



Quick Rules Reference (v2)

ORDERS

Fire	Co (-1 for each pin) test. Shoot with Aimed Fire; no move.
Advance	Co (-1 for each pin) test. Move, then shoot.
Run	Co (-1 for each pin) test. Move 2M; no shoot.
Ambush	Co (-1 for each pin) test. No move/shoot; wait to react.
Rally	Co test. No move/shoot; lose D6 pins.
Down	Automatic (no test). No move/shoot, but can force re-rolls of hits or 1/2 OH fire hits.

Order Tests

Pinned units must make an order test as above.

1 (Pass)	Perform Action & remove 2 pins.
Pass	Perform Action & remove 1 pin.
Fail	Receive Down order & remove 1 pin.
10 (Fail)	Receive Down order & do not remove pin.

AGILITY SUMMARY

CROSSING OBSTACLES

Unit Type	Advance M	Run 2M or 3M
Heavy Weapon Team	Ag test	Cannot cross
Crawlers	Ag test	Cannot cross
Archaic Contraption	Cannot cross	Cannot cross
Other units	Yes	Ag test required unless leaving defensive position

ENTERING/LEAVING AREA TERRAIN

Test on Ag (apply terrain difficulty modifiers)

Result	Non-large Models	Large Models
1 (Pass)	Full pace/find way through	Full pace
Pass	Full pace	Half pace
Fail	Half pace	No move
10 (Fail)	No move	No move & 1 pin

REACTIONS

Reaction	When	Order
Go Down	Auto when shot at (Fire/Advance)	Down
Stand & shoot	vs Run when assaulted	Fire
Escape	vs Run when assaulted	Run
Firefight	vs Fire at up to 20"	Fire
Dash to Cover	vs Fire at more than 20"	Run
Ambush	vs Advance or Run	Fire

ASSAULTS

Point-Blank Shooting. Simultaneous except Down defenders shoot second and Firefight responses shoot first. Place pin markers and take break tests resulting.

Hand-to-hand fighting. Simultaneous but Down units fight second. Use Str to score hits. Units take 1 pin for each casualty suffered. The side with the most pins loses and must take a break test.

Follow On Combat. Where both sides survive the winner can force a single round of follow on hand-to-hand combat. In the case of a draw surviving opponents can fight a follow on round through mutual consent.

Consolidation. Survivors make a consolidation move (1M).

MOVES

Action	Standard	Fast	Slow
Advance M	5"	10"	2 1/2"
Run 2M	10"	20"	5"
Sprint 3M	15"	30"	7 1/2"

Agility modifiers

- Moving into/through **difficult terrain**: As terrain
- Weapon team with < min. crew: -1 per crew short

Agility Test for Sprints

1 (Pass)	No penalty, but optional +Ag" move and pin
Pass	No penalty
Fail	Exhausted – gain 1 pin
10 (Fail)	Exhausted – gain 2 pins

SHOOTING

Shooting only by models with LoS using Acc plus modifiers.

Accuracy modifiers

Per Pin	-1
Long Range	-1
Extreme Range	-2
Intervening Low Obstacle	-1
Intervening Light Terrain	-2
Aimed Fire (Fire order only – not OH or Heavy weapons)	+1
Rapid Fire (at long/extreme range)	-1
Overhead Fire	-2
Each crew short of full team (2 for Light, 3 for Heavy)	-1
Heavy weapon out of arc	-2

RESIST MODIFIERS

Strike value of weapon	-SV
Resist Bonus of Armour	+RB
Cover (default +2)	+1, 2 or 3
<i>Cover bonus applies to individual models that are behind/within cover relative to the models shooting at them.</i>	

BREAK TESTS

Units with pins equal to or more than Command stat are automatically broken and destroyed.

Otherwise, Break Tests triggered when:

- One or more pins per model when shot at and hit.
- Suffers casualty and has half starting number as casualties.
- Defeated or draw in hand-to-hand fighting.

Break Tests – Co (-1 for each pin) test

1 (Pass)	Continues and removes 1 pin
Pass	Continues
Fail	Break if lost > 1/2 casualties or if losing hand-to-hand, otherwise go Down (if Down already, receive a pin)
10 (Fail)	Breaks

STATS

Co = Command, Ag = Agility, Str = Strength.

DAMAGE CHARTS

For each hit, roll **1d10** (**1d5** if **heavily armoured** and Res save failed on a **10**).

