

Turn

Each turn contains the following steps:

- Gunnery 1
Apply damage

Trigger hex effect

- Movement 1

Pre-assault retreat/abilities
Pre-assault abilities

- Assault 1

Post-assault retreat
Apply damage

Trigger hex effect

- Movement 2

Pre-assault retreat/abilities

- Assault 2
Post-Assault retreat
Apply damage

Trigger hex effect

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

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

Phase	Name	Effect
Agony 0	Acid Terror[N]	* see below \
Agony 1	Minor Acid	Roll dN psychic damage for everyone within specific range
Agony 2	Fire	1-2: remove minor acid, 3-4: +1 on future damage
Agony 3	Poison[N]	1: no damage, stop burning, 2+: do fire damage
Agony 4	Bleeding[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 damage

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.

Hex-based effect.

Hex-based effects are triggered in all 'trigger hex-based effects' steps (before any movement in all movement phases). When placing Clouds, smoke or fire on a hex for the first time, place two markers of the given type. Otherwise, place only one. Hex based effects are not cumulative. However, the effect of acid, fire and poison on units are cumulative with both itself and each other. In case of poison clouds with different strength, apply the strongest if overlapping.

Follow the instructions for each hex based effect

Poison Cloud [N]

Area(6+): roll 1 die per model in hex. At 6+, apply a poison[N] to target, and do dN in crew damage.

Note that poison only applies to biological units, while crew damage only applies to units with crew damage table. (usually this means a unit takes either poison OR crew damage)

Acid Cloud [Minor]

Area(6+) roll 1 die per model in hex. At 6+ place a minor acid on the unit base.

For movement and line	of sight, see table below:
Clear	No modifiers
Mountains	2 movement points up, 1 down. 2 height level, level 2 blocking terrain.
Hills	2 movement points up, 1 down. 1 height level, level 1 blocking terrain.
Forest	2 movement points to enter for vehicles, 1 for all other things. Level 0 blocking terrain
Burned Forest	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	
Forest	0	-1	Grants Evasion(-1) for take cover
Burned Forest	0	-1	Grants Evasion(-1) for take cover
Building	0	-1	Grants Evasion(-1) for take cover
Ruins	0	-1	Grants Evasion(-1) for take cover
Rough Terrain	0	-1	Grants Evasion(-1) for take cover
Sand Dunes	0	-1	Grants Evasion(-1) for take cover
<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, evasion in some terrains
Elusvie [speed, -N]	0	-N	
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	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)

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.

Evasion[-1]

Modified the success of an area of effect. For example, an Area(5+) effect will no be an Area(6+) effect. Furhter, an Area(6+) will now be an Area(7+), where you use the open ended d6 rules to get 6.

Forward Position[N]

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

Pre-Assault retreat[N+]

In pre-assault phase you may roll a die. At N+ you may retreat before the assault starts. Treat this as a regular retreat but give or take no assault damage. If speed is currently at stand-still it becomes slow afterwards. This ability may only be used if the hex retreating into neither becomes overcrowded, is an illegal hex or contain enemies.

The unit base have this ability if at least one model in the unit has this special ability.

Stubborn

After losing an assualt, if you occupied the hex you were fighting over in an assault before the assault, you never retreat. Repeat the assault instead, until you either win or die.

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.

Fear[N]

In pre-assault phase, roll a dN on psychic damage for each enemy unit base which has a psychic damage table (ignore armor and regular damage modifiers). Any Shaken enemy units engaging a unit with Fear 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]

For each N assault successes assigned to one unit-base (from sources with this ability), do one light damage[d6].

Thus, for example Cunning Assault[1 per 2] would allow you to do d6 light damage if you hit it the unit two times, in addition to the regular damage. Note however, that light damage only does damage versus unit with a light damage table (vehicles only).

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

Reroll Assault N

For each 6 you get in assault, you may reroll up to N assault or assault deflection dice. All rerolled dice have to be rolled in one go (thus you may not reroll one die more than once). However, if get another 6 in the assault dice, repeat the process.

Ork Assault

Each 6 in assault counts as two successes.