

# Quick Reference Sheet

## ORDERS

1. Fire Shoot without moving (may use Aimed Shot).
2. Advance Move and then shoot.
3. Run Move at increased speed without shooting.
4. Ambush No move/shoot, but wait for opportunity to react.
5. Rally No move/shoot, but lose D6 pin markers.
6. Down No move/shoot, but more difficult to hit.

### Pinned units test Co at -1 per pin:

- Pass Act on order & remove 1 pin (2 pins on roll of 1).
- Fail Receive Down order & remove 1 pin (0 pins on 10).

## AGILITY SUMMARY

### CROSSING OBSTACLES

Unit Type	Advance M	Run 2M or 3M
Unit other than Heavy Weapon Team/etc	No Ag test	Ag test required to cross unless leaving defensive position
Heavy Weapon Team	Ag test to cross	Cannot cross
Crawlers	Ag test to cross	Cannot cross
Archaic Contraption	Cannot cross	Cannot cross

### AREA TERRAIN

Result	Non-large Models	Large Models
Pass on a 1	Full pace/find way through	Full pace
Pass	Full pace	Half pace
Fail	Half Pace	No move
Fail on 10	No Move	No move and 1 pin

## MOVES

Action	Standard	Fast	Slow
Advance M	5"	10"	2.5"
Run 2M	10"	20"	5"
Sprint 3M	15"	30"	7.5"

### Agility modifiers

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

### Agility Test for Sprints

Pass on a 1	No penalty but optional +Ag bonus move and 1 pin
Pass	No penalty
Fail	Exhausted 1 pin
Fail on 10	Exhausted 2 pins

## ACCURACY MODIFIERS

Per Pin	-1
Long Range	-1
Extreme Range	-2
Intervening Low Obstacle	-1
Intervening Light Terrain	-2
Aimed Fire (Fire order only)	+1
Rapid Fire (at long/extreme range)	-1
Overhead Fire	-2
Each crew short of full team	-1
Heavy weapon out of arc	-2

A full weapons team is 2 for support and 3 for heavy weapons.

## REACTIONS

Go Down	Auto when shot at (Fire/Advance)	Down
Stand and 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.** The attacker and defender shoot point blank simultaneously. Place pin markers and take break tests resulting.

**Hand-to-hand fighting.** Both the attacker and defender fight simultaneously – using Strength 'to score hits'. After fighting add 1 pin marker to each unit for each casualty it has 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 round of follow on combat. In the case of a draw surviving opponents can fight a follow on round of hand-to-hand fighting by mutual consent.

**Consolidation.** Surviving units can make a consolidation move.

## BREAK TESTS

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

### Triggers

- One or more pins per model when shot at and hit.
- Suffers half own number of casualties from shooting
- Defeated or draw in hand-to-hand fighting

### Fail

The unit breaks if it has lost > half number or following hand-to-hand fighting. If unit has not lost > half number go down/broken on a roll of 10.

## RESIST MODIFIERS

Strike value of weapon	-SV
Resist Bonus of Armour	+RB
Cover (default +2)	+1, 2 or 3

Cover value applies to individual models that are behind/within cover relative to the models shooting at them.



# Weapons Summary

Type of weapon	Effective	Range Long	Extreme	Strike Value	Special Rules
Mag Pistol	10	20	30	1	–
Plasma Pistol	10	20	30	2	–
X-Sling	10	20	None	0	Blast D3
Distort Spinner	<i>Hand-to-Hand only</i>			Varies	2 Attacks, Variable Res/Strike, Grenade
Maglash	10	None	None	1	2 Attacks
Lectro Lash	<i>Hand-to-Hand only</i>			1	3 Attacks
Lectro Lance	<i>Hand-to-Hand only</i>			2	–
Tractor Maul	<i>Hand-to-Hand only</i>			2	2 Attacks
Heavy Tractor Maul	10	None	None	3	2 Attacks
Ghar Plasma Claw	<i>Hand-to-Hand only</i>			D4	Random SV
IMTel Stave - <i>Standard</i>	10	None	None	3	3 Attacks
IMTel Stave - <i>Nano Drone Boost</i>	20	None	None	6	3 Attacks, Blast D3, Exhausted
Mag Gun	20	30	60	1	–
Mag Repeater	20	30	None	0	RF2
Plasma Carbine - <i>Single Shot</i>	20	30	50	2	–
Plasma Carbine - <i>Scatter</i>	20	30	None	0	RF2
Plasma Lance - <i>Single Shot</i>	20	30	50	2	–
Plasma Lance - <i>Scatter</i>	20	30	None	0	RF2
Plasma Lance - <i>Lance</i>	20	30	None	4	Choose Target, Inaccurate
Phase Rifle	20	30	100	2	No Cover, RF D6 Fire Only, Concentrated Fire
Compression Carbine	10-20	30	50	2/1/0	Compressor, No Cover
Micro-X Launcher - <i>Overhead</i>	10-20	30	50	0	OH, Blast D4, No Cover
Micro-X Launcher - <i>Direct Fire</i>	20	30	None	1	–
Mass Compactor	10	20	30	3/2/1	Compressor, No Cover
Lugger Gun	20	30	None	0	RF2, Limited Ammo
Scourer Cannon - <i>Dispersed</i>	20	30	None	2	RF3
Scourer Cannon - <i>Concentrated</i>	20	30	40	4	–
Scourer Cannon - <i>Disruptor</i>	20	30	None	1	Blast D4, No Cover, Disruptor
Gouger Gun	10-20	30	None	2	Down, Inaccurate
Mag Light Support	30	50	100	2	RF3
Mag Cannon	30	50	100	5	Massive Damage
Plasma Light Support	30	40	80	3	RF3
Plasma Cannon	30	40	80	6	Plasma Fade
X-Launcher	10-30	60	120	1	OH, Blast D5, No Cover
Compression Cannon	10-30	40	80	7/4/2	Compressor, No Cover, Cycle
Fractal Cannon	30	40	80	2 +1 max 10	Fractal Lock
Frag Borer	20	30	60	3 +1 max 10	Fractal Lock
Disruptor Bomber	10-30	60	120	1	OH, Blast D5, No Crew, Limited Ammo, No Cover, Disruptor
Disruptor Cannon	20	30	None	1	Blast D4, No Cover, Disruptor
Mag Heavy Support	30	50	100	3	RF5
Heavy Mag Cannon	50	100	250	6	Massive Damage
Plasma Bombard	50	100	200	7	Plasma Fade
Compression Bombard	10-50	100	150	9/7/5	Compressor, No Cover, Cycle
Fractal Bombard	50	100	200	3 +2 max 10	Fractal Lock
Heavy Frag Borer	20	30	60	6+1 max 10	Fractal Lock
X-Howitzer	10-50	100	250	2	OH, Blast D10, No Cover
Mag Mortar	10-30	40	50	3	OHx2, Blast D10, No Cover
Heavy Disruptor Bomber	10-30	60	120	2	OHx2, Blast D10, Limited Ammo, No Cover, Disruptor