



Reference Sheet

Version 1.2

MOVING PHASE

MOVING INFANTRY

Unit models may move up to 6" during the Movement phase. They must maintain a 2" coherency once movement is complete, or must move into coherency at first opportunity.

TERRAIN

Difficult Terrain: When starting from or moving into difficult terrain, roll 2d6. Unit may move highest number.

Dangerous Terrain Test: If moving through dangerous terrain, roll 1d6 per affected model. On a 1, model receives 1 wound, with no armor or cover saves.

FALLING BACK

Units must make a Fall Back move immediately after failing a Morale test, and during each Movement phase until the unit regroups or is destroyed. Unit moves 2d6" towards own table edge (ignore difficult terrain, but not dangerous terrain). Unit may not Go to Ground and automatically passes Pinning tests. Unit may shoot or run toward own table edge. Unit may not launch assaults. If an assault is declared against the unit, it must pass a Regroup Test or be destroyed. Unit fails all other Morale tests.

REGROUPING

A Falling Back unit may attempt to regroup at the beginning of its movement phase, provided it is not below 1/2 strength, there are no enemies within 6", and the unit is in coherency. There are no limitations if the unit is being assaulted. Unit must pass a Ld test to regroup:

Success: Unit may move 3"

(disregard difficult terrain, but not dangerous terrain) and may not move further that phase.

Failure: Unit continues to Fall Back.

SHOOTING PHASE

RUNNING

Units may move 1d6" instead of shooting.

WHO MAY SHOOT

Units may shoot if they did not run, are not engaged in close combat, and have not Gone to Ground. If any model in the unit moved, Rapid Fire weapons may only shoot up to 12" (twice) and Heavy weapons may not shoot.

SHOOTING SEQUENCE

1. Select Attacker and Target; Check LOS

2. Check Range

3. Roll to Hit

Models with LOS and in range may fire. Roll 1d6 for each shot fired. Shot hits if roll is greater than or equal to 7-firer's BS. 1 misses.

4. Roll to Wound

For each hit roll 1d6 on the To Wound chart.

5. Target may Go to Ground

Unit gains +1 to cover saves (6+ if in open terrain). May not move, shoot, or assault until end of its next turn; will fight back if assaulted (attackers suffer no assaulting through cover penalty); may take Morale tests; will return to normal if Falling Back.

6. Roll to Save

For each wound, roll 1d6, using most advantageous save:

Invulnerable Saves: Per target's Codex listing.

Armor Saves: Per target's Sv stat, Not allowed if firer's weapon's AP is less than or equal to Sv.

Cover Saves: Per cover.

7. Remove Casualties

Remove whole multi-wound models when able. *Instant Death* will occur if an unsaved wound is inflicted by a source S that is twice the target T or higher.

8. Check for Morale Test

Units who lose 25% or more models in one phase must pass a Morale test at the end of that phase or immediately Fall Back.

ASSAULT PHASE

DISALLOWED ASSAULTS

Unit may not initiate an assault if it is already in close combat, ran, has Gone to Ground, shot Rapid Fire or Heavy weapons, or is Falling Back.

ASSAULT SEQUENCE

1. Select Assaulting Unit and Target Unit

2. Move Assaulting Unit

Each model must move into base contact with unengaged enemy, then engaged enemy, then within 2" of engaged ally, then within cohesion. Difficult and dangerous terrain applies.

3. Defenders React

Defenders may move up to 6" to engage attackers. Difficult and dangerous terrain is ignored.

4. Determine Attack Order

Models attack in Initiative order, highest to lowest. If moving unit took difficult or dangerous terrain tests, its Initiative becomes 1, except for models wielding Assault Grenades.

5. Roll to Hit

Engaged models and those within 2" of them may attack. Each attacker adds 1d6 for each point of A, +1d6 if model uses two hand weapons, +1d6 if unit assaulted this phase (unless charging a unit with Defensive Grenades).

