

WARHAMMER: 999.M41

Rule Book

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Forward

Warhammer 999.m41 celebrates all the best warhammer has had to offer over the years, as well as some new ideas too. It strives to deliver the same classic feel and experience you remember, while smoothing over some of the more forgettable rough spots. The rules herein provide you with all you need to enjoy a cohesive, clean, and immersive wargame experience, simulating both small and large battles where you and your enemies clash, fight, and maybe even emerge victorious!

The major distinguishing points of these rules are:

- familiar basis from 4th, 5th, and 6th ed rulesets
- detailed terrain and battlefield rules
- overwatch and charge reactions
- pre-measuring rules to encourage an immersive play-by-feel experience
- a combination of armour penetration and armour rend mechanics
- detailed vehicle rules with facings and firing arcs, and a new damage system
- blast weapons using templates and scatter

This project has been a long, multi-year labor of love so I hope you enjoy it as much as I did working on it. You can use this rulebook with your favorite existing 3rd to 6th edition codecies with minimal tweaking, and I also provide a collection of curated codecies for some armies.

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Models and Units: Clarified that every successive stacked save is at an increasing -1 penalty. Reversed the ruling on saves being made worse than 6+ in this regard.

Movement Phase. Renamed Movement to Basic Movement Added turning and facing rules (from 4th ed) Clarified that you cannot split a move into two parts. Added flying movement type (its the same as hover). Loosened unit coherency restrictions. Renamed Cant Reach! to Cant Fit! Added rules for advancing.

Shooting Phase. Added Fast and Loose rules. Moved Own unit subsection down to below Intervening Models (renamed from intervening enemies). Renamed Determine Targets Cover, Obscured Targets to Cover & Obscured Targets. Fixed an incongruity about save order. Clarified only 1 cover save. Added rules for cover save stacking for crazy window shots. New rule, no snap shooting snap shots. Reduced the shoot the big ones to snap shots. Removed get a clear shot. I need to work out size classes first.

Assault Phase. Added Charge direction and targets subsection Added and reworked all mechanics for engagement range. Clarified locked in combat has some predefined ways to leave. Reworked how final volley (replacing stand and shoot) and heroic intervention function. They now are both plugins to your charge reactions (meaning you had to be a valid charge target to do either) and tied to engagement range. Added back in missing paragraph for counter offensive, depicting how to move the defending models and the benefits. Cleaned up paragraph on moving your charging models, added more strict rules to force maximum engagement. Flipped the ruling on splitting attacks across initiative steps for multiple wargear options. Added Holding your Initiative to Out of Reach subsection name. Specified you cannot stack either of the out hold your initiative benefits. (dont need to waste time moving the avatar 7 different times lol.) To make tactical withdrawal more consistent with other disengage mechanics no longer restricts heroic intervention. Changed last man standing penalty to below half strength for consistency. Added a free consolidation and hurray for when MCs and vehicles choose to end a combat by leaving in the movement phase. This way its worse than a tactical withdrawal, not better. Harry now tests at weapons modified initiative. Clarified how combat ends if the final pile-in produces no engaged models and they consolidate instead. Added reference section for ending combat.

Morale. Changed shaken to be -1LD instead of -1 penalty on morale. Cleaned up the shaken and pinning rules wording a bit. Clarified that you ignore other morale checks when fleeing, they wont do anything extra.

Weapons. Re-worked armour rend a bit to balance out the awkward ap4/-1 being better than ap3 vs 2+ saves. Now they are equally worthless, and you will need either ap3/-1 or ap4/-2. Clarified blasts and no more targets in sight. Reversed ruling on template partially off the table cause that was dumb. Re-worked how blasts interact with terrain. Targets caught in the blast become valid targets. Reorganized the section massively to better convey the information.

Characters. Clarified what happens if a blast hits a normal and a character and look out sir. Tied in lost in the heat of battle to the rules for shoot the big ones. Removed size restriction rules for look out sir.

Psychic. Clarified you can use more warp charge if you wish Fixed some errors (outdated rules) in the steps for casting section. Specified that Deny the which blocks attempts to recast, nullified is not the same thing as failing. Added rules for psychic shooting attacks and overwatch and snap shots (you cant do either). Clarified failed harnessed warp charge are discarded.

Unit types. Clarified infantry flee distance. Removed redundant rule on swarms.

Vehicles. Renamed Basic Vehicle Movement for easier parsing. Dangerous terrain test made back to 1d6 since it only lasts for your next turn, not the whole game. Clarified (moved to proper section) that allied vehicles can move through allied units. Added compliment rules for turning facing (Turning to Face). Updated hull points guide note to better legacy support. Unified the mechanics for disengaging from non weapon skill vehicles and on going combat. Added an initiative test requirement for tactical withdrawal against combat capable vehicles in the case where you did not win combat.

Transports. Tightened and cleaned up most rules a bit. Clarified drop move pickup ruling. Added crew morale stuff. Added rules for vehicle damage and crew, and emergency disembark.

USRs. Adjusted concealment. Made concussive unit based. Added Charge Intercept rule. Gets hot causes glancing hit on vehicles with further roll of 1,2,3. Haywire, clarified not ap '-', also allowed weapons with strength to hit normally. Added eternal warrior and counter attack usr. Jink saves are not altered by bulky or by being a vehicle or MC. Reworked monster hunter to match tank hunter in mechanics. Pinning is now any hits, rather than unsaved wounds. Poison reduced to simply be minimum to wound. Relentless works on salvo and heavy, not rapid fire and heavy. Removed redundant last few sentences. Fixed stupidity to work with morale re-wording from last version. Added twinlinked template rules. Small targets grants hard to hit now instead of +1 cover save. Vector strike changed to be melee attacks from ranged. Vulnerable to blasts simplified to double hits.

Model sizes. Some preliminary rules were written for model sizes, with the intent for them to be supplemental guidelines if needed.

Preparing For Battle (chapter renamed from organizing a battle). Cleaned up this chapter a fair amount, as I found that during games it was particularly hard to follow. Added some nice board setup diagrams.

Reserves. Must bring in reserves starting turn 5 if you can. Outflank now has a 'movement' mechanic associated with it.

Missions. Added 6" restriction for objective to objective distance. Clarified fleeing and pinned units cannot score or contest. Cleaned up the ordering a bit for readability and parsing. Renamed some of the missions to be more thematic. Added linebreaker secondary objective. Re-worked the scoring methods for Anomaly

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A GAME OF WARHAMMER 40000

In this chapter we will discuss what it means to play a game of warhammer. The goal of this chapter is to give a framework to understand all the rest.

A second chapter, Organizing a battle, will come later and will address this matter again, but in a more detailed fashion.

THE MOST IMPORTANT RULE

The most important rule is to have fun. Tailor the experience to your liking. While the rules provided in this book are all with good intent, inevitably something will not match your desired expectation. I strongly encourage making changes as you deem a better fit for your needs. If you don't want control over your experience, then you probably are not interested in this project anyways.

Furthermore, it is the way of words and language that meanings change, an interpretations differ over time. As the user of these rules, please use your judgement; if you can sense intention that doesn't match the exact wording of a rule, consider the intention to outweigh the wording. Mistakes do happen.

The battle itself is a shared experience and great entertainment for both sides if they are both willing to make it so. No one particularly enjoys playing a game with someone who is overwrought, irascible and generally mean, or who only plays to win at all costs. That kind of player soon has difficulty finding opponents because they simply aren't much fun to game against. So the most important rule is to play nice and treat your opponent with the respect you would wish to get back from them so that you both have a enjoyable and exciting game. If you can do that and mercilessly crush their forces at the same time, then you really are a winner.

“Playing against an opponent who constantly quibbles over the exact letter of the rules can be very frustrating.”

- unknown

THE BURDEN OF RESPONSIBILITY

If any argument cannot be resolved, the one who owns the model doing the thing gets the last say. If you are performing the action, it is up to you to get it right. If you are unsure yourself, the best practice is to flip a coin. The onus is on you.

GETTING STARTED

First and foremost, you can't fight a battle without troops, which in our case are represented by models. These armies will contain all sorts of different kinds of troops and vehicles for you to the command. Some of the armies you can collect and control in Warhammer 40,000 are human, such as the massively diverse Imperial Guard or the zealous Space Marines. Other armies consist of alien races, such as the ancient and mysterious Eldar, the barbaric green-skinned Orks, or the monstrous entities of the Tyranid hive fleets.

Playing a game of Warhammer requires models. When players first start playing games they should play with whatever models they like the look of, rather than concern themselves overly with precisely what they are and how they function. Maybe they know someone who already plays the game, and can use some of their models, or maybe they could even play a couple of introductory games in a store or at a gaming club. Familiarizing yourself with how to play does not mean you need to collect a large army beforehand.

When starting to collect an army, you'll probably want to use it all at once, so the best way to begin is by collecting a few squads of troops and some vehicles that can fight equally effectively against many different kinds of enemy. Later, as your collection grows, you can add in more of the special troop types that are particularly good at fighting certain types of opponent, but may be weaker against others. The bigger the collection, the wider the choice and the bigger the battles that can be fought.

CHOOSING AN ARMY

Before you start collecting an army you'll have to decide which one you want it to be. Different races have different skills, troop types, special abilities and technological assets. For example, the Imperial Guard, the human troops of the Imperium, fight in very great numbers of men supported by a variety of tanks and artillery, while Chaos Space Marine armies usually consist of markedly fewer, more elite units of men, often supported by mutated creatures and warp-spawned daemons. Both armies can play in the same battle but will be used in very different ways. Pick the one that looks cool and inspires you. Remember that in addition to the game, warhammer is a fun hobby where you get to craft, customize, and paint your army!

CODEXIES

This rulebook is paired with a collection of curated codexes. The details that make up any army are provided in the said codexes, which in of themselves are a collection of rules and explanations that cover the types of troops, weapons, vehicles and special rules that different armies can call upon. The army lists are a useful element of the game, as they outline the choices you will face when putting your force together, imposing certain restrictions on how you combine your troops. This is to preserve the character of the different armies and to ensure a balanced selection of troops.

WHAT ELSE DO YOU NEED?

A table and terrain to play on! Every game of warhammer takes place on a battlefield of some sorts. Yours might not be as intricate as some of the thematic tables you may have seen, but everyone starts somewhere. A standard gaming area is a 6'x 4' rectangle, easily had with a piece of plywood.

To complete your battlefield you should try to obtain some terrain, such as hills, walls, ruined buildings, wreckage, jungle or woods. Terrain, whether you made it yourself or bought it, adds realism to your battles and gives armies something to fight over or use as much needed cover from enemy fire. You can find out more about armies and battlefields in the Organizing a Battle chapter of this book.

Additionally you will need a measuring tape for lots of parts of the game — distances in Warhammer 40.000 are in inches. You will also need some ordinary six-sided dice, and a Scatter dice will also be useful. Finally, a pen and some paper can be handy for noting down damage to vehicles, casualties on units and other details that may crop up during a game.

GENERAL PRINCIPLES

In this section we will cover all of the most basic concepts and tools needed to play a game of warhammer. If you are not familiar with or are new to tabletop games, It is recommended that you take a close look at this section before reading any further.

MEASURING DISTANCES

All measuring in Warhammer is done in inches, so you will need a tape measure.

Distances between models and all other objects are always made from the closest point to the closest point. Distances between units is always done using the closest models from those units.

Pre-measuring

In a game you may not premeasure distances out of phase so make sure to plan your actions carefully! This means that, for instance, you cannot measure weapon ranges in the movement phase, but whilst in the shooting phase you can measure weapon ranges without limit, but you should not be measure distances between your units and enemy units simply for the sake of checking.

In practice you should get in the habit of not extending your measuring tape past the distance you need to measure.

Designer Note: Range jockeying, the process of measuring back and forth to hyper accurately position or triangulate the location of your units, is cheating.

DICE

Throughout a game, you will often need to roll dice to see how the actions of your models turn out – how effective their shooting attacks are, what damage they’ve done in close combat, and so on. Almost all the dice rolls in Warhammer 40,000 use standard six-sided dice, also known as d6, but there are some exceptions as noted below.

The Basics – 1d6 and 2d6

Almost every roll in Warhammer is either done with either one or two dice. You can tell how many dice you need to roll for something by looking at the number in front of the d6, for example 2d6 means roll 2 dice, 3d6 means roll 3 dice – roll the indicated number of dice and add them together for your final result.

Rolling a d3

In some circumstances, you maybe instructed to roll a d3. To do this, simply roll a D6 and halve the number, rounding up. Thus, 1 or 2 = 1, 3 or 4 = 2 and 5 or 6 = 3.

Rolling a d66

And in even rarer circumstances, you may be instructed to roll a d66. To do this, roll two d6, one after the other, counting the first dice as the 'ten's' place and the second dice as the 'one's' place. For example, if you roll a 3 on the first dice and a 5 on the second, you would get a d66 result of 35. These kinds of rolls most commonly involve referencing a chart to see what the roll means.

Scatter Dice

Warhammer 40,000 uses a special dice called a scatter dice (marked with arrows and a Hit! symbol). This dice is mostly used to determine a random direction, most often applied when working out the behavior of blast weapons, such as mortars and battle cannons.

Modifying Tests

A test, sometimes called a check, is any dice roll which is being rolled against a target or difficulty level, requiring a sufficient score of the dice to determine if you pass or fail, such as a leadership test, a to hit roll, an armour save, etc.

Modifiers when applied to tests change the difficulty of the test, rather than the die roll itself.

Its important to identify the correct polarity of modifiers, the + and - nature of the modifier should always be interpreted in a bonus or penalty frame of mind, rather than an absolute direction of change.

For example, when rolling to hit, a +1 bonus to hit bonus translates into 1 *easier* to hit – a unit which normally hits on a dice roll of 4+ would now will hit on a roll of 3+.

Modifying Dice Rolls

More rarely you will find cases where a dice roll being modified is not a test, and you have to modify the number rolled on the dice. This is noted as number of d6 plus or minus a number, such as d6+1. Roll the dice and add or subtract the number given to or from the roll (as appropriate) to get the final result.

The most common example of this is the charge roll, 2d3+4, which means roll the dice and add 4, resulting in a total between 6 and 10.

Re-rolls

In some situations, the rules allow you to re-roll a dice. This is exactly what it sounds like – pick up the dice you wish to re-roll, and roll it again. The second roll counts, even if it means a worse result than the first, and no single dice can be re-rolled more than once, regardless of the source of the re-roll.

LINE OF SIGHT

Line of sight is a key concept of Warhammer – it determines what models can see. This is used all the time but the most often one will be when trying to shoot at another unit.

For one model to have line of sight to another you must be able to trace a straight, unblocked line from its body (the head, torso, arms, or legs) to any part of the targets body. But not the base.

It is important to note that any extraneous features or wargear does not count as the body of the target. This *could* include anything such as weapons, banners, wings, antennae, or even tails, but not always. For example, a Tyranid Ravener which is a big snake monster is all tail! Practically speaking, if a piece of wargear extends out past the base of the model it is ignored for purposes of line of sight. These rules are intended to ensure that models don't get penalized for having impressive superfluous features!

When checking line of sight, it may be necessary to put your eye down at the level of the model to 'see what they can see'. A very useful tool for this is a laser pointer for when you cant fit your head in small places – if you can simultaneously hit both models with the laser then they can see each other.

Later we will discuss the notion of true and abstracted terrain features, but note that by default line of sight means if you can actually see the target.

REMOVED AS A CASUALTY

Models that are removed as casualties are removed from the table and placed to the side. When all of the models in a unit have been removed, the unit is destroyed.

Models that are instructed to be “removed from play” by special rules or attacks are also considered to be casualties.

For game purposes, units that are falling back at the end of the game, or are not on the table at the end of the game (ongoing reserves, etc.) are also treated as casualties.

BLAST MARKERS AND TEMPLATES

Some weapons are so powerful that they don't just target a single model or unit, but have an area of effect that they which might encompass (and often utterly decimate) several different units. To better represent these circumstances, Warhammer 40,000 uses a series of different templates and blast markers:

- A small blast marker (3" in diameter)
- A large blast marker (5" in diameter)
- A teardrop template (8 $\frac{1}{4}$ " long)

Templates are used to determine how many models are affected by something. For example, a plasma cannon shoots a big powerful ball of energy that can hit multiple enemies at once! So instead of rolling to hit as per normal, you would use

a template and scatter dice, counting how many models are under the template when done.

Further rules for blast and template weapons and their use can be found on page 38.

SCATTER

Sometimes a rule will call for an object (a template, counter, model, or even a whole unit) to be placed on the battlefield and then scattered. When this occurs follow this procedure:

- Place the object on the battlefield as instructed by the rule.
- Roll a scatter dice and 2d6 to determine the direction and the distance of the scatter in inches.
- If a Hit! is rolled the object does not move – leave it in place.
- If an arrow is rolled move the object horizontally the distance shown on the 2d6 in the direction of the arrow, modifying the scatter distance by any applicable modifiers.
- Once the object has been moved to its final position resolve its effects.

THE PER-MODEL BASIS

While many things in warhammer involve operating a unit, or group, of models at a time, all things in warhammer are considered to occur at the per-model basis. So while, for example, a whole unit will move at the same time, each model is moved individually as desired. Or when shooting, each model in a unit can shoot whatever weapon they desire at whomever they desire.

GAME TURNS AND PLAYER TURNS

A game turn (or round) consists of both player turns. The language here is important for determining when to do things such as tally up points for objectives.

When we just say the word 'turn', and its not prefaced with game, it means a player turn. So for example, a status effect that lasts until the end of the turn ends when the current player turn ends.

TURN OVERVIEW

In a game round, both players will have a chance to move shoot and otherwise engage in combat with their opponents. A player turn is broken down into three phases, the movement phase, the shooting phase, and the assault phase. In the movement phase the player who's turn it is gets to move all their units. In the shooting phase the defending player will get to shoot with his overwatching units, and the attacking player will get to shoot with all his units. In the assault phase, both players will also get a chance to attack back and forth with their units, but only the attacking player can make charges.

MODELS AND UNITS

In This section you will find the rules for each type of unit except for vehicles, which are distinct enough to require an entire chapter. We will discuss the characteristics commonly seen on units and what they mean as well as what it means to be a unit. Following that will be a complete descriptions of every type of unit and how their unique rules effect how they act.

CHARACTERISTICS PROFILE

Every model in warhammer has a profile that lists its characteristics. The most common profile which is used for all non-vehicle units is listed below.

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	4	4	4	4	1	4	1	8	3+

Weapon Skill (WS)

Weapon skill denotes a models ability and skill in close quarters combat. The higher the ability, the more likely he will be able to score an hit, and dodge one!

Ballistic Skill (BS)

This shows how accurate and true a warrior is with ranged weaponry of all kinds. The higher the ability the more successful the firer will be in landing his shot.

Strength (S)

Strength gives a measure of the raw physical power a creature has. Often this is related to a monsters size. A higher Strength value means a stronger creature.

Toughness (T)

A models resilience to damage is represented by his Toughness. It reflects factors such as weak-spots, backup systems, or even a thick skull! The tougher a model is the better it can withstand an enemy's blows.

Wounds (W)

This characteristic tells us how much damage a creature can take before it dies, or is too badly wounded to continue the fight. A model with more Wounds can withstand more damage.

Initiative (I)

Initiative tells us how fast a creature can move and make decisions. In close combat this can mean striking down an opponent before he has time to hit you back! A higher Initiative means a faster soldier.

Attacks (A)

How deadly and voracious a creature is in close combat is depicted by his Attacks. A model with more Attacks can strike out more times.

Leadership (Ld)

Leadership reveals how courageous, determined, and self controlled a model is. The higher the Leadership, the more reliable the model is under the pressures of battle.

Armour Save (Sv)

A warriors Armour Save is its chance to avoid harm when it is struck or shot. Most models have an armour save from equipment, but other creatures may be protected by thick layers of chitin. Unlike all the other stats, a low armour save is better than higher. A model can never have an Armour Save better than 2+.

MODIFIERS

Certain pieces of wargear or special rules can modify a models characteristics by adding, subtracting, multiplying, dividing, or by setting. Initiative cannot be modified below 1, and no other characteristic can be modified below 0.

Multiple Modifiers

When dealing with multiple modifiers its important to always use the correct order of operations when applying them. Always use this order, set → add → subtract → multiply → divide.

Designer note: This is intentionally in reverse order from prior editions.

ZERO-LEVEL CHARACTERISTICS

Some creatures have either a '0' or a '-' for a certain stat. This means they have no ability whatsoever in that field.

A model with Weapon Skill '0' is hit automatically in close combat and cannot strike any blows. A model with no Attacks cannot strike any blows in close combat. A warrior with an Armour save of '-' has no armour save at all.

If at any point a models Strength , Toughness, or Wounds are reduced to 0 it is removed from play as a casualty.

CHARACTERISTIC TESTS

Sometimes a model may be called upon to take a characteristic test. Roll a d6, if the result is less than or equal to the models characteristic value (including any active modifiers) they pass the test. If they roll higher, they fail the test. A natural roll of a 6 is always a failure, and 1 is always a success.

LEADERSHIP TESTS

A Leadership test is a special type of characteristic test. Roll 2d6 and add them together, if the result is less than or equal to the models Leadership value (including any active modifiers) they pass the test. If they roll higher, they fail the test. A natural roll of a 12 is always a failure, and a natural roll of a 2 is always a success.

SAVING THROWS

Few warriors go un-armoured into battle – some clad in brilliant shining armour, others wearing plain protective gear. Some even bring with them portable force fields and the like.

There primarily three types of saving throws: armour saves, invulnerable saves, and cover saves, but occasionally you may see some pieces of wargear that impose a special kind. These saves protect models from taking wounds. To take a saving throw roll a d6 and compare the result to the save value of the model that has been allocated the Wound.

Unlike other characteristic tests, saving throws are passed by rolling over or equal to the saving throw, and a natural roll of a 1 is always a failure.

- If you pass the saving throw the wound is discarded – the shot bounces off harmlessly or is deflected away to a similar end.
- If you fail the saving throw the model suffers a wound.

This means that unlike most characteristics, a lower saving throw is better. **A model can always make use of all of their saving throws against an attack, but with diminishing returns; every save past their first is made at an increasing -1 penalty.** Always start with your best saving throw, and a save can be reduced beyond a 6+ in this fashion. This is not to imply the saves against subsequent attacks

are penalized, but rather to reduce the effectiveness of save stacking against a single attack.

For example, a Terminator in 4+ cover is wounded by an auto cannon: the Terminator would take his normal 2+ armour save, followed by a 5+ cover save (-1 penalty). By the time it comes to take his invulnerable save, it would be reduced to nothing (-2 penalty).

Being wounded is not the same as suffering or losing a wound, losing is what happens if you fail to save after being wounded. For example, after rolling to wound the space marines have wounded their target 8 times. The target then fails 3 of his saving throws and suffers, or loses, 3 wounds.

FORMING A UNIT

Models in warhammer are most commonly not seen fighting solo, but are organized into 'units'.

Units

A unit may consists of a group of models that work together as a squad or team, or it may represent a lumbering behemoth rampaging across the battlefield.

A players army is built up of units, each unit built up of models. When making a battle force you create these units, and this is how you must field them on the battlefield. Once a unit has been made it cannot be changed.

Unit Coherency

Models within a unit must stick together, as detailed further on page 20.

REFORGING A UNIT

Throughout the course of a battle units will lose members, and sometimes separated.

I want to add rules for merging two beaten down units. But at this time I'm not sure why you would want to do that. So I need to create some motivation, cause normally msu is good.

TERRAIN AND COVER

Other than your own models, the terrain making up the battlefield is second most important part of the game. Creating an interesting battlefield with lots of cool features can lend for an immersive and exciting experience. On the contrary, a relatively bland and open battlefield will cause a long drawn out shootout. When crossing a battle field units will seek out more defensible positions, using the available terrain to their advantage. However sometimes a piece of terrain can hinder movement, and sometimes it can even be dangerous to go into a piece of terrain. No one wants to cross a river of lava!

Every aspect of a battlefield is some form of terrain or another. A terrain feature is is any piece of the battlefield which is worthy of note. This could be grassland, a rock or hill, or even just a roadway.

Terrain comes into play in relation to two major aspects in a game of warhammer: moving your models, and drawing line of sight (particularly how terrain provide protection to models). These two concepts are discussed in greater detail in their own chapters: The Movement Phase (page 19), and the Shooting Phase (page 21). But we will give you enough to understand and parse the rules for Terrain here, as its important to have a sense of how these work for said two chapters.

TERRAIN AND MOVING

As your models move around the battlefield they will inadvertently interact with some of the terrain. They may hide inside it for better protection, they may walk through it as they are trying to reach an objective, or they might climb it to get a better vantage point.

When it comes to moving models around the battlefield each piece of terrain is different. In general if a model can be placed onto a surface he can move onto it, measuring his move about the surface of the obstacle. Other terrain can be extra slow or treacherous to traverse.

Terrain with multiple levels

Many terrain pieces have multiple levels or floors. When moving in terrain with multiple levels measure movement in a horizontal and vertical fashion. Alternately if your model can fly, hover, or do something of the like they may measure diagonally. However not every model can move up and down vertical distances. Keep and eye out when looking at the unit types for how each type moves.

Climbing up and down

Lots of times a piece of terrain wont be modeled with any way up and down between floors, and in these cases its important to discuss how models are allowed to traverse between levels. It is common to pretend that models can move directly vertically so long as they at the edge level, such as an inside wall (even if this means phasing through the floor), or an overhanging ledge.

Doors and windows

Many terrain features will have openings for models to move or climb through. This is always something to discuss at the start of a game with your opponents, pertaining as to which models can move through which features. In general, a model can only move through a feature which it can be reasonably said to fit through (not considering the models base). So while a small human can climb through a little window, a space marine could never fit. Sometimes it makes sense to make an opening difficult terrain for creatures of a larger than normal size, while making it not traversable for something even larger.

WOBBLY MODEL SYNDROME

Sometimes it is just impossible to get a model to stay put – the second someone breaths on it it might slip off and damage itself. In this case it is best to place the model near the desired location, just make sure both players know where it ‘actually’ is.

TERRAIN AND LINE OF SIGHT

There are only two types types of terrain: regular terrain, which for all intents and purposes are just an extension of the battlefield, and area terrain. The standard rules for true line of sight work best when there is a well defined intervening obstacle.

Area terrain rules handle the cases where there is an piece of terrain with not well defined obstructions and in need of some abstraction. For example, a smoke filled creator. There are special rules interacting with line of sight for area terrain, which will be covered more in depth in the area terrain section.

When a piece of terrain is a space that models are meant to reside in, area terrain rules help a lot unless the piece is very meticulously crafted. Area terrain rules also are suitable for other piece of terrain where the aspects of their construction would make them impractical to use, such as a dense forest.

Obscure Targets

Throughout this chapter you will see the words “obscured targets” or “in cover” quite a lot. These pertain to how units benefit defensibly from cover, and are described on page 22. But for now just know that when you see these terms its referring to the criteria of a unit gaining benefits from cover.

COMMON TERRAIN ATTRIBUTES

Following are the rules which are commonly applied to different pieces of terrain found on the battlefield. Further on we give some terrain type examples, which will reference these rules.

- **Clear terrain** can be moved across without any penalty, and generally covers most of the battlefield.
- **Difficult terrain** slows down models wishing to move through it, and can sometimes be dangerous to models passing through it.
- **Impassable terrain** cannot be moved through or into, but can be moved over by units capable of such a move.

Clear Terrain

Clear terrain is any type of terrain which doesn't impede movement of units moving through it. This can be anything from a rolling hill to a road, and includes all the battlefield space which is not otherwise covered by a different terrain category.

Difficult Terrain

Difficult terrain is any piece of terrain that impedes the movement of a unit in a random and unpredictable fashion, such as moving through a forest or through a rubble pile. You never know when a foot will get caught or some other incident will trip up the unit.

When moving through, into, or out of difficult a model must spend 1" of movement for every whole 3" inches of their move that is part of the difficult terrain, rounding up.

Example 1: A unit of tactical marines is moving towards a dense forest. Space marines have a movement value of 6, and they started their turn 4 inches away. The space marines can move up to the edge of the forest, spend 1" of movement, and then enter the forest with their remaining 1".

Example 2: A unit of Kabalite warriors are making their way along through a swampland. Kabalite warriors have a movement value 8". Because they are going to spend their whole move inside the difficult terrain, they will be able to move 6", paying a 2" penalty.

Dangerous Terrain

Sometimes a piece of terrain is so dangerous to traverse though that it occasionally claims the lives of careless individuals. Dangerous terrain is inherently also difficult terrain unless otherwise decided upon.

When moving though dangerous terrain roll a d6 for every model in the unit. For every result of a 1 the unit must pass a saving throw or suffer a Wound – saves taken as normal. The controlling player may choose which models suffer these wounds.

Impassible Terrain

Not all terrain can be moved though. A common infantry man is going to have a hard time phasing his way though a giant cliff-side! Impassible terrain cannot be moved though or into by most units. But it can be moved over by units which have the means to do so. For instance if a unit which can fly would have no issue flying over the boiling lakes which would stop an infantry man in their tracks.

Vertically Impassible

Some pieces of terrain are vertically impassible, that is to say they cannot be scaled by normal models, but you can move around on top if you can get to it without needing to climb. If a models move is insufficient to make it up to the top then it cannot move onto the terrain piece.

AREA TERRAIN

For most terrain features, what you see is what you get. Thus a hill or an enclosed building is as high as it physically is. Sometimes though it is necessary to take liberties and make assumptions about the terrain, rather than use the exact parts that make up the feature. The types of terrain where this approach works best are woodlands, ruined structures, and all sorts of rough going area. Modeling these sorts of terrain features realistically could mean that moving models through them is very impractical or difficult. These rules are also important for ensuring the best gaming experience, even while not having the most detailed terrain. For example a single tree can represent an entire forested hill-top, if that's all you have.

The notion of area terrain is used to define an abstraction and a set of rules that supersede standard true line of sight. They are considered to be a shape defined by their boundary of the terrain feature, which provide equal protection throughout, regardless of the physical makeup of the terrain. Think of it as a uniform fog which sides inside the space.

