

Disclaimer:

A. PLAYING THE GAME:-	p06
A.1 Object of the Game	p06
A.1.1 Killing the Enemy	p06
A.1.2 Capturing Objectives	p06
A.1.3 Optional Rule: Controlling Objectives	p06
A.2 Putting an Army Together	p07
A.2.1 Army Cards	p07
A.2.2 Allies.	p07
A.3 Setting Up	p08
A.3.1 Choose your forces	p08
A.3.2 Set up battlefield.	p08
A.3.3 Place objectives.	p08
A.3.4 Roll to choose sides.	p08
A.3.5 Special abilities.	p08
A.3.5.1 Special Abilities: Infiltration	p08
A.3.5.2 Optional Rule: Hidden Setup	p08

The Game Phases:-	Core Rules	Condensed Ref.
1. THE ORDERS PHASE:-	p09	p01
2. THE MOVEMENT PHASE:-	p11	p01
3. THE COMBAT PHASE:-	p22	p05
4. THE END PHASE:-	p31	p07








1. THE ORDERS PHASE:- p09

1.1 Placing Orders	p09
1.1.1 First Fire Orders	p09
1.1.2 Advance Orders	p09
1.1.3 Charge Orders	p09
1.1.4 Fall Back Orders	p09
1.1.5 Special Rule: Troops & Transports	p10
1.1.6 Optional Rule: Transports are Separate Detachments	p10
1.1.7 Special Ability: Command	p10
1.1.7.1 Optional Command Rule:	
1.1.8 Special Ability: Independent	p10
1.2 Initiative	p10


2. THE MOVEMENT PHASE:- p11





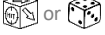



2.1 Movement Sequence	p11
2.1.1 Compulsory Movement	p11
2.1.2 Activating Units	p11
2.1.2.1 Units on First Fire Orders :	
2.1.2.2 Units on Advance Orders :	
2.1.2.3 Units on Charge Orders :	
2.1.3 Enemy Response	p11
2.1.3.1 Firing at a moving unit:	
2.1.3.2 Firing at a charging unit	
2.1.4 Moving and Turning	p12
2.1.5 Special Rule: Snap Fire	p12
2.1.6 Special Ability: Quickdraw	p12
2.1.7 Special Ability: Fire on the Fly	p12
2.1.8 Special Ability: Point Defence (X)	p12
2.1.9 Optional Rule: Moving Last	p12
2.1.10 Outnumbering	p13
2.1.11 Unit Coherency	p13
2.2 Modes of Movement	p14
2.2.1 Jump Packs:	p14
2.2.2 Skimmers:	p14
2.2.3 Tunnelers:	p14
2.2.3.1 Tunnelers vs Buildings:	p14
2.2.3.2 Tunneler Launchers:	p14
2.2.3.3 Tunneler Support Card Rule:	p14
2.2.3.4 Optional Tunneler Rule:	p14

2.2.4 Movement Off-Table	p14
2.2.5 Special Rule: Pop-Up Attacks	p15
2.2.6 Special Ability: Teleport and Deep Strike	p15
2.3 Pinning Class	p15
2.3.1 Special Rule: Skimmer Pinning Class	p15
2.3.2 Special Ability: Hit & Run	p16
2.3.3 Optional Rule: Overrun	p16
2.3.4 Optional Rule: Zone of Control (ZoC)	p16
2.4 Floaters & Fliers	p17
2.4.1 Special Ability: Floater (& Fliers)	p17
2.4.1.1 Altitude:	p17
2.4.1.2 All-Around Firing:	p17
2.4.1.3 All-Around Armor:	p17
2.4.1.4 Shoot the Thin Part	p17
2.4.1.5 Drop Things:	p17
2.4.1.6 Hard Targets:	p17
2.4.1.7 Objectives:	p17
2.4.1.8 Pinning:	p17
2.4.2 Altitude:	p17
2.4.2.1 Grounded:	
2.4.2.2 Low Altitude:	
2.4.2.3 High Altitude:	
2.4.3 Special Ability: Flier	p17
2.4.3.1 First Fire:	p17
2.4.3.2 Advance:	p17
2.4.3.3 Charge:	p17
2.4.3.4 Fall Back:	p17
2.5 Transports	p18
2.5.1 Special Ability: Transport (X)	p18
a) Towing Light Artillery:	
b) Optional Transport Rule	
2.5.2 Special Ability: Open Top Vehicle (OTV)	p18
2.5.3 Special Rule: Only Standard Transports are Free	p18
2.5.4 Optional Rule: Special Cards for Cavalry Companies	p18
2.6 Terrain & Structures	p19
2.6.1 Terrain	p19
2.6.1.1 Forest:	
2.6.1.2 Marsh:	
2.6.1.3 Rivers & Lakes:	
2.6.1.4 Rough:	
2.6.2 Structures	p19
2.6.2.1 Roads:	
2.6.2.2 Barricades:	
2.6.2.3 Minefields:	
2.6.2.4 Trenches:	
2.6.2.5 Infantry Bunkers:	
2.6.2.6 Artillery Emplacements:	
2.6.2.7 Composite Bunkers:	
2.6.2.8 Strongholds:	
2.6.2.9 Buildings:	p20
a) Light Construction:	
b) Standard Construction:	
c) Fortification:	
2.6.3 Structure Characteristics	p20
2.6.3.1 Entering & Leaving:	
2.6.3.2 Armor Save:	
2.6.3.3 Protection:	
2.6.3.4 Resistant to Damage:	
2.6.3.5 Structural Integrity (SI):	
2.6.4 Special Ability: Damage or Destroys Buildings	p20
2.6.5 Special Rule: Destroying Barricades, Trenches & Minefields	p21
- Structure Movement & To-Hit modifiers	p21
- Structure Characteristics	p21

