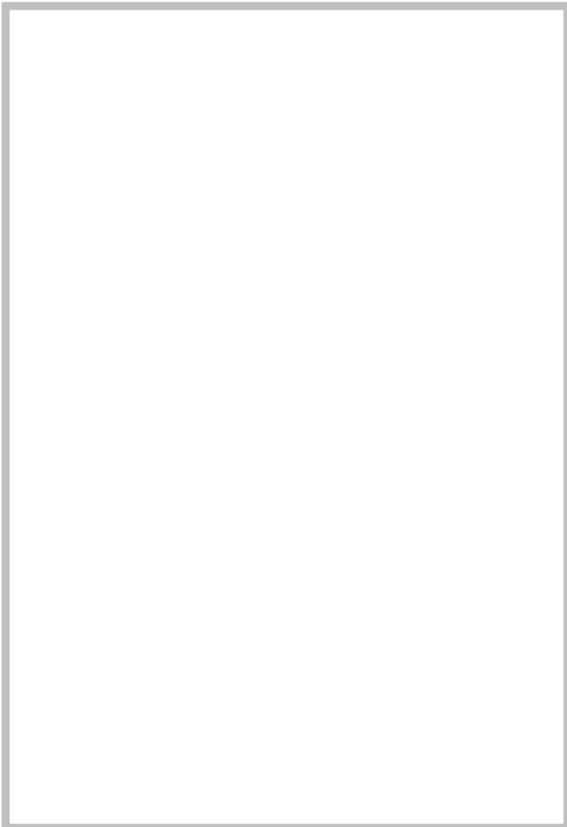# INTRODUCTION

This section of the book explains the rules to fight Warhammer 40,000 battles in all their dark glory. If you are reading this, you are probably either a veteran of a hundred games or have already mastered the basic rules and are up for a new challenge.

We recommend playing at least some games with the basic rules to learn the core mechanics. Even experienced gamers might want to switch back to them when playing really apocalyptic games with thousands of points. For this reason it is no shame to come back to this book when you have some games with the introductory rules under your belt.

The rules presented here are the next step to immerse yourself totally in the war-torn universe of the 41st Millennium. It doesn't matter if you are a valiant tank commander, who vanquishes droves of foes beneath the tracks of mighty tank squadrons, a rising hero of many star systems, who rallies fellow warriors of renown to its cause, a far sighted field commander, who alters the battlefield conditions to his favour before a single shot is fired, or a sharpshooter, who holds the enemy with supreme firepower at bay. This rule set will give you the instruments to do all of this and more.

You will discover that there are fewer explanations than in the introductory rules. If you are not sure how a rule works, you can go back to the basic rulebook at any time. The introductory rules stay valid to the point but all the rules that were marked as advanced rules are now directly incorporated into the rule text. The rules are compiled in a way that makes it easy to find a specific rule during a fervid game. Therefore the structure in which the rules are presented is a bit different from that of the basic rules.

If you are a die-hard and want to learn the game with the complete rules, this is manageable, though a bit more demanding than with the basic rules. Our advice is to have a quick look through the rules once. You don't have to read every word, just get an idea of what's going on and where different rules can be found. After that, the best idea is to get stuck in and play a few games!

By starting this way you'll find that you pick up the core rules in a few sessions and will be able to play most games with just the information on the reference sheet at the back of the book. As you introduce other elements into your games, such as heroic characters, heavily armoured tanks and rampaging monstrous creatures, read through the appropriate rules and refer to them while playing.

A note to veterans
On first sight you might think that everything has changed, but if you take your time to play some games (which is always a splendid idea) you will notice that your units act basically the same as in previous editions of Warhammer 40,000. Once you have mastered the rules, a game is considerably faster than before. This enables you to play even larger battles in the same amount of time. The new rules allow us to expand the ways the game is played - first and foremost the option to give each unit its own turn instead of the usual unified player turn. Games with more than two players are now fully incorporated into the rules. Upcoming Warhammer 40,000 supplements will pick these loose ends up and present scenarios previously unthinkable.

BASICS

THE MOST IMPORTANT RULE

Warhammer 40,000 is an involving game, with many different races, weapons, and possibilities. In a game of this size and level of complexity there are bound to be occasions where a particular situation lies outside these rules, often when unusual models interact. At other times you may know the rule is covered but you just can't seem to find the right page. Then again you may know the rule, but the reality of exactly where your models are exactly on the table may make it a really close call - measuring charge moves and deciding if a key model is in cover are classic examples.

All of these instances can lead to arguments, so it is important to remember that the rules are just a framework to create an enjoyable game. Winning at any cost is less important than making sure both players - not just the victor - have a good time. This begins with the choice of the rules you use. Take care of new players and agree to play the basic rules until they are fit for the real deal. When choosing which narrative rules to use in your games, choose the ones that are most fun for you and your opponent and not the ones that suit your battle plan best. Of course, you could even decide to change the rules to suit you better (this is known as a 'house rule').

If a dispute does crop up then work out the answer in a gentlemanly manner. Many players simply like to roll-off and let the dice decide who is right, allowing them to get straight back to blasting each other to pieces. After the game you can happily continue your discussion of the finer points of the rules, or agree how you will both interpret them should the same situation happen again. Occasionally you have to place your models as near as possible to some point or place as many models as possible within an area. It is best to consult your fellow player while moving your models to avoid arguments afterwards.

The most important rule then is that the rules aren't all that important! So long as both players agree, you can treat them as sacrosanct or mere guidelines - the choice is entirely yours.

DICE
Dice (D6)

In a Warhammer 40,000 battle you often need to roll dice to see how the actions of your models turn out - how effective their shooting is, what damage they've done to a vehicle, how far they

retreat from enemy fire, and so on. Almost all of the dice rolls in Warhammer 40,000 use standard six-sided dice (usually referred to as 'D6').

Rolling a D3

In rare circumstances you may be told to roll a D3. Roll a D6 and halve the score, rounding up. Thus 1 or 2 = 1, 3 or 4 = 2 and 5 or 6 = 3.

Modifying dice rolls

Sometimes, you may have to modify the result of the roll. This is noted as D6+1 or D6-2 or 2D6+3, and so on. Roll the dice and add or subtract the number to or from the score to get the final result.

Sometimes, you may have to modify the result of the dice roll. This is noted as D6 plus or minus a number, such as D6+1 or D6-2. Roll the dice and add or subtract the number to or from the score to get the final result. For example, D6+2 means roll a dice and add 2 to the score, giving a total of between 3 and 8.

You may also be told to roll a number of dice in one go, which is written as 2D6, 3D6, and so on. Roll the indicated number of dice and add the scores together, so a 2D6 roll is two dice rolled and added together for a score of between 2-12. Another method is to multiply the score of a dice by a certain amount, such as D6x5 for a total between 5 and 30. Finally, a combination of methods may be used, such as 3D6-3 giving a total of 0-15.

Sometimes, you may have to divide a dice roll (or a characteristic or any other number). Unless stated otherwise any fractions are always rounded up.

Scatter dice

Some weapons can cause damage even as their shots don't hit the target. To determine where the shot lands instead, you are told to roll a scatter dice. The scatter dice is marked on four sides with an arrow, and on two sides with a cross-hair, called 'HIT' symbol. Simply roll the scatter dice near the target point to see in which direction the shot has deviated. If you roll a HIT, you will find a small arrow on the symbol to determine the direction.

Re-roll

In some situations, the rules allow you a 're-roll' of the dice. The second score counts and no single dice can be re-rolled more than once. If you re-roll a single 2D6 or 3D6 roll, you must re-roll all of the dice and not just some of them, unless the rule

granting the re-roll explicitly specifies otherwise. In rare circumstances you may be told to re-roll both a passed and a failed test. In this case the two rules cancel each other out and the dice is not re-rolled.

Roll off

If the rules require players to roll-off, this simply means that each player rolls a dice and the player that scores the highest result wins the roll-off. If the players that rolled the highest have the same result, they roll another dice and add the result to their previous roll until one player is the winner.

MODELS AND UNITS
MODELS

The Citadel miniatures used to play games of Warhammer 40,000 are simply referred to as 'models' in the rules that follow. Each model is an individual playing piece with its own capabilities. To represent all the different types of models, each one has its own characteristics profile as described in the next section.

Bases

Citadel miniatures are normally supplied with a plastic base. If so, they must be glued onto their bases before they can be used in the game.

Some players like to mount their models on impressive scenic bases. As mounting your models on different-sized bases might affect the way they interact with the rules, make sure before the game that your opponent does not mind this. If you own a classic version of a model, you may always choose to mount it on the base the newest version of the model is supplied with.
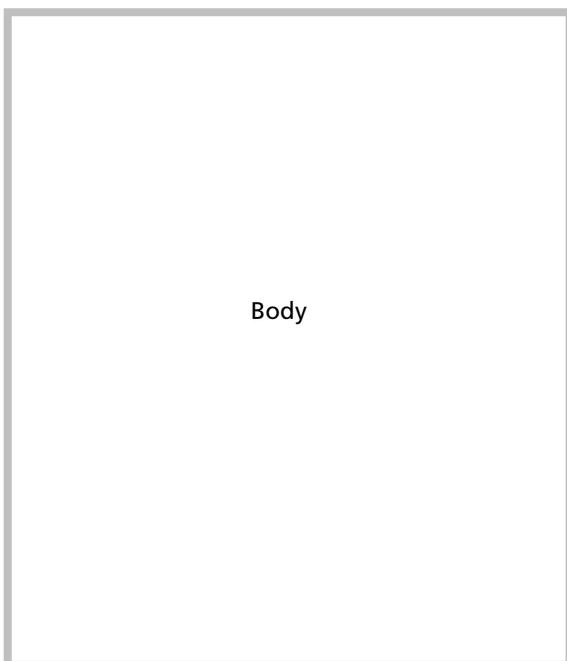
Body

Body/Hull

A couple of rules refer to the body of a model or the hull of a vehicle. It is important to know exactly which parts of a model are considered to be part of the body or hull.

Body

- The body includes the torso, head, arms and legs, but excludes tails, wings, etc.
- Weapons and minor details like spikes, ammunition, banners are not part of the body.
- Every part of the model that horizontally juts out of the area defined by the model's base is not part of the body. This rule is intended to limit the effect of large conversions on the game. Thus, you can make your model as impressive as you like without worrying about the impact on the game.

Hull

The 'body' of a vehicle is called hull.

- The hull includes the fuselage, turrets, rudders, engines, aerofoils, etc. and a walker's torso, legs, arms and head.
- Dozer blades, rollers and other ramming devices in front of the vehicle are considered to be part of the hull. Merely cosmetic spikes, etc. are not.
- Weapons are not part of the hull, but their mountings and sponsons are. This rule is intended to ensure that players don't get penalised for having impressive gun barrels.
- Exhausts, sails, crew, antennas, barrels, extra ammo, etc are not part of the hull.

UNITS

Warriors tend to band together to fight in squads, teams sections or similar named groups - individuals do not normally go wandering off on their own for obvious reasons! In Warhammer 40,000, we represent this by grouping models together into units.

Units fight in loose groups with gaps between each model. This gives the troopers the freedom to move over difficult terrain quickly, and enables them to take advantage of such things as minor folds in the ground, scrub, and other small features, to shelter from enemy fire. Similarly, vehicle squadrons are made up of a number of vehicles. The different elements of the unit have to stay together to remain an effective fighting force. This is detailed more fully in the Movement section on page 50.

A unit will usually consist of several models that fight as a group, but it can also be a single, very large or powerful model, such as a battle tank or a lone hero. In the rules that follow, all of these things are referred to as 'units'.

Unit Coherency

Units have to stick together, otherwise individual models become scattered as the unit loses its cohesion as a fighting force. Models in a unit must form an imaginary chain where the distance between one model and the next is no more than 2". We call this 'unit coherency'.

During the course of a game, it is possible a unit will get broken up and lose unit coherency, usually because it takes casualties. A unit out of coherency can act as normal. The unit cannot break the coherency voluntarily. If the unit is not in unit coherency at start of its Movement phase it must restore it immediately (see page 50). Because a unit must end up in unit coherency when it moves, it sometimes restores its coherency on a natural way before its next turn.

Squad Leaders

Units are lead by heroic individuals - veterans of many battles, superiors in the chain of command or simply the strongest and meanest soldier in the squad. These champions are called squad leaders. Squad leaders are used in various situations like directing the unit's fire, regrouping or to make characteristic tests for the unit. You will learn more about squad leaders in the Character section on page 105.

MEASURING

A model is considered to occupy the area of its base, so when measuring distances between two models, use the closest point of either their base or their bodies/hulls as your reference points. For models supplied without a base (like some large vehicles) you can only use the body/hull of course.
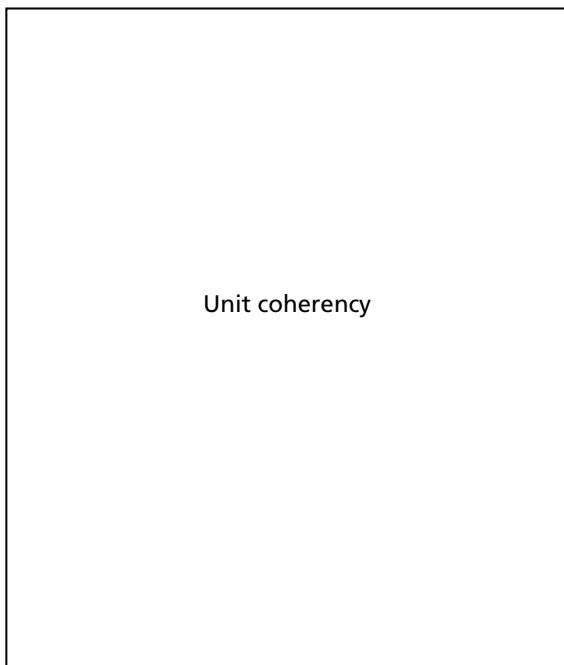
Fortunately, in most cases the reference point will be on the edge of the base, allowing you to measure distances conveniently from base to base.

When measuring distances between two units, use the closest models as your reference points, as shown in the diagram below. So, for example, if any model in a unit is within 2" of an enemy unit/model, the unit is said to be within 2" of that enemy unit/model.

In general, players are not allowed to measure any distances except when the rules call for it (e.g. after declaring an assault or firing at an enemy, to work out a rule's area of effect, when deploying their forces, etc).

Models at different heights

Often while measuring distances you will need to measure between two models at different heights. Simply measure the distance from base or body/hull to base or body/hull as normal, holding your tape measure or range ruler at an angle as necessary.

A notable exception is measuring movements. In order to free you from the scientific task to survey the landscape of the battlefield, movements are always measured flat on the table. Project the starting and the ending position of the model vertically onto the table and measure the distance of these points or hold the tape measure in the air.

Unit coherency

Measuring
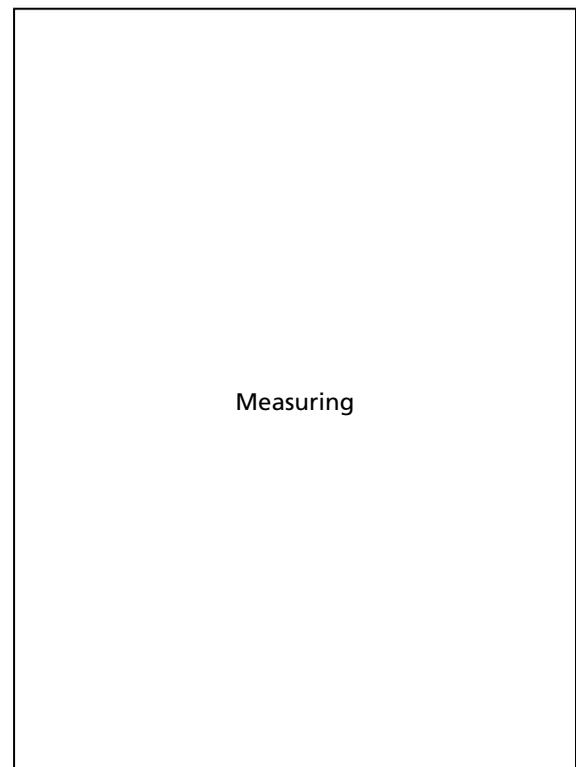
CONTACT

If the body/hull or base of one model touches the body/hull or base of another model, the two models are 'in contact'. Because the contact point is often on the model's base, 'being in contact' is often referred to as 'being in base-to-base contact' in older Codex books. If a model touches the body/hull of another model, they are said to be in base-to-base contact nonetheless.

LINE OF SIGHT

Warhammer 40,000 uses what we call 'true line of sight' to determine if models are able to see each other. This means that you take the positions of models and terrain at face value, and simply look if your warriors have a view to their target. This is different to other, more abstract systems where terrain is assigned a height value and you have to calculate what warriors can see. We have chosen true line of sight because it makes the game feel much more cinematic and 'real'. There's nothing quite like getting a 'model's eye view' to bring the game to life. Of course, this method does mean that occasionally there are-border line cases when it is quite hard to decide if a model can see a target or not, but sporting players will always be generous and give their opponent the benefit of the doubt.

Determining the line of sight is described further in the Shooting phase's section. But it is important to note that the line of sight is drawn solely to the model's body or hull and never to its base.

CHARACTERISTICS

In Warhammer 40,000, there are many different types of warriors, ranging from the mighty Space Marines to the brutal Orks, the agile Eldar to the dreaded Tyranids. To represent the different abilities of these creatures in the game, there are nine categories that describe the various aspects of their physical and mental make-up. These are called characteristics.

The characteristics are: Weapon Skill (WS), Ballistic Skill (BS), Strength (S), Toughness (T), Wounds (W), Initiative (I), Attacks (A), Leadership (Ld) and Armour Save (Sv). For all models except vehicles the characteristics are given a value on a scale of 0-10 - the higher, the better (except for a model's Armour Save, where the opposite is true).

Weapon Skill (WS)

This characteristic defines how skilled and vicious a creature is with his weapons in close combat. The higher the score, the more likely the warrior will land blows on a close combat opponent. An average human soldier has WS3, while a genetically-enhanced Space Marine will have WS4 or even WS5.

Ballistic Skill (BS)

Ballistic Skill shows how accurate a creature is with ranged attacks, such as guns, rockets or energy weapons. The higher this score is, the easier a creature finds it to hit when it shoots at something. Some monsters have natural weapons that can be used at range (they may be able to spit venom, for example) and their BS is used to determine whether they hit or not.

Strength (S)

Strength shows how physically strong a creature is. An exceptionally puny creature may have a Strength of 1, a deadly Wraithlord has S10 and most humans have S3. Strength tells us how hard a creature can hit in close combat or how easily it can hurt an enemy.

Toughness (T)

Toughness measures a creature's ability to resist physical damage and pain, and includes such factors as the thickness of its flesh, hide or skin. The tougher a creature, the better it can survive enemy blows or shots. A human is T3, while a resilient Ork is T4.

Wounds (W)

Wounds show how much damage a creature can take before it either dies or is so badly hurt it can't fight any more. Most man-sized creatures have only a single Wound. Heroes and large monsters are often able to withstand several injuries that would slay a lesser creature, and so have a Wounds value of 2, 3, or more. If a rule refers to the native or initial Wounds of a model, the characteristic value of the model as printed in the Codex book is used and not the number of Wounds it has left.

Initiative (I)

How alert a creature is and how quickly it reacts is shown by its Initiative. In close combat, faster creatures gain a massive advantage over slower ones because they get to strike first. A normal human is Initiative 3, while an agile Dark Eldar warrior is Initiative 5.

Attacks (A)

Warriors of exceptional skill and particularly ferocious monsters can unleash a flurry of blows against their opponents. This characteristic indicates the number of actions a creature makes during close combat. This is normally 1 for most models, but a heroic leader or a large beast can have 3 or even more Attacks. The number of

Attacks a creature makes may be increased if it has the added impetus of assaulting into its foes or is fighting using two weapons, for example. Note, that these effects can increase the number of attacks above 10 as these bonuses don't modify the profile itself.

Leadership (Ld)

The Leadership of most models is around an average value of 7 or 8. A creature with a higher Leadership value is courageous, steadfast, and well-trained. A creature with a lower value is temperamental, unpredictable and cowardly. Models that represent generals, heroes, sergeants and other such characters often have a high Leadership that allows them to lead others, inspiring them on to greater feats of valour.

Armour Save (Sv)

A creature's Armour Save (Sv) gives it a chance of avoiding harm when it is struck or shot. Most creatures have an armour save based on what kind of armour they are wearing, so this characteristic may be improved if they are equipped with better armour. Other creatures may receive a natural saving throw from having thick bony plates or a chitinous shell.

Evasion (EV)

The Evasion Value indicates how hard it is to hit the model. The smaller and faster, the better the Evasion Value of a warrior. This characteristic is not part of the model's profile as it depends on the speed of the model. A moving Tau Fire Warrior has an Evasion of 3, a stationary Land Raider tank only an Evasion of 1. This characteristic is described on page 70.

Move (M)

Squads do not move with the same speed. Galloping cavalry and alien flying troops are many times faster than infantry. Jetbikes are only matched by aircraft capable of supersonic flight. The venerable tanks of mankind are outspeed by the clunky yet fast buggies of the Orks. How quick a unit moves under combat conditions depends not solely on its speed. Units have to take cover, look out for enemy units, crouch through vegetation, navigate, climb slopes, carefully inch through unstable rubble, give comrades covering fire and receive orders. Pure speed, battlefield awareness, reflexes, intuition, boldness, an efficient command structure and agility are equally important to be able to advance quickly.

The Move value (M) represents all these factors.

The Move value is not part of a model's profile but of its unit type. Thus all units of the same type move up to the same distance. The Move value can be higher than 10.

Zero Level Characteristics

Some creatures have been given a '0' or a '-' for certain characteristics, which means that they have no ability whatsoever in that field. If a model lacks a certain characteristic in its profile altogether, this is the same as having a value of zero. The effects of a zero value characteristic are explained in the box below.

BS, WS, S, T
A Ballistic Skill, Weapon Skill, Strength or Toughness of 0 influences the model's chance to hit or being hit, to wound or being wounded as being indicated in the To Hit charts and the To Wound chart. Usually the model cannot hit and wound an enemy and is hit and wounded automatically.

I
If the squad leader of a unit has an Initiative of 0, the unit cannot execute Sweeping Advances.

A
A model with a Attack value of 0 cannot attack in close combat, but can still use different Combat actions and can use its Weapon Skill to defend against enemy attacks.

Ld
A model with a Leadership characteristic of 0 automatically fails Morale checks.

Vehicle characteristics

Set in the far future, the Warhammer 40,000 universe is home to all sorts of tanks, war machines and other combat vehicles, both human built and alien. To reflect the many differences between creatures of flesh and blood and constructs of steel and iron, vehicles lack most of the characteristics, i.e. have a characteristic value of zero. To make up for it, vehicles have a characteristic called Armour Value. Vehicle characteristics are described in more detail in the Vehicles section (see page 110).

CHARACTERISTIC PROFILE

Each model in Warhammer 40,000 has a profile that lists the value of its characteristics. In the Codex books for each army, you will find profiles for many races and creatures.

Here are the profiles for a Veteran of the Imperial Guard and a Chaos Space Marine:

	WS	BS	S	T	W	I	A	Ld	Sv
Imperial Guard Veteran	3	4	3	3	1	3	1	8	5+
Chaos Space Marine	4	4	4	4	1	4	1	9	3+

As you can see, both are similar in some respects. They have the same Ballistic Skill value which means they will hit equally often in shooting. Both creatures have 1 Wound and 1 Attack, which is the norm for man-sized creatures. When it comes to WS, S, T and I, however, the Chaos Space Marine is superior to the Veteran.

The Chaos Space Marine's Weapon Skill of 4 means the Chaos Space Marine will hit more often in close combat. The greater Strength value gives the Space Marine a better chance of injuring or killing the Veteran in hand-to-hand combat. Chaos Space Marines are extremely robust, with their high Toughness meaning they are better than ordinary humans in surviving damage inflicted on them. The Chaos Space Marine has a Leadership of 9, which is higher than the average Leadership for most warriors. The Chaos Space Marine's thicker armour gives him another marked advantage over the Imperial Guard Veteran, as most shots or blows that hit the Space Marine are deflected on a D6 roll of 3 or more. The Veteran instead needs a roll of 5 to be saved by his Flack Armour.

Obviously, even veterans of the Imperial Guard are no match for Chaos Space Marines when fighting one to one but, as Guardsmen are usually found in large numbers, they can be lethal opponents, even for Chaos Space Marines.

Characteristic modifiers

Certain pieces of wargear or special rules may modify a model's characteristics positively or negatively, by adding to it (+1, +2, etc) or even multiplying it (x2, x3). However no modifier may raise any characteristic above 10 or lower it below 0. Saves can at best be modified to 2+.

If a model has a combination of rules or wargear that both add to and multiply one of its characteristics, first multiply the basic value and then add the extra points. For example, if a model with Strength 4 has both '+1 Strength' and 'double Strength' its final Strength will be 9 (4x2=8, 8 +1 = 9).

In rare circumstances a characteristic is replaced with another value altogether. If not stated otherwise, this is applied before any other manipulation.
Note that if a model uses a weapon with a fixed Strength in its profile to shoot or attack (shooting weapons, pistols and grenades, etc), modifiers to the model's profile are not applied to the weapon and vice versa.

CHARACTERISTIC TESTS

During a battle, a model might have to take a test on one of its characteristics, most normally its Strength, Toughness or Initiative. For example it might have to tests its Strength to avoid being sucked into an extra-dimensional rift.

(armour saves are taken more often, but they work in a different way, as explained on page 33).

In order to take the test, roll a D6. To succeed, you must score equal to or lower than the value of the characteristic involved. Note that if a 6 is rolled, then the model automatically fails the test regardless of the characteristic's value or any other modifier that might apply, and conversely a 1 is always a success.

Of course, if a model has to take a test for one of its characteristic with a value of 0, it automatically fails.

Tests on the Leadership

Tests made against the Leadership characteristic of a model are called Morale checks and are explained in greater detail on page 38. In the case of a Morale check, roll 2D6 (two dice added together, as explained earlier). If the result is equal to or less than the model's Leadership, the test is passed.

CHARACTERISTIC VALUES OF UNITS

If a unit has to take a characteristic test, use the value of the squad leader for the test. If a rule refers to the characteristic value of a unit, take the respective value of the squad leader as well.

Majority Characteristics

In some cases the majority of a certain characteristic in a unit is used. If every model in the unit has the same value, the majority value obviously. If the unit consists of models with different characteristics, use the following method. If at least 50% of the unit's models have an equal or a better value (usually a higher, but in case of armour saves a lower), this value can be used as the majority value of the unit. If there are several such values, the controlling player can choose one.

Example: An Eldar unit consists of three Wraithguards with Toughness 6 and one Warlock with Toughness 3. All models have Toughness 3 or better and 75% have Toughness 6 or better. Both Toughness values would be eligible to be the Majority value of the unit. The controlling player chooses Toughness 6 as it makes the unit a lot more resilient.

UNIT TYPES

The abilities of a model are not only described by its profile but also by its unit type. Most notably the unit type of a model tells you how far the model is able to move. In addition, it assigns a number of special rules to the model. Unit types are explained in detail later in their own section that covers some of the more unique rules.

In order to make it easier to learn the rules, every section of the book covers the basic rules that apply to all unit types. At the end of each section there is a list with special rules that alter the general rules. Unit types are associated with one or more of these special rules. In addition, every unit type has a Move value that determines the maximum distance a model of this type can be moved in its turn.

ACTIONS

Everything a model does on the battlefield, is called an action. Actions are presented in the following form:

Ramming

Unit   Type: Move, Support

The details of this action are described in the Tank section.

The name of the action is stated at the top. Whether the action is executed by the whole unit or a single model and the type of the action are indicated beneath the name. The type of an action is important when a unit is impaired in any fashion and performs actions of a certain type. For example, a model that is stunned by an explosion cannot move. The model cannot attempt to ram a foe, because 'Repair' has the type 'Move'.

The most common types are: Move, Shooting, Combat, Support, Psychic, Assault, Disembarked and Disengaged. Actions can be classified by several types at the same time. A unit/model must be able to perform each of the types.

- **Model's actions**
  A model can only execute an action if itself and its unit is able to perform this kind of action.
- **Unit's actions**
  Actions that are executed by the whole unit can only be used, if every model is able to perform this kind of action. Models can perform action

For example: If the unit is barred from performing Shooting actions because it is stunned, no model in the unit can shoot. If only one of the models is unable to attack because it was caught in a stasis field, the remaining models can attack as normal. However, the unit cannot use attacks that are executed by the whole unit like a cleansing smash, an attack used by gargantuan creatures to clear their way.

Free actions

Some minor tasks can be conducted even under the worst conditions. They are called Free actions and can always be performed, even if the model/unit 'cannot perform any action'. Often, Free actions are described without the traditional box. Instead the rule text simply states that the action in question is free. Sometimes even this short notice is omitted; if there is no type specified for an action, assume that it is a Free action.

Compulsory actions

Compulsory actions must be performed if a unit is called upon to do so, unless it is barred from performing one or more of the action's types.

SPECIAL RULES

Special rules alter some aspects of the main rules. This may only be a single modifier, but can as easily replace the respective main rule altogether. Special rules are listed at the end of the section that is altered by it. Special rules are presented in the following form.

RAM
Movement special rule

A model with this special rule may perform Ramming moves.

Throughout the book you will find quick references to special rules that often yield only a shortened description of the rule, but refer to the page where you can find the full text.

RAM
Movement special rule

See page 30 for details.

Some rules have different names. For example, Skilled Rider wouldn't be an appropriate ability for a foot soldier. Hence, the special rule sports several names like Skilled Rider, Skilled Ranger and Skilled Driver. Names aside, it is still the same rule in every regard. A model cannot have the same rule twice, even if the rule has different names.

Sometimes there are additional specifications in brackets after the special rule, e.g. Poison (4+), Instant Death (1) or Deep Strike (Ambush). This indicates that this particular rule deviates from the basic version in one aspect. This is explained in the special rule's description. For example, a weapon with the Poison rule wounds on a 4+. If the warrior used more potent venom, his weapon might have a rule called 'Poison (3+)'. The weapon uses the normal Poison rule but the model wounds on a 3+ instead of 4+.

Individual and universal special rules

There is an important distinction between individual special rules, universal special rules and special rules without an attribute.

Universal special rules

Some skills are elementary enough so that a competent leader can advice his unit under battlefield conditions to employ it. Universal special rules are conferred to every model in the unit if at least one model has this rule.

Individual special rules

Individual special rules do not represent grand strategies or game changing abilities but small combat advantages or dirty tricks that can be utilized by a model alone. Individual special rules apply to the model that possesses it, no matter if it is part of a unit or not.

Special rules

Most of the abilities can only be used if the whole unit acts in unity. If a single warrior is not trained in this special tactic, the whole squad cannot make use of it. If not explicitly stated otherwise, special rules are neither universal nor individual and fall into this category.
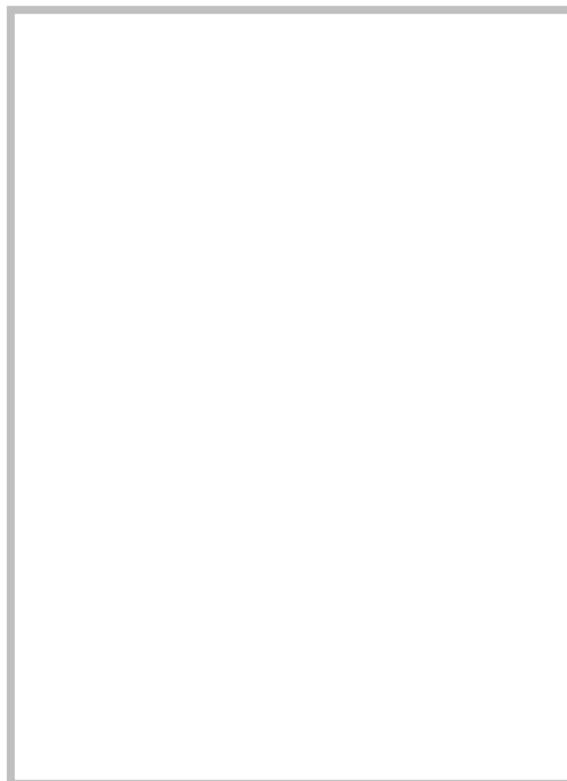
DAMAGE

This section deals with the mechanics to damage the enemy. Being it the relentless torrent of fire of your line troops, the devastating chainsaw attacks of your commander, an arcane storm unchained by your battle psyker, or the precise fire of your hidden sniper; everything that wounds or damages your and your opponent's models follows the rules in this section.

DAMAGE SEQUENCE

1 **Check which models can attack or shoot.**

2 **Roll to hit.** Roll a D6 for each attack or shot. Use the assault or shooting table to determine what score they must equal or beat to hit their target.

3 **Roll to wound.** For each attack or shot that hits, roll again to see if it wounds the target. The score needed is determined by comparing the Strength of the attacking model with the Toughness of the target.

4 **Allocate Wounds to armour groups.** The owner of the target unit allocates the wounds on the unit's armour groups.

5 **Take Saving Throws.** Each wounding hit may be cancelled by making a saving throw. Saving throws derive from the armour worn, or a different kind of protective measure.

6 **Remove casualties.** The wounds that have not been saved cause the target unit to suffer casualties. The owner of the target unit removes one model per unsaved wound.

CHECK ATTACKING MODELS & ROLL TO HIT

The first step is to check which models can shoot or attack. Determine the number of shots fired or attacks made. This is explained in the Shooting and Assault phase's sections.

Afterwards you roll to hit for each attack or shot. The procedure is the same but the characteristics and charts used depend on whether it is a shooting or close combat attack. Other forms of damage may skip this step altogether and hit automatically.

Close combat

For attacks in close combat compare the WS of the attacking model with the WS of their target model and consult the Assault To Hit chart to find the minimum score needed on a D6 to hit. See page 60 for details.

Shooting

For shooting attacks compare the BS of the firing model with the EV of their target model and consult the Shooting To Hit chart to find the minimum score needed on a D6 to hit. See page 71 for details.

ROLLING TO WOUND

Hitting your target is not always enough to put it out of action. Some targets can take quite a bit of damage before they are destroyed, while some hits will not always cause appreciable damage. A hit 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 description of the weapon.

Consult the To Wound chart below, and cross-referencing the weapon's Strength (S) with the target's Toughness (T). The chart indicates the minimum value on a D6 roll required to convert the hit into a wound. Roll the dice together and you should use different coloured dice to pick out weapons with different Strengths or roll them separately (see the box below).

FAST ROLLING

When a unit fires, all of its weapons are fired simultaneously, so you must roll all of its To Hit dice together. Attacks from models with the same Initiative are resolved simultaneously as well. Sometimes there will be different weapons firing, or attackers with different WS or S in the same unit, in which case the player should use different coloured dice for them so that they can be picked out.

For example, a firing squad may include several bolters, a plasma gun and a lascannon, in which case you could use white dice for bolter shots, a green dice for the plasma gun and a red dice for the lascannon. Alternatively, you can simply make separate dice rolls for different attackers, as long as it is clear which dice rolls represent which attacks.

UNITS WITH DIFFERENT VALUES

A few units in Warhammer 40,000 contain models with different Weapon Skill, Evasion or Toughness values. Attacks against such units are resolved using the Majority Weapon Skill, Evasion Value or Toughness of the unit.

CLOSE COMBAT TO HIT CHART

	Target's Weapon Skill										
Attacker's Weapon Skill	0	1	2	3	4	5	6	7	8	9	10
0	N	N	N	N	N	N	N	N	N	N	N
1	A	4+	5+	6+	6+	6+	6+	6+	6+	6+	6+
2	A	2+	4+	4+	5+	5+	6+	6+	6+	6+	6+
3	A	2+	3+	4+	4+	4+	5+	5+	5+	6+	6+
4	A	2+	2+	3+	4+	4+	4+	4+	5+	5+	5+
5	A	2+	2+	3+	3+	4+	4+	4+	4+	4+	5+
6	A	2+	2+	2+	3+	3+	4+	4+	4+	4+	4+
7	A	2+	2+	2+	3+	3+	3+	4+	4+	4+	4+
8	A	2+	2+	2+	2+	3+	3+	3+	4+	4+	4+
9	A	2+	2+	2+	2+	3+	3+	3+	3+	4+	4+
10	A	2+	2+	2+	2+	2+	3+	3+	3+	3+	4+

SHOOTING TO HIT CHART

	Evasion										
Ballistic Skill	0	1	2	3	4	5	6	7	8	9	10
0	N	N	N	N	N	N	N	N	N	N	N
1	A	4+	5+	6+	6+	6+	6+	6+	6+	6+	6+
2	A	3+	4+	5+	6+	6+	6+	6+	6+	6+	6+
3	A	2+	3+	4+	5+	6+	6+	6+	6+	6+	6+
4	A	2+	2+	3+	4+	5+	6+	6+	6+	6+	6+
5	A	2+	2+	2+	3+	4+	5+	6+	6+	6+	6+
6	A	2+	2+	2+	2+	3+	4+	5+	6+	6+	6+
7	A	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	A	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	A	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	A	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

TO WOUND CHART

	Toughness										
Strength	0	1	2	3	4	5	6	7	8	9	10
0	N	N	N	N	N	N	N	N	N	N	N
1	A	4+	5+	6+	6+	N	N	N	N	N	N
2	A	3+	4+	5+	6+	6+	N	N	N	N	N
3	A	2+	3+	4+	5+	6+	6+	N	N	N	N
4	A	2+	2+	3+	4+	5+	6+	6+	N	N	N
5	A	2+	2+	2+	3+	4+	5+	6+	6+	N	N
6	A	2+	2+	2+	2+	3+	4+	5+	6+	6+	N
7	A	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	A	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	A	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	A	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

Note that N on the chart means the hit no effect. On the contrary, an A on the chart means that the hit wounds automatically.

TAKING SAVING THROWS

Before he removes any models as casualties, the owning player can test to see whether his troops avoid the damage by making a saving throw. This could be because of the target's armour, some other protective device or ability, or intervening models or terrain.

If all the models in a unit are the same, and have a single Wound each, such as a squad of Eldar Rangers or Necron Warriors, then this is a very simple process. You roll all the saves for the unit in one go (as described below), and a model of your choice is removed as a casualty for each failure.

On the other hand, it is common for units to include models with different armour and protective abilities. In these cases we need to know exactly who has been wounded, and this requires an extra step in the shooting process. The wounds the unit has suffered must be allocated onto specific groups of models with the same save before saving throws are taken. This extra step is explained after the basic rules (see page 35).

Armour saving throws

Most troops wear some sort of protective clothing or armour, even if it's only a helmet! Some creatures may have a form of natural protection, such as a chitinous exo-skeleton or thick bony plates. If a model has a Sv value of 6 or better on its profile, it is allowed a further dice roll to see if the armour stops it being wounded. This is called an armour saving throw.