Moving in area terrain

When we talk about abstract terrain, it is almost always in regards to dealing with line of sight. But knowing how to move models in area terrain is also important. For the most part, when moving models treat area terrain as if it were regular terrain. But some pieces of the area terrain may be removable, a tree for instance, and it may be necessary to move said feature around in order to move and reach your models. In this regard its important to identify which parts of the terrain you and your opponent agree can be moved around.

Line of sight into area terrain

When models are completely inside the area terrain they are considered to be an obscured target for all models outside the area terrain. Furthermore you may always ignore the physical terrain features of area terrain for drawing line of sight. Going back to our example, that means positioning a model behind the single tree is no better than placing him next to it.

Line of sight through area terrain

When firing at targets which are behind, but not inside the area terrain, they will gain the terrains bonus if line of sight is drawn through at least 1 cumulative inch of area terrain. Models drawing line of sight through less than 2" of the area terrain that they are inside ignore any negative effects on shooting. Line of sight cannot be drawn through more than a cumulative 6" of area terrain.

Area terrain boundary

Area terrain needs to have a bounding edge. Sometimes you may wish to use the perimeter of the base for this, for instance with a forest. Other times you may want to use use aspects of the terrain to form the perimeter, such as the walls of a ruined structure.

Hybrid Terrain

Sometimes it is most fun to use a mix of true line of sight and total abstraction, landing somewhere in the middle. Common ruins are a perfect example of this. Often left remotely empty other than their walls and floors, for the sake of ease of moving models, using rules for area terrain will lend extra protection

for models inside a ruin without needing to meticulously position each and every miniature. But keeping the rules for true line of sight are also valuable, as you don't want troopers drawing line of sight through solid walls!

The rules for hybrid area terrain are simple — just treat the feature as both area terrain and regular at the same time, as if there were two copies superimposed atop one another.

Exposed Terrain

Taking this step even farther, You may choose to make the terrain gain no area benefits while being targeted from a certain direction. For instance in a 3 walled structure, getting flanked from the rear can deny cover bonuses for added tactical depth.

TYPES OF COVER

Following are general guidelines and recommendations for how to handle the most common types of terrain you will see on the table top. However players should feel free to mix and match these rules based upon what their terrain looks like. It is always a good practice to run through all the terrain pieces on the table and make sure both players are clear as to what they are and do.

HILLS AND PLATEAUS

Hills and plateaus make up a large portion of a battlefield. For all intents and purposes these pieces of terrain are just a 3D extension of the battlefield.

Movement:

There are no special rules for moving over hills or plateaus, just measure along their surface or sides as needed.

Cover Bonus:

Obscured targets protected by hills and plateaus gain the benefits of light cover.

Model Placement:

Sometimes the shape or slant of the hill or terrain may make placing units on its side difficult. In these cases follow the rules for wobbly model syndrome. For example, When making charges, if the charge is successful (enough range to close the gap) place the models as close to their target as they can safely be positioned. Similarly, when units deep strike it may be difficult to place your models. When placing models ignore vertical displacement when necessary. The models are treated as being in base contact.

CLOSED SOLIDS

Pieces of terrain which cannot be entered into, but can be moved around, and perhaps on top of, follow similar rules for hills and plateaus — they are treated as an extension of the battlefield. Some examples might be a water tank, a broken down vehicle, or even just shipping container.

Movement:

There are no special rules for moving over closed solids, just measure along their surface or sides as needed. Depending on the shape of your object, you may choose to make it difficult terrain, or perhaps only difficult to climb.

Cover Bonus:

Obscured targets protected by closed solids gain the benefits of light cover. If the piece of terrain is substantial enough, like a boulder or wrecked vehicle, then if the model is in base contact

with or within 1” of the terrain feature this bonus is improved to medium cover.

Generic Obstacle

There are plenty of other generic obstacles that can make fun terrain features. For the most part As such most generic obstacles count as difficult terrain, but feel free to decide for yourself based upon your actual terrain piece.

Examples of generic obstacles are razor wire, tank traps, wire mesh, fences, sandbags, rubble piles, etc.

Rocky Outcrops

Depending on the level of detail on your terrain, a rocky outcrop, or any collection of assorted closed solids which make up a larger terrain feature, could make a good candidate for area terrain. Really any piece of terrain which you could imagine troops shifting inside of terrain piece to take advantage of its features is a good candidate for area terrain.

Buildings

A building is any piece of terrain that is completely sealed off, making it impossible to place models inside. In general these are impassible terrain for the most part, though sometimes you may choose to be able to move on top of the terrain piece, in a similar fashion to a plateau. Or perhaps it features a hidden door leading to the top?

Bunkers and Fortifications:

These heavily fortified buildings allow models to go inside for the ultimate protection. Sometimes there will be a lit to remove to place your models inside, other times simply move your models off to the side of the board or set them on top of the terrain piece, noting that they are inside it.

Bunker cover bonus:

Models inside a bunker always count as being obscured targets to those outside the bunker and gain the benefits of heavy cover.

Hide:

When models in a bunker go to ground, they become completely untargetable except by blast and template weapons. Because models often cannot actually be placed inside a bunker, template weapons will instead deal 6 hits. On a Hit symbol while scattering blast weapons, large blasts will deal 5 hits, and small blasts will deal 3 hits. Any form of scatter will result in the shot missing.

RUINS AND STRUCTURES

Ruins and other walled structures are one of the most common forms of terrain on a war-torn battlefield. They are made up of different levels and walls and provide good protection to troops inside, traversing up and down to gain tactile advantage. Troops can take shelter and often hide from enemies within these derelict structures to surprise their foes.

Ruins are a special type of terrain, that use special mix of true line of sight and area terrain rules. With standard area terrain you ignore all the physical aspects of terrain for all intents and purposes. This is not the case for ruins. So models that are completely hidden from the enemy cannot be targeted, and likewise models cannot move or draw line of sight through solid walls either.

Movement:

There are no special rules for moving about ruins, just measure around or up and down as needed, following the rules for moving about on multiple floors (page 12). Openings allowing movement should be discussed at the beginning of the game, but in general a model cannot move through an opening which it could not be said to reasonably fit through. They are not difficult terrain in the commonplace, however if your piece of terrain has lots of rubble inside it or other generic obstacles you may choose to make it so. There are also a lot of units that treat ruins as dangerous, mostly units that fly. Keep an eye out when looking at the unit types.

Cover Bonus:

Obscured targets protected by ruins or other walled structures gain the benefits of light cover. If the model is in inside or within 1" of the walled structure this bonus is improved to medium cover.

When drawing line of sight though a part of a ruin with no wall (this does not include windows, doors, and holes in said walls) the models in the target do not gain the ruins protection if they are completely exposed. Units otherwise inside the ruins which would gain its protection, gain the benefits of medium cover.

Model Placement:

Sometimes the shape of the walled structure may make placing models difficult. When making charges, if the charge is successful (enough range to close the gap) leave the models at the edge of the level or walled structure as close as possible to the opponent. They are treated as being in base contact.

Similarly, when units deep strike it may be difficult to place your models. When placing models ignore vertical displacement when necessary. The models are treated as being in base contact.

Dangerous Descent:

Units deep striking into a walled structure must take a Dangerous Terrain check. In addition, any deep strike which is described as being a decent (orbital, drop, etc) models always land on the highest exposed Level under their final position.

Ruins are the most common type of walled structure to find on a war-torn battlefield.

TRENCHES AND CRATERS

Hiding in trenches, creators, and other pits in the ground is very commonplace on the battlefield when no other form of

hiding presents itself in an otherwise barren kill zone. Large blasts from the monstrous machines of war are often enough to make a very suitable cover.

Cover Bonus:

Obscured targets protected by trenches and craters gain the benefits of light cover. If the model is in base contact with the trench or crater this bonus is improved to medium cover. Creators and trenches are often played as area terrain.

Hit the Deck:

Any model Going to Ground while in a trench or crater counts the feature as heavy cover instead of medium cover while gone to ground.

Plunging Fire:

Creators and trenches provide great protection to infantry sized targets from enemies on common ground, but can be thwarted by climbing up to fire down upon your targets. It is common to play that creators and trenches provide no protection when being shot by units which are 'above' them, such as on the second floor of a ruin.

SWAMPS AND WATER

Unless you are being very creative, models moving through a swamp will not actually sink down into it. For these reasons swamps and water features are considered area terrain, but they only grant protections to models which are inside them, and do not provide any line of sight blocking to models behind them. Swamps and water features are difficult, and sometimes dangerous terrain.

FORESTS

Forests are often the most abstract of all types of terrain. Unless your forest is very intricate, it is best to simulate the knobby ruts and roots that might be there for infantry to traverse. Forests are area terrain and are difficult terrain, unless you choose for them not to be.

Movement:

Forests follow the rules for difficult terrain, but in general otherwise you just move models around the base of the forest as any other surface.

Cover bonus:

Any model at completely inside inside the forest gains the benefits of light cover. Any shots fired through more than 1" of a forest grant the opponent the benefits of light cover, and line of sight may not be drawn through more than 6" of forest.

Thick Canopies

Sometimes a forest is so thick that you cannot see though the canopy, but you also cannot be seen though it! This will protect units from being shot from high vantage points. If you wish to play with a forest with a thick canopy it is important to decide before the game starts what other locations count as out of line of sight.

THE TURN

A tremendous amount of action takes place in a battle: squads are constantly maneuvering and shooting. Tanks rumble into action and artillery fire roars overhead in a torrential downpour of destruction. A game of Warhammer 40,000 represents the ebb and flow of battle but, in order to turn the chaos into a manageable game, players alternate taking turns moving as their units as they fight.

We briefly touched upon game turns and player turns before in the [Turn Overview](#), but we will go over them in detail now. During each game round both players will get to take a turn, but both players will also be involved during their opponents turns as well. One player will move and fight with his forces first, followed by his opponents retaliation. Then the other player will move and fight first, followed by the first players retaliation. Then the process repeats with the players moving and fighting, moving and fighting, and so on until the end of the game.

A GAME ROUND	
FIRST PLAYER TURN	SECOND PLAYER TURN
<ol style="list-style-type: none">Movement Phase Only the first player movesShooting Phase The second player overwatches, and the first player can shoot with all his units.Assault Phase Only the first player can charge, but both players will fight.	<ol style="list-style-type: none">Movement Phase Only the second player moves.Shooting Phase The first player overwatches, and the second player can shoot with all his units.Assault Phase Only the second player gets to charge, but both players will get to fight.

ATTACKING AND DEFENDING PLAYERS

Lots of the rules within this book have reference the notion the attacking player and the defending player. These are important terms for establishing a frame of reference and order of operations, within the alternating player turns within a game round, and all they really are are shorthand to denote 'the player who's turn it is' and 'the player who's turn is not'. For instance a rule might specify that the attacking player gets to roll dice before the defending player.

Controlling player

Having similar use to distinguish between the players, the controlling player means the player to who controls the models, usually also the player who owns the models.

THE THREE PHASES

There are 3 phases of the game, the movement phase, the shooting phase, and the assault phase.

Movement Phase

During a players movement phase he will be able to move his troopers around the battlefield. There are lots of different types of models that can move differently, some can fly around and some more fantastical can even phase through solid walls.

Only the player who's turn it is can move models during a movement phase.

Shooting Phase

The shooting phase is a little different in that both players will get a turn to act. First the defending player will get to shoot with any overwatching units, and then the attacking player will get to shoot with all his units. Players will declare all their targets and roll their dice in turn, with casualties removed at the end of the shooting phase.

Assault Phase

The assault phase is a little different still. Both players will get a chance to swing their swords or otherwise engage with their combatants, but the order is determined by models Initiative, rather than the current player first, opposing player second. After the attacking player has issued his charges and the defender his reactions, combat will ensue.

WHO GETS THE FIRST TURN?

Which player gets the first turn is normally decided by both players rolling a d6, the winner of the throw gets to choose if he wishes to go first or second. You will read more on the topic and how players deploy their forces and begin games in the [Preparing for Battle](#) chapter on page 66.

THE END OF THE GAME

A battle can end in a number of ways. One of the most common ending conditions is the scenario turn limit is reached. By default, games are 6 turns minimum, with following turns oc-

curing with an increasing chance to end the game. Other ways for the game to end are to eliminate all the opposing players models, or to reach a victory condition for the scenario. More details on the topic can be found in the Preparing for Battle chapter on page [66](#).

THE MOVEMENT PHASE

Although the movement phase is the easiest to perform, it's probably the most tactically important. Getting models into the right position on the battlefield is often the key to victory.

In his turn, a player moves all or some of his models up to their maximum movement distance. This is normally done by moving one unit at a time, but sometimes the need arises for moving multiple units at the same time, like if they are switching spots. In these cases just be careful and make sure your intentions are clear to your opponent.

Whether or not a model moves can change how effective it will be in the Shooting and Assault phases, there are advantages to remaining stationary.

BASIC MOVEMENT

Models all have a movement distance depending on their unit type and wargear.

- The common infantry model on foot moves 6".
- Models cannot split a move into multiple parts.

When moving models you always measure the start to finish distance from the center of the models base. This includes vertical movement too. For example when moving up a hill measure the vector along the hills surface, or when climbing over an obstacle measure up, over, and down.

As you move the models in a unit, they can be turned to face in any direction. Models cannot normally move off the board, nor can the phase through obstacles.

It is perfectly fine to measure a unit's move in one direction, and then change your mind and decide to move it somewhere else (even the opposite way entirely!) or decide not to move it at all.

Moving Through Terrain

Each piece of terrain has different rules for how you interact with them, but in general there is three types of terrain categories, regular, difficult, and impassible. You can find more details on these in the Terrain and Cover chapter on page 13.

Short Obstacles

Most basic models have legged motion, and these models can always ignore terrain details that are shorter than their legs are when trying to move over/across them.

Moving through other Models

When moving models through other models there are three circumstances to think about: moving through models in the same unit, moving through friendly models of an different unit, and moving through enemy models.

Models within a unit may ignore one another for the purposes of moving – it is assumed they communicate and let one another pass. The same is true when moving through models belonging to another friendly unit. But in both circumstances a model may move not end his move in the space occupied by a friendly model.

When dealing with enemy models, you cannot move through them, or through the spaces between models making up a unit. Additionally, a model cannot be placed so that it touches an enemy model in the movement phase — this is only possible during the assault phase.

Which Models are Moving

A models movement can effect its ability to act in other phases, such as firing a heavy weapon. Determining who has moved is always done on a per-model basis rather than a per-unit basis. Note that a model may always pivot on the spot without it counting as having moved.

Different Movement Distances

Sometimes a unit consists of multiple unit types, or models with different wargear that effects their movement. Just like when determining which model is moving, how far a model can move is also determined on a per-model basis.

Moving While In Close Combat

Units that engaged in close combat are 'locked in combat' with the enemy and cannot move during the movement phase.

Moving Into Enemy Base Contact

At no point can you move a model into base contact with an enemy model at any time for any reason, unless the model is launching an assault.

Turning and Facing

As you move models in a unit they can turn by any amount without any penalty to the distance they are able to cover. Models can also be turned to face their targets in the Shooting phase too, so don't worry about which way they are pointing too much (although dramatically facing of against their foes is traditional).

MOVEMENT TYPES

Grounded Movement

What we have talked about until this point, and what models who move along the surface of the table do, is called grounded movement; measuring along the flats, the slopes of hills, and up over and down the surfaces of obstacles.

Jump Movement

Jump movement is the second most common type of movement. Many such pieces of wargear, such as jump packs or wings give model the ability to move through the air in in arching movements. This allows them to move in any vector they like, flying over terrain features and other models alike, but the models must start and end their moves with their bases landed on the ground, and they cannot be said to be left floating in the air.

Unless it is stated very clearly that a model uses jump movement, they are considered to move in a grounded fashion.

Hover Movement

Some units are said to have hover movement, most commonly associated with model that have flying bases. In practicality, hover movement works exactly the same as Jump movement. But for any special rules relating to being on the ground e.g. an acid pit, the unit does not count as being on the ground. Their bases must still end landed on the ground.

Flying Movement

From a gameplay perspective, flying movement only differs from hover movement in that the model is likely higher up off the ground on some sort of flight stand.

Unusual Movement

Most models can move in any direction, such as a common infantry. However other units, such as bikes, have some restrictions. The details on these more complicated units can be found further on in the Unit Types chapter.

UNIT COHERENCY

Models in a unit always stick together on the battlefield. When moving models in a squad, you must do your best to maintain unit coherency. When ending a move, all models in a unit end their move such that they are

- A unit must be within 1 1/2" of one another if possible
- If a unit contains more than 12 models, at least half of them must be in coherency with 3 other models.
- Models within a unit cannot be more than 12" from the farthest model in their unit.
- Alternately so long as all models of a unit can be drawn within a 4" circle, they are said to be coherent.

This means that you should be able to connect-the-dots between every member without jumping more than 1 1/2".

You cannot premeasure unit coherency so err on the conservative side when spacing your models. If your opponent calls you on a questionable unit, measure to see if it is coherent — if it is you must move it back, and the unit suffers a -1 penalty

to its Leadership for the turn. If the unit coherent then your opponent cannot make any more calls for the turn.

Designer note: We have all played a game vs that one player who will try to space out every single model perfectly; what a drag that is. Jockeying unit coherency is cheating, don't do it.

Split Levels

Many terrain pieces feature multiples or disjointed levels that are far enough appart to preventing models within a unit from being placed within unit coherency.

Models in a unit may be said to be vertically coherent across a single level of terrain so long as it is less than 5", and that normal unit coherency restrictions are followed horizontally.

Separated models

In severe circumstances, casualties in a unit may separate the models. If a unit is broken up for any reason, the models in the unit must be moved to restore coherency. Sometimes models can be so far separated that this cannot be done in a single turn, in this case any model that moves must make their best attempt to regroup with the rest of their squad. Note that not all models must move. A unit cannot shoot or declare charges if they are not in coherency at the start of the applicable phase. Additionally, they count as shaken! (see the [Morale](#) chapter).

CANT FIT!

Taking refuge from monsters by hiding in small places is a time honored tradition not easily forgotten. Not all models will fit in all features on a battlefield. You cannot move a model into or through a terrain feature where it cannot be said to reasonably fit (were it not for the pose, standing/crouching, unfolded wings, etc.). If a model could be reasonably said to fit, then, like in wobbly model syndrome, it may be said to be in a location and set to the side. If the model would only fit with a limitation of mobility, such as being forced to crouch due to a short ceiling, treat the model as having -1 move, weapon skill, and initiative.

ADVANCING

Almost all units can substitute their chance to attack in the shooting phase for the opportunity to move farther, which you will read about in the next chapter. While this is normally done after the movement phase for the added tactical flexibility, sometimes a terrain boundary can make two separate moves insufficient where one combined move would work. You may choose to advance in the movement phase, making one combined move all at once in exchange for not being able to fire in the shooting phase.

THE SHOOTING PHASE

As armies engage guns thunder and shrapnel rains down from the sky. There are many different types of ranged firearms used in the 41st millennia, from the common bolt gun to the enormous demolisher cannon. Shots of all sorts streak across the battle as enemies fire upon one another for the right of victory.

THE SHOOTING SEQUENCE

After the movement phase comes the Shooting phase. In a battle players will fire most of their units ranged weapons during their shooting phase. There are two parts to the shooting phase, targeting enemy units, and making attacks. Sometimes the defending player is in a position to return fire during the enemies turn, known as overwatch, which will be discussed later on.

The first portion of making shooting attacks is picking targets for your units to make ranged attacks against. This involves measuring ranges and checking line of sight to the target, and figuring out any cover bonuses the defenders might get. After you will make the attacks, rolling to hit, to wound, and then the defender will make their saving throws.

The process for making shooting attacks can be summarized into the following steps. First complete steps 1 for all your units. Then complete steps 2-4, then step 5.

1. Check line of sight, range, pick a targets, and determine targets cover
2. Roll to hit
3. Roll to wound
4. Allocate wounds and make saving throws
5. Casualty removal

DISALLOWED SHOOTING

Certain situations prevent a unit from firing. The most common are:

- With units that are locked in close combat with the enemy.
- At most targets which are locked in close combat.
- With units that chose to run or overwatch instead.
- With units which have gone to ground the previous turn.

In addition to the above, certain types of weapons can only be fired if the unit did not move in the same turn. However this will only prevent models with that weapon from shooting – not the whole unit.

Intervening Friendlies

One more thing of noteworthy importance is that **friendly models may not draw line of sight through friendly models not belonging to their unit**, nor may they fire through the spaces between. You may draw line of sight over friendly units if the unit in the back is either taller or on higher ground, is hovering, etc.

For example, a unit of guardsmen stands partially between another friendly unit and a target in front. This will block line of sight from some of the models in the back unit to their target, and prevent them from firing.

CHECKING LINE OF SIGHT AND RANGE

When it is your turn to pick targets, go through your units one at a time and choose which models are going to fire at which

targets. In general, a **model can only shoot one weapon** and can only target one enemy unit. There are some exceptions to this, namely vehicles, but those exceptions will be detailed later. But that is not to say that all models must target the same enemy unit.

The first thing to do when picking targets with a unit is to check which targets are within range and line of sight from them. Most models such as the common infantry can see all around them and can shoot in any direction. Once line of sight and range between the controlling unit and a desired target unit has been confirmed, the player may choose to shoot at this target.

After you are done picking targets for a unit, you may choose to place down a token or marker next to their target units, this can be helpful for remembering what is shooting what. Then move onto the next unit until all your models have chosen targets, or deferred their shooting for another action (all those who are able that is).

Splitfire

A unit may split their shooting attacks between two separate enemy units, in any manner which you see fit. But remember a model individually cannot normally split their attacks.

Fast & Loose: Rather than choosing all targets at the start, some players prefer to go one unit at a time. This makes things simpler, but also opens up unrealistic amounts of fidelity and control for maximizing your damage. Be sure to discuss with your opponent which way you would prefer to play.

Which models can fire

Remember that line of sight and range is treated on a per model basis. Every model that has line of sight and range to at least one enemy model in the target unit can fire.

COVER & OBSCURED TARGETS

On the battlefield warriors will find that their targets do not always stand in the middle of the open for them to shoot at.

Hiding behind cover makes targets more difficult to hit. When **any part of the target model's body is at least 25% obscured** from the point of view of the firer (or shooting through or into area terrain) the target model counts as an obscured target. This is intentionally generous, and it represents the fact that the warrior, unlike the model, will be actively trying to take cover (plus it can be hard to see through the smoke, explosions and flying debris that are mercifully absent from our tabletop battlefields).

Firers may of course shoot over intervening terrain if they are tall enough or high up on some terrain piece so that their line of sight is completely clear. As usual, check the firers' line of sight by taking a good look from behind their heads, to 'see what they see'.

Intervening Models

Unlike with friendlies, you may draw line of sight through intervening enemy units if you so choose, but the target unit will count as an obscured target. Again note that if you are actually shooting over enemy units at a larger target in the back, then the target unit does not benefit. Note that these rules are in regards to shooting through the gaps between models of an enemy unit — models themselves block line of sight as they are, most notable for tanks and really large creatures.

In order for a unit to count as intervening, they must obscure the target using the same rules as if they were area terrain, so a small unit that doesn't obscure at least 25% won't matter.

Your Own Unit

There is one important exception to the rules for line of sight. Firing models can always draw line of sight through members of their own unit as if they were not there – squad members work together to optimize firing solutions.

Effects of Cover - Cover Saves

Some weapons are capable of ripping, blasting, and blowing their way through just about any piece of terrain and wounding a target behind them. More to the point, cover serves to hide and obscure troops from enemy sights making them difficult track, hit and reducing the impacts.

Most Cover provides protective benefits to those who are either obscured or in area terrain in the form of a cover save — a saving throw rolled just like armour saves. A model can benefit from as many sources of cover as applicable, but only ever makes one cover save using the best save value.

Other types of cover bonuses are through the form of modifiers applied to hit rolls, generally involving units that have been moving fast. These are cumulative with cover saves,

Cover only provides benefits against ranged attacks, and provides no benefit against close combat attacks.

Cover Bonuses

Different types of cover provide different levels of protection to obscured models. Use the following chart as a quick reference to figure out what bonuses the defender gets when being shot at. More detailed rules involving terrain can be found in the Types of Cover section on page 15

Terrain Type	Cover Bonus
Moving fast, Intervening models.	-1 to hit
Light cover: intervening closed solids, ruins and structures, trenches and craters. Hills and plateaus, Forests.	5+
Medium cover: inside or base contact with closed solids, ruins and structures, trenches and craters.	4+
Heavy cover: fortified positions.	3+

Monstrous creatures, vehicles, and bulky units suffer -1 penalty to cover saves, to a minimum of 6+.

Units in Partial Cover

Sometimes it is the case that not every model in the target unit is in cover, or there is even mixed types of cover. When this happens its important to evenly portion the incoming attacks between the saves.

The rules governing units in partial cover are the same as those for complex units, which are detailed at the end of this chapter.

Through the Window, and the Wall!

Sometimes the nature of the battlefield means that if you line things up you can just see a sliver of your target. In circumstances where line of sight becomes only a technicality, players should be encouraged to adjust the level of the cover save as you see fit.

Example: For every sequential piece of obscuring terrain, add +1 to the save. You can still try to line up the shot through three windows, but they are are going to get a 2+ cover save!

GOING TO GROUND

If warriors come under heavy fire, they may decide to keep their heads down and stay alive a little longer while they wait for reinforcements.

In response to being declared as a target, infantry units (of all types) may choose to go to ground – vehicles and monstrous creatures cannot do this. A unit that has gone to ground benefits from +1 bonus to their cover save. Going to ground lasts until the end of the target players following turn.

The downside of going to ground is that the unit cannot properly aim their weapons the following turn, and all ranged attacks are resolved as snap shots.

TARGET PRIORITY

In the heat of battle it is easy to disregard the command from on high in favor of saving your own skin, especially when a horrific alien is closing in.

Whilst there is an enemy monstrous creature, vehicle, or enemy unit larger than your own, that is closer and within 15", you

must pass a leadership test in order to target a more distant enemy unit. This is called a target priority test. Failing the test means you must fire upon the closer unit. Enemy units which are locked in combat are ignored for this purpose.

SHOOT THE BIG ONES!

Sergeants hoping to live to tell about it are quick learned on prioritizing large targets. You can target large models with ranged weapons even if they are locked in combat provided they are not 25% obscured from the firer by friendly models which they are engaged with, and at least four times the size of said models. You may not do so with blast or template weapons. All attacks in this manner are made as snap shots.

RUNNING

At times, warriors may have to quickly redeploy, running from cover to cover or simply concentrating on movement and giving up their chance to shoot.

In their Shooting phase, the attacking player may choose may choose to make a run move instead of shooting this turn — the defending player may not run at this time. When a unit runs it makes an additional move using all the normal rules, but runs 3 + d3 inches instead of their usual move.

Units that run in the shooting phase cannot charge in the following assault phase.

Fleet

Swift and agile, these races are able to cover ground more reliably than others. A model with the fleet special rule can re-roll their run roll.

ROLLING TO HIT

Now that you have chosen targets for all your units, its time to start rolling attacks.

To determine if the firing model has hit its target, roll a D6 for each shot that is in range. Each weapon fires a different amount of shots, so check the weapon profile. The dice roll needed To Hit will depend on how accurate the firers are, as shown by their Ballistic Skill (or BS). The chart below shows the minimum D6 roll needed to score a hit.

Firer's BS	1	2	3	4	5
To Hit Roll	6+	5+	4+	3+	2+

For units with Ballistic Skill higher than 5 you dip into the negative buffer range. e.g 6 is 1+, 7 is 0+. This does nothing in of itself, except grants you protection from sources which impact your ability score. For instance a unit with bs 7 would need to see a -3 modifier before it starts to impact his rolling.

How Many Shooting Attacks?

Most models can only fire one weapon per shooting phase. Notable exceptions are monstrous creatures, and vehicles (which can fire all their weapons). Pistol weapons can be fired in pairs. The number of shots is determined by the weapon itself.

Moving and shooting

Whether a model has moved or not can make a big difference in the ability to fire its weapon. Some guns are so heavy that they can only be used effectively if their firer halts completely to brace himself or setup his weapon on the ground. This is explained further in the Weapons chapter, the most important thing to remember is that **the effect of movement on shooting is considered on a model by model basis.**

Snap Shots

Under specific circumstances, models can only fire Snap Shots – opportunistic bursts of fire shot without properly aiming in times when a warrior isn't able to properly aim his weapon and instead just point it and fire, hoping to get lucky. Snap shots are resolved at BS 1. When dealing with blast and template weapons, hits generated from attacks fired as snap shots only score hits on a further dice roll of 4+. You cannot shap shot snap shots: if two separate rules call for firing snap shots, then you cannot fire at all.

ROLLING TO WOUND

Hitting your target is not always enough to put it out of action. The shot might result in nothing more than a superficial graze or flesh wound.

To decide if a hit causes a telling wound, compare the weapon's Strength characteristic with the target's Toughness characteristic. Each weapon has its own Strength value, given in the profile of the weapon.

Attackers S - Defenders T	To Wound roll
2 or greater	2+
greater than	3+
0	4+
less than	5+
-3 or less	6+

If you have successfully hit and wounded your target, then your target will need to make saving throws against these, placing the successes dice into a wound pool.

WASTED AIM

Its impossible to properly coordinate perfectly on a battlefield, especially between separate squads. Simply is the nature of things that sometimes two troopers are trying to shoot the same enemy only to have them fall dead to something else.

For each model in the defending unit which has been removed as a casualty this phase, you may roll a d6. On a 6 you cancel an incoming hit from additional attacks this phase, rolling up to once per hit.

The rules for wasted aim are experimental, use them if you like the notion behind them, or simply choose to ignore them.

HIT AND WOUND ALLOCATION, SAVING THROWS, AND CASUALTY REMOVAL

Now that all the shooting is done, its time to allocate wounds in the wound pool. If you have a unit comprised of a single kind of model this is easy, collect the whole wound pool and make saving throws for these, failed saving throws cause wounds. Otherwise you will need to roll saves one at a time for the allocated model(s).

