

SEQUENCE OF PLAY

1: Movement Phase

- Declare flyer missions
- Determine initiative
- First player moves
- Second player moves

2: Shooting Phase

- Determine initiative
- Vehicles and infantry shoot
- Determine initiative
- War engines shoot

3: Assault Phase

- Determine initiative
- First player assaults and firefights
- Second player assaults and firefights

4: Rally Phase

- Roll to remove blast markers
- Roll to rally broken detachments
- Repair war engine damage and shields
- Check victory conditions



CLOSE COMBAT AND FIREFIGHT TABLE

Roll a D6 and apply any of the modifiers below, the highest score wins.

Close Combat / Firefight Modifiers

Enemy has five or more blast markers	+1
Enemy has more blast markers	+1
Own side has more psykers	+1
Own assault/firepower total is higher	+1*
Assault/firepower value is twice the enemy's	+2*
Assault/firepower value is three times the enemy's	+3*
Assault/firepower value is four or more times enemy's	+4*

* Apply the highest bonus only

CLOSE COMBAT RESULTS

The difference in scores	Combat Result	Score required for the Winner to kill Loser to kill	
1 blast marker	Narrow win	4+	4+
2 blast markers	Forced back	3+	4+
3 blast markers	Driven Off	3+	5+
4 blast markers	Hurled Back	2+	5+
5+ blast markers	Overwhelmed	2+	6+

BLAST MARKERS

Super Heavy Weapon	Firepower	Blast Markers
1 - 3	1 - 7	★
4 - 8	8 - 15	1 blast marker
9 +	16 - 23	2 blast markers
-	24 +	3 blast markers

★ 1 blast marker if you score any hits

TARGET

Marching

In Open

In Cover

FIREFPOWER TABLE

Vehicle or Infantry

-

-

Mobile War Engine *

Vehicle or Infantry

-

Immobilised War Engine

Mobile War Engine

Vehicle or Infantry

FIREFPOWER

1

2

3

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7

7

8

8

* When firing at immobilised war engines in the open number of dice rolled equals firepower

ORDER DICE SYMBOLS



MARCH



BROKEN



ASSAULT



OVERWATCH



SPECIAL



IMMOBILISED

TERRAIN EFFECTS TABLE

Terrain	Infantry Armour Bonus	Infantry	Vehicle	War Engine
Fortifications	+2	No Effect	Impassable	Impassable
Intact Buildings	+1	No Effect	Impassable	Impassable
Ruins, Rubble	+1	No Effect	Dangerous	Dangerous
Woods	+1	No Effect	Dangerous	Dangerous
Marsh, Swamp	0	Dangerous	Dangerous	Dangerous
River	0	Dangerous	Impassable	Dangerous
Open Ground	0	No Effect	No Effect	No Effect
Roads	0	Add 5cm to unit's Speed if entire phase is spent on a road.		

No Effect = No effect!

Impassable = May not enter

Dangerous = Roll a D6 when you enter, or when you start to move if already in the terrain. On a roll of 1 the unit must immediately halt. If the unit is halted, roll the D6 again. The unit takes a hit if the second roll is also a "1". Hits can't cause criticals on war engines.

SUPER HEAVY WEAPONS

<i>Anti-Tank</i>	Roll a D6 to hit, target's Armour value counts as 4 (always roll 1 dice to hit, hitting on a 4+).
<i>Barrage</i>	Firepower equals number of units from target detachment under Barrage template.
<i>Disrupt</i>	Roll a dice: on a roll of 4+ place Blast marker on enemy. No casualties inflicted.
<i>Heavy Barrage</i>	Firepower equals number of units from target detachment under Barrage template x 2.

