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/repear 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.)

Phase	Name	Effect
Agony 0	Acid	* see below \
	Terror[N]	Roll dN psychic damage for everyone within specific range
Agony 1	Minor Acid	1-2: remove minor acid, 3-4: +1 on future damage
Agony 2	Fire	1: no damage, stop burning, 2+: do fire damage
Agony 3	Poison[N]	roll dN poison damage, downgrade poison one step
Agony 4	Bleeding[N]	Roll dN. 1: stop bleeding, 2+ do damage
Aftermath	Remove	Remove 1 shaken token, cloud marker etc.

Poison damage: Applies ONLY to biological units! Apply damage to regular damage table, but apply poison resistances if any. Ignores armor. +1 future damage applies to poison damage as well.

Fire damage: Apply damage to regular damage table, but apply fire resistances if any. Ignores armor. +1 future damage tokens applies to fire damage as well.

Bleeding damage: Ignore armor, apply + to future damage if any, roll on regular damage table.

Psychic damage: Only applies to units with a psychic damage table. Ignore regular + to future damage

Crew damage: Only applies to units with a crew damage table. Apply only + to future crew damage

Any other special damage: only applies to units with given special damage table

Acid:

Roll d6:
at 1, downgrade to minor acid
at 2: +1 to future damge
at 3: As 2, and place a poison & acid cloud [4, minor] at hex
at 4: As 3, and if unit has armor, it is reduced by 1 (all directions)
at 5: As 4, and unit is set on fire at 6: roll twice on this table.

	to hit,	to be hit	special
Speeds			
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)
Terrain			
Smoke	-1	-1	
Forrest	0	-1	
Burned Forrest	0	-1	
Building	0	-1	
Ruins	0	-1	
Rough Terrain	0	-1	
Sand Dunes	0	-1	
Orders			
Aim	+2	0	(aim bonus last 1 round.)
Range			
Point-Blank	+1	0	(range =1)
Normal range	0	0	(within weapon range)
Long range	-2	0	(within max x2 of weapon range)
Angle			
On-edge of firing-angle	-1	0	
Size			
Tiny	0	-1	
HUGE	0	+1	
unit abilities			
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
Weapon abilities			
Enhanced Accurazy	+1	0	

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

Unit abilities

Take Cover[speed, -N]

When unit is in given speed the unit is considered taking cover and gets -N to be hit, as indicated by to-hit table. Whenever this condition apply, AND unit is in cover-providing terrain, also gain the Evasion[-1] trait.

Forward Position[N]

At setup this unit may setup up to N hexes away from normal setup area.

Terror[range=n][dN]

In agony 0, roll a dN psychic damage on any enemy unit within range of this unit. Any Shaken enemy units engaging a unit with Terror in assault rolls only half the number of dice (rounded down) for the assault (assault deflection is not affected). Your enemy chooses which dice to remove if they represent different attacks.

Cunning Assault[1 per N]

May be used instead of regular assault damage against a vehicle. 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 whith the vehicle type. If you manage to inflict two or more +1 to future damage this way, the enemy is shaken.

Thus, for example if you hit the an enemy with a unit which have Cunning Assault[1 per 2] 4 times, you will add two +1 to future damage tokens and the enemy is shaken.

This represent any cunning way to take out heavily armored units in assaults, where regular hits would do little damage.