Unsaved wounds can be allocated by the controlling player in the manner of his choosing, but once a wound has been allocated to a model following wounds must also be allocated to this model until either the wound pool is empty, or the model is removed as a casualty.

For simplicity's sake, all shots that have the same stats are considered to come from a unified source comprised of all the models participating. This gives a small benefit of the doubt to the attacker but this way its not necessary to roll attacks one model at a time!

All attacks from a given unit are resolved simultaneously, so you never need to worry about killing a model and preventing attacks that were already fired.

Example, A unit of fire warriors is positioned such that some of the models are within rapid fire range of only some of the enemy models. After taking saves, the defender may not remove models in the front claiming that this denies the extra shots from those fire warriors further away. The models were alive when shots were fired, so casualties will be made.

Blast Weapons

On the contrary, blast weapons distribute wounds one to a model when dealing with multi-wound targets rather than stack them all up onto the same model, the exact opposite of how regular wounds are allocated. The controlling player gets to allocate them until the wound pool is empty, or there are no more remaining models in the unit.

Example, A unit of tyrannid warriors is hit by a tau submunition round's large blast, hitting 5 models. After rolling to wound and making saving throws, the tyrannids suffer 4 unsaved wounds. These wounds must be distributed one to a model until the wound pool is empty.

Existing Wounded Targets

When it comes to allocating wounds, previously wounded models (that is models wounded from a earlier attacks prior to this) are ignored and the controlling player gets to start again for wound allocation.

No More Targets

If at any point while allocating wounds there are no more models visible to or within range of the attacking models the controlling player may cease wound allocation, discarding the remainder of the wounds.

...Blast and Template Weapons

Sometimes a template scatters out beyond its range limit or out of line of sight, in either case, regard any models struck as eligible targets for the purposes of wound allocation.

...Indirect Fire

Another case you will come across is weapons and attacks that have special rules allowing them to target things outside of line of sight. In this case, following the associated rules for the attack, consider their targets to be in line of sight and eligible for the purposes of allocating wounds.

COMPLEX SHOOTING AND HIT GROUPS

All the steps presented thus far for the shooting phase make the assumption that there is only one kind of model making up a unit — they have the same statline, most notably they have the same toughness and the same saving throws, taking special notice for cover saves. But sometimes units are not all made up of the same type of model or their saves vary.

When this is the case, we will use hit groups to split up the attacks between the types of defending models to make sure everyone is treated fairly. Hit groups are made up of models of similar kind: models with the same name, their sergeant, and any other models in the unit which have identical toughness and saves.

After identifying all the hit groups, roll to hit with all your weapons and start allocating hits onto the enemy models, one at a time, starting with those closest to the attacking models. Proceed to roll to wound and take saves as normal, looping over if necessary until all the hits are gone.

Multiple Weapons and Hit Dice Pools

Its common enough for units to have a few different types of weapons, and when rolling to hit its important to keep track of these hit dice pools separately. When we refer to hit pools we mean your successful hits, separated by weapon type. You will need to evenly distribute these between the target hit groups.

Target Hit Groups

A complex unit is by definition made up of different hit groups. These are 'similar' models. Models of the same size with the same armour save and toughness, that would not be able to be distinguished as separate targets by their attackers. Wounds allocated to a target hit group can be allocated to any model within, decided by the controlling player.

Example, a Necron Warrior Phalanx is comprised of both Warriors and Immortals, each their own hit group as Immortals have a higher toughness than the warriors do.

The Wound pool

Each hit group has its own wound pool, containing all the unsaved wounds from any given wave of rolling. When it comes time to allocating the unsaved wounds from the wound pool the controlling player must allocate them to any models within the hit group until the pool is empty, or all the models have been removed as a casualty.

Allocating Hits

If a unit has mixed saves or toughness there is no way around it, you are gonna have to take things slower. Roll to hit with all your weapons and then starting with the largest hit dice pool:

- Divy up hits evenly between the hit groups such that each model has one hit per wound remaining (keep the remainder of the hit pool to the side) then roll to wound, make saves, and remove casualties.
- If there are not enough hits to allocate to every model in the unit, start with those visible that are closest to the attackers. Remember that wounds death within a hit group are not model specific, this is just a nice way of evenly keeping track of the remainder.
- Continue allocating all the hits evenly, one wave at a time, until you are done.

If the target unit does not have mixed toughness, just mixed saves, you can save time by rolling to wound all at once then allocate the wound dice pool as described.

Invulnerable Saves

Invulnerable saves are model specific. If you take one, casualties have to come from these models.

Oh that looks nice!

When removing a model as a casualty, you can always choose to remove a different model of the same kind, substituting the first model for the second. This represents someone picking up the weapons from the first.

Cant carry that Sarge...

You cant do this for any wargear that cant reasonably be looted. No integrated weapons such as power fists, no armour, no bionics, etc.

Units in Partial Cover Continued

Sometimes it happens that a unit is in partial cover with some units in and some units out of cover. Cover saves taken within a hit group are not model specific, if a hit group is partially in cover, take the proportionally appropriate amount of saves. Unsaved wounds can be allocated in any way you see fit.

This represents models moving around in the cover as they come under fire.

Example: A unit of eldar guardians is half way obscured by a wall with 5 models completely visible, and 5 models completely out of line of sight. An enemy chaos space marine unit shoots at them, hit and wounding 16 times with their bolt guns. Since all the guardians have the same toughness and armour save, we only need to proportionally allocate their cover saves. To begin, starting with the models visible the attacking player divvies up the wounds, 5 on the models outside the cover, 5 on those inside, 5 more to those outside, and then 1 last one to those inside. At this point, all the saves rolled, totaling to 7 unsaved wounds. The defending player now can distribute the wounds in any way he sees fit, following the rules for no more targets.

OVERWATCH

The second alternative to shooting is called overwatch. Overwatch is a defensive tactic which allows units to defer making their ranged attacks until the following players turn. In doing

so a player can position units to defend a vantage from oncoming enemies, but does so at the disadvantage of delaying your attacks.

In their shooting phase the attacking player may choose to place a unit into overwatch instead of shooting this turn — the defending player may not put units into overwatch at this time. The whole unit must all enter overwatch together, it is all or nothing.

Units in overwatch can make their shooting attacks at any point during your opponents shooting or assault phase, targeting any enemy unit which is either in line of sight or has moved through their line of sight at some point that turn.

During the Shooting phase

Overwatch attacks made during the shooting phase are considered to happen simultaneously with all the other shooting happening that phase. This means that under no circumstances can a model be killed out of making his own ranged attacks this phase.

Terrain Hopping

You may even target a unit which moved out line of sight provided that their move at some point would have brought them into view. The targets final position is used for determining cover saves and doing so imposes a -1 to hit penalty — its difficult to target units who are carefully dodging from cover to cover. Blast and template weapons are fired as snap shots in this situation.

Example: A unit of termagaunts has moved from behind one rock to another one nearby, both starting and ending its move out of line of sight. But because it moved through the open in order to get to its new rock, the overwatching space marines may fire upon them.

Movement not in the Movement Phase

There are plenty of opportunities for units to make extra movement outside the movement phase. Overwatch attacks made after these move follow all the prior rules for making overwatch attacks.

As Response to a Charge

Overwatch attacks as response to a charge to happen after charge moves, but before the first initiative step. These attacks are made at a -1 penalty to hit, using the targets final position for determining any cover bonuses. Any such casualties are counted towards combat resolution.

Wall of Death

Flamers are incredibly effective at deterring a charge, as are other explosions. When resolving an overwatch attack against a charge, template weapons will automatically hit up to 2d3 models. Large blast weapons will hit d3, and small blast weapons will hit 1. Remember that if blast and template weapons are fired as a snap shots then these generated hits only succeed on a further dice roll of 4+.

THE ASSAULT PHASE

While firepower alone may be enough to drive an enemy back from open ground or lightly held positions, shifting a determined foe from a fortified bunker or ruined settlement may require sterner measures. In an assault, troops storm forward, screaming their battle cries, eager to strike at their foes with knives, claws, bayonets or gun stocks in a desperate close quarters scramble for victory.

THE ASSAULT SEQUENCE

Similar to the shooting phase both players will be participating in the assault phase. First, the advancing player will get to declare charges with his units, and the defending player will react to those charges including declaring his own counter charges! After which its time to move charging models, and begin initiating combats.

Resolving melee combat is a bit different from the shooting phase as there is an order in which attacks are to be made as dictated by the initiative of the models participating in the combat. Only attacks happening at the same initiative are considered to be simultaneous — a slow hand could prove fatal!

The assault phase is split into four parts: setting up charges, moving charging models, fighting with engaged units, and once combat is done you determine assault results. Both players get to take part in all four parts.

- | | |
|---|---|
| <ol style="list-style-type: none">1. Setting up charges<ul style="list-style-type: none">• The attacking player denotes charging units• The defending player issues retreats and other charge reactions2. Moving Models<ul style="list-style-type: none">• Retreating models are moved• The attacking player rolls for charge distance and moves charging models• The defending player moves counter offensive pile-ins | <ol style="list-style-type: none">3. Fight with engaged models<ul style="list-style-type: none">• Final Volley!• Work down initiative steps and make close combat attacks4. Determine assault results<ul style="list-style-type: none">• Count up casualties• Break tests, pile ins, and consolidation |
|---|---|

THE CHARGE

In the assault phase models will have the opportunity to make charges and engage in close combat. Making a charge involves closing the gap between you and your opponents, after which models who are near enough to enemies can fight one another in close combat.

To make a charge, use the following procedure:

- First, declare which of your units wish to charge this turn, making sure they have a valid target within range.
- Then, the opponent declares charge reactions for all his defending units.
- Roll the charge distance for the unit and, if it is in range, move it into contact with the enemy unit – this is sometimes called “launching an assault”.

Once this has been done for all units wishing to charge this turn, its time to start moving models!

Declaring Charges

In the assault phase you may measure any distance up to 12”, or the highest theoretical charge distance in your army, whichever is higher. Choose which of the units in your army you would like to charge with. In order to declare a charge their must be at least one target within the maximum charge distance of the unit wishing to make the charge — most units

have a different charge ranged varying from on average 6” to 10”.

Charge Direction & Targets

Unlike with shooting attacks, when declaring a charge there is no target selection, just the intent to charge and a general direction. Make sure you check that there is at least one enemy within range first! A unit can never declare a charge if there are no enemies it can reach.

It may be helpful to place a dice to indicate the direction you wish to charge. And in times when there is only one valid target, its often easier to just declare you intend to charge.

How far can models charge?

To determine a units charge distance, you roll 2d3 and add 4”. But its not quite time to roll for charge distance yet, this will happen after all the rest of the charges and reactions have been declared.

Disallowed Charges

Sometimes units are disallowed from charging. Common reasons a unit is not allowed to declare a charge include, but are not limited to, the following:

- The unit is already locked in close combat.

- The unit ran in the shooting phase.
- The unit has gone to ground
- The unit is falling back.

Continue to declare assaults with all the units you wish to charge with this turn.

REACTIONS

Few warriors sit idly by when an enemy horde descends upon them, but let fly with every weapon at their command, charge forward in a counter offensive, or retreat! After charging units have been declared, defending units that are within the maximum charge range and in the direction of a charge can declare a reaction: Hold the Line, Counter Offensive, or Retreat.

It is worth repeating that all chargeable targets get to make a reaction; part of the process for charge declaration is to declare reactions for all possible targets. If you have found yourself charging a unit which did not make a reaction, there has been a mistake.

Hold the Line!

Readying themselves for the oncoming fight, the defenders stand their ground with grit and determination, making full use of their defensive position.

Hold the line can be thought of as the default case when being charged. When a unit holds the line they do not gain any special bonuses but will benefit from the cover they are in and they can make use of defensive grenades if they have them.

Counter Offensive!

Forgoing their defensive position these brave soldiers rush out to meet their opponents with weapons raised.

When units perform a counter offensive the charge against them is considered to have always succeeded. After charging models have moved, the defenders get a free 3" pile-in before the start of the initiative steps.

Units performing a counter offensive do not get to make use of either defensive cover, or defensive grenades, but will gain +1 attack similar to if they had also charged.

Retreat!

On the rare occurrence a commander will order a tactical retreat when seeing well equipped or towering monstrosities charging down upon them – it really may be the best option.

Defending units may call for a retreat. The unit immediately falls back d3" (move the models after all other reactions have been chosen, but before charge rolls are made) — they will fall back a further d6" at the end of the phase when other fall back moves are made.

...An Ongoing Combat

When a unit being charged is already in combat, they cannot declare any charge reactions – we can assume that other events have their full attention. Unit in an ongoing combat cannot make use of any terrain advantages, or defensive grenades.

MAKING THE CHARGE

Once all charges and reactions have been set, its time to start making charge moves. The controlling player will roll his charges and move his models.

Rolling for Charge Distance

There are a myriad of factors that can speed or slow a charging unit as it launches itself forward, such as viscous war-cry, or difficult terrain, **but the charge distance the most units 2d3 + 4**".

The combined value of the sum is your charge range – the number of inches your assaulting unit can charge. If a unit has models that have different charge distances for their charge range, just remember that every model charges at their own speed.

In order for a charge to succeed you must be able to bring at least one model from your unit into base contact with at least one enemy model, or into base contact with a friendly model who is already locked in combat — reinforcements are always a welcome sight!

Moving Charging Models

Now that all your charge rolls have been made, its time to move your models.

- If a unit's charge distance **is not** enough to close the gap they will instead stumble forward half their charge distance towards the closest enemy – clearly something has stalled or tripped them up, **the charge has failed**.
- If a unit's charge distance **is** enough to close the gap then **the charge is successful**. You must move charging models in a fashion to try to make base contact with as many an enemy models from the desired target unit(s) as possible, prioritizing enemies who themselves are not yet in base contact with your forces, moving any models who cannot reach an enemy model as close as you can – there are friendly warriors who wont mind sharing the fight!

Repeat this until all models from charging units have been moved. And remember that you do not need to move all one unit at a time, Its often advantageous to engage a foe simultaneously!

The only other restriction for making the charge is that the unit must move predominately¹ in the direction chosen, and remember you may only charge units who made a reaction. This offers the charging models a bit of flexibility as to who they engage.

Disordered Charge

If after your charge has completed you find you spread yourself too thin, and are no longer in unit coherency then you will not gain the usual +1 attack for charging.

¹ For the majority of us, this means you point in a direction and say "my unit is going to charge this way", with a sweep of your hand. For those who wish for more detailed rules governing this, consider predominately to mean that the projection of your actual path unto the selected direction is greater than the projection unto the normal ($\vec{a} \cdot \vec{b} > \vec{a} \cdot \perp \vec{b}$).

Charging Units in Cover

Charging at enemies in cover poses two difficulties. Charging through cover or over obstacles uses the regular rules for movement which can slow down troopers in time where speed is essential, but perhaps more importantly terrain gives the defenders a distinct advantage to strike out at an opponent as their foes struggle over or through the rubble of a battlefield.

If either a unit charges: through difficult terrain, at an enemy that is in area terrain, at an enemy which are behind some form of cover that you had to climb over, then the defenders get to strike at +3 initiative. This bonus is only gained if the defenders held the line and were not in an ongoing combat.

Hold the Platform

Scrambling to hold a defensive position can mean life or death to many. If a unit can prevent a foe from acquiring purchase, such that they cannot place a model into base contact with your defending models, then they can only swing wildly as you defend the position.

In these circumstances where the attacker had enough charge distance to make the charge, but couldn't come into base contact then all models who were in range to make base contact may make attacks at one another for one round of combat. Consequently, at the end of the turn the combat ends if no models can be brought into base contact.

Fighting through walls

Models cannot attack through solid walls or any space which is not large enough to move through. This means that when discussing terrain at the start of the game, if a feature, such as a window or small hole in a ruin, is decided to be too small to move through then it is too small to attack through as well.

ENGAGEMENT RANGE

A model's engagement range determines how close he must be to take part in melee combat.

Every model has two different engagement ranges, a cursory engagement range, and a maximum engagement range.

- A model's **cursory engagement range** is used in situations where speed is of the essence, such as making priority attacks and tactical withdrawals. For most units this is **1"**.
- The slower **maximum engagement range** represents a model's maximum zone of influence, and is used in situation where slow is good enough, such as making final volleys and staying in combat. For most units this is **2"**.

HEROIC INTERVENTION

Heroic intervention enables units who were valid charge targets, but were ignored, to lend aid if they were close enough.

After the attacking player finished moving all their charging models, defending units which held a counter offensive that are not already engaged in combat may now make their 3" pre-fight pile-in towards the charging models, provided it is enough bring them into their maximum engagement range. This move cannot be used to start a new combat, and models performing a heroic intervention cannot make a final volley.

FINAL VOLLEY!

Though such shots are often inaccurate these final shots fired in haste might mean living to tell about it.

Defending units which held the line, and have become engaged in combat by a successful charge or had charging units come within their maximum engagement range may overwatch their attackers using their rapid fire, assault, salvo, or pistol type weapons (they may not do so if they have already fired overwatch this phase). Units too far away may not do so, the risk of hitting their allies is too high. These attacks ignores all normal limitations for range and line of sight, and cover saves may not be taken against them – the unit is assumed to be fired upon when they come into view. These attacks are fired as snap shots.

If there are multiple charging units, remember to check for target priority rules if you wish to target the one that started further away.

ITS CRAMPED IN HERE, SERG!

Sometimes the nature of our model makes reaching base contact just too difficult; awesomely posed weaponry, wings, claws, or even tails might stick out past a models base causing parts start to snag and models to bump into their neighbors.

If at any point when trying to maneuver models in close combat, in a case where a model *would* have been able to make base contact (where it not for your astute choice in modeling), pretend that it was successful and place the model as close as you can.

LOCKED IN COMBAT

Once a model has joined a combat, **so long as they within their maximum engagement range of an enemy model**, they are said to be 'engaged' in combat, and units with engaged models are said to be 'locked in combat'.

Most units once locked in combat cannot voluntarily unlock themselves from combat ad hoc. The most common ways to end a combat (or to disengage from a combat with multiple units) are detailed at the end of this chapter.

THE FIGHT

Close quarters combat can often mean a warrior finds himself face to face with multiple opponents. It is between him and his squad mates to determine who fights who in order to ensure they make out the best they can.

Initiative Steps

In close combat a slow opponent often meets his end before he poses a real threat by those more quick on their feet. Fortunately slow opponents are often tougher too, able to withstand quite a punishment before they go down.

A models Initiatives determine the order in which models attack in close combat. Work your way down from the highest Initiative to the lowest Initiative in the combat, performing all actions at a certain initiative step before continuing onto the next. A combat only has as many initiative steps as it needs to, simply skip over any steps which have no models with that

Modified Initiative

Models with Initiative modifying wargear must attack on the modified initiative step if they intend to use their wargear. Models can split their attacks across multiple initiative steps; if a model wants to use multiple pieces of wargear that have different initiatives then they must choose how to divide up their attacks between them.

Pile-in-moves

Starting with whichever player dealt more damage in the last initiative step, at a models initiative step they can make a 3" move inside the combat, be it closing a gap or just repositioning for a more advantageous fight. Models not yet in base to base contact with an enemy model must make an effort to do so, if possible.

If a model is attacking at multiple initiative steps, you may choose which to pile-in at, you can only pile in once. Pile in moves may not be used to start a new combat.

PICK YOUR TARGETS, THE COMBAT UNIT

Unlike with shooting attacks, a unit does not have to pick a specific target unit in melee. Hit and wound allocation within a combat is all dealt with on the per-model basis, your models will strike out against the enemies en-whole.

All models belonging to the same side in a combat are considered to be part of the same 'combat unit'. This means all friendly models in a combat can move through one another.

There is no specific target for melee attacks, models strike out against all foes, rolling to hit using the highest, closest enemy weapon skill.

Who can Attack Who?

In close combat models can attack if they are within their cursory engagement range of an enemy model. This is normally 1", but as we will learn shortly that every model can also attack using their expand engagement range (normally 2") at the sacrifice of speed.

Out of Reach - Holding Your Initiative

Models that are not able to attack at their initiative step will get another chance at the next initiative step. Additionally a model may always choose to hold his attack until the following initiative step, but every model which can attack must during the final initiative step.

The following rules apply to models who have passed their initiative step:

- They may pile-in again but only do so 1"
- They may attack models within their maximum engagement range.

Both these effects are only applied once, no matter how many times a model holds their initiative.

Indeed this can be very important for managing your attacks. Sometimes it is desirable to hold with some of your attacks in order to 'bide time' to get closer to a more important target!

Fast and Loose: Sometimes players are more interested in having a good time than they are managing model placement in a combat. In this case, if players agree, just assume everyone in the combat can attack everyone else and vice versa. In this case its best to let the attacker pick where to allocate his attacks, using the weapon skill of those he wishes to begin with. Just kinda smash the two units together and call it a day.

ROLLING TO HIT

To determine if the attacking model has hit its target, roll a d6 for each attack a model has. The dice roll needed to hit will depend on how good a fighter the attacking model is compared to the defending model, as shown by their Weapon Skill (or WS). When rolling to hit, **always use the weapon skill of the closest enemy model**, using the higher of the two if unsure. The chart below shows the minimum d6 roll needed to score a hit.

Attackers WS vs Defenders WS	To Hit roll
Greater	3+
Equal or less than	4+
Less than half	5+

After rolling to hit with all your weapons, the successful hits are placed into hit pools — if you have multiple weapons or attacks with different stats, make sure you keep track of which is which, using different colored dice can be a great aid.

It is not necessary to keep track of different dice based on weapon skill, it is presumed that a presence of a more skillful fighter is helpful for those close by, not just himself.

Number of Attacks

Each model (those within attack range) make a number of attacks equal to his Attack stat, plus the following bonus attacks:

- **+1 Charge Bonus:** models that charged this turn get +1 attack this turn.
- **+1 Two Weapons:** models who are wielding two single-handed melee weapons get + 1 attack. At least one attack must be from each weapon.
- **Other Bonuses:** some models have other special rules and wargear that confers extra attacks.

No Weapons?

Not all models have a dedicated melee weapon. In these circumstances, we can assume that they will just make do with the best they have. Attacks from models with no weapon listed in their profile are considered to be attacks made using the standard close combat weapon profile found on page 36. Note this can never be considered when calculating any bonus attacks.

Multiple Weapons

When a model has multiple melee weapons they may choose to split their attacks between the different weapons in a manner they see fit. Be sure to keep your hit pools separate so you dont mix them up.

Pistols

Models with pistols can make a single attack with a pistol as if it was a melee weapon using its ranged profile. In this regard pistols count as an extra melee weapon for the purposes of fighting with two weapons.

ROLLING TO WOUND

Hitting your target is not always enough to put it out of action. The blow might result in nothing more than a superficial bruise or flesh wound.

To decide if a hit causes a telling wound, compare the attacker's Strength characteristic with the target's Toughness characteristic. Different melee weapons add different bonuses to the attacker's own Strength value, so be sure to make note of these if you have them!

And be sure to keep track of your hit pools as you don't want to mix them up.

Attackers S - Defenders T	To Wound roll
2 or greater	2+
greater than	3+
0	4+
less than	5+
-3 or less	6+

If you have successfully hit and wounded your target, then your target will need to make saving throws against these, placing the successes dice into a wound pool.

WOUND ALLOCATION, SAVING THROWS, AND CASUALTY REMOVAL

At the end of each initiative step wounds need to be allocated and saves need to be taken. If you have a unit comprised of a single kind of model this is easy, collect the whole wound pool and make saving throws for these, failed saving throws cause wounds. Otherwise you will need to roll saves one at a time to the allocated model.

Unsaved wounds can be allocated by the controlling player in the manner of his choosing, but once a wound has been allocated to a model following wounds must also be allocated to this model until either the wound pool is empty, or the model is removed as a casualty.

For simplicity's sake, all attacks that have the same stats are considered to come from a unified source comprised of all the models participating. This gives a small benefit of the doubt to the attacker but this way it's not necessary to roll attacks one model at a time!

All attacks at a given initiative step are resolved simultaneously, so you never need to worry about killing a model and preventing attacks that were already swung.

Example: A line of Ork boys is fighting a line of space marines, and on the end is a captain with a power sword. After rolling armour saves, the Ork player cannot claim that since the models killed by the space marine regulars all came from the end near the sergeant that he therefore has no viable targets. The models were alive when he made his attacks, so casualties will be made.

Existing Wounded Targets

When it comes to allocating wounds, previously wounded models (that is models wounded from earlier attacks prior to this combat) are ignored and the controlling player gets to start again for wound allocation.

COMPLEX COMBATS AND HIT GROUPS

The steps thus far have been under the assumption that the combat is simple, one unit made of only one kind of model attacking one other unit also consisting of only one kind of model with no variations in saves and toughness. In cases where there are multiple kinds of models involved in the same combat we must use the rules for complex combats. You will find that the rules for complex combats do not change the way simpler combats are resolved, so fear not of mixing things up.

We can bring back the idea of hit groups, similar those used in when dealing with complex units in the shooting phase. But in the assault phase you have to pay more careful attention to the position of the attacking models for determining which hit groups they can reach.

The explanations for hit dice pools, target hit groups, and the wound pool are copied below for convenience.

Multiple Weapons and Hit Dice Pools

It's common enough for units to have a few different types of weapons, and when rolling to hit it's important to keep track of these hit dice pools separately. When we refer to hit pools we mean your successful hits, separated by weapon type. You will need to evenly distribute these between the target hit groups.

Target Hit Groups

A complex unit is by definition made up of different hit groups. These are 'similar' models. Models of the same size with the same armour save and toughness, that would not be able to be distinguished as separate targets by their attackers. Wounds allocated to a target hit group can be allocated to any model within, decided by the controlling player.

Example, a Necron Warrior Phalanx is comprised of both Warriors and Immortals, each their own hit group as Immortals have a higher toughness than the warriors do.

The Wound pool

Each hit group has its own wound pool, containing all the unsaved wounds from any given wave of rolling. When it comes time to allocating the unsaved wounds from the wound pool the controlling player must allocate them to any models within the hit group until the pool is empty, or all the models have been removed as a casualty.

After you have decided which models are going to attack which, group together similar attacks and roll to hit using the chart above. Keep your target dice pools separate as you roll to hit, to wound, and your opponent makes saves.

Allocating Hits

If a unit has mixed saves or toughness there is no way around it, you are gonna have to take things slower. Attacks in close combat are not directed towards a specific unit like they are the shooting phase. Following the rules for which models can you attack, attacks are divide up based upon which kind of model is being struck at. Roll to hit with all your weapons and then starting with the largest hit dice pool:

- Divy up hits evenly between the hit groups such that each model has one hit per wound remaining (keep the remainder of the hit pool to the side) then roll to wound, make saves, and remove casualties.
- If there are not enough hits to allocate to every model in the unit, start with those visible that are closest to the attackers. Remember that wounds dealt within a hit group are not model specific, this is just a nice way of evenly keeping track of the remainder, the defender will still get to allocate unsaved wounds.
- Continue allocating all the hits evenly, one wave at a time, until you are done.

If the target unit does not have mixed toughness, just mixed saves, you can save time by rolling to wound all at once then allocate the wound dice pool as described.

Example: A unit of space marines is fighting two units of 8 ork boys each, and a warboss at the same time! After rolling to hit, the attacker must allocate his attacks: 2 power fist hits, 2 power sword hits, and 6 chain sword hits. Starting with the chain sword (because they scored the most hits) the attacker allocates them all onto the ork boys because there are more than enough boys close enough. After rolling to wound and take saves, 3 boys are slain. The ork player may remove any 3 boys from the combat that he wishes. The process is repeated with the power sword, killing another boy. But the sergeant with the power fist is right next to the warboss, so he allocates both his hits into the warboss, dealing two wounds.

Invulnerable Saves

Invulnerable saves are model specific. If you take one, casualties have to come from these models.

Oh that looks nice!

When removing a model as a casualty, you can always choose to remove a different model of the same kind, substituting the first model for the second. This represents someone picking up the weapons from the first.

Cant carry that Serg...

You cant do this for any wargear that cant reasonably be looted. No integrated weapons such as power fists, no armour, no bionics, etc.

DETERMINING ASSAULT RESULTS

Assaults are usually decisive; one side or the other quickly gains the upper hand and forces their foes back. Good Leadership can keep a losing side in the fight, but the casualties that each side inflicts and how many allies you have are the most telling factor.

Combat Resolution — Who Won Combat?

To decide who has won the combat, total up the number of unsaved wounds inflicted by each side onto their opponents,

whoever took more damage has lost combat, and if both sides suffer the same amount of wounds then the combat is a tie.

All Enemies Slain!

Of course if one side destroys the other completely it wins combat even if it sustained more casualties! In this case the combat ends, continue onto consolidation rules right away for the remaining victorious units.

Break Checks

Whichever side lost the combat must now take break checks, which is a leadership test. While combat resolution is determined for the entire combat, break checks are taken for each unit involved separately.

Outnumbered

Being outnumbered is never a welcome sight when the tide of battle is against you. When testing for morale for losing combat, the tests are made with the following negative modifiers for being out-numbering. The calculation for outnumbered is for a combat, not on a per unit basis, just count up all the remaining models involved. These penalties are not cumulative.

Final result	Leadership Penalty
Outnumbered	-1
...2:1	-2
...3:1	-3
...4:1	-4

Additionally, there are more penalties that can apply:

- Like all moral checks, if a unit is below half strength there is a -1 penalty.
- If within a combat a side has been split into two sections breaking unit coherency, there is an additional -1 penalty.
- There is a further stacking -1 penalty for each successive round of combat lost.

Behemoth

Not all models have the same 'presence' as others. Monstrous creatures will count as multiple models for determining outnumbering: 2 times that of their starting wounds characteristic. Similarly, when determining combat resolution wounds dealt to monstrous creatures count as 2.

FLEEING FROM COMBAT

A unit which has failed a break test will immediately fall back using the rules as described in the Falling Back section of the Morale chapter on page 33 chapter. If the last remaining enemy unit flees then the combat ends and remaining units will consolidate.

