

CHEAT SHEET

MOVEMENT

- **Cruise:** move forwards in a straight line up to a number of inches equal to their Movement rating, turning the unit up to 45 degrees at any point along this movement
- **Manoeuvre:** move forwards in a straight line up to a number of inches equal to half their Movement rating, turning up to 90 degrees at any point along this movement, or up to 45 degrees twice at any point
- **Pivot:** turn up to 180 degrees but not move any further
- **Reverse:** move backwards in a straight line up to a number of inches equal to half their Movement rating, turning the unit up to 45 degrees at any point along this movement
- **Jink** (float units only): move sideways in either direction in a straight line up to a number of inches equal to half their Movement rating, turning the unit up to 45 degrees at any point along this movement
- **Run** (walker only): move in a straight line in any direction in the unit's front arc up to a number of inches equal to their Movement rating, turning the unit up to 90 degrees at any point along this movement, or up to 45 degrees twice at any point
- **Manoeuvre** (walker only): move in any direction in a straight line up to a number of inches equal to half their Movement rating, turning up to 180 degrees at any point along this movement, or up to 90 degrees twice at any point
- **Bug Out** (VTOL only): remove the VTOL flyer from the board and place it back into reserves. It may not be activated again in the following turn.
- **Panicked Move:** move as far as possible directly away from the closest visible enemy unit (or closest enemy unit if none are visible).

You cannot move through impassable terrain. You can move through difficult terrain but if any part of movement would be through difficult terrain your Movement rating is 2" lesser than normal for the duration of that move.

All movement, other than the specified turns, is in a straight line, preserving the orientation of the vehicle.

WEAPONS

- **Anti-Air:** When firing this weapon, Fast Mover Units are always considered to be 12" away, and VTOL Units are not considered to be any further away than a normal Unit would be. This special rule only affects weapons mounted in arm, hull and turret mounts
- **Accurate:** This weapon suffers no penalties for range except against Flyers
- **Annihilator:** Shots from this weapon get a +1 bonus to the result of each dice
- **Assault:** This weapon can be fired normally, but also used in assaults
- **Burst:** For each penetrating hit you roll when firing this weapon, roll an additional dice and add the result to the total (do not roll any further dice)
- **Close Action:** This weapon rolls two less dice for firing beyond their optics range, and two less for each additional increment
- **Close Combat:** This weapon can only be used in assaults.
- **Flashburn:** Count the target enemy Unit's Armour Rating as one less than normal when considering if a shot from this weapon penetrates. If this would reduce them to Armour rating zero, then the usual rules apply
- **Guided Fire:** Shots from this weapon ignore all cover penalties
- **Howitzer:** Can be fired normally or indirect. Indirect fire gets Indirect, Static and No Pen. Firing normally counts as moving for Indirect.
- **Indirect:** First shot gains Close Action. Further shots gain Accurate and Guided if neither firing unit nor target have moved. Cannot target units inside optics range, out of line of sight, or as part of Counterfire or Panicked Shoot orders.
- **Inferno:** Flammable and Explosive terrain within 2" of the target catches fire or explodes
- **No Crit:** Attacks against vehicles cannot cause critical hits, attacks against infantry unaffected
- **No Pen:** Count all penetrating hits scored by this weapon as glancing hits. It can never generate penetrating hits
- **Plasma Burn:** If this weapon causes a critical damage effect, add 2 to the result on the critical damage table
- **Point Blank:** This weapon cannot be fired beyond the Unit's Optics range
- **Static:** This weapon cannot be used in a turn where the Unit also moves

- **Unstable:** Shots with this weapon in a Turn where the Unit has already been issued a Move order roll two fewer dice
- **Versatile:** A weapon with this special rule can always be mounted in a hull or sponson mount no matter the Size of the Unit mounting it
- **Volley:** After you have rolled attack dice for this weapon, but before you apply any other special rules, you may pick up all dice that were a miss and reroll them. Dice can never be rerolled more than once

Light Weapons	Rating	Rules
Autogun	5	No Pen, Versatile
Autocannon	5	Versatile
Howler	7	Assault, No Pen, Point Blank
Laser	3	Anti-Air, Flashburn
Light Missile	5	Anti-Air, Guided Fire, Unstable
Plasma Blaster	5	Close Action, Plasma Burn
Rotor Cannon	5	Versatile, Volley
Light Cannon	7	
Mortar	5	Indirect, Unstable, No Pen
Light Howitzer	7	Howitzer, No Crit

