIRECTOR
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CREATIVE DIRECTOR
Richard Evans

PUBLIC RELATIONS MANAGER
Olivier Georges

COMMUNITY MANAGER
Daniele Meneghini

ART LEAD
Marta Falbo

MANUAL LAYOUT
Myriam Bell

QA & PRODUCTION ASSISTANTS
Andrew Loveridge, Gerry
Edwards, Matthew Davis

ADMINISTRATION
Dean Walker, Liz Stoltz

CUSTOMER SUPPORT STAFF
Paulo Costa, Joseph Miller

WEB DEVELOPMENT
Valery Vidershpan, Andrea
Nicola, Fernando Turi

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