

SUPER CONDENSED QUICK REFERENCE SHEET

ORDER SUMMARY

ORDER	DIFFICULTY	DESCRIPTION
Advance	4+	May move up to 6cm and may fire small arms once
Aimed Fire	4+	May not move, all the squad gets +1 to hit
Take Cover	2+	May not move, squad is at -1 to be hit from firing
Fall Back	3+	May move up to 6cm and may fire small arms, must end turn further away from enemy than at start, firing incurs -1 to hit
Run	4+	May move 12cm, may not fire
Weave	4+	May move 8cm, squad is at -1 to be hit from firing, may not fire
Assault	5+	May move 10cm, must engage the enemy in Hand to Hand
React	3+	Unit may only react during its opponents move by either: Firing if an enemy units crosses its LOS at -1 to hit Taking Cover if an enemy units crosses its LOS (Both of these reactions occur before the enemy unit may fire)

INFANTRY WEAPONS

WEAPON	RANGE	DV	NOTES
Handgun	12cm	1	
Assault Rifle	24cm	1	At 12cm or under re-roll any 1's when firing, do this only once.
Sniper Rifle	40cm	3	May not kill more than 1 figure per shot
Light Machine Gun	32cm	3	
Heavy Machine Gun	32cm	4	
Minigun	32cm	5	May not aim fire if hand held, can aim if on vehicles
Rocket Launcher	40cm	3	Can damage vehicles
Flame Thrower	12cm	3	Ignores cover penalties
Shotgun	12cm	3	
Mortar	50cm	4	Can damage vehicles, may fire without LOS at -1 to hit as long as the firer knows the target is there
Frag Grenades	8cm	3	
Smoke Grenades	8cm	N/A	4cm x 2cm template that blocks LOS, lasts until end of next turn (no need to roll to hit, just place template)
Grenade Launcher	16cm	*	Can fire any regular grenades

VEHICLE WEAPONS

WEAPON	RANGE	DV	NOTES
Light Cannon	60cm	4	Ignores light cover to hit penalty
Medium Cannon	75cm	6	Ignores light and heavy cover to hit penalties
Heavy Cannon	90cm	8	Ignores all cover to hit penalties and downgrades cover with each hit
Grenade MG	40cm	4	Can only damage vehicles with a save of 5 or 6, anything with a better save cannot be damaged
Smart Missile Pod	100cm	5	Can fire guided which grants +1 to hit but target gets +1 to its save
Smoke Launchers	16cm	NA	As per smoke grenade

VEHICLE DAMAGE CHARTS

MILITARY

RESULT	DESCRIPTION
1	Crew shaken, the vehicle gets -1 to its next command roll. This is removed even if it fails.
2	Targeting system destroyed, -1 to all the vehicles hit rolls.
3	Running gear damaged, vehicle may not move faster than combat speed.
4	Running gear destroyed, vehicle may not move.
5-6	Weapon destroyed, roll a D6, on a 6 the firer chooses which one.
7	Vehicle destroyed, all passengers must make a save or die, they are placed at the rear if they pass.
8+	Vehicle destroyed, all passengers are killed, no chance to survive. Zoom Zigg.

CIVILIAN

RESULT	DESCRIPTION
1	Crew shaken, the vehicle gets -1 to its next command roll. This is removed even if it fails.
2-3	Vehicle immobilised, may not move.
4-5	Vehicle destroyed, all passengers must make a save or die, they are placed at the rear if they pass.
6+	Vehicle destroyed, all passengers are killed, no chance to survive. Zoom Zigg.

AERIAL

RESULT	DESCRIPTION
1	Crew shaken, the vehicle gets -1 to its next command roll. This is removed even if it fails.
2	Targeting system destroyed, -1 to all the vehicles hit rolls.
3	Weapon destroyed, roll a D6, on a 6 the firer chooses which one.
4-5	Forced to land, crew must make a save or be killed. Model may not move or fire weapons.
6+	Crash land, all passengers are killed, no chance to survive. Zoom Zigg.

TROOP RATING

	ROOK	GRUNT	ELITE	GUARD
ATTACK	-1	+0	+1	+1
COMMAND	-1	+0	+1	+2

SAVES

SAVE	EXAMPLES
6+	Flak vest, riot gear etc
5+	Full combat gear, helmet, vests etc
4+	Heavy carapace armour
3+	Power Armour*