Roll a D6 for each wound the model has suffered from incoming fire and compare the results to the model's Sv characteristic. If the dice result is equal to or higher than the model's Sv value, the wound is stopped. If the result is lower than the Sv value, the armour fails to protect its wearer and the model suffers a wound. This means that, differently from other characteristics, a Sv value is better if it has a lower number.

Armour Type	Sv
Ork body armour	6+
Imperial Guard flak armour	5+
Space Marine power armour	2+

Example: a Space Marine wearing power armour is hit and wounded. The Space Marine is entitled to a Saving throw of 3, so a D6 is rolled resulting in a score of 5. The damage is therefore saved, and the model is unharmed – the shot bounces harmlessly off his power armour.

Armour piercing weapons

Some powerful weapons are quite capable of punching through even the thickest types of armour. This is shown by a weapon having an Armour Piercing value, usually referred to as AP. Nearly all weapons have an Armour Piercing value. Some sample AP ratings for different weapons are shown below.

Weapon	AP
Boltgun	5
Heavy Bolter	4
Power Weapon	2

The AP rating indicates the armour save the weapon can ignore - so lower means more powerful. A weapon shown as 'AP –' always allows the target an armour save. As do weapons that are shown as 'AP –'.

- If the weapon's Armour Piercing value is equal to or lower than the model's armour save then it is sufficiently powerful to punch straight through the armour and the target gets no save at all. The armour is ineffective against the hit.

- If the weapon's Armour Piercing value is higher than the armour, then the target can attempt to save as normal.

Example: a heavy bolter has an Armour Piercing rating of 4 so Saves of 4+, 5+ or 6+ are ignored. A bolter with an Armour Piercing rating of 5 can pierce armour which has a Save of 5+ or 6+. A lascannon with its Armour Piercing value of 2 ignores armour which has a Save of 2+, 3+, 4+, 5+ or 6+!

Armour ignoring weapons

Some arcane weaponry has the ability to 'ignore armour'. Treat this rule as if the weapon had AP2.

Invulnerable SaveS

Some warriors are protected by more than mere physical armour. They may be shielded by force fields, can dodge attacks or are enwrapped by mystic energies. Models with wargear or abilities like these are allowed an invulnerable saving throw. Invulnerable saves are different to armour saves because they may always be taken whenever the model suffers a wound - the Armour Piercing value of attacking weapons has no effect. Even if a wound has an AP of 1 or 2, an invulnerable saving throw may still be taken.

Rigid Saves

Some models are exceptionally well protected against weak attacks, but stronger hits burst through the additional layers or protection with ease. They may have an alien metabolism that can

shrug off hits, are graced by some dark god or are equipped with reactive armour. Rigid saving throws can be rolled in addition to another saving throw.

- If the weapon has an AP of 1, 2 or 3 or causes Instant Death, the target gets no rigid saving throw regardless of how good the save is.

- If the weapon has an AP of 4, 5, 6 or - and does not cause Instant Death (or model is saved by the Eternal Warrior special rule from Instant Death), the target can take the rigid save as normal.

Cover Saves

Cover saves can only be used against shooting attacks. The great thing about cover saving throws is that they are not affected by the Armour Piercing value of the attacking weapon, so troops in cover will normally get a saving throw regardless of what is firing at them. The Shooting phase section explains when a model receives a cover save.

more than one save

Sometimes, a creature will have a normal armour save and a separate invulnerable save – a good example is a Space Marine Terminator who is protected by both an armour save and an invulnerable save. As if this wasn't enough the model might be in cover as well. In these cases, the model still gets to make one saving throw, but it has the advantage of always using the best available save.

For example, if the Terminator described above was standing in a fortified building and was wounded by an AP2 weapon, his terminator armour would be of no use, as the shot's AP is equal to or lower than his armour save. The terminator armour grants a 5+ invulnerable save as well. However, the fortified building grants a 4+ cover save. Neither of these saves is affected by the AP of the weapon so the Terminator uses the Cover Save to give him the best chance of surviving.

Rigid saves are an exception to the rule above. They can be rolled in addition to a single saving throw of any kind.

If the unit benefits from different types of cover, for example being behind a hedge (6+ cover save) and a low wall (5+ cover save), the unit uses the best cover save available (in this case 5+). The same applies for armour, rigid and invulnerable saves as well.

Maximum save

Some models gain additional benefits from rules that may increase any of their Save by +1 or +2. However, all saves (Armour, Cover and Invulnerable Saves) may never be improved above 2+. A roll of 1 always fails.

REMOVE CASUALTIES

For every model that fails its save, the unit suffers an unsaved wound. Of course this also includes wounds against which no save can be attempted, such as those from weapons with a very high AP. Once the number of unsaved wounds caused by the attacking unit has been determined, the player controlling the target unit decides which models have been wounded. He can even choose models of his unit that are not engaged or are not in range or line of sight of the firing unit. This may cause the unit to lose its coherency. Models that have a single Wound on their profile and suffer an unsaved wound are immediately removed from the table as casualties.

Casualties are not necessarily dead – they may be merely knocked unconscious, too injured to carry on fighting or incapacitated in some way. In any case, they are no longer fit to participate in the battle. If a model carrying a more powerful weapon is killed and removed, we can safely assume that either he was the only one trained to use the weapon or that the weapon itself has been damaged and is now useless to other members of the unit.

Removed from play

The various Codex books and supplements use different terms for casualties at times. A model may be destroyed, killed, incapacitated, removed from play or removed as a casualty. All these terms refer to the same thing. The model is taken from the table and does no longer take part in the game unless it has a special rule that says otherwise (e.g. Necrons). If a unit is destroyed, every model in it is removed as a casualty.

Remove Casualties

COMPLEX UNITS

The rules for taking saving throws and removing casualties, as presented so far, assume that all the models in the target unit have the same saving throw. Of course many units include models with different armour. Usually at least the squad leader has an additional layer of protection. When this is the case, an extra step is needed to determine which warrior has been hit by which weapons. This is worked out as follows:

Allocating wounds

Once the number of wounds has been determined, the player controlling the target unit must decide which models are wounded. For this purpose, models with an identical combination of saves are subsumed into armour groups (see next page). The player must decide which armour groups are wounded.

He picks one armour group and distributes wounds to this group until the number of wounds distributed to the group equals the number of models in it. Models with multiple Wounds count as a number of models that equals their remaining Wounds for this purpose. Once the group is saturated in this way, he picks another armour group and allocates wounds to it. The player must allocate the full amount of wounds to an armour group before he can pick another group.

Once all armour groups are saturated, the process is repeated and the player must saturate all armour groups before he can pick an armour group a third time, and so on. This process is repeated until all wounds have been allocated.

We find that the clearest way of doing this is to literally pick up the dice that have scored wounds and place them next to the groups they were distributed to. It is still important to know which weapon has caused which wound, because they may negate the target's save, so sticking with the same coloured dice used when rolling to hit will really help.

Example: If you have an armour group consisting of four Imperial Guardsmen and one Platoon Commander with two remaining Wounds, you can distribute six wounds to the armour group before you continue with the next group.

ALLOCATING WOUNDS ON COMPLEX UNITS

This Space Marine Tactical combat squad consists of five models: two Space Marines armed with bolters, one armed with a missile launcher, one with a flamer and one Veteran Sergeant (who has an invulnerable save of 6+ in addition to his normal armour). The unit is made up of two armour groups, the Veteran Sergeant being a separate armour group. They are hit by a flurry of hits and suffer nine wounds - eight wounds from weapons whose AP is not high enough to pierce their armour, and one from a power weapon with AP2 that can. This amounts to one wound per model and four spare wounds.

The player controlling the Space Marines picks up the dice that scored a wound and uses them to show how he is going to allocate the wounds (shown above). He allocates four normal wounds to the large armour group of four Space Marines and one to the Veteran Sergeant. He then starts over and picks the Veteran Sergeant first and allocates one normal wound to him and two normal wounds and the power weapon wound to the group of Space Marines.

He goes on to roll the two saves for the Veteran Sergeant, failing both saves in a string of bad luck. He should remove two models, but as there is only one in this armour group, he just removes the Veteran Sergeant. Then he rolls the seven saves for the Space Marines in one go, failing two and removing three of the models (two unsaved wounds plus one wound with no armour save from the power weapon). He chooses to remove every Space Marine except the one with the missile launcher.

Taking saving throws

Having allocated the wounds, each armour group takes their saving throws at the same time, in one batch. Casualties can then be chosen by the owning player from amongst the armour group. If more wounds were caused then Wounds were left in the armour group, any surplus wounds are lost.

The diagram below shows an example of how this process works. You'll find that it is quite intuitive once you have tried it a few times.

ARMOUR GROUPS

All models that have exactly the same combination of saves belong to a common armour group. Take into account what kind of saves a model has, how high the saves are, if the saves can be re-rolled, on which results they are re-rolled, and whether the model has any special rules that affect saving throws.

If a particular save works only in close combat, it is ignored for shooting attacks, and conversely, saves against shooting attacks are ignored against close combat attacks. The origin of a save does not matter. For example, the 5+ invulnerable save conferred by a power weapon is the same as the 5+ invulnerable save of a Terminator armour in close combat.

Note that armour groups are determined solely on the basis of the targeted model's wargear and abilities. The attack that caused the wounds and whether it ignores the armour saves of a model does not matter.

Example: a unit of 5 Terminators with a 2+ armour save and a 5+ invulnerable save consists of a single armour group. If one of the models had a Storm Shield that confers an invulnerable save of 3+, the unit would consist of two armour groups.

Multiple-wound models

Especially tough and heroic individuals as Space Marine Captains or horrendous alien monstrosities such as Tyranid Hive Tyrants, can sustain more damage than ordinary troopers and keep on fighting. To show this, they have more than one Wound on their characteristics profile.

When such a multiple-wound model suffers an unsaved wound, it loses one Wound from its profile. Once the model has lost all of its Wounds, it is removed as a casualty (so a model with 3 Wounds would only be killed after it had been wounded three times). Keep track of how many wounds a creature has left on a piece of scrap paper, or by placing a dice or marker next to the model.

Injured models can try to cure some of their wounds in the Consolidation phase. See page 74 for details.

INSTANT DEATH

Even though a creature might have multiple Wounds, there are plenty of weapons in the 41st Millennium that are powerful enough to kill it instantly. If a model suffers an unsaved wound from a weapon with a Strength value that exceeds its Toughness by four, it loses an additional Wound from its profile. If the Strength exceeds the Toughness even by five, the models loses two additional Wounds. A difference of six results in three additional lost Wounds, and so on. These Wounds cannot be saved and are straight subtracted from the model's profile, because they result from an already unsaved wound. This has no effect on models with a single Wound as they are removed as casualty anyway. If a model loses more Wounds than it has left, the surplus wounds are discarded. For most models this means that they suffer quite literally an instant death. It can be imagined they are vapourised, burned to piles of ash, blasted limb from limb or otherwise mortally slain in a suitably graphic fashion.

Example: a Space Marine Captain is Toughness 4 and has 3 Wounds. Ordinarily, he could survive being wounded twice before he was removed as a casualty on the third wound suffered. However, if he were to have the misfortune to be wounded by a Chaos Dreadnought's power claw (Strength 10), he would lose four Wounds, because the weapon's Strength exceeds his Toughness by six – killing him outright!

Armour groups
The owning player allocates the unsaved wounds to the models in the armour group as normal. If a wound causes Instant Death, the model suffers the additional wounds. Surplus wounds are discarded as normal and do not carry over to other models in the armour group.

Exotic weaponry
In rare cases, weapons use a different characteristic than Toughness for the roll to wound, for example Leadership or Strength. In this case, use this replacement value to see whether the model suffers Instant Death or not.

CRITICAL HITS

Some hits are extremely lethal so that protective wargear is of no use. These critical hits are inflicted by exploding vehicles, the devastating weapons of a Titan or when a warrior is rammed by a tank. Other hits do not breach the defenses of a warrior but circumvent them instead - be it the ethereal strike of a psyker, quick sand, entangling roots or other hazards.

You do not have to roll to hit or wound for a critical hit. A model suffers automatically a single wound. Only invulnerable saves can be used to prevent this wound. If a unit suffers a number of critical hits, the owning player of the target unit allocates the wounds as normal.

HITS AGAINST MODELS

Some weapons target individual models instead of units. This ability is very powerful because the attacker has complete control over which model is removed as a casualty.

If a weapon, special rule or psychic power explicitly states that the attack targets a model, treat this model in every regard as its own unit. For example, it does not use the characteristics of the squad leader, it does not benefit from universal special rules that it does not possess personally, it receives a cover save if it is concealed by models without a base in his unit, it never uses the unit's majority value for cover, Toughness , Evasion or Weapon Skill. The unit cannot perform a Look Out, Sergeant action to save the model.

DAMAGE SPECIAL RULES

Damage special rules alter how models wound other models or how they respond to damage.

ETERNAL WARRIOR

Individual   Damage special rule

A model with the special rule Eternal Warrior is immune to the effects of the Instant Death rule. Instead, it reduces its Wounds characteristic by one as normal.

Some weapons are so devastating - say, the cannon of a titan - that they cause Instant Death even against models with Eternal Warrior. To represent this, there are three level of this special rule.

- Eternal Warrior or Eternal Warrior (1) negates only Instant Death (sometimes called Instant Death (1)).
- Eternal Warrior (2) negates Instant Death (1) and Instant Death (2).
- Eternal Warrior (3) negates all levels of Instant Death.

VEHICLE

Individual   Damage special rule

This special rule is so far-reaching that it has its own section on page 110.

PREFERRED ENEMY

Universal   Damage special rule

Some warriors are able to predict the moves of the enemies they are used to fight. They have developed special techniques that enable them to counter such enemies more effectively. Such troops hit always on a roll of 3+ for Shooting and Combat actions against their preferred enemy. If they would hit on a 3+ anyway, they hit on a 2+ instead. This ability cannot be used against vehicles. Vehicles don't show emotions and are unpredictable for this reason.

If a shooting unit with this ability targets a unit that is not a preferred enemy, check if the unit could have successfully targeted a preferred enemy instead (i.e. it is in range, in line of sight and is not out of distance for the Veiled special rule, etc). If a model in the unit attacks a unit that is not a preferred enemy, check if it could have attacked a preferred enemy instead. If the model or unit could have attacked or shot at a preferred enemy (even if it could not damage it), the unit loses this special rule for the rest of the game.

SHIELDED

Universal   Damage special rule

Some units are protected by special force fields, are trained to protect vulnerable squad members or have extraordinary luck. Units with this ability treat directed hits directed at them as normal hits.

VULNERABLE TO BLASTS/TEMPLATES

Individual   Damage special rule

Some units are especially vulnerable to blast weapons and template weapons. These weapons cause Instant Death (2) against models with the Vulnerable to Blasts/Templates rule. If the unit is a vehicle, then each hit counts as two hits.

FEEL NO PAIN

Individual   Damage special rule

Some warriors are so blood-frenzied or tough that they can ignore injuries that would incapacitate even a battle-hardened Space Marine. A model with this ability has a rigid save of 4+, unless another number is given with the special rule, e.g. Feel no Pain (5+) confers a 5+ save.

MORALE AND CONDITIONS

It's a fortunate commander who can rely on his troops to perform fearlessly. In the chaos and confusion of battle, troops can easily become demoralised, disorientated or simply terrified by the violence unleashed against them. To represent this element of the unknown, your units of troops have to check to see if their morale holds under certain circumstances. As you will have already gathered, certain events will require that your troops take a Morale check, and a unit in particularly dire straits may be forced to take several Morale checks in a single turn.

MORALE CHECKS

Morale represents the grit, determination, élan or (sometimes) plain stupidity of warriors in action. Morale checks (also called Morale tests or Leadership tests) are taken by rolling 2D6 and comparing the total score to the unit's Leadership value (the Leadership value of the squad leader). If the score is equal to or under the unit's

Fall Back move

Leadership value, the test is passed and the unit does not suffer any ill effects – their nerve has held. However, if the score rolled is higher, then the test is failed and the unit will suffer a negative effect that depends on the kind of Morale check.

Some units have special rules pertaining to Morale checks that are detailed in the appropriate Codex. For example, some particularly fanatical units may be immune to the effects of morale. Some units automatically pass all Morale checks, while others only automatically pass a special kind of Morale check. To differentiate these, the type of a Morale check is often added in brackets, for example Morale check (pinning) or Morale check (psychic). You will learn about the different kinds of Morale checks below.

Morale check modifiers

Certain circumstances can make Morale checks harder for a unit to pass. This is represented by applying Leadership modifiers to Morale checks, which can reduce the unit's Leadership value by -1, -2 or sometimes even more.

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 score of double 1 on the 2D6 always indicates a unit has passed its Morale check, regardless of modifiers.

TAKING MORALE CHECKS

Units normally have to take a Morale check in the following situations. The details are explained in the appropriate section. If not stated otherwise, a unit can be forced to take several Morale checks in the same phase.

A) Pinning

Being attacked by sniper fire, a barrage from an unknown enemy or a rushing tank is an unnerving experience. If a unit suffers casualties from weapons with the special rule of the same name or is tank shocked, it has to pass a Morale check (pinning) or it is shaken.

B) Casualties

Units that suffer heavy losses are prone to breaking. A unit that suffers two many casualties in the Shooting or Assault phase must pass a Morale check (casualties). If the unit fails the test, it becomes broken. The same holds true for some special rules from various Codex books. Often, troops have to make a Fall Back move in the moment they break.

Fall Back

Unit   **Type: Compulsory**

A Fall Back move is a Consolidation. The unit adds D6" to its normal Move value in inches for the Fall Back move. Every model must end its movement as near as the movement rules allow to its own table edge.

C) Regrouping

Once a unit is broken, it won't recover until it has left the battlefield or is rallied by a superior. A character in a broken unit can attempt to regroup the unit by taking a Morale check (regrouping) or Regroup test in its own Consolidation phase.

D) Psychic Tests

Psychic powers are unreliable and a psyker cannot always hope to control the energies he has unleashed. Psykers must pass a Morale check (psychic) or Psychic test in order to use one of their powers. See page 107 for details.

E) Terror

Some truly abhorrent artefacts sow terror in the heart of even the most desensitized soldiers. Some special rules call upon a unit to make a Morale check (terror) or Terror test. The consequences of a failed Terror test are described in the rules of the respective wargear.

F) Ability

A Morale check (ability) or Leadership test must be passed to see if a unit's concentration in the turmoil of the battle is sufficient to activate a piece of wargear or use a special rule.

G) Unspecific Morale check

Every Morale check that does not fall in any of the other categories is an unspecified Morale check. Only units that pass all kinds of Morale checks automatically are able to ignore unspecified Morale checks.

UNIT CONDITIONS

Your units can suffer a number of effects that seriously impair their battlefield performance. These effects are subsumed into four general conditions that are described in the following. All unit types are subject to the same conditions, but they might represent slightly different states. For example, while a shaken squad of infantry is psychological rattled, a shaken vehicle might have been virtually rocked by an explosion. A unit can be affected by several conditions at the same time (with the exception of Shaken and Broken).

Return to normal

Units can try to return to their normal state in their own Consolidation phase, as explained on page 75 under 'Regaining combat-readiness'. Normally this happens automatically, but broken units are not so easily rallied and have to be accompanied by a character to regroup. Some units are permanently subject to a condition that does not wear off in the Consolidation phase, most prominently vehicles that suffered an 'Damage - Immobilized' damage result.

A) SHAKEN

Shaken units are only a few steps away from breaking and cannot follow your order as you would like. But not every shaken squad is cowering timidly in the mud. Often it is wise to dug in and give up momentum in order to stay alive. Sometimes the squad is concussed by the tremor of heavy artillery or it was knocked to the ground by an explosion. Vehicles that are shaken have to recalibrate their targeting matrix or repair minor damages.

A shaken unit is subject to the following penalties:

• It cannot perform Support actions.

• It cannot conduct Run/Cruise, Charge, Ramming and Flat out moves.

• Models in a shaken unit cannot use the multi-targeting rule. Hence they can only perform a single Shooting action per turn.
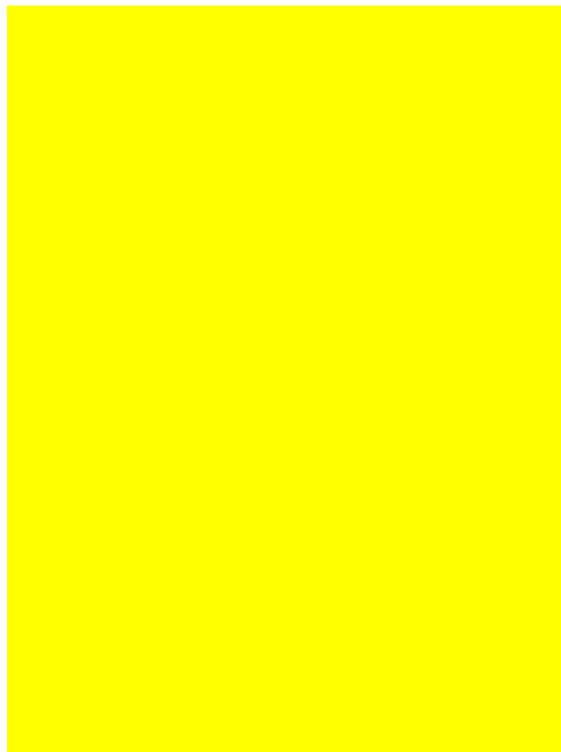
B) BROKEN

When the morale of a unit is broken, it tries to fight its way from the battlefield in a more or less orderly fashion. Sometimes a fighting retreat in the face of overwhelming odds is the only option left. A withdrawal can give troops the chance to retire to a stronger position, to regroup and mount a fresh attack, or hold back the approaching enemy.

A broken unit is subject to the following penalties:

- It cannot perform Assault, Psychic, Stationary or Support actions.
- Models in a broken unit cannot use their multi-targeting rule. Hence they can only perform a single Shooting action per turn.

Broken units and Assaults

A broken unit fights normally in the Assault phase, but the unit fails its Morale check (casualties) automatically if it is on the losing side (a special rule that allows the unit to pass the check automatically takes precedence, however).

Surrounded

If a single model of the unit is within 12" of an enemy model that is not locked in combat at the end of its own Movement phase, the whole unit is destroyed.

Surrounded
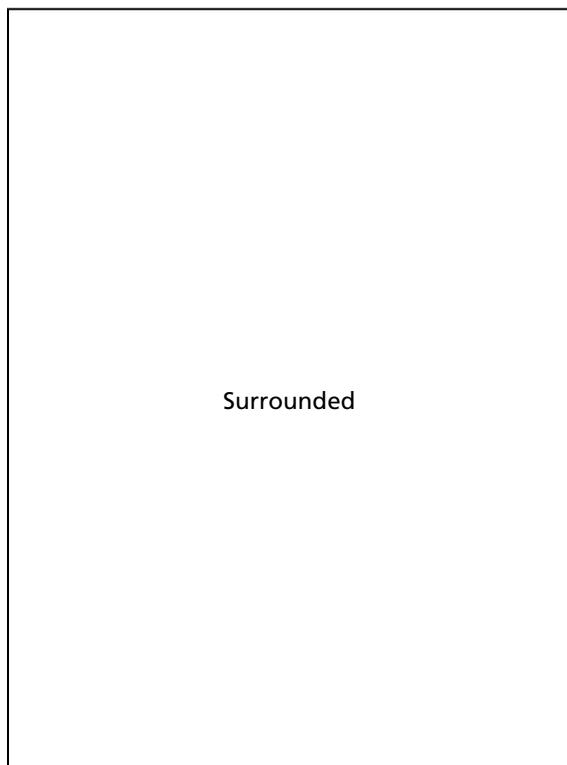
Tactical retreat

If a broken unit reaches any table edge during a Fall Back move or voluntarily by one of its own Move actions, it leaves the battlefield. Take the unit off the board. The unit plays no further role in the game but does not count as destroyed. If the unit reaches the table edge by a Consolidation, it stops there as normal. Note that it is sometimes advantageous to leave the battlefield as units that are broken at the end of the game count as destroyed.

Broken and Shaken

Units cannot be broken and shaken at the same time. The 'broken' condition replaces the 'shaken' condition immediately. Therefore, broken units cannot become shaken.

C) IMMOBILE

An immobile unit is subject to the following penalties:

- It cannot perform Move and Support actions.
- If an immobile target unit is targeted by a Shooting or Combat action, it always counts as stationary. Usually this lowers the EV of the model.
- A model in an immobile unit is not allowed to change its facing during a Consolidation.

D) STUNNED

A stunned unit is subject to the following penalties:

- It cannot perform Combat, Move, Psychic, Shooting, Strike and Support actions.
- A stunned unit automatically passes any Morale check for casualties, pinning or terror.
- If an stunned target unit is targeted by a Shooting or Combat action, it always counts as stationary. Usually this lowers the EV of the model.
- A model in a stunned unit is not allowed to change its facing during a Consolidation.

MORALE SPECIAL RULES

AND THEY SHALL KNOW NO FEAR
Universal   Morale special rule

Units with this ability automatically pass tests to regroup, and can take such tests even if there is no character in the squad, though all other criteria apply. Usually broken troops are destroyed if they are within 12" of enemy units at the start of their Movement phase, but this does not apply to units subject to this special rule. If units with this special rule are caught by a sweeping advance, they are not destroyed and will instead continue to fight normally. If this happens then the unit is subject to the No Retreat rule in this round of close combat and might therefore suffer additional casualties.

COLD-BLOODED
Universal   Morale special rule

Some warriors know no fear but are, at the same time, not blind to their surroundings. They assess their situation coldly and order a retreat if it is tactical sound. A cold-blooded unit can choose to either pass or fail any Morale checks with the types casualties, regroup, pinning and terror. In addition, it is never subject to No Retreat.
If the unit automatically passes or fails a certain Morale check (for example, because it is Fearless as well), it can use the Cold-blooded rule nevertheless.

STUBBORN
Universal   Morale special rule

Stubborn resistance against impossible odds is a feature of some races. When taking Morale checks, Stubborn units always ignore any negative Leadership modifiers.

FEARLESS
Universal   Morale special rule

Fearless units automatically pass all Morale checks for casualties and regrouping.

Broken
Fearless units treat the 'broken' condition as 'shaken' and never make Fall Back moves. If a broken unit receives the Fearless rule, it replaces 'broken' with 'shaken' after finishing the current action.

Pinning
When taking Morale checks (pinning), Fearless units always ignore any negative Leadership modifiers.

Fearless (2)
In addition to the normal effects of Fearless, units with the second level of this special rule automatically pass Morale checks with the types terror and pinning. For Morale checks with the types ability and psychic, the model uses a Leadership value of 10. Note that units with the Fearless (2) rule can still be shaken due to other causes than a failed Pinning test.

Models without Leadership value
Models without Leadership values always have the Fearless (2) special rule.

Fearless (3)
Model with the third level of this ability automatically pass all Morale checks.

TERRAIN

The galaxy is a vast place with millions of different worlds: ice worlds, desert worlds, hive worlds, feral worlds and many other exotic types of battlefield – if you can imagine it, then it probably exists somewhere. The terrain covering these worlds can vary from broad, empty plains to sky-scraping towers of plexiglass and plasteel, from verdant jungles to icy peaks or baking hot deserts. One factor is common to all of them – they have areas seemingly designed to make it difficult to wage war.

Terrain provides useful cover from enemy fire, but can also impede the movement of your units. Troops can be disorientated or physically slowed by the need to push through or climb over entanglements and obstructions.

The battlefield is divided into clear terrain and rough terrain.

- Clear terrain does not affect units in any way.
- Rough terrain, or simply 'terrain', can have several different effects and covers all imaginable terrain features. In Warhammer 40,000, terrain is defined by three attributes - the area it occupies, the cover save it confers to troops and its type, a combination of special rules that describe how the rough terrain affects troops.
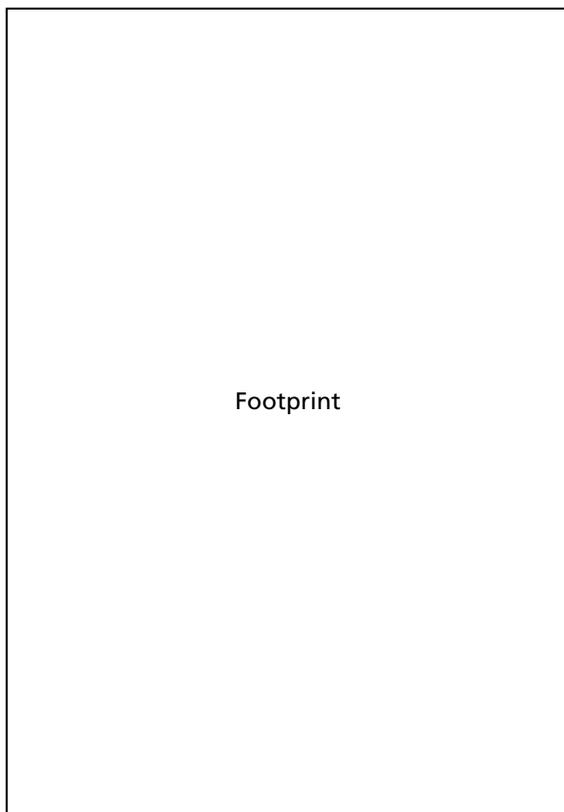
Footprint

AREA

Every feature of rough terrain occupies a specific area on the battlefield, often called its 'footprint', not unlike the base of a model. Sometimes a terrain feature has clearly marked borders, like in the case of a crater, a stream or an intact building. Other times, however, this might be slightly less clear, as in the case of marshes, woods, ruins and other types of rough ground. Determine the exact outline of every piece of terrain before the game.

If the base, body or hull of a model touches the footprint of a terrain feature or any component of the terrain feature itself, the model is said to be 'within' terrain. It does not matter if the unit is in front, inside or behind the feature as long as it is in contact with the terrain. Units that start or end their movement within terrain or enter terrain during their movement are called to 'move through terrain'.

Being in terrain is important for the movement of a unit and units in terrain can better defend against assaulting foes. Being in terrain has no impact on the cover save of a unit (except the unit is shot by an indirect weapon). Cover saves are determined by using the line of sight between shooting and targeted model (see the Shooting phase's section for details).

TERRAIN TYPES

Rough terrain can slow down models wishing to move through it, and can sometimes be dangerous to models passing through it. Rough terrain may have any combination of the following rules, called 'terrain types', just as models have different special rules. The types are: difficult, dangerous, dense, multi-level, and (partial) impassable.

Difficult terrain

Difficult terrain includes areas of rubble, jungles, woods, ruins, brush and scrub, rocky outcrops, boggy ground, low walls, hedges, fences, razor wire, barricades, steep hills, streams and other shallow water (as well as terrain features that combine several of these types, such as a ruin surrounded by woods).

A unit cannot move through difficult terrain when it performs a Run/Cruise or Flat-out move. Thus, if the unit starts in difficult terrain, it cannot perform these actions. Other Move actions and Consolidations are not affected by difficult terrain.

Dangerous Terrain

Areas of dangerous terrain include hazards, such as booby traps, carnivorous plants, toxic vents, erupting geysers and the like. A model that moves

through dangerous terrain must take a dangerous terrain test. Roll a D6. On a roll of 6 the unit suffers one critical hit. Roll for every model in the unit at the same time. The hits are always distributed to the whole unit following the normal rules, even if just a single model takes a test.

Non-vehicle models roll their dangerous terrain test at the end of their Move action. They make only a single test per Movement phase. Vehicles test every time they enter a dangerous terrain feature or start their movement in it. If they suffer a 'Crew - Stunned', 'Damaged - Immobilized', 'Destroyed - Wrecked' or 'Destroyed - Explodes' result on the Vehicle Damage table, the movement is aborted immediately. The vehicle still counts as having performed the declared Move action. Consolidations are not affected by dangerous terrain.

(Partial) Impassable terrain
Impassable terrain includes deep water, high walls, lava flows, steep rocky cliffs and buildings that models cannot enter. If the battlefield is densely filled with terrain it is advisable to refrain from declaring walls as impassable. You can assume that your soldiers have the training and equipment to break through solid walls and treat it as difficult terrain.

A part or even the whole terrain feature can be declared as impassable. Impassable terrain prevents all movement through it, even during Consolidations. Models in contact with an impassable terrain feature do not count as being in terrain unless they are in contact with rough terrain that is not impassable as well.

Dense terrain
In reality a wood might be a tangled, overgrown mass of foliage, without any openings. If it is represented like this on your table top, then it will be very difficult to position models on it with any degree of precision (or safety). To represent this thick terrain properly on the tabletop, we must sometimes assume that models cannot see through gaps in the terrain, even if you actually can.

Models cannot draw a line of sight through or beneath terrain that is defined as 'dense'. Assume that the terrain feature is a solid block without any holes and gaps. This block does not extent to the space above the terrain. A model can draw a line of sight over any part of the terrain.

To represent that troops inside dense terrain take positions from where they are able to fire, disregard the dense type of a terrain feature if you determine the line of sight to or from a model within this piece of terrain.

Shooting over dense terrain

Multi-level terrain

Multi-level terrain includes city ruins, high plateaus, stone arcs, landing platforms, bridges and wraithbone alcovens. If you deem a terrain piece inappropriate for your soldiers to scale without hindrance, it is best categorized as multi-level.

Levels

Multi-level terrain has at least one elevated floor or platform where you can place your models. You should define before the game which parts of the terrain belong to which level.

Moving

Units enter the terrain feature on the level of the surrounding area at the point where they make their entrance. This is normally the ground level, but if there is a ramp or a bridge outside, it can be a higher level. If a model enters the terrain in the middle of the area (because it deep strikes or is airborne), it does so on the highest level at the entry point. If the model cannot be placed on the top level, it cannot enter at this point.

In multi-level terrain models cannot move vertically without a reduction of their movement allowance as models normally can do. Models in multi-level terrain are not allowed to move up or down a level without performing a Climb action. If a level is not perfectly horizontal the model can still move up or down without climbing as long as it stays on one level.

Ruins
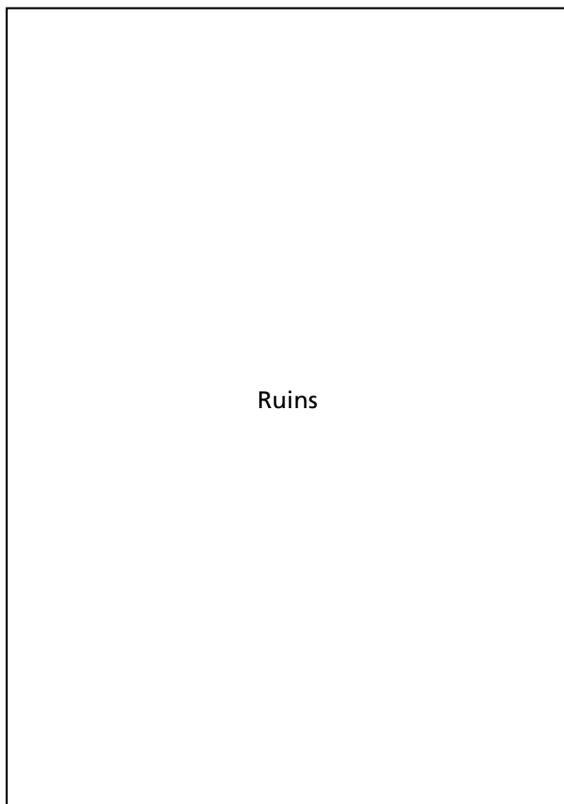
Climb

Unit   Type: Free

A unit can climb during any Move action or Consolidation. In order to climb during a Move action, the unit must spend 3" of its movement. During a Consolidation, model can climb without movement penalty.

This action enables every model in the unit, that is not a vehicle, to move up or down as many levels as it wishes without any further movement penalty. Only the horizontal movement counts against the allowed movement distance as usual.

To enter another level, place the model on the level directly above or beyond the former position. If the next level is occupied by another model or is impassable, the model cannot ascend or descend at this spot.

Assaults

If you assault a unit on a different level and it is too crowded to place your attacking models, place them on the next lower or higher level as near as possible. The assault was still successful if the assaulting unit would have reached the enemy with its movement (don't forget the 3" reduction for climbing). The enemy unit then piles-in as normal and moves down or up into contact.

Distances

Measuring distances in multi-level terrain is often tedious. To make things a little easier, there is one minor rule amendment, alas with huge implications:

If two models are placed on two adjacent levels and at least a fraction of their bases/hulls/bodies overlap, they count in every regard as being 2" away from each other. Models on different levels that do stand on top of each other count as being 4" away, if the real distance is not greater. Measure the distance to models two or more levels above or beyond as normal.

This bends the rules of geometry but makes it easy to decide if two models standing directly one above the other are in unit coherency (they are), are 1" away from enemy models, are in weapon range or are engaged in close combat.

Template, Blast and Rail weapons

These weapons only hit a single level. The controlling player of the firing model can choose one level (after scattering if applicable). Only models on this level are affected by the weapon.

Note that even barrage weapons can hit a lower level to represent bunker busters or other shots that penetrate several stories before exploding.

Measuring distances in ruins

Blasts in ruins

Terrain types for special unit types

It is possible to limit the effects of a terrain rule to certain unit types. For example, tank traps may be declared as impassable for vehicles, but merely difficult for other unit types. For the sake of a smooth game it is advisable to use this as sparsely as possible.

COVER

Units can use rough terrain to take cover. Cover is described on page 67.

CLEAR TERRAIN

Every area of the battlefield that is not rough terrain is clear terrain. Clear terrain, sometimes called open terrain, can be moved across without any penalty, and generally covers most of the battlefield. If a rule affects a unit that is 'in terrain', it doesn't affect units on clear terrain. The term 'terrain' refers unequivocally to 'rough terrain'. Clear terrain does not have to be flat, though. There can be gentle hills and hollows that are not large enough to affect the movement of the unit or spend cover.

BUILDINGS

The bloody battles of the 41st Millennium often envelop cities, towns, defence lines, research outposts, hab blocks, pumping stations, army barracks, mining colonies, space ports, tribal forts, ancient tombs, sacred shrines and countless other types of building. In the middle of a war zone, such structures are generally deserted and not habitable. Therefore buildings that are terrain are impassable and cannot be entered by either side in a standard game (the Narrative games section expands the rules for terrain and makes it indeed possible to enter buildings)

Buildings follow the normal rules for impassable terrain, and models cannot go inside it for any reason. This is not to say that models will not interact with the building - it will of course block line of sight and provide cover for models sheltering in its lee. Remember that jump infantry, jetbikes and skimmers and other units that can move over impassable terrain can land on top of an building, if the roof itself is not declared as impassable. As usual, a brief discussion with your opponent about the building before the game begins is well worthwhile.

If a defensive structure is part of an army and can be entered by troops of this side, it is called a fortification. Fortifications are not terrain and are explained on page 128.