6. Roll to Wound

For each hit, roll 1d6 on the To Wound chart.

7. Roll to Save

For each wound, roll 1d6, using most advantageous save:

Invulnerable Saves: Per target's listing.

Armor Saves: Per target's Sv stat.

Cover Saves: Per Cover Saves chart.

8. Remove Casualties

Remove whole multi-wound models when able. *Instant Death* occurs if an unsaved wound is inflicted by a S that is twice the target T or higher.

9. Check for Morale Test

Once all models attack, the unit that suffered more unsaved wounds must pass a Morale test, with -1 to roll per difference in unsaved wounds, or immediately Fall Back.

10. Sweeping Advance

If losing unit Falls Back, both units roll 1d6 + 1 of majority of models. If the winning unit's result is equal or higher, losing unit is destroyed. If losing unit's result is higher, they Fall Back.

11. Pile-In!

If units are still engaged, current player moves fighting models up to 6" to engage enemy, then opponent. Ignore difficult and dangerous terrain.

12. Consolidate

If units are no longer engaged, the victorious unit may move 1d6" in any direction. Ignore difficult and dangerous terrain.

SHOOTING TO HIT

BS	1	2	3	4	5	6	7	8	9	10
To-Hit	6	5+	4+	3+	2+	2/6	2/5	2/4	2/3	2/2

ASSAULT TO HIT

		DEFENDER										
		WS	1	2	3	4	5	6	7	8	9	10
	1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+	5+
A	2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+	5+
T	3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+	5+
T	4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+	
A	5	3+	3+	3+	4+	4+	4+	4+	4+	4+	4+	
C	6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+	
K	7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+	
E	8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+	
R	9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+	
	10	3+	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

TO WOUND

		TOUGHNESS									
		1	2	3	4	5	6	7	8	9	10
	1	4+	5+	6+	6+	-	-	-	-	-	-
S	2	3+	4+	5+	6+	6+	-	-	-	-	-
T	3	2+	3+	4+	5+	6+	6+	-	-	-	-
R	4	2+	2+	3+	4+	5+	6+	6+	-	-	-
E	5	2+	2+	2+	3+	4+	5+	6+	6+	-	-
N	6	2+	2+	2+	2+	3+	4+	5+	6+	6+	-
G	7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
T	8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
H	9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
	10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

COVER SAVES

6+ Minor Cover: Razor Wire, Wire Mesh, Gone to Ground in Open Terrain.

5+ Soft Cover: High Grass, Crops, Bushes, Hedges, Fences, Disputed Unit Partial Cover.

4+ Hard Cover: Intervening Units, Trenches, Gun Pits, Tank traps, Emplacements, Sandbags, Barricades, Logs, Pipes, Crates, Barrels, Hill Crests, Woods, Jungles, Wreckage, Craters, Rubble, Rocks, Ruins, Walls, Buildings, Wrecked Vehicles.

3+ Fortified Cover: Fortifications

COVER EXCEPTIONS

- Own unit does not block LOS or provide cover.
- Base in area terrain (even partially) provides cover.
- LOS that goes through (not over) units and area terrain provides cover.
- Firing from up to 2" of area terrain does not provide cover.
- Firing over a barrier in base contact of firer does not provide cover.

SHOOTING WEAPONS

Assault #: May fire if the unit moved. Shoots with # dice at full range. May close assault if fired.

Heavy #: May not fire if the unit moved. Shoots with # dice at full range. May not close assault if fired.

Ordnance #: May not move (unless mounted on vehicle). Shoots with # dice at full range.

Pistol: May fire if the unit moved. Shoots with 1 die at 12". May close assault, and counts as a close combat weapon.

Rapid Fire: May fire twice up to 12" if the unit moved; full range once if not. May not close assault if fired.

