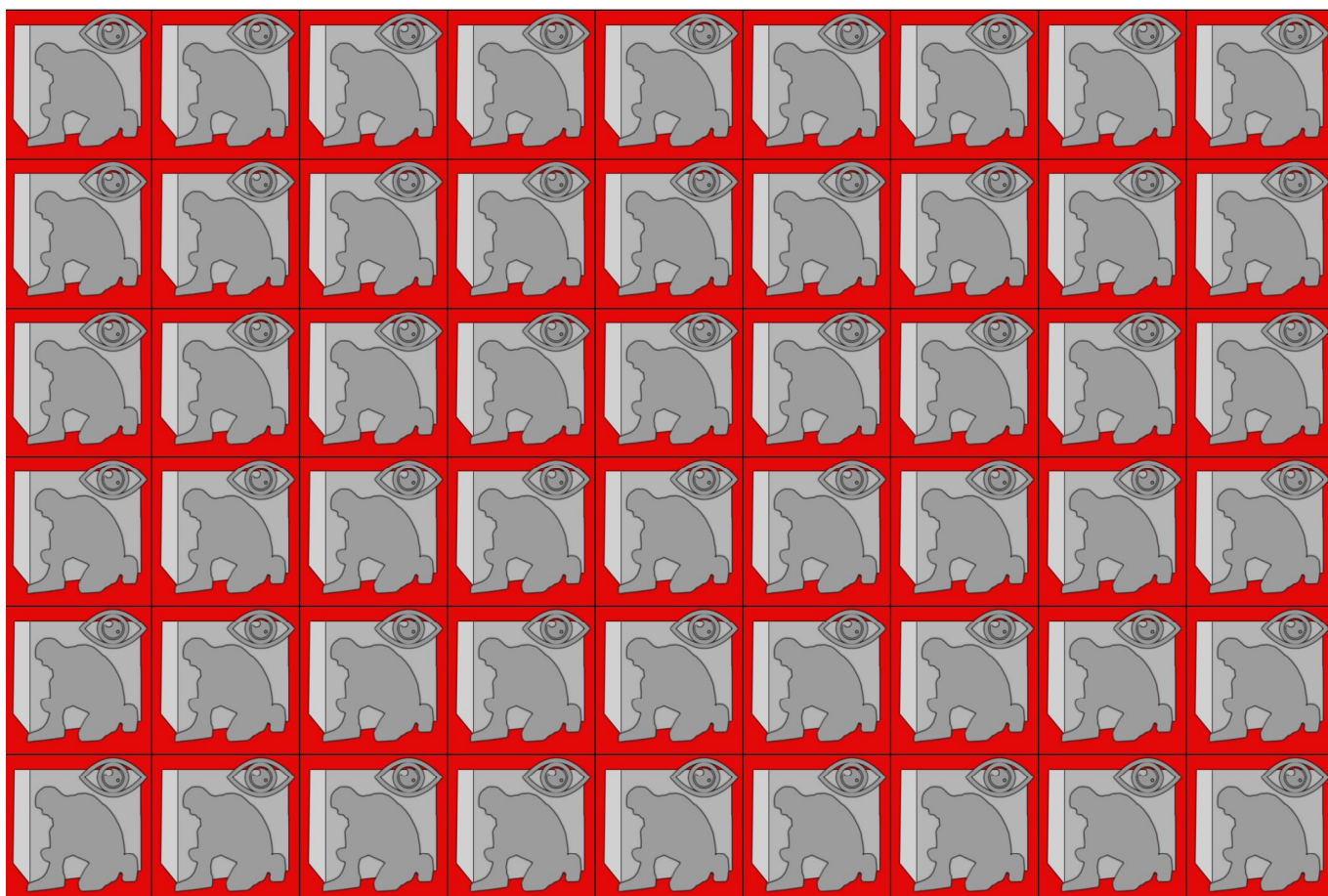
