



DEATH FROM ABOVE WARGAMING™

ALPHA STRIKE SEQUENCE OF PLAY

[1] INITIATIVE

- each player rolls 2d6
- winner goes **last** in each phase

[2] MOVEMENT

- pick a unit
- select a movement mode
- measure & move

players alternate moving a single unit (or formation) at a time

[3] COMBAT

- pick a unit
- select an attack type
- roll the dice

complete all combat actions for one player's entire force before switching players

[4] END

- remove destroyed units
- restart shutdown units

players complete this phase simultaneously

MOVEMENT MODES

Mode	Distance	Attack Mod	Target Mod
■ Standstill	< 1"	-1	0
□ Ground	MV"	0	TMM
■ Jump	MV j"	+2	TMM+1
■ Sprint	MV x 1.5"	cannot attack	TMM

RESOLVING WEAPON ATTACKS

1 Verify Line of Sight

2 Verify Firing Arc

3 Determine Range

4 Determine To-Hit Number

5 Roll To-Hit

6 Apply Damage

7 Roll for Critical Hits

S	Skill
A	+ Attacker Mod
T	+ Target Mod
O	+ Other
R	+ Range

critical hits occur any time structure is damaged in an attack or if the To-Hit roll is a natural 12.