IGNORING TERRAIN

Terrain affects only Move actions. Units that consolidate 'ignore terrain'. A unit that ignores terrain is not subject to the difficult and dangerous terrain rules. The unit is still affected by the terrain types multi-level, dense, and impassable. It does not have to sacrifice any movement to activate a Climb action, though. A unit does not receive the increased Initiative from an Alpha Strike if it was assaulted by a unit that ignores terrain this turn.

If a single model in the unit does not ignore terrain, the whole unit is subject to the normal terrain rules.

Examples of terrain

• **Deep wood:** Difficult, Dense, 5+ Cover save
• **Razor Wire:** Difficult, Dangerous, 6+ Cover save
• **Fortified barricade:** Difficult, 4+ Cover save
• **Stone wall:** Difficult, Partially Impassable (everything but the ladder), 5+ Cover save
• **City ruin:** Dense, Difficult, Multi-level , 5+ Cover save
• **Building:** Impassable, 5+ Cover save

TERRAIN SPECIAL RULES

JUMP

Terrain special rule

Jump troops are equipped with a means to be propelled into the air. They cannot outright fly but use their velocity to stay above the ground. Jumping units can move over all models and all rough terrain freely during Move actions and Consolidations. If they end a Move action in rough terrain they are affected as normal, for example, they have to test in dangerous terrain and cannot end an Run/Cruise move in difficult terrain.

Jumping units do not have to spend a part of their movement to perform a Climb action in multi-level terrain and can enter terrain at every point, not just its borders.

Units cannot use this special rule during a Ramming move.

AIRBORNE

Terrain special rule

Airborne units are even better at evading obstacles than jumping units. As natural flyers they are able to hover and move with greater accuracy. Airborne units have the Jump rule. In addition, if a unit ends any other move than a Flat-out or Charge move in terrain, it ignores the dangerous and difficult terrain types as well. Note that the unit still gets a cover save from a piece of terrain it ends the movement in or behind. We assume that the squad swoops down when it comes under fire.

Units cannot use this special rule during a Ramming move.

MOVE THROUGH COVER

Universal   Terrain special rule

Some units are especially adept at moving through difficult terrain. Units with Move Through Cover can run/cruise through difficult terrain. In addition, the Gallop / Bounding Leap special rule of units with this ability is not negated by difficult terrain.

SKILLED

Universal   Terrain special rule

The warrior is highly practiced in moving through perilous warzones. There are many variants of this ability - Skilled Rider, Skilled Ranger, Skilled Driver, Skilled Pilot. Title aside, models with this ability automatically pass any dangerous terrain test.
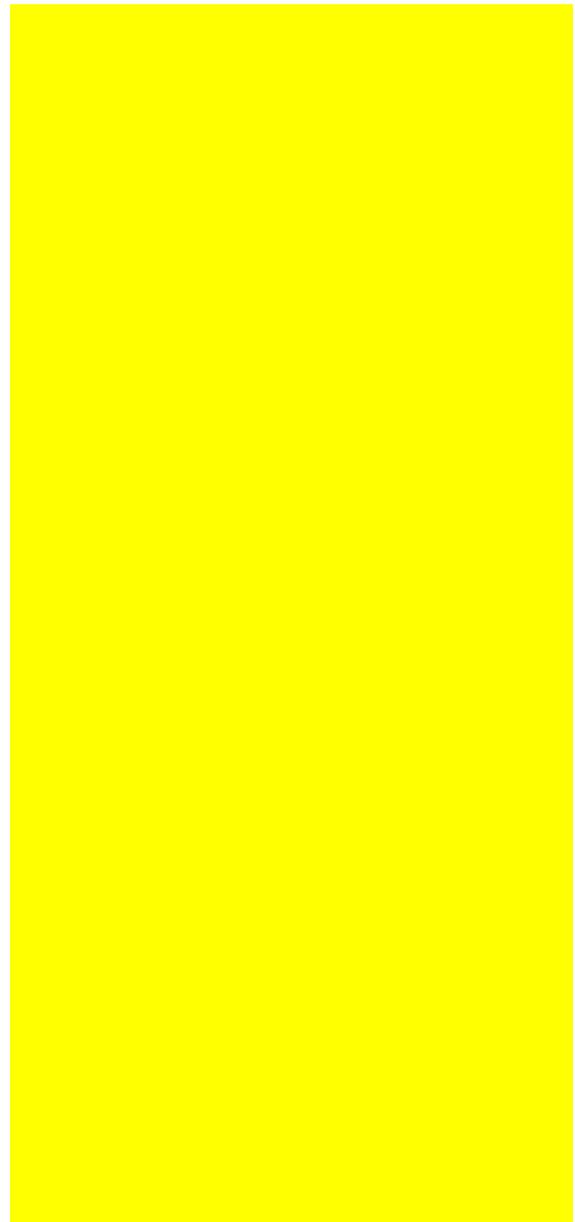
THE GAME CYCLE

A tremendous amount of action takes place in a battle: squads are constantly manoeuvring 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, the game is divided into (usually six) game cycles.

Each unit acts precisely once during a game cycle. The order in which the units take turn to move, fight, shoot and then consolidate their positions depends on the mission played. In a classic game of two players, the players alternate taking turns moving and fighting with all their units. So, one player will move and fight with his forces first, then his opponent will move and fight until the game cycle is resolved and the next game cycle begins.

THE TURN SEQUENCE

1 **The Movement phase**
   The player can move any of his units that are capable of doing so. See the Movement rules for more details of how to move you forces.

2 **The Assault phase**
   Assaults are bloody, desperate affairs where units are fighting in close combat. This means that both forces can fight in an Assault phase. The Assault rules will tell you more about them.

3 **The Shooting phase**
   The player can shoot with any of his units that can see an enemy. See the Shooting rules for more details about how to resolve this.

4 **The Consolidation phase**
   When the dust of the fighting settles, units regroup, consolidate their position and treat wounded models. The Consolidation phase rules will tell you how to resolve all of this.

TURN

During its turn, a unit performs every action the player orders it to, but once its turn is finished, it cannot act again during the game cycle. In a standard game, several units share the same turn and act together. For convenience, the actions of moving, fighting, shooting and consolidating are dealt with one after the other. This means in their turn you move all models you want to first, then you fight close combats and finally shoot with any who can. The turn ends with a bit of cleaning up

that sets the stage for the next turn. This process helps everyone to keep track of what is going on and makes it easier to know when one unit's actions are over and a unit of the opposing player can start taking its turn.

Turn order

The order in which units fight during a game cycle can vary quite drastically. In some missions a unit takes its turn alone and units of both sides alternate until all units have moved. In other missions a part of the player's units take their turn together. The units may be grouped together based on their position on the battlefield, their effectiveness in their last turn or by the player's choice. If more than two players take part in the game, the turn order becomes even more important. However, the most standard way a Warhammer 40,000 battle is fought is by two players who each fight with all their units in a single turn as described below.

Standard turn order

In the overwhelming number of games with two players, the units act in standard turn order. In a complete game cycle, both players get a turn, during which they perform the actions of all their units in the appropriate phases – the Movement, Assault and Shooting and Consolidation phases to be precise. Exactly what happens in each phase is described later. Hence one game cycle will normally comprise two turns.

Whenever a rule uses the word "game turn", both in this rule book and in the Codex books, it means "game cycle". Because the rules are mainly written for two player missions, a "turn" is sometimes referred to as "player turn". If you play a mission with a differing turn sequence, simply replace the term "player turn" with "turn" or "unit turn".

Who goes first? When ends the game? Who wins?

The answers to these questions depend on the mission being played. See page 142.

Turn Sequence Exceptions

There are times when a player is allowed to perform actions during their opponent's turn (fighting in an assault being the most common example). It may also be convenient to interrupt a turn because of some event occurring, like a booby trap being triggered. Whatever the reason, after the interruption, the turn sequence always continues as normal.

Keeping track of

There are a few things you will need to keep track off during the game:

- The movement speed of a unit influences its shooting performance and often its staying power in the enemy turn.
- Some models can be wounded several times before they are removed from play. You need to keep track of the number of injuries.
- A unit can suffer an effect that bars it from performing certain actions. Most notably, vehicles can be damaged multiple times before they are destroyed.
- Counting the game cycles and victory points are a small details that are easy to overlook.

During your first games it is helpful to use markers next to the unit in question as a reminder or to write it down on your army roster or a spare piece of paper. Over time you will get more accustomed to these things.

The opposing player

Several rules refer to the opposing player. In a game with two participants this term is self-explanatory. In bigger games with more players a little more clarity is needed.

Controlling player

In most cases the player who controls the unit that is affected, rolls the dice, makes decisions and moves the models. If not specified otherwise, 'opposing player' refers to the controlling player of the unit in question.

Upcoming player

If the opposing players are called upon to make a common decision, the upcoming player takes their place and decides alone. The upcoming player is the player who has the next turn or who controls the units that have the next turn.

In turn order

If more than one players are able to react to a given situation, they have to take turns to resolve the situation. The upcoming player begins and acts with all eligible units. When he has finished, the player that comes after him acts with his units, and so on. This is called 'to act in turn order'. Once this 'turn in a turn' is resolved, continue with the normal turn.

Damage Dice

THE MOVEMENT PHASE

The Movement phase is your chance to move your units around the battlefield. It' probably the most tactically important phase. Getting models into the right position on the battlefield is often the key to victory. For example, you can send them into the attack, move them into cover, retreat from a superior foe or sweep around an enemy's vulnerable side or rear.

MOVEMENT PHASE SUMMARY

1   **Check mission objectives.**

2   **Place reserves.**

3   **Initial actions.** Perform actions that are done "at the start of the Movement phase".

4   **Move.**
    Choose a unit to move.

5   **Declare Move action.**

6   Measure the allowed movement distance and decide if the unit enters terrain.

7   Move any or all of the models in the unit up to their maximum move distance.

8   Repeat steps 4 through 8 until movement is complete.

MISSION OBJECTIVES

The first task in every Movement phase is to check if any mission objectives are fulfilled. The player receives victory points for achieving objectives. The challenge is to fulfill these goals before you have the chance to move. Your units have to endure a whole game cycle in order to score.

PLACING RESERVES

While the battle escalates commanders call in reinforcements to bolster weak points or make a surprise push. After counting victory points it is time to call in the reserves. Reserves are an important part of every mission and are described in great detail on page 137. Before you move any units, units that arrive from reserve are placed on the table. The units can act normally in this turn as if they have arrived just before the turn started. Assume that the reinforcements have taken an advantageous position unnoticed by the fighting troops.

INITIAL ACTIONS

After placing your reserves, you resolve every rule that is due before any unit is moved. Start with rules that are used 'at the start of the game cycle' if this is the first turn in the cycle. You can choose the order in which you work these rules off. When every such rule is resolved, continue with rules that are done 'at the start of the turn' in a similar fashion. Rules that are used 'at the start of the movement phase' come last. A notable exception is any rule that influences reserves. These are resolved immediately before any reserve rolls are made.

Units that have lost their unit coherency must restore their formation during the step of the Movement phase. This move is a so called Consolidation that is described on page 54.

Restore Formation

Unit   Type: Disengaged, Compulsory

If a unit is not in unit coherency at the start of its Movement phase and is not locked in a close combat, it is forced to move as described by the following sequence. This is a Consolidation and does not replace the normal Move action of the unit. It can act normally after regaining its coherency.

• The squad leader and every model that is in coherency with him are not moved.

• Pick the model that is nearest to this group but not in coherency with it and move it the shortest possible distance to bring it into coherency with this group. Repeat this until the unit has completely regained its coherency.

MOVING UNITS

In his turn, a player may perform a single Move action with any of his units that is able to act in this turn - with all of the eligible ones if he wishes. The movement distance depends on the chosen Move action. Once a unit has completed all of its movement, the player selects another unit and moves that one, and so on, until the player has moved all of the eligible units he wishes to move. Once you have started moving a unit, you must finish its move before you start to move another unit, and you may not go back and change the move already made by a previous unit.

Choose a Move action

You can choose between different Move actions but a unit is only allowed to perform a single action with the type 'Move' in its Movement phase. Before you move a unit or measure any

distances for it, you must declare which Move action the unit performs.

If a unit has performed any Move action except Turn it is called to 'have moved'. If it has performed a Turn or no Move action at all, it is called to have 'remained stationary'. The ability to perform other actions in later phases depends on the chosen speed. Therefore, you have to remember the Move action of each unit. You don't have to remember the exact distance, though.

All models in a unit must perform the same Move action, e.g. if a unit makes a Combat move, every model in the unit count as having moved, even if an individual model has remained stationary.

Move Actions

Turn
Unit   Type: Move, Disembarked

The unit does not move, but the models may turn on the spot. The unit still counts as being stationary.

Combat move
Unit   Type: Move

A Combat move is the basic type of movement and enables the unit to shoot afterwards. A Combat move is a careful advance covered by bursts of gun fire. Units can move up to their full Move value in inches for a Combat move (sometimes called 'moving at combat speed'). A unit cannot perform actions with the type 'Stationary' until it regains combat-readiness in its Consolidation phase but is not impaired otherwise.

Run / Cruise
Unit   Type: Move

Running is considerably faster than a Combat move. Running units try to close up to the enemy at any cost or reach a crucial position in time. For motorised units this move is called Cruise or moving at cruising speed, but this is just for flavour. Run and Cruise are only different labels for the same action. A running unit can move up to double its Move value in inches but is not able to perform Shooting and Stationary actions until it regains combat-readiness in its Consolidation phase.

Additional Move actions are described on the following pages. All Move actions are subject to the principles below.

Measuring distances
Before you start to move the models you can measure where your models would finish their move. 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 or decide not to move it at all. You can decide whether you wish to go through terrain while you are measuring. However, you cannot change the declared Move action.

A model must move around obstacles. You cannot just measure the distance from the starting point to the end point of the movement. However, you measure only the horizontal movement of the model and disregard any vertical movement. Hold the tape measure horizontally in the air above the model and measure the distance between the model and its destination pretending the movement was completely flat. This is an exception to the normal rules for measuring distances.

Measuring Movements

Models in the way

A model may not move into/through the space occupied by another model (which is represented by its base or by its body/hull) or through a gap between friendly models that is smaller than its own base or hull size. Models in the same unit as the moving model are an exception and can be ignored as long as the model does not end its movement on top of another.

Enemy models

Models in contact fight in the Assault phase. To keep the distinction clear, a model may not move within 1" of an enemy model. In order to initiate a close combat, the unit must execute a Move action with the type Assault, as described later in this section.

Minimum distance

When a unit performs a Move action, it is permissible for a unit to move only a fragment of an inch or not at all, no matter which Move action it conducts. This represents the fact, that a unit decides to move but than doubles down or performs evasive manoeuvres. The unit is still subject to all limitations implicated by the declared move.

Turning

Models may turn during their movement. As you move models in a unit they can turn around by any amount, without any penalty to the distance they are able to cover. Models turn by pivoting on the spot about their centre-point. You can turn every model in the unit in any direction you like regardless of the model's movement distance. No part of a model may move through obstacles during the process.

Different movement distances

All models in a unit use the Move value of the slowest model.

Unit Coherency

When you are moving a unit, the individual models in it can move up to their maximum movement distance, but they must end up in unit coherency. If they have not been in unit coherency at the start of the move, they must end up in coherency nonetheless.

ASSAULT MOVES

How a close combat is fought is described in the next section. In order to fight the foe face to face you must bring your models close to an enemy unit first. If your unit performs a Move action with the additional type 'Assault', it may move into contact with enemy models, ignoring the usual 1" gap. Apart from the exceptions described

here, the move is subject to the normal rules for Move actions. If the unit is able to reach the enemy, the units will fight in the Assault phase.

Declare which enemy unit your unit tries to assault. You must bring the first model you move into contact with the enemy unit. If this is not possible, the model is not moved and the unit may perform a different Move action that is not an Assault move or remain stationary.

After bringing the first model into contact, you can move the models in any order you like. There are some constraints on their movement though:

• The most important one is that each model must end its assault move in coherency with another model in its own unit that has already moved and out of 1" of enemy units it does not wish to assault.

• If possible, the model must move into base contact with an enemy model that is not already in base-to-base contact with an assaulting model. A model may (but is not obliged to) move into contact with an enemy model that belongs to another unit than the one that is assaulted.

• If there are no such models in reach, then the model must end its movement as close as possible to the assaulted enemy unit.

If you follow this sequence you will end up with all the models in the assaulting unit in unit coherency, having engaged as many enemy models as possible. The units and the models in the units are now 'locked in close combat' with each other.

Assaulting multiple units

As you move assaulting models, you may find it is possible to reach other enemy units that are close to the one you are assaulting.

As usual the first model must be moved into contact with the unit that the Assault move was declared against. Then remaining models can assault models belonging to other enemy units, as long as they keep following the rules for moving assaulting models. Remember that the assaulting unit is not allowed to break its unit coherency, and this will obviously limit the potential of this kind of assault.

Assault actions

Charge

Unit   Type: Move, Assault, Combat

A Charge is an Assault move and follows the rules as described to the left. A charging unit can move up to double its Move value in inches but cannot perform Shooting and Stationary actions until it regains combat-readiness in its Consolidation phase (this comes into play if the close combat lasts only one turn and the unit is no longer locked in its Shooting phase). Being in close combat imposes additional constraints on the unit.

Engage

Unit   Type: Move, Assault, Combat

A unit that speculates to break the enemy in a single close combat phase to be free to use its weapons afterwards can perform a more calculated move to engage the enemy.

A unit that engages can move up to its Move value in inches. It is barred from using Stationary actions until it regains combat-readiness in its Consolidation phase. Being in close combat imposes additional constraints on the unit.

MORE MOVES ACTIONS

The Move actions previously described in this section can be used by every unit in the game. The Move actions explained here are limited to the use by units with an appropriate special rule. Not every unit possesses a teleporting device or is fast enough to move at supersonic speed.

Teleport

Unit   Type: Move

In rare cases a special piece of wargear or psychic power from a Codex book allows a unit to make a Teleport move. Grey Knights with personal teleporters or the Necrons that are using the Monolith's eternity gate are among these fortunate troops.

The details of how a Teleport move is executed vary. The exact rules are presented in each Codex book. A Teleport move might use a fixed movement or the unit is placed in proximity of a marker. A teleporting unit has the Airborne terrain special rule for this movement and models in the unit can be placed on any level when entering multi-level terrain.

A teleporting unit is barred from using Stationary actions until it regains combat-readiness in its Consolidation phase.

Flat Out move

Unit   Type: Move

Units moving flat out can move up to triple their Move value in inches. A unit moving flat out is barred from using Psychic, Stationary, Shooting and Support actions until it regains combat-readiness in its Consolidation phase.

Supersonic move

Unit   Type: Move, Disembarked

See page 126 for details.

Ramming

Unit   Type: Move, Support

See page 119 for details.

CONSOLIDATIONS

There are situations when a unit has to move in a different phase than the Movement phase or even the opposing player's turn. These minor moves are called Consolidations or Consolidate moves. To make clear that these movements are not Move actions we prefer the term 'Consolidation'. Most Consolidations are either Free or Support actions and can be performed even if the unit is not allowed to move. Consolidations follow the rules for normal Move actions with the following exceptions:

- A Consolidate move is not affected by difficult or dangerous terrain.

- No Move action has to be declared. Consolidations use a fixed movement distance that does not depend on the Move value of the unit in most cases.

- A stationary unit still counts as stationary after executing a Consolidation.

- Some Consolidations are performed while the unit is locked in combat. Models may end their Consolidation in contact with enemy models but only if their unit is already locked with the enemy unit. Models may not lock another unit in combat while they consolidate.

MOVEMENT SPECIAL RULES

Units may have one or more movement special rules that alter the way they are moving. Whenever a movement special rules is tied to a specific unit type, it is presented in the Unit types section of this book.

AGILE

Individual   Movement special rule

Gargantuan creatures and Eldar Titans stride over the battlefield outpacing any lesser warrior without the benefit of towering legs. Units with this special rule have a Move value of 15 but also the lumbering special rule.

BOUNDING LEAP / GALLOP

                                              Movement special rule

See page 98 for details.

DRAW BACK

                                              Movement special rule

A unit with this ability may make Draw Back moves in their Consolidation phase, as explained on page 74.

FAST

                                              Movement special rule

A fast unit that conducts a Combat or Engage move performs Shooting actions as if it had performed a Turn. Hence it can use Stationary actions and shoot with twice the number of weapons if it has the multi-targeting rule.
A fast unit that conducts a Run/Cruise or Charge move performs Shooting actions as if it had performed a Combat move, i.e. the unit can still perform Shooting actions.
In addition, fast units may move flat out, as described on the previous page.

FLEET

                                              Movement special rule

There are many variants of this rule: Fleet of Foot, Fleet of Claw, even Fleet of Hoof. Title aside, units with this ability add 2" to the Move value of their unit type. For example, infantry with Fleet can move 8" during a Combat move and run 16".

FLYER

                                              Movement special rule

See page 126 for details.

IMMOBILE

Individual   Movement special rule

Some vehicles or structures are not able to move once they are deployed like Drop Pods or Tarantula sentry guns or are built in place like fortifications. Models with this special rule are permanently immobile. This condition cannot be repaired or negated. These models cannot even perform Consolidations. If a vehicle suffers an 'Damaged - Immobilised' result on the Vehicle Damage table, the only effect is that the model suffers a Hull Breach and that subsequent 'Damaged - Immobilised' results are treated as 'Vehicle - Destroyed' instead.

LUMBERING

universal   Movement special rule

Heavy tanks, bloated daemons and mechanical hulks are powerful adversaries, but due to their slow speed or reaction time they can easily be outmaneuvered. Units with the Lumbering rule ignore all other movement special rules. Lumbering units cannot perform Run and Cruise moves.

RAGE

universal   Movement special rule

Some models are little more than mindless killing machines, incapable of rational thought and only interested in getting to grips with the enemy as soon as possible. As long as any enemy is visible to a model in the unit, a raging unit cannot perform Stationary actions. If a visible enemy unit is within 12", the unit must take a Morale check (ability) at the start of its Movement phase. If it fails the test, it must perform a Charge action and assault the nearest visible unit. For every model the raging unit has lost during the game, the test is modified by -1. The unit ignores this rule while it is broken or embarked or if no enemy is visible.

RANDOM MOVEMENT

                                              Movement special rule

Some units are touched by Chaos or use technology that is prone to malfunction. Their movement is totally unpredictable.
Units with the Random Movement special rules roll 2D6 before they move. This is the Move value of the unit for this turn. Roll only once for the whole unit. Note that random movement is not a universal special rule. If there is a single model in the unit without this special rule, the unit moves as normal. Use the normal Move value of its unit type for the purpose of Consolidations.
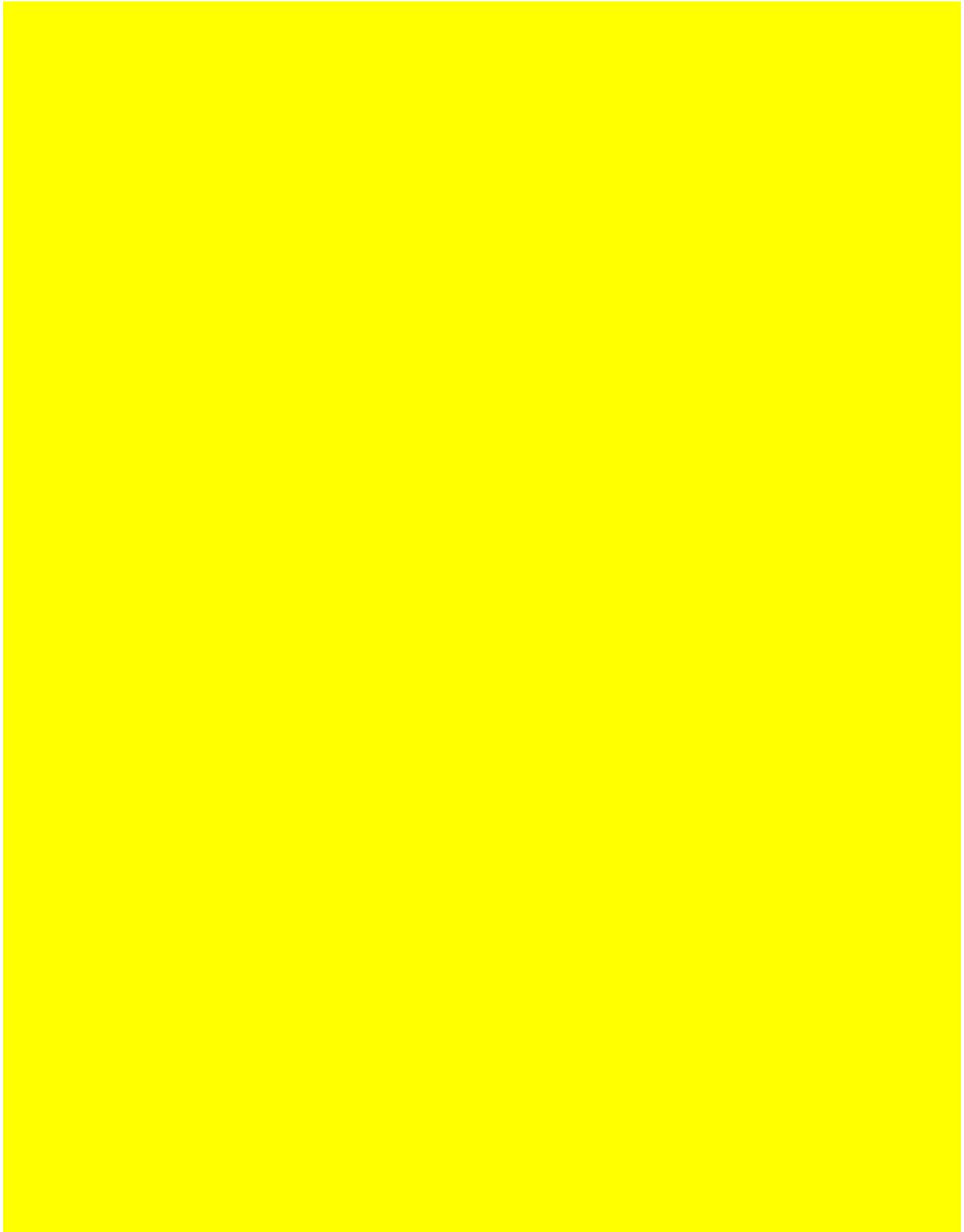
RAM

Movement special rule

See page 119 for details.

SUPERSONIC

Movement special rule

See page 126 for details.

ASSAULT PHASE

In an assault, troops storm forward, screaming their battle cries, releasing a last burst of gunfire at the enemy's position, throwing grenades to drive the enemy from a well fortified position at the last moment, and finally charge eager to strike into their foes with knives, claws, bayonets or gun butts in a desperate close combat.

If two units are in base to base contact at the start of the Assault phase, they are involved in the same close combat or assault. There may be several separate assaults being fought simultaneously in different parts of the battlefield. If this is the case, the player whose turn it is can choose what order to resolve the combats in, completing each combat before moving on to the next combat.

DEFENDERS REACT

Assaults are not static and an enemy unit is not passively standing by when it is charged. All involved units try to close up to the enemy to bring the weight of their numbers to bear and take advantage of a superior positioning.

Alpha Strike

Unit   Type: Combat, Support

Troops who are assaulting well entrenched enemies are at a massive disadvantage. They are subject to deadly salvos of close range fire as they slowly struggle to get to grips with their foe and can be suddenly ambushed by enemies that are ready for them. Similarly troops that are already involved in a melee are vulnerable to enemy reinforcements that take them in the back.

A unit that makes an Assault move may execute an Alpha Strike if it is only in contact with enemy units that are already locked in combat from a previous turn.

A unit that was assaulted may execute an Alpha Strike if it is not locked in combat with another unit from a previous turn and at least half of its models are in terrain.

Models in a unit that performs an Alpha Strike have an Initiative value of 10 for actions with the type 'Strike' during this turn. A unit may perform this action even if being locked in combat normally bars it from performing Support actions.

ASSAULT PHASE SUMMARY

Defenders React

1 The upcoming opposing player picks one of his units that have been assaulted.

2 The opponent moves all of the models in the unit into base contact with the enemy, or at least into position to be engaged.

3 He picks another unit and repeats until all his assaulted units have moved.

4 The next opposing player repeats step 1 to 3 until all opposing player have moved their units.

Fight Close Combat

1 Pick a combat.

2 All players check which models are engaged.

3 Resolve damage in Initiative order: Engaged models roll to hit, wound and take saving throws as required.

Break Up

4 To determine assault results total up wounds inflicted. The side which suffered the most wounds overall in the combat is the loser.

5 The loser has to pass a Morale check or falls back. If the loser passes the test, go directly to pile-in moves.

6 Units falling back from close combat must test to see if they successfully break off; if they fail they are destroyed. The winners may then consolidate their position.

7 Pile-in! If units are still locked in close combat, then any models not in contact are moved 6" towards the enemy to continue the fight next turn.

8 Repeat until all combats have been resolved.

PILE-IN

The players controlling the units that have been assaulted this turn must move any member of these units that is not yet in base contact with a foe towards the enemy. This move is called Pile-In move. The players move their units in turn order.

Pile-in

Unit   Type: Disembarked, Compulsory

A unit conducting a pile-in move makes a 6" Consolidation to bring more models into contact with the enemy. Models that are already in contact with an enemy model are only moved if they are, at the same time, within 1" of an enemy unit they are not locked with.

Similar to an Assault move, there are some movement constraints.

• Each model must end its pile-in move in coherency with another model in its own unit that has already moved or is in base contact with the foe. Each model must end its move out of 1" of enemy units its unit is not locked with.

• If possible, the model must move into base contact with an enemy model it is locked with that is not already in base-to-base contact with a model of the unit.

• If there are no such models in reach, then the model must end its movement as close as possible to a unit it is locked with and in unit coherency.

In rare situations, the unit may end up out of coherency, even after following this procedure. In this case the unit acts as normal and tries to restore the coherency later.

LOCKED IN COMBAT

If two models are in contact, their units are 'locked in close combat' or 'locked'. This can only happen after an Assault move. If two units get into contact by any other means, they are not locked and any model in contact is moved on the shortest way possible 1" away from enemy models. This is a Free action. Units stay locked in combat during the whole Assault phase, even if their models are no longer in contact. How a unit ceases to be locked is described at the end of this section.

Multiple Combat

When a unit is locked with more than one enemy unit, they fight in the same multiple combat. If these enemy units are locked with several units themselves, the multiple combat gets even bigger. For the duration of the Assault phase, a unit is locked with every enemy unit that takes part in the same multiple combat even if they have no models in contact. Determine which units are part of a multiple combat after making pile-in moves.

MOVING AND SHOOTING INTO & OUT OF CLOSE COMBAT

Unit that are locked in combat cannot perform actions of the following types: Move, Shooting, Disengaged and Support. Their attention is completely taken by the swirling mêlée. Likewise, while especially twisted and soulless commanders may wish their warriors to fire indiscriminately into the middle of close combats in the hopes of hitting the enemy, this is not permitted. The events in a close combat move too quickly and the warriors themselves will be understandably hesitant about firing on their comrades (they may end up in the same straits soon enough after all).

Units that are locked in combat cannot be targeted by Shooting actions or Ramming moves.

Multiple Combat

If a locked unit is accidentally hit by a template, blast or rail weapon, it suffers only a single hit regardless of the actual number of models under the marker/line. This rule prevents players from being penalized for clustering up their models during an assault as the rules demand. Units that are locked in close combat do not have to take Morale checks (pinning) and Morale checks for casualties and terror resulting from Shooting actions; they are considered to be much too focused on fighting to be worried about being shot at!

STRIKE

In close combat, both players' models fight.

Attack

Unit   Type: Combat, Strike, Compulsory
A model must attack in its own turn and in a game with standard turn order in the opposing player's turn as well. The moment a model attacks is determined by its Initiative value.

Attacks follow the normal damage process - each attack that hits has a chance to wound, the wounded model gets a chance to save, and so on.

Who can attack?

Close combat is a swirling melee of troops leaping, spinning, hacking and slashing at one another. As well as fighting hand-to-hand, warriors will be firing at point blank range at any target that presents itself.

Not every model in a locked unit may attack. In order to do so, a model must be in close proximity to the enemy. The following models in a locked unit are said to be 'engaged' in combat and must attack:

• Models in contact with an enemy model.
• Models within 3" of a friendly model of the same unit, which itself is in contact with an enemy model.

Working out which models are engaged in combat is done at the start of the fight after every pile-in move and will not change until its end, but casualties may make it difficult to remember as the fight continues, especially in a large combat. To make the distinction clear, you may find it useful to turn unengaged models so that they are facing away from their opponents. This will help you to remember once the dice start rolling.

All engaged models will fight with their full number of Attacks and use any special close combat attack they have. Any models left unengaged cannot attack this turn. However,

they can still be killed by the enemy, and the result of the combat will still affect them.

Non-standard turn order

In a game with more than two turns per game cycle, additional rules are necessary.

- The normal rules for engaged models, Initiative order and splitting attacks between units apply.
- Models must attack in the Assault phase of their unit and can choose their target unit freely.
- Models can only attack in an opponent's Assault phase if they are engaged with a unit that acts in that turn. The models must direct their attacks towards these units.
- If a model is only engaged with units that do not act in this turn, the model may not attack.

Engaged models
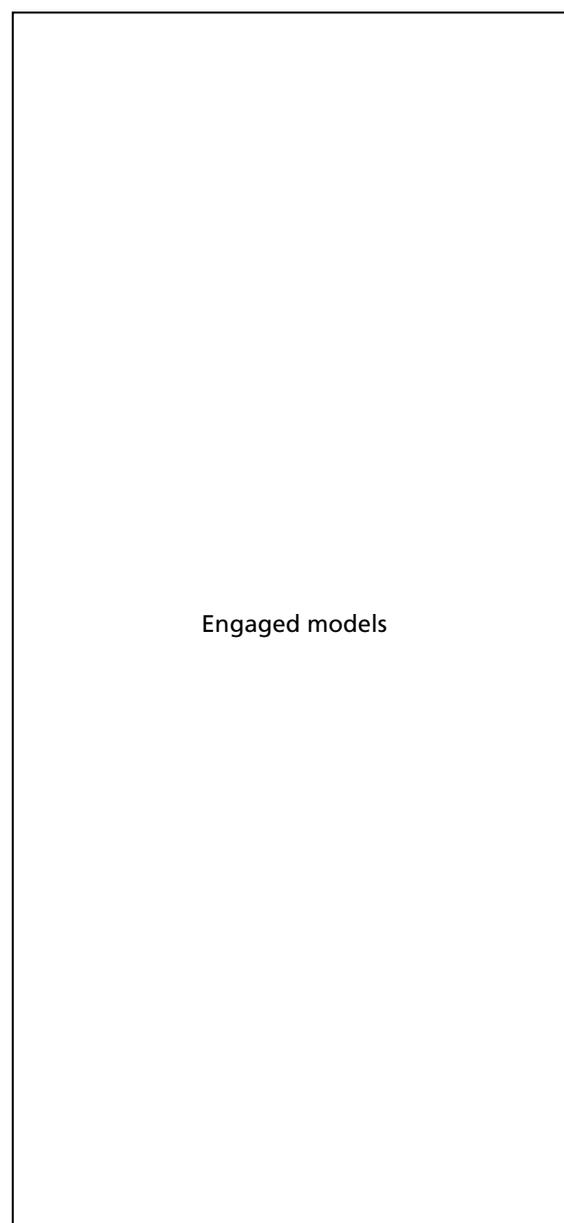
Who strikes first?

It's all in the reflexes when it comes to close combat – slow, lumbering opponents can be quickly dispatched by a faster and more agile foe. Unfortunately, many cumbersome opponents, such as Orks, are tough enough to be able to withstand a vicious pummelling and still come back for more.

In close combat, a model's Initiative characteristic determines who attacks first. Work your way down the Initiative values of models engaged in the combat, starting with the highest and ending with the lowest. Models make their attacks when their Initiative value is reached, assuming they haven't already been killed by a model with a higher Initiative. If both sides have models with the same Initiative, their attacks are made simultaneously. Note that certain situations, abilities and weapons can modify a model's Initiative.

For example, a squad of Space Marines (Initiative 4) including a Captain (Initiative 5) is assaulted by a brood of Genestealers (Initiative 6) and a Carnifex (Initiative 3). The Genestealers strike first at Initiative 6, followed by the Captain at 5, then the Space Marines at 4, and the Carnifex striking last at Initiative 3.

Always Strike First/Last

Attacks of models which always strike first are resolved even before attacks with Initiative 10. Similarly, models which always strike last, attack after models with Initiative 0. If a model has both rules at the same time, they cancel each other out.

Example: A unit of Orks assaults a squad of Imperial guardsmen that were already locked in combat with a unit of pesky Gretchins. The Orks execute an Alpha Strike and attack with an impressive Initiative of 10. However, the boss is equipped with a power claw that always strikes last. He disregards the high Initiative altogether and strikes after the guardsmen.

Number of attacks

As explained earlier, models attack in order of Initiative. When their Initiative value is reached, models with that Initiative who are still alive can attack. It does not matter if all enemies that they were engaged with have been killed - if a model was engaged at the start of the fight (and is still alive when its turn to attack comes) it can still attack.

Each engaged model strikes with the number of Attacks (A) on its characteristics profile, plus the following bonus attacks:

+1 Assault Bonus: Engaged models who assaulted this turn get +1 attack.

+1 Two Weapons: Engaged models with two single-handed weapons (typically a close combat weapon and/or pistol in each hand) have an extra +1 attack. Models with more than two weapons gain no additional benefit – you only get one extra attack, even if you have more than two weapons. If a model is equipped with different weapons it must declare one of them as the primary weapon when it attacks. The model uses only the rules of this primary weapons for his attacks. It can use another weapon as secondary weapon to claim the +1 attack bonus for two close combat weapons.

Other bonuses: Models may have other special rules and wargear that confer extra attacks.

Note that bonus attacks are an exception to the rules for characteristic's maximum modifiers and may bring a model's total attacks above 10.

Example: A unit of five Space Marines with bolters normally roll five dice for their attacks in close combat. If they were assaulting they would roll ten dice (1 Attack +1 for assault = 2 each) each for assaulting).

Models that were engaged with more than one enemy unit at the start of the fight may split their attacks freely between those units. Declare how they are splitting their attacks before rolling to hit.

Rolling to hit

To determine whether hits are scored roll a D6 for each Attack a model gets to make. The dice roll needed to score a hit on your enemy depends on the relative Weapon Skills of the attacker and the target. Compare the WS of the attacking model with the WS of the target unit (or the Majority WS of the engaged models if the unit contains models with different characteristics) and consult the To Hit chart below to find the minimum score needed on a D6 to hit.

