COMMAND

1. COMMAND
2. BATTLE-SHOCK

Both players gain **1CP**
Resolve any relevant rules

If unit below half-strength:
- **Battle-shock test**: Pass if 2D6 ≥ *Ld*. If fail, unit battle-shocked. See next page.

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. See rules for full details. 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 ≥ *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*| ≥ *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 ≥ distance to target's Engagement Range

- Gain temporary Fights First ability until the end of turn
- Must move base-to-base with enemy if possible.

Attacker S vs. Target T	Pass if D6 ≥
S ≥ 2×T	2
S > T	3
S = T	4
T > S	5
T ≥ 2×S	6

FIGHT

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

Move up to 3". Must move base-to-base with enemy if possible. See full rules for specifics.

1. **Hit Roll**: Hit if D6 ≥ *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*| ≥ *Sv*
5. **Inflict Damage**: Weapon *D*

Units fight in two steps:
1. Units with Fights First ability
2. Remaining units
Both players fight in turns, with opponent starting in each step if possible

- ***WEAPON ABILITIES:***
- **Assault**: Can shoot even if Advanced
- **Rapid Fire 'x'**: Increase A by 'x' when Target unit within half range
- **Pistol**: Can shoot even when within Engagement Range
- **Ignores Cover**: Target cannot have Benefit of Cover
- **Torrent**: Hits automatically
- **Twin-Linked**: Can re-roll Wound Roll
- **Lethal Hits**: Critical Hit automatically Wounds
- **Lance**: If bearer made a Charge move, add 1 to Wound Roll
- **Indirect Fire**: Can target units not visible to the attacker. If target not visible, -1 to Hit Roll and the Benefit of Cover against the attack
- **Precision**: Attacker can allocate attack to a Character model in an Attached unit.
- **Blast**: Add 1 to A for every five models in the target unit. Cannot attack if friendly units withing Engagement Range of the target
- **Melta 'x'**: Increase D by 'x' when target withing half range
- **Heavy**: Add 1 to Hit Roll if bearer Remained Stationary
- **Hazardous**: After attack, make Hazardous test (see right panel)
- **Devastating Wounds**: Critical Wounds (unmodified 6) causes Mortal Wounds equal to D
- **Sustained Hits 'x'**: Each Critical Hit (unmodified 6) gives 'x' additional hits
- **Extra Attacks**: Can attack with this weapon in addition to any other weapon(s)
- **Anti-KEYWORD 'x+'**: Unmodified Wound Roll of 'x+' against KEYWORD gives Critical Wound

Battle-shocked:
- *OC* = 0
- **Fall Back → Desperate Escape test** for every model
- Cannot be affected by friendly Stratagems
- Lasts until your next Command Phase

Desperate Escape test:
1. Roll D6, if 1-2, one model is destroyed

Hazardous test:
1. Roll D6, if 1, destroy one model with Hazardous weapon
     If Character, Monster or Vehicle, suffer 3 mortal Wounds instead