ADDITIONAL CHARACTERISTICS

Barrage: As *Blast*, except: cover saves via center of blast marker; may have minimum range; considered *Pinning*; no LOS required (but if no LOS, scatter misses do not subtract firer's BS).

Blast: Center blast marker anywhere on base of 1 model, then check range. If in range, roll scatter die. If missed, move blast marker 2d6-firer's BS inches in direction of arrow.

Gets Hot! Non-vehicle firer takes 1 wound per each to-hit roll of 1 (may be saved). Must still roll to hit if weapon is out of range or Blast (roll of 1 means weapon does not fire and 1 wound is suffered).

Lance: Target vehicle's armor is max 12.

Melta: Armor penetration rolls are 2d6 if fired from half range or less.

Pinning: If a non-vehicle unit takes unsaved wounds, must pass a Pinning (Ld) test or Go To Ground.

Rending: To-wound rolls of 6 auto-wound, regardless of T and are considered AP2. Armor penetration rolls of 6 add D3 to total score.

Sniper: To-wound rolls of 4+ cause wounds, regardless of T. Also considered Pinning and Rending. Against vehicles, considered Strength 3 and Rending.

Template: Use template for range. No cover saves.

Twin-Linked: May re-roll failed to-hit rolls. Template weapons may reroll to-wound or armor penetration rolls.

CLOSE ASSAULT WEAPONS

Force Weapon: Considered a *Power Weapon*. Confers one close assault psychic power vs. non-vehicle: roll to-hit and to-wound, allow invulnerability saves, then take Psychic (Ld) test if inflicted on an unsaved wound. If passed, target is killed, regardless of T.

Lightning Claws: Considered a *Power Weapon*. May re-roll to-wound rolls.

Poison Weapon: Hits against non-vehicles do not compare S and T when rolling to-wound. Instead, use #+ from description. If wielder's S is greater than or equal to T of target, failed to-wound rolls are re-rolled.

Power Fists/Claws: Considered a *Power Weapon*. Doubles wielder's S (max 10). Attacks are Initiative of 1.

Power Weapon: Targets may not take armor saves.

Rending Weapon: To-wound rolls of 6 automatically wound and (no armor saves allowed). Armor penetration rolls of 6 add D3 to total score.

Thunder Hammer: As Power Fists, plus unsaved wounds that do not kill cause target's Initiative to become 1 until end of next player's turn. Against vehicles, damage results also cause *Crew Shaken*.

Witchblades: Hits wound on rolls of 2+, regardless of T (armor saves allowed). Against vehicles, S is 9.

USING TWO SINGLE-HANDED WEAPONS

Both Normal: +1 attack die.

Both Special: +1 attack die, confers special weapon effects.

Normal + Special: +1 attack die, confers special weapon effects (except for Power Fists, Thunder Hammers and Lightning Claws).

Different Specials: Must choose which to use. No bonus attack.

SPECIAL RULES

Counter-Attack: When assaulted (and not already in close combat), take Ld test. If passed, each unit member gains +1 attack die.

Eternal Warrior: Immune to *Instant Death*.

Fearless: Automatically passes Morale and Pinning tests. Will never Fall Back. May Go to Ground voluntarily.

Feel No Pain: For each unsaved wound, roll 1d6. On 4+, the wound is ignored. Not effective against *Instant Death* (via weapon or high S, even if *Eternal Warrior*), AP1 and AP2 weapons, *Power Weapons*, or wounds against which no armor save may be taken (such as Power Fists).

Fleet of Foot/Claw/Hoof*: May run and assault on same turn.

Hit & Run*: May leave close combat at end of Assault phase, if Initiative test is passed. Move 3d6" straight in any direction. No Sweeping Advance. Not slowed by difficult terrain; affected by dangerous terrain.

Infiltrate*: Deploy after all other units (not in a transport), 12" from any enemy unit out of LOS, or 18" from any enemy unit in LOS. Outflank move when in reserves.

