



Game Turns

- **Marker Phase-** remove all markers from the previous turn
- **Initiative Phase-** all players roll a D10, the player with the highest result begins or nominates another player to go first
- **Activation Phase-** the players take alternate turns activating their units. You may only activate a unit once per turn.

Orders

1. **Move** (normal Move or Rush (triple Movement); a Rush order passes play to the next player)
2. **Hold** (a unit in BtB with enemy cannot be given this order, Hold order passes play to the next player)
3. **Shoot**
4. **Assault** (unit in BtB with enemy must move more models into contact if possible)

Shooting:

1. **Check LOS and range-** members of the same squad do not block LOS
2. **Select a target-** the nearest enemy unit in LOS not in close combat (exception: Battle Awareness)
3. **Roll to Hit-** see table below
4. **Allocate Hits-** owner of target unit allocates hits
5. **Roll to Damage-** see table below

Shooting table										
Model's SH	1	2	3	4	5	6	7	8	9	10
Score to hit	9+	8+	7+	6+	5+	4+	3+	2+	1+	0+

Note that a natural 1 is always a fail, and a natural 10 is always a pass.

To-Hit modifiers
-1 Shooting unit moved
-1 Size 1 target
+1 Size 4-5 target
+2 Size 6-7 target
+3 Size 8-9 target

Range bands
CC: weapons capabilities when using it in base contact with an enemy
Short: distance up to 12"
Medium: distance 12-24"
Long: distance 24-36"
Extreme: distance 36-48"

Close Combat:

1. Make Assault Moves
2. Fight the Combat
3. Determine the Combat Results

Close Combat Table										
Defenders Assault										
Attackers Assault (AS)	1	2	3	4	5	6	7	8	9	10
1	6+	7+	8+	9+	10+	10+	10+	10+	10+	10+
2	5+	6+	7+	8+	9+	10+	10+	10+	10+	10+
3	4+	5+	6+	7+	8+	9+	10+	10+	10+	10+
4	3+	4+	5+	6+	7+	8+	9+	10+	10+	10+
5	2+	3+	4+	5+	6+	7+	8+	9+	10+	10+
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10+
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

Nahkampf Treffermodifikationen
-2 Unit is panicked
+1 Unit charged or counter- charged
+1 Defending cover
+2 Opponent is panicked

Tests

Table for damage rolls, reaction and other tests										
DIFF: Test difficulty (Targets Toughness (T), ...)										
Active Stat (AS, ...)	1	2	3	4	5	6	7	8	9	10
1	6+	7+	8+	9+	10+	10+	10+	10+	10+	10+
2	5+	6+	7+	8+	9+	10+	10+	10+	10+	10+
3	4+	5+	6+	7+	8+	9+	10+	10+	10+	10+
4	3+	4+	5+	6+	7+	8+	9+	10+	10+	10+
5	2+	3+	4+	5+	6+	7+	8+	9+	10+	10+
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10+
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

Where a test does not list a DIFF (e. g. Reaction tests), the DIFF is always 4)

Morale and Command:

Rally Check modifiers	Moral Checks
-1 Enemy units within medium range and LOS	All units: Lost a close combat
-2 Enemy units within short range and LOS	Units: Unit suffered a casualty AND unit size is below 50% of initial size (not in CC)
	Individuals: Wounds dropped below 50%

Moral Check Results	
Unit >50% surviving members Individual >50% wounds	Panik: Not engaged in CC cannot carry out Hold, Shoot or Assault orders, Cannot counter-charge or reaction shoot.
Unit <50% surviving members Individual <50% wounds	Rout: All semblance of a fighting unit or organised resistance is gone., Remove the remaining models from the battlefield!