It is worth explaining the mechanics behind the chart, which is as follows: if the attacker's WS is equal or slightly lower than the target's, he hits on a 4+. If the target's WS is twice as high as attacker's WS, the attacker hits on a 5+. If it is even thrice as high, the attacker hits on a lousy 6+. Conversely, if the attacker's WS is slightly higher than the target's, he hits on a 3+. If the attacker's WS is twice as high or higher, he hits on a 2+.

Note that even models that cannot perform Combat actions themselves can use their WS to defend against attacks.

Follow the rules of the Damage section to resolve the hits. After removing the casualties, start with the next lower Initiative value until every engaged model has attacked.

Basic Attack

If a model has no other close combat weapon, it can attack with the profile below. This represents kicks, blows with bare fists, attacks of last resort like the acid splash of a Space Marine or attacks with minor weapons like knives, bajonets or clubs that are not sufficient lethal to warrant having a profile of their own.

Name	Range	Strength	AP	Type
Basic attack	-	S	-	Combat, Two-handed

Weapons are explained from page 78 onwards.

Combat Drill

Unit   Type: Free

Troops who are assaulting well entrenched enemies are at a massive disadvantage. They are subject to deadly salvos of close range fire as they slowly struggle to get to grips with their foe and can be suddenly ambushed by enemies that are ready for them. Similarly troops that are already involved in a melee are vulnerable to enemy reinforcements that take them in the back.

A unit that makes an Assault move may execute an Alpha Strike if it is only in contact with enemy units that are already locked in combat from a previous turn.

Some squads place more emphasis on acting in unity than on the fighting prowess of individuals. A unit can perform this action before any model in the same combat has made its attacks. Every model in the unit attacks at the Initiative value of the model with the lowest value (or together with models that always strike last). This may be advantageous for a unit that contains models with several different Initiative characteristics and speeds up the game.

CLOSE COMBAT TO HIT CHART

		Target's Weapon Skill										
		0	1	2	3	4	5	6	7	8	9	10
Attacker's Weapon Skill	0	N	N	N	N	N	N	N	N	N	N	N
	1	A	4+	5+	6+	6+	6+	6+	6+	6+	6+	6+
	2	A	2+	4+	4+	5+	5+	6+	6+	6+	6+	6+
	3	A	2+	3+	4+	4+	4+	5+	5+	5+	6+	6+
	4	A	2+	2+	3+	4+	4+	4+	4+	5+	5+	5+
	5	A	2+	2+	3+	3+	4+	4+	4+	4+	4+	5+
	6	A	2+	2+	2+	3+	3+	4+	4+	4+	4+	4+
	7	A	2+	2+	2+	3+	3+	3+	4+	4+	4+	4+
	8	A	2+	2+	2+	2+	3+	3+	3+	4+	4+	4+
	9	A	2+	2+	2+	2+	3+	3+	3+	3+	4+	4+
	10	A	2+	2+	2+	2+	2+	3+	3+	3+	3+	4+

Note that N on the chart means the attack has no effect. On the contrary, an A on the chart means that the attack hits automatically.

DETERMINE ASSAULT RESULTS

Assaults are usually decisive, one side or the other quickly gaining the upper hand and forcing back their foe. Good leadership can keep a side in the fight, but the casualties that each side inflicts are usually the most telling factor. To decide who has won the combat, total up the number of Wounds lost by each side during the Assault phase. The unit that has lost the least amount of Wounds is the winner. The losing side must make a Morale check (Casualty) and will fall back if they fail. Even units that have not attacked themselves in this turn are subject to this test.

If both sides score the same number of wounds, no unit must take a Morale check. Of course, if one side destroys the enemy, it wins automatically, even if it sustained more casualties!

Note that wounds that have been negated by saving throws or other special rules do not count, nor do wounds in excess of a model's Wounds characteristic. Wounds that were inflicted by actions that are not of the type Combat do not count for this purpose either. Glancing and penetrating hits against a vehicle count as a single unsaved wound for the combat result.

Multiple combat

When determining assault results in a multiple combat, total up the number of wounds lost by each player's units to determine which side is the loser. Every unit on the losing player's side has to check their Morale (they all use the same penalty, as described above).

If you are playing a game with more than two armies pitted against each other, only the side (or sides if it is a draw) that suffered the most wounds has lost the assault; all other sides have won the combat.

Loser checks Morale

Units that lose a close combat must take a Morale check (casualties) to hold their ground, with a penalty depending on how severe the defeat was. If they pass, the unit fights on – the combat is effectively drawn and no further account is made of the unit's defeat. If they fail, they must abandon the fight and fall back. The unit is no longer locked in combat.

Units taking this Morale check (casualties) suffer a -1 Ld modifier for each wound their side has lost the combat by.

A unit that passes its Morale check fights on. If it fails the test and survives the enemy's sweeping advance it falls back as described below.

Example: An Imperial Guard squad has lost an assault. They would normally require a 7 or less to pass the Leadership test, but since they have lost the fight by a difference of 3 Wounds (-3), they now require a 4 or less in order to hold their ground.

No retreat!

It's not uncommon for units to be immune to Morale checks of some kind, or automatically pass them for some reason. They may be Fearless, Intangible, unable to perform Combat actions, or be affected by some other special rule. When such units lose a close combat, they are in danger of being dragged down or overrun despite their determination to hang on. Units that have automatically passed their Morale check (casualties) are subject to 'No Retreat'.

If one or more units on the losing side are subject to No Retreat, it suffers a number of critical hits equal to the number it has lost the combat by. The controlling player distributed the hits freely to his units that are subject to this rule. However, he cannot distribute more hits to a unit than the number of its models. If the player cannot distribute all hits because of this, any surplus hits have no effect. Once the critical hits are distributed, resolve them as normal.

In a multiple combat with more than two losing sides, the hits are divided equally between every losing side with units that are subject to No Retreat (rounding up). Each player then distributes the hits to his units.

Units have one last chance to prevent these hits. Each unit can take a Morale check (ability) with a -1 Ld modifier for each wound their side has lost the combat by. If the test is passed, the unit suffers no hits.

NO LONGER LOCKED

A unit is no longer locked in combat in the following situations.

• There are no enemy units left that are locked in the same combat - for example, because they are destroyed or are falling back.
• The unit fails its Morale check and must fall back.
• The unit makes use of a special rule like Intractable or Hit & Run.

Units that are no longer locked, make a Consolidation or alternatively a Fall Back move if they have failed their Morale check.

Sweeping Advance

Unit   Type: Combat

When a unit falls back from combat, the victors make a Sweeping Advance, attempting to cut down the retreating enemies.

Any victorious unit that is no longer locked in combat with another unit can execute a sweeping advance. If no model in a unit has attacked in this turn, the unit cannot sweeping advance; this is of great importance in multi-player games.

If no victorious unit performs a sweeping advance, retreating enemy units fall back safely. If there is at least one enemy unit that makes a sweeping advance, all units that fall back from this combat must roll a D6.

On a roll of 5+, they break off from the combat successfully. Proceed with the Fall Back move. On any other result the unit is destroyed. We assume that the already demoralised foe is comprehensively scattered, ripped apart and sent packing, its members left either dead, wounded, and captured, or at best fleeing and hiding. The destroyed unit is removed immediately.

A unit only rolls once regardless of the number of units which execute a sweeping advance. However, if the Initiative of the retreating unit (i.e. the squad leader's Initiative) is higher than the Initiative of every pursuing unit, it breaks off on a roll of 4+.

Fall Back

A unit which has successfully broken off immediately makes a Fall Back move as described on page 39. After this movement the unit is broken.

Consolidate

Unit   Type: Disembarked, Disengaged

At the end of a combat, if a unit's opponents are all either destroyed or retreating, so the victorious unit is no longer locked in combat with any enemy, they may make a 3" Consolidation.

STILL LOCKED IN COMBAT

After handling units that have left the combat, proceed with units that fight on. A unit is still locked in combat if there are still enemy units that are locked in the same combat and, at the same time, one of the following holds true:

• Its side has won the combat.

• Neither side has won.

• Its side has lost the combat, but the unit has passed its Morale check.

Pile-In!

After the combat has been resolved, including sweeping advances, fall backs and consolidations, units that are locked must make a pile-in move. This is the same action as at the start of the Assault phase, but units from all sides move.

When making pile-in moves, the player whose turn it currently is moves all his involved units first. Once all units have moved, the other players proceed in turn order to move their units.

If, for some reason (usually if the enemy is more than 6" away or if there is not enough space), the unit cannot reach any enemy unit it is locked with, it is no longer locked in close combat and makes a 3" Consolidation instead. This often affects enemy units that are suddenly no longer locked in combat themselves. These units make Consolidate moves afterwards but cannot make sweeping advances retroactively. In multi-player games the units are moved in turn order.

At the very end of each combat, units cease to be locked with units they are not in contact with. A large multiple combat may thus fragment into several smaller combats. Note that this takes place after every other action. For sweeping advances, retreats and pile-ins all units of the same multiple combat still count as locked with each other.

LOSING CONTACT OUTSIDE OF THE ASSAULT PHASE

If units that are locked in the same combat suffer casualties during any other phase than the Assault phase, it is possible that there are no models left in contact (for example when one side is destroyed completely). Units that were locked in combat but lose contact to all enemy units during any phase except the Assault phase are no longer locked in combat. These units make a 3" Consolidation immediately. This interrupts the normal turn sequence. The player whose turn it currently is starts with his units and the remaining players proceed in turn order.

MORE COMBAT ACTIONS

The following actions cannot be performed by every unit. The unit needs a special rule that explicitly allows them to use these actions.

Cleansing Smash
Unit   Type: Combat, Strike

See page 101 for details.

Fire Sweep
Model   Type: Combat, Strike

See page 84 for details.

Charge by Chance
Unit   Type: Support, Assault, Combat

See page 77 for details.

CLOSE COMBAT SPECIAL RULES

CLEANSING SMASH
Close combat special rule

See page 101 for details.

COUNTER ATTACK
Universal   Close combat special rule

Troops with this skill believe that attack is always the best form of defence. If assaulted, they will spring forward themselves and counter-attack the charging enemy. To represent this, a unit with this rule that is not locked in combat and is assaulted by the enemy makes a Morale check (ability). If the test is successful all models in the unit get the +1 assault bonus to their attacks, exactly as if they too had assaulted that turn (but no other advantage that might result from an assault).

FURIOUS CHARGE
Universal   Close combat special rule

Models with this skill are known for the wild ferocity of their assaults. In a player turn in which they assaulted into close combat they add +1 to both their Initiative characteristics and the Strength of their primary weapon when resolving Strike actions. This ability does not affect sweeping advances.

HIT & RUN
Universal   Close combat special rule

Models with this ability may choose to leave close combat in the Assault phase after resolving Morale checks, No Retreat and sweeping advances, but before making consolidate, fall backs and pile-in moves. The unit using the Hit & Run ability must take an Initiative test. If the test is failed nothing happens and the models remain locked in the fight. If the test is passed, the unit breaks from combat and immediately makes a 3" Consolidation, ignoring the units they are locked with. This break-off move is not subject to sweeping advance, but the enemy unit can consolidate normally, if it is not locked with another unit or pile-in, if it is.

In addition, a unit with Hit & Run that has fought a close combat in its own turn, but is no longer locked at the end of the Assault phase of the same turn, gains the ability to make a drawback move in the Consolidation phase of the same turn (see page 74). Note that units that have charged or are stunned are not able to draw back in the same turn as this is a Support action.

GARGANTUAN
Close combat special rule

See page 101for details.

HULK
Individual   Close combat special rule

The offensive capabilities of tanks, buildings, buggies, aircraft and large, torpid creatures without weapons are limited in close combat. The best thing they can hope to achieve is to dodge enemy strikes and keep the opponent scarcely at bay. Models with this special rule and their units cannot perform Combat actions - they cannot attack, and their units cannot assault, execute alpha strikes or sweeping advances. Though, they can still use their WS to defend and enemy units can assault them as normal.

INTRACTABLE
Universal   Close combat special rule

Intractable units cannot be bound in close combat. The wounds, glancing and penetrating hits the intractable unit received count towards the combat resolution. However, they automatically cease to be locked after calculating the combat result, but before making any Morale checks. They are not affected by the combat result and do not have to take Morale checks for the losing side. They are not subject to No Retreat or sweeping advances and cannot make a Consolidate move. Units that were formerly locked with an intractable unit stay locked with other units and must use their pile-in move to move 1" away from the intractable unit. If they were only locked with the intractable unit, they can consolidate but must move out of 1" of the unit.

In addition, intractable models never use their WS characteristic when they are attacked. Instead they have WS 0 if they count as stationary and a mighty WS 10 if they count as moving. If an intractable model has a WS characteristic in its profile, it uses this value for its own attacks or any other purpose.

MONSTROUS
Individual   Close combat special rule

See page 101 for details.
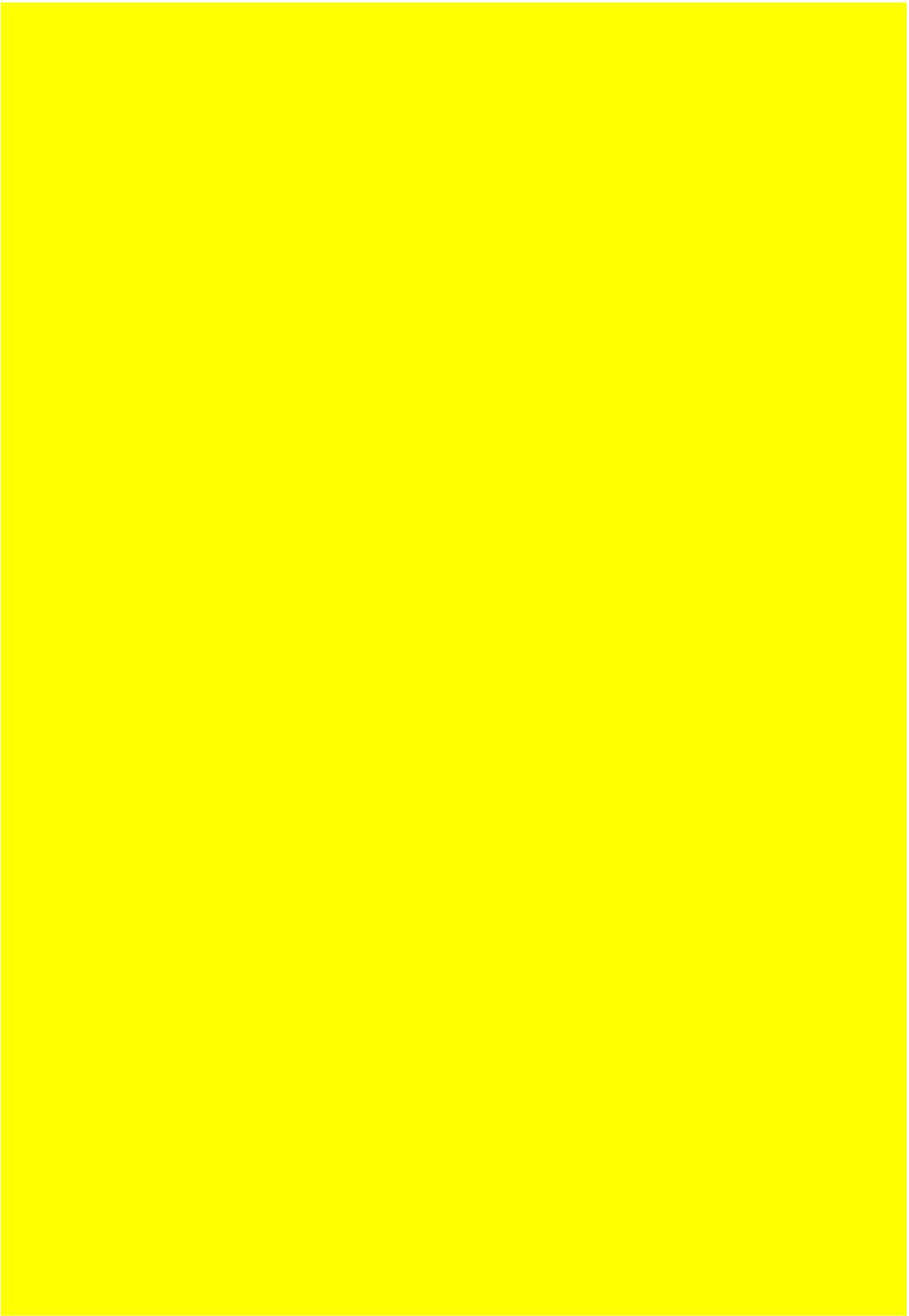
THE SHOOTING PHASE

As the two armies engage each other, guns thunder ceaselessly with plasma blasts, shells and shrapnel raining down on both sides.

In a Warhammer 40,000 battle, we split up the firing so that units fire during the Shooting phase of their own turn. Enemy units fire back in their own turn. Any and all of your units that act in this turn may fire. You can choose any order for your units to shoot, but you must complete all the firing by one unit before you move on to the next.

SHOOTING ACTIONS

Normally each model in a firing unit can carry out a single Shooting action. Some models, including vehicles, monstrous creatures and bikes, may be able to perform more than one Shooting action, as detailed later. The most basic Shooting action is to fire a weapon. More Shooting actions are introduced later, but they all follow the rules in this section.

The shooting process can be summarised in five steps, as shown on the right. Once you've completed this sequence with one of your units, select another and begin at step 1 again. Once you have completed steps 1 to 5 for each unit in your army (or the group of units that can act in this turn), you've finished shooting and can go on to the Consolidation phase.

SHOOTING PHASE SUMMARY

1 **Check line of sight & pick a target.**
   Pick one of your units, check its line of sight and choose a target for it. All models in the unit that can see at least one enemy model in the target unit may open fire.

2 **Declare shooting actions and check range.** At least one target model must be within range of the weaponry of your firing models. The player must declare which weapons are fired.

3 **Determine target's protection.**
   To see how hard a unit is to hit, determine its Cover save and its Evasion value.

4 **Resolve the damage.**
   Roll to hit and subsequently to wound. Enemy models can take saving throws to prevent casualties.

5 **Enemy takes Morale checks.**
   Units that suffer heavy casualties must test if they stay their ground or fall back.

Check Line of Sight & Choose a Target

A firing unit can choose a single enemy unit that is not locked in combat or embarked on a transport as its target. The whole unit has to direct all Shooting actions at this target – you may not split fire between two or more target units unless the unit has an appropriate special rule. Each model in the unit can carry out a different kind of Shooting action, however. In order to select an enemy unit as a target, at least one model in the firing unit must have line of sight to at least one model in the target unit. If no models have line of sight then a different target must be chosen.

Line of sight literally represents your warrior's view of the enemy - they must be able to see their foe through, under or over the tangle of terrain on the battlefield. Of course your models are made of resin or plastic, so they can't tell you what they see - you'll have to work it out for them. In some cases it will be obvious - if there is a hill or a tank blocking their view, the enemy may be blatantly out of sight. In other cases two units will be plainly in view of each other, as there is nothing at all in the way. Many times however, it will be more difficult to tell if line of sight is blocked or not, so players will have to stoop over the table for a 'model's eye view'. This means getting down to the level of your warriors, taking in the view from behind the firing model to 'see what they can see'. You will find that you can spot lurking enemies through the windows of a ruined building, and that high vantage points become very useful for the increased line of sight that they offer.

Line of sight must be traced from the eyes of the firing model to any part of the body or hull of at least one of the models in the target unit. It cannot be traced to the model's base. If not specified otherwise, models have a 360 degree firing arc and hence can fire in any direction.

There are two important exceptions to the rules for lines of sight: dense terrain and intervening models as described on page 43 and page 69.

If the players are not sure or cannot agree if a model can be seen by the firer, we suggest the use of the Most Important Rule – roll a dice for the firing model. On a 4+ the target is visible, on 3 or less it is not.

Which models can fire?

Units that remained stationary or made a Combat or Engage move in the Movement phase can perform Shooting actions in the Shooting Phase. It doesn't matter if the unit has fought a close combat in the Assault phase or not as long as the unit is no longer locked in close combat.

All models in the firing unit that can see at least one model in the target unit, ignoring any models with a base, may fire.

A player may choose not to fire with some of its models if he prefers (as some models may have one-shot weapons, for example). This must be declared before checking range, as all of the models in the unit fire at the same time.

DECLARE SHOOTING ACTIONS

Whether a unit has moved or not can make a big difference to its firing. Some weapons require the warriors to hold a position, take up firing stances and aim at their targets properly. Other guns are so heavy that they can only be used if their firers halt completely to brace themselves or set up their weapons on the ground. This is explained in more detail in the Wargear section later, but for the time being it is enough to know that a model that remained stationary has the option to execute a Heavy fire action and use weapons that cannot be fired by a normal Fire action.

Fire

Model   Type: Shooting

A model performing this action can fire a single weapon of the type Assault, Pistol or Rapid fire.

Heavy Fire

Model   Type: Shooting, Stationary

A model performing this action can fire a single weapon of the type Assault, Heavy, Pistol or Rapid fire. A model that performs this action multiple times can even shoot ordnance weapons.

Declare which Shooting action each model performs and which weapon it uses for it (if it is equipped with more than one weapon). No weapon can be fired more than once per phase, regardless of the number of actions the model has at its disposal.

Check Range

All weapons have a maximum effective range, which is the furthest distance they can shoot. If a target is beyond this maximum range, the shot misses automatically. This is why you have to choose your target before measuring the range. Here are some examples of weapon ranges:

Weapon	Maximum Range
Laspistol	12"
Boltgun	24"
Autocannon	48"

When you're checking range, simply measure from each firer to the nearest visible model in the target unit. Any model in the firing unit that is found to be out of range of all of the models he can see in the target unit misses automatically.

Determine Evasion & Cover Save

Cover

A position in cover shields troops against flying debris and enemy shots, enabling them to get their heads down or crawl amongst rocks and (hopefully) avoid harm. Because of this, units in or behind cover get a cover saving throw against Shooting actions.

What counts as Cover?

Cover is basically anything that is hiding a target or protecting it from incoming shots. For example, a soft obstacle (like a hedge) that would hide soldiers behind it, but would not even slow down enemy shots, confers a 6+ save; purpose-built fortifications confer a 4+ save; most other things confer a 5+ save. More detail can be found in the Cover Chart below.

COVER CHART

Cover Type	Save
• Razor wire, Wire mesh, High grass, Crops, Bushes, Hedges, Fences	6+
• Models on a base, Trenches, Gun pit, Tank traps, Emplacements, Sandbags, Barricades, Logs, Pipes, Crates, Barrels, Hill crests, Woods, Jungles, Wreckage, Craters, Rubble, Rocks, Ruins, Walls, Buildings, Wrecked vehicles	5+
• Fortifications, model is not visible	4+

When are models in cover?

To make it easy to determine the cover save of a model, only the perspective of the firing unit's squad leader is used. We assume that the leader directs the fire of the squad from an advantageous position. If a model can fire multiple weapons from different points of its hull or body, the line of sight is drawn from one of weapon of the owning player's choosing.

When any part of the target model's body or hull is obscured from the point of view of the squad leader, the target model is in cover. This is intentionally generous, and it represents the fact that the warrior, unlike the model, will be actively trying to take cover.

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 squad leader's line of sight by taking a good look from behind his head, and 'see what he sees'.

Note that it is not important if a model is within terrain or not. If the intervening terrain blocks the line of sight, the model is 'in cover'. Indirect weapons follow different rules (see page 86).

Units Partially In Cover

Sometimes, a unit will only be partially in cover, which means that some of its models are in or behind cover and some are in the open. Sometimes models of the unit are even in different types of cover or completely out of sight.

Determine the cover saves for every model in the unit and then use the Majority cover save for the saving throws. Models that are completely out of sight of the firing unit's squad leader have a 4+ cover save for the purpose of determining the Majority cover save of a unit.

Going to Ground

Unit   Type: Support

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. Large creature and walkers do not go to ground but they brace for impact to the same effect.

Units that contain no vehicles except walkers can perform this action when they are targeted by Shooting actions of an enemy unit. Declare that the unit is going to ground after ranges are measured but before any rolls are made. Models in the unit receive +1 to their cover saving throws for resolving this enemy unit's shooting. Units that are not currently in a position that would give them a cover save can still got to ground by diving to the floor (or some other evasion technique) and receive a 6+ cover save. After resolving the damage, the unit loses the bonus.

The drawback of going to ground is that the unit becomes shaken after resolving any Morale checks. Note that shaken units cannot carry out further Support actions, including this action. Thus a unit can only go to ground once per turn. Note as well that a unit that has gone to ground to avoid fire from pinning weapons and fails its Pinning test, it becomes shaken only once.
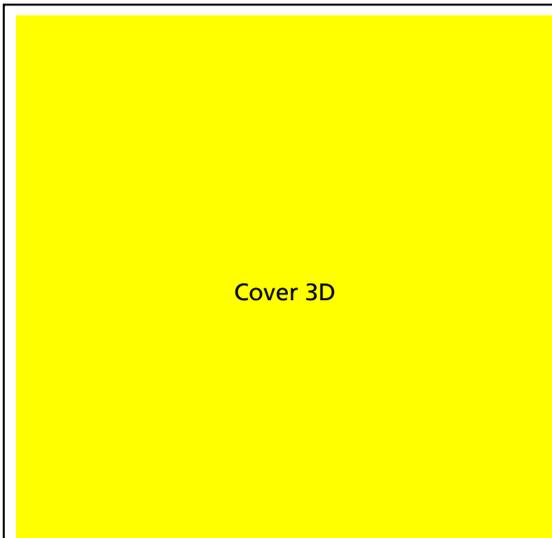
Cover 3D
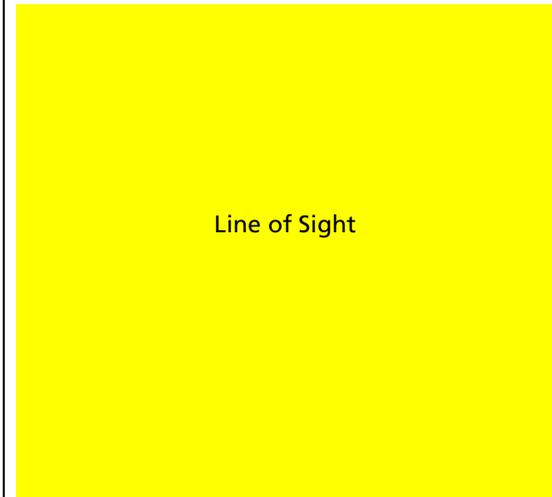
Line of Sight

Partial cover

Intervening units

INTERVENING MODELS

The models on the battlefield are not static. The situation in the Shooting phase of the game is only a snapshot of the action taking place down there. There might be no firing corridor to shoot right now but there might have been one some instances ago. Because of this, models do not follow the same rules for line of sight, cover and wound allocation as terrain.

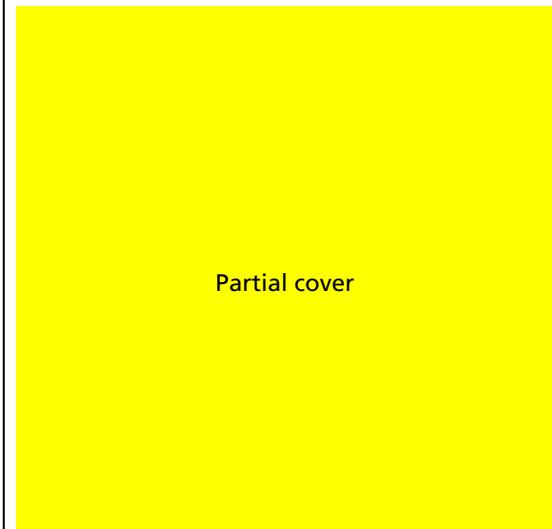A model intervenes if it partially hides at least one model of the target unit from the eye of the attacking unit's squad leader. If such a model exists, the whole unit is called to be an 'intervening unit'.

Line of sight

Firing models can always draw a line of sight through all models with a base - just as if they were not there. We can assume that their posture on the base is only an approximation of their real stance. Flyers and skimmers are too fast to block the line of sight for more than a second and even walkers or monstrous creatures shift their positions often enough to be unreliable cover. Warriors go actively into cover - they lay down flat on the ground, cower into the shades or lean cautious against walls. They cannot do any of this behind the leg of a dreadnought.

Models without a base block line of sight exactly like terrain even when they are part of the shooting or targeted unit. If you field squadrons of vehicles, take some time to think about an effective formation that maximizes the number of firing weapons while the vehicles conceal each other as much as possible.

Cover saves

Models without a base grant a cover save of 5+ to models partially hidden by them. If a model is invisible to the squad leader of the firing squad because it is completely concealed by a model without a base, it gets the normal 4+ cover save for invisible models.

Models without a base are normally tough enough to survive being used as cover unscathed.

Models with a base do not normally give other models cover, even if they are completely hidden by them. Models with a base that want to protect friendly units behind them have to actively form a human (or alien) wall.

Look Out, Sergeant!

Unit   Type: Support

Instead of doing the wise thing and going into cover, a unit can choose to stand upright in the face of incoming fire and take a bullet for their comrades behind them. However, in Warhammer 40,000 the truth is more often than not less heroic; soldiers are simply forced to be the meat shields for their ruthless overlord.

When a unit is shot at, before any saving throws are rolled, you can declare that one of your intervening units performs a Look Out Sergeant action. Both the target unit and the intervening unit must contain models with a base. Units with the swarm rule cannot perform this action either. Every model in the target unit receives a 5+ cover save until the damage from the shooting unit is resolved, even if the normal cover save of a model were better. This save can be improved by Stealth, Going to Ground or a similar rule. However, for every passed cover save, the intervening unit suffers one Critical hit. This may force the unit to take a Morale check for heavy casualties. Look out, Sergeant! cannot be used to protect a unit that has used this action itself in the same turn.

If the Majority Armour Save characteristic of the intervening unit is higher than the Majority Armour Save of the target unit (other saves do not count), it receives a 3+ invulnerable save against these hits.

Directed hits

If a unit shoots through an intervening unit, it cannot make use of the directed hits special rule.

Evasion

The size and the speed of a target are huge factors when it comes to taking aim with a ranged weapon. Even the lousiest marksman can hit an immobile battle tank in front of him. If he misses nonetheless it is most likely due to a jammed weapon or a non-starter. Smaller creatures like Tyranid Rippers or Gretchins are a different beast and are far more challenging to hit, even if they come in great numbers. The real challenge is to hit a small, yet fast moving target. Even for the best shooters in the game, it is more likely to miss than to hit a moving jetbike that evades the incoming fire with stunning jinks. The only hope to get a good shot at a fast target is to come close and shoot at point blank range.

Evasion is not a characteristic and you cannot find it in the model's profile, because it can change during the course of the game. You have to determine it every time the unit is fired on. The size and the speed of the target are subsumed into a single Evasion value (EV). Analogous to the defending model's WS, the higher the EV, the harder the target is to hit. In order to determine the EV, start with a base value of 3 and apply the following modifiers.

Massive

Massive models are not only huge, their silhouette is very compact which makes them easy targets. Tanks, walkers, monstrous and gargantuan creatures, super-heavies and fortifications are all massive. If a single model in a unit is massive, its EV is modified by -1.

Stationary

A unit that remained stationary in its last Movement phase suffers a -1 penalty to its EV. Stunned and immobile units apply this modifier as well, even if they have moved. Note that Consolidations do not count as movement, only Move actions do. It does not matter how far the unit has moved as long as it counts as moving. We assume that a squad that forfeits the advantages of remaining stationary makes use of defensive techniques that are sufficient to make it considerably harder to hit.

Jink

Some exceptionally fast or dodgy units like bikes and fast skimmers are even harder to hit than normal moving squads. If a unit that consists exclusively of models with the Jink special rule has moved in its last Movement phase, it modifies its EV by +1.

Swarm

Swarms are exceptionally hard to hit and receive a -1 modifier on their EV. If the unit contains one or more models without this trait, the modifier does not apply.

Example A stationary Space Marine Dreadnought is shot at. The walker suffers the -1 modifiers for massive and stationary units. It has an EV of 1 against this shooting (3 - 1 - 1 = 1). A moving Eldar falcon, both a tank and a fast skimmer, has EV 3, as it receives the +1 jink and -1 massive modifiers (3 + 1 - 2 = 3).

EVASION CHART

Base Evasion value: 3

Modifiers:

Target unit is massive.	-1
Target unit has remained stationary.	-1
Target unit with Jink has moved.	+1
Target unit is swarm.	+1

Flyer

Due to their high speed flyers have always an EV of 6 that is not further modified.

Point blank range

When being targeted at point blank range even the fastest creature cannot dodge the shots. To represent this, the EV of a unit is never better than 3 if the squad leader of the firing unit is within 12" of the target unit.

A note to existing players

Veterans of previous Warhammer 40,000 editions are familiar with another method of calculating the score you need to hit: subtracting the BS of the shooter from 7. You can use this method and apply the Evasion value modifiers directly to the result. The number you need to hit cannot get better than 2 or worse than 6, though.

For example, a Space Marine with Ballistic Skill 4 needs a 3 or more on a D6 to hit (7-4=3) by this method. When the Space Marine is firing on a moving Necron Catacomb Command Barge, you need to apply the modifier for a moving unit with jink (+1). The Space Marine needs a 4 or more on a D6 to hit (3+1=4).

Roll to Hit

To determine if the firing models have hit their target, roll a D6 for each shot of a model that is in range. Normally troopers will only get to fire one weapon each, however, some creatures are capable of firing multiple weapons and some weapons are capable of firing more than once per Shooting action, as we'll explain in the Wargear section. The dice score needed to hit will depend on how accurate the firers are, as shown by their Ballistic Skill characteristic (or BS), and the dodge

SHOOTING TO HIT CHART

	Target's Evasion										
	0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
0	N	N	N	N	N	N	N	N	N	N	N
1	A	4+	5+	6+	6+	6+	6+	6+	6+	6+	6+
2	A	3+	4+	5+	6+	6+	6+	6+	6+	6+	6+
3	A	2+	3+	4+	5+	6+	6+	6+	6+	6+	6+
4	A	2+	2+	3+	4+	5+	6+	6+	6+	6+	6+
5	A	2+	2+	2+	3+	4+	5+	6+	6+	6+	6+
6	A	2+	2+	2+	2+	3+	4+	5+	6+	6+	6+
7	A	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	A	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	A	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	A	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

Attacker's Ballistic Skill (left axis label)

Note that N on the chart means the shot has no effect. On the contrary, an A on the chart means that the shot hits automatically.

capabilities of the targets, as shown by their EV. Cross-reference the firer's BS with the target's EV on the To Hit chart to obtain the minimum D6 roll needed to score a hit.

For example, if the shooters are a unit of five Imperial Guardsmen with a BS of 3 and the target is a unit of stationary Ork Lootas (Evasion value 2), you would roll five dice and each roll of a 3 or more would score a hit.
If the Guardsmen were firing on a moving unit of Eldar jetbikes, each roll of a 5 or more would score a hit. Jetbikes have the Jink rule and add +2 to their Evasion value if they are moving, which amounts to an EV of 4 (2+2).
If the Guardsmen were moving into 12" of the jetbikes and were shooting again, each roll of a 4 or more would score a hit, because the target's Evasion value is never better than 3 when a unit fires at point blank range.

Follow the rules of the Damage section to resolve the hits. After removing the casualties, start with the next unit until no unit is left that may shoot during this turn.

HEAVY CASUALTIES
When a squad suffers heavy casualties, less disciplined troops tend to break. But even well trained soldiers may recognize that they fight a losing battle and that an ordered retreat is the best option. After resolving all shots from an enemy unit, check if the target unit holds its ground or withdraws.

A unit losing 25% or more of its models from a single shooting unit during an opponent's Shooting phase must pass a Morale check (casualties), or else it will fall back and is broken. The test is taken immediately after all shots from the shooting unit are resolved. Count the number of models before and after each enemy unit's shooting if you are in doubt whether the unit has to take the test. Casualties not resulting from Shooting actions are not factored in.

A unit that is already broken or is locked in close combat does not have to take this test. A unit must take only a single Morale check (casualties) in a turn. We recommend you to place one of the casualties next to the unit until the end of the phase to indicate that the unit has already taken its test.

Example: A unit of ten troops suffers two casualties from enemy shooting, so it takes no Morale check. The unit, now eight strong, takes fire from another unit and suffers two more casualties. It has to take a Morale check now, which it promptly passes. It does not have to take another Morale check this turn

A unit that fails the test is broken and must Fall Back immediately, as explained on page 39.

MORE SHOOTING ACTIONS

Additional shooting action are explained in the respective sections as their usage is limited.

Bombardment

Model   Type: Shooting, Stationary, Disembarked

A model performing this action can call down an artillery strike or use weapons that are so cumbersome that even vehicles need to remain stationary to fire them. A model that executes an Bombardment action cannot perform any other Shooting actions in that turn.

Covering Fire

Model   Type: Shooting, Disembarked

See page 105 for details.

Divide Fire

Model   Type: Shooting

The targeting system can direct the weapons to target several enemies at the same time. This complex coordination takes extra time though. A model with the multi-targeting rule can spend one of its Shooting actions to perform a Divide Fire action. The model is then able to target any number of different units its remaining Shooting actions. If a model is part of a unit, it can fire on a different target than the rest of the unit if it uses this action.

For example: A stationary tank with multi-targeting (2) can fire four weapons on a single target or fire three weapons on different targets. If the tank were moving, it could fire two weapons or divide its fire and use one (which is only reasonable if it wants to fire on a di

Draw Back

Unit   Type: Shooting, Disembarked

See page 74 for details.

Defensive Fire

Unit   Type: Shooting, Support

See page 77 for details.

Repair

Unit   Type: Shooting, Support

See page 116 for details.

Shock Wave

Model   Type: Psychic, Power, Shooting, Disembarked

See page 109 for details.

SHOOTING SPECIAL RULES

AERIAL ASSAULT

Individual   Shooting special rule

See page 127 for details.

FLESH & STEEL

Individual   Shooting special rule

See page 100 for details.

GUNSHIP

Individual   Shooting special rule

See page 127 for details.

JINK

Shooting special rule

Some units are able to perform defensive manoeuvres at breakneck speed. Units that consist solely of models with the Jink rule modify their Evasion value with +1 if they have moved in their last Movement phase.

MASSIVE

Individual   Shooting special rule

Their sheer size and bulk mean they cannot take advantage of cover as well as infantry and smaller vehicles. They can however position themselves in such a way as to make it harder for the enemy to hit them in a vulnerable location. The difference from the way cover works for non-massive models is represented by the following exceptions to the normal rules for cover:

- At least 50% of the massive model that is being targeted needs to be hidden from the point of view of the squad leader of the firing unit for the model to claim to be in cover.
- Massive models never get cover saves against Indirect weapons for being in terrain. They can still use cover saves that were granted by wargear or special rules that let them count as being in cover against indirect weapons.

The EV of a unit with at least one massive model is modified by -1. Massive models are subject to additional rules for ramming and the use of grenades, as explained in the respective sections.