Move Through Cover*: Roll +1d6 when rolling to move through difficult terrain.

Night Vision/Acute Senses: May re-roll vision test during night fights. Characters and units confer this ability to one another.

Preferred Enemy: May re-roll to-hit rolls in close combat against preferred enemy. Does not work against vehicles with no WS.

Rage: Must always move (as fast as possible), run or consolidate toward nearest visible enemy (if not in vehicle or Falling Back).

Relentless: May move and fire Rapid Fire and Heavy Weapons at full range, and may also close assault during same turn.

Scouts*: After all other units and Infiltrators have deployed, may Move before the 1st turn. Must remain 12" away from enemy units. Confers this ability to its transport. Outflank move when in reserves.

Skilled Rider: While *Bike* or *Cavalry*, may re-roll failed dangerous terrain tests.

Slow and Purposeful: Unit is *Relentless*. Always counts as moving through difficult terrain. Characters and units will slow one another.

Stealth: +1 to Cover Saves.

Stubborn: Ignore negative modifiers during Morale tests. Characters and units confer this ability to one another.

Swarms: Unit has *Stealth* and *Vulnerable to Blasts/Templates*. Does not provide cover saves to vehicles or creatures.

Tank Hunters: +1 to armor penetration rolls for both shooting and close assault. Automatically passes Tank Shock Morale tests.

Turbo-Boosters*: When used, may move up to 24" but may not: move through difficult terrain; shoot; launch assaults; or execute other actions. During next enemy Shooting phase: gains +3 Cover Save (if moved at least 18"); may not Go to Ground; automatically passes Pinning tests.

Vulnerable to Blasts/Templates: Wounds count as 2 wounds. If vehicle, hits count as 2 hits.

*Automatically lost by Characters and units who join without the same special rule.

SPECIAL UNIT TYPES

Artillery: 6" move. Requires one live crewman to move. Difficult terrain requires dangerous terrain test. May not fire if moved. May not run or launch assaults. One crew fires gun (both must have LOS), others may fire own weapons (even at different targets). When hit by shooting, roll 1d6 per hit: 5+ a crew is hit, otherwise gun is hit. Assaults are against crew only. Gun is considered a *vehicle* with Armor Rating 10. Destroyed on any glancing or penetrating hit.

Beasts and Cavalry: 6" move. Falls Back at 3d6. Units are *Fleet*. May move 12" when assaulting. If assaulting through cover, may move twice the highest difficult terrain roll.

Bikes: 12" move. Not slowed by difficult terrain (but requires dangerous terrain test). Has *Turbo Boosters*. Falls Back at 3d6. Riders gain +1 to T. May not run. Each rider may shoot.

Independent Characters: Moves as model type. Has *Move through Cover* and *Skilled Rider* when not in a vehicle. Joins a unit and other characters (not vehicles and creatures) as soon as it moves within 2".

Jetbikes: 12"; may ignore models and terrain; starting or landing in difficult or impassible terrain requires dangerous terrain test. Has *Turbo Boosters*. Falls Back at 3d6. Eldar Jetbikes may also move 6" during Assault phase, even if they do not assault. If they do not assault (and treat terrain as during movement).

Jet Pack Infantry: 6" move. When using jet packs, may ignore models and terrain; starting or landing in difficult or impassible terrain requires dangerous terrain test. May move 6" during Assault phase, even if they do not assault (and treat terrain as during movement), and are *Relentless*. May enter battle via Deep Strike.

Jump Pack Infantry: 6" move, 12" if using jump packs. When using jump packs, may ignore models and terrain; starting or landing in difficult or impassible terrain requires dangerous terrain test. Assaulting jump packs are slowed by difficult terrain. May enter battle via Deep Strike.

Monstrous Creature: 6" move; has *Move through Cover*. May shoot 2 weapons; is *Relentless*. May never Go to Ground. 50% of body must be in cover to gain benefits. Assault targets may not take armor saves.