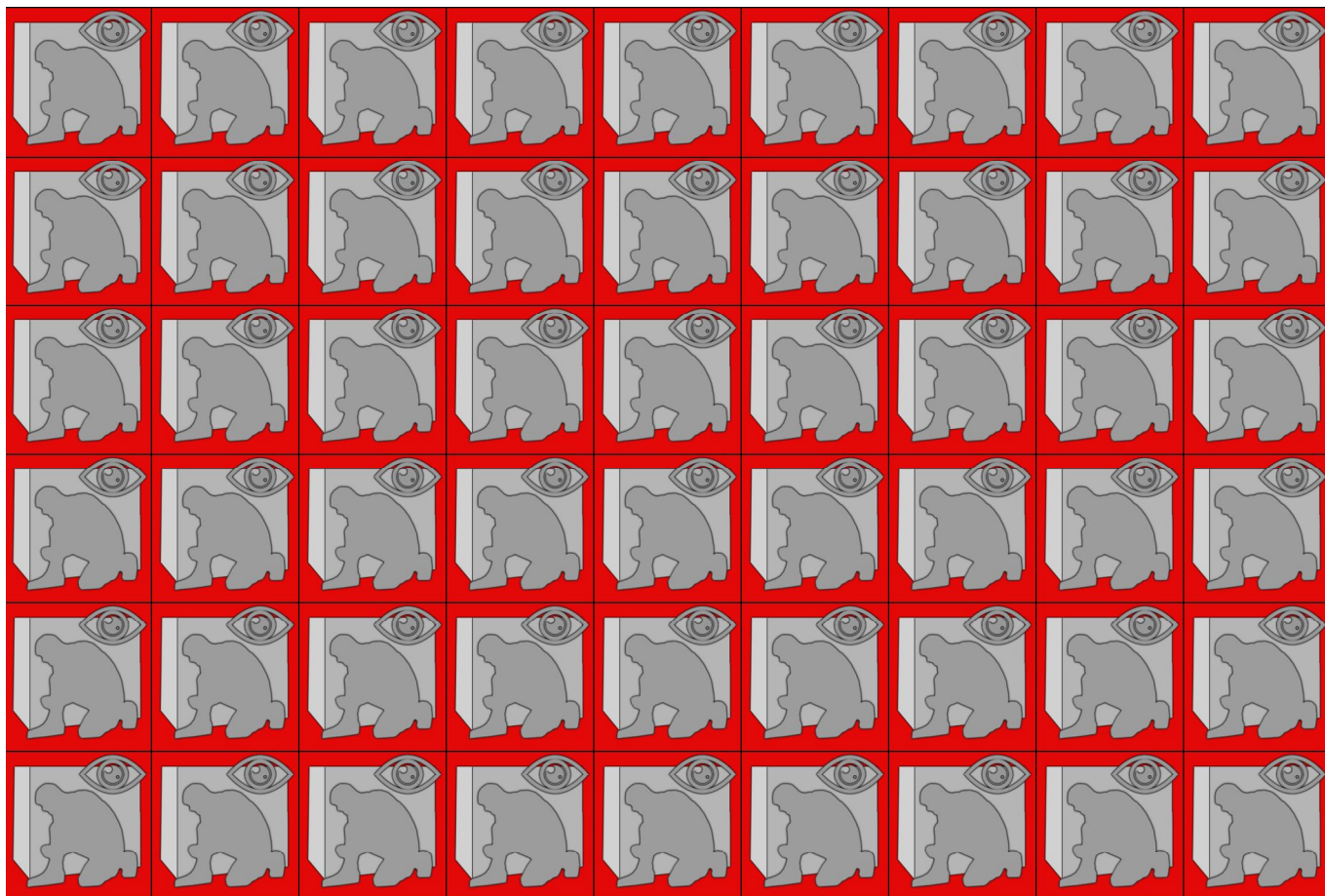


