

PLAYSHEET

• TURN SEQUENCE

MOVEMENT
SHOOTING
HAND-TO-HAND COMBAT
RESERVES
PSIONICS
RALLYING

Compulsory movement and actions precede the normal turn sequence

• MOVEMENT

Difficult ground Movement is at half rate.
Very difficult ground Movement is at ¼ rate
Obstacles Crossing an obstacle loses a model half distance
Turning The first 90° is free - each additional 90° or part is -½".

• HIDING

Linear obstacle - if it lies between target and firer target within 1"
Woods - inside
Craters, holes and ditches - inside
Building windows and doors - inside
Hiding models may not fire or reserve move without coming out of hiding

• SHOOTING TO HIT CHART

WS	1	2	3	4	5	6	7	8	9	10
D6	6	5	4	3	2	1	0	-1	-2	-3

+1	Large target (+3m)
-1	Small target (-30cm)
-1	Moving surface
-1	Moving target (per full 10")
-1	Firer wounded
-1	Target in soft cover
-1	Improvised weapons
-2	Target in hard cover

• ROUT TEST

A unit must make a rout test when:
The unit has lost a combat round
The unit suffers more than 1/3 of current strength as shooting and/or psychic casualties in a single turn.
GM's discretion and as indicated in rules.

• TO WOUND CHART

Strength	Toughness									
	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6						
2	3	4	5	6	6					
3	2	3	4	5	6	6				
4	2	2	3	4	5	6	6			
5	2	2	2	3	4	5	6	6		
6	2	2	2	2	3	4	5	6	6	
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

• HAND TO HAND COMBAT TO HIT CHART

Attacker's Weapon Skill	Defender's Weapon Skill									
	1	2	3	4	5	6	7	8	9	10
1	5	5	6	6	7	7	8	8	9	9
2	4	5	5	6	6	7	7	8	8	9
3	4	4	5	5	6	6	7	7	8	8
4	3	4	4	5	5	6	6	7	7	8
5	3	3	4	4	5	5	6	6	7	7
6	2	3	3	4	4	5	5	6	6	7
7	2	2	3	3	4	4	5	5	6	6
8	2	2	2	3	3	4	4	5	5	6
9	2	2	2	2	3	3	4	4	5	5
10	2	2	2	2	2	3	3	4	4	5

+2	Frenzied
+1	Charging
+1	Uphill
+1	Following up
-1	Crossing defended obstacle
-1	Using more than 1 weapon
-1	Using a weapon wrong handed
-2	Improvised attack

• RESERVES

To reserve move a model must:
Belong to a unit with no members within 4" of an enemy
Not shoot in its own turn
Not be in or behind cover
Not be hiding

	Short Range	Long Range	Shooting to Hit		Strength	Damage	Save Mod.	Type				Area	Tech
			S	L				C	H				
Auto-gun	0-12"	12-32"	+1		3	1	-1					6	
Bolter	0-12"	12-24"	+1		4	1	-1					6	
Bow	0-12"	12-24"		-1	2	1						5	
Crossbow	0-16"	16-32"		-1	4	1						6	
Flamer	0-6"	6-12"	+2	-1	4	1	-2			X	1 1/2"	6	
Graviton Gun	0-8"	8-16"	+1		special						1 1/2"	6	
Handbow	0-8"	8-16"		-1	4	1			X			6	
Lasgun	0-12"	12-24"	+1		3	1	-1					6	
Melta-gun	0-8"	6-12"	+1		6	D6	-4		X		1"	6	
Musket	0-8"	6-24"		-1	3	1	-1		X			5	
Needler	0-16"	16-32"	+1		3	1	+1		X			7	
Plasma gun	0-8"	8-24"	+1		7	1	-2			X		6	
Shotgun	0-4"	4-16"		-1	varies	1	varies		X		1/2"	5	
Shuriken Catapult	0-12"	12-24"	+1		4	1	-2			X		7	
Sling	0-12"	12-18"		-1	3	1			X			5	

