

ARMORY	
ASSUALT	CAN SHOOT AFTER BEARER'S UNIT ADVANCED.
RAPID FIRE	ATTACK CHARACTERISTIC INCREASES BY "X" WHEN TARGETING ENEMIES WITHIN ½ WEAPONS RANGE.
IGNORES COVER	TARGET OF ATTACK LOSES BENEFIT OF COVER.
TWIN-LINKED	RE-ROLL ATTACK WOUND ROLL.
PISTOL	CAN BE FIRED AGAINST ENEMIES WITHIN ENGAGEMENT RANGE.
TORRENT	ATTACKS AUTOMATICALLY HIT.
LETHAL HITS	CRITICAL HIT AUTOMATICALLY WOUNDS.
LANCE	+1 WOUND ROLL IF BEARER HAS CHARGED.
INDIRECT FIRE	-1 ATTACK ROLL AND BENEFIT OF COVER TO NON-VISIBLE TARGETS.
PRECISION	VISIBLE ENEMY CHARACTER UNIT IN ATTACHED UNIT CAN BE ALLOCATED ATTACK.
BLAST	+1 ATTACKS FOR EVERY FIVE MODELS IN ATTACKED UNIT. CANNOT BE USED AGAINST UNITS IN ENGAGEMENT RANGE.
MELTA	INCREASE DAMAGE BY "X" FOR TARGETS WITHIN ½ RANGE.
HEAVY	+1 HIT ROLL IF BEARER'S UNIT REMAINED STATIONARY.
HAZARDOUS	AFTER ALL OTHER UNIT'S ATTACKS RESOLVED, ROLL OF 1 ON D6 DESTROYERS USER. 3 MORTAL WOUNDS INFLICTED ON MONSTERS, CHARACTERS, AND VEHICLES .
ONE SHOT	FIRED ONCE PER BATTLE.
DEVASTATING WOUNDS	AFTER ALL OTHER UNIT'S ATTACKS RESOLVED, CRITICAL WOUND INFLICTS MORTAL WOUNDS EQUAL TO WEAPON'S DAMAGE CHARACTERISTIC.
SUSTAINED HITS	EACH CRITICAL HITS SCORES "X" NUMBER OF ADDITIONAL HITS.
EXTRA ATTACKS	BEARER CAN ATTACK WITH WEAPON IN ADDITION TO ANY OTHER WEAPON IT CAN ATTACK WITH.
ANTI	UNMODIFIED WOUND ROLL OF "X+" SCORES CRITICAL HIT AGAINST TARGET WITH MATCHING KEYWORD.

WAR RULES	
OATH OF MOMENT	RE-ROLL HIT ROLL AND ADD 1 TO THE WOUND ROLL AGAINST ENEMY UNIT SELECTED IN COMMAND PHASE.
DEADLY DEMISE	6 ON D6 INFLICTS "X" NUMBER OF MORTAL WOUNDS ON UNITS WITHIN 6" AFTER MODEL IS DESTROYED.
DEEP STRIKE	UNIT SETS UP AS RESERVES. DEPLOYS ANYWHERE > 9" FROM ENEMY UNITS.
TELEPORT HOMER	AT DEPLOYMENT TELEPORT HOMER SETS UP ANYWHERE ON BATTLEFIELD EXCEPT ENEMYS DEPLOYMENT ZONE AT , RAPID INGRESS STRATAGEM (0 CP) SETS UNIT UP 3" FROM HOMER TOKEN, > 9" FROM ENEMY UNITS.
BENEFIT OF COVER	+1 AP SAVING ROLL. NO EFFECT ON MODELS WITH SAVE OF 3+ OR ATTACKS WITH AP 0.
