



MOVEMENT PHASE

1. Charges 2. Compulsory Moves 3. The Rest

SHOOTING PHASE

ROLL TO HIT:

BS	1	2	3	4	5	6	7	8	9	10
	6	5	4	3	2	1	0	-1	-2	-3

7+ TO HIT:

Score needed	7	8	9	10
Additional D6 to Hit	4+	5+	6+	Miss

TO HIT MODIFIERS:

- 2 Target in cover
- 1 Target in partial cover
- 1 Target is appearing/disappearing/charging – while shooting on over-watch
- 1 Rapid moving target – has moved 10" or more in the previous turn
- 1 Small Target – less than ½" tall or wide
- +1 Large Target – more than 2" tall or wide

ROLL TO WOUND:

TOUGHNESS

	1	2	3	4	5	6	7	8	9	10
S	1	4	5	6	-	-	-	-	-	-
T	2	3	4	5	6	-	-	-	-	-
R	3	2	3	4	5	6	-	-	-	-
E	4	2	2	3	4	5	6	-	-	-
N	5	2	2	2	3	4	5	6	-	-
G	6	2	2	2	2	3	4	5	6	-
T	7	2	2	2	2	2	3	4	5	6
H	8	2	2	2	2	2	2	3	4	5
	9	2	2	2	2	2	2	2	3	4
	10	2	2	2	2	2	2	2	3	4

INJURIES/RECOVERY:

- 1 Flesh Wound:** -1 WS and BS until end of Game, if either is reduced to 0 the fighter is Out of Action.
- 2-5 Down:** The model may crawl 2" for movement and rolls again in the recovery phase.
- 6 Out of Action:** Remove the model from the board.

COMBAT PHASE

1 Throw Attack Dice: Roll a number of D6's equal to their attack characteristic +1 if armed with two or more Hand-to-Hand weapons and no two handed weapons/guns.

2 Work Out Combat Score: Pick the highest scoring dice and add the model's WS. Then add and Combat Score modifiers.

3 Determine Winner: The Highest scoring player wins. In the case of a tie the model with the highest Initiative wins. If Initiative is a tie the result is a standoff.

4 Number of Hits: The loser suffers hits equal to the difference in the Combat Scores or one hit if Initiative was used to determine the winner in a tie.

5 Saving Throws

6 Resolve Injuries

COMBAT SCORE MODIFIERS:

- +1 Opponent Fumbles – for each D6 score of a 1 your opponent rolls
- +1 Critical hit – for each D6 score of a 6 rolled beyond the first
- +1 Charging
- +1 Higher Up
- 1 Encumbered – carrying a heavy weapon or similar
- 1 Obstacle – charging a model behind a low wall or barrier, only applies on the turn you charge

SAVE MODIFIERS:

STRENGTH

3	4	5	6	7	8	9
0	-1	-2	-3	-4	-5	-6

WILD GRENADES AND SHELLS:

If the Scatter and Artillery dice result in a hit and a misfire roll on this chart:

D6

1	Goes off in throwers hand, place template over him
2	Goes wild or spins out of control, Travels 2D6" from the thrower/firer and explodes
3	Same as above for grenades, for other weapons it travels D6 x D6" and explodes
4	Same as above but it does not explode, place a marker, at the start of each player's turn it explodes on a 4+
5	Tumbles down a deep crack or flies up and hits the dome roof, each player rolls a D6 at the start of each of their turns and on a 1 a chunk of debris falls on a random one of their fighters with a strength 3 hit
6	The grenade or shell drops to the ground and sizzles ominously, luckily it is a dud

RECOVERY PHASE

Roll on the Injuries/Recovery chart.