

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.)
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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 Evasion(-1) for any unit with take cover bene
Burned Forrest	0	-1	Grants Evasion(-1) for any unit with take cover bene
Building	0	-1	Grants Evasion(-1) for any unit with take cover bene
Ruins	0	-1	Grants Evasion(-1) for any unit with take cover bene
Rough Terrain	0	-1	Grants Evasion(-1) for any unit with take cover bene
Sand Dunes	0	-1	Grants Evasion(-1) for any unit with take cover bene

	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. grants evasion(-1) in s
Elusvie[speed, -N]	0	-N	
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 choices 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