

# THE ASSAULT PHASE

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## 25% -50/@50

1	-	-	-
2	1	-	1
3	1	1	2
4	1	1	2
5	2	2	3
6	2	2	3
7	2	3	4
8	2	3	4
9	3	4	5
10	3	4	5
11	3	5	6
12	4	5	6
13	4	6	7
14	4	6	7
15	4	7	8
16	4	7	8
17	5	8	9
18	5	8	9
19	5	9	10
20	5	9	10

**DEFENDERS REACT!**  
After all assault moves have been made, the player controlling the units that have been assaulted this turn must move any member of these units that is not yet in base contact with a foe towards the enemy.  
These models move up to 6" in attempt to move into contact with an enemy.

## VEHICLES

### MODIFIERS

- 2 Glancing Hit
- 1 Hit by 'AP-' weapon
- +1 Hit by 'AP1' weapon
- +1 Open-topped

### D6 RESULT

- 1 Crew Shaken
- 2 Crew Stunned
- 3 Weapon Destroyed
- 4 Immobilised
- 5 Wrecked
- 6 Explodes!

## ASSAULT – TO HIT CHART

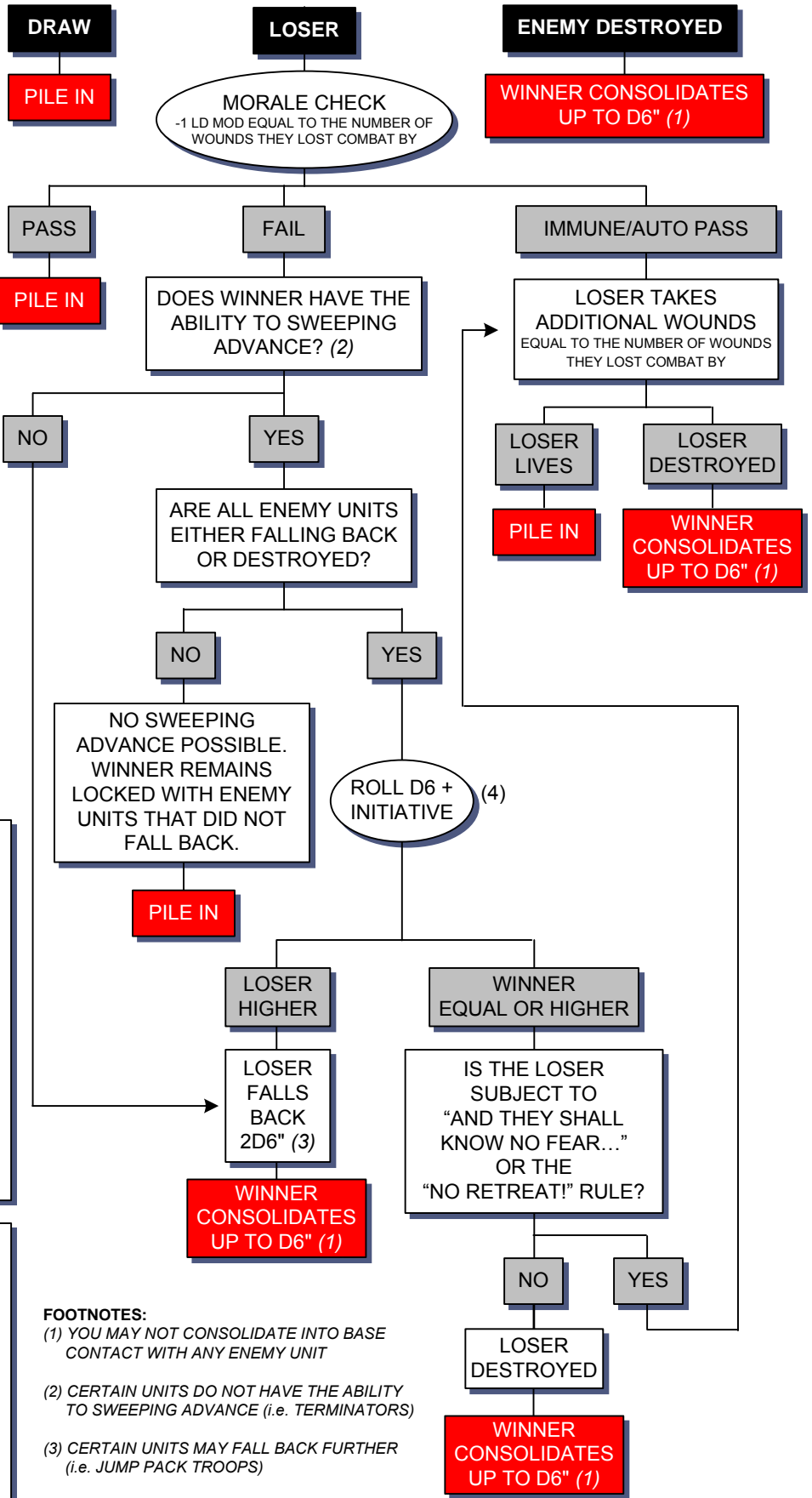
OPPONENT'S WEAPON SKILL

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

## TO WOUND CHART

TOUGHNESS (4)

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



### FOOTNOTES:

- (1) YOU MAY NOT CONSOLIDATE INTO BASE CONTACT WITH ANY ENEMY UNIT
- (2) CERTAIN UNITS DO NOT HAVE THE ABILITY TO SWEEPING ADVANCE (i.e. TERMINATORS)
- (3) CERTAIN UNITS MAY FALL BACK FURTHER (i.e. JUMP PACK TROOPS)
- (4) USE MAJORITY, IF NONE, USE THE HIGHEST

