



QUICK REFERENCE SHEET

THE MOVEMENT PHASE

SEQUENCE OF PLAY

1. Choose a unit to move.
2. Move any or all of the models in the unit up to their maximum move distance.
3. Repeat the above until movement is complete.

EMBARKING AND DISEMBARKING

Passengers may disembark before the vehicle moves. Both disembarked passengers and vehicle can then make a full normal move.

Passengers may disembark after the vehicle moves (no more than 12"). Neither disembarked passengers nor the vehicle may make further moves.

All of a unit must be embarked or disembarked.

THE SHOOTING PHASE

SEQUENCE OF PLAY

1. Choose a unit to shoot with.
2. Resolve the shooting process (see below) for the chosen unit.
3. Repeat the above until shooting is complete.

SHOOTING PROCESS

1. Choose closest target (or take Ld test).
2. Check line of sight and range.
3. Roll to hit.
4. Roll to wound.
5. Make Saving Throws.
6. Remove casualties.

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

THE ASSAULT PHASE

RESOLVE CHARGES

1. Pick a unit.
2. Declare charge with it.
3. Move the charging unit.
4. Repeat the above until all charging units have moved.

RESOLVE COMBATS

1. Pick a combat.
2. Fight Close Combat.
3. Determine Assault Results.
4. Loser Checks Morale.
5. Breaking-off and Consolidation.
6. Pile in.
7. Repeat until all combats have been resolved.

ATTACK MODIFIERS

- +1 Charge Bonus
- +1 Two Weapons

SWEEPING ADVANCE

The falling back unit and the winning unit compare their Initiative characteristic plus the roll of a D6.

A) If the falling back unit's total is higher, they break off from the combat successfully. Make a Fall Back move for the losing unit. The winners can now consolidate 3".

B) If the winner's total is **equal or greater** they catch the fleeing enemy with a sweeping advance. The falling back unit is scattered and destroyed. The winners can now consolidate D6".

DIFFICULT TERRAIN – EFFECTS ON MOVEMENT

Unit Type	Slowed by difficult terrain?	Dangerous Terrain test required?
Infantry	Yes	No *
Bikes	No	Yes
Jetbikes	No	No if passing over. Yes if passing through
Monstrous creatures	Yes	No *
Jump Infantry	No	Yes if move ends in the terrain
Artillery	Yes	No for crew *. Yes for gun models.
Beasts & Cavalry	Yes	No *
Vehicles – Walkers	Yes	No *
Vehicles – Skimmers	No	No, always pass over it.
Vehicles – Other	No	Yes

* unless terrain is categorised as dangerous

NON-VEHICLE WEAPON TYPE SUMMARY

Weapon Type	Moving and Firing	Firing and Charging
Pistol	Can move and fire once, or remain stationary and fire twice.	May fire once in the Shooting phase and then charge 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 move in the Assault phase 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 charge the same enemy unit in the Assault phase.
Heavy	Cannot move and fire.	Unit may not move in the Assault phase if the weapon was fired in the Shooting phase (unless allowed to by a special rule).



VEHICLES MOVING & SHOOTING SUMMARY

Type	Stationary	Up to 6"	Up to 12"	More than 12"
Any vehicle that is neither Fast nor a Walker	All main and defensive weapons OR 1 ordnance weapon OR 1 ordnance barrage weapon	1 main weapon and all defensive weapons OR 1 ordnance weapon	No weapons	Not applicable
Fast Vehicle	All main and defensive weapons	All main and defensive weapons	1 main weapon and all defensive weapons	No weapons
Walker	All main and defensive weapons OR 1 ordnance weapon OR 1 ordnance barrage weapon	2 main or defensive weapons OR 1 ordnance weapon	Not applicable	Not applicable

FIRING TEMPLATE WEAPONS

- 1. Place the Template.
- 2. Determine how many models are hit.
- 3. Roll to wound, make Armour Saves and remove casualties or roll armour penetration and resolve glancing/penetrating hits against vehicles.

FIRING ORDNANCE OR BARRAGE WEAPONS

- 1. Place Blast Marker so that the blast marker's hole is centered on an enemy model.
- 2. Check range and line of sight.
- 3. Roll Scatter.
- 4. Determine how many models are hit.
- 5. Roll to wound, make Armour Saves and remove casualties or roll armour penetration and resolve glancing/penetrating hits against vehicles.

FIRING BLAST WEAPONS

- 1. Roll to hit. If a hit occurs place the blast marker so that the blast marker's hole is centered on an enemy model, within range and line of sight.
- 2. Determine how many models are hit.
- 3. Roll to wound, make Armour Saves and remove casualties or roll armour penetration and resolve glancing/penetrating hits against vehicles.

WHO IS HIT?

Models entirely covered by a blast marker or template, or partially covered by a template, are automatically hit.

Models partially covered by a blast marker or large blast marker are hit on a D6 score of 4+.

SCATTER DISTANCE

Roll 1D6 normally, 2D6 if firing ordnance from a moving vehicle, 2D6 if firing a barrage indirectly. Take the highest score.

ARMOUR PENETRATION

If the total of the **weapon strength + D6** is **equal** to vehicle armour value this is a **glancing hit** (unless the weapon firing is **AP1**, in which case it is a penetrating hit).

If the total of **weapon strength + D6** is **greater** than the vehicle armour then this is a **penetrating hit** (unless the weapon firing is **AP-**, in which case it is a glancing hit).

VEHICLE DAMAGE RESULTS

GLANCING HIT

D6	Result
1-2	Crew shaken
3	Crew stunned
4	Armament destroyed
5	Immobilised
6	Vehicle destroyed!

PENETRATING HIT

D6	Result
1	Crew stunned
2	Armament destroyed & Crew stunned
3	Immobilised & Crew stunned
4	Vehicle destroyed!
5	Vehicle destroyed!
6	Vehicle explodes!

ORDNANCE PENETRATING HIT

D6	Result
1	Crew stunned
2	Armament destroyed & Crew stunned
3	Immobilised & Crew stunned
4	Vehicle destroyed!
5	Vehicle explodes!
6	Vehicle annihilated!

MORALE CHECKS

A unit takes a Morale check:

- A) If it takes 25% or more casualties from shooting in the turn – test at the end of the Shooting phase.
- B) If it is defeated in close combat in the Assault phase – test once combat results are established.
- C) If an enemy unit performs a Tank Shock attack on them – test once the vehicle has moved.

Leadership modifiers

- 1 If the unit is below 50% of its starting strength.
 - 1 If the losing side is outnumbered by its opponents.*
 - 2 If the losing side is outnumbered 2:1 or more.*
 - 3 If the losing side is outnumbered 3:1 or more.*
 - 4 If the losing side is outnumbered 4:1 or more.*
- * These modifiers only apply to units defeated in close combat. Use only the highest of these modifiers.

COVER SUMMARY

Cover Type	Cover Save	Terrain Height range
Bushes, High Grass		
Crops, Fences, Railings.	6+	Size 1/2
Crates, barrels, pipes, logs, jungles, partial cover from hill crests, woods.	5+	Size 1/2/3
Wrecks, vehicles, wreckage, rubble, rocks, emplacements, trenches, ruins, gun pits, craters, walls, buildings.	4+	Size 2/3
Bunkers, fortified buildings.	3+	Size 2/3

ASSAULT – TO HIT CHART

		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+	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+

DAMAGE CHART

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