Our Weapons are Useless!

Any turn in which a player loses combat they may choose to auto fail the resulting morale check.

No Retreat – Pulled Under

Some units will never retreat from combat even if they failed their break check, their mental fortitude or strong sense of duty will not allow them to. When such units lose a combat, they are still in danger of being dragged down by the victorious enemy despite their determination to hang on.

- Units that have special rules allowing them to not flee from combat will still take break checks like normal units.
- If they pass then there is no further steps, but if the test is failed then the losing side suffers 1 wound for each point they lost combat by, saves as normal.
- Some models are completely immune to all psychology. Units which do not take break checks are considered to have failed them for this purpose – a lack of emotional surrounding and sense of self preservation does not keep one long for this world.

In either case, if a combat has multiple friendly units then these extra wounds can only be taken if all the friendly units have failed their break check — level headed allies keep their attackers attention busy.

TACTICAL WITHDRAWAL

When a unit wins combat they may choose to use their momentum to their advantage and disengage from the fight, provided their opponents did not already break or flee. To do so, make a consolidation move (see below); so long as there are no models within the enemies cursory engagement range the combat ends. The opposing force may consolidate at this time, but only 1” instead of the normal 3”. A unit which chooses to disengage from combat in this way may not charge in the following turn.

A unit which performs a tactical withdrawal cannot harry for any reason in the turn which it does so.

HARRYING, PILING IN, AND CONSOLIDATION

If a combat has ended, meaning one side has either fled or is completely destroyed the victorious side may harry and consolidate, otherwise, if the combat persists, one final pile in is made.

Harrying

If the all the enemy units in a combat break and flee, then the victorious side may attempt to harry their opponents.

For every retreating enemy model, one of your models may attempt to strike out one last time against their foe – make an initiative test. For each successful test the attackers cause one

extra wound with the weapon of their choice (if the weapon strikes at a different initiative, test with that), saves to be taken as normal.

Consolidation

After a combat has ended, each model remaining may make a 3” move. This move may not be used to start a new combat — you cannot end in base contact with another enemy model. There are a few ways that combat can end outside of the assault phase, **in any circumstance if a combat ends, all remaining participants get to consolidate.**

One Final Pile-in

At the end of each assault phase, models in units which engaged in combat this turn, but which are not themselves in base contact with an enemy model **MUST** move up to 3” in attempt to get closer to contact enemies in the combat. Pile in moves start with the whoever won combat.

If, for some reason (mass carnage usually), the pile-in moves of the both sides would be insufficient to bring any models back into base contact with the enemy **then combat ends, leaving remaining units no longer locked in combat.** In this case do not make their pile in moves, instead they may consolidate.

Similarly, in the case of a multiple combat (a combat consisting of multiple units), if a participating unit’s pile-in move would be insufficient to place an enemy model in the combat within their maximum engagement range, then they **will no longer be locked in combat** and will instead consolidate out.

ENDING COMBAT

There are a few ways for combat to end. Throughout this chapter we have covered almost all of them in their appropriate section, they are re-iterated here for quick reference.

- Eliminating the last enemy unit in the combat
- Causing the last enemy unit to flee from the combat
- Performing a tactical withdrawal with your last unit from the combat
- Both sides being unable to maintain base contact from one another from the final pile-in

...In Other Phases

There are a few way not mentioned in this chapter that allow units to leave a combat. Unless otherwise specified by the rules in question, leaving combat requires you to leave the enemies cursory engagement range, and if this ends the combat then those remaining get to consolidate.

MORALE

It is a fortunate commander who can always rely on his troops to perform up to (and sometimes beyond) the limits of their courage. In the chaos and confusion of battle, troops can easily become demoralized, disoriented, or simply terrified by the violence unleashed against them.

For this element of the unknown, your units will have to check to see if their morale holds under certain circumstances. As you will have already gathered, particular events will require your units to take morale checks, and sometimes more than one!

MORALE CHECK

Morale represents the grit, determination, or (sometimes) plain stupidity of warriors in action. Morale checks are a specific kind of Leadership test. Morale checks (also sometimes called morale tests) are taken by rolling 2d6 and comparing the result to the unit's highest Leadership value.

- If the result is equal to or lower than the unit's Leadership the test is passed and the unit does not suffer any ill effects.
- If the result is higher than the target's Leadership the test is failed and the unit will become shaken!

Insane Heroism!

Occasionally, warriors will refuse to retreat even when faced with impossible odds or particularly harrowing experiences. Sometimes you can push someone just too far! A natural roll of double 1's on the morale check will automatically pass the morale check no matter what modifiers.

WHEN TO TEST

The most common reason to test for morale checks are

- A unit losing 25% or more of its current models during the shooting phase.
- Various psychic powers and wargear.
- A unit is within 6" of a friendly unit which has fallen back.
- When a unit loses combat during the assault phase.
- A unit attempting to rally

If a unit is below half strength, then all morale checks are made at a -1 penalty.

But no matter what factor required the morale check(s), **morale checks are always taken at the end of the assault phase.** The best practice is to place a token or pair of dice next to a unit for each morale check that it must take to help not forget.

Units can be made to take multiple morale checks, but once a unit is falling back then further morale checks will cause no further effects.

Units in combat

When a foe bears down upon a target prior worries become the least of a soldier's concerns.

Any unit engaged in close combat cannot be made to take a morale check unless it is a result of losing combat, for any reason, no matter the cause.

SHAKEN!

When a unit nearly fails a morale check they become shaken. They will not flee just yet, but will instead suffer the following effects.

- A -1 penalty to their weapon skill, ballistic skill, initiative, and leadership until the end of the following turn.
- Shaken units are slowed down, and have their movement reduced by 2".

Lastly, if a unit is shaken when called to take a morale test then failing the test will cause the unit to flee!

PINNED

Enormous blast that cause the earth to tear and the skies to shake; it is not uncommon for a unit to lose their nerve and try to cower in self preservation. A pinning test is a special kind of morale check. If the test is failed the unit will become pinned.

When a unit becomes pinned, they shelter in whatever protection they can find, or simply throw themselves to the dirt and pray to the emperor's protection. Until the end of the following turn they cannot move, run, or charge. They may make shooting attacks but only as snap shots. The unit will benefit from a +1 cover save while pinned. If the unit is charged they will fight, but do so at initiative 0 and cannot make normal charge reactions.

The circumstances that cause pinning are not as common, and will be called out explicitly for the user to take a pinning test. When a unit becomes pinned it will also become shaken, so if they fail a further morale check then they will flee. Fleeing always supersedes pinning, and pinning checks should be made before morale checks.

FALLING BACK

Sometimes retreat is the only option left for a soldier. A withdrawal can give troops the chance to retire to a stronger position, to regroup and mount a fresh attack, or to hold back approaching enemy. Of course, a retreat is not without its risks.

When to Fall Back

Units must make a fall back move **at the end of the assault phase** upon failing a morale check whilst they were either: fleeing from combat, already shaken or pinned, or attempting to rally.

Fall Back Moves

Most units **fall back d6 inches**, and all units fall back towards their table edge using the most direct path. Units comprised of models with different fall back speeds have each model fall back at their own speed – unit coherency is a secondary concern right now. If any model reaches the table edge the model is removed from play.

Fleeing From Close Combat

Models that are fleeing from close combat can freely move though all enemy models that were involved in the combat (the enemy has already missed their chance to catch them). This is an exception to the normal rules for moving. You still must be able to place the models though, if you cannot, they are trapped!

Trapped!

Sometimes a unit falling back finds itself blocked by terrain or enemy models. The unit may move around obstructions to get to their table edge even if it means moving back away from the table edge to do so. If a fleeing unit is ever completely trapped though such that there is no more avenues for retreat they are treated as being pinned for that turn – they must keep trying to rally as normal.

Falling back and Moving

Units falling back may do nothing extra in the movement phase, the fleeing models have already had their opportunity to move whilst retreating just prior.

Falling Back and Shooting

Units that are falling back may fire snap shots in the shooting phase. They count as having moved for all intent and purposes.

Falling Back and Assault – Sweeping Advance

A unit that is falling back cannot charge or make any charge reactions or finally volleys. If they are successfully charged then the unit must pass a regroup test immediately and engage in combat, or it is removed from play — the victors may consolidate as normal upon ending a combat.

Additionally, if the retreating unit does successfully rally they suffer a -1 penalty to hit this turn, and strike at -3 initiative.

CONTINUING TO FLEE

Units who have begun to fallback will continue to do so until they rally, as detailed following. **Fleeing units, from both players, make fall back moves at the end of the assault phase.** Once a unit is fleeing they ignore calls for taking more morale checks, except trying to rally.

REGROUPING – RALLYING

All fleeing units must **attempt to rally at the start of their turn.**

- If you pass the regroup test the unit rallies, consolidating up to 3 inches – they may not move more this turn.
- During their shooting phase a unit that rallied this turn may only snap-fire their weapons, or run as normal. The unit may charge as normal.

Attempting to rally is functionally exactly the same as a morale check – take a leadership test.

WEAPONS, AP, AND SAVES

By the 41st Millennium, warfare has spawned countless instruments of destruction and death, from the simple guardsman's service lasgun to the terrifying reality-tearing distort weaponry of the Eldar. In this section, we describe how the myriad types of weapons work in the Warhammer 41st

THE WEAPON PROFILE

Every weapon has a profile that details the weapon's characteristics. All weapons will use a similar looking profile as shown below.

	Range	S	AP	Type
Boltgun	24"	4	5	Rapid Fire

Melee vs Ranged Weapons

As we have previously discussed there are two phases in the game where combat and attacking occurs. The kind of weapon determines which of these phases it is to be used in. There are two categories that all weapons in Warhammer fall into — either ranged weapons, for use in the shooting phase, or melee weapons, for use in the assault phase. A weapon profile is a ranged weapon by default unless otherwise specified.

The way to tell them apart is to look at details of the weapons profile. If the weapon has a range of "-" and the type says "melee" then it is not a ranged weapon, and therefore is used in the assault phase. Like this chain sword.

	Range	S	AP	Type
Chain sword	-	+1	-	Melee, cleave

Weapons with multiple profiles

Some weapons have multiple profiles, such as the Eldar singing spear.

	Range	S	AP	Type
Singing Spear				
- Thrown	18"	x3	2	Assault 1, Witchblade
- Hand to Hand	-	x3	2	Melee, Witchblade

When using the weapon, you must select one profile to use. In this example we can even see that one of the weapon profiles is a melee profile, while the other is ranged. With weapons like these it is important to use the correct profile where appropriate.

Range (R)

Weapons ranged are given in inches, this is how far the weapon can shoot. Some weapons will have a range bracket with two

numbers, the first is the minimum range, the second is the maximum.

Template weapons

If it contains the word 'Template' or 'Hellstorm', it is still a shooting weapon, but instead of measuring range with inches it uses a special teardrop-shaped template.

Melee Type

Weapons with the Melee type can only be used in close combat, and they will have a range of "-".

Strength (S)

Like with weapon ranges there are a few different values to expect to see in present for this characteristic.

- If the weapon confers a Strength bonus, the Strength of the weapon's attacks is equal to that of the user after any such modifiers have been applied.
- If the weapon's Strength is 'User', then attacks made with that weapon are resolved at the wielder's Strength value.

For example, if an Imperial Guardsman (Strength 3) attacks with a weapon with Strength x2, his attack is Strength 6. If he attacks with a weapon with Strength +1, his attacks are Strength 4. If he is instead shooting his heavy bolter (Strength 5), his shots are resolved at Strength 5.

Armour Piercing (AP)

This value shows how good the weapon is at punching through armour. The lower the number the better the weapon is at piercing armour – canceling the target's armour save. Some weapons have no AP value at all, while heavy anti-tank weapons commonly have very good armour penetration capabilities.

The AP value of a weapon indicated which levels of armour save it goes through – an armour save of equal value or higher (worse) than the AP value cannot be made in defense of this attack. If the AP value is higher than the save, then the save can be made as normal. For example, a space marine missile launcher shooting a Krak missile is AP 3, so only a model with a 2+ armour save would be allowed to take its save against this hit. Note that armour penetration is always applied before any armour save modifiers.

Armour Rend

Sometimes a weapon will present itself with a *negative* AP score. This negative value indicates that the weapon uses the armour rend rules in addition to the normal armour penetration rules just covered.

Armour rend manifests itself in a reduction of saving throw in a similar way as overpower. There are two ways this is written.

If a weapon's AP is written as just a negative number, then all armour saves are taken at this penalty. For example AP -1 means a -1 penalty is applied to all saves.

But instead if the weapon's AP is written as a positive number and a negative number separated by a slash, then the rend will have reduced effectiveness for stronger and stronger saves. For each point of armour save beyond the weapons natural armour penetration, the armour rend is reduced by 1 (not counting the first). For example, AP 4/-1 will apply a -1 penalty only to 3+ armour. AP 4/-2 will apply a -2 penalty to 3+ saves, and a -1 penalty to 2+ saves.

The check for armour penetration is always applied before armour rend, you cannot claim to reduce an opponents armour save down to your armour penetration level.

Type

This is where a weapons type is presented, as well as any other special rules the weapon may possess.

OVERPOWER

There is a time and place for everything, especially when it's a big gun. When an attack exceeds the criteria (strength vs toughness) to wound on a 2+ it will deal major damage to their target. Hits like these are resolved with -1 penalty to armour saves. Additionally, when a model suffers an unsaved wound from an attack with overpower they lose one additional wound.

For example, consider a guardsman firing a strength 7 autocannon at a toughness 4 chaos space marine. While the AP4 of the weapon is not enough to go through the marine 3+ armour, the s7 to t4 causes the attack to exceed the 2+ to wound threshold. In this attack the marine will suffer a -1 penalty to his save, so he makes a 4+ save.

INVULNERABLE SAVES

Some warriors are protected by more than mere physical armour. They may be shielded by force fields, shrouded by psychic energies or have an alien metabolism that can shrug off hits that would put holes in a battle tank.

Models with wargear or abilities that grant the user with an invulnerable save are powerful indeed. An invulnerable save is an extra save that can be taken in addition to an armour save providing another layer of protection, but most important of all, is that an attacks armour penetration has no effect on an invulnerable save. They can almost always be taken, only in very explicit circumstances can an invulnerable save not be used.

RANGED WEAPONS

A shooting weapon always has one of the following types: **Assault, Rapid Fire, Heavy, Ordnance, Salvo, or Pistol**. These rules (found on the next two pages) measure a weapon's portability and affect the way they can be fired, depending on whether or not the model carrying them moved that turn. Other type modifiers can also be applied in addition to one of these, but the ranged weapon will always have one of these types.

A shooting weapon can only be used to make shooting attacks and may not be used while in combat, except for pistols.

Number of Shots

The number of shots a weapon fires is noted directly after its type in the following notation: Rapid Fire 2, or Assault 3, or Heavy 1. Always the type is listed first, then immediately afterward the number of shots the weapon fires.

For example, a multi-laser is a Heavy weapon that fires three shots each Shooting phase, so its type is Heavy 3.

Remember that the player can decide that any model in a firing unit is not going to fire its weapon. However, if a model does fire, it must do so at full effect (so it cannot fire only two shots from its Heavy 3 weapon).

Special Rules

The type section of a weapon's profile also includes any special rules that apply to the weapon in question. More information on these can be found either in the special rules section or in the codex or army list entry the weapon is found in.

Sometimes a weapon will have an ability or special use instructions not listed in the profile, but directly above or below it, so pay attention while looking over the weapon listing in your codex armoury.

Firing Modes

Some weapons can be used in different ways, representing different power settings or types of ammo. Some weapons can be used in combat as well as shooting. Where this is the case, there will be a separate line in the weapon's profile for each, and you can choose which to use each turn.

WEAPON TYPES

Close Combat Weapons

Many weapons (combat knives, maces, axes and other improvised or primitive weapons) don't confer any Strength bonuses, AP values or special rules. These weapons are simply referred to as 'close combat weapon' in the model's wargear and have the following profile:

	Range	S	AP	Type
Close combat weapon	-	User	-	Melee

Pistols

Pistols are light enough to be carried and fired one-handed, but with limited range, allowing a trooper to fight in close combat with a pistol and sword or other melee weapon.

The pistol weapon type is unique, in that in addition to being a ranged weapon, you may use it during the assault phase to make a single attack as if it were a melee weapon too. Models can fire pistols in pairs during the shooting phase.

	Range	S	AP	Type
Shuriken Pistol	12"	4	-	Pistol 1

Assault Weapons

Assault weapons are fired by warriors as they move forwards into combat. They fire so rapidly or indiscriminately that they don't have to do much more than point and shoot. For example, a flamer is a weapon that fires a gout of burning fuel – it's just as accurate whether the firer is moving or not. This means they are very good for advancing on the foe!

A model shooting an Assault weapon shoots the number of times indicated on its profile, whether or not the bearer has moved this turn.

	Range	S	AP	Type
Storm bolter	24"	4	5	Assault 2

Rapid Fire Weapons

Rapid Fire weapons are very common and usually come in the form of fast shooting infantry rifles. Their versatility means they can be fired effectively 'from the hip' when a squad is advancing, spraying shots into the enemy whenever they present themselves, or instead, used for aimed single shots against targets at greater distances.

A model armed with a Rapid Fire weapon can fire double the shots at a target that is within half range, or the indicated number of shots at a target within the maximum range. If a unit shooting Rapid Fire weapons is only partially within half range of the target, the models within half range fire two shots, while those further away fire one.

	Range	S	AP	Type
Plasma rifle	24"	7	2	Rapid Fire, Gets Hot!

By far, the most common amount of shots when using a rapid fire weapon at max range is 1. In these cases weapon profiles will read Rapid Fire, instead of Rapid Fire 1, but they mean the same thing.

Salvo Weapons

Salvo weapons are heavier weapons that spit-forth a large volley of fire. While capable of continuous fire while moving, they are much more effective while stationary.

Salvo weapons have two numbers on their profile (listed after their type) separated by a '/'. If the wielder has moved this turn then the number of shots is equal to the first number otherwise it can instead fire a greater number of shots equal to the second number.

	Range	S	AP	Type
Splinter Cannon	24"	6	5	Salvo 4/6, Poison 4+

Heavy Weapons

These are heavy, man-portable weapons, such as missile launchers, or lighter weapons that require reloading between each shot, careful set-up or bracing to counter their recoil.

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved this turn then he may only fire snap shots with this weapon.

	Range	S	AP	Type
Missile launcher	48"	8	3	Heavy 1

Ordnance Weapons

Ordnance weapons are the big guns of the battlefield - cannons so vast they normally have to be mounted on tanks and artillery.

When shooting with an Ordnance weapon the bearers fires the number of times indicated in the weapon's profile. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved this turn. Ordnance weapons cannot fire Snap Shots.

Firing a massive ordnance weapon requires the attention of all the crew. If a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means that the model cannot fire other weapons that phase, nor will it be able to charge in the ensuing Assault phase. If on a vehicle, other weapons fired that turn are fired as snap shots.

Ordnance weapons hit with such force that when rolling to wound or to penetrate a vehicle's armour with an Ordnance weapon, roll two dice instead of one and pick the highest result!

	Range	S	AP	Type
Battle cannon	72"	8	3	Ordnance 1, Large Blast

Ordnance Barrage

Ordnance barrage weapons may not be fired in a turn which any unit moves – even vehicles, and no other weapons may be fired this turn, not even as snap shots.

GRENADES

There are two main types of grenades, assault and defensive grenades. Grenades are primarily used as part of modifying combat. Defensive grenades deny a charging unit their extra attack from charging. Assault grenades are used to flush out foes from behind cover, allowing them to assault into foes in cover with no penalty to initiative.

BLAST AND TEMPLATE WEAPONS

Blast weapons fire shells, missiles or bolts of energy that explode on impact. If the target is in range, the large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot may not land exactly where it was intended to.

Firing Blast Weapons

When firing a blast weapon, models do not roll to hit as normal. Instead scatter the blast template onto the enemies using the following procedure.

- Position the blast template over your desired target location, not covering any friendly models, keeping the center of the blast marker within range and line of sight.
- Scatter the template 3d3 minus the firer's ballistic skill, and not more than half the distance to the original target location.
- Count up the models partially or fully under the template, these are hit by the attack, allocate hits, roll to wound and make saves as normal.
- If the template scatters such that part of it is off of the table, the portion on the table still counts.

Note that it is possible, and absolutely fine, for a scattering shot to land beyond the weapon's range and line of sight, representing the chance of ricochets, the missile blasting through cover and other random chance. All models under the final templates position, so long as they are not blocked by terrain (see adjacent), are valid targets for the purposes of No More Targets as described on page 24.

Example, a BS4 Space Marine fires a frag missile and rolls an arrow result on the scatter dice. The 3d3 roll is a 7, so the blast is moved 3" (7 minus 4) in the direction indicated by the arrow.

Just like with normal shooting, the defender gets to choose which models are removed as casualties. They can pick any model in the target unit (within the appropriate hit group) not just those under the template. The blast or template only serves for counting hits.

Multiple blasts

If a unit is firing more than one blast weapon (for example, a heavy weapons team armed with four frag missiles at an enemy, or a single blast weapon fires multiple shots), resolve each shot one at the time as described above, determining and recording how many hits are scored by each blast marker. Finally fire any other weapon in the unit, then add all of the hits together and roll to wound as normal.

Blast weapons and re-rolls

If a model has the ability to re-roll its rolls to hit and chooses to do so after firing a blast weapon, the player must re-roll all the dice, not just the scatter die.

Blasts and Large blasts

There are two sizes of blast marker: the normal one (3" diameter) and the large one (5" diameter). A weapon with the blast rule shoots the smaller one, and weapons with the large blast rule fire the larger template.

When resolving an attack from a large blast you will need both templates. **A large blast weapon will only deal maximum damage inside the inner most 3"**, the outer ring has an AP penalty of 1, and cannot overpower. All models that are at least partially under the smaller template take full

effects from this weapon – the remaining units are hit at the weaker profile.

Blasts & Terrain

Blast weapons fire shells, missiles or bolts of energy that explode on impact, and these explosions from will be constrained by the battlefield terrain, conforming to fill the space.

If the battlefield terrain blocks a model from drawing line of sight to the center of the blast then it cannot be hit by the blast. Blast weapons are otherwise considered to be a cylinder the diameter of the template, extending up or down with height equal to the diameter. For instance, if a blast weapon lands between a two floor of a ruin, then the blast will be constrained between those two floors.

When applicable, the attacking player gets to determine which floor is hit; if a blast lands on a piece of terrain with multiple distinct levels in which it is above, the attacking player may decide how to vertically position the blast.

Inside a wall

In a very rare case, a blast might scatter such that, when vertically positioning the blast to your liking, the center of the template would be inside a wall or small object, leading you to not be able to draw line of sight to any of the target models. In this case pretend the center of the template is on the side closest to the attacking unit.

Cover Saves from Blasts and Templates

Determining a targets cover save from blast weapons is no different than from other shooting. Check what sources of cover lie between you and your target unit. In cases where they are out of line of sight, remember that the rules for determining cover save do not rely on line of sight.

Example: A mortar team is attacking a unit of guardians hiding behind a wall. Walls provide a medium cover for units at least 25% obscured by them which are also in base contact. In this case 25% obscured is still true when completely out of line of sight, so the target models gain a 4+ cover save.

Designer note: While this may seem counter intuitive for some attacks, such as an exploding mortar shell, its important for balance as the number of direct hits symbols on the scatter die is fixed; cover saves allow us to reduce the effectiveness of an attack to simulate their inaccuracy.

Barrage

Certain weapons launch their shells high up into the air so that they plunge down upon their target, passing over any intervening cover en route and even striking targets that are out of sight.

All barrage weapons use blast markers and consequently use the rules for blast weapons, with the following exceptions:

- Barrage weapons always scatter 2d6" instead of 3d3".

- Barrage weapons can fire at targets they cannot see, but if they do this they do not get to subtract their ballistic skill from the scatter.
- When firing a barrage weapon they will always hit the highest exposed spot which the center of the blast marker covers.
- Most barrage weapons have a minimum range as well as a maximum range (e.g. Range: 12"- 48"). If the center of the marker is placed by the firer within the minimum range (before rolling for scatter), the shot misses automatically and is removed.
- Death raining from the sky is a truly terrifying experience, therefore all barrage weapons have the pinning special rule.

Template Weapons

These are particularly indiscriminate short-ranged devices, such as flame throwers, which affect a broad, cone-shaped area represented by a template (see diagram). They are indicated by having the word 'template' for their range instead of a number.

Instead of rolling to hit, place the template so that its narrow end is touching the model firing it and the rest of the template covers as many models as possible in the target unit without touching any friendly models. Against vehicles, the template must be placed to cover as much of the vehicle as possible without also touching a friendly model. Any models fully or partially under the template are hit.

Flamer weapons bathe the area in burning fuel, and so have the Ignores Cover special rule. Note this is only applicable to template weapons described as flame weapons. Something like an acid spray will have no such effect.

Template weapons interact with cover and terrain in a very similar manner as blast weapons do, but since there is not

'center' consider the attacker to be the start. In this regard it is possible to position the template so that part of it is out of line of sight of the attacker, but models out of line of sight cannot be hit.

Example: A space marine is shooting his flamer at a squadron of renegades that occupies a 2 story ruin, the marine must choose which floor to target with his weapon as the floors and ceilings will constrain the attack.

Torrent

These weapon fires a massive gout of flame, gas or lethal fluids across the battle field.

A weapon with this special rule is treated like any other Template weapon, but when firing it in the Shooting phase, place the template so that the narrow end is within range (12" if unspecified) of the weapon and the wide end is no closer to the weapon than the narrow end.

Ranged Templates

Sometimes a template weapon will have a range value associated with them. When this happens they are fired similarly to torrent weapons placing the narrow end within the specified range of the model, but the template cannot be angled. It must be positioned such that the model, the narrow end, and the tip of the template form a straight line.

Overwatching with Blast & Template Weapons

Blast and template weapons use special rules for overwatching, called Wall of Death, as detailed in the overwatch section on page 25.

INDEPENDENT CHARACTERS

Veteran warriors. brilliant officers. possessed prophets and ferocious war-leaders can inspire the troops to great feats of heroism (or fiendish bravery as the case may be) and are often quicker. stronger and more skilled in combat. In Warhammer 40.000 these kinds of powerful individuals are called ‘characters’

CHARACTERS IN BATTLE

There are two kinds of characters. The first are most common, squad leaders, or high ranking and inspirational units who join a squad, but will stay with them for the whole duration of a game. These characters often are fielded with unique or powerful wargear, and sometimes they have a enhanced characteristics such as higher leadership.

- All squad leaders are characters, even though most times it wont specify in the unit entry.
- Only independent characters can leave and join units freely

The rules presented here in this chapter mostly pertain to the second type, the independent characters. Basic characters count as characters for wherever applicable but will otherwise operate and behave as any normal model of their unit. They follow all the normal rules, but they are still considered characters for some specific rules so keep a lookout for those, such as Look out Sir!

Look out Sir!

Sometimes a brave soldier will willingly (or unwillingly) sacrifice themselves boldly into harms way to protect their leader.

Before rolling to wound, hits that were allocated to a character can be reallocated to a different model in the unit on a roll of a 4+. Please note that both independent and regular characters can use Look out Sir!

Any hits allocated to models who died from Look Out, Sir! are lost. For instance if a blast hits a unit of two models, and the model performing look out sir is removed as a casualty as a result of his heroism, the other hit directed towards him is discarded.

INDEPENDENT CHARACTERS

These are your armies heroes, captains, or leaders. Equipped with the finest, their skills stand above the rest of their followers.

Characters do not belong to a unit, that is to say they make up a unit all on their own. You will see rules following for when an character leads another unit, but remember that unless otherwise stated he is his own independent unit.

INDEPENDENT CHARACTERS AS LEADERS

Independent characters often fight right along side their allies, bolstering ranks and morale whilst leading them to victory!

So long as an independent character maintains unit coherency with a friendly unit he will, for purposes that concern the unit, be leading the unit. This is also sometimes referred to as joining a unit. Independent characters is free to leave and join units however and whenever they like. But they can only be said to be leading one unit at a time, so if there could be confusion make sure to be clear as to which he is leading.

There are a number of bonuses a unit gains when their is a character leading them. For one they will be able to use the characters leadership score for the purposes of morale checks, assuming its higher. Additionally there are some special rules that will be passed onto the lead unit from the character.

Retinues

Retinues are the exception to the rule. Some characters choose to lead a special retinue of their finest soldiers as their own personal bodyguard. These cases will be made explicit, and indicated as such in the respective codex. In these cases you must field the character together with a their retinue as they are treated as a unit. Likewise, the character may not leave the unit unless the retinue is destroyed.

Loner

Some independent characters never join units. In this matter they are still considered to be an independent character for all other purposes.

INDEPENDANT CHARACTERS AND SHOOTING

All independent characters shoot just like ordinary troopers, although in many cases they will have better Ballistic Skill or exotic weaponry that sets them apart. For the purposes of shooting characters are considered to be part of the unit they are leading.

Lost in the Heat of Battle

Throughout the chaos of the war torn battlefield it is often hard to distinguish individuals, and even harder to pick them out as specific targets.

Independent characters are protected from ranged attacks in the two following ways:

- Independent characters cannot be picked out as a separate target by ranged attacks if they are in a position to lead a unit or units.

- Independent characters cannot have hits from ranged attacks allocated to them unless every model from every unit they are within unit coherency with has already had hits allocated to them.

Example: An Eldar farseer is standing in the center of two different 10 man guardian squads. Because he is close to a unit he cannot be targeted individually by ranged attacks. For any hits to be allocated onto him at least 21 hits would need to be scored, with at least 10 on each guardian squad.

Characters that are not leading a unit may be targeted by ranged attacks as normal. And, similar to the rules for Shoot the Big Ones, large characters can be picked out from nearby units provided they are four times larger than them, regardless of if they have joined a unit or not.

INDEPENDENT CHARACTERS AND ASSAULT

If a unit including an independent character charges into combat, the independent character can come with them, or may break off at this point.