SLOW & PURPOSEFUL

Individual/Universal   Shooting special rule

Slow and purposeful models have the individual special rule Relentless (see above) and the universal special rule Lumbering (see page 54).

MULTI-TARGETING (X)
Individual   Shooting special rule

Tanks, battle suits, jetbikes, walkers and aircraft are all equipped with a wide array of deadly weaponry. They are equipped with targeting systems that allow them to fire several weapons. These fire support systems can be enhanced sensors, psycho-reactive matrices, artificial intelligences computational support devices or symbiotic organisms. In most cases the 'targeting system' consists just of extra manpower - every weapon is manned by a different crew member.

A model with this special rule is able to perform more than one Shooting action per turn and the number given next to the special rule specifies how many. For example, a model with multi-targeting (3) would be able to perform three Shooting actions per turn. If its unit had remained stationary, the firing model could even double the number of Shooting actions. Models with the Fast special rule can do this even if they have cruised or charged. Note that the model still cannot fire the same weapon twice.

The number of actions, often called multi-targeting value, can decrease during the game through battle damage. Apply this before you double the number for a stationary model. Models with this special rule can carry out the following action.

NIGHT VISION / ACUTE SENSES
Universal   Shooting special rule

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. When shooting a unit with the Veiled special rule, such units may choose to re-roll the test to determine how far they can see, but must abide by the new result. There are three levels of Night Vision/Acute Senses. The special rules has no effect against Veiled units with a higher level, e.g. Night Vision (1) would allow a re-roll against units with Veiled (1) but not with Veiled (2). If no number is given, the unit has Night Vision/Acute Senses (1).

OVERWATCH
Universal   Shooting special rule

If an enemy unit ends a Move action within 12", a unit with this ability may perform a Defensive Fire action and shoot at the intruding unit. If the unit was assaulted by the enemy it can shoot nonetheless. If the units lose contact, they consolidate at the end of the phase as normal.

RELENTLESS
Individual   Shooting special rule

Unlike common infantry, some powerful warriors like Monstrous Creatures, Jet packers, Bikers and all Vehicles can firing their heavy weapons at full capacity while moving at combat speed.

Relentless models can perform Heavy fire actions even if they cannot perform Stationary actions. They can use heavy and rapid fire weapons as secondary close combat weapons.
In addition, relentless models can shoot a rapid fire weapon with sustained fire at 18" instead of 12".

STEALTH
Universal   Shooting special rule

The ability to make maximum use of available cover has saved many a warrior from discovery and death. The unit's Cover save is improved by +1 if they are in cover. Units with a higher level of Stealth, noted as Stealth (2) or Stealth (3), improve their Cover save by +2 or +3 respectively up to a maximum of 2+.

SWARM
Individual   Shooting special rule

Units that consist solely of models with the swarm special rule get a +1 modifier for their Evasion value. Swarms have the Eternal Warrior (1) and Vulnerable to Blasts/Templates rule.

TANK HUNTER
Universal   Shooting special rule

Tank Hunters are especially skilled at finding and exploiting weaknesses in the armour of enemy vehicles. They add +1 to their Armour Penetration rolls whenever they hit a vehicle (both at a range and in close combat) with the tank special rule.

VEILED
Universal   Shooting special rule

If a unit selects a target with the Veiled or Veiled (1) rule, a check needs to be made to see if the firers can clearly spot their target through the darkness, the distortion field or the effect that evokes this rule. Roll 2D6 and multiply the result by 3". This is the spotting range. If the shooters have selected a target beyond this range they lose the right to fire, as they search the darkness for a target that never appears. This rule applies also to barrage and rail weapons. Bombs are not affected.
If a unit has the Veiled (2) rule, the firer multiplies the 2D6 by 2". Veiled (3) units can only spotted within 2D6 x 1.5".

CONSOLIDATION PHASE

All the fighting action in the previous phases has left the table in a chaotic state. This represents the real situation on the battlefield quite well, but for a convenient game a little bit more clarity is helpful. In the Consolidation phase it is time to unravel the tangle and prepare your troops for the next turn. Most of the time a unit will only perform a single action or none at all in this phase.

Choose one unit that can act in this turn and perform the actions in the order they are presented in this section. Once all actions of the unit are resolved, choose the next unit and start over. When all units are treated, your turn is over and the opposing player starts with his turn.

Draw Back

Unit   Type: Shooting, Disembarked

A unit with the special rule of the same name may make a drawback move in its own Consolidation phase. Draw Back is a Shooting action but it is carried out in the Consolidation phase. No weapons are fired, but a unit that cannot perform Shooting actions cannot make a Draw Back move either.

Roll 2D6. The unit is able to make a Consolidation of up to a number of inches that equal the total of the 2D6.

JOINED UNITS

Some models have the ability to fight alongside other units, usually independent characters. When two units join, they operate from then on as a single unit. For example, the enemy cannot target one of the former units separately, the 'combined unit' must obey the usual coherency rules, it must target a single enemy unit and it moves at the speed of the slowest model while they stay together. A combined unit is a single unit for all game purposes. However, keep track of to which unit each model belongs in case the units part again. The term 'combined unit' is only used in this section to make clear whether a rule refers to the unit as a whole or one of the former units.

Shared Conditions

The combined unit is subject to all negative effects of either of the former units, for example being barred from performing certain actions, morale conditions or a crippling psychic power. If a unit leaves a combined unit while it is subject to a negative effect, both units remain subject to it. If a unit joins another unit with a permanent

condition it is affected but only as long as it is part of the combined unit. If the unit leaves, it recovers as normal in the Consolidation phase. Combined units count as moving if any part has moved before joining.

Squad leader

When two of your units join, nominate one of the squad leaders of the particular units as leader for the combined unit. The former squad leaders remain characters and resume their role as squad leader once the units break up again. If a particular unit loses its squad leader, the opposing player chooses a new one but only from the models that belong to this particular unit. If this is also the squad leader of the combined unit, the controlling player nominates a new one. This can be the newly appointed squad leader.

Leaving a unit

Unit   Type: Disengaged

A unit can leave a combined unit during its Consolidation phase. Declare that the units go separate ways from now on. If either of the now disjoint units is not in unit coherency it restores its formation immediately (see page 50), beginning with the leaving unit. A unit can leave another unit inside a transport, but one of the units has to disembark in the same phase, unless the transport can hold enough units to accommodate all units.

Embark

Unit   Type: Disembarked, Disengaged

Units can enter transports during their Consolidation phase. Units can join other units inside a transport by embarking first. See page 123 for details.

Joining a unit

Unit   Type: Disengaged

A unit with an appropriate special rule (usually an independent character) can join another unit during its own Consolidation phase. A unit may not join another unit during any other phase. The joining unit has to be in unit coherency with the unit it wishes to join and the both units must not be locked in combat. A unit cannot join a unit that it has left or was left by in the same turn.

Regroup

Model   Type: Compulsory

Just because a unit is broken doesn't mean it is out of the fight. Courageous officers will try to inspire their troops to rally. Warriors might regain their composure or their will to fight, perhaps out of a sense of honour, duty or sheer bloody-mindedness.

A character, usually the squad leader, in a broken unit can attempt to regroup it by taking a Morale Check (regroup) or Regroup test in his own Consolidation phase if there are no enemies within 12" of the unit.

If the character successfully passes his Morale check (regroup), the unit stops being broken immediately. If the character fails his Morale check or the unit cannot regroup, then the unit continues to be broken.

Embarked units do not have to regroup as the broken condition is automatically negated (even if there is no character in the unit). If a unit has the ability to regroup without a character, use the squad leader's Leadership for the test.

Regaining Combat-readiness

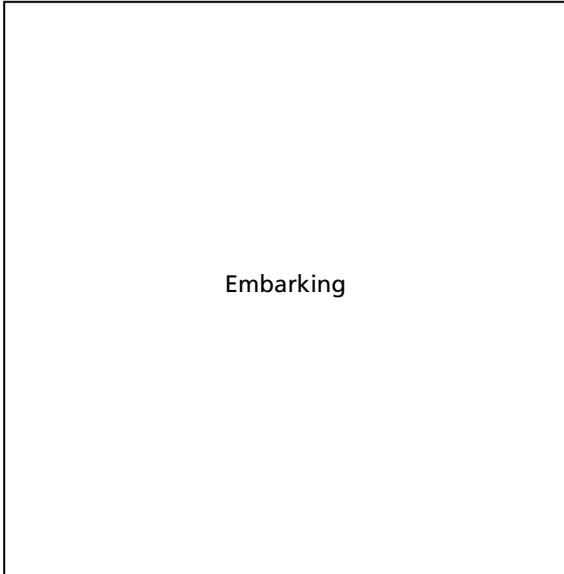Unit   Type: Compulsory

Units automatically stop to be shaken, stunned and immobile in their Consolidation phase. In addition, effects that temporarily bar a unit from performing certain actions end as well. For example, a unit that has performed a Ramming move, can perform Psychic actions again. During the Consolidation phase units must still abide to the restrictions of these conditions.

Embarking

Patch Up

Unit   Type: Compulsory

When unit with multiple-wound models gets seriously battered, several models probably end up with less than their full Wounds. Those units have the chance to treat injured squad mates to prevent that they get incapacitated by loss of blood or exhaustion. However, to restore a squad's full fighting efficiency, it is sometimes necessary to abandon badly injured warriors.

If a unit contains more than one wounded model, it must carry out a Patch Up action. Choose one model that you deem to be too badly wounded to fight on and reduce its Wounds by one, even it is consequently removed as a casualty. This wound cannot be prevented by any kind of saving throw. In return, you can choose one model whose injuries turn out to be nothing more than a scratch for a mighty warrior like this and restore a single lost Wound, up to its starting number of Wounds. Repeat this until not more than a single model remains with less than its full Wounds.

Independent characters are completely omitted when performing this action.

Concluding actions

When all eligible units have made their actions, resolve any rule that is due 'at the end of the turn'. After this, the turn ends and the next player can move his units.

SUPPORT ACTIONS

Support actions cover a wide array of activities that help your troops. Support actions are not tied to a specific phase. Some Support actions can even be carried out in the opposing player's turn.

Alpha Strike

Unit   Type: Combat, Support

See page 56 for details.

Going to Ground

Unit   Type: Support

See page 68 for details.

Look out, Sergeant!

Unit   Type: Support

See page 69 for details.

Ramming

Unit   Type: Move, Support, Disembarked

See page 119 for details.

Repair

Model   Type: Shooting, Support, Disembarked

See page 116 for details.

Patch up

ACTIONS IN THE ENEMY TURN

Normally units only act in their own turn. In some situations like suddenly appearing reinforcements or a tank that tries to steamroll the warriors, a squad is forced to react quickly. To represent this, units can perform the following actions in an enemy turn if and only if the rules explicitly allow it.

Defensive Fire

Unit   Type: Support, Shooting

In dire situations soldiers excel themselves and are able to shoot in the enemy turn. Every model in a unit that executes a Defensive Fire action can perform a single Shooting action. They cannot use the multi-targeting rule but gain the relentless shooting special rule for the duration of this action. Every model has to fire at the target unit that triggered the response, even if the model is normally allowed to fire at a different target than the unit. These Shooting actions do not impair the ability of a model to shoot in its own Shooting phase (except if it uses one shot weapon, of course). Resolve the action that triggered this action completely before you interrupt the turn to resolve the defensive fire.

The rules for Shooting actions apply with the following exceptions:

• If the responding unit was assaulted by the target unit and it was not locked in combat previously, it can shoot at the target unit. If the units lose contact, follow the rules for lost contact outside of the Assault phase as normal.

• When a model fires a rail or blast weapon, check if the target is in range (and not within minimum range). You do not have to place a blast marker, trace a line or roll the scatter dice. Roll to hit as normal. If the weapon hits, it causes a single wound. Likewise, template weapons don't use the template to see how many enemy models are hit. Check, if the target unit is in range by placing the template according to the normal rules. If at least one enemy model is partially under the template, the unit is in range and suffers D3 automatic hits from the weapon.

• The target unit does not have to take Morale checks for casualties, terror or pinning resulting from the defensive fire.

Charge by Chance

Unit   Type: Support, Assault, Combat

An abrupt shift on the battlefield opens up new opportunities for savvy warriors to take advantage of. When troops tumble from a burning wreck or a ramming vehicle overreaches and passes by harmlessly, it is time for quick-witted soldiers to ambush the unprepared enemy.

Resolve the action that triggered the charge by chance completely before you interrupt the turn to conduct this action. The unit performs a 6" Consolidation (and, therefore, is not affected by terrain) with the following amendments:

- Models are allowed to move into contact with the unit that caused this action. The unit cannot initiate a multiple combat, though, and no model can move within 1" of another enemy unit. You must bring the first model you move into contact with the enemy unit. If this is not possible, the unit does not move.
- Move all other models into contact with enemy unit or as close as possible while remaining in unit coherency. Follow the Assault move sequence.

If the unit comes into contact with the enemy unit, they are locked in combat. No unit counts as assaulting unit (no unit gets extra Attacks or is able to execute an Alpha Strike). Instead they count as being in combat from a previous turn. So, be careful if the opposing player has still units able to move nearby; uninvolved units can carry out Alpha Strikes very well.
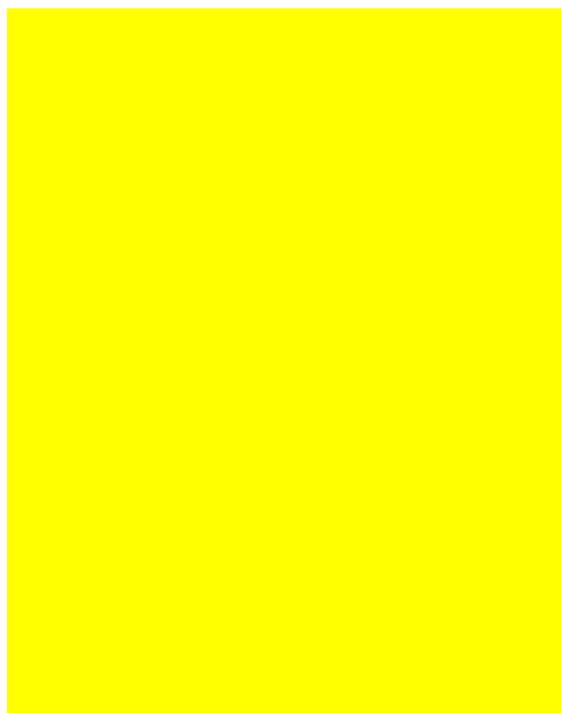
WARGEAR

By the 41st millennium, warfare has spawned innumerable weapons, ranging in capability from the simple but efficient chainsword to the barely controllable energies of the plasma cannon. In this section we describe how characteristics and special rules reflect the differences between different weapons.

WEAPONS

Every weapon has a profile which consists of several elements, for example:

Name	Maximum Range	Strength	Armour Piercing	Type
Boltgun	24"	4	5	Rapid Fire

MAXIMUM RANGE

Ranges are all given in inches. If the weapon's range is given as 'Template' then the weapon fires using the teardrop-shaped Flamer template (the exact method is explained later). Close combat weapons obviously don't have a range.

Strength

When rolling to wound, you use the weapon's Strength. However, close combat weapons often use the wielder's Strength. These weapons are shown as Strength S. If a weapon uses a modified Strength characteristic of the model, it is shown as '2S' or 'S+1'. See the rules for characteristic modifiers on page 29 for more details.

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, cancelling the target's Armour Save.

Type

All weapons are classified as either Rapid Fire, Pistol, Assault, Heavy, Bomb, Ordnance, Combat , or Grenade. These rules are a measure of the weapon's general behaviour, its portability and if it is a fire arm or a melee weapon.

The type of a ranged weapon affects the way it can be fired in relation with the model's movement during that turn's Movement phase. Some weapons such as storm bolters and multi-lasers fire multiple shots. Where this is the case the number of shots a weapon fires is noted after its type. For example, a multi-laser fires three shots as part of a single Shooting action so its type is noted as Heavy 3. If no number is given, the weapon fires a single shot.

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 and cannot reduce its weapon's firepower (for example, it cannot fire only two shots from its Heavy 3 weapon).

Some weapons may be able to fire in different ways, representing different power settings or different types of ammo. Where this is the case, there will be a separate line in the weapon's profile for each. Most notable, pistols generally have two separate profiles; one for shooting weapon and one for close combat.

Additional Characteristics

In addition to its type, a weapon may have some additional characteristics that define the way they work. These are added to the weapon type in its profile, and include things like 'gets hot!' or 'blast'. A weapon may have any number of these characteristics in addition to its type.
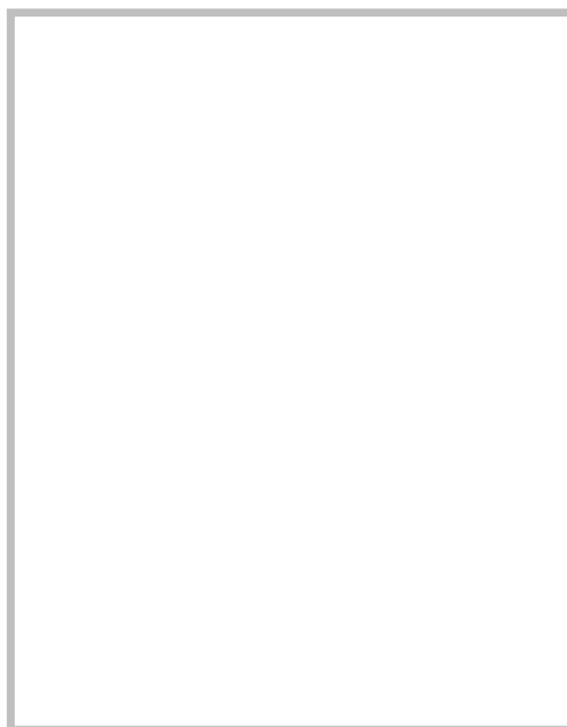
WEAPON TYPES

Rapid Fire Weapons

Rapid fire weapons are very common and usually come in the form of semi-automatic 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, engaging targets at greater distances.

A model armed with a rapid fire weapon can use it by executing a Fire action and can fire a number of times indicated in its profile up to its maximum range.

Sustained Fire:

If the firing model is within 12" of the target, it can fire one more shot than usual, e.g. a weapon with the type Rapid Fire 2 fires two shots at a target in 18" and 3 shots at a target in 12".

Assault Weapons

Assault weapons are fired by warriors as they move forward into the attack. They either fire so rapidly or are so indiscriminate that you don't have to do much more than point and shoot. For example, a flamer is a weapon which fires a fan-shaped gout of burning fuel, so it's just as accurate whether you are moving and firing or not. Soldiers often use these weapons in the last seconds of an assault to eliminate the foe before the combat begins or force enemy warriors in a disadvantageous position - hence the name!

Assault weapons can be fired by performing a Fire action and shoot the number of times indicated – whether you move or not and regardless of range. In addition, assault weapons (and weapons that have at least one fire mode with the assault type) can be used as a secondary close combat weapon in the turn a model assaults. Note that the model needs a one-handed primary close combat weapon to claim the attack bonus. If the model has no designated close combat weapon and attacks with its basic attacks, it cannot use an assault weapon to get +1 attack.

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 against their considerable recoil.

A model armed with a heavy weapon can use it by executing a Heavy Fire action. Thus, most models have to remain stationary in order to fire a heavy weapon. Remember that if the unit has performed a Move action (except a Turn), all models cease to be stationary even if they have

Moving / Stationary

not moved at all. When shooting, heavy weapons always fire the number of times indicated regardless of range. They are very good for laying down long range supporting fire or taking out tanks and monstrous creatures.

Ordnance Weapons
Ordnance weapons are so huge and powerful that they cannot be physically carried by infantry, but must be mounted onto a vehicle or be built into the structure of a bunker or fortress. Firing a massive ordnance weapon requires the attention of more than one gunner. To represent this, a models must perform two Heavy Fire actions to fire a single ordnance weapon. Therefore, models without the multi-targeting rule like infantry and shaken units can never use ordnance weapons.

Ordnance weapons fire shells with such a powerful charge that they can smash through armour or hit with such force that the target vehicle's crew are turned to mush. When you roll to penetrate or glance a vehicle's armour with an ordnance weapon, you get to roll two D6 instead of one, and pick the highest result.

Unless their profile specifies otherwise, all ordnance blast weapons use the large blast marker.

Ordnance Barrage weapons
Ordnance weapons with the barrage rule are even more demanding to fire than normal ordnance weapons. A model must perform four Heavy Fire actions to fire a single ordnance barrage weapon, as the gunners have to carefully calculate the firing trajectory. All the normal rules of both ordnance and barrage weapons apply.

Bombs
Bombs are not fired in the Shooting phase but in the Movement phase of the model. See page 87 for details.

Pistol Weapons
Pistol weapons are light enough to be carried and fired one-handed. As pistols often have a less powerful charge, their range is limited. On the plus side, they are handy enough to allow a trooper to fight in close combat with a combination of a pistol and sword, axe or other close combat weapon.

A pistol's profile consists of two lines. A model armed with a pistol can use it with a normal Fire action and can fire a number of times indicated in its profile up to 12" (unless differently specified in their profile). Use the pistol's first profile line for Shooting actions.

Pistols are most efficiently used in close combat when the warriors have enough space to manoeuvre as they lack any defensive capabilities, forcing the model to dodge rather than to attack. On the offense pistols are devastating weapons as ever.

Pistols can be used in close combat as secondary weapons. Alternatively, a pistol can be used as primary weapons by using its second profile. The number of attacks depends on the number of shots as given in the pistol's combat weapon profile instead of the Attack characteristic. All pistols are coarse weapons and the wielder receives the attack bonus for two close combat weapons only if it uses an identical pistol as secondary weapon. Other attack bonuses apply as normal.

Combat Weapons
Even though high-powered lasers and plasma weapons scour the battlefields of the 41st millennium, close combat remains commonplace – sieges, city fighting, boarding actions and tunnel warfare are noted more for the ferocity of the fighting than any strategic nuances. Seasoned warriors will often bear a deadly array of clubs, knives and bajonets for close-quarter fighting. Assault troops will be even more ably equipped, taking axes, swords and deadly power weapons into battle with them.

If a model has no other combat weapon, it can always make attacks with a basic close combat weapon. We assume that every soldier has at least a simple knife or bajonet to defend in close combat. If this weapon is not listed in the model's profile it cannot be used in combination with or as a secondary weapon - it is only a option of last resort. A model receives the extra attack for two weapons only if it has two combat weapons explicitly listed in its profile.

Grenades
Grenades in Warhammer 40,000 are generally used as part of an assault. A well-placed barrage of grenades can help immeasurably in the vital last few seconds it takes to overrun an enemy and come to grips. What follows are some of the most common types of grenades used in assault. Any actual damage done against infantry by the grenade is assumed to be taken into account in the unit's attacks in close combat, but the unit using them gains the added benefit shown.

Against massive units and vehicles however, inflicting damage with grenades is less abstract. A well-placed grenade can often achieve a kill on a vehicle or wound even the largest creature. Specialist tank hunting troops are frequently equipped with melta bombs – fusion based bombs which can reduce a battle tank to a burnt-out wreck in milliseconds, or krak grenades, a special type of grenade designed to implode, shattering armour and (hopefully) stopping vehicles in their tracks.

If a grenade has a weapon profile, a model can use it as a primary close combat weapon, but the wielder can only make a single attack, regardless of its Attack characteristic or any attack bonuses (e.g. for assaulting or two close combat weapons, etc.). Grenades can only be used against units that consist of at least one massive model or vehicle. Against other unit types only the abstract effects of the grenade come into play. Models use a WS of 1 if they target a unit that contains a massive model, representing that those models have few weak spots where grenades can be placed. Grenades cannot be used as secondary weapons.

Grenades have to be placed carefully; each model can only make a single attack, regardless of the number of Attacks in their profile and any bonus attacks.

WEAPON RULES

Weapon rules are listed under type in the weapon's profile. Obviously, the model can use the rule only for attacks made with this weapon. If a weapon rule is listed under special rules in a model's profile, it is treated as a damage special rule and applies to every action of the model, regardless of the weapon in use.

Channel

Psycho-reactive weapons can be filled with energy by a psyker to enhance its destructive powers manifold. A weapon with this rule has a special ability that is only activated if the wielder successfully uses a Channel psychic power. If a psyker is equipped with a weapon with this special rule, he automatically has the Channel power as well.

Destroyer

Also known as Titan-killer, weapons with this special rule on their profile deliver an immense amount of damage to their target. If a weapon has a D instead of a Strength value in its profile, it means it is a destroyer. If a destroyer weapon hits there is no need to follow the damage process. Instead they inflict a single critical hit. In addition, destroyer weapons have the Instant Death (1) rule.

Super-heavy vehicles that are hit by a destroyer weapon lose one Structure Point in addition to the normal damage caused by the weapon.

Directed Hits

Some warriors fight meticulously and aim to incapacitate dangerous individuals in the enemy squad before they can retaliate.
Use separate dice for the rolls to hit and to wound for attacks and shots with the directed hit rule as for any other special attack or shot. When your opponent fails a saving throw for a wound caused by a directed hit, you can decide which enemy model takes the unsaved wound. Unsaved wounds resulting from directed hits are allocated after normal unsaved wounds. You can choose any model you like, even multiple times, as long as it is part of the armour group your opponent has distributed the wound to. Consequently, a squad leader with a different combination of saves than the rest of the unit is off limits.

The Directed Hit special rule cannot be used by the following hits:

• Hits from weapons with one or more of the following rules: coarse weapon, two-handed, indirect, blast, template, rail.

• Hits caused by a unit that fires through an intervening unit.

• Hits against units with the Shielded rule

Grenade Launcher

Models with a grenade launcher can place grenades with greater precision from a greater distance. Weapons with the Grenade Launcher rule (usually every type of... grenade launcher!) make it easier for the wielder to hit with grenades. If a model with a grenade launcher attacks with a grenade, the (Majority) WS of the target unit is halved (rounding up) for resolving the attack. In addition, the model uses its normal WS value against massive units instead of WS 1. A model with a grenade launcher is always equipped with assault and krak grenades.

Instant Death

An attack with this special rule causes Instant Death even if its Strength is not high enough. If a model suffers an unsaved wound from an attack with this trait, it loses one additional Wound, unless its Strength is high enough to cause the loss of more than two Wounds anyway.

Instant Death (2) and Instant Death (3) work exactly like Instant Death but are not as easily circumvented by the Eternal warrior rule.

Master-crafted

A master-crafted weapon has been manufactured with such an dedication, that it will be noticeably superior to any other weapon of its type.
A master-crafted weapon allows the bearer to re-roll one failed roll to hit per phase when using the weapon as a primary weapon or as a shooting weapon. Normally, power weapons lose the parry rule if the weapon has any additional special rule; master-crafted power weapons, however, still confer a 5+ invulnerable save in close combat.

While a single master-crafted weapon is a piece of wargear worthy of only the mightiest heroes of mankind, it pales in comparison with a host of matched blades that strike in perfect unity.
If several models in a unit use the same master-crafted weapons, roll all to hit dice together. You can re-roll one failed roll to hit per master-crafted weapon.

One Shot

The weapon can only be used once per game. If it is a pistol, it can be used once per game as a primary close combat weapon, but the wielder can only make a single attack, regardless whether it has assaulted or not. The pistol can still be used as a secondary close combat weapon.

Poison/Corrosive

Poisoned weapons range from blades daubed in venom to weapons that fire acid discharging projectiles. They do not rely on a comparison of Strength and Toughness to wound – they always wound on a fixed number, if not specified otherwise a 4+. Some venoms or acids are so lethal that the merest drop can kill – these may wound on a 3+, or even 2+ (as described in the appropriate Codex, usually written as Poison (2+) or Corrosive (3+)). However, if the Strength of the weapon is equal or higher than the opponent's Toughness, the attacker uses the normal Wound chart, but can re-roll failed rolls to wound! If the weapon has an X for a Strength, it wounds on the given number and never uses the To Wound chart.

Rending

Rending shooting weapons fire a hail of shots so focused they can literally chew through flesh, bone and armour alike, and rending close combat weapons are equally apt to rip armour apart. Against non-vehicle models, any roll to wound of 6 with a rending weapon automatically causes a wound, regardless of the target's Toughness, and counts as AP2. Against vehicles, each Armour Penetration roll of 6 allows a further D3 to be rolled, with the result(s) added to the total score.

CLOSE COMBAT
Coarse weapon

If a model uses a coarse weapon as primary weapon, only another coarse weapon of the same kind can be used as secondary weapon. Coarse weapons can never be used to inflict directed hits, even if the wielder has a corresponding special rule. Coarse weapons can be used as secondary weapon for other weapons as normal.

Two-handed

Two handed-weapons cannot be combined with a secondary weapon or be used as a secondary weapon. Two-handed weapons can never be used to inflict directed hits, even if the wielder has a corresponding special rule.

AREA WEAPONS
Models on different heights
Weapons presented in on these pages affect not a single model but a large area. This area is presented by a marker of different shapes or a line between two points on the battlefield. For simplicity sake, these weapons hit all models under the area they affect, regardless of the height of the model's position. Hold the template/marker/line always flat above the table so that no model is above the template/marker/line. Take a good look at the template/marker/line from above – all models of the target unit whose bases or hulls are completely or partially covered by the template/marker/line are hit. In multi-level terrain only a single level is affected, as explained on page 44.

Scattering
The shots of some area weapons scatter if the firing model fails its roll to hit. Whenever a rule calls upon you to scatter a marker or a point, use the following procedure.

Roll to hit as normal. If the roll is successful, the marker stays in place. To represent that the large area affected by the shot means it's going to be very hard to miss completely, the marker is not discarded if you roll a miss. The shot may not land exactly where it was intended to, but it hits somewhere. Roll the scatter dice to see where the shot lands. The marker is shifted in the direction shown by the arrow (either the small arrow on the HIT symbol or the large arrow) a number of inches equal to twice the result of the roll to hit.

For example, a BS4 Space Marine fires a frag missile on a moving infantry unit and rolls a 2 to hit. The shot misses its target and the blast is moved 4" in the direction indicated by the scatter dice.

Unless stated otherwise, a model with the ability to re-roll the roll to hit, only rolls the D6 again and never the scatter dice.

Directed Hits
Template, blast and rail weapons never benefit from the directed hits rule. A model with the ability to cause directed hit can use this skill with other weapon, but when he fires one of the mentioned weapons, the special rule is ignored. Area weapons work differently when conducting Covering Fire and Defensive Fire actions as explained in the respective sections.

Template
These are particularly indiscriminate short-ranged devices, such as flame throwers, which affect a broad, cone-shaped area represented by a template. They are indicated by having the word 'template' or 'Hellstorm' next to their range or weapon type. The former use the small teardrop-shaped template, the latter the larger variant.

Instead of rolling to hit, simply place the template so that its narrow end is within range of the model firing it and the large end is no closer to the weapon than the narrow end. The template must cover as many models as possible in the target unit without touching any friends or models locked in combat. Against vehicles, the template must be placed to cover as much of the vehicle as possible without also touching a friendly model. It is sufficient to cover the base of a model even if it is high flying skimmer. Flyers can never be hit by template weapons. If there is no range specified in the weapon's profile, it has a range of 3".

The template does not scatter. Any models fully or partially under the template are hit. Against vehicles use the direction of the firer to determine which armour facing is attacked. Because template weapons bathe the area in burning fuel, baneful energies or something equally dangerous, Cover Saves are ignored when resolving wounds! Wounds inflicted by template weapons do not have to be allocated on the models actually covered by the template, but can be put onto any model in the unit.
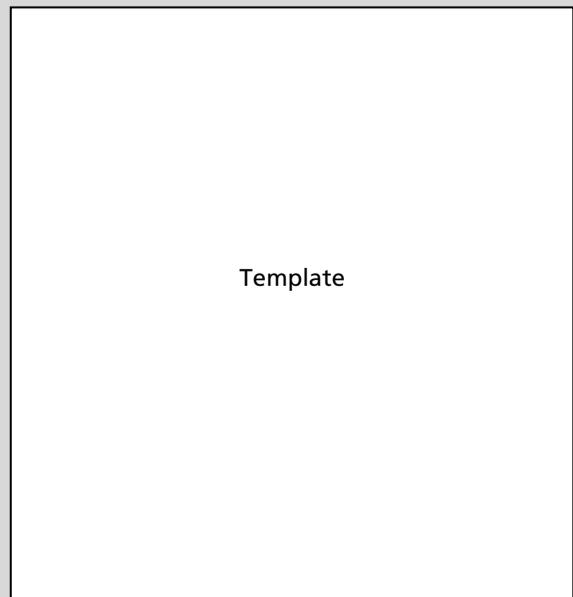
Template

Template weapons against transports

Template weapons such as flamers are designed to attack enemies hidden inside bunkers and buildings and can attack models even if they are inside a vehicle. Soldiers use these weapons to shoot through fire points or vision slits to bathe the interior with burning chemicals. Alternatively, they engulf the vehicle's hull with a constant gush of fire, downright cooking the passengers inside.

To represent this, if one or more of the fire points on a building or transport (or any part of an open-topped vehicle) fall under a template, the embarked unit suffers automatic D3 hits from the template weapon. The vehicle or building itself also suffers one hit, as normal. If there are several units inside the transport, choose one unit randomly to be affected. The transported unit automatically passes any Morale checks resulting from the hits.

Multiple Template Weapons

If a unit is firing more than one template weapons, resolve each shot, one at a time, as described above, determining and recording how many hits are scored by each template. Finally, fire any other weapon in the unit, then add up all of the hits and roll to wound.

Template weapons in close combat

Template weapons are invaluable when a squad assaults an enemy encampment. A warrior with one of these weapons unleashes a devastating fire storm that makes it hard for the enemy to come close enough to attack.
Templates weapons can be used in close combat in a turn the unit has assaulted. The damage is resolved with the Strength and the AP of the template weapon. Additional weapon rules are ignored for this action and weapons without a Strength characteristic cannot be used; they are too delicate to be used in an assault.

Fire Sweep

Model   Type: Combat, Strike

A model with a suitable weapon may execute a fire sweep instead of its normal attacks if its unit has assaulted this turn. The model makes D6 attacks regardless of its Attack value or any bonus attacks. The attacks are made at the Initiative value of the model and hit automatically. Roll separately to determine how many attacks the model makes if it assaults again in a later turn. the restrictions of these conditions.

Blast

Blast weapons fire shells, missiles or bolts of energy that explode on impact. When firing a Blast weapon, pick one enemy model of the target unit that is visible to the firer and place the blast marker with its hole at least partially over the base of the target model, or its hull, if it is a vehicle. The target unit must still be in range (but not necessarily the model the marker is placed over) of the firing model to fire with a blast weapon. You may not place the marker so that the base or hull of any of your own models or models locked in combat is even grazed by it.

BLAST SIZES

Blast marker come in different sizes. The diameter of the blast marker is clearly indicated in the weapon's profile. The following notations are used for the four most common sizes.

Type	Diameter
Blast	3"
Large Blast	5"
Massive Blast	7"
Target unit is swarm.	10"

Roll to hit as normal. If you roll a miss, the marker scatters as explained on the previous page.

Once the final position of the blast marker has been determined, take a good look at the blast marker from above – all models of the target unit whose bases or hulls are completely or partially covered by the blast marker are hit. Once the number of hits inflicted on the unit has been worked out, the firer rolls to wound as normal and then the controlling player may allocate these wounds on any armour group in the unit, not just the ones under the marker.

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. In these cases hits are worked out as normal, and can hit models out or range and sight (or even your own troops or models locked in combat). If the shot scatters so that the hole in the centre of the marker is outside the table's edge, the shot is a complete miss and discarded.

Vehicles and blast

If the centre of the blast marker ends over the vehicle's hull or base, the hit is resolved against the vehicle's facing the firing model is in. If the centre ends outside the vehicle, but part of the marker covers its hull or base, the armour penetration roll is resolved against the Armour Value facing the centre of the marker, regardless of the position of the firer. In this case, the roll on the Vehicle Damage table is modified by -3.

Blast, Multiple Blast, Apocalyptic Barrage

Multiple Blast Markers

If a unit is firing multiple blast weapons of the same kind (for example, four Space Marine Devastators fire four plasma cannons at an enemy unit) or a model is firing a blast weapon with several shots, they are all fired together in a salvo, with one blast marker placed for each shot.

Determine which models can fire and choose one as the leading model. Place the blast marker and roll to hit and any potential scatter, as described on page 83, using this model's characteristics and position. Once the first marker is placed on its final position, place the second marker in contact with the first one. It must (partially) cover at least one model of the target unit. If this is impossible, place the marker as near as possible to the target unit. The marker may be placed outside of the weapon's range but not above friendly models or models locked in combat. The centre of the blast marker must be placed in line of sight of the leading model. The third marker is then placed in contact with the second, using the same rules, and so on. All blasts of the same salvo must affect the same level in multi-level terrain.

If you cannot place any subsequent marker, this and all further shots are lost. We assume that something went noticeable wrong with the last shot and the rest of the squad aborted the barrage in time to spare ammo. You do not have to roll for Gets Hot for aborted shots, one shot weapons can still be used, etc. The models cannot fire another weapon instead, though.

Once all of the markers are in place, work out the number of hits scored on the target, add any other hits caused by other weapons in the firing unit, and then roll to wound as normal. Remember that you score only a single hit against units that are locked in combat.

Apocalyptic Barrage

Ordnance weapons with this rule use a different method of placing the blast marker. If the target unit is in range of the firer, place the shamrock-shaped apocalyptic blast marker with its centre on a target unit's model in line of sight of the weapon firing. The player may rotate it around its centre to any final position he wishes. You may not place the marker so that the base or hull of any of your own models or models locked in combat is even grazed by it. The marker does not scatter.

Once this is done, roll a number of dice equal to the number in brackets and compare the results with the numbers on the marker. Each dice result indicates which one of the round areas making up the apocalyptic barrage marker has been covered by the explosion. Models completely or partially under the area by covered by any explosion are hit. Models can be hit multiple times. After working out how many hits the unit suffers, resolve the damage as for a normal ordnance weapon.

Rail

Some arcane weapons fire high powered shots that are nigh unstoppable. Even several meters of stone are pierced with ease. Psionic lances, alien sonic weapons and of course the Tau weapons of the same name count to the most common weapons of this type.

If a model fires a rail weapon, mark one point on the table within range but not necessarily in line of sight. At least one model of the target unit (and no friendly model or model locked in combat) must be under the line between the firing model and the marker. Roll to hit against the EV of the target unit. If the rail weapon hits, the marker stays in place. If you roll a miss, the marker scatters as described on page 83. If the marker scatters and reaches a table edge, it stops there.

Once the marker has reached its final position, draw an imaginary line between the firing model and marker. A unit receives one hit for every model in the unit that is under the line, even if the firing model cannot see the unit. Determine the cover save as normal; models that are not visible for the squad leader of the firing model receive a 4+ cover save.

