

Command Phase
+1 CP
Resolve Rules/Actions

Movement Phase
Can move if not w/i 1" of enemy unit
If w/i 1" - must fall back as move
Reinforcements after moves Count as moved

Psychic Phase
Resolve all of each Psyker's powers before going to next
Dbl 1/6 = Perils of the Warp

Shooting Phase
Weapons cannot split targets
Designate Targets for weapons

Charge Phase
Choose unit(s) w/i 12"
Choose Targets of Charges
Enemy Overwatch for 1CP
2d6 Charge Roll - must reach all targets chosen above or failed
Enemy Heroic Intervention - Characters w/i 3"H/5"V may move 3" toward enemy models

Fight Phase
Charging units fight first
After charges, ENEMY picks 1st fight, then alternate
Any 'Fight Last' Units

Morale Phase
D6 + # of Models Lost
Result <= Ld = Passed
Result > Ld Fail. Remove one model and roll for remaining models. Roll of 1 removes model. (-1 if at half strength)
Coherecny Check - remove models out of coherecny

Psychic Breakdown
Chose Psyker, then Power.
Psychic Test
Deny the Witch Test
Resolve Power (go to top)

Shoot Breakdown
Hit Roll - BS from Statline
Wound Roll - S vs T
Allocate Wounds
Save vs Wounds Model Sv - Weapon AP Mortal Wounds = no save Invul Save ignores AP
Roll damage for unsaved Wounds
(Possible wound saves)
Inflict damage
Next Weapon

Fight phase Breakdown
Choose Unit
Pile in 3" toward closest enemy unit
Pick targets for models
Choose weapons to use
Hit Roll - WS from Statline
Wound Roll - S vs T
Allocate Wounds
Save vs Wounds Model Sv - Weapon AP Mortal Wounds = no save Invul Save ignores AP
Roll damage for unsaved Wounds
(Possible wound saves) (1 only)
Inflict damage
Consolidate 3" toward closest enemy unit



Salamanders
Promethean Cult - In Tactical Doctrine add +1 to Wound for Flame/Melta
Re-Roll 1 Wound Roll
Ignore AP -1

Weapon Types	Wound Roll
<b>Assault</b>	Can shoot if Advanced with -1 to hit
<b>Heavy</b>	-1 to hit if Infantry and unit moved
<b>Rapid Fire</b>	X2 Attacks if ½ Range
<b>Grenade</b>	1 Model can use grenade when shooting (if in range)
<b>Pistol</b>	Can fire in engagement range / Cannot be used with other weapons
<b>Blast</b>	Min 3 attacks vs unit of 6+, max attacks vs 11+ models. NEVER shoot in engagement range

Rules we forget	
Phase	Rule
All	Engagement Range - 1" Horizontal / 5" Vertical
All	Coherecny = 2"H/5"V. Unit of 6+ models must be in range of 2 other odels
All	Modifier order = DMAS. (Div,Mult,Add,Subtract then RFU)
All	Unmodified die = after re-roll
Combat	Hit/Wound Rolls never modified beyond +1/-1
Combat	Invul Save ignores AP entirely
Fight	Enemy chooses combat after charging units done
Combat	Mortal wds 'in addition' apply even if save made
Move	Strat Reserves. None on T1 / T2 6" of table edge not in enemy deployment or board edge. T3+ anywhere. NEVER w/i 9" of enemy unit. Count as moved.
All	Actions - Cannot start in engagement range or if advanced/fell back. NO AURAs during action. Move/Psyker/shoot/charge/HI fails action.
Combat	Model can fight if w/i ½" of a model w/i ½" of enemy units. No more 3 ranks of 25mm bases.
Terrain	Only Infantry/Beasts/Swarms benefit from cover
Terrain	HILLS CANNOT BE ATTACKED. :)
Saves	Once a model starts taking saves, it must continue till it dies or the combat ends. No switching units for better save vs weapons (p.221)

Space Marines	
ATSKNF	Ignore modifiers to Combat Attrition Tests
Bolter Discipline	RF Weapons x2 Att if ½ Range/Stationary or Term/Biker
Shock Assault	When Charging, charged or HI, +1 Attack
Combat Doctrines	T1 - Devastator. Hvy/Gren -1 AP
	T2 - Tactical. RF/Ass AP-1
	T3+ - Assault - Pistol/Melee AP-1