ACTIVE HIDDEN TOKENS

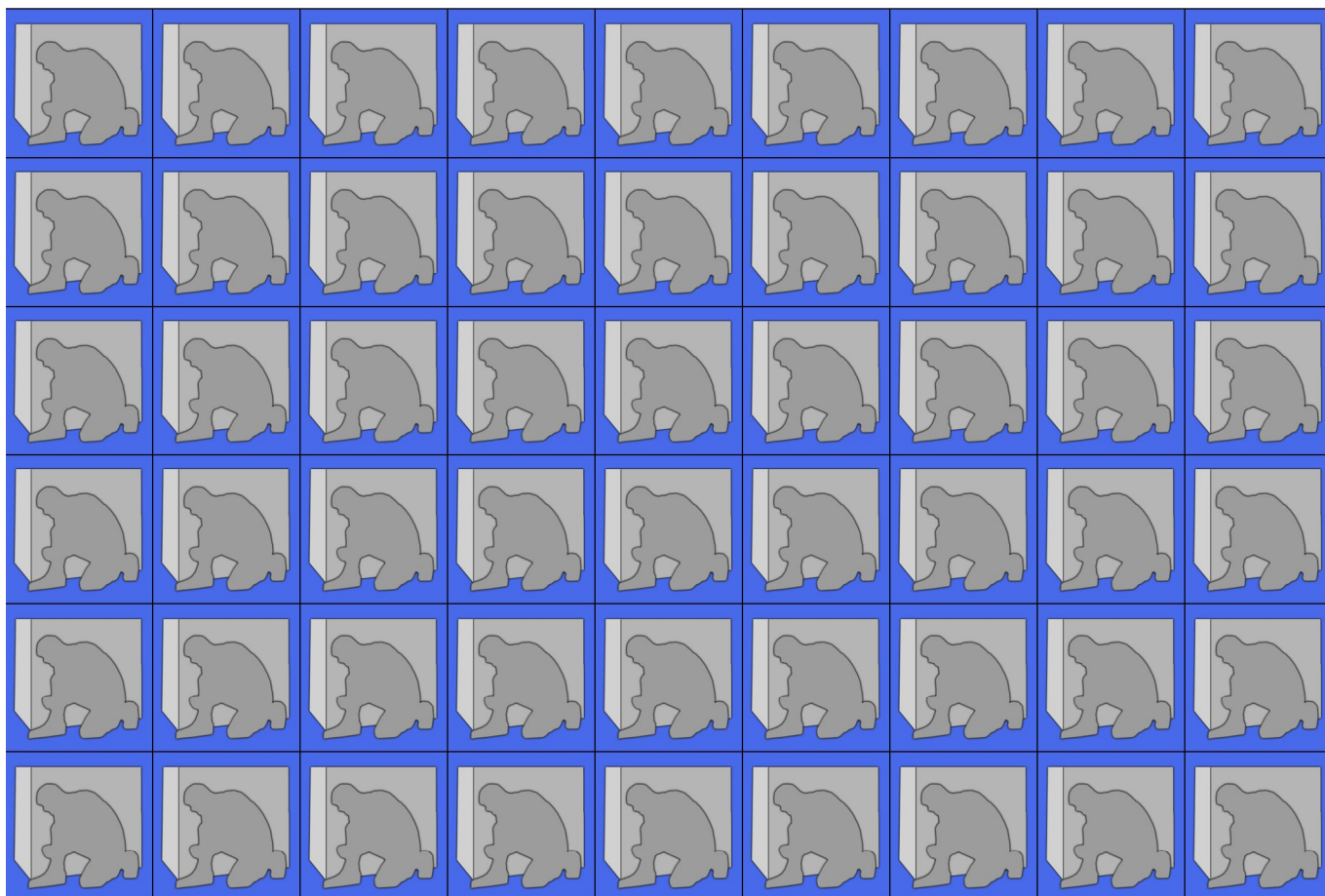
SPOTTED HIDDEN TOKENS





SPOTTED HIDDEN TOKENS

ACTIVE HIDDEN TOKENS



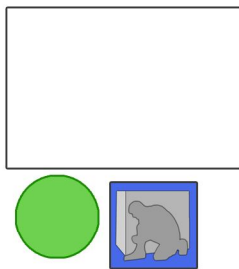
ACTIVE HIDDEN RULES

The purpose of these tokens are to define when a model is actively trying to take cover from enemies. Actively hiding differs from being pinned as it is a conscious decision to evade being targeted. When a model is actively hiding they are doing everything they can to remain hidden, but still be aware of their surroundings. This might be pressing their back against a wall whilst peering around a corner; hiding behind some debris whilst look through any available gaps.

In any type of game players will be able to see where their opponents models are, and will consciously or unconsciously use this to their advantage. Often I have been involved with disputes of "My model was looking in that direction, so if he comes from behind the wall of course I can shoot at him" or, "I can see his arms so I can see him".....this of course does not reflect reality, and although a model may be looking in that direction, doesn't mean he knows another is hiding behind a wall, and if suddenly pounced on would have no time to react.

"Active Hidden" tokens represent this giving the player actively hidden the advantage in combat.

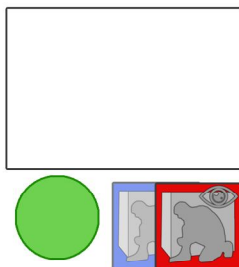
"Spotted Hidden" tokens represent another enemy model has seen the hidden model, and in some way has informed their colleague. Although the model may still be pressed against a wall. The enemy now knows that someone is there and is prepared for their attack. Any advantage is lost.



Example 1 : The green model is hidden behind a wall. They want to go into "Active Hidden", place an "Active Hidden" token next to the model. The model is now actively hiding from the enemy. The model now has the initiative on any attacks it makes. If they move from cover the token is removed.

In the next round the green model shoots at the red model, as they have the initiative they attack first. If they kill the red model, the red model cannot react and shoot back. If no other enemy models have seen this action the green model can go back into "Active Hidden"

If they do not kill the red model then the red model can react and shoot at the green model. The green model is no longer "Active Hidden" remove the token.



Example 2 : The green model is hidden behind a wall. They want to go into "Active Hidden", place an "Active Hidden" token next to the model. The model is now actively hiding from the enemy. The model now has the initiative on any attacks it makes. If they move from cover the token is removed.

In the next round a second red model moves into LOS with the green model but out of attack range. As the green model has now been seen change the token to a "Spotted Hidden" token. They are still hiding and cannot be attacked by the first red model, but they no longer have the initiative.

If the green player decides to attack the first red model next turn then the red model will be able to react and return fire whether they were killed or not.