SPECIALISTS AND SPECIAL ABILITIES

<i>Artillery</i>	Artillery does not need a line of fire and can make a Preparatory Bombardment attack.
<i>Assault</i>	Assault units add +1 to their Assault value but Range is reduced to 15cm.
<i>Cavalry</i>	Double Speed, triple when charging in assault phase. Treat terrain as for vehicles. Add +1 to Armour (max. 6+).
<i>Close Support</i>	Count their Firepower value in close combat support instead of +1.
<i>Flak</i>	When on Special Orders fire at enemy flyers as they perform transport/ground attacks.
<i>Heavy Weapons</i>	+1 Firepower, increase Range to 45cm, but halve Assault (round up).
<i>Hero</i>	Heroes have a Save (see below) and their Assault value is doubled.
<i>Infiltrators</i>	Infiltrators are within command if within 60cm of HQ. They deploy up to 30cm outside normal deployment or add +30cm to their first move.
<i>Jump Packs</i>	Double Speed, triple when charging in assault phase. Ignore terrain when moving, but must test if starting or ending in dangerous terrain.
<i>Psyker</i>	Advantage in close combat/firefight. Some Fate cards are directed through Psykers.
<i>Rampage</i>	Roll two dice to score hits in close combat. Rampage units are always caught by the enemy and destroyed if they lose a close combat.
<i>Rapid Fire</i>	Double Firepower when on Overwatch (does not apply to heavy weapons).
<i>Save</i>	Ignore any hit on a D6 roll of 4, 5 or 6.
<i>Skimmer</i>	Ignore terrain when moving. If starts or ends in dangerous terrain must take test. Skimmer can 'pop up' to trace a line of fire anywhere (and if targeted from anywhere).
<i>Stubborn</i>	Stubborn units may re-roll dice for any failed Leadership tests. The second roll counts.
<i>Supreme Commander</i>	Any detachment within 30cm of HQ becomes Stubborn. If Supreme Commander is in close combat or firefight, may re-roll the dice once.
<i>Transport (x)</i>	Transport units can carry X infantry units. Mounting or dismounting costs 5cm to both the transport unit and the infantry unit. Can mount and dismount in the same turn. Troops in destroyed transport escape on a 4+.

ORDER DICE SUMMARIES



MARCHING

May triple speed, no shooting, opponent uses the Marching column on the Firepower table. Marching units halve their Assault and Firepower values.



ASSAULT

May move normally in movement phase. Fire at half effect in shooting phase. Must move again in assault phase towards the enemy (and can enter close combat).



BROKEN

Become broken when lose close combat/firefight. Can only make 20cm Retreat move. Cannot shoot. Broken units must halve their Firepower and Assault values.



IMMOBILISED

Used to indicate immobilised war engines. Opponent uses appropriate column on Firepower table.



SPECIAL

Used to indicate orders such as Flak and Preparatory Bombardment. See the Special rules.



OVERWATCH

May move up to 5cm. May re-roll misses once when shooting.

SUPER HEAVY WEAPONS

<i>Close Combat Weapon</i>	Double Assault value versus other war engines. Always causes catastrophic damage on war engines if you win.
<i>Death Ray</i>	Always roll one dice, needing 2+ to hit. Hits on war engines automatically cause critical damage
<i>Distortion Cannon</i>	Roll D6x5. If total equals or beats target's speed, it causes a hit. Hits ignore shields and automatically cause critical damage on war engines.
<i>Mega Cannon</i>	Place Barrage template. Roll to hit all units affected by template (ignoring cover). Each attack places additional Blast marker on target.
<i>Pulsar</i>	Fires D6 anti-tank shots.
<i>Ripper Tentacles</i>	Stops enemy war engine from using one close combat weapon.
<i>Lifta Droppa</i>	Cannot pick up infantry. Lifts target if it beats its Damage on a D6. Target is moved 1cm for each point damage beaten by. When dropped, the target is destroyed, and anything underneath takes a hit on 4+.
<i>Vortex Missile</i>	Place Barrage template. Roll D6 Death Ray attacks against each affected unit.
<i>Pulse Laser</i>	Fires D3 anti-tank shots.

OBJECTIVE SUMMARY

<i>Take & Hold</i>	Adds 1D3 to your army morale in each rally phase.
<i>Rescue</i>	Adds +1 to own army morale and deducts -1 from enemy's in each rally phase.
<i>Bunker</i>	Deducts -5 from enemy's army morale when destroyed.
<i>Capture</i>	Adds +D6 to own army morale if captured or deducts D6 from enemy's army morale if destroyed.
<i>Cleanse</i>	Add +1 to own army morale if there are no enemy closer and within 15cm in rally phase.

RESERVES TABLE

Detachment Speed:	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6
Up to 30cm	-	4+	4+	3+	3+	2+
Over 30cm	-	3+	3+	2+	2+	2+
Flyers	-	3+	2+	2+	2+	2+