



QUICK REFERENCE SHEET

TURN SEQUENCE

- 1 The Movement Phase
- 2 The Shooting Phase
- 3 The Assault Phase

SHOOTING SEQUENCE

- 1 Pick one of your units, check its line of sight and choose a target for it.
- 2 Check range.
- 3 Roll to hit.
- 4 Roll to wound.
- 5 Take saving throws.
- 6 Remove casualties.

ASSAULT PHASE

- 1 Move assaulting units
- 2 Defenders react
- 3 Resolve combats

ROLL TO HIT (SHOOTING)

Firer's BS	1	2	3	4	5
Score needed to hit	6	5	4	3	2

MORALE CHECKS

A unit takes a Morale check:

- If it takes 25% or more casualties in a single phase (close combat casualties do not count) – test at the end of the phase.
- If an enemy tank performs a Tank Shock attack on them – test once the tank has moved into contact.
- If it is defeated in close combat in the Assault phase – test once combat results are established. The unit's Leadership is modified by -1 for every point their side has lost the combat by.

DIFFICULT TERRAIN – EFFECTS ON MOVEMENT

Unit Type	Slowed by difficult terrain?	Dangerous Terrain test required?
Infantry	Yes	No*
Bikes	No	Yes
Jetbikes	No	Only if move starts/ends in the terrain
Monstrous creatures	Yes	No*
Jump Infantry	No	Only if move starts/ends in the terrain
Artillery	Yes	No for crew*. Yes for gun models.
Beasts & Cavalry	Yes	No*
Vehicles – Walkers	Yes	No*
Vehicles – Skimmers	No	Only if move starts/ends in the terrain
Vehicles – Other	No	Yes

* unless terrain is also categorised as dangerous

RESERVES TABLE

Turn	Unit arrives on
1	N/A
2	4+
3	3+
4	2+
5+	Automatic

COVER CHART

Cover Type	Save
• Razor wire, Wire mesh	6+
• High Grass, Crops, Bushes, Hedges, Fences	5+
• Units (friends and enemies) Trenches, Gun pits, Tank traps, Emplacements, Sandbags, Barricades, Logs, Pipes, Crates, Barrels, Hill crests, Woods, Jungles, Wreckage, Craters, Rubble, Rocks, Ruins, Walls, Buildings, Wrecked vehicles	4+
• Fortification	3+

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.
- 4 Loser Checks Morale. The loser has to pass a Morale check or fall back. If the loser passes the test, go directly to Pile In.
- 5 Sweeping Advances, Fall backs and Consolidations. Units falling back from close combat must test to see if they successfully break off, if they fail they are destroyed. The winners may then consolidate their position.
- 6 Pile In. If units are still locked in close combat, then any models not engaged are moved 6" towards the enemy to continue the fight next turn.
- 7 Pick another combat and repeat until all combats have been resolved.

TO HIT CHART (Assault)

Opponent's Weapon Skill

	1	2	3	4	5	6	7	8	9	10
Attacker's Weapon Skill	1	4+	4+	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+	4+	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+

TO WOUND CHART

Toughness

	1	2	3	4	5	6	7	8	9	10
Strength	1	4+	5+	6+	6+	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+

WEAPON TYPE SUMMARY

(not for vehicles)

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).

VEHICLE DAMAGE TABLE

D6	Result	Modifiers:
1	Crew – Shaken	Glancing Hit -2
2	Crew – Stunned	Hit by 'AP-' weapon -1
3	Damaged – Weapon Destroyed	Hit by 'AP1' weapon +1
4	Damaged – Immobilised	Target is open-topped +1
5	Destroyed – Wrecked	
6	Destroyed – Explodes!	

DEEP STRIKE MISHAP TABLE

D6	Effect
1-2	Terrible accident! The entire unit is destroyed!
3-4	Misplaced. Your opponent may deploy the unit anywhere on the table (including inside difficult terrain, which of course counts as dangerous for Deep Striking units!), in a valid Deep Strike formation, but without rolling for scatter.
5-6	Delayed. The unit is placed back in reserve. If the unit is unlucky enough that the game ends while it is still in reserve, it counts as destroyed.

VEHICLES' MOVING & SHOOTING SUMMARY CHART

	Stationary	Combat Speed	Cruising Speed	Flat Out
All (except Fast & Walkers)	All Weapons	1 Weapon*	No Weapons	N/A
Fast	All Weapons	All Weapons	1 Weapon*	No Weapons
Walker	All Weapons	All Weapons	N/A	N/A

*plus all defensive weapons.