LOS SIGNAGE SYSTEM

This page displays and explains the various signage system in Legions of Steel, mainly dealing with units' nature, movement, and on-map signals.

UNIT SELECTION

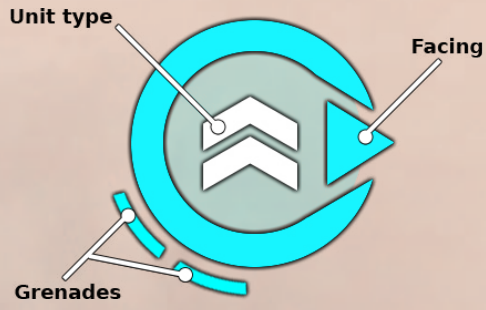


Own unit selection



Target Selection

TACTICAL DISPLAY UNIT ANATOMY



TACTICAL DISPLAY UNIT ANATOMY



Commando Trooper



Heavy Weapon Trooper



Commando Corporal



Commando Sergeant



Machine Nightmare



Machine Assault Fiend

UNIT ICONS



The unit has not been activated this Phase



The Unit has not spent its Fire Action this Phase



The unit has an additional Hit Point

COVERING FIRE MODIFIERS



No modifier for firing during opponent's phase (static)



-1 modifier for firing during opponent's phase (walk)



-2 modifier for firing during opponent's phase (run)

NORMAL VIEW ON-MAP SIGNAL



Suppression Fire line with target tile indicator

OTHER ICONS



Unit set in Dodge mode (dodge bullets during opponent's Phase)



Unit carrying the bomb



Unit carrying the artefact

ON-MAP ICONS



Potential objective

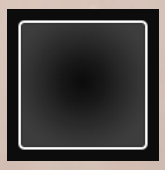


Location bomb



Location artifact location

ON-TILES SIGNALS



Potential movement



Tile in fire range



Final facing indicator



Potential danger



Movement points cost



Rotation



Commandos entry point



Commando exit point



Machines entry point



Machines exit point