

Turn Sequence	
1	Movement Phase
2	Shooting Phase
3	Assault Phase

Character Profile					
WS	Weapon Skill	T	Toughness	A	Attacks
BS	Ballistic Skill	W	Wounds	Ld	Leadership
S	Strength	I	Initiative	Sv	Armour Save

Roll To Hit Chart										
Firer's BS	1	2	3	4	5	6	7	8	9	10
Score to Hit	6	5+	4+	3+	2+	2+/6	2+/5+	2+/4+	2+/3+	2+/2+

Shooting - Roll To Wound Chart											
		Targets Toughness									
		1	2	3	4	5	6	7	8	9	10
Weap on Stren gth	1	4+	5+	6+	6+	N	N	N	N	N	N
	2	3+	4+	5+	6+	6+	N	N	N	N	N
	3	2+	3+	4+	5+	6+	6+	N	N	N	N
	4	2+	2+	3+	4+	5+	6+	6+	N	N	N
	5	2+	2+	2+	3+	4+	5+	6+	6+	N	N
	6	2+	2+	2+	2+	3+	4+	5+	6+	6+	N
	7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
	8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
	9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
	10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

Assault - Roll To Hit Chart											
		Targets Weapon Skill									
		1	2	3	4	5	6	7	8	9	10
Attac kers Weap on Skill	1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
	2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
	3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
	4	3+	3+	3+	4+	4+	4+	4+	5+	5+	5+
	5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
	6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
	7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
	8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
	9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
	10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

Shooting Sequence	
1	Choose A Target For Hit
2	Check Range
3	Roll To Hit
4	Roll To Wound
5	Take Saving Throws
6	Remove Casualties

Resolving Combats	
1	Pick a combat.
2	Fight Close Combat. Engaged models roll to hit and to wound in Initiative order. Their opponents take Saving throws as required.
3	Determine Assault Results. Total up wounds inflicted. The side which inflicted the most wounds overall in the combat is the winner.

Deep Strike Mishap	
A Unit Takes A Model Off The Table	Unit Is Destroyed / Removed From The Game
Razor Wire, Wire Mesh	Penetrated. Your Unit Advances. Your Opponent May Advance
Infantry Takes 2% Or More Casualties In A Single Phase (Close Combat Casualties Do Not Count)	Must Retreat At The End Of The Phase
Bikes Phase	On The Table Including Jetties (Friends And Enemies) Inside Difficult Terrain
Trenches, Gun Pits, Tank Traps	Which Of Course Counts
Monstrous Creatures, Sandbags, Barricades, Trip Mines, Logs, Pipes, Crates, Barrels, Shrapnel	Are Still Locked In Close Combat, Then Any Models Not Engaged Are Moved 6" Towards The Enemy To Continue The Fight
Jump Infantry	Only If Move Starts / Ends In The Terrain
Woods, Jungles, Wreckage	Only If Move Starts / Ends In The Terrain
Artillery, Rocket Launchers, Missiles, Mortars	Unless Terrain Is Also Categorized As Dangerous
Wrecked Vehicles	Once Combat Results Are Established The Units Leadership Is Pick another combat and repeat until all combats have been resolved
Beasts, Cannons	Rolling For Scattered As Dangerous) Yes For Artillery
Assault Modifiers	Placed Back In Reserve
Vehicles, Walkers	Placed Back In Reserve
Assault Modifiers	If The Unit's No (Unless Terrain Is Also Categorized As Dangerous)
Two Or More Assault Modifiers	Unit's Score Equal To Or Less Than
Two Or More Assault Modifiers	Unit's Score Equal To Or Less Than
Vehicles - Other	Game Ends Only If Move Starts / Ends In The Terrain
	No In Reserve Yes It Counts
	As Destroyed.