3. THE COMBAT PHASE:-	p22
a) First Fire Segment:	
b) Close Combat Segment:	
c) Advance Fire Segment:	
3.1 Firing Ranged Weapons	p22
a) Assign Attack Dice	
b) Check Range:	
c) Roll To-Hit:	
d) Resolve Damage: See The Effects of Damage (3.4, p27) for details.	
3.1.1 Line of Sight (LoS)	p22
3.1.2 Firing Arc	p23
3.1.3 Special Ability: Anti-Aircraft (AA)	 p23
3.1.4 Special Ability: Sniper	 p24
3.1.5 Special Ability: Hard To Hit	p24
3.1.6 Special Ability: Headquarters (HQ)	 p24
3.1.7 Special Ability: Ignores Cover	p24
3.1.8 Special Ability: Stealth	p24
3.1.9 Special Rule: Cold Blooded	p24
3.1.10 Special Rule: To-Hit Roll Greater than 6	p24
3.2 Template Weapons	 p25
3.3 Artillery	p25
3.3.1 Combined Fire	 p25
3.3.2 Types of Fire	p25
3.3.2.1 Direct Barrages 	
3.3.2.2 Indirect Barrages 	
3.3.3 Off-Board Artillery	 p26
3.3.4 Special Ability: Forward Observer (FO)	p26
3.3.5 Minimum Range	p26
3.3.6 Optional Special Ability: Static Artillery	p26
3.4 Effects of Damage	p27
3.4.1 Special Rule: Side and Rear Shots	p27
3.4.2 Special Ability: All-Around Armor	p27
3.4.3 Special Ability: Fixed Armor Save	p27
3.4.4 Special Ability: Medic & Mechanic	p27
a) Ignore TSM: (Target Save Modifier)	
b) Healers are not gods.	
c) "He's Dead, Jim"	
3.4.5 Special Ability: Psychic Save	p27
3.4.6 Special Ability: Regeneration	 p28
3.4.7 Special Ability: Multiple Wounds	p28
3.4.8 Special Ability: Penetrating +(X)	p28
3.4.9 Bail-Out Roll	 p28
3.4.10 Special Rule: Superheavy Vehicles	p28
3.5 Close Combat	p29
3.5.1 Special Ability: Combat Leader	p29
3.5.2 Resolution	 + CAF p29
3.5.3 Multiple Opponents	p29
3.5.4 Complex Combats	p30

4. THE END PHASE:-	p31
4.1.1 Special Abilities:	p31
4.1.2 Rally Check:	p31
4.1.3 Break Points & Break Tests:	p31
4.1.4 Optional Rule: Broken Units in Close Combat:	p31
4.1.5 Victory Points (VP's):	p31
4.2 Morale	p31
4.2.1 Special Ability: Inspirational	p31
4.2.2 Morale Test (aka Break Test)	p32
4.2.3 Special Ability: Fearless	p32
4.2.4 Special Ability: Fear	p32
4.2.5 Special Ability: Terror	p32
4.2.6 Special Ability: Daemon Hunter	p32
4.2.7 Routing	p32

5. PSYCHIC POWERS & SPECIAL ABILITIES:-	p33
5.1.1 Special Ability: Psyker	p33
Physical:	
Ethereal:	
5.1.2 Special Ability: Combat Engineer	p33
Engineering Missions:	
1) Lay Minefield:	
2) Clear Obstacle:	
3) Set Demolition Charge:	
4) Defuse Demolition Charge:	
5.1.3 Special Ability: Elite	 p33

6. TITANS & PRAETORIANS:-	p34
	
6.1 Purchasing Titans & Praetorians	p34
6.1.1 Optional Rule: Titan Battle Groups	p34
6.2 Shields	p34
a) Void Shields:	 p34
b) Power Shields:	 p35
c) Holo-fields:	 p35
6.3 Hit Location Templates	 or  p35
1) Scatter the shot:	
2) Make an Armor Save:	
3) Consult the Damage Table:	
6.3.1 Damage Results	p35
a) Reactor Damaged:	
b) Reactor Crippled:	
c) Reactor Explodes:	
d) Titan Falls:	
e) Weapon Blown Off:	
6.4 Repair Rolls	p35
6.5 Special Rules: Titans	 p36
a) Orders:	
b) Movement:	
c) Firing:	
d) Close Combat	p36
d.1) Titans vs. Titans, Praetorians, Superheavies & Knights:	p36
d.2) Titans vs. Everything Else:	p36
d.3) Elite Units vs. Titans:	p36
6.6 Special Ability: Agile	p36
6.7 Special Rules: Praetorians	 p36
a) Orders	
b) Movement:	
c) Firing	
d) Shields:	
e) Close Combat:	

7. APPENDIX A: NORMAL ABILITIES:-	p37
7.1 Unit Characteristics	p37
7.2 Ranged Weapon Characteristics	p37
7.3 Unit Class Characteristics	p38
7.4 Biology	p38
7.5 Intelligence	p38

8. APPENDIX B: SPECIAL ABILITIES:-	p39
---	-----

9. GLOSSARY:-	p42
----------------------	-----

Disclaimer: