

(Wholly Unofficial)



(English) Cheat Sheet

Special Effects Triggers	
Type	Description
Exhausting	Requires Focusing action
Active	Requires Concentration action
Passive	May be used at any time during the model's activation, except during melee or shooting
Free	May be used at any time during the Action phase

Shooting Distance		
Distance	Range	Base Difficulty
Less than weapon range	point blank	3
Between weapon range and range x2	short	4
Between range x2 and range x3	medium	5
Beyond range x3	long	6

Zone of Control Effects
<p>A model entering an opponent's ZoC has only 3 choices:</p> <ul style="list-style-type: none"> keep moving and engage the opponent via the shortest route, even if the model enters another ZoC by doing so; move toward the opponent as described above, but stop before contact; immediately stop. <p>If it decides to stop moving before contact, the 2 models are not considered engaged. Unless otherwise specified, an engaged model doesn't have a ZoC any longer.</p>
<p>A model entering several enemy ZoCs simultaneously may:</p> <ul style="list-style-type: none"> keep moving toward one of these enemies via the shortest route. It may then happen to legally exit some of the ZoCs he had just entered; simultaneously engage several enemies; immediately stop.
<p>A model starting its activation within one or several enemy ZoCs may:</p> <ul style="list-style-type: none"> perform an action enabling it to engage its opponent(s) via the most direct way; perform an action of Concentration, Focusing or Shooting (without moving for Concentration and Shooting) spend one Command point to move within or out of each ZoC. A Command point spent this way does not constitute an Order.

Cover	
Base Size	Protection Bonus
Medium	3
Large	2
Very Large	1

States				
French	English	Stats	Orders?	Description
Berserk X	Berserk X	-	N	If kills a model, 50% chance of moving 2" and attacking closest model.
Courageux X	Brave X	+1 DPT, TIR, CBT, FOI		
Consummé (X/Y)	Consumed (X/Y)	-		Loses X wounds each for the next Y rounds
Contrôlé X	Controlled X	-		Can only advance, run, assault, charge, melee, shoot or flee
Immobilisé X	Immobilized X	-3 DEF	N	No attack.
Mis au Sol	Knocked Down	-2 CBT, DEF	N	Can take no action but stand up
Ralenti X	Slowed Down X	-2 DPT		Activates last. No <i>Vae soli</i>
Accélééré X	Sped up X	+2 DPT		Free <i>Vae Soli</i>
Sonné X	Stunned X	-1 CBT, DEF	N	
Englouti	Swallowed	-	N	Removed from play. Loses 3 wounds each maintenance phase until dead or swallowing model dies.

Unless otherwise noted, the unit must be activated X times before the state fades.