Multiple Rail Weapons

If a unit is firing more than one rail weapons, resolve each shot, one at a time, as described above, determining and recording how many hits are scored by each template. Finally, fire any other weapon in the unit, then add up all of the hits and roll to wound.

Indirect rail weapons

If the rail weapon is indirect as well, units receive only cover saves if they are in terrain. Because rail weapons can fire on units without line of sight anyway, those parts of the indirect rule that does not affect cover saves are ignored.

Rail

Indirect

Indirect weapons fire in an arc that renders most cover useless, or they are so powerful that they go straight through any interjacent objects. Targets can only hope to escape a direct hit if they are deeply entrenched in terrain.

Indirect weapons do not need a line of sight to the target in order to fire. If a model is hit by a weapon with the Indirect rule, the cover save is not determined by checking the line of sight from the squad leader to the target. Instead, the model can claim a cover save if it is in terrain that confers a cover save. If the model is not in terrain, it gets no cover save even if there is intervening terrain between the target and the firing model. Cover saves that are conferred by wargear, a psychic power or a special rule work as normal.

Vehicles and indirect weapons

Hits from indirect weapons are resolved against the vehicle's facing the firing model is in.
If the weapon is a blast (or template) weapon as well, use the following rule instead. If the centre of the blast marker (small end of the template) ends over the vehicle's hull or base, the hit is resolved against the vehicle's side armour - representing its top armour. If the centre (small end) ends outside the vehicle, but part of the marker (template) covers its hull or base, the armour penetration roll is resolved against the Armour Value facing the centre of the marker (small end of the template), regardless of the position of the firer.

Barrage

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

Note, that in older Codex books Barrage weapons were identified by having a G before their range (e.g. Range: G48"). This is the same as having the word 'barrage' under their Type.

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

• Barrage weapons are always pinning and indirect weapons.
• Some barrage weapons have a minimum range as well as a maximum range (e.g. Range: 12"-48"). The model cannot fire a barrage weapon if the target unit is within the minimum range of the weapon.
• If the centre of the marker is placed out of line of sight of the shooting model, the blast scatters more likely. If the model failed the roll to hit, the marker scatters as normal. If the roll to hit was successful, roll the scatter dice nonetheless. If the scatter dice shows a hit symbol, the blast lands on target. If the scatter dice shows an arrow, the marker is shifted in the direction shown by the arrow a number of inches equal to twice the total of the roll to hit.

Multiple Barrages

If a unit has more than one barrage weapon or a barrage weapon with multiple shots they are all fired together in a salvo, using the same procedure as described for multiple blasts. You can place subsequent blasts out of line of sight, though.

Bomb

Bomb weapons are not fired like ordinary weapons. They are dropped during a bombing run as described below. Bombs have always the following weapon types:

• Pinning
• Indirect
• Blast. The size of the marker is specified in the profile.

Bombing Run

Model   Type: Disembarked, Disengaged

A model can use a single bomb in its own Movement Phase. Dropping a bomb is a Free action and can be conducted during one of the following Move actions: Combat move, Cruise, Flat out and Supersonic. Mark one model the bomber is passing over during the move. After finishing the movement of the unit, place the specified blast marker on top of the marked model.

Roll to hit as normal. If the roll is successful, the marker stays in place. If you roll a miss, the marker scatters as described on page 83.

Note: Because this is not a Shooting action, the target unit does not need to take a Morale check (casualties). Using a bomb does not influence the regular Shooting action of the firing unit, e.g. the bombing unit can target another unit with its normal armament and fire the normal number of weapons.

Inferno

Some bombs are designed to saturate an area with chemicals. Bombs with the inferno rule use a template instead of a blast marker. They are still dropped during a bombing run, but use the following rules.
Place the small end of the Hellstorm template under the path of the model. The large end of the template faces directly towards the final position of the model. If it was dropped during a supersonic move before the flyer has left the table to turn around, the template faces the point at the table edge where the flyer has left. The template is then moved 3D6" forward towards the flyer or the exit point. Once the template is in place, resolve the damage like a normal template weapon. The damage is always resolved against a vehicle's side armour.

Anti-Aircraft

Some weapons are specially designed to take aircraft down. A weapon with this special rule fires always at point blank range when targeting flyer, thus reducing its EV to 3.

Entangling

A unit that is hit (and not necessarily wounded) by a weapon with this ability counts as being in difficult terrain in its next Movement phase. If the unit performs any Move action in its next turn every model in the unit must take a dangerous terrain test.

Co-axial

These weapons share the same mount with a larger gun, and are designed to fire tracer rounds against the target, making the main gun's fire more accurate. Roll to hit with the co-axial weapon before rolling for the main weapon. If the co-axial weapon scores at least one hit, the main weapon counts as twin-linked if it is fired at the same target. Proceed with the damage process as normal after all roll to hits of the firing unit are resolved.

Gets Hot

'Gets Hot!' represents the penchant of certain unstable weapons for overloading and badly burning their user. Roll to hit as normal, except that you must roll to hit even if the target is found to be out of range. For each result of a 1 rolled on its to hit rolls, the firing unit suffers a wound (armour, invulnerable and rigid saves apply). If you fail the saving throw, the firing model suffers the unsaved wound. You cannot allocate the unsaved wound to a different model in this case. Because of their additional cooling systems, weapons on vehicles are not affected by overheating.

Gets Hot! and template weapons

Template weapons (and some exotic blast weapons, too) do not roll to hit, so you must always roll a D6 before firing on of these Gets Hot! weapons to check if the weapon overheats. If you roll a 1, the weapon gets hot, it does not fire and the firing model suffers the normal Gets Hot! wound (see above). Otherwise the shot is resolved as normal.

Gets Hot! and re-rolls

If a model has the ability to re-roll its rolls to hit, it may re-roll Gets Hot! results of 1 without suffering a wound, unless the result of the re-roll is a 1 as well.

Gun battery

Gun batteries consist of countless of smaller weapons that unleash devastating broadsides into the foe. The hurricane bolter system and the gauss flayer arrays are notable examples of gun batteries. A gun battery consists of several weapons that are fired together with a single Heavy fire action. The weapons of a battery have to be fired at the same target even if the shooting model divides its fire. Determine the range and line of sight for each weapon separately and resolve the damage of each weapon as normal. It is totally possible that only a part of the weapons is able to fire.

Lance

These weapons fire a coherent, focused beam that can bore through any armour, regardless of its thickness. Due to their unique nature, Lance Weapons count vehicle Armour Values higher than 12 as 12.

Melta

Melta weapons are lethal, short-ranged 'heat rays'. Melta weapons roll an extra D6 when rolling to penetrate a vehicles' Armour Value in close combat or at half range or less. If the weapon is more than half its maximum range away, a single D6 is rolled as normal.

Pinning

Coming under fire without knowing where the shots are coming from is extremely shocking, making troopers throw themselves flat and hug cover as much as possible. Sniper fire and barrages are the most common causes of this.

If a unit suffers any unsaved wounds from one or more pinning weapons of a firing unit, it must immediately take a Pinning test. A Pinning test is a Morale check (pinning). If the unit fails the test, it is shaken. If the unit is already shaken, it becomes broken instead. It does not make a Fall Back move as it is too scared of enemy fire. Units taking a Pinning test suffer a -1 Ld modifier for each unsaved wound caused by a pinning weapon of the shooting unit up to a total modifier of -3. If a unit takes a Pinning test due to another reason than pinning weapons, the roll is not modified (unless stated otherwise, of course). A unit may be called upon to take multiple Pinning tests in a single turn.

Sniper

These deadly weapons can be used to pick out a target's weak or vulnerable points.
Sniper weapons have the following rules:

• Pinning

• Rending

• Poison (4+)

• Directed Hits

If no Strength value is given, sniper weapons count as Strength 3 against vehicles, which, combined with the rending rule, represents their chances of successfully hitting exposed crew, vision ports, fuel or ammo storage, etc.

Targeter

Some advanced weapons are equipped with targeting systems to negate the protection of fast moving foes. If a unit shoots with at least one weapon with this special rule, the target unit counts as stationary for determining its Evasion value.

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 fire you may re-roll the dice to hit if you miss. In other words, twin-linked weapons don't get more shots than normal ones, but you get a better chance of hitting with them. The line of sight and range are determined from one of the weapons of the shooting player's choosing.

Twin-Linked Template Weapons

Twin-linked template weapons are fired like normal template weapons, but their range is increased by 6"
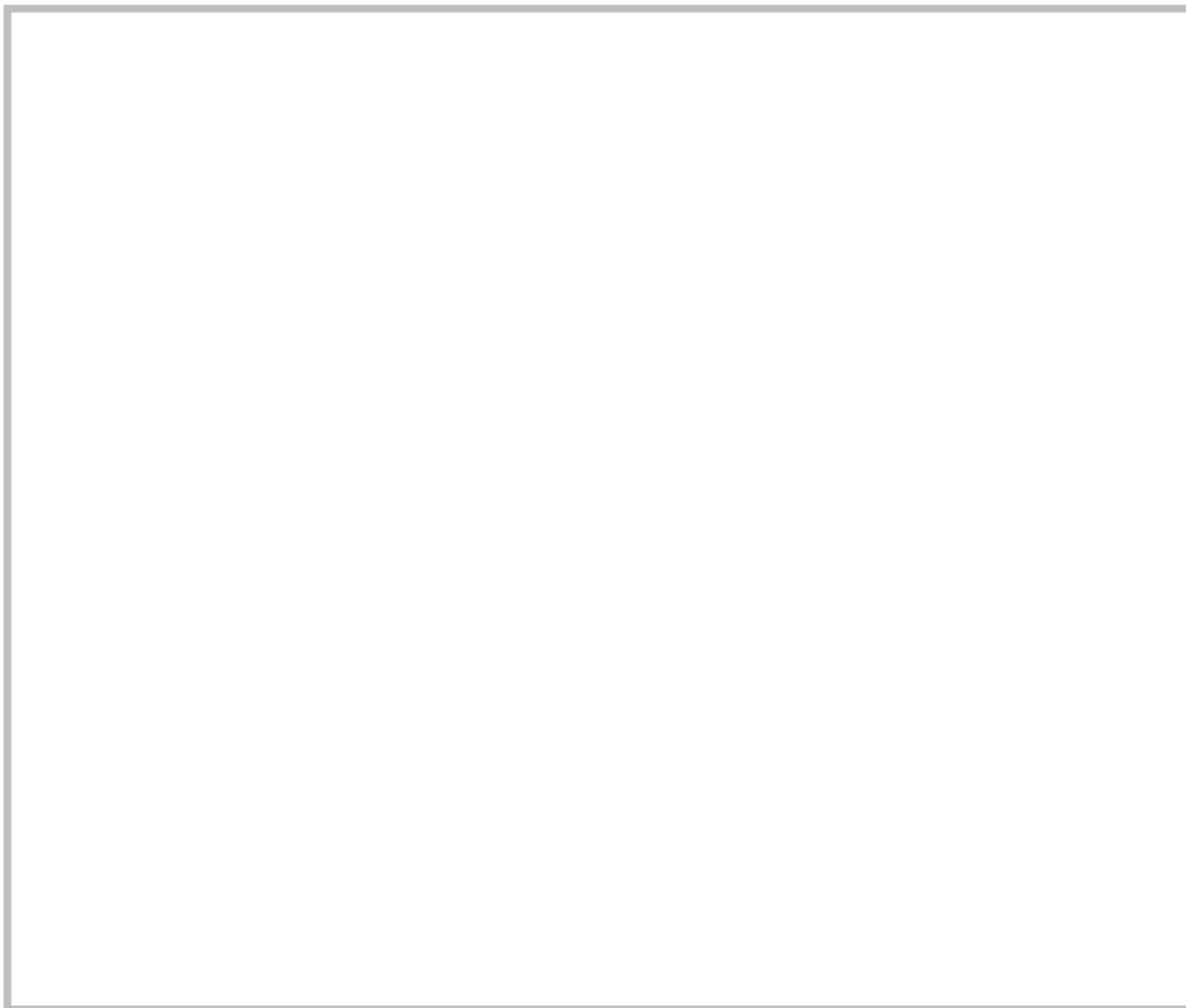
SELECTION OF WEAPONS

Shooting Weapons

Battle cannon
The battle cannon is the most common ordnance weapon. It is the main armament of the famous Leman Russ battle tank of the Imperium. The explosive rounds of a battle cannon decimate enemy infantry and tanks with equal contempt.

Name	Range	Strength	AP	Type
Battle cannon	72"	8	3	Ordnance, Large Blast

Boltgun
The bolter is the signature weapon of the Space Marines. The boltgun, or bolter, fires small missiles, or 'bolts'. Each self-propelled bolt explodes with devastating effect once it has penetrated its target, blowing it apart from the inside.

Name	Range	Strength	AP	Type
Boltgun	24"	4	5	Rapid Fire 1

Big Shoota   10 points
A big shoota is a loud, heavy, large-calibre machine gun that bucks and sparks like crazy when the trigger is pulled - the perfect weapon for every Ork.

Name	Range	Strength	AP	Type
Big Shoota	36"	5	5	Assault 3

Burst cannon   5 points
A burst cannon finds use across the Tau military, primarily mounted on battlesuits and vehicles and is one of the first weapons in the Tau's arsenals that benefit from technological innovation. Utilising plasma induction technology, the burst cannon is a multi-barrel weapon able to sustain high rates of fire.

Name	Range	Strength	AP	Type
Burst cannon	18"	5	5	Assault 4

Daemonic Gaze   15 points
Rays of pure unholy energy burst from the eyes of the daemon or the fire slits of a possessed vehicle, incinerating its enemies.

Name	Range	Strength	AP	Type
Daemonic Gaze	24"	5	3	Assault 3

Dark lance   30 points
The dark lances of Commoragh do not employ standard laser technology but instead fire a stream of what is, for want of a better term, 'darklight'. It works by reacting catastrophically with its target, producing a blast that can bore a massive hole in a vehicle regardless of armour.

Name	Range	Strength	AP	Type
Dark lance	36"	8	2	Heavy 1, Lance

Deathspitter   5 points
A deathspitter is a complex Tyranid multi-creature weapon symbiote that fires large, maggot-like organisms with highly corrosive innards.

Name	Range	Strength	AP	Type
Deathspitter	18"	5	5	Assault 3

Flamer
Flamers spew a highly volatile cloud of liquid chemicals that ignite upon firing. Flamers are used in one form or another by almost every army.

Name	Range	Strength	AP	Type
Flamer	Template	4	5	Assault 1

Grenade Launcher
Grenade launchers are versatile, man-portable weapons capable of firing a range of deadly rounds. Each time the grenade launcher fires, the controlling player can decide which round is being used.

Name	Range	Strength	AP	Type
Frag Grenade	24"	3	6	Assault 1, Blast, Grenade Launcher
Krak Grenade	24"	6	4	Assault 1, Grenade Launcher

Harvester   5 points
Harvesters are corrupted weapons of varying origin that are mounted on daemonic engines. 24" 4 5 Assault 6

Name	Range	Strength	AP	Type
Harvester	24"	4	5	Assault 6

Heavy Bolter
10 points

An enormous version of the boltgun, the heavy bolter fires fist-sized bolts at the enemy with a staggering rate of fire.

Name	Range	Strength	AP	Type
Heavy Bolter	36"	5	4	Heavy 3

Heavy gauss cannon
30 points

Unlike most conventional weapons, a heavy gauss cannon does not deliver a cutting beam or bolt of force. Instead it harnesses the ancient Necron technology to emit a molecular disassembling beam, capable of reducing flesh, armour and bone to constituent atoms.

Name	Range	Strength	AP	Type
Heavy gauss cannon	36"	9	2	Assault 1, Gauss

Gauss: Any armour penetration roll made by weapons with the Gauss type will score a glancing hit on a D6 roll of 6, unless the dice roll is already sufficient to cause a penetrating hit.

Heavy venom cannon
25 points

The heavy venom cannon is a long, powerful Tyranid bio-weapon that fires salvos of highly corrosive crystals coated with a metallic, venomous residue. The projectiles are accelerated to supersonic speed and collide with enough force to cave in an enemy battle tank.

Name	Range	Strength	AP	Type
Heavy venom cannon	36"	9	4	Assault 1, Blast, Gracing Hit

Gracing Hit: Unless the target is an open-topped vehicle, any glancing or penetrating hit inflicted by this weapon suffers an additional -1 penalty to rolls an the Vehicle Damage chart.

Lascannon
30 points

There are few finer weapons for tank hunting on the battlefield of the 41st Millennium than the lascannon of the Imperium. Within the gun is a laser chamber that charges an energy blast capable of shattering any enemy vehicle with a single shot.
48" 9 2 Heavy 1

Name	Range	Strength	AP	Type
Lascannon	48"	9	2	Heavy 1

Missile pod
20 points

A missile pod is a multiple missile delivery system that is used by the Tau for engaging enemy light vehicles at medium range.

Name	Range	Strength	AP	Type
Missile pod	36"	7	4	Assault 2

Rokkit launcha
20 points

Crude but easy to manufacture, the rokkit launcha is a stout stick with a simple trigger mechanism that allows the Ork at the 'safe' end to fire a dodgy-looking rokkit in the general vicinity of the enemy.

Name	Range	Strength	AP	Type
Rokkit launcha	24"	8	3	Assault 1

Scatter laser
10 points

Eldar scatter lasers use physically grown crystals to filter and refine laser bursts to their optimum potency and emit a constant stream of beams.

Name	Range	Strength	AP	Type
Scatter laser	36"	6	6	Assault 4

Splinter cannon
10 points

Splinter cannons fire shards of splintered crystal using a powerful magno-electric pulse. These shards are covered in the Dark Eldar's favourite toxins the better to ensure a painful death.

Name	Range	Strength	AP	Type
Splinter cannon	36"	X	5	Assault 4, Poisoned (4+)
Splinter cannon	36"	X	5	Heavy 6, Poisoned (4+)

Star cannon
25 points

An Eldar star cannon harnesses the power of a small sun. Each weapon's plasma core produces a ball of incandescent heat that the charge reactor catapults at the foe. Sophisticated containment fields ensure that the weapon remains cool to the touch.

Name	Range	Strength	AP	Type
Star cannon	36"	7	2	Assault 2

Tesla cannon   5 points

Tesla weapons unleash an arc of living lightning
that crackles from foe to foe after hitting its
target, charring flesh and melting armour. In the
arsenals of the Necrons, tesla cannons are the
weapons of choice against large formations of
infantry.

Name	Range	Strength	AP	Type
Tesla cannon	24"	6	-	Assault 2, Tesla

Tesla: For every To Hit roll of 6, the target suffers
2 additional automatic hits.

COMBAT WEAPONS

Close combat weapons

There is a bewildering array of close combat weapons - sword, axes, staves or lashs. Claws, tentacles and other bodily parts of adequate proportions to act as a deadly weapon are also treated as close combat weapons.

Name	Range	Strength	AP	Type
Close combat weapon	-	S	6	Combat

Dreadnought close combat weapon

Dreadnought close combat weapon are enormous instruments of destruction - hammers, wrecking balls, claws, etc.
Range - Strength 2S AP 2 type: Combat, Coarse, Mounted

Name	Range	Strength	AP	Type
Dreadnought weapon	-	2S	2	Combat, Coarse, Mounted

Mounted: A dreadnought close combat weapon can only be used if the model has the multi-targeting rule. If the model loses the rule, the model must attack with another weapon or its base profile. If a dreadnought close combat weapon is used by a model that is not a walker, it has only Strength S.

Force Weapon

Force weapons are potent psychic weapons only used by trained Psykers. They have the same effects as power weapons, but can also be charged with sprawling psionic energy that can instantly extinguish the life force of any opponent.

Name	Range	Strength	AP	Type
Force weapon	-	S	2	Combat, Channel

Channel: You can channel a force weapon in either player' Assault phase before any dice to hit are rolled. An activated Force weapon causes Instant Death (2).

Lightning claws

Lightning claws consist of a number of blades, each a mini-power weapon, extending from a housing on the back of the hand, and are commonly used as matched pairs.

Name	Range	Strength	AP	Type
Lightning claw	-	S	2	Combat, Coarse, Deep Cuts

Deep Cuts: Lightning claws allow the wielder to re-roll any failed to wound roll.

Monstrous close combat weapons

Monstrous creatures wield huge weapons that range from battleaxes to flails, claws and colossal swords.

Name	Range	Strength	AP	Type
Monstrous weapon	-	2S	2	Combat, Cleave

Cleave: Models roll an addition D6 for armour penetration (2D6 + Strength) when attacking a vehicle with a monstrous close combat weapon.

Power fists

A power fist (sometimes also referred to as "power claw") is a powered, armoured gauntlet surrounded by a disruptive energy field. It counts as a power weapon and it doubles the user's Strength (up to a maximum of 10). A power fist is slow and cumbersome to use, so a model that uses a power fist as primary weapon always strikes last. A power fist is a coarse weapon.

Name	Range	Strength	AP	Type
Power fist	-	2S	2	Combat, Coarse, Always Strike Last

Power weapons

A power weapon (typically a sword or axe, but sometimes a glaive, halberd, mace, etc.) is sheathed in the lethal haze of a disruptive energy field, eating through armour, flesh and bone with ease. Some very rare power weapons may even give a Strength bonus or have other additional special rules, as detailed in the appropriate army Codex; these weapons lose the Parry special rule, though.
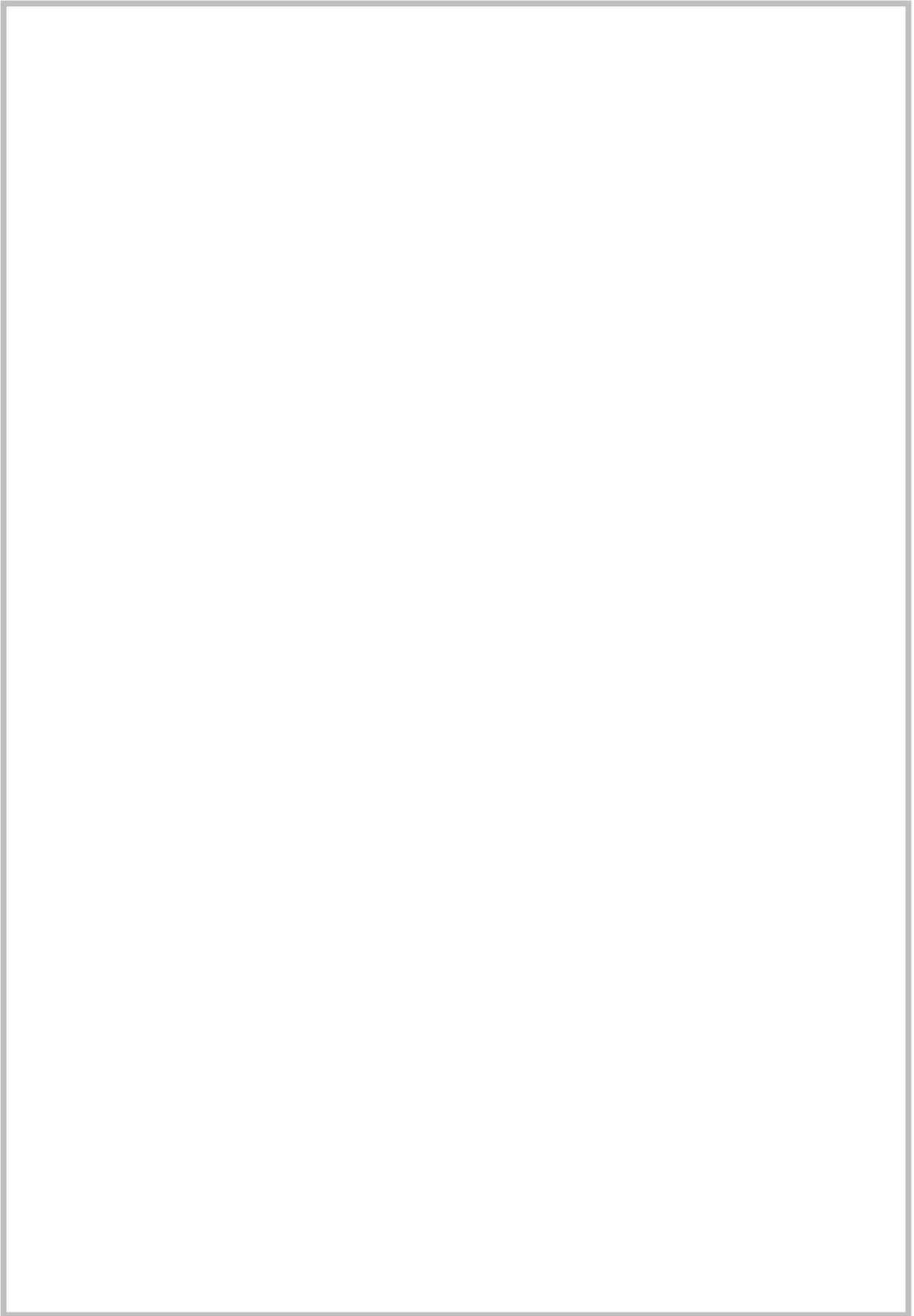
Name	Range	Strength	AP	Type
Power weapon	-	S	2	Combat, Parry

Parry: A power weapon that has no additional special rule confers an invulnerable save of 5+ against Strike actions to its wielder.

Titan close combat weapons

Some super-heavy walkers have the option of exchanging one of their arms' long range weaponry with a gigantic close combat weapon, often surrounded by a crackling energy field. Titan close combat weapons confer three extra Attacks to the profile of the model. It has the following profile:

Name	Range	Strength	AP	Type
Titan weapon	-	D	2	Combat, Coarse

Thunder hammers

Thunder hammers release a tremendous blast of energy when they strike.

Name	Range	Strength	AP	Type
Thunder hammer	-	2S	2	Combat, Coarse, Always Strike Last, Stun

Stun: Any model that suffers a wound from it, but is not killed, is knocked reeling and will strike always last in the next Assault phase. Vehicles hit by a thunder hammer automatically suffer a 'Crew - Shaken' result, after which rolls for armour penetration are made as normal

Witchblade

These psychically attuned weapons are often carried by Eldar psykers. When the weapon is charged with psychic energy, it vanishes in a blur of motion. The wielder can parry with such a lightning speed that only the most audacious foe can hope to penetrate this defense. The warlock can even deflect incoming projectiles with ease.

Name	Range	Strength	AP	Type
Witchblade	-	7	-	Combat, Channel

Channel: A witchblade can be channeled at the start of the Movement phase of the wielder. The effect lasts until the start of the wielder's next turn. During this time the model can re-roll any failed invulnerable save.

GRENADES

Weapons with the 'grenade' type use the rules explained on page 80.

Assault Grenades

(e. g. frag grenades, plasma grenades, etc.)

Assault grenades, like the ubiquitous fragmentation grenades or the more subtle Eldar plasma grenades can be thrown at opponents in cover to force them to keep their heads down during an assault. The lethal storm of shrapnel (or the delayed plasma blast) from these grenades will drive opponents further under cover for a few precious moments, allowing the attackers more time to close in.

If at least one engaged model in an assaulting unit is equipped with assault grenades, the assaulted unit does not get the increased Initiative from an alpha strike.

Assault grenades have the following profile:

Name	Range	Strength	AP	Type
Assault grenade	-	3	6	Combat, Grenade

In older Codex books there are some special rules that let the model 'strike in Initiative order when assaulting an enemy in cover'. This works exactly like assault grenades.

Defensive Grenades

(e. g. photon grenades, blight grenades, etc.) The Tau employ photon grenades, a defensive grenade which blinds and disorientates their attackers with multi-spectral light and a sonic burst. Models assaulting against units equipped with defense grenades gain no Assault Bonus attacks when assaulting. It is sufficient that a single engaged model has defensive grenades. However if the defending unit was already locked in combat from a previous turn, these grenades have no effect and the attackers gain the Assault Bonus attacks as normal. Defensive grenades have the following profile:

Name	Range	Strength	AP	Type
Defensive grenade	-	4	6	Combat, Grenade

Haywire Grenades

Haywire grenades use an electromagnetic pulse to damage the control systems of enemy vehicles critically. Haywire grenades have the following profile:

Name	Range	Strength	AP	Type
Haywire grenade	-	-	-	Combat, Grenade, Mine, Haywire

Haywire: Roll a D6 for each hit scored to determine the effect on the target vehicle: 1: no effect; 2-5: Glancing Hit, 6: Penetrating Hit. Against other models haywire grenades have no effect.
Mine: Haywire Grenades can only be used against vehicles.

Krak Grenades

Krak grenades are armour piercing bombs, designed to crack open sealed doors and the armoured hulls of enemy vehicles. Krak grenades have the following profile:

Name	Range	Strength	AP	Type
Krak grenade	-	6	4	Combat, Grenade

Melta Bombs

Melta bombs are compact thermal charges that are capable to melt even through the thickest plasteel armour plating. Melta bombs have the following profile:

Name	Range	Strength	AP	Type
Melta bomb	-	8	1	Combat, Grenade, Melta, Mine

Mine: Melta bombs cannot be used against models that are not vehicles.

Tankbusta Bombs

Tankbusta bombs are crude explosives used by Orks to crack open heavy armour. Tankbusta bombs have the following profile:

Name	Range	Strength	AP	Type
Tankbusta bomb	-	6	1	Combat, Grenade, Melta, Mine

Mine: Tankbusta bombs cannot be used against models that are not vehicles.

Unusual types of grenades

There are different types of grenades in the Codex books. If they come without a profile, they cannot be used as a weapon.

PISTOLS

Bolt pistol

Bolt pistols are smaller versions of bolters and as such revered sidearms throughout the Imperium.

Name	Range	Strength	AP	Type
Bolt pistol	12"	4	5	Pistol
Bolt pistol	-	4	5	Combat, Pistol 1

Plasma pistol

Plasma pistols are the smallest variant of the plasma weapon but the destructive fury is equal to that of the plasma gun, although the range and rate of fire are diminished because they are designed to be wielded with a single hand.

Name	Range	Strength	AP	Type
Plasma pistol	12"	7	2	Pistol, Gets Hot!
Plasma pistol	-	7	5	Combat, Pistol 1, Rending, Gets Hot!

Pistols in close combat

The following list displays the close combat profiles of most pistol weapons.

Name	Range	Strength	AP	Type
Bolt pistol	-	4	5	Combat, Pistol 1
Bolt pistol (inferno bolts)	-	4	5	Combat, Pistol 1, Rending
Cutter Pistol	-	6	5	Combat, Pistol, Rending, Melta
Exitus Pistol	-	X	5	Combat, Pistol 1, Poison (2+), Rending
Fusion Pistol	-	8	5	Combat, Pistol 1, Rending, Melta
Graviton beamer	-	10	5	Combat, Pistol 1, Rending, One Shot
Hand Flamer	-	3	6	Combat, Pistol 1
Infernus Pistol	-	8	5	Combat, Pistol 1, Rending
Needle Pistol	-	3	5	Combat, Pistol 1, Poison (2+), Rending
Plasma pistol	-	7	5	Combat, Pistol 1, Gets Hot!
Pulse pistol	-	5	5	Combat, Pistol 1
Ripper pistol	-	X	5	Combat, Pistol 1, Poison (4+), Rending
Shuriken Pistol	-	4	5	Combat, Pistol 1
Slugga	-	4	6	Combat, Pistol 1
Splinter pistol	-	X	5	Combat, Pistol 1, Poison (4+)
Stinger Pistol	-	X	5	Combat, Pistol 1, Poison (2+)
Zeal bolt pistol	-	5	5	Combat, Pistol 1, Rending

As always, rules in Codex books override the rules presented here.

DEFENSIVE

Power fields

Some super-heavy vehicles are protected by a number of energy barriers called power fields. Each hit scored against such a vehicle from a distance of 12" or more will instead hit a power field. Close combat attacks, and ranged attacks from a distance of less than 12", come from inside the field and therefore are not stopped at all. Power fields have an 'Armour' Value of 12. Each glancing or penetrating hit scored against the fields causes one field to collapse. After all of the fields have collapsed, further hits are resolved against the vehicle's real Armour Value, as normal. The shots of a single firing unit are either resolved against the vehicle or its shields (and can than take down several fields at once).

Psychic hood

Psychic hoods are embedded with arcane constructions of psychically-attuned crystals that allow a Librarian to nullify an opposing psyker's power.

Psychic Hood

Model   Type: Psychic, Disembarked

Declare that you'll use the psychic hood after an enemy model within 24" of the model passes a Psychic test. Only one psychic hood or Psychic Counter can be used to attempt to nullify the psychic power - you must choose which. Each player then rolls a D6 and adds their model's Mastery Level to the score, if the blocking model beats the opposing model's score then the psychic power is nullified and does not take effect that turn. If the opposing model's score is equal or higher, it can use its psychic power as normal. The psychic hood can be used every time an enemy model uses a psychic power within range. and fire the normal number of weapons.

Storm shield

A storm shield is a solid shield that has an energy field generator built into it. The energy field is capable of deflecting almost any attack. A storm shield grants an invulnerable save of 3+. The wielder cannot use secondary weapons while using a storm shield.

Void shields

Void shields are protective energy fields, which use warp technology to displace incoming attacks. Void shields work exactly like power fields, with the exception that collapsed void shields can be raised again. This process is slow and requires vast quantities of energy, supplies of which can be quite erratic in combat conditions. To represent this, in its Consolidation phase roll a dice for each Structure Point the vehicle has left. Any result of 5+ immediately restores one collapsed shield. This is a Free action.

Titan Holo-fields

Eldar Titans have holo-fields that are even more effective than the ones this race uses on smaller vehicles. The titan has the Veiled (1) shooting special rule. If the vehicle has moved, it receives an invulnerable save of 4+ until the start of its next turn.
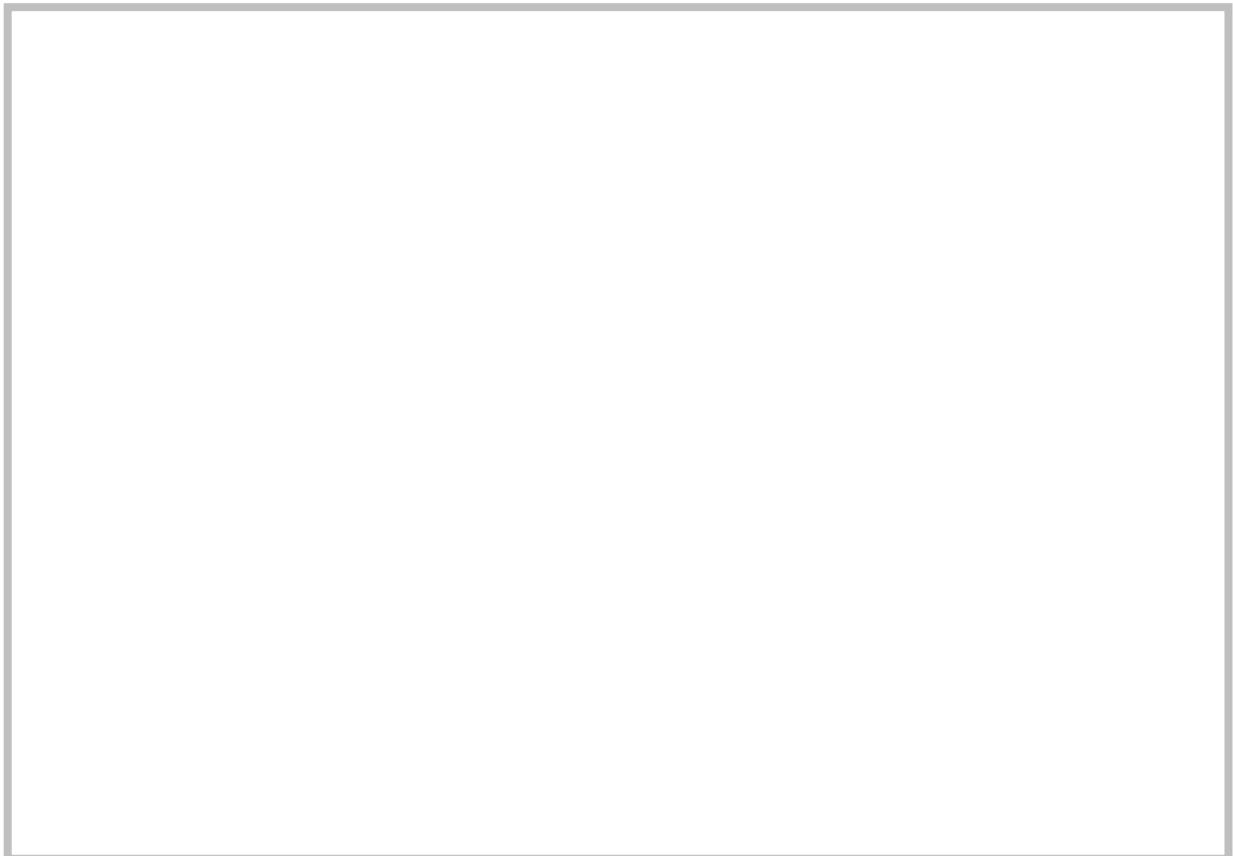
UNIT TYPES

As you can see by skimming through this tome, the armies of the 41st millennium are remarkably diverse and include many specialist unit types. In this section, you will find the rules for each of these unit types.

INFANTRY

Infantry units include all types of foot soldiers, whether human or alien. A typical unit of infantry is between five and ten models strong but are often much larger. In rare cases, an infantry unit may comprise of only a single model. Infantry are fairly slow moving, but can cross almost any terrain (given enough time) and make the best use of cover to avoid enemy fire. Infantry are the most common and dependable units in Warhammer 40,000.

Units of infantry have a Move value of 6.

BEAST & CAVALRY

As well as squads of warriors fighting on foot, and the armoured bulk of vehicles, many armies of the 41st millennium make use of fearsome predators and beasts, such as Warp Beasts and gigantic wolves, to augment their forces. Other warriors ride to battle on horses, grunting boar-like monstrosities, daemonic steeds and countless other strange creatures. These two Unit Types are referred to as Beasts if they have no rider, or as Cavalry if they do. They both, however, follow the same rules.

When closing on their enemies, they are able to move at far greater speeds than warriors on foot, and as such are able to launch deadly charges and counter charges. Their speed also allows them to quickly react to the movements of their enemies, allowing them to rapidly redeploy to where they are most needed.

Units of beasts or cavalry have a Move value of 7. They have the following special rules.

Special rules
• Bounding Leap / Gallop

BOUNDING LEAP / GALLOP
Movement special rule

Units with Bounding Leap / Gallop can triple their movement value during a Charge move, instead of doubling it, unless the unit moves through difficult terrain.

