3.1 *Turn Sequence*

phase: 1 MOTIVATION
phase: 2 PANIC & PURSUIT
phase: 3 1ST PLAYER
phase: 4 ACTIVATION
phase: 5 CLOSE COMBAT
phase: 6 REGROUP. RECOVER
phase: 7 TIDY

8.3 *Squad Res. Tests*

(i) casualties from firing
(ii) losing a close combat

8.4 *Vehicle Res. Tests*

After receiving damage from weapons

8.7 *Squad Res. Test Modifiers (Temp)*

-1 panicked friendly Unit within Short Range
-2 pushed back
+1 push enemy back
+2 if defending position

8.8 *Squad Res. Test Modifiers (Perm)*

-2 per 1/5 of Squad killed
-2 Squad panicked
-2 crew of KO'd Vehicle

8.9 *Vehicle Res. Test Modifiers (Perm)*

-1 S weapon. destroyed
-2 immobilised
-2 P weapon destroyed

8.10 *Squad Res. Test: effects*

A-D pass
E push back/ seek cover (within 50mm)
F Panic. -2 ML. Panic Move of 100mm.

8.11 *Vehicle Res. Test: effects*

A-D pass
E -2 targetting
F Panic. -2 ML. no firing.

8.12 *Squad: recovery from Panic*

A-D recover
E-F remain panicked

8.13 *Vehicle: recovery from Panic*

Automatic unless damaged further.

9.4 *Movement Restrictions*

NORMAL: unmotivated -50mm
CHARGE: motivated
UNDER FIRE: motivated.

10.11 *Movement in Modules*

1/2 move to enter or exit
1/2 move through modules.

15.5 *Vehicle-Bad Terrain*

see Rules

15.6 *Infantry-Bad Terrain*

1/2 movement dist.

15.8 *Vehicle-Impassable Terrain*

see Rules

14.8 *Vehicle Collisions*

see Rules

NEXUS

3.1 *Turn Sequence*

phase: 1 MOTIVATION
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WARMASTER

Size :	6
AC :	2
RC :	9
CC :	15

CC ATTACKS		STRIKE IMP
2 x ARM	0	+2
1 x TAIL	-2	+3

WARRIOR

Size :	5
AC :	4
RC :	8
CC :	12

CC ATTACKS		STRIKE IMP
2 x ARM	0	+1

HELION

Size :	3
AC :	8
RC :	N/A
CC :	9

CC ATTACKS		STRIKE IMP
1 x ARM	0	+3

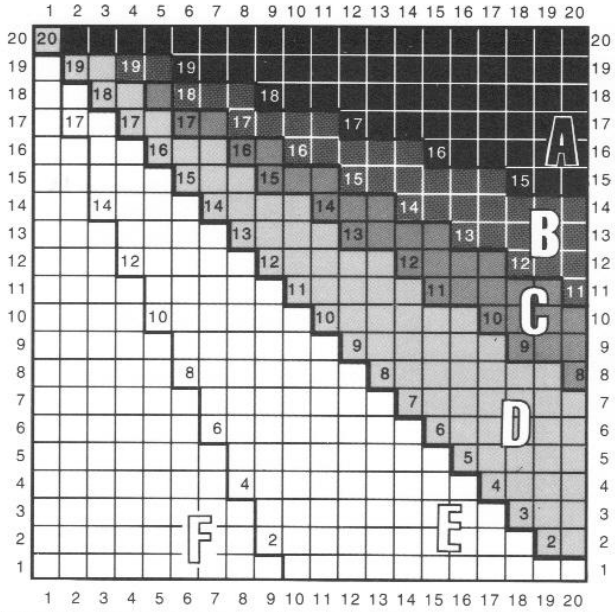
7.4 *Uncontrol*

WARRIOR: "shell-down"
HELION: 1D10
1-3 move to / charge nearest enemy
4-6 move to / charge nearest unit
7-8 random move
9-10 halt

15.6 *Infantry-Bad Terrain*

1/2 movement distance

KRYMER



12.12 *Factors*

firer unmotivated	-2
Firer: Squad / Group	
moving	-2
indirect fire	-3
Firer: Vehicle	
moving (per Speed Band)	-1
Target:	
moving Vehicle (per Speed Band)	-1
non-erect Warmaster	-1
'shell-down' Warrior	-1
miasma 1	-1
miasma 2	-2
in cover	-2
each Size 6	+1
Hard Cover: Damage	-2

12.2 *Ranges*

CLOSE	**0 - 300 mm**
MEDIUM	**301-600 mm**
LONG	**601-900 mm**
EXTREME	**901-1200 mm**

11.1 *Line of Sight (LOS)*

Straight line through a minimum gap of 50mm.