Heavy Weapons	Rating	Rules
Pulse Laser	4	Flashburn, Volley
Blast Cannon	8	Close Action
Battle Cannon	9	
Heavy Rotor Cannon	7	Volley
Heavy Cannon	10	Unstable
Heavy Laser	6	Anti-Air, Flashburn
Heavy Missile	8	Anti-Air, Guided Fire, Unstable
Magma Blaster	6	Point Blank, Annihilator
Plasma Cannon	8	Close Action, Plasma Burn
Screamer	14	Assault, No Pen, Point Blank
Heavy Mortar	8	Indirect, No Crit
Howitzer	9	Howitzer, No Crit

Superheavy Weapons	Rating	Rules
Heavy Blast Cannon	10	Close Action
Heavy Battle Cannon	11	
Missile Rack	7	Anti-Air, Guided Fire, Unstable, Volley
Magma Cannon	10	Point Blank, Annihilator
Heavy Plasma Cannon	10	Close Action, Plasma Burn
Super-heavy Laser	9	Anti-Air, Flashburn, Unstable
Super Howitzer	11	Howitzer, Unstable

Bombs	Rating	Rules
Bomb Rack	4	Volley, Bomb
Heavy Bomb Rack	6	Volley, Bomb
Plasma Bomb Rack	6	Plasma Burn, Volley, Bomb
Incendiary Bomb Rack	10	Inferno, No Pen, Volley, Bomb

Melee Weapons	Rating	Rules
Blade	6	Close Combat
Wrecker	8	Close Combat
Turbo-blade	8	Close Combat, Plasma Burn
Magma Wrecker	8	Close Combat, Annihilator

Infantry Weapons	Rating	Rules
Rifles	3	No Pen
SMGs	4	No Pen, Close Action
Heavy Rifle	4	Unstable
Flamethrowers	5	No Pen, Inferno, Point Blank
Laser Rifles	2	Flashburn
Plasma Rifles	3	Close Action, Plasma Burn
Rocket Launchers	4	Anti-Air, Guided Fire, Unstable
Infantry Mortar	5	Indirect, No Pen, Static

Infantry Sidearms	Rating	Rules
Pistols	2	No Pen, Assault
Energy Pistols	2	Assault, Plasma Burn, Point Blank

Infantry Melee	Rating	Rules
Unarmed	1	No Pen, Close Combat
Basic CCWs	4	No Pen, Close Combat
Energy CCWs	4	Close Combat
Heavy CCWs	6	Close Combat, Annihilator, Unstable

ATTACK SEQUENCE

VEHICLES

1. Discard misses from the roll. They have no effect
2. Determine the number of penetrating hits
3. If this number equals or exceeds the Armour rating of the enemy Unit in the facing that has been hit, then the shot penetrates
 - a. Determine the total number of hits in the roll (penetrating and glancing) and the target suffers this many points of hull damage
 - b. Determine critical damage and add a Critical Damage token and a Panic token to the Unit
4. If this number is less than the armour rating of the enemy Unit in the facing that it has been hit, then the shot glances
 - a. The target suffers a number of points of hull damage equal to the penetrating hits rolled
 - b. Determine the total number of hits in the roll (penetrating and glancing). If this number equals or exceeds the Morale of the enemy Unit, then add a Panic token to the target Unit

INFANTRY

1. Discard misses from the roll, they have no effect
2. Determine the number of penetrating hits
3. If there is at least one penetrating hit, and the number of penetrating hits meets or exceeds the armour value of the squad, the squad is destroyed
4. If the number of penetrating hits is less than the armour of the squad but greater than zero, the squad becomes injured and gains a panic token. An already injured squad is destroyed.
5. If the unit is not destroyed and the roll included three or more hits of any kind, the squad takes an additional panic token

CRITICAL DAMAGE

Dice Roll	Result
1	Stunned: No further effect.
2	Optics Damaged: -2 to Optics.
3	Engine Damaged: -2 to Movement.
4	Weapon Destroyed: Randomly destroy one weapon. It can no longer be used.
5	Engine Dead: The unit is immobilised and can no longer move.
6	Fire: A fire breaks out. Each time they are chosen to activate other than for a recover action roll a die: on a 1, the fire is put out. On a 2-5 the unit suffers a Panic. On a 6 the unit suffers an Ammunition Explodes result.
7+	Boom!: The unit is destroyed. Put a flaming wreck token next to it. If they are a behemoth, instead give them a Catastrophic Damage token.

BUILDING DAMAGE

Dice Roll	Effect
1-2	No further effect
3-4	Minor Collapse: roll a D6 for each emplaced unit and on a 6, injure that infantry squad or damage that vehicle.
5-6	Significant Collapse: roll a D6 for each emplaced unit and on a 4, 5 or 6, injure that infantry squad or damage that vehicle.
7-9	Structural Failure: roll to see if the building catches fire if it is not already on fire, apply the damage from the attack a second time, and roll again on this table with a +1.
10+	Total Destruction: the building loses all remaining hull points and is destroyed.