Massive damage: roll **1d10** twice and take the highest score. If the same number rolled twice, add **1** to result.

Leader re-rolls apply to the results of the above.

Roll	Weapon Drones	Heavy Weapon	Vehicle	Humungous Beast
1	+1 pin, go <i>Down</i>	+1 pin, go <i>Down</i>	No effect	No effect
2	+D3 pins, go <i>Down</i>	+D3 pins, go <i>Down</i>	+1 pin	+1 pin
3	+D3 pins, go <i>Down</i> , <i>Immobilised</i>	+D3 pins, go <i>Down</i> , <i>Weapon Malfunction</i>	+1 pin	+1 pin
4	+D3 pins, go <i>Down</i> , <i>Weapon Malfunction</i>	+D3 pins, go <i>Down</i> , <i>Weapon Malfunction</i>	+1 pin, go <i>Down</i>	+1 pin, go <i>Down</i>
5	+D6 pins, <i>Break Test</i>	+D3 pins, go <i>Down</i> , <i>Weapon Malfunction</i>	+1 pin, go <i>Down</i>	+1 pin, go <i>Down</i>
6	Destroyed	Destroyed	+D3 pins, go <i>Down</i> , <i>MOD loss</i>	+D3 pins, go <i>Down</i> , <i>MOD loss</i>
7	Destroyed	Destroyed	+D3 pins, go <i>Down</i> , <i>MOD loss</i> , <i>Immobilised</i>	+D3 pins, go <i>Down</i> , <i>MOD loss</i>
8	Destroyed	Destroyed	+D3 pins, go <i>Down</i> , <i>MOD loss</i> , <i>Weapon Malfunction</i>	+D3 pins, go <i>Down</i> , <i>MOD loss</i>
9	Destroyed	Destroyed	+D6 pins, <i>Break Test</i> , <i>MOD loss</i>	+D6 pins, <i>Break Test</i> , <i>MOD loss</i>
10	Destroyed	Destroyed	Destroyed	Destroyed

Key to Damage Chart

Immobilised: Cannot move (see **self-repair/Ghar Wrecker**).

Weapon Malfunction: Highest SV active weapon system becomes inactive.

Break Test: Take **single** Break Test after all damage rolls on target resolved. On Pass, go *Down*; on Fail, **Destroyed**.

MOD loss: Remove dice from bag, then use those on table, down to minimum **1** dice (unit no longer MOD).

Down: Take the unit's dice from the bag and go *Down*. If dice already out, turn it to Down. MOD targets required to go *Down* always take a dice from the bag first unless all their dice are used.

ARMY OPTIONS

Up to 10% of the points available can be spent on Army Options available to all armies.

Block! – 5 pts

The Order Dice drawn from the bag is returned and another is drawn. This dice stands and cannot be blocked.

Use once and discard. You can buy as many 'Blocks!' as you are allowed Auxiliary units in your army.

Extra Shot – 10 pts

If you score a Lucky Hit with any shot you can make one more shot with that model using the same weapon with exactly the same score required to hit the same target. Roll one more shot to score a hit.

Use once and discard. You can buy as many 'Extra Shots' as you are allowed Auxiliary units in your army.

Superior Shard – 15 pts

At the start of a turn, remove **1** of your opponent's Order Dice from the dice bag. This dice isn't used that turn and is returned into the dice bag at the start of the following turn.

Use once and discard. You can only buy **one** 'Superior Shard' regardless of the size of your army.

Well Prepared – 5 pts

Add **plus one** to any single **re-roll**, for example a re-rolled Res fail for a Leader.

Use once and discard. You can buy as many 'Well Prepared' as you are allowed Auxiliary units in your army.

Get Up! – 10 pts

Succeed on a Recovery Test on anything but a **10** regardless of the value you would normally have to test against. A roll of a **10** is still a fail and no pin markers are removed.

Use once and discard. You can buy as many 'Get Ups!' as you are allowed Auxiliary units in your army.

Pull Yourself Together! – 15 pts

At the end of any turn remove **1** pin from one unit.

Use once and discard. You can buy as many 'Pull Yourself Together!' as you are allowed Auxiliary units in your army, but you can only use **one** per turn.

Marksman – 15 pts

If you shoot with a unit and don't like the result take all the shots again. You must take **all** the shots again regardless of whether they hit or miss, and whatever result you roll the second time stands with no further re-rolls allowed. Use once and discard.

You can only buy **one** 'Marksman' regardless of the size of your army.