Moves as cavalry
Some units with a different unit type have a special rule that let them 'move like cavalry'. These units have a Move value of 7 instead their usual Move value and have the Gallop special rule in addition to their normal movement special rules.
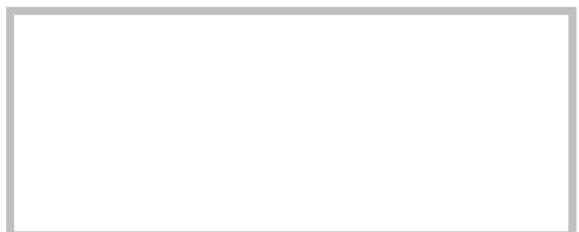
JUMP INFANTRY

Some special troops use devices that allow them to move at great speed across the battlefield, making them especially good at assaulting enemy troops and outflanking enemy positions. The Space Marines use jump packs, which utilise high powered controlled bursts from turbines to make bounding leaps across the field of battle, jumping over terrain with ease. Other races tend to have their own particular versions, such as Orks (whose Stormboyz use rudimentary screaming jets to close with the enemy). Sometimes the technology will be more exotic, such as that used by Eldar Warp Spiders, who utilise short-ranged teleport devices for a similar effect.

Units of jump infantry have a Move value of 9. They have the following special rules.

Special rules

• Jump	see page 47
• Deep Strike	see page 139

Moves as jump infantry

Some units with a different unit type have a special rule that let them 'move like jump infantry'. These units have a Move value of 9 instead their usual Move value and have the Jump and Deep Strike special rules in addition to their normal special rules.

FLYING INFANTRY

Some creatures fly over the battlefield ready to swoop down on unprepared enemies. Leathery, insect- or bird-like wings give them an unmatched maneuverability, be it Tyranid Gargoyles, Vespid Stingwings or Chaos Daemon Furies. Dark Eldar Hellions and Eldar Swooping Hawks even use advanced wargear to defy the laws of gravity. Obstacles and ground barriers mean nothing to them except when they descent gracefully to take cover. The only chance for enemy soldiers to strip flying infantry of their speed advantage is to entrench deep into terrain.

Flying infantry or Jump Infantry (Flying) is a subtype of jump infantry. It is important to note that rules that apply to jump infantry also apply to units with the subtype flying infantry. Units of flying infantry have a Move value of 9. They have the following special rules.

Special rules

|	
• Airborne	see page 47
• Deep Strike	see page 139

JET PACK INFANTRY

Jet pack infantry is equipped with advanced wargear that enables them to constantly float above the ground. Jet packs are designed to provide stable firing platforms rather than a means of getting into close combat. Jet pack infantry do not have to worry about mundane things like recoil and shaky targeting. Squads of jet pack infantry are often amongst the finest hit and run formations in the Warhammer 40,000 universe. The most frequent users of this technology are the Tau.

Jet pack infantry is a subtype of jump infantry. It is important to note that rules that apply to jump infantry also apply to units with the subtype jet pack infantry. Units of jump infantry have a Move value of 6. They have the following special rules.

Special rules

• Airborne	see page 47
• Draw Back	see page 74
• Deep Strike	see page 139
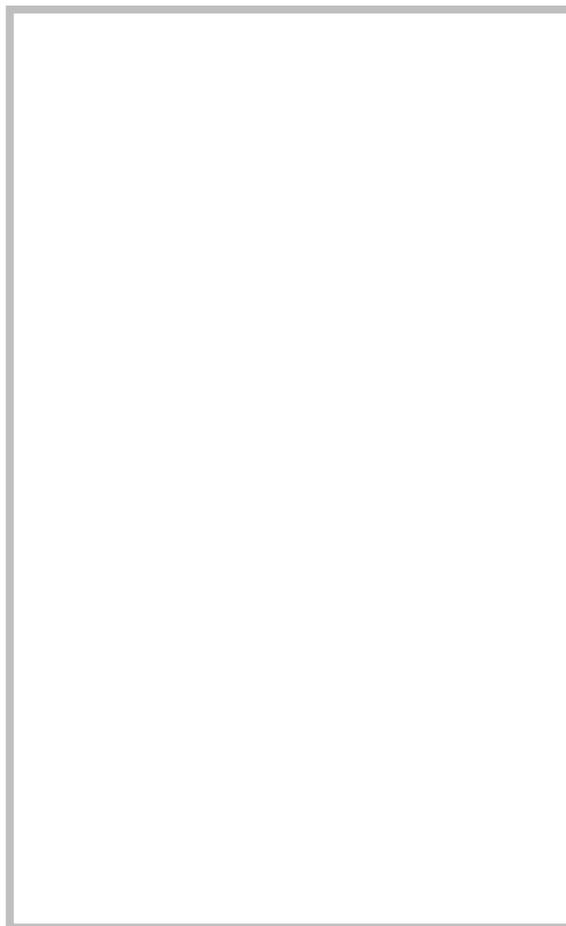
BIKES

Troops mounted on bikes excel at hit-and-run attacks. They are able to use their high speed to strike deep into enemy territory, complete their mission and escape before an enemy is able to react. A skilled commander will recognise the benefit of having bikes at his disposal, and is able to use them for advanced reconnaissance, as well as to outflank a slower enemy. Indeed, in open ground, bikes are easily capable of outrunning all but the fastest vehicles. Riding through heavy terrain can be somewhat dangerous however, but many riders take great pride in their superior driving skills and daring. These warriors are often regarded as dangerously hot-headed risk-takers, but their effectiveness cannot be denied.

Units of bikes have a Move value of 8. They have the following special rules.

Special rules

• Fast	see page 54
• Flesh & Steel	
• Jink	see page 73
• Multi-targeting (1)	see page 72

FLESH & STEEL

Individual	Shooting special rule

Mounted models benefit from the extra protection offered by their mechanical ride. For example, bikes are large, solid constructions, and are often fitted with protective armour and shields to deflect and absorb incoming fire. Models with this special rule increases their Toughness characteristic by 1 against Shooting actions. Note that this increase makes the model less susceptible to Instant Death as well (see page 36). They cannot use this bonus against any other form of damage, though. In close combat the foe targets the rider far more often than the machine and often soldiers on bikes have to dismount anyway when engaging enemies that are hidden in terrain. The enhanced Toughness value is noted in brackets in the model's profile.

JETBIKES

Jetbikes are powered by highly advanced anti-gravitational technology that allows them to hover a few metres above the ground and make powered boosts over obstacles. They are ideal for making raids on unsuspecting enemies, able to strike without warning from behind dense terrain, before using their superior speed and handling to escape.

Jetbikes are a subtype of the bike unit type. It is important to note that rules that apply for bikes also apply for units with the subtype Jetbike. Units of jetbikes have a Move value of 8. They have the following special rules.

Special rules

• Airborne	see page 47
• Fast	see page 54
• Flesh & Steel	
• Jink	see page 72
• Multi-targeting (1)	see page 73

Moves as jetbike

Some units with a different unit type have a special rule that let them 'move like jetbikes'. These units have a Move value of 8 instead their usual Move value and have the Fast and Airborne special rules in addition to their normal special rules.

ELDAR JETBIKES

Jetbikes are able to glide over obstructions, such as buildings, without being slowed. The Eldar race's mastery of anti-gravitational technology is unparalleled and their jetbikes are even faster and more manoeuvrable than the counterparts of less advanced races.

Eldar Jetbikes are a both a subtype of the bike and jetbike unit types. It is important to note that rules that apply for bikes or jetbikes also apply for units with the subtype Eldar Jetbike. Units of Eldar jetbikes have a Move value of 8, but as they also have the Fleet movement special rule the value is usually increased to 10. Some kinds of Eldar jetbikes confer an armour save. This is noted in each Codex book separately. They have the following special rules.

Special rules

• Airborne	see page 47
• Draw Back	see page 74
• Fast	see page 54
• Fleet	see page 54
• Flesh & Steel	
• Jink	see page 72
• Multi-targeting (1)	see page 73

MONSTROUS CREATURE

Some creatures are just too big to fit into the ordinary infantry unit category. These are towering giants that are capable of crushing a tank – like the Tyranid Carnifex, a creature bioengineered and evolved especially to become a living battering ram. While Monstrous Creatures use many of the Infantry rules, their size and destructive capability make them closer to vehicles in other respects. A Monstrous Creature unit will usually consist of a single model.

Monstrous creatures have a Move value of 6. They have the following special rules.

Special rules

- Monstrous
- Massive see page 72
- Multi-targeting (2) see page 73
- Relentless see page 73

MONSTROUS

Individual   Close combat special rule

Models with this ability are always equipped with a monstrous close combat weapon. Hence, they attack with an AP of 2 and roll 2D6 for Armour Penetration against vehicles when using this weapon.

GARGANTUAN CREATURES

Creatures of this immense size can take on entire enemy armies, devastate cities and lay waste to continents. Very few creatures native of this galaxy can grow as large as an Ork Squiggoth, Exodite Megadon, Catachan Devil or Salamander of Nocturne. Organisms struggle to cope with such impossibly heavy organs and limbs. According to the Imperial bio magi, these creatures should not even be able to move. Normally only Tyranids and the daemons of the warp, which both harnesses powers from beyond the galaxy, are able to field gargantuan creatures in large numbers.

Gargantuan creatures have a Move value of 9. They have the following special rules.

Special rules

- Fearless (3) see page 41
- Cleansing Smash
- Gargantuan
- Monstrous
- Massive see page 72
- Multi-targeting (W) see page 73
- Relentless see page 73

GARGANTUAN

Individual   Close combat special rule

Gargantuan creatures may have more than 10 Wounds. The Wounds of gargantuan creatures are sometimes referred to as 'bio points'. Their multi-targeting value equals the number of starting Wounds of the gargantuan creature. A creature of such an immense size cannot be forced to stay in close combat. If it is needed elsewhere on the battlefield, it simply moves on, ignoring those tiny soldiers on the ground. If the gargantuan creature is not locked with another model with this special rule, the controlling player can decide in any Assault phase before any hits are rolled against the gargantuan creature that the creature is intractable for this turn. See page 64 for details.

CLEANSING SMASH

Close combat special rule

A unit that consists completely of models with this ability can perform a shatter attack.

Cleansing Smash

Unit   Type: Combat, Strike

The size of a gargantuan creature is so immense that it does not have to fight head to head. Instead the creature simply turns its surroundings upside down with an earth-shattering stomp or swipe with its tail. Other creatures fill the air with corrosive fumes or use deadly, psychic screams to the same effect.

A cleansing smash attack is executed by the whole unit and not a single model. It is performed in addition to any other Strike action of the models in the unit. The unit always strikes first with a shatter attack. It makes one attack for every enemy model that is engaged with it. If the unit is engaged with more than one enemy units, calculate the number of attacks for every unit separately and distribute the attacks accordingly. The attacks hit automatically and wound always on a 4+. Saving throws can be taken as normal. The unit cannot use any weapons for this attack. Vehicles are unaffected by a cleansing smash.

GROUND VEHICLES

Ground vehicle units include all kinds of war machines on tracks or wheels. Space Marine Land Raider tanks, Rhino personnel carriers and Ork Wartraks all fall into this category. Most ground vehicles can move more rapidly than infantry but need to stick to open ground to avoid getting bogged down. Ground vehicle units are represented by single models, in the case of tanks and other large vehicles, or as a group of one to three smaller vehicles. Vehicle crew members – the drivers, commanders and gunners – are assumed to be an integral part of their machine, and if their vehicle is destroyed they are considered to be lost along with it.

Because ground vehicles are the dominant unit type for vehicles in Warhammer 40,000, the unit type is often omitted from a vehicle's profile. If a vehicle has no other unit type, it is a ground vehicle. A ground vehicle has a Move value of 6. It has the following special rules.

Special rules
• Vehicle	see page 110
• Fearless (2)	see page 41
• Hulk	see page 64
• Intractable	see page 64
• Multi-targeting (1)	see page 73
• Relentless	see page 73

SKIMMERS

While most vehicles travel across the ground on wheels, tracks or legs, some advanced machines are fitted with jets or anti-gravity drives that enable them to swoop and hover a few metres above the battlefield. This is not true flight, but rather a limited version of it.

A skimmer has a Move value of 8 and has the following special rules.

Special rules
• Vehicle	see page 110
• Fearless (2)	see page 41
• Airborne	see page 47
• Hulk	see page 64
• Intractable	see page 64
• Multi-targeting (1)	see page 73
• Relentless	see page 73

FAST SKIMMERS

Some skimmers have enhanced anti gravitic pulsers, turbo thrusters or jet engines that make them considerable faster than any other vehicle on the battlefield except aircraft. Fast skimmers do not merely float, alas they are able to, instead they speed through the air, using their velocity and maneuverability to evade enemy fire.

Skimmers that also have the Fast rule are a special subtype of the Skimmer unit type. It is important to note that rules that apply to skimmer also apply to units with the subtype fast skimmer.

A fast skimmer or skimmer (fast) has a Move value of 8". It has the following special rules.

Special rules
• Vehicle	see page 110
• Fearless (2)	see page 41
• Airborne	see page 47
• Fast	see page 54
• Hulk	see page 64
• Intractable	see page 64
• Jink	see page 72
• Multi-targeting (1)	see page 73
• Relentless	see page 73

WALKERS

On any battlefield, there are places where conventional vehicles cannot go – built-up areas, dense forests, narrow tunnels, and so on. For this reason, many armies use vehicles that are propelled by two, or sometimes more, mechanical legs. These vehicles are usually capable of carrying as many weapon systems as a tank. They combine the armour and weaponry of a tank with the manoeuvrability of an infantryman.

Walkers have a Move value of 6. They have the following special rules.

Special rules

• Vehicle	see page 110
• Fearless (2)	see page 41
• Massive	see page 72
• Multi-targeting (1)	see page 73
• Relentless	see page 73

ARTILLERY

Some weapons are so large and powerful that a single man could not hope to carry or operate them by himself. These weapons are more usually seen mounted on vehicles or as part of bunker emplacements, but they are sometimes utilised by infantry artillery teams, particularly on battlefields where the terrain might not be suitable for vehicles. Sometimes, these mighty artillery weapons are mounted on tracks or wheels and operate under their own engines, or in the case of some races, on highly advanced anti-grav platforms, as they are simply too heavy to lug across a battlefield.

Artillery models are vehicles - in fact, they have almost the same rules as walkers. Usually one or more of the gunner are placed on the base or the artillery itself and share a common profile. Artillery models have a Move value of 3 and have the following special rules.

Special rules

• Vehicle	see page 110
• Fearless (2)	see page 41
• Massive	see page 72
• Relentless	see page 72
• Multi-targeting (1)	see page 73
• Crew	

CREW

Universal   Vehicle special rule

Some artillery batteries (or more precisely - squadrons) have a number of redundant crew members that are not necessary to fire the weapons but help with repairs, care about the ammunition stock or replace casualties. Crew members are not trained to fight and are not represented by models (even if it looks like one). Instead crew members are simply counters that indicate how many superfluous gunners remain with the battery. The crew counters can be put next to the table, but it is more impressive to place them close to the artillery. Remove the counters temporarily whenever they threaten to interfere with the game.

If any vehicle in the unit suffers an unsaved penetrating or glancing hit, do not roll on the Vehicle Damage table as long as there is at least one crew counter left; remove a crew marker instead. If there is no crew marker left and a vehicle in the unit suffers an unsaved glancing or penetrating hit, it is destroyed. Remove the model from the table (it does not explode). When the last vehicle is destroyed remove all remaining counters as well.

FORTIFICATIONS

A well fortified position is worth more than a hundred soldiers. Some of the most famous battles in the history of mankind were fought around fortifications, beginning with the Siege of Terra itself. In a game of Warhammer 40,000 fortifications are buildings that can only be entered by units from one of the armies like simple bunkers, steadfast bastions, manned walls and huge complexes of staggered defenses.

Fortifications have their own section on page 128. Fortifications cannot move and have the following special rules.

Special rules

• Vehicle	see page 110
• Fearless (2)	see page 41
• Immobile	see page 54
• Hulk	see page 64
• Intractable	see page 64
• Massive	see page 72
• Multi-targeting (1)	see page 73

UNIT TYPES SUMMARY

Unit Type	Move	Special rules
Infantry	6	
Beasts & Cavalry	7	Gallop / Bounding Leap
Jump Infantry	8	Jump, Deep Strike
Flying Infantry	8	Airborne, Deep Strike
Jet Pack Infantry	6	Airborne, Draw Back , Deep Strike
Bikes	8	Fast, Jink, Flesh & Steel , Multi-targeting (1)
Jetbikes	8	Airborne, Fast, Jink, Flesh & Steel, Multi-targeting (1)
Eldar Jetbikes	8	Airborne, Draw Back, Fast, Fleet, Jink, Flesh & Steel, Multi-targeting (1)
Monstrous Creatures	6	Monstrous, Massive, Multi-targeting (2), Relentless
Gargantuan Creatures	9	Fearless (3), Gargantuan, Monstrous, Massive, Multi-targeting (W)
Ground Vehicle	6	Vehicle, Fearless (2), Hulk, Intractable, Multi-targeting (1), Relentless
Skimmer	8	Vehicle, Fearless (2), Airborne, Hulk, Intractable, Multi-targeting (1), Relentless
Fast Skimmer	8	Vehicle, Fearless (2), Airborne, Hulk, Intractable, Jink, Multi-targeting (1), Relentless
Walker	6	Vehicle, Fearless (2), Massive, Multi-targeting (2), Relentless
Artillery	3	Vehicle, Fearless (2), Multi-targeting (2), Relentless, Crew
Fortification	-	Vehicle, Fearless (2), Immobile, Massive, Multi-targeting (2), Hulk, Intractable

Notable Vehicle special rules

Tank	-	Massive, Multi-targeting (2), Tank
Tank (Behemoth)	-	Massive, Multi-targeting (3), Tank

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 powerful in combat. In Warhammer 40,000 these kinds of powerful individuals are called Characters.

Characters stand out from rank and file soldiers in several ways. They have generally a better battlefield overview than their subordinates and can snipe individuals even in the thick of combat. They have access to better wargear and equipment - sometimes they wield even an ancient relic of their race.

Characters can perform two actions that are unique to them.

Covering Fire

Model   Type: Shooting, Disembarked

In the thick of battle it is hard to find the respite to land a pinpoint shot. A shrewd leader commands his squad to lay down a torrent of covering fire to buy the time needed for the heavy weapons to take aim.

One character in a unit can perform this action when the unit shoots but before you roll to hit. The character orders his squad to fire in a coordinated fashion. Note that the character cannot fire a weapon of its own, as Covering fire uses up his one allowed Shooting action.

Roll to hit as normal for the whole unit, even with weapons that cannot damage the target. If the unit rolls at least three results of 6, the unit has laid down enough covering fire to grant one marksman a clear shot. You can choose one hit to be a Directed Hit before you proceed with the rolls to wound. This doesn't have to be one of the hits with a result of 6. The normal restrictions for Directed Shots apply. You cannot score directed hits if the unit fires through an intervening unit, for example.

Blast, Template and Rail weapons

Every blast, rail and template weapon that hits at least one model in the target unit counts as as if it had rolled a 6 on its to hit dice for the purpose of this rule. These weapons are good in laying down covering fire but are rather indiscriminate when it comes to causing actual damage. You cannot choose a hit from any of these weapons to be a directed (as usual).

Regroup

Model   Type: Free

Characters can rally themselves and the unit they are with in the Consolidation phase. If successful the unit is no longer broken as explained on page 39.

Directed Hits

Attacks made by a character in close combat have the Directed Hit special rule. Shooting actions use the Directed Hits rule as well if the target unit is within point blank range. The normal limitations for directed hits still apply, for example a character cannot use the rule with a two-handed weapon.

CHARACTER TYPES

There are two kinds of characters:

- Squad leaders are fielded as part of a unit from the start of the game (a unit might consist of only the squad leader). They do not have an entry of their own, but have usually enhanced characteristics and/or a wider selection of weapons and wargear choices.

- Independent characters are represented by individual models, which fight as units in their own right. One of the most useful abilities of independent characters is to join other units in battle, so that they can move in to bolster the battle line where the fighting is fiercest. If a model is an independent character, it will have its own entry in the appropriate Codex, and its rules will also clearly state that the model is an independent character. Various Codex books may include other models that only ever fight as units of one model, but these are not independent characters.

Covering Fire

SQUAD LEADERS

Every unit in the game is lead by squad leader, a soldier born to be an exemplar for his comrades. The model used to represent a squad leader benefits from putting extra effort into the composition of this outstanding individual. This is a perfect opportunity to show off your painting skills; an impressive leader gives the whole squad a unique character.

Nominate one model of the unit to be the squad leader when you pick your forces. If the unit entry in the army list features more than one profile, you have to choose a model that is represented by the bottommost line, or if you do not field such a model, the next higher line.

Squad leaders are vital for their unit in many situations. Their leading skills are essential to guide the shooting of a squad, to uphold the discipline and to inspire his comrades with deeds a normal soldier cannot hope to accomplish. Squad leaders are aspiring heroes of their own right, who make the difference in crucial situations.

The picked squad leader is a character. Most importantly, he can regroup his unit in the Consolidation Phase if it is broken. In addition, several rules throughout this book refer to the squad leader of a unit. The following examples are not exhaustive:

- Whenever one of your units must take a Characteristic test, use the respective value of the squad leader.
- When a unit checks if an enemy unit is in cover, use the perspective of the squad leader.
- If you check if an enemy unit is in point blank range, your squad leader must be within 12" of the unit.
- To determine in which vehicle's facing a unit is, use the squad leader's position.

Sergeant down!

A squad without leader cannot operate at full effectiveness. When the squad leader is incapacitated another soldier assumes the command. Whenever the squad leader is removed as a casualty, the player who is not controlling the unit (or the upcoming player in a multi-player game) chooses one model in the unit to be the new squad leader. The chosen model does not become a character but apart from this acts as squad leader in every regard.

INDEPENDENT CHARACTERS

Independent characters are allowed to move freely around the battlefield and fight as a single-model unit, but they can also temporarily join (and later leave) other units to fight as a combined unit, as described on page 74. They cannot, however, join vehicles or vehicle squadrons. They can only join units of monstrous or gargantuan creatures if they are themselves monstrous or gargantuan creatures.

Deployment

An independent character can join a unit when they are deployed. Simply declare this after during the deployment and place the character in coherency with the unit. If the character is held in reserve, he can only join a unit that is part of the same strike force upon deployment.

Squad leader

Because an independent character is also a squad leader (of his rather small one-man unit), he can be chosen as the squad leader of the combined unit.

Movement

Independent characters follow the Movement rules for models of their type, be it infantry, jump infantry or beasts/cavalry. If no unit type is specified in the Codex book the independent character has the Infantry unit type.

Shooting at Independent characters

In the heat of battle it is often hard to distinguish individuals, and even harder to pick them out as specific targets. Independent characters that have joined a unit follow the normal rules for combined units and are considered part of that unit and so may not be picked out as targets. Independent characters that have not joined a unit can be targeted as normal, being separate units.

The Assault phase

If a combined unit including an independent character assaults into close combat, the independent character assaults too as it is part of the unit. When the attacks are resolved, however, independent characters are always treated as a separate single-model unit, even though they are part of a combined unit. This is to make them stand out in the fight, as it befit such heroic individuals, and it means that they have to be in base contact with the enemy to be able to attack and that they can be targeted separately by models that are engaged with them! Once all attacks have been resolved, these independent characters are once again treated as normal members of the unit they have joined (from determining the combat result onwards).

UNIQUE

The 41st millennium is filled with famous characters renowned as legendary heroes or infamous villains – these unique individuals, which stand out from normal characters because they have a personal name and not just a title, are called 'special characters'. Special characters are highly skilled and dangerous heroes who have incredible traits or skills that make them particularly valuable to an army.

For example, Commissar Yarrick is without doubt the most respected Imperial Guard Commissar in the Imperium, his inspiring presence securing the world of Armageddon against two massive Ork invasions within the space of fifty years. An army led by him can expect great benefits in terms of morale and leadership. On the other hand, Kharn the Betrayer, an Exalted Champion of the Blood God, is a mad slaughterer of men, with no thought for anything other than personal combat (at which, it must be granted, he excels).

Special characters can be either independent or upgrade characters, but each one of them is unique, so the player may not include multiples of the same special character in an army (for example, Marneus Calgar is the Master of the Ultramarines Chapter of Space Marines - you cannot field three of him!).

STANDARD/ICON/TROPHY BEARER

Standard bearer are aspiring warriors who have proven their worth in dozens of battles. When the squad leader dies in the midst of battle, it is for them to take over the burden of command.

If the original squad leader of a unit is removed as casualty and the unit has a standard bearer, this models becomes both a character and the new squad leader immediately. The opposing player cannot choose a different model as a new squad leader.

PSYKERS AND 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.

Some army lists include characters who are Psykers, and who are allowed to use Psychic actions. A psyker can perform an unlimited number of Psychic actions, but the use of actions with the type Power, more often referred to as Psychic powers, is limited.

Mastery Levels

The power of a psyker's abilities is measured by his Mastery Level. Mastery Levels range from one to six, but most psykers have either a level of one or two. Only the best human battle psykers have a Mastery Level of three. Even for the twisted disciples of the ever-changing god and the erudite farseers of the Eldar race a mastery level of five is the pinnacle of their craft.

For each Mastery Level, a psyker can perform one action with the type Power per turn. The psyker cannot use the same power twice. Unless specified otherwise in its special rules, a psyker has a Mastery Level of one.

Characters & close combat

PSYCHIC POWERS

Psychic powers vary from race to race, so the effect of each power and when it may be used is included in their special rules. The rules below tell you how the Psyker can use his powers, when he uses it and what can happen to him if things go wrong. Unless stated otherwise, the effects of multiple psychic powers of the same kind are not cumulative.

Number of psychic powers

Psykers have a varying number of psychic powers at their disposal. The number is not tied to the Mastery Level of the model. For example, a Space Marine Librarian has a Mastery Level of 1 but has two different psychic powers. In addition to his normal powers, every psyker has the Channel power. Without the right equipment the power is of no use, though.

Psychic Power

Model   Type: Psychic, Power

If not stated otherwise, a psyker uses a psychic power by executing this action.

Psychic Test

It requires intense concentration and inner calm for a Psyker to use his power, which is not always easy to attain in the midst of a firefight! Using a psychic power is a Psychic Action. In order to use one of his powers the psyker must make a Morale check (psychic) or Psychic test. A psyker must use its very own Leadership for this test (he cannot use the Leadership of the squad leader, for example…).

If he fails, then his concentration has been broken and he cannot use the power that turn. A pass means the power may be used as described in the special rules for the Psyker in his Codex.

Perils of the Warp

In order to use their psychic powers a psyker must draw deeply upon the power of the Warp – a very risky and dangerous thing to do, for the Warp is inhabited by hostile entities that can attack an unwary psyker during the few moments that he draws upon its power. To represent the dangers of the Warp, if a psyker rolls a 2 or a 12 when taking the Morale check to use a psychic power, he is attacked. The psyker automatically suffers a critical hit – a Warp creature has attacked the psyker's soul!

ADDTIONAL PSYCHIC POWERS

The basic Psychic Power action covers most of the summonings on the battlefields of Warhammer 40,000. However, some powers are activated by a different action and follow slightly different rules. They require a successful Psychic test and can provoke a Perils of the Warp attack like a normal psychic power.

Psychic Shooting Attack

Model   Type: Psychic, Power

If the Psychic test is passed, the psyker can use a Fire or Heavy fire action to 'fire' the psychic shooting attack with the profile given in the power's description. The usual limitations of Shooting actions apply. So, for example, the psyker must be able to see the target, cannot be locked in combat, or cannot run in the same turn. Even if a psyker has higher Mastery level, he can use only one psychic shooting attack unless he has the multi-targeting rule as well. As with weapons a psyker cannot use the same power twice regardless of how many actions he can perform. Unless stated otherwise, using a psychic shooting attack counts as firing an Assault weapon.

Modify

Model   Type: Psychic, Power

Modifying powers do not need the psyker to see the target. They can be used inside transports and do not need a fire point. Units inside transports can only be targeted if they are friendly. If you target a combined unit, declare which specific unit is targeted. The power acts like a universal special rule, e.g. the whole combined unit is affected, but if the combined unit splits up, only the part that was targeted remains under the effect of the psychic power.

Channel

Model   Type: Psychic, Power

This power channels psychic energies into psycho-reactive weapons or another piece of wargear that is prepared to harness these powers to unlock the full power of this equipment. A psyker can use the channel psychic power to activate a special rule of a device with the Channel rule. Using a channel power works exactly like a normal psychic power. It is a Psychic action, counts against the Mastery level and the psyker must pass a Psychic test. Channel powers last until the end of the turn if not stated otherwise.

Psychic units with channel powers

As usual, the focus model uses the Channel power for the whole unit. If the Psychic test is successful, the wargear of all models in the psychic unit is activated. If a model has more than one piece of psychic wargear, you must choose which one is activated.

Shock Wave

Model   Type: Psychic, Power, Shooting, Disembarked

Shock waves are psychic shooting powers that work in a certain radius of the psyker. The psyker doesn't have to see the target or roll to hit. Units inside transports and friendly units are not affected. Determine cover saves and which Armour Value facing is hit from the position of the psyker.

Passive powers

Some minor powers are so easily handled that psykers rarely lose the control over them. Alternatively, the psyker might be so potent that enemy psykers have no hope to stop or manipulate his summons. For instance, daemons know the warp so intimately that no mortal psyker is able to interfere when they conjure the powers of their realm.

Passive powers do not count as psychic powers at all. The reason to call them 'psychic' in the first place is to explain their heritage in the universe of Warhammer 40,000. For all game purposes they are not psychic powers. They do not count against the number of powers the psyker can use, need no Psychic test and cannot be nullified by abilities that stop psychic powers. Passive powers count in all regards as individual special rules or as weapons in case of a psychic shooting attack.

Psychic units

It is rare to see a full squads of fully realised psykers. More common are units of latent psykers who share a psychic bond that makes the psychic powers of the squad as powerful as those of a full-fledged psyker. These units are referred to as 'psychic units'.

A psychic unit counts as a single psyker with Mastery Level 1 and follows all the normal rules for psykers with the following clarifications. When the unit uses one of its powers, the controlling player must declare one model as the focus. The focus model is treated in every respect as if it alone uses the psychic power. It alone suffers a Peril of the Warp attack. Its own Leadership value is used and range and line of sight are measured from the focus model. If the unit is subject to a rule that affects psykers, the controlling player chooses a focus model to be affected instead of the unit. If a psychic unit is accompanied by independent characters (or another unit with the ability to join units), these models count as separate units for the purpose of this rule. For example, they use psychic powers of their own separately, cannot be picked as the focus model and do not contribute to the number of models in the psychic unit if the effect of a power depends on it.

Vehicle psykers

Vehicles have the Fearless (2) rule and therefore use a Leadership of 10 for the purposes of Psychic actions.

Psychic Counter

Model   Type: Psychic, Disembarked

Psykers can try to counter enemy powers by tapping into the warp and draining the energy that charges the enemy psyker's power or use a direct psychic attack to distract him. Psykers embarked on a transport cannot perform a Psychic Counter.

If an enemy psyker is using one of his powers within 24" of any psyker of your own, you can try to cancel the power. Roll a D6. If the result is 5 or higher, the psychic power is nullified and does not take effect that turn. If you have several psykers in range, or one of the psykers has a special rule or wargear to nullify enemy powers, you can only start one attempt to stop the power. If several players in a multi-player game want to nullify the power, choose one player randomly to attempt the psychic counter.

VEHICLES

This section presents the rules common to all vehicles.

Vehicles follow all the establishded rules, unless stated otherwise. Note that for vehicles a Combat move is often called 'moving at Combat Speed' and a Cruise move is called 'moving at Cruise Speed'.

VEHICLE CHARACTERISTICS

Vehicles have characteristics that define how powerful they are in a similar way that troops do. However, as vehicles do not fight in the same way as creatures of flesh and blood their characteristics are different. The profile of a vehicle looks like one of the following examples:

Name	Type	BS	Front Armour	Side Armour	Heck Armour
Leman Russ	Ground Vehicle (Tank)	3	14	12	10

Name	Type				Armour			
		WS	BS	S	F	S	H	I	A
Dreadnought	Walker	4	4	6	12	12	10	4	2

Apparently, vehicles lack a couple of characteristics in their profiles. Most vehicles have a profile akin to that of the Leman Russ. Only walkers and artillery have the second type of profile.

VEHICLE TYPE

Vehicles come in all sorts of different types, some are faster than others while some are able to fly or walk instead of driving along on wheels or tracks. The different types are Ground Vehicle, Skimmer, Fast Skimmer, Walker, Artillery and Fortification. Ground vehicles are the basic type of vehicle. If there is no unit type specified in the profile, the vehicle is a ground vehicle. The different vehicle types combined with special rules like Tank, Open-topped, Fast or Transport result in a plethora of different combat vehicles. These special rules are often listed in the vehicle's profile next to the unit type - mainly for traditional reasons.

Example. An Ork Battle-wagon is a ground vehicle with the special rules open-topped and tank. In older Codex books, the profile would read as follows:

Type
Vehicle (Tank, Open-Topped)

Armour Value

The Armour Value of a vehicle tells you how hard it is to damage. Vehicles have separate Armour Values to represent their protection on their front, sides and rear. Armour Values typically range from 10 to 14, depending on which side of the vehicle is being attacked, usually with the lightest armour on the rear to represent vulnerable fuel tanks, engine compartments, etc.

Missing Characteristics

Vehicles have usually some special rules to resolve situations in which a missing characteristic is needed. This is specified by the unit type of the vehicle.

All vehicle types have the Fearless (2) morale special rule to make up for the missing Leadership characteristic. Hence they never take Morale checks for any other reason than Psychic and Ability tests, whether they are clanking great behemoths or arrow-quick attack crafts. It is assumed that in all cases the vehicle's crew has unshakable faith in both their vehicle, and you as their supreme commander. Any occasional lapses that do occur are represented by shaken and stunned crew damage results. Fearless (2) units never break and ignore every corresponding effect.

Most vehicles have no Weapon Skill, Strength, Initiative and Attacks characteristic. These vehicles have the Hulk and Intractable rules. Therefore, they cannot perform assault and attack in combat and never fight more than a single round in close combat. In addition, they are automatically hit if they have remained stationary. These special rules are explained in more detail on page 64. Note that walkers and artillery do not have the Hulk and Intractable rules and act normally in close combat.

Vehicle and terrain

Vehicle interact differently with terrain to represent their clumsiness. A vehicle must take multiple dangerous terrain tests if the model moves through more than one piece of dangerous terrain (see page 42). Vehicles cannot climb up or down in a ruin or similar multi-level terrain. Even walkers are too heavy to do that. Walkers, tanks and super-heavy vehicles are massive models (page 72) that cannot use cover as easily as other units. They get only a cover save if at least a half of their hull is concealed. Against indirect weapons they never get a cover save, making them vulnerable to heavy barrages and bombardments.

Vehicles and shooting

When a vehicle fires, it uses its own BS characteristic (representing the BS of the crew) and shoots like other units. Vehicles always have the relentless and multi-targeting rules (the number of shots depends on the specific unit type), which means among other things that vehicle-mounted heavy weapons can be used even if the vehicle moves at combat speed. Vehicles can fire more than one weapon and target more than one unit if they sacrifice one shot for this ability.

Range & Line of Sight

The rules for measuring and line of sight on page 25 are written in regard to all models in the game, including vehicles. Because vehicles make up such a huge part of the game, it can't hurt to add some clarifications here.

Vehicles and measuring ranges

As vehicle models normally do not have a base, measure ranges to/from their hull instead as normal. This also applies for Shooting actions. When firing the vehicle's weaponry, ranges are measured from the nearest point of the hull or base (if the vehicle has one) to the target unit. This represents that the range of a weapon depends more on the targeting system than whether the muzzle is one yard closer to the target.

Vehicles and line of sight

Just like any other unit, vehicles need to be able to draw a line of sight to their targets in order to shoot at them. When firing a vehicle's weapons, point them against the target and then trace the line of sight directly from the weapon's mounting and along its barrel, and see if the target is visible and can claim a cover save. Only the weapons that have a line of sight to the target can be fired. Choose one weapon that fires on the target unit and use its perspective to determine the cover save of the enemy unit. This weapon is also used to determine at which facing of an enemy vehicle the model is firing.

On some models it will be actually impossible to literally move the gun and point it towards the target, because of the way the model is assembled or because the gun has been glued in place. In this case, players should assume 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 usually rotate 360°, together with the entire turret, unless the design of the model prevents this.

- 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 can fire in a 45° arc from their mounting point, if they are mounted on the vehicle's hull. 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 roughly by 45°, even if the barrel on the model itself cannot physically do that!

Firing arcs
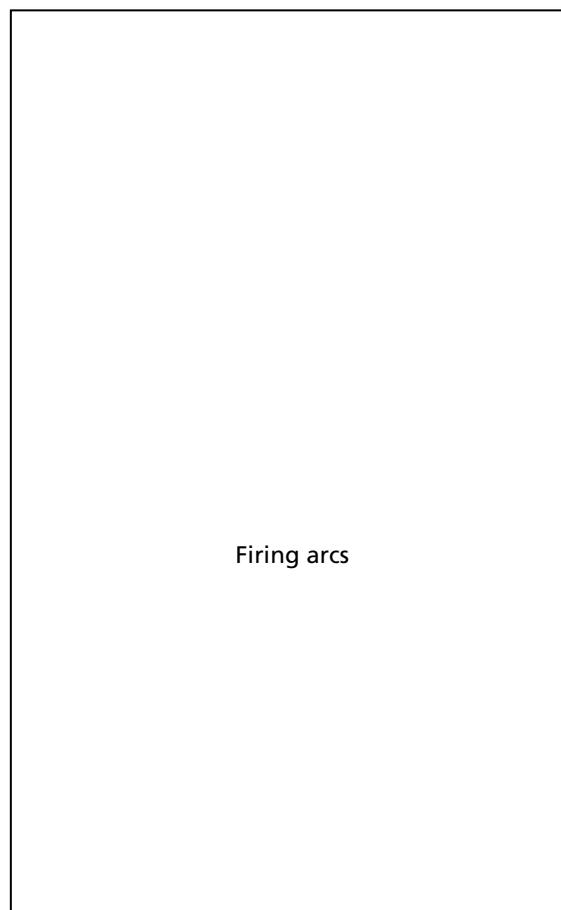
DAMAGE AGAINST VEHICLES

The process of damaging a vehicle is vastly different from the normal process of wounding infantry and other non-vehicle models. The sequence is similar but the details of each step vary, not least because vehicles have Armour Value characteristics instead of Toughness.

DAMAGE SEQUENCE

1   **Check which models can attack or shoot.**

2   **Roll to hit.** Roll a D6 for each attack or shot. Use the assault or shooting table to determine what score they must equal or beat to hit their target.

3   **Roll for armour penetration.**
    For each attack or shot that hits, roll again to see if it penetrates the armour plating of the target. The score needed is determined by comparing the Strength of the attacking model with Armour Value of the vehicle.

