Attack Sequence

1) Select Unit and Weapon: Select Attacking Unit, Weapon profile and Targets.

2) Check Range: Check Weapon Range and line of sight (if out of Range, select a different Target).

3) Roll Attacks: Roll Attack Dice. Compare Power to Target's Defence, then refer to the **Attack Dice Chart** or **Formula** on this page (which is selected before starting the game and lasts the duration of the game).

Roll each Attack on a Weapon as a single D6, referred to as Attack Dice. Roll all the Attack Dice of all Weapons using the same Weapon profile on the same Target together. A roll that is equal to or greater than the number needed is successful.

4) Roll Armour and AEGIS Saves: Target rolls Armour and AEGIS Saves. If AP is equal to or better than Armour, an Armour Save is not rolled. Roll Saves from identical Weapons together. Each successful Attack Dice that isn't prevented by Saves causes the Target to lose 1 HP.

5) HP Loss: Apply HP Loss; if the Target model or Unit has no HP left, it becomes a casualty.

6) Next Weapon or Next Player: Resolve the next Weapon on the Unit, or proceed to the next player's Unit.

Melee Effects on Attacks

- When Attacking engaged enemies in a Melee, Weapon Range becomes unlimited. In addition, **line of sight** and **Cover Bonuses** are **ignored**.

- Battle and Heavy Weapons are less effective in a Melee. **Heavy** Weapons suffer a **-2 Dice Modifier** while **Battle** suffers a **-1 Dice Modifier** when rolling Attack Dice.

Attack Dice Formula

Compare Power against Defence and use the most applicable:

Power is ≥5* and multiple times more than Defence (double, triple, etc.) = Automatic Pass**, HP loss x2, etc***	
Power is greater by 2 (or more) =	1+
Power is greater than Defence by 1 =	3+
Equal Power and Defence =	**5+**
Defence is greater than Power by 1 =	7+
Defence is greater by 2 (or more) =	9+
Defence is ≥5* and double of Power =	9/3+
Defence is ≥5* and triple of Power =	9/6+
Defence is ≥5* and quadruple (or more) =	9/9+

Power 1 or higher against Defence 0 = Automatic Pass** and HP loss multiplied by Power Stat (E.G: Power 9 = x9 HP Loss)

Defence 1 or higher against Power 0 = No Damage

** ≥5 = If equal or higher than Power 5 or Defence 5*

***Automatic Pass does not require an Attack Dice Roll; it automatically succeeds*

****HP Loss multiplies by the number of times Power can be divided by Defence: EG: Power 7 against Defence 2 is x3 HP Loss*

- Models that Target an enemy in a **Melee** with a **friendly** Unit suffer a **-1 Dice Modifier** to Attack Dice, unless they are engaged in the same Melee.

- Models in a **Melee** that **Target** an **enemy** who is **not engaged** with them in a Melee suffer a **-1 Dice Modifier** to Attack Dice.

Attack Dice Chart

Unit Defence

Weapon Power	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15+
1	4+	5+	6+	7+	8+	9	9/1	9/2	9/3	9/4	9/5	9/6	9/7	9/8	9/9	9/9
2	3+	4+	5+	6+	7+	8+	9	9/1	9/2	9/3	9/4	9/5	9/6	9/7	9/8	9/9
3	2+	3+	4+	5+	6+	7+	8+	9	9/1	9/2	9/3	9/4	9/5	9/6	9/7	9/8
4	1+	2+	3+	4+	5+	6+	7+	8+	9	9/1	9/2	9/3	9/4	9/5	9/6	9/7
5	A	1+	2+	3+	4+	5+	6+	7+	8+	9	9/1	9/2	9/3	9/4	9/5	9/6
6	Ax2	A	1+	2+	3+	4+	5+	6+	7+	8+	9	9/1	9/2	9/3	9/4	9/5
7	Ax3	Ax2	A	1+	2+	3+	4+	5+	6+	7+	8+	9	9/1	9/2	9/3	9/4
8	Ax4	Ax3	Ax2	A	1+	2+	3+	4+	5+	6+	7+	8+	9	9/1	9/2	9/3
9	Ax5	Ax4	Ax3	Ax2	A	1+	2+	3+	4+	5+	6+	7+	8+	9	9/1	9/2
10	Ax6	Ax5	Ax4	Ax3	Ax2	A	1+	2+	3+	4+	5+	6+	7+	8+	9	9/1
11	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	1+	2+	3+	4+	5+	6+	7+	8+	9
12	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	1+	2+	3+	4+	5+	6+	7+	8+
13	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	1+	2+	3+	4+	5+	6+	7+
14	Ax10	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	1+	2+	3+	4+	5+	6+
15	Ax11	Ax10	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	1+	2+	3+	4+	5+
16	Ax12	Ax11	Ax10	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	1+	2+	3+	4+
17	Ax13	Ax12	Ax11	Ax10	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	1+	2+	3+
18	Ax14	Ax13	Ax12	Ax11	Ax10	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	1+	2+
19	Ax15	Ax14	Ax13	Ax12	Ax11	Ax10	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A	1+
20+	Ax16	Ax15	Ax14	Ax13	Ax12	Ax11	Ax10	Ax9	Ax8	Ax7	Ax6	Ax5	Ax4	Ax3	Ax2	A

A: Stands for Automatic Damage. No dice roll is needed, all Attack Dice are treated as successful.
x2, x3, x4, x5, x6, x7, x8: This means that successful Automatic Attacks are multiplied by the number listed.
6/: The '6/' before a number means dice rolls require a roll of 6 before rolling the next number to determine if it is successful.
Maximum Power and Defence: Power and Defence cannot go beyond their respective maximum values of 20 and 15.