

**Movement**

- Standard** – Models **move X"** equal to their Move value.
  - May not move through walls/terrain; unless
  - Fly** – This model ignores all terrain when moving.
- Fall Back** – If the unit is **within 1"** of an enemy model before moving, it may only **"fall back"**. Move the unit normally, but it may not **shoot, advance, or assault**.
- Advance** – **Normal Move +1d6"**. May not **shoot or charge**.
- END** – Place reinforcements. They count as having moved.

**Transports**

- Capacity – number of models it may carry.
- Ending within 3", models may embark inside.
- Before the Transport moves, models may disembark within 3"
  - A destroyed transport – all models inside roll 1d6. On a 1 they are removed from play.

**Psychic**

- Choose a Psychic and a power.**
  - Some may manifest more than 1 per turn.
- Look at the target number** of the power. Roll **2d6**, if the roll is **equal or greater than the target** this succeeds.
  - **Deny the Witch** – An enemy Psychic within 24" of the active Psychic, may roll **2d6** if the roll is higher, the power is blocked!
    - This may only be attempted by each Psychic once per turn.
    - This may only be attempted once per manifested power.
- Resolve** the manifested power.

All Psychers may use this attack

**Smite** – Target Number **5 - 18"** - Closest unit - **1d3 mortal wounds**, if a 10+ was rolled, **1d6 mortal wounds**.

**Perils of the Warp**

1. On 2d6. Double **1s or 6s** Psychers suffers **d3 mortal wounds**.
2. If the Psychic is killed by this; all units within 6" suffer these as well

**Shooting**

- Choose a Firing Unit and all Targets.**
  - May not shoot if unit is within 1" of an enemy.
  - Or if target is within 1" of another friendly unit.
  - Each model may fire their weapons at different targets.
  - Characters may only be targeted if they are the closest unit.
- Roll Attacks to Hit.** (roll #d6 following the weapon type)
  - Each die that is **equal or greater than your BS is a hit**.
- Wound** (if a mortal wound was inflicted assign damage no saves)  
**Roll 1d6 for each hit.** Compare to **Wound chart for target number**.
- Assign successful wounds**, one at a time to models. Damaged first.
- Roll Saves** (1 always fails)
  - Take Save number and subtract Armor Penetration.
  - OR if it has an Invulnerable Save you may use this, no AP.
  - If the unit is ENTIRELY in cover, +1 to save.
- Damage** – Each Wound deals damage equal to the weapons value. *Mortal Wounds need no wound rolls; only hit.*
  - Kill wounded models first. Excess doesn't roll over. (*Mortal Wounds deal damage that rolls over.*)

**Weapon Types**

(the # following the type is the number of shots)

- Pistol #** – May be fired within 1" of enemies. May be fired at units within 1" of friendly units.
- Assault #** - May fire after advancing, with a -1 modifier.
- Rapid Fire #** – double number of shots if target is at half range.
- Heavy #** - if you moved -1 to hit.
- Grenade #** - 1 model from a unit may throw a grenade as their weapon.

**Charge** (only units that did not advance or fall back)

- Choose a Unit within 12"** of a target enemy unit.
  - The targeted enemy unit shoots at this unit with a BS 6.
- Roll 2d6**, surviving models move that many inches to the target.
  - If the 1<sup>st</sup> model you move cannot come within 1" of the Target unit, then the charge fails. No models are moved.
- ALL Characters may move 3"** if they end 1" from the enemy.
  - FIGHT!** – **After ALL units charged.** Units within 1" of an enemy.
    - ANY units that moved activate first. Then players alternate picking one unit they control.
  - Pile In** – **Active unit moves models up to 3"**, as long as they end closer to an enemy model.
  - Attack** – **Exactly like shooting:** number of attacks is in the models profile. **Use WS INSTEAD of BS**
    - Choose ONE of the models weapons. Attacks may be split between enemy units.
    - HOWEVER the attacking model must be within 1" or within 1" of a friendly model that is within 1".
  - Consolidate – Active unit moves models up to 3" if they end closer to an enemy model.

**Wound Chart** Attack Strength v Target Toughness

- Strength 2x Greater than Toughness – **2+**
- Strength Greater than Toughness – **3+**
- Strength Equal to Toughness – **4+**
- Strength Less than Toughness – **5+**
- Strength Half or Less than Toughness – **6+**

**Morale** For each unit that lost models do the following:

Roll 1d6 and add the number of models lost. Subtract from this the highest leadership value. Kill that many models.