

SQUADS & ACTIONS

Engage the Enemy	Infantry can Move , and then Close Assault or Shoot . Vehicles can move at Cautious speeds, then Shoot .
Move Out	Infantry can Rush but not shoot. Vehicles can move at Standard speeds but not shoot.
Command (Advanced Rules)	Infantry can take two of the following actions: Demolition , call for Indirect Artillery Fire , Recover Wounded , Scout or Shoot .

RESOLVE

	Infantry	Vehicle
Reluctant	1 casualty	1 hit
Uncertain	25%	2 hits
Steady	50%	3 hits
Determined	75%	4 hits

QUALITY LEVEL		COHERENCY		BASE RANGE		FIRE PRIORITY		PIN EFFECT	
Rabble	5+	Rabble	2"	Rabble	2"	Rabble	1	Rabble	10
Conscript	4+	Conscript	3"	Conscript	3"	Conscript	2	Conscript	12
Regular	3+	Regular	4"	Regular	4"	Regular	3	Regular	14
Elite	2+	Elite	5"	Elite	5"	Elite	4	Elite	16

SHOOTING AT INFANTRY

FIRE EFFECT MODIFIERS v INFANTRY

Target at Base Range	+ 2
Target at Medium Range	- 2
Target at Long Range	- 4
Target Under Fire or Pinned	- 1
Target Bunched Up **	+ 2
Target Non-Combatant	+ 2
Target Rabble in Open Terrain	+ 1
Target is Concealed Sniper	- 2
Shooter Every 3 Riflemen	+ 1
Shooter Regular	+ 1
Shooter Elite	+ 2
Shooter Each SAW	+ 2
Shooter Under Fire or Broken *	- 3
Trait Bonus	See Traits
Weapon Bonus	See Weapons

* Applies only to infantry units.

** Squads are Bunched Up if three or more squad members are less than 1" apart. Any squad being transported is automatically considered Bunched Up.

SHOOTING AT A VEHICLE

FIRE EFFECT MODIFIERS v VEHICLE

Target at Base Range	+ 2
Target at Medium Range	- 2
Target at Long Range	- 4
Shooter Regular	+ 1
Shooter Elite	+ 2
Shooter Under Fire or Broken *	- 3
Trait Bonus	See Traits
Weapon Bonus	See Weapons

* Applies only to infantry units.

SHOOTING A BLAST WEAPON

STRIKE EFFECT MODIFIERS v INFANTRY

Target Under Fire	- 1
Rabble in Open Terrain	+ 1
Target Bunched Up *	+ 2
Target Non-Combatant	+ 2

* Squads are Bunched Up if three or more squad members are less than 1" apart. Any squad being transported is automatically considered Bunched Up.



FIRE EFFECT TO HIT

Target Not Concealed	3 Points
Target Partially Concealed *	4 Points
Target Behind Hard Cover *	5 Points

* Units are considered Partially Concealed or Behind Hard Cover if at least half the unit is concealed or behind hard cover.

ARMOUR RATINGS

None	- 2
Light	+ 0
Improved	+ 1
Heavy	+ 2
Light Power	+ 4
Heavy Power	+ 6
Trait Bonus	See Traits

VEHICLE DAMAGE

Roll	Damage Effect
1 - 2	1 Crew Killed *
3 - 4	Vehicle Immobilized **
5	Weapon Inoperable
6	Vehicle Destroyed

* If the vehicle is a light transport the crew lost is the driver. The vehicle immediately crashes and is destroyed if it moved at all during its last activation.
 ** If the vehicle is a flyer, it immediately crashes and is destroyed.

ASSAULTING INFANTRY

INFANTRY ASSAULT MODIFIERS

Lacks Grenades	- 2
Charging	+ 1
Better Armour	+ 1
Outnumber Enemy *	+1 per extra figure
Higher Troop Quality	+2 per level
Wearing Power Armour	+ 3
Trait Bonus	See Traits
Weapon Bonus	See Weapons

* Count only those figures in the squad which are in base contact with the enemy or within line of sight of the enemy squad.

KILL TABLE

Player Won	Enemy Killed on 3+
Draw	Enemy Killed on 4+
Player Lost	Enemy Killed on 5+

ASSAULTING A VEHICLE

VEHICLE ASSAULT MODIFIERS

Lacks Grenades	- 2
Trait Bonus	See Traits
Weapon Bonus	See Weapons

VEHICLE ASSAULT DAMAGE

Roll	Damage Effect
1	1 Crew Killed *
2 - 5	Vehicle Immobilized
6	Vehicle Destroyed

* If the vehicle is a light transport the crew lost is the driver. The vehicle immediately crashes and is destroyed if it moved at all during its last activation.