	Short Range	Long Range	Shooting to Hit		Strength	Damage	Save Mod.	Type				Area	Tech
			S	L				C	H	S	F		
Auto-cannon	0-20"	20-72"			8	D6	-3	2"	x			1"	6
Beamer	0-20"	20-40"	-1		varies	D6		1½"	x			varies	7
D-Cannon	0-16"	16-32"		-1	see text			2"	x			2"	8
Grenade Launcher	0-20"	20-60"			as ammo			1½"	x				6
Heavy Plasma Gun: sustained	0-20"	20-40"			7	D4	-2	2"	x	x		1"	6
maximal	0-20"	20-72"			10	D10	-6	2"	x			1"	6
Heavy Bolter	0-20"	20-40"			5	D4	-2	1"	x	x			6
Heavy Stub Gun	0-20"	20-40"			4	1	-1	1"	x	x			6
Heavy Webber	0-12"	12-24"						2"	x			2"	7
Las-cannon	0-20"	20-60"			9	2D6	-6	2"	x				6
Missile Launcher	0-20"	20-72"			as ammo			1"	x				6
Multi-laser	0-20"	20-60"	+1		6	D4	-1	2"	x	x			6
Multi-melta	0-12"	12-24"	+1		8	4D6	-4	2"	x			2"	6

	Short Range	Long Range	Shooting to Hit		Strength	Damage	Save Mod.	Type			Area	Tech
			S	L				C	F	S		
Antique Pistol	0-6"	6-12"	-1	-2	3	1	-1	x				5
Autopistol	0-8"	8-16"	+2		3	1	-1	x				6
Bolt Pistol	0-8"	8-16"	+2		4	1	-1	x				6
Chainsword		Close combat only			4	1	-1	x				6
Combat Accessory		Close combat only			as user	1		x				4
Force Rod		Close combat only			see text			x				4
Force Sword		Close combat only			as user	1		x				4
Hafted Weapon		Close combat only			as user	1	-1	x				4
Hand Weapon		Close combat only			as user	1		x				4
Hand Flamer	0-4"	4-8"	+2		4	1	-2	x				6
Improvised Weapon		Close combat only			as user	1		x				1
Las pistol	0-8"	8-16"	+2	-1	3	1		x				6
Needle Pistol	0-8"	8-16"	+2	-1	2	1	+1	x				6
Neuro Disruptor	0-6"	6-12"	+2		see text			x				4
Plasma Pistol	0-8"	6-18"	+2	-1	6	1	-1	x				8
Poweraxe		Close combat only			6	1	-3	x				5
Powerglove		Close combat only			8	1	-5	x				6
Powersword		Close combat only			5	1	-1	x				5
Sawn-off Shotgun		Close combat only			varies	1	varies	x	x		1/2"	5
Stub Gun	0-8"	8-16"		-1	3			x				6
Sword		Close combat only			as user	1		x				4
Webber	0-4"	4-8"	+1		see text			x				7

	Short Range	Long Range	Shooting to Hit		Strength	Damage	Save Mod.	Type				Area	Tech
			S	L				C	H	S	F		
Anti-plant	0.4"	4.8"							x			1½"	4
Blind	0.4"	4.8"							x			1½"	4
Choke	0.4"	4.8"		-1	3	1			x			1½"	4
Crack, basic	0.2"	2.4"		-1	6	D6	-3		x			½"	5
missile					8	D10	-6					½"	5
Frag	0.4"	4.8"		-1	3	1			x			2"	4
Hallucinogen	0.4"	4.8"		-1					x			1½"	6
Haywire	0.4"	4.8"		-1	2	1			x			1½"	8
Knock-out	0.4"	4.8"		-1					x			1½"	5
Melta-bomb	0.4"	4.8"		-1	8	D6	-4		x			1"	5
Photon	0.4"	4.8"							x			1½"	5
Plasma	0.4"	4.8"		-1	5	1	-2		x			1½"	4
Psyk-out	0.4"	4.8"							x			1½"	4
Rad	0.4"	4.8"							x			varies	5
Scare Gas	0.4"	4.8"							x			1½"	4

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