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.)

Terror[N]: roll a dN versus psycic 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+: ignor 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 poiosn one die step (12, 10, 8,6,4, 0)

For movement and line	of sight, se table below:
Clear	No modifiers
Mountains	tracked and wheeled: cannot enter
Hills	Level 1 blocking terrain
Forest	walks: enter freely, tracked and wheeled: enter at 2+
	Level 0 blocking terrain
Burned Forrest	Level 0 blocking terrain
Ruins	Does not block line of sight
Rough	Does not block line of sight
Sand Dunes	ELevel 0 blocking terrain
Advanced terrain	
Swamp	medium and smaller enter and exit freely.
	large and huge: enter at 2+
	Units with track or wheel in description may get stuck,
	exit: 3+
	Does not block line of sight
Building	Infantry enter freely
	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 is always freely.
Smoke	Blocks line of sight
	Removed in aftermath. (place two smoke markers, remove 1 in each aftermath)
River	???
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
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	Grants Evation(-2) with take cover benefit
Burned Forrest	0	-1	Grants Evation(-2) with take cover benefit
Building	0	-1	Grants Evation(-2) with take cover benefit
Ruins	0	-1	Grants Evation(-2) with take cover benefit
Rough Terrain	0	-1	Grants Evation(-2) with take cover benefit
Sand Dunes	0	-1	Grants Evation(-2) with take cover benefit
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)

Movement/order Initiative: (highest on the list makes choises last with regard to ambigious orders)

Elf
Dark Elf
Dwarf
Gnome
Ork

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

Dark Elf
Ork
Dwarf
Elf
Gnome

Special Team abilities

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

Endurence tokens Endurence tokens may be spend in the following way:",

- Spend one endurence 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 endurence token).
- After loosing an assault, you may spend one endurence 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.