13.13 *Comparison Table*

D20	1	2	3	4	5	6	7	8	9	10
1	10	7	5	4	3	3	3	2	2	2
2	13	10	8	7	6	5	4	4	4	3
3	15	12	10	8	7	7	6	5	5	5
4	16	13	12	10	9	8	7	7	6	6
5	16	14	12	11	10	9	8	8	7	7
6	17	15	13	12	11	10	9	9	8	7
7	17	16	14	13	12	11	10	9	9	8
8	18	16	14	13	12	11	11	10	9	9
9	18	16	15	14	13	12	11	11	10	9
10	18	17	15	14	13	12	11	11	10	10

12.15 *Target Rolls*
13.4 *Strike Rolls*

Rank 1

E-F	miss
other	1 hit

Rank 2

E-F	miss
C-D	1 hit
A-B	2 hits

Rank 3

E-F	miss
D	1 hit
B-C	2 hits
A	3 hits

12.18 *Target Rolls*
12.22 *(area effects)*

E-F	deviates
other	hits

12.21 *Deviation (RAE)* [1]

D10 for direction	Deviation Distance:
SHORT	**1**D10x10 mm
MEDIUM	**2**D10x10 mm
LONG	**3**D10x10 mm
EXTREME	**4**D10x10 mm

13.10 *Relative Size Table*

	1	2	3	4	5	6	7	8	9	10
1	4	5	6	7	8	9	10	11	12	13
2	3	4	5	6	7	8	9	10	11	12
3	2	3	4	5	6	7	8	9	10	11
4	1	2	3	4	5	6	7	8	9	10
5	1	1	2	3	4	5	6	7	8	9
6	1	1	1	2	3	4	5	6	7	8
7	1	1	1	1	2	3	4	5	6	7
8	1	1	1	1	1	2	3	4	5	6
9	1	1	1	1	1	1	2	3	4	5
10	1	1	1	1	1	1	1	2	3	4

14.2 *CBU Damage*

A-C destroyed
D roll 1D10
1-2 immobilised 7-8 2 KO counters
3-4 **P** wpn dest 9-10 attack nearest
5-6 1 KO counter

14.3 *Vehicle Damage*

A destroyed: roll 1D10
1-4 crew escape 8-10 crew dead
5-7 D10 / crew
B-D damaged: roll 1D10
1-2 Sp1/2 Hnd -2 6-8 **P** wpn dest.
3-5 **S** wpn dest 9-10 immobilised

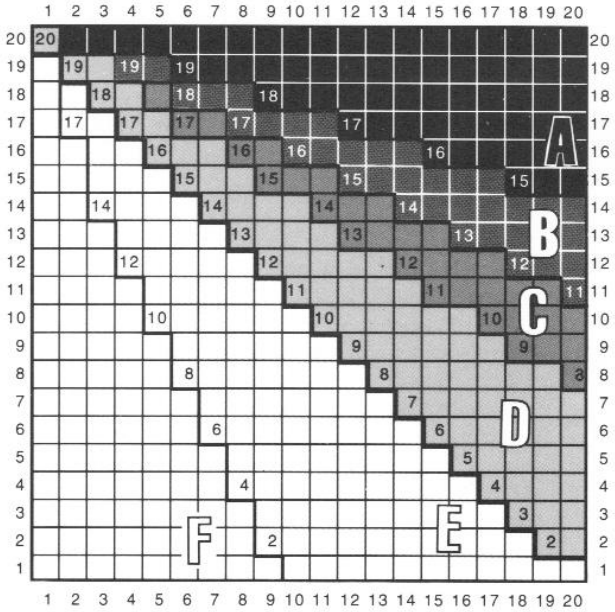
14.4 *Module Damage*

A major damage: roll 1D10
1-3 KO'd crew dead 7-10 **P** & **S** dest. crew escape.
4-6 KO'd D10 / crew
B-C minor damage: roll 1D10
1-4 1 **P** wpn dest 8-10 AC -1
5-7 1 **S** dest
D corridor blocked

12.23 *Deviation (DPAE)* [2]

Roll D10. Use template.

Ranged Area Effect [1]
Directly Placed Area Effect [2]



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

14.5 *Warrior Damage*

A-C	killed
D	wounded - goes shell-down
E-F	no damage

14.6 *Warmaster Damage*

A	killed
B	wounded. -3 to CV
C	wounded. -2 to CV
D	wounded. -1 to CV
E-F	no damage

7.3 *Warmaster Control Radius*

NORMAL:	**400** mm
ERECT:	**600** mm

7.5 *Miasma*

LEVEL1:	**2** control counters
LEVEL2:	**4** control counters

12.23 *Deviation (DPAE)* [2]

Roll D10. Use template.

Ranged Area Effect [1]
Directly Placed Area Effect [2]