In combat independent characters are considered their own unit and may target and be targeted using the normal rules to do so.

INDEPENDENT CHARACTERS AND MORALE

Independent characters take morale checks for all the normal reasons, just like regular units.

Their Unit Breaks

When a unit which a character is with breaks, the character may choose to flee with them, or choose to take a further moral check, if they succeed they remain steadfast and can continue to operate as normal. If the character is in a position in which he could lead multiple units, and some remain, this test is passed automatically.

Uplifting Spirit

An independent character who can come within unit coherency of a fleeing unit can give them another chance to regroup using his leadership during your turn. Failing this test will not cause the fleeing unit to flee further. This cannot be used on the first turn a unit flees.

CHALLENGES

Warriors issue their battle cries in challenge of cowardice!

Characters (both independent and not) can issue challenges in combat against other characters and squad leaders for a chance at single combat to prove their worthiness, valor, or whatever characteristic they deem important.

Starting with the attacking player, both players are given the option to call for a challenge after a successful charge is made. In doing so, the controlling player must nominate which of their characters is giving the challenge. At this point, the opposing player may choose to answer the challenge with one of his characters, or ignore the challenge.

Refusing a challenge imposes a -1 penalty to leadership if you lose combat, but otherwise nothing else. If a challenge is accepted, no other models in the combat fight — the two forces stand by as the champions duel. The two characters in the challenge count as being in base contact with one another.

PSYCHIC POWERS

Some individuals are known as Psykers, characters capable of tapping the power of the Warp and manipulating its energies in terrifying ways. Some can send bolts of lightning arcing from their fingertips while others can hurl aside tanks with the powers of their mind, or rip their foes asunder with but a glance. However, in order to wield such power they risk eternal damnation, for the Warp is a nightmare realm inhabited by all manner of fell entities and daemons that can ravage the mind and body of the incautious Psyker.

PSYKERS

Each Psyker knows one or more psychic powers, as detailed in their codex. These powers vary from race to race, and sometimes from one individual Psyker to another. The psychic powers available to our models are not discussed further here, but are described in detail in the Codexes, where you will find complete rules for individual powers. The following general rules explain how psychic powers are employed. Exceptions to these rules are covered in the Codexes.

MASTERY LEVELS

The number of psychic powers a Psyker knows (and can cast each turn) depends on his Mastery Level. Even a Psyker with a Mastery Level of 1 is a fearsome foe. Psykers with a Mastery Level of 4 or higher are incredibly rare, and it is better for the galaxy that this is so - they are almost unbelievably powerful, and rarely submit to any authority other than their own.

A psykers master level will be indicated by a number immediately following psyker special rule, usually in parenthesis. For instance, psyker (2) means that the psyker is master level 2.

How Many Known Powers

Most psykers will know one more power than their mastery level, but this is not always the case. Double check a units entry and the psychic powers listing.

Our example psyker is master level 2, and so they may pick 3 powers.

Picking Psychic Powers

Picking psychic powers is done during army building, and should be written down as they may not be changed during the battle.

WARP CHARGE

Warp charge is the ‘fuel’ a psyker uses to manifest his psychic powers. The amount of powers a psyker can try to cast depends on both his mastery level and the warp level of the powers he wishes to cast that turn.

In the controlling players turns warp charge are used to cast powers, and during their opponents turns they are used to deny the witch.

How Many Powers can be Cast

A psyker gains warp charge equal to his mastery level at the start of every turn. Think of warp charge as a mana pool, you gain one warp charge for each mastery level. Casting a power consumes these charges, and each power costs a different amount based on its power, most commonly 1, 2, or 3.

You may cast as many powers such that you have the warp charge to fuel them with.

When casting a power you will consume warp charge equal to or greater than the warp level of the spell, this happens regardless of if your casting attempt is successful. It is important to keep track of your remaining warp charge throughout your turn, any extra charge at the end of a turn are lost.

Example: An Eldar Farseer wishes to cast Doom, a warp level 2 power. In doing he will expend 2 of his warp charge.

WARP LEVEL

All psychic powers have a varying degree of warp level – the cost to cast the power. The higher the warp level more difficult it is to cast, and the more energy it uses to cast the power. So using higher warp level spells means a psyker wont be able to cast as many powers in single turn, but also the more powerful the power will be. This will be indicated next to each specific power in their respective codex.

Here is an example power wielded by Tyranid zoanthropes, warp blast.

Warp Blast		warp level 1,2		
Warp Blast is a psychic shooting attack that can be used as either a Blast or a Lance mode. When using the Warp Lance mode, the warp level is increased to 2.				
	Range	S	AP	Type
Warp Blast	24"	5	3	Assault 1, Blast
Warp Lance	18"	10	1	Assault 1, Lance

When casting a power you will try to harness enough warp charges equal or greater than the warp level of the power — failure to do so means the power will not be cast!

CASTING PSYCHIC POWERS

Different psychic powers are used at different stages in the turn: some powers are used at the start of the turn, others

are used at the start of a particular phase, or might replace a model's normal action within that phase, the most common being a shooting attack. This will mostly be specified in the psychic power description. At other times, you'll need to refer to the power type listed in the psychic power.

A Psyker cannot attempt to manifest psychic powers if he is falling back, but can if he has gone to ground. A Psyker cannot manifest the same psychic power more than once each turn, but can try to cast it again if originally not successful. On a turn that a psyker arrives from reserve he cannot attempt to manifest any psychic powers that must be manifested at the start of the Movement phase.

In order to cast a psychic power, a psyker follows these steps:

1. **Choose your power, target, and how many warp charge you wish to use.**
Pick the psychic power you wish to cast, and how many warp charges you wish to expend casting it. You must spend charges at least equal to the power's warp level, but you may spend more. If the psychic power requires a target, choose it now.
2. **Take Psychic Test**
The Psyker must now take a Psychic test. If the test is passed, the power is cast successfully, if not, then not. If any doubles are rolled the Psyker suffers Perils of the Warp, which occurs before resolving the power.
3. **Deny the Witch**
If the power was successfully cast, and the opponent is in the position to do so, then they may now try to Deny the Witch and nullify the power. If the power is nullified then its effects are canceled out.
4. **Resolve the Power**
Assuming that the Psychic test was passed, and the power was not nullified by a Deny the Witch roll, its effects are now resolved.

Psycic Powers and Line of Sight

If the psychic power requires a target, you must nominate it at this point. **Unless otherwise stated, the Psyker must have line of sight to his target.** This means that a Psyker embarked on a Transport can only target himself, his vehicle or another unit embarked on the same vehicle as the Psyker. Similarly, a Psyker outside a Transport cannot target a unit embarked within one.

Psycic Shooting Attacks

One of the most common form of psychic power is one that takes the form of a psychic shooting attack. These are for all intents and purposes treated like any other ranged weapon and are used in the shooting phase in place of any normal shooting. However, psychic shooting attacks can never be fired as snap shots nor in overwatch.

PSYCHIC TESTS

The psyker must now pass a psychic test to see if he can control the power he's calling upon. **In order to successfully cast a power the psyker must**

- Roll one d6 for every warp charge you wish to spend on the power, plus 1 additional d6.
- Each die rolled above the psykers required harness roll successfully harnesses a warp charge, see the chart following. Any die that did not meet this requirement are discarded.

- If you harnessed enough warp charges to cast the selected power (greater or equal to the powers warp level) then the power is successfully cast.

Leadership	Harness Roll
6 or less	6+
7	5+
8	4+
9	3+
10 or more	2+

DENY THE WITCH

One of the most important roles of a psyker is to protect his fellow men from the onslaught of enemy psykers. If an enemy psychic power is targeting one of your units that is within 9" of one of your psykers then they may attempt to thwart their foe, channeling their own magics in defense.

- To deny the witch you will also be making a psychic test, expending as many warp charges as you wish to roll along with the bonus die, and discarding any dice that does not meet the psyker's harness roll.
- After which, the defending psyker pairs off their harnessed dice against their opponents one at a time in attempt to cancel them out. For each pair, if your roll is equal to or higher than your opponents then that warp charge is cancelled.
- If you can cancel out all their harnessed warp charges then the power is nullified. A nullified power cannot be cast a second time in the same turn.

Example: A farseer casts doom expending two warp charges, rolling 3 dice: a 2 4 and 5. A space marine librarian attempts to deny rolling two 3s and a 6. The 6 pairs off with the 5, beating it, but the 3s are not enough to beat the 4; the power goes through.

If your roll cancels out all of the enemy's harnessed warp charges then the spell is successfully dismantled. Note that perils of the warp also applies to attempts to deny the witch. A psyker may attempt to deny the witch so long as they have the warp charge to do so, but only once per enemy cast.

PERILS OF THE WARP

If the roll for the psychic test (while casting or denying) includes any double, something has gone wrong to one degree or another, the psyker will suffer perils of the warp!

The psyker must take a leadership test. If they fail, the psyker suffers a wound with no saves allowed of any kind.

If the perils is caused by a double 1, no leadership test is taken, instead the psyker suffers the wound automatically.

If a model is slain from perils of the warp, the power does not go off.

OVERDRAW

In dire moments a psyker may push themselves above their normal limits, risking themselves in order achieve greatness.

Once per turn a psyker may attempt to overdraw before taking a psychic test. In doing so a psyker channels his might to generate and expend a bonus warp charge on the power, rolling an additional dice.

This has one of three effects,

- First is that a lower mastery level psyker attempt to cast a higher level power that they would not normally have the warp charge to cast.
- Second is to empower his cast or deny attempt, for instance in an effort to make the spell more difficult to be dismantled by an enemy psyker.
- Third is that a psyker who is all out of warp charges might be able to cast another power.

Regardless of the reason, the psyker will need to take a leadership test after the psychic test at a -1 penalty. If they fail they suffer a permanent -1 penalty to their leadership for the remainder of the game, this effect is cumulative if it occurs more than once.

RESOLVING THE POWER

Assuming that the Psychic test was passed and the enemy did not nullify it through a successful Deny the Witch roll, you can now resolve the psychic power according to instructions in its entry. Unless otherwise stated, the effects of multiple different psychic powers are cumulative.

UNIT TYPES

The following goes into greater depth about the working of how all non-vehicle models move around the battlefield and interact during each phase. Vehicles are so different that they need their own chapter

INFANTRY

Infantry make up the most common trooper of armies. Ranging from hardened veterans to alien creatures, they are all similar in that they are ground based. Infantry have no special rules, so if you have finished reading all the other sections you already know how they work! The rules here are just a re-iteration to make them easy to find.

Infantry represent the foundation of all armies. They offer no unique rules not found elsewhere in this book, the following is only written here for convenience as a reminder. Other unit types build off the regular infantry rules, describing and unique differences and special rules they might have.

Moving with Infantry

Infantry movement is very straight forward. Infantry models can move 6" from their start point. This includes both vertical and planer movement for climbing up and over things, and when moving up a hill just measure the diagonal. Infantry flee d6".

Shooting with Infantry

Infantry may only shoot one weapon in the shooting phase or two pistols. They use the normal restrictions for moving and firing weapons of all types. Infantry count as having a 360° firing arc.

Running With Infantry

When times are desperate and ground needs to be covered a unit may choose to run instead of shooting. Infantry run 3 + d3 inches.

Charging with Infantry

Sometimes an Infantry team is outfitted for a close quarters fight. It is still a brutally effective combat tactic, as even the best armour gives little protection against many of the weapons used. When making an assault, infantry charge 4 + 2d3 inches.

JUMP INFANTRY

Jump Infantry are a very maneuverable type of any unit, able to cover much more ground than their foot slogging brethren. Jump infantry are for all intents and purposes also infantry and so inherit the traits of the infantry unit type, and can move and behave as such if they wish, choosing between using jump or grounded movement.

Moving with Jump Movement

When using their jump movement, jump infantry can move an extra 6 inches. When fleeing they will flee an extra 3 inches. Unlike standard foot soldiers they can move in any vector flying up over obstacles if they so desire, rather than needing to walk and climb. Jump infantry need to be landed at the start and end of their move.

Dangerous Descent

Jump infantry using their jump movement can move over all intervening terrain provided their move is such that they can clear it. When moving though difficult terrain with your jump move they must take dangerous terrain tests for doing so but are not slowed by it.

Charging with Jump Packs

Using your jump move in the assault phase to charge grants the wearer the Hammer of Wrath special rule, and lets your re-roll charge distances, but again must take dangerous terrain tests if charging through or terrain.

JET PACK INFANTRY

Jet Pack Infantry sacrifice the speed of jump packs for maneuverability and one distinct advantage – they provide a very stable mobile firing solution. Jet Pack infantry are for all intents and purposes also infantry and so inherit the traits of the infantry unit type, and can move and behave as such if they wish, choosing between using jump or grounded movement.

Moving with Jet Packs

Jet pack infantry are not as fast as jump infantry, and so when using their jump movement they may move an extra 2 inches in the movement phase, enabling them to move in any vector, flying up over obstacles and intervening models if they so desire. Remember that like jump infantry, they need to be landed at the start and end of their move.

Thruster Move

Jet Pack Infantry can, instead of charging during their assault phase, use an a special move called a thrust move. The unit can move up to 2d6 inches in any direction using their jet packs, following the rules above for moving with jet packs. Jetpack infantry will flee an extra 3 inches.

BEASTS

Beasts are a terrifying sight, blindingly fast they cover all sorts of ground with ease – some even able to run along the sides of walls! Beasts inherit all the standard traits of infantry with the following exceptions

The benefit of Beasts is their ability to cross all sorts of terrain without difficulty. Beasts have the move through cover and fleet special rule. Beasts move, run, and flee an additional 3 inches. Beasts have the fear special.

MONSTROUS CREATURES

Monstrous creatures are a terror for any common soldier to see on the battlefield. Towering many times the height of a man, these seemingly invincible creatures leave nothing but destruction in their wake.

Lumbering Behemoth

One of the bonuses of being a massive force is that petty trees and rocks don't slow you down as much as smaller creatures. Monstrous Creatures suffer no penalties from moving through difficult terrain, but otherwise move just like regular infantry.

In addition, monstrous creatures always suffer a -1 penalty to any cover saves the might receive — being gargantuan does have its down sides. Monstrous creatures have the bulky and fear special rule.

Monstrous creatures sheer size lets them simply walk away from a combat but they may not charge again in a turn which they did so. If doing so ends the combat, your opponent may immediately make a 3" consolidation move with his unit and they get to harry one last time for free.

No model that is not also of the monstrous creature unit type may join a unit that includes a monstrous creature.

Big Guns Never Tire

Monstrous Creatures are capable of shooting two weapons, but they have to shoot at the same target. Additionally, in the assault phase monstrous creatures may attack using one of their ranged weapons as if it were a pistol type weapon – this will never generate bonus attacks, and it is fired as snap shots. Blast and template weapons are handled as they are when overwatching, using the Wall of Death rules for these attacks. Monstrous creatures have the relentless special rule, and cannot be pinned.

Crushing Blows

Such is the might blow of a monstrous creature, it can crush all but the most protected individuals. Monstrous Creatures have the hammer of wrath and smash special rules.

Damaging Monstrous Creatures

As most monstrous creature takes damage, they begin to weaken – only the rare and most nasty creatures are capable of fighting at full strength all the way up until they die.

Every time a monstrous creature loses a Wound, the owning player must choose one other characteristic to be worsened by 1. You may not choose the same characteristic twice until every other characteristic is damaged at least once. If at some point a Wound is somehow restored, the stat is also recovered.

Jump and Jet Pack Monstrous Creatures

Sometimes even monstrous creatures are not bound to the ground. These monstrous creatures gain the abilities of the jump and jet pack infantry unit types respectively.

DREADNOUGHTS

These massive engines of war are unlike the soulless machines of other races, for at their heart rests a mortal warrior whose instincts and experience guides their steel body on the field of battle. Employed by the Space Marines, these towering behemoths excel as line-breakers and siege engines.

The following rules apply to all Dreadnought models:

- Dreadnaughts have poison immunity, with similar defences against attacks made with the fleshbane special rule, and witchblades: Successful Wounds scored by attacks with the Poisoned or Fleshbane special rules must be re-rolled against them and the special rule itself does not work.
- All Dreadnought model shave the Fearless special rule.
- All Dreadnaughts have the Lumbering Behemoth special rule.
- Dreadnaughts have the crushing blows special rule.
- All Dreadnaughts have the Big Guns Never Tire special rule, and may fire all weapons they are equipped with.
- Dreadnaughts have the relentless special rule.
- No model that is not also of the Dreadnought Unit Type may join a unit that includes a Dreadnought model.

MOBILE WEAPONS SYSTEM

These piloted machines allow deployment of heavy weaponry on small and often speedy platforms often at the cost of defensive capabilities. Being cumbersome to control are not the most apt at fighting in close quarters combat, as they often lack any means to fight other than their legs. If the enemy closes in they can quickly find themselves overrun and taken down.

Mobile weapons systems have the following special rules: relentless, bulky.

BATTLESUITS

Battlesuits are a far more elegant solution than walkers, but not so grusom as the permanent cybernetic implantation of dreadnaughts. Semi integrated control systems allow much more finesse and reactions from a battlesuit, feeling to an experienced pilot as if it is an extension of themselves like a knight with his sword.

Battlesuits come in varying sizes, but all use the following special rules: relentless, bulky, poison immunity: attacks do not benefit from the poisoned special rule successful wounds scored by said attacks must be re-rolled against battlesuits.

Jump and Jet Pack Battlesuits

Many battlesuits come fitted with some form of flight. These battlesuits gain the abilities of the jump and jet pack infantry unit types respectively.

CAVALRY

Cavalry are a rarity in the battlefield, they fill a similar role of other more 'modern' fast attack units. Still there are some who prefer to ride with the thundering beat of hooves underneath.

Moving with Cavalry

Cavalry carry their riders swiftly across the landscape, and move and flee an additional 3 inches.

However, cavalry cannot climb up vertical slopes or terrain pieces with multiple levels. A Cavalry unit can only move upwards 2" at a time and may never go onto another floor of a ruin unless it features an obvious ramp. They may never enter buildings.

Additionally, cavalry cannot be pinned.

Unstable Footing

When moving through difficult terrain cavalry models suffer no movement penalties, however all difficult terrain is treated as dangerous terrain.

Advance, Charge!

A Cavalry team is often outfitted for a close quarters fight, there speed and maneuverability aiding in getting them close. Cavalry units have the Hammer of Wrath and fleet special rules.

BIKES

Bikes are a very effective means of quick movement while also being able to mount a heavier array of guns. There downside is there inability to handle as much terrain as foot soldiers.

A models bike counts as an extension of the models body despite normally being wargear.

Moving with Bikes

Bikes move in a complicated fashion following normal rules for grounded movement. The following rules apply to all bike models:

- Bikes are very fast, bikes move and flee an extra 6 inches.
- However unlike infantry, bikes cannot climb up vertical slopes or terrain pieces with multiple levels.
- A bike unit can only ride upwards over obstacles that are smaller than their wheels, and may never go onto another floor of a ruin unless it features an obvious ramp.
- They may never enter buildings.
- Additionally, bikes cannot be pinned, and have the jink and skirmish special rules.

Treacherous traversal

Rough terrain can pose a serious threat to Bike units, cracks and obstacles are perilous to those who make a mistake. When moving through difficult terrain Bike models move their full distance, but they count all difficult terrain as dangerous.

Shooting with Bikes

Bikes may shoot one weapon for every infantry model represented on the bike. Bikes have the relentless special rule allowing them to fire weapons as if they had not moved. Weapons mounted on Bikes have a 90° firing arc out of their front, while weapons the riders carry have a 360° firing arc.

Turbo-boost

When bikes 'run' it is known as turbo boosting; when turbo boosting bikes may move up to 12". When bikes turbo-boost they become hard to hit, imposing a -1 to hit penalty from both shooting and melee attacks until the end of the following turn.

Bikes and Assault

Bikes make a poor platform for prolonged close quarters engagements, they are not maneuverable enough for the rider to protect himself. On the other hand there mobility makes them ideal for a quick strike and get-away. Bikes have the Hit and Run (3d6") and hammer of wrath special rules. When a bike uses the hit and run special rule they become hard to hit in both shooting and melee until the end of the following round.

However if the bikes did not charge that round, they suffer a -1 penalty to weapon skill and initiative (to a minimum of 1) whilst in combat, and the limited maneuverability of bikes means they cannot make counter offensives. Additionally, riders of bikes can only use 1 melee weapon, and so never gain bonuses attacks from multiples weapons.

JET BIKES

Jet bikes follow all the usual rules for bikes, but use hover movement. Additionally jetbikes can turbo-boost an additional 6".

SWARMS

Swarms represent creatures that are too puny to be an individual threat on the battlefield, but when operating as a sea of dozens of creatures they can destroy much larger enemies.

All swarms have the small targets and vulnerable to blasts special rules.

Power in Numbers

Swarms Always have attacks tied to their remaining wounds. For ever lost wound, the swarm loses one attack.

VEHICLES

Lumbering armoured behemoths riddled with guns scour the landscape with blasts of fire and death. Vehicles play an important role on the battlefield, protected by heavy armour they can be a spearhead for your forces, provide high powered fire support, or even transport infantry quickly across the battlefield.

Because vehicles do not fight in the same manner as creatures of flesh and blood, their rules differ from other models in a number of ways, detailed here. The types of vehicles you will see is as diverse as the types of other units, but the thing they have in common is that they all use a two different type of characteristics, armour and hull points.

ARMOUR AND HULL POINTS

Vehicles have characteristics that define how powerful they are in a different way from other troops. Shown here is an example of a vehicles profile.

	┌ Armour ─┐				
	BS	Front	Side	Rear	Hp
Hammerhead Gunship	4	13	12	10	4

Looking past the other differences for right now, we can see that there are two new characteristics that vehicles have that are not also seen on the other unit profiles we have seen until this point, these being armour facings, and hull points.

Here is another example of a different type of vehicle, but you will find it also using armour facings and hull points.

	┌ Armour ─┐								
	WS	BS	S	F	S	R	I	A	Hp
Sentinal	3	3	6	10	10	10	2	2	2

Armour Facing Values (AV)

The Armour Value (sometimes just referred to as Armour) of a vehicle tells you how hard it is to damage. Vehicles have separate Armour Values to represent the protection on their front (F), sides (S) and rear (R). Armour Values typically range from 10 to 14, depending on which side of the vehicle is being attacked, with the lightest armour usually on the rear.

Hull Points (HP)

If you punch enough wholes in something it stops working the way you need it to – every vehicle has a number of Hull Points, indicating how much damage it can take before it is wrecked. When this value reaches 0 the model is destroyed.

MISSING CHARACTERISTICS

You'll have noticed that most vehicles do not have all the characteristics of regular units. This means that they do not interact in ways that would require those characteristics.

For example, tanks do not have a weapon skill, and as such cannot make melee attacks. Similarly, vehicles do not have Wounds, so any rule interacting with wounds, such as +1 to wound, has no effect on vehicles — you cannot roll to wound against something with no wounds!

Vehicles and Morale

Vehicles never take Morale checks for any reason. It is assumed that in all cases the vehicle's crew has unshakable faith in their vehicle and their orders. Any occasional lapses that do occur are represented by crew shaken and stunned results on the Damage table.

VEHICLES AND MEASURING DISTANCES

As vehicle models do not usually have bases the normal rule of measuring distances to or from a base cannot be used. Instead, for distances involving a vehicle, measure to and from their hull, ignoring gun barrels, dozer-blades, antennas, banners and other decorative elements.

There is, however, the notable exception of a vehicle's weaponry. When firing a vehicle's weapons, ranges are measured from the muzzle of the firing weapon and line of sight is determined from the weapon's mounting point and along its barrel.

PLAYING WITH VEHICLES

There are lots of sub types within the realm of vehicles, which give special attributes and ways said vehicles interact with the game. Some common examples include tanks, skimmers, walkers, and flyers. There are more 'sub-types' that further describe the vehicles characteristics, such as Fast, Heavy, and Open-topped. But these are generally small details.

These will be seen together for example, a fast open-topped skimmer, in which case the vehicle has all of the rules for all of its types. Throughout the rest of this chapter we will go over the basics for playing with vehicles as a foundation, with more details involving specifics of particular vehicle types detailed in the following chapter.

MOVING WITH VEHICLES

Many armoured vehicles are fitted with powerful engines, allowing them to cover open ground more quickly than infantry, ensuring that their mighty guns can get to where they are needed on the battlefield. Other highly advanced vehicles are fitted with anti-gravity drives that allow them to skim swiftly over rough terrain to launch unexpected attacks, while some vehicles stride forwards on mechanical limbs, ploughing

through densely packed terrain with ease in order to bring their weapons to bear.

Basic Vehicle Movement — Tracked and Wheeled Vehicles

Tracked and wheeled vehicles (including tanks and basic vehicles) have the simplest rules for movement, the basic rules for movement handle vehicles of this classification, and other vehicle types will build atop these.

Vehicles use grounded movement unless otherwise noted, and may only drive up obstacles and terrain that are shorter than the height of their treads or wheels. Vehicles can never drive up into the ruins beyond the ground level.

Vehicles can turn or pivot any number of times as they move, and just like other models can pivot on the spot without being considered to have moved. When moving vehicles, move them by ‘wheeling’, as if the vehicle were to move in a smooth and optimal path. Many (in fact most) vehicles do not have a base to measure from, and for the few that do have a base the base is to be ignored for all intents and purposes.

When wheeling a vehicle, no point on a vehicle may end its move farther than 1/2 of the vehicle’s length, plus its movement, from its starting point. And at least one point of the vehicle must move no further than its natural movement. This gives the vehicle some room to perform turns, swerves, and drifts.

Moving with Skimmers

Skimmers on the other hand can be positioned anywhere they physically can be placed. In fact skimmers can move over any obstacle or piece of terrain, only needing to pay the movement cost to do so. Skimmers use hover movement, and have the jink special rule.

Moving with Walkers

Walkers are more nimble than tanks and other vehicles, but are slower. Walkers move in a manner similar to infantry, normally moving 6”. Walkers measure to climb up an over obstacles just as an infantry would, however a walker may only maneuver over obstacles as tall as their legs are, and they may never climb up floors in ruins, unless they have feature a suitably sized pathway up. Walkers use grounded movement.

Moving Through Friendlies

Just like other units, vehicles can move freely through friendly units, but cannot end their movement on friendly models.

Vehicle Speeds

The distance common vehicles (including tanks skimmers) move influences the amount of weapons it may fire accurately, as well as how easy a target the vehicle will be if assaulted. These concepts will be addressed later but for now know that:

- By default the maximum move of a vehicle is 12”.
- If you chose to move over half speed your vehicle is known as moving at **cruising speed**.
- If you move below half speed you are moving at **combat speed**.

Designer Note: Its easy to consider cruising speed to be full speed and combat speed to be half speed, as a vehicle slows down from being damaged its important to know that they are effected.

Fast Vehicles

Some vehicles are notably faster than others, lighter constructions, powerful engines, or both. Fast vehicles can move at full speed without suffering penalties. Fast vehicles can move flat out an extra 6”

Heavy Vehicles

Some vehicles are extra heavy for their size, and this extra weight comes at a cost. Heavy vehicles can only move up to 6” in the movement phase. The lumbering nature cannot move any faster than is considered combat speed. Heavy Vehicles may not move flat out.

Difficult Terrain Effects

Vehicles attempting to move through broken terrain are not slowed down like other units, but risk becoming stuck, bogged down or damaged.

Vehicles are not slowed down by difficult terrain, but treat most difficult terrain as dangerous. Vehicles test for dangerous terrain as follows.

- Roll 1d6 for any vehicle that has moved through, into, or out of one or more areas of dangerous terrain during its move. Unless you roll a 1 nothing happens and the vehicle can carry on moving.
- A result of a 1 means that the vehicle becomes immobilized until the end of your following turn. Move the vehicle 2” in the direction of intended movement and there is where it lies.

Designer note: When discussing terrain at the beginning of the game, it is perfectly fine for players to agree that some terrain has different effects on vehicles than it does on other units. For example, players may agree that tank traps are dangerous or even impassable to vehicles, but clear terrain for other units. Similarly, you could agree that vehicles (or just certain vehicle types) treat barbed wire as clear terrain, and so on.

Terrain and Skimmers

Unlike standard vehicles which are limited to driving along the surface, skimmers can move in any vector flying up over obstacles if they so desire, rather than needing to walk and climb. Note that a skimmer must be set down on the table at the end of its move – it cannot be left hovering in mid-air!

Skimmers can move ignoring all intervening terrain provided their move is such that they can clear it. When moving though difficult terrain skimmers move their full distance, however they must take dangerous terrain checks for doing so. Remember that this is only for moving through, not over. For example a skimmer floating over a creator would not need to make a difficult terrain test, but one moving through a jungle would.

Terrain and Walkers

The limbs on a walker allow it to easily maneuver itself through dense terrain that could prove dangerous to a traditional tread systems or delicate gravatronic thrusters. As such they treat

terrain in the same manner that infantry do i.e. difficult terrain is difficult, dangerous terrain is dangerous, but they are slowed by it.

Roads

A non-walker vehicle that is following a road for their entire Movement phase may move up to an extra 6”.

SHOOTING WITH VEHICLES

Just like infantry, vehicles need to be able to draw a line of sight to their targets in order to shoot at them, but line of sight must be drawn from the weapon. When firing a vehicle's weapons, point them against the target and then trace the line of sight from each weapons' mounting and along its barrel, to see if the shot is blocked by terrain or models. It is entirely possible for the target unit to be in cover from only some of the vehicle's weapons, if this happens work out if the target gets cover saves using the rules for complex units.

Turning to Face

Just like other models a vehicle can turn to fire upon its enemies during the shooting phase, but all the shots from its various weapons must happen at the same time with the same vehicle position, so make sure you are satisfied before you start.

And of course if your vehicles turret can rotate feel free to point it at the enemy!

