

COMMAND

Gain +1 CP

Resolve any relevant rules

MOVEMENT

1. Move Units

Move: Up to M
Advance: $M + D6$, cannot shoot or charge
Fall back: Up to M , cannot use psychic, shoot or charge

2. Reinforcements

Cannot move and counts as moved

PSYCHIC

Psychic Test

Pass if $2D6 \geq$ power's warp charge
If double 1 or 6, suffer Perils of the Warp

Deny the Witch

Pass if $2D6 >$ Psychic test score, max range 24"

SHOOTING

Make Attacks

- Hit Roll:** Hit if $D6 \geq BS$
- Wound Roll:** Roll D6, see Wound Roll table
- Allocate Attack:** Opponent allocates
- Saving Throw:** Opponent rolls: Save if $D6 + AP \geq Sv$
- Inflict Damage:** Weapon D

Attacker S vs. Target T	D6 to Pass
$S \geq 2T$	2+
$S > T$	3+
$S = T$	4+
$S < T$	5+
$2S \leq T$	6+

Assault: Can shoot after advance, with -1 to hit roll
Heavy: -1 to hit roll if unit moved (infantry)
Rapid Fire: x2 attacks if half range
Grenade: Only one model in unit can use
Pistol: Can be used when in engagement range.
 Cannot be used with other ranged weapons

CHARGE

1. Charges

Select target, must be within 12"
Charge if $2D6 \geq$ distance-1"

2. Heroic Interventions

Opponent: Move Characters up to 3" towards closest enemy (if distance ≤ 3 ")

FIGHT

1. Pile In

Move up to 3". Must end closer to the closest enemy model

2. Make Attacks

- Hit Roll:** Number of attacks = A . Hit if $D6 \geq WS$
- Wound Roll:** Roll D6, see Wound Roll table
- Allocate Attack:** Opponent allocates
- Saving Throw:** Opponent rolls: Save if $D6 + AP \geq Sv$
- Inflict Damage:** Weapon D

3. Consolidate

MORALE

1. Morale Tests

Fail if $D6 +$ num. of models destroyed this turn $> Ld$
If failed, remove one model
If passed, skip attrition tests for unit. Unmodified 1 always passes

2. Attrition Tests

Roll D6 for each remaining model, on 1 model flees
-1 to test if unit below half-strength

3. Coherency Checks

Remove models not in unit coherency