Weapon Types

Rapid Fire	Move & Fire – 2 Shots Up To 12", Hold & Fire – 1 Shot Up To Maximum Range Or 2 Shots Up To 12"
Assault	Move / Hold & Fire – Number Of Shots As Stated Up To Maximum Range
Heavy	Hold & Fire – Number Of Shots As Stated Up To Maximum Range (Can Not Move & Shoot)
Pistol	Assault 1 Unless Otherwise Stated – Can Be Used In Assault Phase
Blast	Use Blast Marker – Roll Scatter & 2d6 – If Arrow Move Template Total Of 2d6-Firers Bs In Inches
Gets Hot	Roll Of 1 – Firer Suffers Wound (Normal Saves Apply)
Twin Linked	Re-Roll To Hit On A Miss
Rendering	Roll To Wound Of 6 – Auto Wound Counts As Ap2, Against Vehicles An Ap Roll Of 6 Allows D3 To Be Rolled And Added To Initial 6
Sniper	Wound On 4+ Regardless Of T, Against Vehicles Snipers Count As S 3 And Can Be Combined With Rendering
Barrage	Use Blast Marker And Blast Rules Except Use Full 2d6" If Arrow On Scatter
Template	No Roll To Hit & Cover Saves Ignored
Melta	Roll Extra D6 To Penetrate Vehicle Armour At Half Range Or Less
Lance	Count Vehicle Armour Value Higher Than 12 As 12

Weapon Type Summary		
Weapon Type	Moving And Firing	Firing And Assaulting
Pistol	Can Move And Fire Once	May Fire Once In The Shooting Phase And Then Assault The Same Enemy Unit In The Assault Phase. Counts As An Additional Weapon In Close Combat.
Rapid Fire	Fire Twice At Up To 12", Or Remain Stationary And Fire Once Up To Maximum Weapon Range.	Unit May Not Assault If The Weapon Was Fired In The Shooting Phase (Unless Allowed To By A Special Rule).
Assault	Can Move And Fire Normally.	May Fire In The Shooting Phase And Then Assault The Same Enemy Unit In The Assault Phase.
Heavy	Cannot Move And Fire.	Unit May Not Assault If The Weapon Was Fired In The Shooting Phase (Unless Allowed To By A Special Rule).

Close Combat Weapons

Power Weapon	No Armour Save
Lightning Claws	No Armour Save And Re-Roll Any Failed Roll To Wound
Force Weapons	No Armour Save, +1 Psychic Power
Poisoned Weapons	Always Wound On Fixed Number, If S Or Wielder Is Equal To Or Greater Than T Of Victim Then Re-Roll Failed Rolls To Hit
Power Fists	Doubles Users S Up To Max Of 10, Attacks Delivered At I 1
Thunder Hammers	As Power Fists, All Models That Have Unsaved Wounds But Not Killed Have I Reduced To 1 Until End Of Next Players Turn, Against Vehicles Any Damage Also Results In Crew Shaken Result
Rendering Weapons	Roll To Wound Of 6 – Auto Wound Counts As Ap 2, Against Vehicles An Ap Roll Of 6 Allows D3 To Be Rolled And Added To Initial 6
Witch Blades	Inflicts Wounds On 2+ Regardless Of T, Against Vehicles S 9

Special Units

Jump Infantry	Movement	Move Up To 12". If Movement Begins Or Ends In Difficult Terrain Model Must Take Dangerous Terrain Test
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Fall Back	Move Of 3d6". If Movement Begins Or Ends In Difficult Terrain Model Must Take Dangerous Terrain Test
Shooting	As Per Infantry
Assault	As Per Infantry

Bikes

	Increases Riders T By 1 / Have Turbo Booster & Relentless Rule
Movement	Move Up To 12", Not Slowed By Difficult Terrain, Treat All Difficult Terrain As Dangerous
Fall Back	Move Of 3d6", Not Slowed By Difficult Terrain, Treat All Difficult Terrain As Dangerous
Shooting	Each Bike Can Fire 1 Weapon Per Rider / Passenger
Assault	As Per Infantry