Shooting with Tanks, Skimmers, and other Crewed Vehicles

When a vehicle fires it uses its own Ballistic Skill characteristic and shoots like other unit, rolling to hit and wound as normal, but there are a few advantages to a vehicle. **Unlike regular units, vehicles are commonly mounted with multiple weapons and they can often fire all their weapons in a single turn!** In fact, unlike most other models, many vehicles can fire separate weapons at a different targets. In addition, the normal penalties of movement on shooting any type of weapon does not apply – they are instead superseded by the following rules.

The accuracy of weapons a vehicle can fire in the Shooting phase depends on how fast it has moved in that turn's Movement phase, as detailed below.

- A vehicle that **remains stationary or moves at combat speed**, than it will be able to bring its full firepower to bear on the enemy. There are no penalties to shooting for a vehicle that did not move. (remember that pivoting on the spot does not count).

- A vehicle that moved at **cruising speed** can still fire all its weapons, but suffers -1 BS when shooting with heavy, salvo, and ordinance weapons.

When fired from a vehicle, these weapon types always fire as if the firing model had not moved, regardless of whether it actually did or not.

There are a few exceptions to these rules, such as firing ordinance weapons, which have rules in addition to these that while not related to movement, do take president over these.

Gunnery Crew & Splitfiring

All vehicles have a set number of crew, which will be indicated in their unit entry. When making shooting attacks a vehicle may direct their weapon fire at a number of different enemy targets, up to their crew count. For example if a vehicle has 2 crew, they may split their fire between 2 targets.

Moving Flat Out

Sometimes a tank crew may decide its necessary to to push their vehicle to the limit and sacrifice any hope to hit a target as its travels at top speed.

Tanks and skimmers do not 'run' but instead during the shooting phase a vehicle may choose to forgo its Shooting to move Flat Out 6”.

... with Skimmers

These sky-borne vehicles are not slowed by undesirable terrain and rubble that litters a battlefield.

A Skimmer can move Flat Out 12”.

Skimmers moving at high speed are very difficult to hit. A skimmer that is not immobilized and has moved Flat Out in its last Movement phase ensues a -1 penalty to hit when targeted with ranged attacks. On the other hand, having your engines stall when flying at high speed has its consequences, so a skimmer that suffers any vehicle damage that effects its mobility while moving flat out suffers and additional hull point in damage.

Shooting With Walkers

Walkers typically do not have multiple pilots, and therefore must shoot all their weapons at a single target.

Walkers can always fire all their weapons regardless of how far they move.

Running

Walkers do not poses the engines or thrusters that more traditional vehicles do so they cannot move flat out. They can make a standard run move in stead of shooting.

MOVING AND SHOOTING WITH VEHICLES SUMMARY

There are three ‘types’ of weapons when considering vehicles. non-ordnance, ordnance, and ordnance barrage (page 37).

- Vehicles firing ordnance weapons can only snapshot with their other weapons, unless on a heavy vehicle.
- Fast vehicles suffer no BS penalty while moving at cruising speed.
- Ordnance Barrage weapons may only ever be fired on stationary vehicles. No other weapons may be fired.

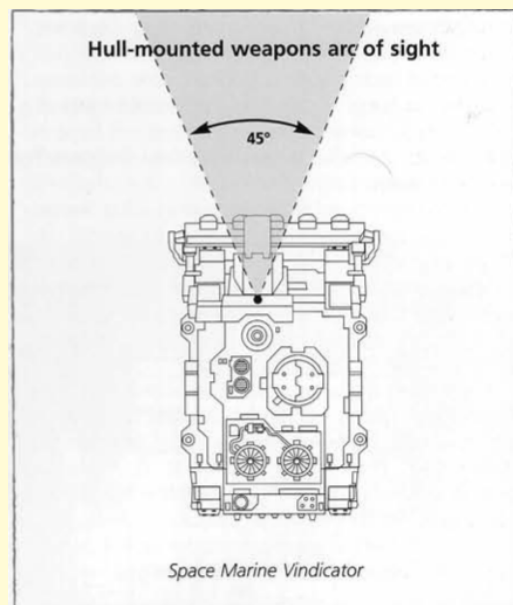
	Stationary	Combat Speed (nominally max 6")	Cruising Speed (nominally max 12")	Flat Out
Tracked, Wheeled Vehicles	All weapons	All weapons [†]	All weapons ^{††} -1 BS	6"
Skimmers	All weapons	All weapons [†]	All weapons ^{††} -1 BS	12"
Fast Vehicles	All weapons	All weapons [†]	All weapons ^{††}	+6"
Heavy Vehicles	All weapons	All weapons [†]	-	-
Walkers	All weapons	All weapons [†]	-	Run, 3+d3"

[†]No ordnance barrage ^{††}No ordnance

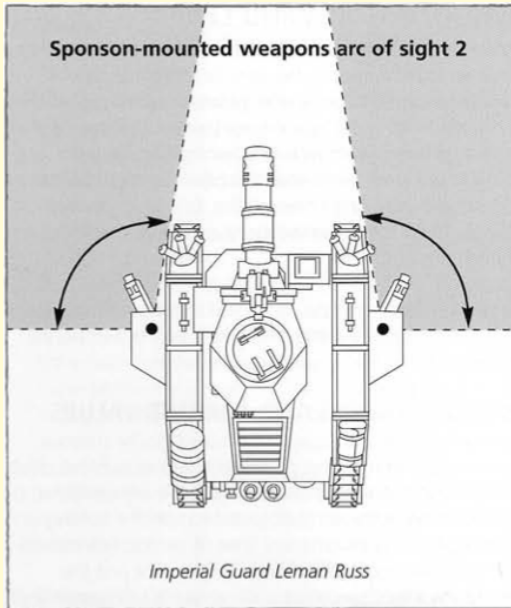
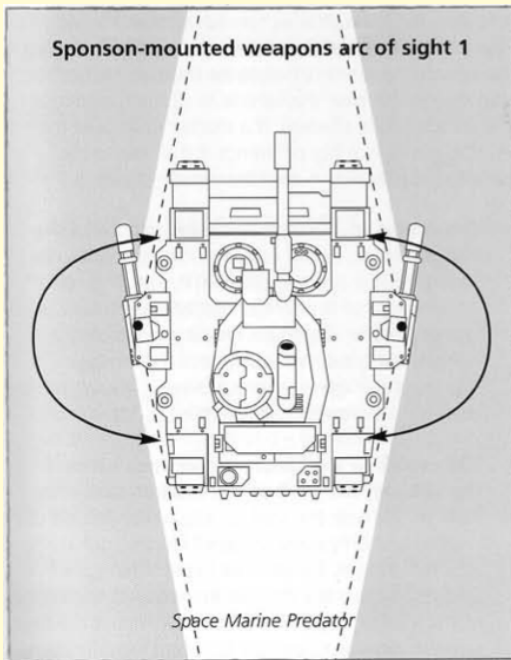
FIRING ARCS

When shooting with weapons on vehicles, line of sight is drawn down the barrel of the weapon. On some models it will be impossible to literally move the gun and point it towards the target because of the way the model was assembled or because the gun or turret has been glued in place. In this case, players should pretend that the guns on a vehicle are free to rotate or swivel on their mountings. In order to make clear how much any gun is supposed to rotate, refer to the vehicle's entry, where each weapon has been classified as either turret-mounted, pintle-mounted (or ‘bolt-on’), sponson-mounted, or hull-mounted. Then apply the following guidelines:

- Turret-mounted weapons can rotate 360° together with the entire turret (see diagram).
- Hull-mounted weapons can fire in a 45° arc from their mounting point (see diagram).
- Sponson-mounted weapons vary greatly, as some can cover the full 180° of the flank they are mounted on (or even slightly more), while others are more limited. This is determined by the shape and position of the sponson's mounting (see diagrams).
- Pintle-mounted (or bolt-on) weapons can either fire in a 360° arc if they are mounted on the vehicle's turret or cupola; or can fire in a 45° arc from their mounting point if they are mounted on the vehicle's hull.



Hull mounted weapons such as this demolisher cannon have a 45° firing arc.



A vehicle's weapons cannot shoot through itself, in this example we can see the usable field of view for the sponsons on a predator annihilator. A leman russ features more armoured sponsons but a more limited firing solution.

In the rare cases when it matters (your tank might be targeting a sniper high up in a bell tower), assume that guns can swivel vertically by 45°, even if the barrel on the model itself cannot physically do that!

SHOOTING AT VEHICLES

When a unit fires at a vehicle it must be able to see its hull or turret (ignoring the vehicle's gun barrels, antennas, decorative banner poles, etc.). Shooting at a vehicle otherwise begins just the same as it does vs any other target — roll to hit as normal. After the To Hit roll has been made is where things differ.

When attacking a vehicle (either ranged or in close combat) for every successful hit, instead of rolling To Wound, you must roll to see if the attacks penetrate the vehicle's Armour Value, as explained next.

Vehicles and Cover – Obscured Targets

Vehicles do not benefit from cover in quite the same way as infantry – their sheer size and bulk mean they cannot take advantage of cover as well as infantry and other smaller, more agile troops. They can, however, position themselves in such a way as to make it harder for the enemy to hit them in a vulnerable location.

As such, when checking for cover for vehicles, the vehicle's armour facing that is being targeted must be 50% obscured by the terrain piece to be counted as in cover. Additionally, the cover save provided to vehicles is always at a -1 penalty, to a minimum of 6+.

Hull Down

Sometimes a vehicle can be in a position such that the only visible portions of the vehicle are not within the armour arc of the shooter. This is known as hull down.

When shooting at a vehicle that is hull down, treat the vehicle's armour as the higher of the two facings (the visible and the hidden). Additionally, penetrating hits will be downgraded to a glancing hit on a roll of a 4+.

Template and Blast weapons against vehicles

When firing a blast weapon against a vehicle, place the marker with the hole over any part of the vehicle's hull and then roll for scatter as normal.

Whether or not the center of the blast marker hits the vehicle effects the strength of the attack.

- The center of the blast marker ends **over** the vehicle's hull. In this case the shell or missile has hit the vehicle and exploded on it and the hit is resolved at full strength.
- The center of the blast marker ends up **off** the vehicle, but part of the marker covers its hull then the attack is resolved at half strength, the attack has missed the vehicle and only some shrapnel clanks against the vehicle's armour.

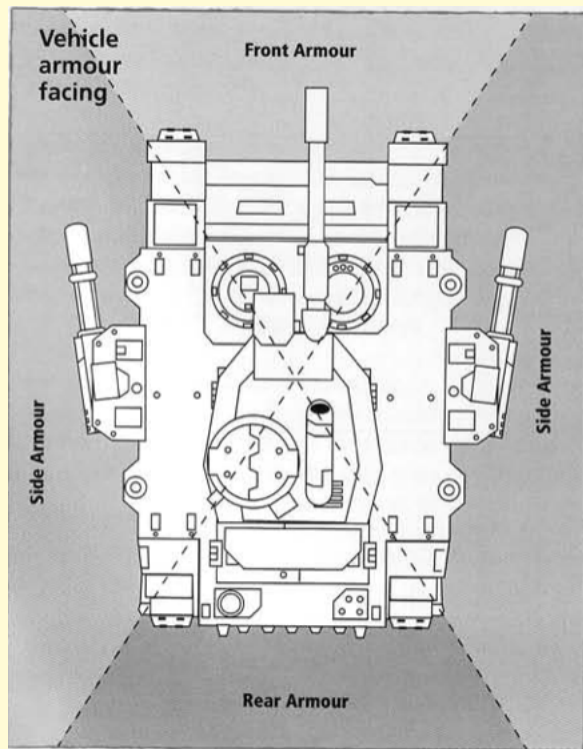
Regardless of where the blast template ended up, the armour penetration roll is resolved against the armour value facing the firer no matter the scatter result, except barrage weapons which always count as originating from the center of the marker. In addition, barrage weapons always resolve against side armour if the center of the marker is over the vehicle (representing its top armour).

ARMOUR FACINGS

Not all vehicles are equally armoured. Some massive tanks are protected by countless layers of reinforced adamantium and ceramite plates, while other lighter vehicles rely more on their speed to avoid incoming fire. As such, each different type of vehicle will have different armour values, representing not just the thickness and slope of its armour, but also how difficult a target it is because of its size and speed, how tough and numerous its crew are, and so on.

Armour values for individual vehicles also vary depending on which facing of the vehicle the shot hit – its front, sides, or rear. To determine which armour facing you are targeting we need

to determine which firing arc you are in. Imagine a bounding rectangle around the target vehicle's main hull and draw diagonal lines from corner to corner separating the area into 4 arcs (see diagram) – **the arc the attacker is in is the armour value used when attacking.**



When rolling for armour penetration the armour value is always that of the side the attack (ranged or close combat) is coming from.

If a unit has firing models in two different facings of a target vehicle (some models in the front arc and some in the side, for example), shots are resolved separately for the two facings.

ROLLING FOR ARMOUR PENETRATION

Hitting a vehicle is no guarantee that you will actually damage it. Once a hit has been scored on a vehicle, roll a d6 and add the weapon's Strength to it, comparing this total with the Armour Value of the appropriate facing of the vehicle.

- If the total is less than the vehicle's Armour Value, the shot has **no effect**.
- If the total is equal to the vehicle's Armour Value, the shot causes a **glancing hit**, roll on the vehicle damage table to determine the hits effect.
- If the total is greater than the vehicle's Armour Value, the shot scores a **penetrating hit**, the vehicle suffers a hull point of damage, and roll on the vehicle damage table to see what happens.

Glancing Hits

Glancing hits, while often not enough to destroy a vehicle can do damage or daze the crew of a vehicle. If a glancing hit was scored, roll on the vehicle damage chart.

Example: A lascannon shot hits the front of a Space Marine Predator (Armour Value 13). Rolling a d6, the player scores a 4, and adds this to the lascannon's Strength of 9, for a total of 13. Because this equals the Predator's Armour Value, it inflicts a glancing hit.

Penetrating Hits

A penetrating hit means the vehicle has been significantly damaged, most likely core systems of the vehicle will begin to fail. If a penetrating hit was scored, not only do you roll on the vehicle damage table, but it also suffers one hull point immediately.

VEHICLE DAMAGE CHART

A hit on a vehicle can have a variety of results. A vehicle's armour could be completely pierced, yet merely result in giving the crew a nasty shock. Alternatively, a lucky shot could detonate ammunition held within the vehicle, resulting in an explosion of titanic proportions. If a vehicle's armour is breached, you need to determine what damage is caused. Roll a d6 for each shot that glanced or penetrated the vehicle's armour, apply any appropriate modifiers and look up the result on the Vehicle Damage table following.

Roll Damage Result

- | Roll | Damage Result |
|------|---|
| 1 | No Extra Effect – While the shot strikes the vehicle it damages no critical system. No additional effects are had. |
| 2 | Crew Shaken – The shot jars the crew resulting in a temporary effect. <ul style="list-style-type: none"> • The vehicle suffers a -1 penalty to WS, I, and BS until the end of the following turn. |
| 3 | Crew Stunned – The shot wracks the vehicle, leaving the crew even worse for wear. <ul style="list-style-type: none"> • The vehicle suffers a -1 penalty to strength and a -3" penalty to its movement until the end of the following turn. |
| 4-6 | Vehicle Damaged – Major damage has been dealt to the vehicle. These affects are permanent. Roll a d6. <ol style="list-style-type: none"> 1. The vehicle permanently suffers a -1 penalty to WS, I, and BS 2. The vehicle permanently suffers a -1 penalty to Strength and a -3" to its movement. 3. Armour compromised, the vehicles targeted facing loses 1 point of armour value. 4. Turret jammed, the turret is locked in whatever position it is currently facing. 5. Tracks locked, the vehicle can only pivot 90° a turn. 6. Crew member slain, the vehicle is treated as having one less gunnery crew. |
| 7+ | On Fire! – The vehicle has suffered critical damage and has been set aflame! This hit bestows a vehicle damaged result, but roll twice instead of once for determining the lasting impact (note that only one extra hull point is dealt). |

A vehicle damaged result also bestows a crew stunned result, and the vehicle loses a hull point.

Additionally, until the end of turn after the following, all concurrent and subsequent penetrating hits cause an extra hull point in damage too. Vehicles that lose their final hull point while On Fire! will explode!

Damage Roll Modifiers

When rolling for the result on the vehicle damage table apply the following modifiers to the dice roll.

Weapon AP	Modifiers
Glancing hit	-2
AP 1	-1
AP 3	+1
AP 2	+2
AP 1	+3

Hull Points Guide: If you are playing an existing printed codex, I recommend you follow this guide to apply hullpoints to your vehicles of various size. Sentinel 2, Hornet 3, Dreadnaught 3, Contemptor 4, Lemman Russ 4, Falcon 4, Sicarian 5, Land Raider 6. Alternately if you wish to play with original hull points, consider using an adjusted ruling where the penetrating hit does not cause baseline hull point, and the on fire result cause two.

Disoriented Crew

Vehicles can be effected by multiple instances of crew shaken and stunned, the results are applied cumulatively. If a vehicle is reduced to 0 for a stat, it cannot use that characteristic, in this way it is quite possible to “stun-lock” a vehicle.

Vehicle Degradation

Vehicle damaged results on the other hand cannot be suffered more than once, re-roll as necessary to apply a different effect.

All Crew Dead

For a vehicle with only 1 crew member, such as a sentinel, if the crew member is slain the vehicle is wrecked.

Vehicle Slowdowns

Note that no matter what the vehicles current movement capabilities are, the denotation of half and full speed are reflections of the vehicles current, damaged speed.

Immobilized

Should a vehicles movement ever be reduced to zero, then it has become immobilized and cannot move so long as the movement value remains at zero, track, grav plate, jets or legs have stopped functioning entirely. An immobilized vehicles may not move or turn in place, but its turret may continue to rotate to select targets, and other weapons retain their normal arc of fire.

Wrecked

When a vehicle is reduced to zero hull points it is so critically damaged that it ceases to function entirely – damages the hull and internal systems have rendered the vehicle destroyed and it counted as a causality, but the model is left in place as a wreck.

Note: Vehicle drivers, gunners and other crew (but not passengers) are killed if their vehicle suffers either Destroyed results.

Forming Wrecks

Wrecked vehicles are left on the table and effectively become a piece of terrain, counting as both difficult and dangerous terrain, and providing cover.

Players should clearly mark that a vehicle has been wrecked in any way they consider suitable. For example, they can turn its turret upside down, place a marker or cotton wool on it to represent smoke and flames, and so on.

Explodes!

If when the vehicle is reduced to zero hull points while on fire, its fuel and ammo detonate, ripping it apart in a spectacular explosion! Flaming debris are thrown outwards 3+d3” from the vehicle, and models in range suffer a hit, always wounding on a 4+. The vehicle is then removed and is replaced with an area of difficult ground representing scattered wreckage or a crater, if you have one, otherwise it becomes a wreck.

VEHICLES IN CLOSE COMBAT

Vehicles can be both very dangerous and very vulnerable at close quarters. On one hand, massively armoured vehicles can scatter infantry before them, as no one in their right mind would wish to be caught beneath the tracks of an eighty-tonne tank bearing down on them! On the other hand, a stationary vehicle can often be very easily destroyed, as individuals clamber over it, attaching all manner of grenades and shooting into vulnerable spots.

Vehicles without a WS stat cannot charge, but they can be attacked in combat. Vehicles with a WS stat can charge and engage in combat as normal.

Assaulting Tanks, Skimmers and other Crewed Vehicles

Engaging a vehicle in close combat may be a desperate move, but with the right equipment infantry can pose a terrific threat.

While vehicles without weapon skill cannot assault, a unit can assault a vehicle in the assault phase just the same as assaulting other enemy units. All engaged models can attack, so long as they have attacks to make!

The difficulty of attacking a vehicles is dependent upon how far it moved. Instead of rolling to hit by comparing weapon skill, instead use the following chart

Vehicle Speed	Roll needed to hit
did not move	2+
moved 6” or less	3+
moved more than 6”	4+

Any vehicle moving flat out imposes a -1 penalty to be hit. Skimmers are inherently more difficult to assault than tanks are, and imposes a -1 penalty. Open topped vehicles are easier to assault, and grant a +1 bonus.

Subsequent Rounds

Combat with vehicles lacking weapon skill generally lasts only one turn — Vehicles without weapon skill cannot be locked in combat and likewise they cannot lock other units in combat. Units assaulting a vehicle may always consolidate during the end of the assault phase as if they were performing a tactical withdrawal, causing the combat to end — the charged vehicle cannot consolidate in return.

However while remaining in engagement range the units do count as being locked combat for all intent and purposes (e.g. you can't shoot at them outside of Shoot the Big Ones). Vehicles can disengage at anytime by moving away from the enemy, and likewise a unit engaged with a vehicle may simply leave. A unit doing so may not declare charges in the turn which they disengaged. If doing so ends the combat, your opponent may immediately make a 3" consolidation move with his unit and they get to harry one last time for free.

VEHICLES WITH WEAPON SKILL

Some rare vehicles are equipped with means of fighting in close combat. These vehicles can charge, have the hammer of wrath special rule, and when these units are within engagement range they may make attacks in close combat.

Walkers and Assault

Walkers are the most common example of a vehicle with weapon skill, making them almost the sole the exception to the rule.

Unlike regular vehicles walkers are very dangerous and capable in close combat, kicking out with and crushing their foes beneath. Many variants are fitted with dreadnought class close combat weapons.

Walkers can both assault and be assaulted just the same as other non vehicles. In close combat, walkers fight like infantry models, attacking and being attacked using WS. Models hitting a walker in close combat always roll for penetration against its front armour, unless the walker is immobilized, movement impaired, or stunned. Consequently a walker is quite capable of tearing apart its foe in close combat, while only the specially armed (or the monstrously powerful) will have any hope of destroying a walker up close.

Walkers and Grenades

Grenades can be used against a walker like other any vehicle, but a model attempting to score a hit with a grenade against a walker does so at a -1 penalty to hit unless the walker is immobilized, movement impaired, or stunned. Remember that models using grenades against vehicles only make one attack.

Mobility Limited

Immobilized, movement impaired, or shaken combat capable vehicles fight in close combat with one less attack than usual (to a minimum of 1). These effects are cumulative with each other, but not with multiple instances of themselves. Otherwise they attack normally. Additionally, these vehicles can no longer lock or be locked in combat — they are no longer treated as combat capable in this regard and so follow the normal rules for subsequent rounds.

Combat Resolution

Combat does not automatically come to an end like it often does with other vehicles. Either side of the combat may still elect to consolidate out of combat using the rules for tactical withdrawal, and when fighting vehicles you may choose to do so even if they did not win combat, for vehicles cannot themselves harry. But the unit needs to pass an initiative test if you did not win combat in order to withdrawal.

Each hullpoint dealt counts as a single wound for the purposes of working out who won the combat. Defeated walkers do not take Morale checks, and so they will not flee. Vehicles that lose combat are considered to fail their break check; for the purposes of No Retreat, consider each 'wound' to instead cause a glancing hit on a roll of a 6.— the cumbersome nature of vehicles does not lend well if the tides turn against you.

As a reminder, all vehicles can disengage at anytime by moving away from the enemy in their movement phase, but vehicles which do so may not charge in a turn which they did so. If doing so ends the combat, your opponent may immediately make a 3" consolidation move with his unit and they get to harry one last time for free.

TANK SHOCK

Tanks and skimmers may decide to use their mass as a weapon, driving right into and through densely packed enemies. This often throws the opposing battle line into disarray, as having some monstrous metal behemoth coming straight at you is unnerving for anybody.

When moving a vehicle the player may choose to move the vehicle both through or into enemy units. This is known as a tank shock. When moving a vehicle this way instead of moving it directly to its final destination do the following.

- Move the tank along the path you wish it to take until it reaches an enemy unit.
- The opposing player will then need to move his models, one at a time, out of the way to the side of the vehicle by the shortest path possible, continuing to do so until the controlling player has moved his vehicle to its final position.
- Any units which suffered a tank shock must take a morale check.

A tank shock often leaves units in disarray and out of unit coherency. This is perfectly fine, the unit will need to re-attain unit coherency in its following movement phase. If the unit is an enemy vehicle the tank shock stops and the vehicles both suffer a ram result. If for some reason any model may not be placed while trying to avoid a tank shock the model is crushed and removed from play.

Additionally, units which suffer tank shock must take a pinning test.

Death or Glory!

It takes a serious case of what most would consider to be stupidity to try to stand up to an oncoming tank rumbling down upon you. But whatever it may be called, some still will try in desperate times.

When a unit suffers tank shock, a single model may attempt death or glory. They must first pass a leadership test, and if they pass then they may make a single attack with a melee weapon, or fire a single shot with a ranged weapon of their choosing. If they manage to Destroy or immobilize the vehicle, then they live on as heroes in the eyes of their comrades.

But if they did not manage to stall the vehicle then they meet a sad and unfortunate demise, and are removed from play.

Ramming

Ramming is a rather desperate maneuver resulting in a jarring experience for the crew, moving at top speed towards one enemy vehicle. **This means that it may not shoot in that turn's Shooting phase**, making it an attractive choice for vehicles that have no armament left, or are shaken.

Ramming is a special type of tank shock move and is executed the same way except it ends with two vehicles colliding, the moving vehicle stops upon contacting the target. Units other than vehicles in the way of a ramming tank are tank shocked as normal.

Each vehicle immediately suffers a hit against the armour facing where the other vehicle has impacted (so the ramming vehicle should always use its front armour). The Strength of the

hits will often be different for different vehicles, and is calculated as follows for each vehicle:

- Armour: Each point of armour above 10 on the point of impact, +1
- Speed: The distance from the start to end of the ram, for each 2 inches (round up), +1
- Mass: If the vehicle is a tank (i.e. not a skimmer), +1

The maximum hit from a ram is therefore $4 + 6 + 1 = 11$, as performed by a land raider.

FLYERS

Flyers will be part of a later version. Fundamentally they are incompatible with a standard table size, it just doesn't work well. But the models are cool, so I want to work out a compromise. For now I am just stating flyers as fast moving skimmers (+6" to +12") with -1 to hit.

TRANSPORTS

There are three types of vehicles warhammer. Tanks, which large armoured vehicles which drive along the ground, skimmers, a more elegant vehicle which can hover along the surface, and walker, which use bipedal or even more legs to navigate the landscape. Each of these types of vehicles moves in a unique way and have some unique behaviors. Of these, you will find that walkers will behave in a fashion somewhat akin to that of regular non vehicle units — they can move more freely and can even engage in combat.

TRANSPORT VEHICLES

Some vehicles can carry infantry across the battlefield, and the advantages of being able to move a squad rapidly from one area to another under the protection of armour plate is obvious. The danger comes if the transport itself is destroyed before its passengers disembark, as they could become smoking corpses, burned alive inside the exploding vehicle.

Transport Capacity

Each transport vehicle has a maximum passenger capacity which cannot be exceeded. Sometimes, there will be constraints on which types of models can embark on a particular vehicle. Terminators, for example, cannot embark on a Rhino or Razorback, although they may be transported by a Land Raider. Only infantry (and infantry sub types) may embark in transports unless the transporting vehicle's rules specify otherwise.

Who can use a transport vehicle?

Sometimes a unit entry in a Codex book will include a transport option, allowing a vehicle to be selected along with the unit. These transport vehicles are directly assigned to that particular unit and are known as dedicated transports. Other transport vehicles are chosen separately and occupy a Force Organization chart slot (for example, Land Raiders).

When a unit enters a transport, the entire unit must be embarked on a transport if any part of it is - a unit may not be spread across multiple transport vehicles. More than one unit (plus any independent characters) can be embarked on a transport.

Not all units can enter a transport, some are too large for example. Each transport's unit entry will describe which allied units can embark inside it.

Unshakable Nerve

Units embarked upon transports automatically pass all morale checks they might be asked to make (they draw great resolve from their seemingly impervious position).

Access Points

Each vehicle capable of carrying passengers will have a number of access points. These are the doors, ramps and hatches that passengers use to get in and out of the vehicle. The access points for all vehicles are given in the unit entries.

Embarking and Disembarking

Models may not voluntarily embark and disembark in the same player turn. However, they may embark and then be forced to disembark due to damage caused to their transport, or be subject to a special rule in their codex that permits them to do so. Models can only voluntarily embark or disembark in the Movement phase.

Embarking

A unit can embark onto a vehicle at any point in the movement phase if their move is enough to bring them within 3" of the transports access points. The whole unit must be able to embark or none of them can. If some models are out of range, their compatriots will have to wait until they can all embark together.

- If the vehicle moved before its passengers got aboard then it may not move any further or make any turns.
- If the vehicle has not moved before its passengers got aboard then it can move normally, as soon as the unit is on board.

Disembarking

A unit that begins its Movement phase aboard a vehicle can get out either before or after the vehicle has moved. When the unit disembarks, each model must be deployed within 3" of one of the vehicle's access points, and within unit coherency.

- If the vehicle has moved at cruising speed, the passengers may not move further after they deploy — they cannot disembark at all if the vehicle moved more than 12". Once the models have disembarked, the vehicle may not move any further or make any turns.
- If the vehicle moved at combat speed or did not move yet, then the passengers may move as normal after disembarking.
- If the vehicle has not yet moved this turn the vehicle can then move off separately at up to full speed.

If compelled to disembark (eg, because of the vehicle being destroyed), any models that cannot disembark because there is no room for them to disembark into are killed and removed from play as casualties.

After disembarking models may shoot (counting as moving) but may not launch an assault unless the vehicle is an assault transport as noted in its profile, or if it did not move before the passengers disembarked.

Passengers may not disembark after tank shock or ram.

A transport may unload a unit, move, and pick up different unit all in the same movement phase.

Assault Transports

The most famous assault transport is the space marine land raider, equipped with a blast charge operated breach assault ramp in its front, allowing for extremely rapid deployment of their passengers.

Assault transports allow units disembarking to launch an assault even if the transport moved that turn.

Firing Points

Many transport vehicles are equipped with firing slits, or in some cases passenger operated pintle weaponry.

When a transport has firing points, one passenger may fire one weapon for each firing point.

Ranges and line of sight are measured from the Fire Point itself. If an embarked model fires a Template weapon from a Fire Point, discount the hit scored against the vehicle - we assume the weapon has been fired in a sufficient arc to clear the Transport's hull. Note that the passengers can shoot at a different target to the vehicle itself.

They count as having moved regardless of whether the vehicle moved or not, and if the vehicle moved at cruising speed then embarked models may only fire snapshots. They cannot fire if the vehicle moves flat out, fired an ordinance weapon, or did something to prevent the vehicle from firing that turn, such as using smoke launchers.

Open Topped

Some of the braver or stupider races will use transport vehicles exposed to the environment, with their passengers simply

sitting atop or holding on to various spots.

Open topped transports do not have specific access or firing points. Models can embark or disembark within 3" of any point of the vehicle. Every model in the transport may fire as if it had a firing point. All open topped vehicles are assault transports.

The downside of an open topped transport is passenger safety. Whenever an open topped transport loses a hull point a transported model, selected by the controlling player, suffers a wound with no saves allowed of any kind.

PASSENGERS AND DAMAGE RESULTS

Passengers will suffer crew stunned and shaken results just like the rest of the crew. Vehicle damage results cause no further effect. If a vehicle is destroyed they crew must perform an emergency disembark! In the case of a vehicle explosion, quick thinking leads the passengers to disembark right before detonation, but likely within the blast zone.

Emergency Disembark

An emergency disembark happens when a unit is forced exit a vehicle not on their own terms, usually because it was destroyed. Following a slight change to the usual rules for disembarking, each model must be deployed within 3" of one of the vehicles access points, but not focusing on unit coherency. Any model that cannot be placed is removed as a casualty. Any survivors must take a pinning test.

UNIVERSAL SPECIAL RULES

Here goes all the universal special rules that might get referenced.

... ON AN N+

Some special rules will trigger on a dice roll of N+, for instance rending triggers on a roll of 6. If a weapon instead has such as rule written as “rending N+” then the special rule will trigger on the provided dice roll instead of the default. For instance rending 5+ means that both a roll of 5 or 6 will cause the rending effect. Cleave 4+ will cause exploding wounds on a 4+ instead of the default 6+.

And They Shall Know No Fear

Space marines refuse to surrender to fear. They do not falter, they do not stumble, they do not cower. The angels of death will keep on fighting until the last, whatever the odds.

Space marines will automatically regroup and rally on the first opportunity to do so, and can act fully as if they had never fled in the first place; it was but a tactical withdraw. Additionally, these units never suffer penalties from fighting below half strength.

Ankle Biters

Particularly quick witted opponents will lose no opportunity to lash out at an opponent who falters.

Models with this special rule gain +1 I when testing for harrying.

Anti Armour

The particularly larger and devastating weapons needed to deal properly with enemy armour are often not best suited for handling smaller targets.

When targeting a vehicle, monstrous creature, or bulky unit, there is a +1 bonus to hit when firing this weapon, provided you did not move in your last movement phase.

Armour Bane

If a model has this special rule, or is attacking with a Melee weapon that has

this special rule, it rolls an additional d6 for armour penetration in close combat.

If a model makes a shooting attack with a weapon that has this special rule, it rolls an additional d6 for armour penetration. In either case, this special rule has no effect against non-vehicle models.

Big Guns Never Tire

See page 46.

Blind

Any unit hit by one or more models or weapons with this special rule must take an Initiative test at the end of the current phase. If the test is passed, all is well - a shouted warning has caused the warriors to avert their gaze. If the Initiative test is failed, all models in the unit have their WS and BS reduced by 1 until the end of their next turn. Should the attacking unit hit themselves, we assume they are prepared and they automatically pass the test.

Any model that does not have an Initiative characteristic (for example, non-Walker vehicles, buildings etc.) is unaffected by this special rule.

Bring it Down!

No target priority tests are needed to target models with this special rule, the sheer size of the target is enough to draw the full attention of their shooters.

Bulky

This creature is so massive he is just outright dummy thicc. Bulky units suffer a -1 penalty to their cover saves. Additionally, they take up two slots in a transport.

Very Bulky

Larger than bulky, conveys bulky. Counts as three models.

Extremely Bulky

Larger than very bulky, conveys bulky. Counts as four models.

Charge Intercept

More courageous individuals will take up arms and run at their attacker to protect their allies.

When a unit with this special rule makes a counter offensive charge reaction, they are allowed to make a 3” pile-in move before enemy chargers move.

Cleave

A well placed blow will cause extensive damage or cleave right through a target into another one!

Any To Hit roll of a 6 with a cleave weapon will generate an extra hit with this weapon.

Coaxial weapons

While these weapons are treated as separate weapons for determining numbers of attacks, but they must be fired at the same time and at the same target and they count as the same weapon system for the purposes of counting how many weapons a model may shoot a turn.

Concealment

A unit with concealment can begin the game concealed in cover, and instead of moving can choose to reactivate their concealment while inside cover and out of line of sight of the enemy. Whilst a unit is concealed, they cannot be targeted by ranged attacks outside of 12”. Performing any action, such as moving, shooting, running, or charging, breaks concealment.

Concussive

Concussive Sows weapons are designed to leave any foe that manages to survives their strike disoriented and easy to slay.

A unit that suffers one or more hits from a weapon with this special rule must pass an Strength Test or is reduced to Initiative 1 until the end of the next Assault phase.

Counter Attack

A unit containing at least one model with this special rule must pass a leadership test to chose a charge reaction other than counter offensive.

Crushing Blows

See page 46

Deep Strike

Many different methods for rapid insertion behind enemy lines, are used by species across the galaxy, teleportation, orbital drop, tunnel breaching.

Units with this special rule can be deployed in deep strike reserves, and can deep strike as detailed on page 71.

Decimate

Sometime the right solution to your problem is just a really big gun.

Weapons with the decimate rule will trigger overpower (see page 36) even if they don't normally meet the requirements to do so.

Eternal Warrior

If war is eternal, so too must be the heroes who fight it.

A model with this special rule is immune to the effects of instant death and never takes more than one wound from overpower.

Fast Vehicles

See page 49

Fear

The horror of a monstrous alien of unearthly imagining is enough to break even the strongest wills. When taking a break test from losing combat against an enemy with Fear do so at a -1 penalty.

Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules are not effected by Fear. However, a model that causes Fear is not itself immune to Fear.

Fearless

Units with fearless will not flee in circumstances that would normally make them do so. The most common example of this are failing a moral check while shaken, or failing a break check in combat. In these circumstances the models will fight on following normal rules,

though they may flee voluntarily if they so wish.

Feel no Pain

Some warriors are so blood-frenzied or tough that they can ignore injuries that would incapacitate even a battle-hardened Space Marine. A feel no pain save helps protect the bearer from damage the same way an armour save or invulnerable save would, except it is always taken at face value and it not altered from taking other saves. The default feel no pain save is 5+, and if the save is passed the injury is ignored and the model continues fighting. This ability cannot be used against wounds from weapons that inflict overpower or instant death, neither can it be used against wounds from AP1 and AP2 weapons, power weapons, and any other wound against which states that no armour save can ever be taken (like wounds from power fists, Dreadnought close combat weapons, rending weapons that roll a 6, Perils of the Warp, failed dangerous terrain tests, etc).

Fleet

Swift and agile, these races are able to cover ground more reliably than others. A model with the fleet special rule can re-roll their run and charge rolls.

Flesh bane

Many are the weapons and creatures whose merest caress is fatal.

If a model has this special rule, or is attacking with a Melee weapon that has this special rule, they always Wound on a 2+ in close combat. Similarly, if a model makes a shooting attack with a weapon that has this special rule, they always Wound on a 2+.

In either case, this special rule has no effect against vehicles or buildings.

Furious Charge

Warriors with this skill are known for the wild ferocity of their assaults.

In a turn in which they assaulted into combat they add +1 to both their Initiative and Strength characteristics when attacking in close combat (note that this has no effect on the Initiative tests for harrying).

Gets Hot!

Gets hot! represent the tendency of certain unstable weapons to overload their cooling systems and exothermically vent in a users hands.

When firing a weapon with Gets Hot!, on a to hit roll of a 1 the weapons bearer suffers a wound, saves allowed as normal. Gets Hot! weapons mounted on vehicles instead cause a glancing hit on a further roll of a 1, 2, or 3.

... and blast weapons

Blast weapons do not roll to hit, so you must always roll an additional d6 to determine if the wearer also gets hurt, but it never prevents the weapon from firing.

... and re-rolls

If a model has the ability to re-roll its to hit roll, only the first roll of the dice counts for Gets Hot!. Any initial rolls of a 1 generate wounds, and any subsequent re-rolls of a 1 do not.

Hammer of Wrath

Many warriors hurl themselves headlong into combat, seeking to crush or trample the foe.

If a model with this special rule charges and ends its charge move in base contact with one or more enemy models, it makes one additional Attack that hits automatically and is resolved at the model's unmodified Strength with an AP of -. This Attack is resolved during the Fight sub-phase at the Initiative 10 step. This does not grant the model an additional Pile In move at the Initiative 10 step.

If a model with this special rule charges a Transport vehicle or building, the Hammer of Wrath hit is resolved against the Transport vehicle or building, not the occupants.

Hard to Hit

Most commonly a rule granting hard to hit will specify whether the benefit is for ranged or melee attacks, if it is not specified then the benefit is for both.

Various means cause a target to become difficult to hit, the most common being moving at high speeds. Models that are moving fast or are otherwise hard to hit impose a -1 to hit penalty when being attacked.

A model can only ever be hard to hit from one source, and so no more than a -1 penalty can ever be applied.

Hatred

A lifetime of stories of evil can stir and rouse the hearts of even the simplest of folks to achieve greatness.

A unit which has hatred gets to re-roll all failed to hit rolls in the first round of a combat.

Haywire

Haywire weapons send out powerful electromagnetic pulses that disable electrical wiring and all kinds of mechanical systems.

When a weapon with this special rule hits a vehicle, in addition to rolling for armour penetration normally, roll a d6 to determine the effect from the following table.

d6	Result
1	No effect
2-5	Glancing hit
6	Penetrating hit

Haywire attacks do not have an AP, but also do not count as ap '-1' for the purposes of vehicle damage chart modifiers.

Hit & Run

Some units are well suited for a quick getaway.

When making a tactical withdrawal, units containing at least one model with hit and run can consolidate 2d6" instead of the normal 3".

Ignores Cover

Some attacks or weapons are not affected by a target's cover, or impose a penalty to the target's cover save. The most common instance of this is with flamer weapons, which ignore all cover saves. Cover saves may not be made against a weapon which ignores cover. More commonly though a weapon will list ignores cover -1, in which case only a -1 penalty is applied instead, or some other stronger penalty.

Immune to Psychology, Braindead

Some constructs or machines have no will or sense of self preservation. Their unwavering stalwartness is not to be confused with loyalty though, these, things... have no feelings at all.

Models who are immune to psychology are completely immune to all aspects of morale — they ignore any morale check or pinning test they may be asked to take.

Infiltrate

In the right circumstances, stealthy troops have the ability to work their way into a forward position on the battlefield or outflank enemy lines.

Units with this special rule are deployed last, after all other units (friends and foe) have been deployed. If both sides have infiltrators, then the players, starting with whoever deployed second, alternate deploying these units. Infiltrators may be set up anywhere on the table that is more than 12" from any enemy unit, as long as no deployed enemy unit can draw a line of sight to them or are in cover. This includes inside a building, as long as the building is more than 12" from any enemy unit. Alternatively, they may be set up anywhere on the table that is more than 15" from any enemy unit, even in plain sight.

If a unit with this ability is deployed inside a transport vehicle, it cannot infiltrate. Infiltrate also confers the scout and outflank special rule.

Intercept Charge

I dunno, I'm thinking about a 3" pilein before charge rolls, thereby allowing a bit of screening to take place.

Instant Death

Some attacks are so powerful that nothing can survive them, be it monstrous cannons or an arcane blade of unknown alien design.

When a model suffers an unsaved wound from an attack with instant death they are reduced to 0 wounds.

Iron Heart

Overcoming fear through mental fortitude and calm, these courageous warriors are an exemplar to their cause. Never to turn tail, always to push forward with grit and determination to the heart of the battle these time proven warriors instill hope in their comrades in the bleakness of battle.

Models with Iron Heart may choose to automatically pass or fail their first break check in a combat. Additionally, if a character has this special rule then units within the same combat may re-roll failed break checks.

Jink

Some units favor speed and agility to keep them alive on the battlefield, dodging and weaving through hails of incoming fire.

A model with this special rule that has moved at least 6" in its movement phase gains a 5+ cover save until the start of its next movement phase. Models with this rule are considered to have been sufficiently moving on the first turn of the game.

Jink saves are not altered by being bulky, a vehicle, or a monstrous creature. Models with jink gain Hard to Hit when turbo-boosting or moving flat out.

Juggernaut

Enormous foes capable of barreling through enemy defenses and crushing them underfoot. Models do not gain cover bonuses while being charged by these units.

Keen

Particularly well balanced or crafted weapons offer a distinct advantage to their attackers.

Attacks from these weapons offer their user +1 to hit.

Lance

These weapons fire a coherent beam that is so focused it can bore through any armour even at great distances,

When attacking an enemy vehicle unit a lance weapon counts all armour that is higher than 12 as 12.

Loner

See page 40

Look out Sir!

Look out sir! grants protections to characters, on a d6 roll of 4+ wounds allocated (before saving throws) may be redirected onto another target. See page 40 for more details.

Lumbering Behemoth

See page 46

Master Crafted

A Master crafted weapon is one forged by a great artisan and is superior in almost every way to a normal weapon. Master crafted weapons allow either one re-roll to hit or one re-roll to wound when making attacks with them.

Melta

Melta weapons are lethal short-ranged heat ray weapons that can melt a whole straight through enemy armour, if you

can get close enough. They are small and portable and make a great tool in an infantry squad for dealing with just such an occasion.

When attacking an enemy vehicle that is within half range, the attack rolls an additional d6 for armour penetration.

Monster Hunter

The galaxy is home to many colossal beasts, and many warriors have honed their skills in order to hunt them.

A unit that contains at least one model with this special gains a +1 bonus to their to wound rolls against Monstrous Creatures and Flying Monstrous Creatures. Additionally, they are immune to fear caused by monstrous creatures.

Move Through Cover

Elite soldiers confident in their stride, or multi-legged monsters, the swift natured surefootedness of these creatures makes them exceptionally deadly when chasing down foes in dense environments.

Some units of infantry are especially adept at moving through difficult terrain. These units suffer no movement penalty for moving through difficult terrain. This has no effect on dangerous terrain tests. This rule does not deny defensive cover bonuses from assault.

Night vision / Acute senses

Warriors in certain parts of the galaxy have developed nocturnal tendencies by fighting in perpetual night, or perhaps carry equipment that gives them such abilities. The night fighting rules provide no protection from attacking units with night vision or acute senses. Characters with this rule confer it onto any unit they join, as long as they are part of the unit. Units with this rule confer it onto any characters joining them, as long as they are part of the unit.

Open Topped

Some vehicles provide little protection to their crew, leaving them exposed to the elements (and of war).

A vehicle model that is open topped is susceptible to attacks and effects that would normally not work on vehicles. Additionally, when making close combat attacks against an open topped vehicle the attacks are made a +1 to hit.

Additional rules for open topped transports are found on page 58

Outflank

Skilled and stealthy forward observers are often used to skirt the outsides of a battle to provide support and flank entrenched opponents.

Units with the outflank special rule can be deployed in outflank reserves.

Overpower

A bigger gun is exactly what is needed when fighting un-naturally large or tough aliens.

Weapons with the overpower special rule will trigger overpower (see page 36) even if they don't normally meet the requirements to do so.

Piercing

No glancing hits when rolling to wound with this weapon.

Pinning

Coming under fire without knowing where the shots are coming from is extremely shocking, making troopers throw themselves flat and diving for cover. Sniper fire and barrages are the most common cause of this.

If a unit other than a vehicle or monstrous creature suffer any hits from pinning weapons, the unit must take a pinning test (a leadership test) at the end of the current phase – you need only take one per phase no matter how many times pinning weapons fired at you.

If the test is failed the unit is forced to automatically go to ground.

Poisoned

There are many virulent and lethal poisons in the dark future. It is simplicity itself to adapt such toxins for battlefield use. It does not matter whether they coat weapon-blades or bullets, or are secreted by alien monstrosities - all are lethal.

If a model is making an attack with the Poisoned special rule, it will never roll to wound worse than the value presented.

This has no effect on vehicles or targets which you do not roll to wound against.

Poison Immunity

Poisoned attacks made against a model with poison resistance never benefit from the poison special rule, and successful wounds must be re rolled.

Preferred Enemy

A unit that contains at least one model with this special rule re-rolls failed to hit and to wound rolls of 1. This applies to both shooting and close combat attacks.

Rage

With guttural battlecries these warriors lust for blood and glory as they charge down upon their foes.

Units with rage gain +2 attacks on the charge rather than +1. Additionally if a model with rage is declared the target of a charge, they must choose to counter charge.

Rampage

The sight of endless foes delights these twisted individuals as they revel in the butchery.

Models with the rampage special rule gain +d3 attacks if they are outnumbered.

Relentless

Unlike common infantry, some powerful warriors like monstrous creatures, jet packers and bikers can advance while firing their weapons at full capacity. Relentless models can shoot with salvo and heavy weapons counting as stationary, even if they moved in their previous movement phase.

Rending

In the right circumstances, rending weapons have the chance of piercing any armour with a hail of bullets and pinpoint accuracy.

Any To Wound roll of a 6 with a rending weapon automatically causes a wound, regardless of the targets Toughness, and the attack counts as AP2. Additionally, these cannot count as glancing hits when rolling to wound.

Against vehicles any armour penetration roll of a 6 allows a further d3 to be rolled, and the attack is resolved at AP2.

Scouts

Scouts are used to recon ahead and are always in the vanguard of the army.

Scouts may make a bonus move after rolling for first turn, but before the start of said turn. This is done exactly as in their Movement phase, except that during this move, scouts must remain more than 12" away from any enemy. If both sides have scouts, the player going first

moves his first; scout moves happen after rolling to see who goes first.

If a unit with this ability is deployed inside a dedicated transport vehicle, it confers the scout ability to the transport too.

This rule also confers a special outflank move to units of scouts that are kept in reserve. Additionally, scouting units for the player going second are placed in overwatch!

Units which have chosen to infiltrate outside their deployment zone may not make a scout move unless belonging to the player going second.

Shoot the Big Ones!

See page 23

Shred

Some particularly gruesome weapons and warriors strike in a flurry of blows, tearing flesh a sunder in a vicious fashion.

If a weapon has the Shred special rule it re-rolls failed To Wound rolls.

Skilled Rider

The rider is highly practiced at moving through perilous war zones. It may re-roll the dice for failed dangerous terrain tests as long as its unit type is bike or cavalry, and gains +1 to its jink saves if applicable.

Skirmish

A unit that includes only models with Skirmish has a unit coherency range of 3" rather than the normal 1 1/2".

Small Targets

Small targets being how they are have the hard to hit special rule, imposing -1 to hit penalty from ranged attacks.

Slow and Purposeful

A unit that contains at least one model with this special rule cannot Run, Turbo-boost, move Flat Out, or harry. They can, however move and shoot with Heavy, Salvo and Ordnance weapons, counting as if they had remained stationary.

Smash

For the most fearsome of creatures, a single blow is sufficient to breach a tank's armour or crush a living creature to bloody pulp.

All of the close combat attacks, except Hammer of Wrath Attacks, of a model with this special rule gain -1 rend. Additionally, if the model with this special rule is a monstrous creature, then when it makes its close combat attacks it can choose to instead make a Smash Attack. If it does so, roll To Hit as normal, but halve its Attacks characteristic. A Smash Attack grants AP2 and also doubles the model's Strength (to a maximum of 10) for the purposes of that Attack. Furthermore, a model making a Smash Attack can re-roll its armour penetration rolls, but must abide by the second result.

Sniper

These deadly weapons can be used to pick out key targets or pinpoint vulnerabilities in an enemy's defenses.

Sniper weapons have +1 to hit, and always wound at least on a roll of 4+, but if the strength of the weapon would produce a better chance then use that. Additionally, when using sniper weapons your opponent has a -1 penalty to their cover saves. Target priority checks may be re-rolled when shooting with sniper weapons. Sniper weapons are rending and pinning weapons.

When firing at monstrous creatures or bulky targets, this weapon gains an additional -1 rend.

Stealth

The ability to make the most out of a piece of cover is an invaluable skill, and has saved many a warrior from discovery and death. The units cover saves are improved by +1. Sometimes a unit will gain even more than +1 to their save as indicated by stealth +2 or even +3!

Stubborn (Stupidity)

Stubborn resistance against impossible odds is a feature of some races, others might just be too stupid for their own good.

When taking morale and pinning tests, stubborn units ignore any negative leadership modifiers that are resultant from being below half strength. Additionally, they will ignore penalties from being outnumbered for the first round of a combat.

Sunder

Special ammunition gives some weapons extra effectiveness against targets outside their weight class.

When making saving throws against a weapon with sunder you have a -1 penalty.

Sweep

Large sweeping blows slice through enemy ranks of smaller foes. When a model with this special rule attacks in close combat, they may make one bonus attack but all their attacks are at half strength.

Tank Hunters

Tank hunter units are especially skilled at finding and exploiting weaknesses in the armour of enemy vehicles. A unit that contains at least one model with this special add +1 to their armour penetration rolls when they target vehicles, and automatically pass morale checks caused by tank shock.

Torrent

See page 39

Twin-Linked

Weapons are sometimes linked to fire together in order to increase the chances of scoring a hit through the crude expedient of blasting more shots at the target.

A set of twin-linked weapons count as a single weapon of that type, but to represent their fusillade of shots you may roll to hit twice, using the better of the two rolls. When using blast weapons roll for scatter twice. Template weapons, which automatically hit, instead roll to wound twice.

If when firing many shots that are twin-linked it is often convenient to simply re-roll the missed attacks, but in doing so note that twin-linked attacks do not count as re-rolls, so if another special rule provides the user with the ability to do so then you may re-roll the attack in total.

Example: A Space Marine Land Raider is firing its twin-linked heavy bolters at an enemy. It gets three shots (as heavy bolters are Heavy 3) and may re-roll any to hit dice which don't score a 3 or higher (which is a hit for a Space Marine's BS of 4) because the weapons are twin-linked.

Two-handed

This weapon is particularly heavy and requires both hands to wield. As such a model cannot gain an extra bonus attack for using an additional melee weapon if choosing to attack with this weapon.

Unwieldy

Some weapons are inherently unwieldy and slower to use, even in the hands of a skilled warrior. Models suffer a -3 penalty to their initiative when attacking in close combat with these weapons.

These weapons are too slow, and cannot be used to harry with.

Vector Strike

Models with vector strike can make a special melee attack whilst moving past or over enemies. After running, turbo boosting, or moving flat out nominate one unit you have moved over that turn thus far. Each model in the unit vector striking deals one automatic hit using a melee weapon of their choice to the target unit.

Despite these being melee attacks, cover saves are allowed against these hits. Consider the attack to be originating from where the unit started its move. A model which vector strikes cannot charge in the assault phase

Vulnerable to Blasts

Some units are especially vulnerable to blast weapons and template weapons. A model with this special rule doubles the hits from blast and template weapons dealt to it.

Wicked

Blows from these deadly weapons are easy to land telling hits.

When rolling to wound with attacks with this rule you gain +1 to wound.

Vortex

A vortex is a small hole in realspace that wanders around destroying and consuming everything in its path until it winks out as if it had never been.

Vortexes always use some marker or template (usually a small blast template) to illustrate their size. At the start of every player turn scatter the marker d6". If a hit is rolled, the vortex ends.

Every model in the path of the moving vortex is hit by the attack as described by the power or weapon that spawned the vortex.

MODEL SIZES

Herein lies some design guidelines for adding more intricate and concrete rules for model sizes, and how they may interact with other mechanics of the game. The prime example use cases are the rules for shooting through intervening models, and firing into combat (shoot the big ones). The rules here are for the reader to decide if they are of interest. Having these rules function more as an optional module keeps the core rules more backwards compatible with existing publications.

The only version of 40k to have had model size rules was 4th edition, and while technically the rules existed they were not used; no model actually had a size associated with it, so the rules did not function.

Since no existing ruleset for 40k has any functional rules governing model sizes, which makes establishing rules that don't simply rely on the physical model difficult. Here I propose an example guide for classifying model size, and some alternate rules for their use.

Size Classes Guidelines

Following are some guidelines for assigning models size category.

Size	Example Units.
1	Imperial Guardsmen, Space marines, Gaunts, Eldar Jetbikes, Terminators, etc.
2	Tyranid Warriors, Tau Crisis Suit, Zoanthrope, Space Marine Attack Bike, Tetra, etc.
3	Viper, Broadside, Sentinel, Contemptor, etc.
4	Carnifex, Avatar, Malanthrope, Leviathan, etc.
5	Falcon, Leman Russ, Tyranofex, Land Raider, etc

Its worth pointing out specifically that Monstrous Creature

and Vehicles should in of themselves not be sizes: tetras are vehicles, but they are very small. Malanthropes are taller than hive tyrants, but they lack the imposing elements (other than size) to make them a true monstrous creature.

Intervening Models

While the rules for intervening models do not rely on model size at all, their 25% obscured rule can be supplemented by model size if you wish. A model of a larger size class can always be said to provide sufficient obscuring to models behind it of an equal or smaller size class.

Shoot the Big Ones

The rules for shoot the big ones are intentionally vague, in order to convey the intention of the rules in a way that can work without any hard classification of model size categories, specifying 'four times the size' as a lower cutoff criteria to handle some awkward edge cases of disproportional tall, but otherwise not large models.

If using the rules presented here for model size classes, consider a model who is at least two size classes above their opponents to be valid, but note the 25% obscured rule is still the primary rule for determining target validity, as some 'large' models, like a carnifex, are rather hunched over making them harder to target.

PREPARING FOR BATTLE

Now that you've learned the rules for moving, shooting and fighting with your army, we'll look at how to organize a game of Warhammer 40,000, including how to choose your forces, how to set up the battlefield and how to select a mission to play.

AGREE ON THE GAME SIZE, HOW MANY POINTS?

The very first step to any game of warhammer is to decide and agree with your opponent as to how large a game you wish to play. Game sizes are dictated by how many points you agree to play, each unit in the game costs a varying amount with more powerful models costing more. Standard games of warhammer range from 1000 points to 2000 points, but you can play as large and as small as you wish. Once you have decided upon a point size, players can begin to construct their forces.

If you are having trouble deciding, a fun method for this is to pick just below a target goal, then roll a collection of dice to determine the final value. Keeping your point count a little bit random can help add to variety between games, as you will find that certain combinations within your army add up better at certain point values.

For example, if you wanted to play a medium sized match, you might start with 1200 points, then roll 60 d6 to determine the final point value.

As you build up your armies and become more comfortable with the rules, you will no doubt crave opportunities to get your entire figure collection onto the battlefield and play with bigger points values. Don't be in a mad rush to play huge games however, it is easier to start small and gain familiarity with the rules rather than trying to master everything at once. You will inevitably forget things in your first few games, so it will help to play a number of small, quick games to learn the ropes before moving up to a larger battle

LIST BUILDING

Building your army list is as simple as choosing which units and upgrades you want to have, up to the amount of points you agreed to play. Standard points rules for list building are $\pm 0.05\%$. In addition to adding up the raw points, every unit in your codex belongs to a battlefield role, which is used to guide your army creation.

Unit Battlefield Roles

As detailed in each army Codex, all the forces you can use are categorized broadly by type. These types are: HQ, Elite, Troops, Fast Attack and Heavy Support, and these categories tell you something about the role the troops in question play in the army.

FORCE ORGANIZATION

The minimum and maximum numbers of each of these battlefield roles is detailed in a Force Organization chart. One box on the chart allows you to make one selection from that part of your army list. Dark boxes are compulsory selections. As you can see from the Force Organization chart opposite, which is used for all Standard Missions, you will always have to take at least one Headquarters selection and two Troops selections. These compulsory choices ensure that whatever else you select, your force will have a core within it that is representative of that army. This is rarely a disadvantage and many players often use the maximum number of Troops selections.

Sometimes a single choice on the Force Organization chart will allow you to select more than one unit. This will always be explained in the appropriate Codex so be sure to read it carefully.



HQ

A Headquarters unit might be a single heroic commander or powerful monster, possibly accompanied by personal guards or with a transport vehicle. These units are amongst the most powerful in the game, as leaders will generally have access to more special equipment than everyone else. They are not invincible but can provide a powerful spearhead for an attacking army, and a strong core for a defensive one. Every army will contain at least one Headquarters unit to command it.

Elites

An Elite unit will normally be a powerful but rare option. Elite choices are often the best soldiers an army has to offer,

but there are never enough of them. In some cases they will be specialists, while at other times they will be more experienced versions of the regular rank and file soldiers.

Troops

Troops represent the most commonly available soldiers in an army. This does not mean they are poor fighters though; the category includes such troops as Space Marines and Eldar Dire Avengers, both formidable adversaries. These are the warriors that make up the bulk of an army and, as such, every army will have at least two such units.

Fast Attack

Fast Attack units are generally (surprise, surprise!) faster than their comrades and are expected to fight in a more dashing and decisive way. Often they will be responsible for reconnaissance and scouting, while at other times they will be specialist assault troops relying on speed to strike at the heart of the enemy.

Heavy Support

Heavy Support units are literally the big guns of the army. In this section you will find the heaviest items of equipment and the most powerful creatures. However, these units are also often the most expensive in points, so an over-reliance on them could see you being heavily outnumbered.

Dedicated transports

Dedicated transport vehicles sit outside the Force Organization structure, as they are attached to the unit they are bought for.

Other exceptions

Quite a few Codex books include units that, much like dedicated transports, are not part of the armies force organization chart. This may be because they are too puny, specialized support units, or simply not part of main fighting forces of that race. These units normally do not count towards the number of choices the player can make from the force organization chart and have rules that will clearly tell the player how many can be included in his force.

