

COMMAND

1. COMMAND
2. BATTLE-SHOCK

Gain **1CP**
Resolve any relevant rules

If unit below half-strength:
 • **Battle-shock test:** Pass if $2D6 \geq Ld$. If fail, unit battle-shocked.

Battle-shocked:

- $OC = 0$
- **Fall Back** → **Desperate Escape test** for every model
- Cannot be affected by friendly **Stratagems**

Desperate Escape test:

1. Roll D6, if 1-2, one model is destroyed

MOVEMENT

1. MOVE UNITS
2. REINFORCEMENTS

Move: Up to M
Advance: $M + D6$, cannot shoot or charge
Fall Back: Up to M , cannot shoot or charge. If model moves over enemy models → **Desperate Escape test**

Measure horizontal distance.
Counts as having made a normal move.

SHOOTING

1. SELECT UNIT
2. SELECT TARGET(S)
3. MAKE ATTACKS
4. REPEAT

1. **Hit Roll:** Hit if $D6 \geq BS$.
Unmodified 6 always succeeds, 1 always fails
2. **Wound Roll:** Roll D6, see Wound Roll table.
Unmodified 6 always succeeds, 1 always fails
3. **Allocate Attack:** **Opponent allocates**
4. **Saving Throw:** **Opponent rolls:** Save if $D6 + AP \geq Sv$
5. **Inflict Damage:** Weapon D

CHARGE

1. SELECT UNIT
2. SELECT TARGET(S)
3. MAKE CHARGE ROLL
4. MAKE CHARGE MOVE
5. REPEAT

Pass if $2D6 \geq$ distance to target's Engagement Range

Attacker S vs. Target T	Pass if D6 ≥
$S \geq 2 \times T$	2
$S > T$	3
$S = T$	4
$T > S$	5
$T \geq 2 \times S$	6

FIGHT

1. SELECT UNIT
2. PILE IN
3. SELECT WEAPON
4. SELECT TARGETS
5. MAKE ATTACKS
6. CONSOLIDATE

Move up to 3"

1. **Hit Roll:** Hit if $D6 \geq WS$
Unmodified 6 always succeeds, 1 always fails
2. **Wound Roll:** Roll D6, see Wound Roll table.
Unmodified 6 always succeeds, 1 always fails
3. **Allocate Attack:** **Opponent allocates**
4. **Saving Throw:** **Opponent rolls:** Save if $D6 + AP \geq Sv$
5. **Inflict Damage:** Weapon D

Fight order:
 1. Fights First ability or made a Charge move
 2. Remaining Combats