

Turn

Each turn contains the following steps:

- Gunnery 1
Apply damage
- Trigger hex effect
Movement 1
Pre assault retreat
Pre assault abilities
- Assault 1
Post assault retreat
Apply damage
- Trigger hex effect
Movement 2
Pre assault retreat
Pre assault abilities
- Assault 2
Post Assault retreat
Apply damage
- Trigger hex effect
Movement 3
Pre assault retreat
Pre assault abilities
- Assault 3
Post assault retreat
Apply damage
- Gunnery 2
Apply damage

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

Trigger Hex effects: roll a d12 per model. At a 12, the unit is effected.

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

Acid:

- 1: degrade to minor acid,
- 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]:

Ignore armor, dN poison damage. If no model removed, reduce poison one die step (12, 10, 8, 6, 4, 0). Else remove poison.

	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 still, slow and fast)
<i>Terrain</i>			
Smoke	-1	-1	
Forrest	0	-1	
Burned Forrest	0	-1	
Building	0	-1	
Ruins	0	-1	
Rough Terrain	0	-1	
Sand Dunes	0	-1	
<i>Orders</i>			
Aim	+2	0	(aim bonus last 1 round.)
<i>Range</i>			
Point-Blank	+1	0	(range =1)
Normal range	0	0	(within weapon range)
Long range	-2	0	(within max x2 of weapon range)
<i>Angle</i>			
On-edge of firing-angle	-1	0	
<i>Size</i>			
Tiny	0	-1	
HUGE	0	+1	
<i>unit abilities</i>			
Good Shot	+1	0	
Excellent Shot	+2	0	
Superb Shot	+3	0	
Bad Shot	-1	0	
Terrible shot	-2	0	
Bad at long range	-2	0	To-hit penalty at long range.
Steady	+1	+1	
Camouflage[terrain]	0	-1	when unit is in given terrain
Take Cover[speed, -N]	0	-N	When in given speed.
Elusvie[speed, -N]	0	-N	When in given speed
Optimal at point blank	+1	0	Firing at enemies at point blank range only
<i>Weapon abilities</i>			
Enhanced Accurazy	+1	0	

	AP	Damage	special
<i>Range</i>			
Long Range	Half(rounded down)	-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 chooses last with regard to ambiguous orders)

Elf
Dark Elf
Dwarf
Gnome
Ork

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

Dark Elf
Ork
Dwarf
Elf
Gnome

Special Team and Unit abilities

General

Cunning Assault[1 for N]

For each N assault successes assigned to one vehicle (model with type vehicle) in assault (assault damage and supporting hits), add +1 to all future damage token to that with the vehicle type. If you manage to inflict two or more +1 to future damage this way, the enemy is shaken.

Orks

Reroll Assault[N] Each natural 6 rolled in assault count as 2 hits. Further, any natural 6 rolled in assault lets you reroll N dice per wave of rerolls. Thus N may never be greater than the number of dice you have left. If any of the rerolled dice results in a natural 6, reroll again with a new wave of rerolls.

Dwarfs

Endurance tokens Endurance tokens may be spend in the following way:

- Spend one endurance token to replace 'kill 1 model' with 'bleed[4]'. (note that you may spend another token if the result of the bleed damage is 'kill 1 model'. Note that the original bleed[4] is removed when you get the 'kill 1 model', and it is then replaced with a fresh bleed from you other use of the endurance token).
- After loosing an assault, you may spend one endurance token AND take a d6 psycic damage. If you are not shaken afterward infantry base gains Stuborn.
- If you also have the trenchcoat of resistance equipment you may spend one token to reroll any result of poison damage

Heal(N, unit, phase)

N: a number \ Unit: self or any unit in same hex \ Phase: Either first or second healing phase\

Healing only works on biological units. You have N points to spend on the following actions:

- Degrade one poison token one step. (ie. d6 becomes d4 (d4 are removed)). Cost 1.
- Degrade one bleeding token one step. (ie d6 becomes d4 (d4 are removed)). Cost 1.
- Remove one +1 to future damage token. Cost 1.
- Neutrilize one minor acid. Cost 1.
- Degrade one acid to minor acid. Cost 2.
- Extinguish one fire. Cost 2.
- Neutrilize one poison token: Cost 3.
- Remove one bleeding token: Cost 3.

Repair(N, unit, phase)

N: a number \ Unit: self or any unit in same hex \ Phase: Either first or second healing phase\

Repear do not work on biological units. You have N points to spend on the following actions:

- Remove one +1 to future damage token. Cost 1.
- Neutrilize one minor acid. Cost 1
- Remove 1 shaken token to any non-biological unit. Cost 1
- Degrade one acid to minor acid. Cost 2.
- Extinguish one fire. Cost 2.
- Remove 1 crittical damage effect. Cost 3.