



## Game Turns:

- **Marker Phase-** remove all markers from the previous turn
- **Initiative Phase-** all players roll a D10, the player with the highest result begins or nominates another player to go first
- **Activation Phase-** the players take alternate turns activating their units. You may only activate a unit once per turn.

## Orders:

1. **Move** (1: Move or 2: Rush; a Rush order passes play to the next player)
2. **Hold** (a Hold order passes play to the next player)
3. **Shoot**
4. **Assault**

## Shooting:

1. **Check LOS and range-** members of the same squad do not block LOS
2. **Select a target-** the nearest enemy unit in LOS not in close combat (exception: Tactical Awareness)
3. **Roll to Hit-** see table below
4. **Allocate Hits-** owner of target unit allocates hits
5. **Roll to Damage-** see table below

| Shooting table |    |    |    |    |    |    |    |    |    |    |
|----------------|----|----|----|----|----|----|----|----|----|----|
| Model's SH     | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| Score to Hit   | 9+ | 8+ | 7+ | 6+ | 5+ | 4+ | 3+ | 2+ | 1+ | 0+ |

| To-Hit modifiers        |
|-------------------------|
| -1 Shooting unit moved  |
| -1 Size 1 target        |
| +1 Size 4-5 target      |
| +2 Size 6-7 target      |
| +3 Size 8-9 target      |
| -2 Speculative Shooting |

| Range bands  |
|--|
| CC: weapons capabilities when using it in base contact with an enemy |
| Short: distance up to 12"  |
| Medium: distance 12-24"  |
| Long: distance 24-36"  |
| Extreme: distance 36-48"   |

## Close Combat:

1. Make Assault Moves
2. Fight the Combat
3. Determine the Combat Results

| Close Combat Table     |    |    |    |    |     |     |     |     |     |     |
|------------------------|----|----|----|----|-----|-----|-----|-----|-----|-----|
| Defenders Assault (AS) |    |    |    |    |     |     |     |     |     |     |
| Attackers Assault (AS) | 1  | 2  | 3  | 4  | 5   | 6   | 7   | 8   | 9   | 10  |
| 1                      | 6+ | 7+ | 8+ | 9+ | 10+ | 10+ | 10+ | 10+ | 10+ | 10+ |
| 2                      | 5+ | 6+ | 7+ | 8+ | 9+  | 10+ | 10+ | 10+ | 10+ | 10+ |
| 3                      | 4+ | 5+ | 6+ | 7+ | 8+  | 9+  | 10+ | 10+ | 10+ | 10+ |
| 4                      | 3+ | 4+ | 5+ | 6+ | 7+  | 8+  | 9+  | 10+ | 10+ | 10+ |
| 5                      | 2+ | 3+ | 4+ | 5+ | 6+  | 7+  | 8+  | 9+  | 10+ | 10+ |
| 6                      | 2+ | 2+ | 3+ | 4+ | 5+  | 6+  | 7+  | 8+  | 9+  | 10+ |
| 7                      | 2+ | 2+ | 2+ | 3+ | 4+  | 5+  | 6+  | 7+  | 8+  | 9+  |
| 8                      | 2+ | 2+ | 2+ | 2+ | 3+  | 4+  | 5+  | 6+  | 7+  | 8+  |
| 9                      | 2+ | 2+ | 2+ | 2+ | 2+  | 3+  | 4+  | 5+  | 6+  | 7+  |
| 10                     | 2+ | 2+ | 2+ | 2+ | 2+  | 2+  | 3+  | 4+  | 5+  | 6+  |

| To Hit modifiers |                                 |
|------------------|---------------------------------|
| -2               | Unit is panicked                |
| +1               | Unit charged or counter-charged |
| +1               | Using a weapon in each hand     |
| +1               | Defending cover                 |
| +2               | Opponent is panicked            |

## Rolling to Damage:

| Combat Damage Table    |                             |    |    |    |     |     |     |     |     |     |
|------------------------|-----------------------------|----|----|----|-----|-----|-----|-----|-----|-----|
| Targets Toughness (T)  |                             |    |    |    |     |     |     |     |     |     |
| Attackers Strength (T) | 1                           | 2  | 3  | 4  | 5   | 6   | 7   | 8   | 9   | 10  |
| 1                      | 6+                          | 7+ | 8+ | 9+ | 10+ | 10+ | 10+ | 10+ | 10+ | 10+ |
| 2                      | 5+                          | 6+ | 7+ | 8+ | 9+  | 10+ | 10+ | 10+ | 10+ | 10+ |
| 3                      | 4+                          | 5+ | 6+ | 7+ | 8+  | 9+  | 10+ | 10+ | 10+ | 10+ |
| 4                      | 3+                          | 4+ | 5+ | 6+ | 7+  | 8+  | 9+  | 10+ | 10+ | 10+ |
| 5                      | 2+                          | 3+ | 4+ | 5+ | 6+  | 7+  | 8+  | 9+  | 10+ | 10+ |
| 6                      | 2+                          | 2+ | 3+ | 4+ | 5+  | 6+  | 7+  | 8+  | 9+  | 10+ |
| 7                      | 2+                          | 2+ | 2+ | 3+ | 4+  | 5+  | 6+  | 7+  | 8+  | 9+  |
| 8                      | 2+                          | 2+ | 2+ | 2+ | 3+  | 4+  | 5+  | 6+  | 7+  | 8+  |
| 9                      | 2+                          | 2+ | 2+ | 2+ | 2+  | 3+  | 4+  | 5+  | 6+  | 7+  |
| 10                     | 2+                          | 2+ | 2+ | 2+ | 2+  | 2+  | 3+  | 4+  | 5+  | 6+  |
| Damage modifiers       |                             |    |    |    |     |     |     |     |     |     |
| +1                     | Using a weapon in each hand |    |    |    |     |     |     |     |     |     |

## Morale and Command:

| Morale and Command checks use the same table (e.g. Rally Check and Tactical Awareness) |    |    |    |    |    |    |    |    |    |    |
|--|----|----|----|----|----|----|----|----|----|----|
| Testers CD   | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| Score to Pass  | 9+ | 8+ | 7+ | 6+ | 5+ | 4+ | 3+ | 2+ | 1+ | 0+ |

| Rally Check modifiers |   | Morale Checks |   |
|-----------------------|---|---------------|---|
| -1                    | Enemy units within long range and LOS   | All units     | Lost a close combat   |
| -2                    | Enemy units within medium range and LOS | Squads        | Unit suffered a casualty AND unit size is below 50% of initial size (not in CC) |
| -3                    | Enemy units within short range and LOS  | Individuals   | Wounds dropped below 50%  |