GAME TURN SEQUENCE

1. **Marker Phase**
   - Remove remaining overwatch counters.
   - Remove miscellaneous effect markers (eg lingering weapon effects).
2. **Orders Phase**
   To each model:
   - Issue overwatch order, or
   - Issue snap-fire order.
3. **Activation Phase**
   - Roll for initiative.
   - Activate snap-fire.

OVERWATCH

Overwatch order cannot be given if in base contact with an enemy model.

- **Disruption shot:**
  On a successful command check model may interrupt the opponent's turn and shoot at the interrupted model.
  Command check modifiers:
  -1 for each range band beyond Short.
  +1 per point of CAL.
- **Intercept charge:**
  On a successful command check the model may interrupt the opponent's turn and charge the interrupted model.
  Command check modifiers:
  +1 per point of CAL.
- **Evade:**
  On a successful command check the model may attempt to evade indirect template fire. The model may move up to its MV stat in inches.
  Command check modifiers:
  +1 per point of CAL.

SNAP-FIRE

A model with snap-fire may perform one of the following actions:

- **Rush** (not if in base contact with an enemy model):
  - The model can make a move up to **double** its MV stat in inches plus 1 inch per point of CAL.
- **Move + Shoot** (not if in base contact with an enemy model):
  - The model can make a move up to its MV stat in inches.
  - The model can then shoot at an eligible enemy model.
  - If the model moved, the shot will have a -1 penalty per range band beyond base contact.
- **Assault:**
  - **Charging:** When charging, a model may move up to double its MV stat in inches plus 1 inch per point of CAL and initiate close combat.

  - **Initiating Close Combat:** Initiate a close combat with an enemy in base contact.

  - **Breaking off:** On a successful command check, the model moves away from the enemy in base contact, up to its MV stat in inches plus 1 inch per point of CAL. Regardless of the check result, the opponent can fight back.
  Command check modifiers:
  +1 per point of CAL.
- **Evade:**
  On a successful command check the model may attempt to evade indirect template fire. The model may move up to its MV stat in inches.
  Command check modifiers:
  +1 per point of CAL.

SHOOTING

Target Selection (command check)
+1 per point of CAL
+2 primary target is in cover

Roll to hit
- Roll 1d10, add the shooter's SH and add any modifiers. If the result is 10 or higher the shot hits.
- **Or** roll 1d10, add any modifiers and consult this table:

SH	1	2	3	4	5	6	7	8	9	10
To Hit	9+	8+	7+	6+	5+	4+	3+	2+	2+	2+

Shooting Modifiers:

+1	Target Size 4+
-1/range band	Shooter moved
-1	Speculative Fire
-2	Shooter is panicked

COVER

Obstruction Cover Table
A model gets a cover save if the obstruction is more than 1 inch from the shooter.

Flimsy	Crates, ammo boxes, wooden fences/walls, etc.	8+
Solid	Stone/rocks, concrete/metal walls, machinery, etc.	6+

RANGE BANDS

Band	Short	Medium	Long	Extreme
Inch	12	24	36	48
CD check penalty Disruption shot	0	-1	-2	-3
To-hit penalty if Shooter moved	-1	-2	-3	-4

CALIBRE

A model's Calibre (CAL) stat has the following five effects:
- **Command check bonus:**
  Any model making a check based on the CD stat receives a bonus of +1 per point of CAL.
- **Rush, charge and break off move bonus:**
  Any model making a rush, charge or break off move adds 1" per point of CAL to its total distance allowed.

- **First Strike bonus:**
  Any model adds +1 per point of CAL to its first strike (FS). This is already included on the stat cards.
- **Follow-up actions:**
  Any model can make 1 follow-up action during the game, for each point of CAL.
- **Warp Portal distance bonus** (Koralon only):
  Any Phazon that creates a warp portal adds 1 inch per point of CAL to the maximum warp portal distance to a Koralon model if it didn't move during its action.

COMMAND, MORALE & SHOCK

- To make a command check, roll 2d10, add the model's CD stat and add any modifiers. If the result is 15 or higher, the CD check is a success.
- **Or** roll 2d10, add any modifiers and consult the following table:

CD	1	2	3	4	5	6	7	8	9	10
Pass	14+	13+	12+	11+	10+	9+	8+	7+	6+	6+

Command Check CAL Bonus
Any model making a check based on the CD stat receives a bonus of +1 per point of CAL.

Commander Bonus
Providing the Commander is not panicked, any friendly model within 9" of the strike team's Commander gets a +1 bonus to their CD stat. This does not include the Commander itself.

Morale Check Triggers
- Lost a round of close combat.
- If not in close combat, and lost 50% of wounds.
- If not in close combat, and a friendly model within 9" is taken out of action.

If a model fails a morale check, it becomes panicked.

Effects of Panic
Cannot charge.
-2 penalty to all d10 shooting and to hit rolls.

Rally Checks
Whenever a panicked model is activated, immediately roll a CD check to rally.

Shock Checks
A model must take a shock test (CD) if it took hit(s) from shooting and survived. If the shock test is failed place 1 shock counter next to the model.
If a shocked model is activated, remove both order counter and shock counter. Its action is severely restricted:
- A shocked model with snap-fire may only make a regular single move, evade or fight CC if in base contact with an enemy.
- A shocked model with overwatch may only evade.
- A shocked model may not fight back if attacked in close combat.
- A shocked model may not make a follow-up action.

A shocked model cannot be shocked again until it has been activated.

CLOSE COMBAT

First Strike
Model with the highest First Strike bonus strikes first.
First Strike modifiers:
+3 charging

Roll to Hit
- Roll 1d10, add the attacker's AS, subtract the defender's AS and add any modifiers. If the result is 6 or higher, the attack hits.
- **Or** roll 1d10, add any modifiers and consult this table:

Defender's Assault (AS)

Attacker's Assault (AS)	1	2	3	4	5	6	7	8	9	10
1	6+	7+	8+	9+	10	10	10	10	10	10
2	5+	6+	7+	8+	9+	10	10	10	10	10
3	4+	5+	6+	7+	8+	9+	10	10	10	10
4	3+	4+	5+	6+	7+	8+	9+	10	10	10
5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

To hit Modifiers:
+1 Charging   -2 Panicked

DAMAGE

Damage Table
- Roll 1d10, add the attacker's ST, subtract the target's T and add any modifiers. If the result is 6 or higher, the attack causes a wound.
- **Or** roll 1d10, add any modifiers and consult this table:

Target's Toughness (T)

Attacker's DAM / ST	1	2	3	4	5	6	7	8	9	10
1	6+	7+	8+	9+	10	10	10	10	10	10
2	5+	6+	7+	8+	9+	10	10	10	10	10
3	4+	5+	6+	7+	8+	9+	10	10	10	10
4	3+	4+	5+	6+	7+	8+	9+	10	10	10
5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

Close Combat Damage Modifiers:
+1 charging