

TURN SEQUENCE

START

- 1.1 Army Options: *Superior Shard, IMTel Boost, Distort Interference*
- 1.2 Make outstanding Fast unit retained Run orders (no test)

ORDERS

- 1.3 Draw dice (see *Distort, Block, IMTel Boost, Reprogram*)
- 1.4 Allocate: note *Virai Reprogram*
- 1.5 If pinned/forced, take Order Test.
- 1.6 Carry out Action (Reactions possible).

Order	Test	Action on Success
Fire	Co-pins	Shoot without moving (Heavy Weapons)
Advance	Co-pins	Move & Shoot (not Heavy Weapons)
Run	Co-pins	Move*2 (Sprint=*3 + Ag Test)
Ambush	Co-pins	Wait to React; can retain
Rally	Co	1=Remove 1d6+2 pins; Pass = 1d6+1
Down	Auto	No pins lost but recovers step viii; reroll shooting hits on Infantry, Beast or Weapon Team.

Order Test Results [Co - see above]

1	Remove 2 pins; Carry out action/return dice;
Pass (2+)	Remove 1 pin; Carry out action/return dice;
Fail	Go Down; remove 1 pin;
10	Go Down

TURN END

- 2.1 Down order: Retain and lose one pin, or make Recovery Test.
- 2.2 Unit still on Ambush can retain order.
- 2.3 Units on Run (if Fast unit) can retain their order; otherwise return dice to bag
- 2.4 Check subverter contested dice – for each d10 roll, winner claims dice; carry out end-of-turn tests for munitions or Army Options

Recovery Test Results [Co]

1	Remove 2 pins; Return dice to bag
Pass (2+)	Remove 1 pin; Return dice to bag
Fail	Stay Down; remove 1 pin;
10	Stay Down

MOVEMENT

RUN & SPRINT

Run = 2M; **Fast** units with Run force hit rerolls as for Down
 Run & Sprint = 3M; only by infantry, mounted, beasts & equiv.

Sprint Test Results (move 3M first) [Ag]

Pass	OK
Fail	exhausted; take 1 pin;

TERRAIN AND MOVEMENT/HINDRANCE

Obstacle: Linear, unit behind and within 1" is in Defended Position. Advance over = no test; Run/Sprint = Test unless from defended position.

- Probes move over difficult and obstacles without test or penalty.

Difficult Terrain/Obstacle Test Result [Ag]

Pass	OK
Fail	½ move through terrain; stop at obstacle; Cumbersome units also suffer a pin

SHOOTING

RANGE/LOS

- Check eligibility on model by model basis
- **LoS:** blocked by individuals; by > 4" obscuring terrain; by **blocking** terrain (Acc penalty worked out for majority of units). Can shoot at targets over smaller models; ignore intervening equipment, buddies & probes;
- Reroll a miss if spotter buddy has LoS to target, or Ghar shooting and friendly Tectorist is within 15" of target

Accuracy Modifiers (Misses rerolled before hit rerolls)

+1	Non-OH or non-Heavy weapons with Fire order
+1	Vs Large or Extra-Large/Huge target
+1	Ghar and Flitter within 5" (Erratic 7)
+1	OH: Friendly Targeter touching target/within 1" of aim point
+1 to +3	Direct: Per friendly Targeter touching target; per STAA tag
-1	Each pin on shooting unit
-1	Long Range
-1	RF / OH
-1	Vs small
-2	Insufficient Crew
-2	Intervening obscuring terrain (<4", inc. walls/obstacles)
-2	Extreme Range
-D3	Within 3" of Blur

Overhead

- Place marker or OH template(s).
- **Fire** order: shift D10 on fail; **Advance:** miss on fail
- **Blind/Speculative** fire needs Fire, succeeds on 1: Roll 2D10 and shift direction & distance shown on each dice.

Rerolls

- Reroll direct shooting hits, or ½×OH Blast hits, or ½×Net pins if target is: Fast with Run order; is Down; or is Sprinting during Assault or Ambush.

Acc Roll Result

1	Lucky: Single '1' only, never rerolled, allocated last by shooters to any viable target model
Pass	Hit - allocate hits amongst viable target models
Fail	Direct fire/OH Speculative: Miss. OH Fire: on Fire order, move marker/template direction indicated on die inches +1"/pin on shooter; on Advance, miss completely.
10	Dud: Cannot be rerolled or retargeted; see Hazardous HtH

Resist Save Modifiers

+Armour	Resist bonus of target's armour
-SV	Strike Value of shooting/attacking weapon
+Cover	Add cover bonus of occupied terrain (not H2H)

TERRAIN AND SHOOTING

Visibility/LoS

- **Obscuring:** LoS up to 4" in total @ -2 if > half shooters targeting more than half enemy through terrain.
- **Blocking** = cannot see through.
- If in Defended Position, draw LoS over obstacle without penalty.
- Models at the edge of a terrain (within 1") can draw LoS, or have LoS drawn to, with no penalty.
- LoS from high ground as agreed by the players.

Terrain Cover/Protection

- Soft=+1 Res for small/medium; Hard=+2 Res.
- Overhead, blast, disruptor negates cover bonus
- Models within Area, or in Defended position, gain cover bonus

PIN SUMMARY

- 1 pin:** hit by ranged fire and either Res <= 10 or suffer casualty/Wound; per casualty from H2H; if Down, has no more dice and is forced Down by Break Test
- 2 pins:** non-Ghar hit with disruptor (inc. Heavily Armoured); non-HA hit by slingnet
- Var pins:** Suspensor Net raises max pins to: D3+1 if Light Support; D5+1 if Heavy

ASSAULTS

- Needs **Run** order; possible for most infantry, mounted, beasts, humongous beasts. Probes cannot be assaulted.

POINT BLANK SHOOTING (PBS)

- As for **Advance** shooting, including cover, hits & pins; Only standard & weapons with PBS having minimum range 0"; ignores LoS penalties.
- PBS is **simultaneous** except: Stand & Shoot reactors go first; and Down units go last but still force reroll of hits.
- Break Tests taken at end of each action if triggered.

Post-PBS

- Units with Hit & Run can break off after PBS is calculated & can consolidate (M) through opponent.

HAND TO HAND (H2H)

- Simultaneous except if one side is Down, it goes last.
- Res saves as for Acc test.
- Damage results as for Acc Test.

H2H Modifiers [Str]

- +1 Assaulting during first round of fighting
- +1 Unit won first round in Follow on Combat

Pins: Vehicles use Damage Chart; others +1 Pin/casualty lost

H2H Win/Loss

- Compare pins: greatest loses; equal pins = draw.
- Check for Automatic Break.
 - Losers take Break Test (only if on chart for D/C units).
 - Winners can choose follow on combat.
 - On draw, both consolidate.

Consolidate move

- 1M Advance move.
- Does not trigger Reaction.
- First 1" directly away.
- **Losers** move first & must move M away.
- On **draw**, dice for first to move, must be at least 1".

BREAK TESTS

- Probes do NOT take Break tests.
- Damage Chart (D/C) units only take tests from D/C.
- **Automatic Break** occurs when a unit has pins >= unit Co; occurs at end of current action, PBS or H2H.

Break tests taken when:

- ½ or more casualties and each casualty thereafter
- Defeated in H2H (not Damage Chart models)
- Special Rule or Damage Chart Result

Break Test Results [Co - pins]

Pass	OK
Fail	Break if ½ or more models are casualty; otherwise go Down (if already Down take +1 pin)

REACTIONS

- Can react if no order, in Ambush, or have dice in hand. Probes cannot react. Declare all reactions before testing for any. Run reactions allow sprint if desired.
- No test needed if in Ambush or Go Down

Reaction Test Results [Init - pins]

Pass	The unit makes the desired reaction
Fail	The unit fails to react and suffers 1 pin penalty

Reaction	Order	React To;Activity
Go Down	Down	Shot at by Advance or Fire, Automatic/No Test needed; Go Down
Firefight	Fire	Shot at by Fire <=20" away; Simultaneous shooting
Dash to Cover	Run	Shot at by Fire > 20" away; Run to cover
Stand & Shoot	Fire	Assaulted; Shoot PBS first
Escape	Run	Assaulted; Attempt to avoid via Run
Countercharge	Run	Assaulted; both Assault, split distance
Ambush Fire	Fire	Enemy Run or Advance (inc. Assault if >10" from assault target); shoots as if Fire order
Ambush	Ambush	Can retain Ambush order
Free Reaction		As Reaction, if already in Ambush, no need to test

WIN/LOSS: ARMY BROKEN

- Army is Broken if it has lost > ½ starting order dice.
- In points based scenarios, Broken armies cannot win nor score more points than an unbroken winner.

TERRAIN SUMMARY

- Types:** None, Obstacle, Area (inc. building)
- LoS:** Clear, Obscuring (LoS up to 4"), Blocking (no LoS)
- Movement:** Open, Difficult (Ag Test), Impassable (no entry)
- Cover:** Clear, Soft (+1 Res), Hard (+2 Res)

Vehicle, Vehicle, Drone and Humongous Beast Damage Chart

Damage Roll Result

1 or Less	Destroyed
2	MOD loss: lose 1 Order dice; Extra Pins: +1+D5 Pins; Break Test; Shield/Armour Breach: Res -2
3	MOD loss: lose 1 Order dice; Extra Pins: +1+D4 Pins; Break Test
4	MOD loss: lose 1 Order dice; Extra Pins: +D4 Pins; Weapon Disabled; Forced Down
5	MOD loss: lose 1 Order dice; Extra Pins: +D3 Pins; Move reduced by 1M/Immobilised; Go Down
6-7	Extra Pins: D3 Pins; Go Down
8-9	Extra Pins: 1 Pin
10 or more	No effect