STRATEGIC RESERVES	25% OF TOTAL ARMY POINTS, DEPLOYING IN 2ND ROUND: WHOLLY WITHIN 6" OF BATTLEFIELD EDGE NOT IN ENEMY DELPOLY ZONE OR WITHIN 9" OF ENEMY UNITS. DEPLOYNG IN 3RD ROUND OR LATER: WHOLLY WITHIN 6" OF ANY BATTLEFIELD EDGE > 9" FROM ENEMY UNITS.
DESPERATE ESCAPE	1 OR 2 ON D6 DESTROYS MODELS FALLING BACK OVER ATTACKING MODELS OR WHILE BATTLE SHOCKED.
BATTLE-SHOCK	IN COM PHASE, IF ROLL OF 2D6 FOR ½ STRENG UNITS IS < UNIT'S BEST LD: HAS OC OF 0, FALL BACKS ARE DESPERATE ESCAPES, NO STRATS.
CHARGE	2D6" TO ENEMY UNITS WITHIN 12". BASE TO BASE IF POSSIBLE. GAINS FIGHT FIRST ABILITY.
ADVANCE/ FALL BACK	ADVANCE: MOVE + D6". FALL BACK: MOVE. CANNOT SHOOT OR CHARGE AFTER ADVANCING OR FALL ING BACK.
INFILTRATORS	DURING DEPLOYMENT CAN BE SET UP ANYWHERE > 9" FROM ENEMY MODELS AND ENEMY DEPLOYMENT ZONE.
HIT, WOUND ROLL	ROLL OF 6 ON D6 IS CRITICAL HIT OR WOUND, ALWAYS HITS OR WOUNDS. 1 ALWAYS FAILS. NEVER MODIFIED BY MORE THAN +1 OR -1.
SCOUTS	BEFORE FIRST BATTLE ROUND, UNIT CAN MOVE UP TO "X" INCHES, > 9" FROM ENEMY MODELS.
FIGHT PHASE	UNITS THAT CHARGED OR WITH FIGHTS FIRST BONUS BEGIN. OTHER PLAYER FIGHTS FIRST.
FLYING	MOVES OVER ENEMY MODELS AND CAN MOVE WITHIN ENGAGEMENT RANGE.
BIG GUNS NEVER TIRE	VEH AND MONST CAN SHOOT WHILE IN ENGAGEMENT RANGE. IF TARGETING ENEMY UNITS ENGAGED WITH FREINDLIES, -1 HIT ROLL.
FEEL NO PAIN	WHEN WOUNDS WOULD BE TAKEN, WOUND NEGATED IF "X" OR BETTER IS ROLLED ON A D6.
LONE OPERATIVE	UNLESS LEADER OF ATTACHED UNIT, CAN ONLY BE TARGETED BY ENEMIES WITHIN 12".
STEALTH	-1 ENEMY ATTACK HIT ROLL FROM RANGED ATTACKS.
BATTLE ROUND	COMMAND (BOTH PLAYERS GAIN 1 COMMAND POINT), MOVEMENT, SHOOTING, CHARGE, FIGHT.
ENGAGEMENT RANGE	1" HORIZONTAL, 5" VERTICALLY OF ENEMY.
COHERENCY	WITHIN 2" HOR, 5" VERT OF ANOTHER MODEL. UNITS OF 7 OR MORE WITHIN 2 MODELS. MODELS NOT IN COH AT END OF TURN ARE DESTR.
WOUND TABLE	STRENG=TOUGH, 4+ STRENG>TOUGH, 3+ STRENG(x2) >TOUGH, 2+ STRENG<TOUGH, 5+ STRENG(x2)<TOUGH, 6+
PILE IN	UNITS NOT IN BASE-BASE CONTACT W/ENEMY: 3" MOVE CLOSER TO CLOSEST ENEMY IN COH AND ENG. RANGE, B-B IF POSSIBLE.
CONSOLIDATE	UNITS NOT IN BASE-BASE CONTACT W/ENEMY: 3" MOVE IN COH AND ENG. RANGE, B-B IF POSSIBLE, OR TO OBJ WITHIN 3".