

Fourhammer turn order

Movement phase:

The starting player elects up to half their points of models to move during their portion of the turn. The opposing player then moves up to half their points of models before also passing the phase. Repeat until all models have moved this turn. Models may elect to not move but still count as having moved that turn if desired.

Shooting Phase:

The starting player elects to shoot with up to half their points during their portion of the turn. The opposing player then shoots with up to half their points of models before also passing the phase. Repeat until all models have shot this turn. Models may elect to not shoot but still count as having shot that turn if desired.

Assault Phase:

Each player alternates choosing to charge with units that are eligible before resolving close combat.

Reactions:

During each turn players get 3 total reactions that they can choose to use during the relevant phase. To use a reaction choose one from the list below and activate it when eligible.

- Return fire: a unit can choose to return fire when being shot at by an opposing unit. Determine which unit fires first by initiative.
- Charge!!: A unit being shot at may elect to run up to 3" closer to the unit firing at it. This does not count as a charge and can not move the running unit within 1" of another unit.
- Hunker down: A unit that has moved less than 2" that turn can hunker down and have one enemy unit shooting them fire at a ballistic score one lower than their stats that turn.
- Evasive maneuvers: A unit being hit with a template weapon can elect to spread their models out while remaining in coherency.