Vehicles

Movement Treat all difficult terrain as dangerous – roll D6 result of 1 vehicle suffers immobilisation damage

Shooting

Movement & Shooting				
	Stationary	Combat Speed (6")	Cruising Speed (6-12")	Flat Out
All (Except Below)	All Weapons	1 Weapon + All Defensive Weapons	No Weapons	N/A
Fast	All Weapons	All Weapons	1 Weapon + All Defensive Weapons	No Weapons
Walkers	All Weapons	All Weapons	N/A	N/A

Weapons

Roll To Hit Then Roll To Penetrate

Any Weapon Of S4 Or Less Classed As Defensive

Turret Mounted	Fire 360 Arc
Hull Mounted	Fire 45 Arc
Sponson Mounted	Fire 180 Arc
Pintle Mounted	Fire 360 Arc If On Turret / Fire 45 Arc If On Hull

Roll D6 & Add WS – Compare To Armour Value	
If < AV	No Effect
If = AV	Glancing Hit
If >AV	Penetrating Hit

Damage Roll Following Penetration Or Glance (Roll D6 For Each Shot)	
Glancing Hit	Apply -2
AP- Weapon	Apply -1
Ap1 Weapon	Apply +1
Open Top Vehicle	Apply +1

Vehicle Damage		
D6	Result	Explanation
1	Crew Shaken	Cannot Shoot Until End Of Next Turn
2	Crew Stunned	Cannot Move Or Shoot Until End Of Next Turn
3	Damaged – Weapon Destroyed	Weapon Destroyed – If No Weapons Left Treat As Immobilised
4	Damaged – Immobilised	May Not Move But Weapons Can Rotate And Fire – If Immobilised Again Count As Weapon Destroyed – If Immobilised And All Weapons Destroyed Treat As Wrecked
5	Destroyed – Wrecked	All Crew Killed – Vehicle Left In Place
6	Destroyed - Explodes	All Crew Killed – Replace Vehicle With Crater. Roll D6 And All Units In Range Suffer S3 AP- Hit

Assaulted Vehicle	
Target	D6 Roll
Attacking a vehicle that is immobilised or was stationary in previous turn	Automatic hit
Attacking a vehicle that moved at combat speed in previous turn	4+
Attacking a vehicle that moved at cruising speed in previous turn	6

AP = D6 + S Of Attacker. In Close Combat All Hits Are To Rear Armour

Universal Special Rules

Counter Attack If A Unit With This Is Assaulted It Will Take A Leadership Test – If Successful All Models In Unit Get +1 Assault Bonus

Eternal Warrior Model Immune To Effect Of Instant Death

Fearless Automatically Pass All Moral & Pinning Tests

Feel No Pain On Unsaved Wound Roll D6 – 1-3 = Wound / 4-6 = Injury Ignored

Fleet Unit Can Assault In Same Turn As It Has Run

Furious Charge If Assaulted +1 To I & S

Hit & Run If Locked In Combat Can Leave Close Combat At End Of Assault Phase If Passed I Test Move 3d6"

Infiltrate Units Deployed Last And Can Go Anywhere On Board As Long As >12" From Enemy If Out Of Line Of Sight Or >18" If In Line Of Sight

Move Through Cover

Roll Extra D6 For Difficult Terrain

Relentless

Advance Whilst Firing Weapons At Full Capacity

Scouts

Deployed After Infiltrators – Must Be 12" From Enemy

Skilled Rider

Re-Roll Filed Dangerous Terrain Tests

Stealth

Cover Save Improved By +1

Stubborn

Grenades On Vehicles In Close Combat	
Defensive & Assault	4 + D6
Krak	6 + D6
Melta Bomb	8 + 2d6

All Negative Leadership
Modifiers Ignored

Tank Hunters

Add +1 To Ap Rolls And
Always Pass Morale
Check Caused By Tank
Shock