Unit availability

Some units will have a restriction (or sometimes a requirement) on how many can be taken, as indicated by a number before the name of their unit entry.

For example, **(1+)** Necron Warriors indicates that an army must have at least 1 squadron of necron warriors. Where **(0-1)** Lictors indicates that you may have between 0 and 1 unit of Lictors.

Points restrictions

There are also points restrictions to go along side the force organization chart. The amount of points in elites, fast, or heavy cannot individually be more than that of troops. For example, If you wish to take 400 points of heavy support, you must also have 400 points in troops present in your army.

Additionally, some unit entries will tell you a minimum points for playing with the unit. For example a Land Raider cannot be included in a game smaller than 1000 points.

APOCALYPSE GAMES

Playing huge games can take a while, but it is also a fun and rewarding activity to see whole collections pitted against one another. Apocalypse games are intended to be played from 3000 to 4000 points, and allow usage of a new type of units called Lords of War. When playing a game above 3000 points, you can play with two force org charts worth of units, and additionally Lords of War are allowed.

Lords of War

Towering colossus and gargantuan behemoths roam the skyline of epic battles as armies clash. Lords of war represent some of the meanest, most destructive and outright largest of units you will see on the battlefield. From the mighty banekblade to the horrific Tyranid hyrophant, these monstrosities are too large for a normal sized skirmish. As such they are only allowed to be taken in apocalypse sized games. You may have one per force org multiplier you are playing with.

PREPARING THE BATTLEFIELD

Playing a game of warhammer can take up quite a lot of space. For a regular sized game, its recommended to use a 6' x 4' area. But playing on something larger or smaller based upon what you have is totally acceptable too. For even larger games you can play on a ping pong table! But for the rest of this chapter we are going to provide rules for playing on this standard table size, so if players who need to should adjust accordingly.

Build the table. Make sure you plan accordingly for each mission.

HOW MUCH TERRAIN

A general rule of thumb, is that roughly 50% of the base gaming surface should be covered by some piece of terrain or another. These can range from simple hills, to mysterious forests, to ancient decrepit ruins!

You want to avoid terrain setups that lead towards play where units feel like they are leap frogging from one piece of cover to the next. Ideally, terrain is part of the board, not simply on top of it. This is hard to describe, but the easiest example is just a coarsely spaced grid of similar shapes. These battlefields tend to not be very engaging or interesting. Always try not to play on a symmetrical battlefield if you can help it, for the same reasons.

Remember that part of creating a battlefield is agreeing on the final position, and you don't get to know which side you are going to be playing on! So its always in your best interest to communicate with your opponent until you both think the game table looks fair.

Its always better to create your army list *after* you create your battlefield table, that way neither player feels like they are getting cheated by an unlucky circumstance. Sometimes you might not have the time to do this, having planned your armies in advance, but its always best if you have the time. Extra fun is to have a 3rd friend, who isn't playing right now, make the board for both of you!

Identifying the Terrain

Remember to make sure both players are on the same page as to what terrain is what! Hammer out any area terrain rules and such.

SETTING UP THE GAME

After you have decided on the points value, setting up a game of warhammer takes the following steps. Many players choose to, for sake of time mostly, to swap the order of steps 1 and 2, choosing their forces before the battlefield is setup, or even doing so while its being made. Feel free to do either one.

- | | |
|---|--|
| <ol style="list-style-type: none"> 1. Setup & argue about the table 2. Build your army lists. 3. Roll for mission type & place objectives 4. Roll for night fighting 5. Roll for table direction 6. Roll to see who deploys first | <ol style="list-style-type: none"> 7. Deploy forces 8. Deploy infiltrators 9. Roll to see who goes first. 10. Pre-game scout moves 11. Game starts! |
|---|--|

CHOOSING A MISSION

After the table is all setup, players must select a mission. Normally this is done by rolling a dice to see which mission you will play, but feel free to just choose if both players (or the board designer) want a specific mission. Its fun to play out a mission on a table which was designed for it.

There are 6 standard missions included in this rulebook, but that should not limit you from trying out your own missions and scenarios.

Roll	Mission Type	Obj.
1	Spearhead: Try to reach your opponents base before they reach yours!	0
2	Anomaly Analysis: Fight to maintain control of a large, moving central objective for as long as you can.	1
3	Tesseract Escape: Flight from the tesseract labyrinth, balance how quickly your troops escape.	5
4	Data Retrieval: Activate the data uplinks for your side by the end of the game.	7
5	Landing Site: Secure and hold various critical objectives throughout the game.	5
6	Grab Bag: Collect and secure these portable objectives for your team.	1,5,7

These missions are discus further in the missions chapter on page 73. But many of them involve the step of placing objectives.

OBJECTIVES

All games of warhammer involve mission objectives of some sort or another, represented by a token, coin, or if you have them decorative objective markers. The rules for placing objectives and how many are found in the missions detailed description in the missions chapter, but the quick rundown is that objectives cannot be placed within 6" of the table edge or one another. If there are an odd number of objectives, one should be placed in the center of the board, with the rest to divvy up.

DUSK & DAWN

All games of warhammer have a day night cycle. Roll a d6, and on a 4+ the game starts in darkness. Starting on the bottom of turn 4 roll another d6 to see if the day/night cycle changes, also a 4+. If the game started in daytime it will turn to night,

and if the game started in darkness it will turn to daytime. This roll is attempted at the bottom of each game round until the light changes, in which it will stay for the rest of the game.

When the night fighting rules are in effect, units gain additional bonuses to their cover saves based on the distance from their attackers. When outside of 12", defending units will gain +1 cover saves. When outside of 24", defending units will instead gain +2 cover saves. Lastly, units outside of 36" are completely untargetable.

BATTLEFIELD ORIENTATION

Not every game of warhammer is played along the same axis of the table. With the battlefield all setup with terrain and objectives placed, its time to establish the deployment zones.

Reversing the Order

Sometimes its fun to an craft an intricate battlefield and pre-plan out the deployment zones and even the game direction. Sometimes even after knowing who is going to have which side and go first! This is totally fine to do too. If you are placing the objectives after table orientations have been decided, then only one objective may be placed in each deployment zone.

Deployment and Dead Zones

Deployment zones are the areas on the table in which players will deploy their forces. Deployment zones vary based upon the deployment shape as mentioned previously. But what will stay the same is the dead zone. Each battlefield will have a 24" dead zone centered along its axis of play in which neither player can position their forces. The space that is left on either side is the deployment zone.

Roll a d6 and consult the chart below.

Roll	Deployment Shape
1	Surprise Engagement
2-3	Pitched Battle
4-6	Vanguard Strike

Surprise Engagement

A surprise engagement is played along the long axis of the table, the board is divided across its width.

Pitched Battle

A pitched battle is played along the short axis of the table, the board is divided across its length.

Vanguard Strike

Vanguard strike is played diagonally, where players have triangular deployment zones. Additionally, when playing vanguard strike you have to determine which diagonal you are going to play; identify the diagonals and flip a coin.

It is typical for players to use a spaced out line of dice for identifying the deployment zones.

Vanguard strike is often the best choice for playing on an undersized table, as it creates the best balance of deadzone, while keeping a deep area to deploy some of your units.

DEPLOYING FORCES

With the table now all ready for models to be placed. Its time to roll to see who deploys first! Both players will roll a d6, and the victor gets to pick which side he wants to have and will deploy his models. After which the other player will deploy his models.

Normally being able to select your table side is quite a tactical advantage, balanced out by having to deploy first. But if you find you are playing with a very symmetrical board you might choose to instead agree with your opponent to alternate deploying one unit at a time. Some players prefer to do this all the time.

Deploying models and units is a simple process, simply position them on the battlefield, wholly within your deployment zone, following the rules for unit coherency and the agreed upon terrain rules.

A Note on Secrecy

Hidden stuff can be fun, just when your opponent thinks they have you on the ropes your surprise attack can hit and send them into disarray! But it can also sometimes be detrimental to the experience. Games ending in the list building phase are not fun. Before starting to deploy forces, players should agree whether or not to show, discuss, and perhaps adjust your army lists with one another in order to get a well balanced match were both players get to try their hardest. The most fun is always had when you really have to test your metal as a battlefield commander.

Competitive List Building

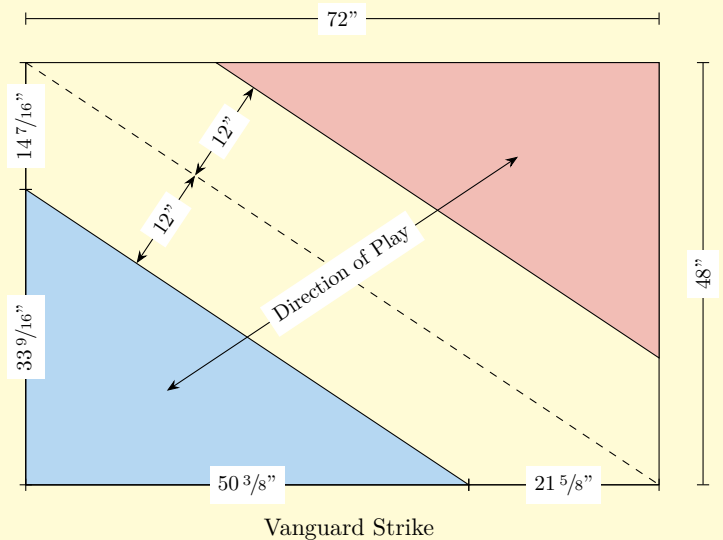
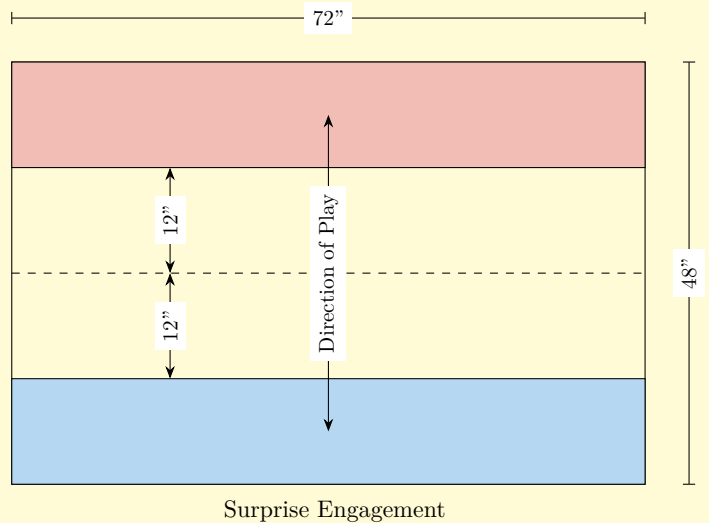
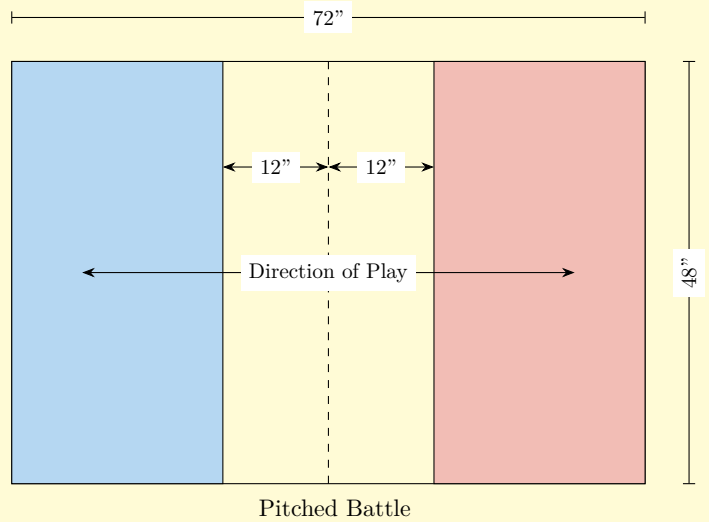
Sometimes an event or situation simply cannot allow for the time needed to have these meaningful discussions with your opponents. In that case it best practice to bring a few variations of a army list to account for varying battlefields.

Designer note: I have plans for writing rules guiding this kind of advanced list building, but that will not make it into the first version of this ruleset, perhaps a percentage of your list can be made flexible, the goal is to add a bit of tactical flexibility rather than the ability to have completely different lists.

Infiltrators and Scouts

After deploying all their normal units, players will deploy infiltrator and scouting units, following the respective rules on page 61 and page 62. Scouts make their scout move after rolling for first turn, but before the start of said turn. Scout units who

belong to the second player are also placed into overwatch after they complete their move.



WHO GOES FIRST?

After both players are done positioning their models, its time to roll to see who gets the first turn. Both players will roll the dice, and the winner of the toss can choose whether or not they want the first or second turn. Remember that you don't get to know who is going to go first while positioning your forces, so plan accordingly!

ENDING THE GAME

Games of warhammer do have a variable length. Starting at the end of the 6th round, one of the players will roll a dice to see if the game continues on.

- A 7th will occur on a 3+
- An 8th will occur on a 4+
- A 9th and here on after will occur on a 5+

When the game is concluded, players will tally up their victory points (discussed further in the missions chapter) and see who wins!

VICTORY POINTS

Games of warhammer using the standard missions are determined by scoring victory points by completing the mission objectives. The winner is whoever has the most. More details on how to gain victory points can be found in the missions chapter, as it varies from mission to mission.

Annihilation!

The game always ends if one of the players forces are completely destroyed. The remaining player is victorious, regardless of victory points.

RESERVES

A widespread battlefield tactic employed by command is to strategically hold back portions of a strike force in order to get advantageous positioning. Some armies do so by skirting fast units along the outside edges of a battlefield while others drop right into the thick of the fray. Some advanced alien races even open rifts in real space and stride out onto the battlefield as if walking out their back door.

USING RESERVES

Reserves are a part of an army that is not deployed on the battlefield at the start of the game. They will be used as support further on into the battle.

How many Reserves?

You may choose to hold up to half the points of the army can in reserve.

Arriving from Reserves

Unfortunately the downside of not being on the battle field is the chance of bad timing or communications between events on and off the field.

Only a certain amount of units can arrive from reserves at a time. So if you have a lot of them you have to choose wisely which and when you would like to call in your reserves. The **controlling player may choose** to bring in units from their reserves such that the amount each round does not exceed the current game round, with the first player at a -1 penalty. See the following table.

Game Round	Reserves	
	Player 1	Player 2
1	0	1
2	1	2
3	2	3
4	3	4

Starting from the 5th turn and onward the limit for both players remains fixed at 4 units per turn, and any units still left in reserves must deploy if they can.

Double size games

When playing in games of 2500 points it is encouraged to use double the allowed number of reserve arrivals, just make sure both players are on the same page.

When to bring in Reserves?

Bringing in units from reserves happens at any point during your movement phase.

Types of Reserves

There are three categories of reserves in a game of warhammer: standard, deep strike, and outflank. As part of deploying units you must choose which type of reserve a unit is going to enter play though, provided you have not simply deployed the unit normally. When said units enter play they must do so using the rules for their elected reserve type.

STANDARD RESERVES

Its not uncommon to see a commander withhold some key units until the coast is clear. Any unit may be held in reserve. When deploying your army simply leave the unit(s) off to the side of the board. These units will arrive later to support the army.

Units in standard reserves come onto the controlling players board edge. Place it wholly onto the board such that the unit is within the units move from the board edge.

Units coming onto the board from standard reserve count as moving, and may shoot, run, and charge as normal.

DEEP STRIKE RESERVES

A slightly riskier operation, but sometimes the benefit of a tactical insertion are enough to justify its danger. These units are dropped from spacecraft, sent down to the surface in drop pods, come up from the ground, teleport, or some other equally exciting form of deployment. When deploying, your units with the Deep Strike special rule may be put in deep strike reserve, set the unit off to the side of the board.

Units in deep strike reserve come onto the board in a more complicated manner than other units. Use the following procedure.

- Place a single member of the unit onto the table in an open space and roll for scatter to determine the units final position.
- Move the unit to its new location, and place the rest of the members of the unit. These members must be placed as close as possible to the starting model, forming concentric circles around him until they are all placed.

After completing the deep strike maneuver, the unit may consolidate 3" using the rules for consolidation on page 32. **Units that deep strike cannot move further or charge on the turn they enter play, but can shoot or run.**

Units that deep strike count as moving the turn they arrive and must take a dangerous terrain test if they deep strike into forests, ruins, or other difficult terrain.

Deep Strike and Multilevel Terrain.

Units deep strike onto multilevel terrain differently based upon their unit or wargear descriptions. If the unit is described as orbital dropping, be it drop pods, jump packs or the like then the unit must be placed on the uppermost level. If the unit burrows or uses some other subterranean method then they must be placed on the lower-most level. Units that teleport may be placed on any level.

For clarification, the uppermost level is referring to the highest highest place that lies underneath the end location. This means that some units can end up on different levels if there isn't enough room on a certain level.

Deep Strike and Terrain Boundaries.

Sometimes a deep strike scatter leaves the model precariously positioned over a ledge or on the top of a thin wall. In a case like this simply move the model the shortest direction to endure its safety – this is the new deep strike location, and the unit must take a dangerous terrain test.

Deep Strike Mishap

Sometimes things go very wrong for a deep strike – its a risk that one must face.

If a deep striking model cannot be placed, due to either terrain limitations, scattering off the table, or landing where an already existing unit is they suffer a deep strike mishap! Roll on the following table to see what happens.

Roll	Result
1	For each inch by which the scatter needs to be changed by the minimal amount in order to place the unit, one model chosen by the controlling player is removed from play with no saves of any kind. Place the survivors in their new location.
2-3	Roll 4 more d6, and add the value to the scatter, continuing in a straight line until the unit can be placed, looping around onto the opposing table edge if necessary.
4-6	The deep strike had a miss-coordination, and the unit is placed back into deep strike reserves.

OUTFLANK RESERVES

Some units specialize in sneaking around the side of a battlefield to provide support from the flanks. When deploying your units with the Outflank special rule may be put in outflank reserves, set the unit off to the side of the board.

After both armies have deployed and after scout moves (but before the first turn) decide which side of the table your outflanking units will arrive on, either of the two non-player sides – write this down on a piece of paper as you cannot change it later. In vanguard strike deployment this means picking one of the corners without deployment zones.

Sneaking Around

Every turn your outflankers work to sneak closer behind enemy lines. When it comes time to deploy your outflanking units you may choose a point past your your deployment zone along the edge you selected, **but not farther than 9" times the round number**. For instance, if you outflank on your second turn, you can bring units onto the board starting from a point 18" from the corner of your deployment zone. In vanguard strike you will find this quickly wraps around the corners of the board, which is totally fine.

Units in outflank reserves must come onto the decided board edge. Place it wholly onto the board such that the unit is within the units move from the chosen starting point.

Units coming onto the board from outflank reserve count as moving, but may shoot, run, and charge as normal.

MISSIONS

Following are the standard mission types for a game of warhammer. They dictate the way players will interact with objectives on the board, as well as any special setup instruction, and which secondary objectives are relevant (as detailed further at the end of this chapter).

OBJECTIVES

Securing objectives in one way or another is the goal of every game of warhammer, that and trying to eliminate your foe! Objectives are used in all of the following missions in some form or another, but exactly how is mission specific. Objectives are represented on the board by objective markers, and can be influenced in a variety of ways by the players. Securing objectives is the primary way to collect victory points in all of the mission types.

Objective Markers

Objective markers are physical tokens which players place on the board to indicate the objectives. There are no fixed rules for what constitutes an objective. Some players use rare coins, while others enjoy making intricate scenic bases to represent their objectives. Not all objective markers need to be the same size or shape, but it is sometimes important to be able to keep track of which marker is which, so they should be visually distinct in some form.

Placing Objectives

Placing objectives is an important part of any game, but naturally there can be some bias for players as to where to place them. Objectives are best placed by a 3rd party who setup the table if that is an option. Objectives are placed before table sides and orientation are set to encourage even placement.

Most missions use an odd number of objectives, and if you are placing as players use the following guidelines.

- Place one in the center of the map, on the highest floor if in a ruin or structure.
- The rest are divvied up between the players to place, dicing off for which player places first.
- The objectives may not be placed within 6" of the table edge or one another.

Some missions use special objectives, such as the base of operations for spearhead and the score zone for flag capture, these

have their own special rules for placement and use in the related mission.

Securing and Contesting Objectives

The goal of many of the following missions is to secure the objectives on the board, while at the same time trying to thwart your opponents attempts to do so. Units in the game all fall under one of two categories, scoring units, which can score and contest objectives, and non scoring units, which cannot score but can contest objectives.

The exact method for securing objectives detailed in the missions following, as it varies from mission to mission.

Scoring Units

Scoring units are used to secure objectives throughout the game. They are necessary to get victory points, for without them you cannot secure objectives. In general, all units except vehicles, monstrous creatures, and swarms are scoring units. Every unit is able to contest objectives but vehicles, monstrous creatures, and swarms cannot score on their own.

Fleeing and pinned units cannot score or contest objectives.

SECONDARY OBJECTIVES

In addition to the primary objective, each of the missions have the following secondary objectives as a way to score a few bonus points, and maybe tip the odds in your favor. They are all worth 1 victory point. No player may score each secondary more than once.

- Kingslayer: Slay the enemy warlord
- First blood: Be the first to kill an entire unit.
- Last laugh: Be the last one to kill a unit.
- Routing: Cause an enemy unit to flee from or become pinned on an held objective
- Linebreaker: Be the first to cross into you opponents deployment zone.

1 – SPEAR HEAD

Reach and hold the enemies base of operations, while protecting your own!

Objective Setup

There are no standard objectives to be placed during the usual time players position objectives. Instead, in spearhead both players will be given one objective marker to represent their base of operations. After both players have placed their normal forces, but before infiltrators and scout moves, each player places their marker within their deployment zone, not within 6" the table edge. Placement begins with the player who deployed second.

Storm the Enemy Position – Ending the Game

The goal of Spearhead is to get to and secure the enemies base of operations, while defending yours. If an unit manages to secure it and hold the objective uncontested for two consecutive turns, or are holding it when the game ends, they win.

In in the case that both players are holding the others objective the game will continue as normal, if the game ends in this manner it is a tie.

Victory Points

Victory points (primary and those from secondary objectives) in this mission are only allotted for the sake of determining a winner if the primary mission objective is not reached by either player.

- Players are allotted 1 victory point at the end of their turn if they are holding the base of operations, whether it is contested or not.

Victory points do not break ties in the case where both players successfully held the enemy base at the end of the game — the match ends in a draw.

Capturing the Base

In order to secure the base of operations a scoring unit must come into base contact with the objective marker. From then on the capturing unit only needs to remain within 3" of the marker to hold the objective.

Contesting the objective requires an unit to be within 3" of the marker. Contesting units do not need to ever attempt to capture their own base, just contest it.

2 – ANOMALY HUNT

Storm and secure the area, defending it from foes until it mysteriously vanishes and re-appears elsewhere!

Objective Setup

There is only one objective marker in Anomaly Hunt, known as the anomaly zone. The anomaly zone begins in the center of the board, on the ground floor if applicable.

Control the Zone

To win a game of Anomaly Hunt you need to capture and hold the anomaly zone more often than your opponent. This zone will move around the battlefield throughout the course of the

game and you will need to chase after it, sometimes clearing the way through enemies to get there!

The Anomaly Zone

In order to start the zone a scoring unit must simply enter the anomaly zone, which is all space within 4" of the objective marker. Once the zone has been activated it starts a countdown timer, remaining for of two full player turns after this.

After this the zone moves, scattering 4d6", using the little arrow on the direct hit marker — the zone will never not move. If the zone scatters off the table, continue the scatter from the opposite side of the table. The player with fewer victory points may always chose to force a re-roll of the scatter.

Scoring the Anomaly Zone

Victory points in a game of anomaly hunt are scored throughout the game at the end of each player turn.

- 1 point, is awarded for each scoring unit on in the zone, up to 3 per turn.
- 1 point is awarded for forcing the enemy out of the zone, by any means, killing them, forcing them to flee, etc.
- 1 point is awarded for a complete zone capture: activating the zone and remaining inside till the zone moves.
- 1 extra point is gained for each action if the Warlord of either army was participating in the act.

Both teams can score points on the zone simultaneously during both players turns. As such, contesting is not part of this game type.

3 – TESSERACT ESCAPE

Survive impending doom by fighting to escape the tesseract labyrinth.

Objective Setup

There are 5 portal objectives in tesseract escape. Portal markers are placed onto the battlefield like normal objectives but are then scattered d6 inches. Once all the portals are placed, roll 2d6 and place it next to each objective, this is the countdown timer for the portal opening.

Escape and Live

In order to win this mission you must evacuate more units than your opponent. In this regard this mission is unique in that it is the only mission in which players can still win while having no units remaining on the table; the normal rules for annihilation on page 70 do not apply.

Tesseract Portals

Terreraact portals are the means in which your units try to escape the labyrinth. But they are inanimate until they activate. At the start of every player turn but the first, the escape portal timers tick down and become active when the counter reaches 0. If at the end of this turn no one is contesting the objective marker, the marker is removed.

At the end of the round which the portal activates, all units within 3" of the marker are sealed in a power shield, isolating them from the rest of board. There is no way in or out of the power dome. If there is an ongoing combat, they continue to fight for one more turn, after which all these unit will be removed from the table; they have successfully escaped.

Extra Rifts

On any player turn past 4, roll a dice, if the roll is a 6 then an extra portal has impacted opened up! Scatter the rift 4d6" from the center of the board. If a direct his is rolled, scatter using only the lowest and highest of the dice using the small arrow. These portals start with a countdown timer of 1.

Scoring Escaped Units

Victory points in tesseract escape are handled a bit differently than other game modes. Instead of earning victory points for holding objectives, you earn victory points at the end of the game equal to the points of escaped models.

- Each model successfully escaped is worth its point value in victory points.
- Scoring models are worth double.
- If the model is a HQ, they are worth double bonus victory points (scoring or not).

Secondary Objectives

All secondary objectives in are worth one fiftieth of the games point limit point game, rather than one point each. For example in a 1000 point game secondary objectives are worth 20 points each.

4 – DATA RETRIEVAL

Collect the data from the unique terminals scattered about the field!

Objective Setup

Data retrieval uses 7 data uplink objectives. If players are placing the objectives, place one in the center of the map on the highest floor if applicable. The players then divvy up and place the remaining objectives, dicing off for which player starts. The objectives may not be placed within 6" of the table edge or one another.

Collect the Most Data

In order to win a game of data retrieval players contest to collect the data uplink nodes scattered across the battlefield. Data uplinks only have to be activated once each, so you can move your forces onto the next uplink site.

Securing Uplinks

In order to capture an objective you must have a scoring unit come into base contact with an uncontested marker. Contesting a marker requires a unit to only be within 3".

Scoring Uplinks

Data uplinks are scored throughout the game, but are only scored once so you dont need to defend them, so much as prevent enemy capture.

- Upon first capturing an objective, you immediately gain 2 victory points.
- No further points can be gained from holding an already scored objective.

It is your goal to secure as many new objectives as you move across the battlefield, while trying to thwart your opponent from visiting the ones you already have!

5 – LANDING SITE

Capture and hold more vital points of interest longer than your opponent

Objective Setup

Landing site uses 5 emplacement objectives. If players are placing the objectives, place one in the center of the map on the highest floor if applicable. The players then divvy up and place the remaining objectives, dicing off for which player starts. The objectives may not be placed within 6" of the table edge or one another.

Secure the Battlefield

In a game of landing sight, players struggle to hold onto critical points of anti aircraft defense for longer than their opponents, to give time for their allies in orbit to make safe touchdown.

Holding Points

In order to capture an emplacement objective you must have a scoring unit come into base contact with the objective marker. From then on the capturing unit only needs to remaining within 3" of the point will qualify as holding the objective.

In order for a new squad to capture the objective they must also come into base contact with the objective. Contesting an objective requires you to move a unit within 3" of an enemy controlled objective. All units can contest objectives.

Scoring Points

In a game of capture point, victory points are score progressively throughout the match.

- At the Start of a your turn, for every un-contested objective that you control add 1 point toward your total score.

6 – GRAB BAG

Secure artifacts, or return them to your drop point for extra points!

Objective Setup

Grab bag is played with either 1, 5 or 7 artifact objectives. Start by rolling a d6, on a roll of 1, use 1 artifact, on a 2-3, use 5, and on a 4+ use 7.

If players are placing the objectives, place one in the center of the map on the highest floor if applicable. The players then divvy up and place the remaining objectives, dicing off for which player starts. The objectives may not be placed within 6" of the table edge or one another.

Additionally, each player will be given 1 special objective marker to represent their teams drop point. These will be placed after forces have deployed, but before infiltrators and scouts. These may be anywhere on the table but not within 6" of the table edge. Be careful when considering this location, as you have to protect it from being raided.

Collect the Artifacts

To win a game of artifact capture you need to secure and hang onto them until the end of the game, carrying them around with you as necessary, or depositing them at your drop point for double points.

Artifact Transport

In order to capture an artifact, you must have a scoring unit come into base contact with the artifact. The artifact is now attached to the unit, and will move with them. Artifacts may not be moved into ongoing reserves, but may enter transports. A unit can carry the number of artifacts equal to its surviving members.

If a unit flees it immediately drops all its artifacts before falling back. Artifacts have no connection to models but to the unit. For the purposes of moving the artifact, you may place it anywhere within unit coherency every time the unit moves.

Passing Artifacts

At any point where two units can simultaneously maintain unit coherency to the artifact, the controlling player may transfer the artifact from one unit to another.

Dropping Artifacts

If a unit carrying a artifact is eliminated and no allied unit is close enough to take possession of it (unit coherency) Then the artifact is dropped, and stays where it currently rests.

A unit can always choose to drop a artifact when they so desire, such as at their drop point.

Scoring Artifacts

At the end of the game players are awarded victory points for the Artifacts that they have returned to their drop point, and for artifacts that they hold.

- 1 victory point for each artifact held by a scoring unit.
- 2 victory points for each artifact within 3" of their drop point.

Remember that enemies can steal artifacts from your drop point, so be careful with when to hang onto artifacts and when to score them for more points.

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