

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 (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 affected.

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, and place a poison cloud [4] at hex. In addition, all units in hex gains minor acid.
- 4: as 3, and if unit has armor, it is reduced by 1 (all directions)
- 5: as 4 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
reduce damage by fire-resistance of unit if any.

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). If one or more models were killed, remove poison. Reduce damage by poison-resistance of unit if any.

	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	
Forest	0	-1	
Burned Forest	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
Elusive[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 grant 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
Gnome
Ork

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

Dark Elf
Ork
Dwarf
Elf
Gnome

General Abilities

Cunning Assault[1 for N]

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

Orks Abilities

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, up to the maximum equal to 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. You may reroll both assault and assault deflection dice, but only assault dice give further rerolls.

Dwarfs

Endurance tokens

Endurance tokens may be spent 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’. Do not roll for this bleed token during this agony phase).
- After losing an assault, you may spend one endurance token AND take a d6 psychic damage. If you are not shaken afterward infantry base gains Stubborn.
- 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. (i.e. d6 becomes d4 (d4 are removed)). Cost 1.
- Degrade one bleeding token one step. (i.e. d6 becomes d4 (d4 are removed)). Cost 1.
- Remove one +1 to future damage token. Cost 1.
- Remove one minor acid token. Cost 1.
- Degrade one acid to minor acid token. Cost 2.
- Remove one fire token. Cost 2.
- Remove 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

Repair 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.
- Remove one minor acid token. Cost 1
- Remove 1 shaken token of any non-biological unit. Cost 1
- Degrade one acid to minor acid. Cost 2.
- Remove one fire token. Cost 2.
- Remove 1 critical damage effect. Cost 3.