

File

(New,
Load,
Save,
Print,
Etc.)

Choose Army

Simulate Combat

- Changes to simulation view

Add Unit:

Cascade Menu with unit types:
(Defaults to HQ Units:)

- List of available units and important stats (point cost, strength, etc.)

Select Unit button → When clicked, allows unit modification

Displays unit stats in Unit Stats section

Disables unit selection

Unit Stats:

Name, point cost, strength, toughness, armor save, ballistics skill, weapon skill...

Unit Modifications

Cascade Menu of types of unit mods (different weapons, armor, equipment)

- List of modifications with

For weapons, Name, point cost, range, strength, special rules
(twin-linked, rending...)

For armor, Name, point cost, armor save change, cover save change,
special rules (Have no fear, It will not die...)

For equipment, Name, point cost, Changes to unit (eg str +1), limitations,
special rules associated with it (e.g. scouting, marker...)

Add Unit button

Simulate unit button

- Changes to simulation view with current stats

Current Army List (separated by unit type, allows custom name of army, displays
total point cost)

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Choose Army

- Changes to Army Builder view

Simulate Combat

Own/Friendly Unit

- Can be imported from Army Builder
- Displays unit stats
 - Spin box for all the stats for ease of changes

Enemy Unit

- Displays unit stats
 - Spin box for all the stats for ease of changes

**Number of times for simulation
(spin box)**

Image of units with simulation type

- Chainswords and axes for melee (vs vicious Orks)
- Bolt guns for ranged (vs cowering Orks)

**Simulate Ranged button
(clicking makes a window
asking for enemy range)
(sound plays of gunfire)**

Simulation results window

- Most probable outcome

**Simulate Melee button
(sound plays of sword fighting)**

List of all outcomes

- % chance of outcome happening

Return to Army Builder button