

Turn

Each turn contains the following steps:

- Gunnery 1
Trigger Hex effect(if hex effect was fired in a hex you were standing)
Apply damage
- Movement 1
Pre assault retreat
Trigger hex effect (including all units in contested hexes)
Pre assault abilities
- Assault 1
Post assault retreat
Trigger hex effect
Apply damage
- Movement 2
Pre assault retreat
Trigger hex effect (including all units in contested hexes)
Pre assault abilities
Apply damage
- Assault 2
Post Assault retreat
Trigger hex effect
Apply damage
- Movement 3
Pre assault retreat
Trigger hex effect (including all units in contested hexes)
Pre assault abilities
Apply damage
- Assault 3
Post assault retreat
Trigger hex effect
Apply damage
- Gunnery 2
Trigger Hex effect(if hex effect was fired in a hex you were standing)

Apply damage

- Agony 0 (major acid, terror)
- Agony 1 (minor acid)
- Agony 2 (fire)
- Agony 3 (poison)
- Agony 4 (bleeding)
- Aftermath (remove smoke, etc.)

Terror[N]: roll a dN versus psychic damage of everyone within range.

Acid:

1: degrade to minor acid, 2: 2: +1 to future damage, 3: as 2 as 2, and place a poison & acid cloud [4, minor](4+) at hex.

4: As 3, and if unit has armor, it is reduced by 1 (all directions)

5 : As 6 and unit is set on fire.

6 : Roll twice on this table.,

Minor Acid: 1-2: remove minor acid token 3+: +1 to future damage

Fire: 1: remove fire token, no damage 2+: ignore armor, take fire damage equal to the die roll

Bleeding: 1: remove bleed token, no damage. 2+: Ignore armor, take bleed damage equal to the die roll. Ps! bleed damage do not cause more bleeding.

Poison[N]: dN poison damage. Reduce poison one die step (12, 10, 8, 6, 4, 0)

| Terrain | |
|-------------------------|---|
| Clear | No modifiers |
| Mountains | 2 movement points up, 1 down. 2 high level, level 2 blocking terrain. |
| Hills | 2 movement points up, 1 down. 1 high level, level 1 blocking terrain. |
| Forest | 2 movement points to enter for vehicles, 1 for all other things. Level 0 blocking terrain |
| Burned Forrest | Level 0 blocking terrain |
| Ruins | 1 movement points to enter. Does not block line of sight |
| Rough | 1 movement points to enter. Does not block line of sight |
| Sand Dunes | 2 movement point to enter. Level 0 blocking terrain |
| <i>Advanced terrain</i> | |
| Swamp | 1 movement point to enter for medium and smaller, +1/+2 movement points to enter for large/huge size Units with track or wheel in description may get stuck, at 1 or 2 on a d6, the unit cannot move this movement step, regardless of order Does not block line of sight |
| Building | 2 movement points to enter for infantry, any other type cannot enter without a special rule |
| Level 0 | blocking terrain. |
| Road | If moving from a road to another hex with road, movement always cost 1. |
| Smoke | Blocks line of sight Removed in aftermath. (place two smoke markers, remove 1 in each aftermath) |
| River | +1 movement point to enter |
| Water | 1 movement point to enter for ships, floating or flying (and can only be entered while flying). Cannot be entered by any other way. |

| | to hit, | to be hit | special |
|----------------|---------|-----------|---|
| <i>Speeds</i> | | | |
| Stand still | +1 | +1 | |
| Crawling | +1 | +1 | |
| Rest | +1 | +1 | |
| Setup speed | +1 | +1 | |
| Slow | 0 | 0 | |
| Fast | -1 | -1 | |
| Flying | -1 | -1 | (stacks with speed) |
| <i>Terrain</i> | | | |
| Smoke | -1 | -1 | |
| Forrest | 0 | -1 | Grants Evation(6+) for any medium or smaller unit |
| Burned Forrest | 0 | -1 | Grants Evation(6+) for any medium or smaller unit |
| Building | 0 | -1 | Grants Evation(6+) for any medium or smaller unit |
| Ruins | 0 | -1 | Grants Evation(6+) for any medium or smaller unit |
| Rough Terrain | 0 | -1 | Grants Evation(6+) for any medium or smaller unit |
| Sand Dunes | 0 | -1 | Grants Evation(6+) for any medium or smaller unit |

| | to hit, | to be hit | special |
|-------------------------|---------|-----------|--|
| <i>Orders</i> | | | |
| Aim | +2 | 0 | (aim bonus last 1 round. If not applied next turn) |
| <i>Range</i> | | | |
| Point-Blank | +1 | 0 | (range =1) |
| Normal range | 0 | 0 | (within weapon range) |
| Long range | -1 | 0 | (within max x2 of weapon range) |
| <i>Angle</i> | | | |
| On-edge of firing-angle | -1 | 0 | |
| <i>Size</i> | | | |
| HUGE | 0 | +1 | |
| <i>unit abilities</i> | | | |
| Good Shot | +1 | 0 | |
| Excellent Shot | +2 | 0 | |
| Superb Shot | +3 | 0 | |
| Bad Shot | -1 | 0 | |
| Steady | +1 | +1 | |
| Camouflage[terrain] | 0 | -1 | when unit is in given terrain |
| Take Cover[speed, -N] | 0 | -N | When in given speed, stacks with speed. Improves Evasion(+1) |
| Optimal at point blank | +1 | 0 | Firing at enemies at point blank range only |
| <i>Weapon abilities</i> | | | |
| Enhanced Accuracy | +1 | 0 | |

| | AP, | Damage | special |
|--------------|-----|--------|---------------------------------|
| <i>Range</i> | | | |
| Long Range | -1 | -1 | (within max x2 of weapon range) |
| Normal Range | +0 | +0 | (within weapon range) |
| Point Blank | +1 | +1 | (Range=1) |

| damage modifier | |
|-------------------------|--|
| <i>armor</i> | |
| Blocked by armor | $-\infty$ |
| Partly blocked by armor | -3 |
| Penetrated armor | 0 (some weapons grants you +3 here) |
| <i>previous results</i> | |
| Previous damage | +1 per token |
| <i>range</i> | |
| Long range | -1 |
| Normal range | 0 |
| Point Blank | +1 |
| <i>Unit resistances</i> | |
| XXX Resistance N | -N if damage type matches resistance. (damage type is regular if unspecified) |

Movement/order Initiative: (highest on the list makes choices last with regard to ambiguous orders)

Elf
Dark-Elf
Dwarf
Ork

Assault tie-breaker (wins ties, and chooses how to conduct assault if it is ambiguous)

Dark_Elf
Ork
Dwarf
Elf