Attack: An attack is either a ranged attack or melee attack depending on the weapon type used to make the attack

Armor Saving Throw: An armor saving throw is a saving throw made using a models save characteristic

Armor Penetration (AP): A weapons ability to penetrate the armor of the target, expressed on the units data sheet as “AP” in the weapons stat line

Damage Roll: The roll made to determine the amount of damage caused to a target

Feel No Pain: A saving throw rolled after armor saves are taken but before damage is finalized, examples include an Apothecaries aura ability

Hits: The successful number of attacks

Invulnerable Saving Throw: A saving throw that can not be modified by anything other than niche special rules, examples include saves granted by storm shields, Iron halos or refactor shields

Random Damage: some weapons use a d3 or d6 for their damage, making the result random. Common examples are melta weapons 1d6+2 or a dreadnoughts close combat weapon 1d3+3

Skill: This is a statistic found on your unit's datasheet, listed under the heading WS or BS. This number is expressed as a "X+" with X being a result on a six sided dice. This represents the minimum result required to successfully hit a target with a ranged weapon (Ballistic Skill) or a melee weapon (Weapon Skill)

Strength: A weapon or model stat that determines how powerful their attacks are, expressed on the data sheet as “S”, and can be modified based on the weapon used. For example a melee weapon may have “+3” listed as its Strength meaning the weapons total strength is the models base +3 for the weapon

Toughness: A model's durability, expressed on the sheet as “T”.

Wounds: The successful hits that are converted into wounds that the enemy must make their armor or invulnerable saves against