4   **Allocate Penetrating and Glancing Hits to armour groups.** The owner of the target squadron allocates the hits on the unit's armour save groups.

5   **Take Saving Throws.** Each penetrating and glancing may be cancelled by a successful cover or invulnerable saving throw.

6   **Roll on the Vehicle Damage table.** Apply results.

Check shooting/attacking models and Armour Value

Shooting at a vehicle

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.). As the whole unit must fire at the same target, often this means that some of their weapons can't damage the target vehicle; these models can contribute with giving Covering Fire. If the target vehicle is found to be in range, roll to hit as normal.

Attacking a vehicle

A unit can assault a vehicle in the Movement Phase. The move is conducted just the same as when assaulting other enemy units. As normal, all engaged models will attack.

VEHICLE FACING & ARMOUR VALUES

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 comes from – its front, sides, or rear.

In most games the method illustrated in the diagram is sufficient to determine whether a model is in the front, side or rear arc of the vehicle. If the vehicle has an unusual shape (as most daemon engines or crash landed skimmers have), use the following method.
Draw a rectangular box around the vehicle that is as small as possible but still encloses the whole model, disregarding sponsons, spikes and any other detail that are not part of the hull. Draw a diagonal line through the left front corner and the right rear corner and a second line through the right front corner and the left rear corner of the box. These are the exact borders of the vehicle's Armour Value facings.

If the vehicle has a base, as most skimmers, flyers and walkers have, disregard the shape of the hull completely. Instead, each facing has a 90° angle.

If a firing squad has members in two different facings of a target vehicle (some models in the Front and some in the Side, for example), shots are resolved against the facing that the squad leader is in.

In close combat all hits are resolved against the vehicle's rear armour, to represent the chance of attacking a vulnerable spot.

Vehicle facings
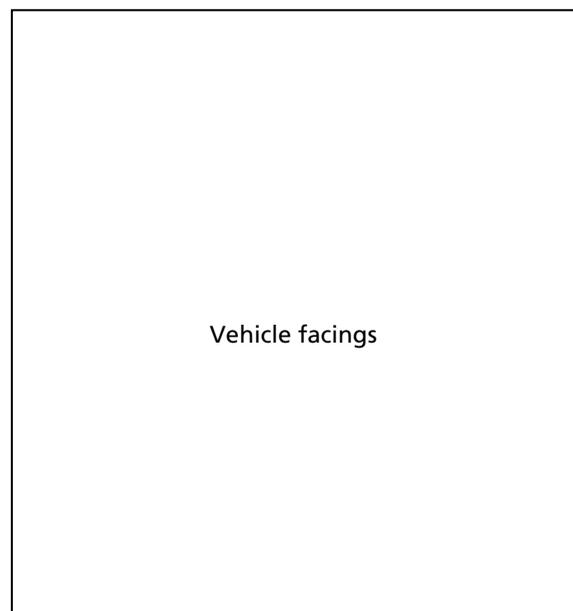
Roll to hit

Shooting

Roll to hit as explained in the Shooting phase's section. Use the Majority Evasion value of a squadron.

Close combat

Most vehicles are intractable and thus have either a WS of 0 or 10 if they have moved as explained on page 64. Walkers and other vehicles with a WS characteristic use the normal value from their profile. Roll to hit as explained in the Assault phase's section.

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 characteristic to it, comparing this total against the Armour Value of the appropriate facing of the vehicle.

• If the total is less than the vehicle's Armour Value, the attack has no effect.
• If the total is equal to the vehicle's Armour Value, the weapon causes a glancing hit.
• If the total is greater than the vehicle's Armour Value, the weapon scores a penetrating hit.

Squadron

If you shoot at a squadron of vehicles, check for each vehicle in which facing the squad leader is and take the Majority value of the corresponding Armour Values. In close combat simply use the Majority Rear Armour Value.

Armour groups

Usually a vehicle squadron consists only of a single armour group as vehicles have no armour saves and even invulnerable saves are rare. In case that there are more than one armour group, the player that controls the target squadron allocates the hits (whether penetrating or glancing) to the groups as normal.

Vehicle Saving Throws

Vehicles do not take armour saves, but the benefit from rigid, invulnerable and cover saves the same way as other models. If a vehicle is in cover, the vehicle is said to be Obscured (or "hull down"). If a Special rule or a piece of wargear confers to a vehicle the ability of being obscured even if in the open, this counts as a 5+ cover save, unless differently specified.

If the target in in cover and suffers a glancing or penetrating hit from a shooting attack, it may take a cover save against it, exactly like a non-vehicle model would do against a wound (for example, a save of 6+ for a hedge, 3+ for a building, 4+ for a bunker, and so on). If the save is passed, the hit is discarded and no roll is made on the vehicle Damage chart. Squadrons use the Majority cover save as normal. Note that massive models like tanks and walkers are only in cover if at least 50% of their hull is hidden from the shooting squad leader's view.

Roll the saving throws for each armour group together to determine how many unchecked glancing and penetrating hits the armour group suffers.

Damage rolls

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.

The controlling player of the target vehicle squadron distributes the unsaved hits to the models in each armour group. Directed hits are distributed by the attacking player. Roll a D6 for each shot that glanced or penetrated the vehicle's armour, apply any appropriate modifiers (they are cumulative unless stated otherwise) and look up the result on the Vehicle Damage table below.

• **Glancing hit**
  If the vehicle suffers a glancing hit, the roll on the damage chart is modified by -2.

• **Blast weapons**
  If the centre of the blast marker ends outside the vehicle, but part of the marker covers its hull, the roll is modified by -3. The force of the explosion shakes the vehicle up but can't breach the armour.

• **Tank**
  If the target vehicle has the tank special rule, the roll is modified by -1, representing the sturdy nature of those vehicles. If the tank is open-topped, this modifier does not apply, as the shooter can aim at exposed crew or systems, effectively negating all the tank's defences.

  Some weapons are so destructively powerful that they can penetrate even a tank's armoured hull with ease. If an AP 1 weapon, such as a multi-melta, hits a tank, the vehicle cannot claim the -1 modifier.

- **Super-heavy**
  Super-heavy vehicles withstand volleys of anti-tank fire with ease. In order to damage a super-heavy vehicle in earnest with anything less than a titan weapon, a unit must strip down its armour piece by piece. As long as a super-heavy vehicle has at least one structure point, every roll on the Vehicle damage table is modified by -3. If the super-heavy is a tank, either the -1 tank or the -3 super-heavy modifier is applied.

- **Ramming**
  During a Ramming move, additional modifiers apply as explained on page 119.

VEHICLE DAMAGE TABLE

D6	Result
1 or less	Crew – Shaken
2	Crew – Stunned
3	Damaged – Weapons
4	Damaged - Immobilised
5	Destroyed – Wrecked
6 or more	Destroyed - Explodes

Modifiers:

Glancing hit	-2
Target not under center of blast	-3
Target is tank*	-1
Target is super-heavy vehicle**	-3

Ramming modifiers:

Critical hit during Ramming move	-1
For every point of AV higher than colliding vehicle	-1

* not if the tank is open-topped, is hit by 'AP 1' weapon or is super-heavy with structure points
** not if the vehicle has lost all structure points

DAMAGE RESULTS

• Crew - Shaken
The vehicle is rocked by the attack, but no serious damage is sustained (or perhaps the crew decides that it is time to quickly relocate). The vehicle is shaken. Note that the vehicle can become shaken more than once without any additional effect.

• Crew - Stunned
The vehicle's crew is knocked about by the attack, or perhaps all of the vehicle's targeting and steering systems are temporarily scrambled. The vehicle is stunned.

Hull Breach: If the vehicle was already stunned before the attack, treat this result as Damaged - Weapons instead.

• Damaged – Weapons
One of the vehicle's weapons is ripped off by the force of the attack, a targeting system is seriously damaged or a gunner was killed. Reduce the multi-targeting value of the vehicle by 1 for the rest of the game. If the value is reduced to zero, the vehicle loses the multi-targeting rule and is only able to perform a single Shooting action. If the vehicle suffers another Damaged - Weapons result, it cannot perform Shooting actions for the rest of the game.

Hull Breach: If the vehicle was already permanently unable to perform Shooting actions before the attack, treat this result as Damaged - Immobilised instead.

• Damaged – Immobilised
The vehicle has taken a hit that has crippled a wheel, track, grav plate, jet or leg. It is immobile for the rest of the game.

Hull Breach: If the vehicle was already permanently immobile before the attack, treat this result as Destroyed - Wrecked instead.

• Destroyed – Wrecked.
The attack critically damages the hull or internal systems. The vehicle is destroyed. The model is left in place and becomes a wreck (see opposite page).

• Destroyed – Explodes!
The vehicle is destroyed, as its fuel and ammo detonate, ripping it apart in a spectacular explosion. Flaming debris is scattered D6" in every direction, measured from the vehicle's edges. Every non-vehicle model in range rolls a D6. In addition, roll a D6 for every embarked model (including vehicles). For every roll of 1 for one of its models, a unit suffers a single Critical Hit. The vehicle is then removed without leaving any residue.

If the vehicle explodes during the Assault phase, resolve the explosion at the end of the phase when all covering up moves have been made.

Note: Vehicle drivers, gunners and other crew are considered killed if their vehicle is destroyed (either result). We recommend the Warhammer 40,000 Vehicle Damage Dice to keep track of the the various damage results.

Hull Breach

A vehicle can be destroyed by a single potent hit or by several smaller hits that dismantle the vehicle piece by piece. When a soldier punctures the vehicle's armour, other soldiers can use the breach in the hull to attack vital systems in the interior of the vehicle.

When you score a Crew - Stunned or Damaged - Immobilised result while the vehicle already is already stunned or permanently immobile, the roll is treated as the next higher result. A vehicle can suffer several Damaged - Weapons results, but once the vehicle cannot shoot anymore, any further result is also treated as the next higher. Thus a single roll on the Vehicle Damage table may be increased several times.

Remember that shooting attacks from the same unit and close combat attacks with the same Initiative value are resolved simultaneously. Hits only 'spill over' to a higher result on the Vehicle Damage table if the hull was already breached by another unit or at a previous Initiative step.

Example 1: A unit of Chaos Space Marine Havocs fires at a Land Speeder with multi-targeting (1) and scores three Damaged - Weapons results. The first roll disables the multi-targeting rule of the Land Speeder. The second roll deprives the Land Speeder of the ability to shoot altogether and breaches the hull. However, the third roll cannot use the Hull Breach rule and is wasted as it cannot do additional damage.

Example 2: An Eldar Falcon has already suffered two hull breaches; it is stunned and cannot shoot. Ork Lootaz fire at the Falcon and score a Crew - Stunned result. Because of the two Hull Breaches, the Falcon suffers an Damage - Immobilise result instead. If another unit shot at the Falcon, it would be destroyed on any other result than Crew - Shaken.

If in doubt, use the following sequence.

- Take note, for which results the Hull Breach rule applies.
- Roll a D6 for every penetrating or glancing hit.
- Modify the rolls according to the chart.
- Use protective wargear and special rules.
- Look the results up in the Vehicle Damage table and shift the result up if the Hull Breach rule applies.
- Look up the final result.
- Use the Repair crew rule of vehicle squadrons.

Extra Armour and similar devices

Several armies have access to vehicle wargear that treat damage results as another result or ignore it completely. Always use these effects before applying the Hull Breach rule. These defensive systems are of no use if the vehicle has already suffered a Hull Breach. The protection was already penetrated.

For example, a Tau Devilfish has already suffered several 'Destroyed - Weapons' results and consequently has suffered a hull breach. It is equipped with decoy launchers that allow the vehicle to ignore 'Damaged - Immobilised' results under certain circumstances. If it suffered an Immobilised result, it would be able to use the decoy launchers. But if it suffered a 'Damaged - Weapons' result, which is treated as an Immobilised result due to the Hull Breach rule, the decoy launchers would be of no use.

Wrecks

Unless stated otherwise, a wrecked vehicle should be marked with some cotton wool smoke and flames and left on the table. It continues to block line of sight as if it were intact but counts as both difficult and dangerous terrain, and provides a Cover Save of 5+.

Skimmer and Immobilized & Wrecked

If a vehicle gets immobilized or wrecked while there are models under the vehicle, move the models on the shortest way possible from under the vehicle. Then remove the base and place the model or wreck on the table. Units that were moved from under the vehicle are allowed to make a 3" Consolidation. Models that are locked in combat make a pile-in move instead. The players move their units in turn order, beginning with the currently acting player.

Critical Hits against vehicles

A critical hit on a vehicle is an automatic penetrating hit. The vehicle can only use invulnerable saving throws to prevent the hit. Cover saves are of no use against critical hits.

VEHICLES IN A UNIT – SQUADRONS

Most vehicles fight as individual units and are represented as a single model. However, some small vehicles, like Imperial Guard Sentinels and Eldar Vypers, operate in units of more than one vehicle, usually referred to as squadrons, usually with up to three vehicles in each squadron.

Units of vehicles are called squadrons. They are subject to the normal rules for units with the following exceptions.

Squadron commander

You must choose one vehicle as squadron commander. This model is the squad leader of the unit. Note that the squadron commander is not a character and therefore cannot cause directed hits.

Unit coherency

When a squadron of vehicles moves, all squadron members have to perform the same Move action and maintain coherency, just like ordinary troops, but vehicles in a squadron need only to remain within 4" of each other to be in coherency, rather than within 2". This should enable the unit to shoot effectively as vehicles cannot shoot through members of their own unit like non-vehicle models can.

Damage results

The mutual support of vehicles in squadrons makes them resilient to damage results affecting the crew. While the crew of a sole vehicle would be too exposed to make small repairs, squadrons can lay down covering fire to allow battered squadron members to become combat ready again. Squadron must use the following action whenever a model in the unit is damaged.

Squadron Discipline

Unit   Type: Compulsory

The crews of a squadron help each other to fix superficial damage. Whenever a vehicle in a squadron suffers a Crew - Shaken, Crew - Stunned or Damaged - Immobilised result, roll a D6 and add +1 for each vehicle in the squadron after the first to the roll. If the result is a 5 or more, the damage is ignored. On any other result, the whole squadron suffers the result. An unmodified roll of 1 is always a failure. If the squadron consists of only one vehicle, it cannot use this ability, obviously. Protective wargear and abilities cannot prevent the other vehicles from being affected. To keep things as easy as possible, the roll is made directly after the damage from the shooting or attacking unit has been completely resolved.

VEHICLE SPECIAL RULES

BEHEMOTH
Individual   Vehicle special rule

The largest battle tanks field a firepower that is sufficient to level towns. Models with the Behemoth rule have the multi-targeting (3) rule, if they have not a better rule anyway.

CREW
Universal   Vehicle special rule

See page 103.

FIGHTER AIRCRAFT
Universal   Vehicle special rule

See page 127.

SMOKE LAUNCHERS
Individual   Vehicle special rule

Some vehicles have small launchers mounted onto them that carry smoke assaults (or a more sophisticated equivalent in the case of some alien vehicles). These are used to temporarily hide the vehicle behind concealing clouds of smoke especially if it is moving out into the open.

Once per game, after completing its move, a vehicle with smoke launchers can trigger them. This is a Free action, so it doesn't matter how far it moved. Place some cotton wool or other suitable marker on or around the vehicle to show it is obscured. The vehicle may not perform Shooting actions, but will receive a 5+ cover save as long as the smoke screen lasts. At the start of the unit's next turn, the smoke disperses with no further effect.

REPAIR
Individual   Vehicle special rule

When the systems of a vehicle fail, this doesn't mean that they are utterly destroyed. Often the damage is only peripheral and can be fixed with the right knowledge and equipment even in the midst of a battle. Most armies field such experts be it the canny Mekboys of the Orcs, the arcane Techpriests that accompany the Imperial Guard or the solemn Techmarines of the Space Marines.

Repair

Model   Type: Shooting, Support

If a model with this special rule is in base contact with a vehicle during its Shooting phase, he can attempt to repair the vehicle by taking a Repair test. Roll a D6. On a result of 5 or more, the controlling player can choose that the vehicle is either no longer shaken, stunned, immobile or that one 'Destroyed - Weapons' result is reversed. In addition, the vehicle's hull is no longer breached for the repaired result.

Bolstering weapon systems

The expert does not have to stand idle while all vehicles are unscathed. There is always work to do aplenty. Power sources can be super-charged and targeting matrices calibrated.
If the model has passed its Repair test, it can choose to proactively bolster the vehicle's weapon systems but it cannot repair any damage in this case. The vehicle's multi-targeting value is permanently increased by 1, even multiple times above the initial value.

Squadrons

Repairing 'Destroyed - Weapons' results and bolstering weapon systems of a vehicle in a squadron follow the normal rules. However, the model cannot repair any other damage on a single vehicle in a squadron. Instead, he must try to repair the whole squadron. We assume that the squadron's crew members follow the instructions of the expert and help repairing their vehicles. Make a Repair roll for each vehicle in the squadron. If every roll is a success, the whole squadron is no longer either shaken, stunned or immobilised. If at least one of the Repair rolls is failed, no vehicle is repaired.

TITAN

Individual   Vehicle special rule

Titans have the Agile movement special rule and can execute a Cleansing Smash (see page 101). The controlling player can decide in the Assault phase before any hits are rolled against the titan that the vehicle is intractable until the end of the turn.

TANK

Individual   Vehicle special rule

See page 119.

SUPER HEAVY

Individual   Vehicle special rule

Super heavy vehicles are huge armour-clad constructs. They carry enough firepower to vapourize, smash or incinerate an entire army. Super heavy vehicles are the epitome of warfare in the 41st Millennium. The lumbering Baneblade tanks of the Imperial Guard to the clunky Gargants of the Orks and the sleek Barracuda drop ship of the Tau Empire are all common sights in planet-wide campaigns but they are all paled by the mighty Titans. These towering warmachines stride over the battlefield like ancient gods of steel.

Structure Points
Vehicle with the super heavy special rule are several times more resilient than normal vehicles. To represent the great amount of damage they can withstand before being knocked out, super-heavies come with a number of Structure Points (sometimes shortened to 'SP'), given in brackets next to the special rule. The vehicle can lose these points during the course of the battle. The remaining Structure points indicate how much damage the vehicle has already absorbed.

As long as the vehicle has at least one Structure Point, the defenses of the vehicle are not yet broken. Every roll on the Vehicle damage table is modified by -3. If the vehicle has lost its last Structure Point, it is not destroyed, but the modifier is no longer applied. Note that a super-heavy tank cannot use the -1 tank modifier as long as it uses the -3 super-heavy modifier. The tank special rule comes in handy, though, when the vehicle has lost its last Structure Point

Every time a dice for the roll on the damage table for a penetrating hit shows a natural, unmodified 6, the vehicle loses one Structure Point. Weapons with the Destroyer rule automatically reduce the Structure Points of a super-heavy vehicle by 1 if it hits in addition to the normal damage. If the damage roll is a 6, the vehicle loses a further Structure Point, representing a chain reaction.

Multi-targeting

Super-heavies have the multi-targeting rule. Add 6 to the number of initial Structure Points. The result is the multi-targeting value of the super-heavy vehicle. Losing Structure points does not decrease this value during the battle.

Lumbering

Super-heavy vehicles are always lumbering (see page 54).

Heavy

Super-heavy vehicles with a single Structure point are sometimes referred to as 'Heavy'

Damage Control

Model   Type: Free

The crew of a super-heavy vehicle can try to repair a single damage result. This is a risky undertaking in the midst of a battle. The reactors might overload or a sloppy repair might cause a catastrophic malfunction.

The vehicle can use this ability at any time, even during an enemy turn, but the vehicle has to wait until all hits it suffered are completely resolved. Roll a D6. On a result of 4 or more, the controlling player can choose that the vehicle is either no longer shaken, stunned, immobile or that one 'Destroyed - Weapons' result is reversed. In addition, the vehicle's hull is no longer breached for the repaired result. If this roll is failed, the super-heavy vehicle loses a single Structure Point. If it has no Structure Point left, the vehicle cannot try to control the damage.

TANKS

Tanks are by far the most common type of vehicle found on the battlefields of the 41st Millenium, where their heavy armour and great firepower are an invaluable asset for any army.

In older Codex book the profile of a vehicle often shows 'tank' as the vehicle type. This means that the vehicle is either a ground vehicle or skimmer (if 'skimmer' is also listed next to the type) with the tank special rule.

TANK

Individual | Vehicle special rule

Vehicles with the tank special rule are subject to the following special rules.

Moving

Tanks have the Ram movement special rule.

Shooting at tanks

Other vehicles use a combination of a small silhouette and speed to avoid damage. In contrast, the protection of a tank is based primarily on thick armour plating and durable materials like adamantium or wraithbone. This makes tanks very resilient against small arms fire but also easy to hit.

Rolls on the Vehicle Damage table of a tank are modified by -1 if it is not open-topped at the same time or is hit by a weapon with an AP of 1. Tanks have the massive shooting special rule. Hence, they have only a base Evasion value of 2 and can only claim a cover save if at least 50% of their hull is hidden. See page 70 for details.

Behemoth

Tanks with a Front armour value of 14 always have the Behemoth vehicle special rule which confers the multi-targeting (3) rule.

RAM

Movement special rule

Instead of evading obstacles models with this special rule can try to roll over infantry or ram enemy vehicles. This allows them to move faster through difficult terrain as well, at the expense of risking a serious collision Tanks and other models with this special rule are able to perform Ramming moves.

Ramming

Unit | Type: Move, Support

Models with the Ram special rule may decide to use their mass as a weapon, driving or stampeding 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.

A model that makes a Ramming move cannot perform Psychic, Shooting, Stationary and Support actions until it regains combat-readiness in its Consolidation phase. The unit can move up to double its Move value in inches. A Ramming move follows fundamentally different rules than a normal Move action, as explained here.

Check distance

To make this kind of attack, first choose an enemy unit and measure the distance. If the model cannot reach the target because the movement distance does not suffice or friendly models, massive models that are not the target or impassable terrain block the way, the move is aborted and the unit can conduct another move instead.

Ramming & passing over

model in the target unit that can be can reached. If the vehicle cannot turn in the desired direction because of an enemy model, the tank shock is aborted as well (see above). The model cannot drive or run over enemy models during this part of the movement.

Comes to a halt
The ramming vehicle comes to a halt if it becomes stunned, immobile or is destroyed. A squadron or unit comes to a halt if a single model in the unit does.

Move forward
Once the vehicle has been 'aimed', move the vehicle straight forward until it reaches the target unit - no other changes of direction are allowed during a ram. If the ramming unit comes into contact with an obstacle, stop the unit temporarily 1" in front of it and resolve the situation as follows. Models cannot use their Jump or Airborne terrain special rules to fly over any obstacle, as it has to deliberately fly low to ram its target.

- **Terrain**
  If the moving model reaches any rough terrain, make a dangerous terrain test and continue the movement if the model does not come to a halt (see the box on the previous page). To represent that the model willfully risks structural damage, each dangerous terrain test is failed on a roll of 1 or 2. However, the model can modify any roll on the Vehicle Damage table by -1.

- **Impassable obstacles**
  If the model reaches impassable terrain, a friendly model, a model locked in close combat or the table edge, the move ends 1" in front of the obstacle.

- **Enemy units**
  If the model reaches an enemy unit that is not the target, they will simply let the moving model move through their unit, as if they were not there. The evading unit is not moved. The ramming model keeps moving straight on. As they are not the primary target of the ramming model, even stunned units have the chance to drag themselves out of the danger zone. The ramming model cannot move over massive models. If the massive model is not part of the target unit, the ramming model comes to a halt 1" in front of it. The models do not collide. A serious miscalculation of the enemy opposition leads to a hasty abortion of the ramming attempt.

Target unit
When the ramming model reaches its target unit, it interrupts the movement 1" in front of it.

Tank shock
The morale of a soldier can take a serious blow when his squad is to be overrun by a giant of steel or flesh. The rammed unit must pass a Morale check (pinning) or it becomes shaken.

Dodge
Regardless of the outcome of the Morale check, the target unit can try dodge the ramming model. Because the ramming vehicle or creature actively tries to harm the target unit, this is not as easy as for units that were merely coincidentally in the way. A dodging unit may make a 6" Consolidation to get out of harm's way.

Massive models can only make this move if they have either the Jump, or the Airborne rule and pass a Dodge test. Roll a D6 for the unit. On a result of 3+ the unit is able to dodge.

Units that are immobilized or stunned can never dodge.

Death or glory
Units that are not able to dodge can only hope to avoid a collision by blasting the ramming foe to pieces before it reaches their position. Very confident units may even deliberately choose to forfeit their chance to escape in order to stop the ramming vehicle in its tracks with pure fire power. A unit that does not dodge (involuntarily or not) may carry out a Defensive fire action, targeting the ramming unit.

Target unit

Dodge & Collision. please
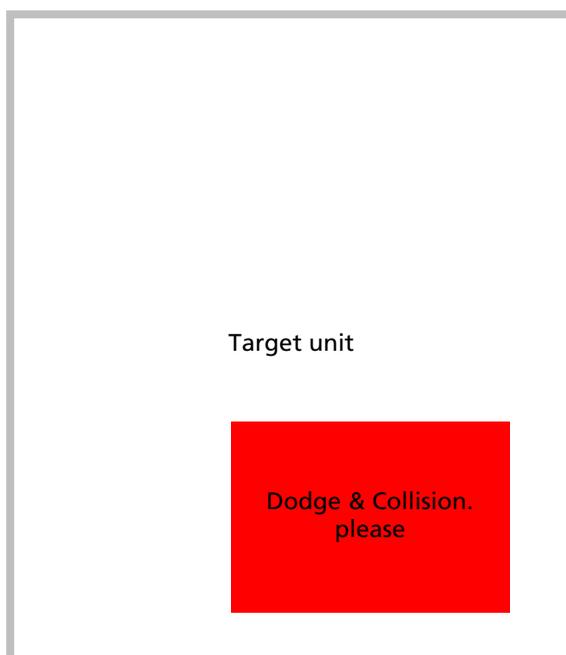
Collision

If the ramming model has not come to a halt, slide the ramming model forward. Whenever it comes into contact with a model (with their bases/bodies/hulls as usual), the two models collide. Ramming skimmers cannot change their altitude and fly over model they do not touch.

The size of a model matters in a collision, as most tanks can collide with hundreds of foot soldiers without taking damage.

•Extra large:	Gargantuan creatures and super-heavy vehicles
•Large:	Vehicles and massive models
•Small:	Anything else

If the ramming model collides with a model that is smaller than itself, it continues its move as if it would pass a unit that is not targeted. The target unit receives one critical hit for every model passed over.
If the model reached is of equal size, both models receive a critical hit. If the rammed model is destroyed by the collision, the rammend model continues its move (if it is not too damaged itself). Otherwise, it comes to a halt.
If the model reached is of greater size, only the ramming model receives a critical hit and comes to a halt.

If the ramming vehicle cannot be damaged by the collision, resolve the Critical hits for all rammed models in a unit together. Otherwise, resolve the collision model for model (the damage can still be distributed to any model in the unit).

Damage roll modifier

During a collision, the roll on the Vehicle Damage table for the critical hit is modified by -1 to represent that the force of the crash is distributed over a large contact surface, diminishing its penetrating power. If two vehicles collide, the vehicle with the better AV at the impact point can modify the roll by a further -1 for every point its AV exceeds that of its adversary.

Example: A Leman Russ Battle Tank (AV 14 at the front) slams into the side of a Chaos Rhino (AV 11 at the side). The damage roll for the Leman Russ is modified by -4 (-1 for the collision and -3 for the AV difference). The damage roll of the Rhino is modified by -1.

Continued movement

The ramming model can continue its forward movement after resolving the collisions with the target unit, but if it reaches another unit, it stops 1" in front of it. The ramming move has lost its momentum.

Models under the ramming model

If some enemy models would end up within 1" of the vehicle or even underneath it when it reaches its final position (it makes no difference whether the model is in the target unit or not), these models must be moved out of the way by the shortest distance, leaving at least 1" between them and the vehicle and maintaining unit coherency.

Charge by chance

After the ramming model has finished its move, the target unit can perform a Charge by Chance if it is not shaken or subject to a similar rule that bars it from performing Support or Assault actions.

Squadrons and units and ramming

Before a squadron or unit with more than one model starts a Ramming move, move all other models in contact with the squad leader or a model that is in contact with the squad leader, or a model that is in contact with a model that is in contact with the squad leader, and so on.

After this, the conglomerate of models moves during the Ramming move as if it were one gigantic model. This represents that the model assume a tight formation to make it nigh impossible for the foe to escape. This preliminary move counts against the movement allowance of the unit. If the Ramming move is not possible, the unit must perform another move action (the models have already moved).

If the squadron collides with something big, the unit only receives a single Critical hit instead of a hit for every model. Dangerous terrain tests are rolled for each model. When the unit is shot at, allocate the damage as normal.

Squadrons

TRANSPORTS

Some models 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 layers of additional armour is obvious. The danger comes if the transport itself is destroyed before its passengers disembark, as they could get trapped inside the collapsing bio construct or exploding vehicle.

There is a wide variety of transports on the battlefields of Warhammer 40,000 - the staunch Rhinos of the Imperium of Man, the lightning fast Raiders of the Dark Eldar, or the caterpillar-like Cerebores of the Tyranid swarm fleets. Whole battleforces rely exclusively on the mobility of transports be it the Kult of Speed of the Orks, the Swordwind hosts of the Eldar or the mighty Land Raider attack forces of the Iron Hands Space Marine Chapter.

Models that are defined as transports have several additional characteristics: Transport Capacity, Fire Points and Access Points.

Passenger Capacity

Each transport model has a maximum passenger capacity, which can never be exceeded. If not stated otherwise, a transport may carry a single infantry unit or combined unit including any number of Independent Characters (as long as they count as infantry), up to a total of models equal to the vehicle's transport capacity. The entire unit must be embarked on a single transport if any part of it is – a unit may normally not be spread across multiple transport models.

Only models whose unit type is 'infantry' may embark in transports, unless the transporting model's rules specify otherwise.

Some larger infantry models may count as more than one model for the purposes of taking up a transport's capacity, and this will be specified in the transporting model's rules (for example, each Space Marine Terminator counts as two models).

Sometimes, there will be constraints on which types of models can embark on a particular transport, and this will be specified in the unit's entry. Space Marine Terminators, for example, cannot embark on a Rhino or Razorback, although they may be transported by a Land Raider.

Targeting embarked units

Embarked units cannot be targeted by any ability, weapon or rule unless stated otherwise explicitly. If a rule affects 'every unit in x inches', the transport is affected but the embarked unit is not.

Actions & embarked units

Embarked units cannot perform Support, Combat and Disembarked actions. Embarked units never make Consolidations. Shooting and Psychic Actions but are subject to additional rules as explained in this section.

Morale and conditions

Embarked units are not subject to the shaken, broken and stunned conditions and each of these conditions is immediately nullified upon embarkation.

Fire Points

Each transport may have a number of fire points defined in its entry. A fire point is a hatch or gun slit from which one or more passengers inside the transport can fire (or use any other Shooting action). The number of models that can fire from each fire point is specified in the vehicle's entry, and the other transported models may not use Shooting actions.

Models that fire from a transport can fire on a different target than the vehicle, but the unit must fire at a single unit as normal. The line of sight is determined from each fire point. To determine if the target unit is in cover, use a fire point chosen by the shooting unit's controlling player. Ranges (including point blank ranges) are measured from the transport's hull, body or base.

Transports offer a stable firing platform and often provide enhanced targeting systems and gun mounts. Therefore, models embarked on a transport have the relentless shooting special rule. The field of vision of a soldier firing through a narrow firing slit is greatly reduced. To represent this, an embarked squad may only target units within 18". This doesn't affect the range of a weapon to resolve other situations like the distance in which a Melta weapon gets an extra Armour Penetration dice.

If a model uses the multi-targeting rule to perform several Shooting actions, it needs an equal number of fire points (and a line of sight from each of them) to do so. For example, a model needs two fire points to fire an ordnance weapon from the passenger compartment of a transport

Shooting from moving transports
If the transport is damaged or moves fast, this affects also the shooting performance of any embarked unit. If the transport cannot perform Stationary actions or has lost its multi-targeting rule (temporarily or permanently), each embarked unit can only perform a single Shooting action. For example, only a single model of an embarked unit can fire a weapon if the transport is shaken or has moved at combat speed (or in the case of a fast transport, has moved at cruise speed). If the transport cannot perform Shooting actions, embarked units cannot perform Shooting actions either - the passengers are shaken as well or the fire points are destroyed.

Access Points
Each model capable of carrying passengers will have a number of 'access points' defined in its entry. These are the doors, ramps and hatches that passengers use to get in and out of the transport.

Blocked access point
If an enemy unit that is not locked in combat is within 2" of an access point, the access point is blocked and cannot be used to embark or disembark through.

Vehicles with base
When a unit disembarks, the controlling player can choose to measure the movement from either the access point or the base of the transport. Likewise, embarking units can measure to the base of a transport. If all access points are blocked, a unit cannot embark/disembark even if the vehicle has a base.
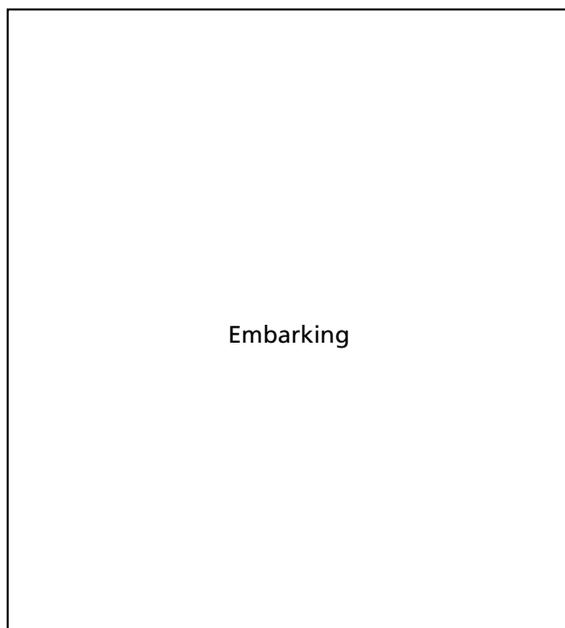
Embarking

Disembarking
Unit   Type: Free

Models can voluntarily disembark in the Movement phase by performing a Move action and measure the distance from one of the transport's unblocked access points. Pretend that every model starts the movement directly behind the access point. The unit must end the move completely on the table. You cannot leave some models inside the transport. The sort of movement the unit is allowed to perform depends on the speed of the transport.

• If the transporting model has not moved during the current game cycle, the disembarking unit can perform any Move action except those with the Disembarked type. The transport model can move at a later point during the Movement phase or in a different turn.

• If the transporting model has already conducted a Combat move in this game cycle, the disembarking unit can perform a Combat or Engage move of its own. The transport cannot move afterwards, as a unit can only perform one Move action per game cycle.

• If the transporting model has conducted any other Move action, the transported unit cannot disembark.

Embarking
Unit   Type: Disembarked, Disengaged

A unit can embark a transport in its Consolidation phase. This is an action of the unit alone and not the transport. If the squad leader of the unit is within 3" of an unblocked access point of the transport, the unit has successfully embarked the transport. When the unit embarks, it is removed from the table and placed aside, making a note or otherwise marking that the unit is being transported. If the squad leader is not within range, the unit remains in place.
Remember that embarking nullifies any condition except being immobile - having their own dedicated transport nearby is a good way to ensure that your units remain combat-ready.

Embarking and Joining
If a unit embarks onto a vehicle that is already occupied by another unit, it must join or be joined by the embarked unit afterwards. If the unit is not allowed to join or being joined, it cannot embark. This allows independent characters to embark onto a transport that is already occupied by another unit.

Transport destroyed

If a transport is destroyed, removed from play, or the passengers have to disembark but are not able to, the embarked unit must perform an Emergency Disembarkation (see below). Remember that a unit inside a vehicle that explodes receives a critical hit for every model that rolls a 1 on a D6.

Emergency Disembarking

Unit   Type: Compulsory

If a transport gets destroyed or the embarked unit is otherwise forced to disembark, it must perform an Emergency Disembarkation.

Place one model in contact with an unblocked access point (or where it had been some seconds ago) and place the rest of the squad following the rules for deep strike in critical range (page 140). The unit doesn't scatter. If the transport was a vehicle, models can be placed on the wreck. The unit should be in a tight, circular formation after an emergency disembarkation from a wrecked vehicle.

The unit is shaken afterwards. If the unit has performed the emergency disembarkation in its own turn or a friendly unit's turn, it is stunned as well.

Trapped!

To be inside a collapsing transport while the enemy blocks the only exit point is a deadly situation. The only chance of escape to fight through the enemy blockade. Even then, the chance of survival is slim.

If the unit cannot be placed completely because all access points are blocked or there is not enough space to place all models, the controlling player of the disembarking units chooses a single access point and places the unit as near as possible to this point using the deep strike rules for units in critical range without scattering. This is the position the unit tries to escape to.

Every enemy unit that blocks one or more access points of the transport can immediately execute either a Defensive Fire or Charge by Chance action at the disembarking unit. The controlling player of the blocking units can choose the order in which the units act. In a multi-player game, resolve this in turn order of the players. If the disembarking unit survives this retaliation, it has successfully hacked its way free.

Disembarking

Emergency Disembarkation

More than one Embarked unit

Some transports can accommodate several units that have not joined. Whenever a rule affects a transported unit, all units are affected. The controlling player can choose the order in which the situation is resolved.

Disembarking and Deep Strike

Some units arrive on the battlefield inside a drop pod, a flyer or even a tank that was dropped from a low flying drop ship. Units that wish to leave a transport during the turn of their arrival via deep strike can only make a Combat move.

TRANSPORT SPECIAL RULES

ASSAULT TRANSPORT

Individual   Transport special rule

Assault vehicles are designed to bring the battle to the enemy, smash into its lines, weapons blazing, to unload their deadly cargo. Assault vehicles are rare and usually reserved to carry elite warriors into heart of the foe.

An embarked unit may carry out a Combat or Engage move to disembark from an assault transport that has made a Cruise move in this game cycle.

COMM STATION

Individual   Transport special rule

See page 129 for details.

DEDICATED TRANSPORT

Individual   Transport special rule

Sometimes a unit entry in a Codex book will include a transport option, allowing a vehicle to be selected together with the unit. These transport vehicles are known as Dedicated Transports. Their great advantage is that they do not use up a slot of the Force Organisation Chart, but they are normally lightly armed and armoured. Other heavier, more powerful vehicles may also have a transport capacity, but such vehicles are chosen separately and occupy a Force Organisation chart slot of their own (for example, the swift Eldar Falcon).

The only limitations of a dedicated transport is that when it is deployed it can only carry the unit it was selected with (plus any joined units like independent characters) and must be part of the same strike force when held in reserve as the parent unit. After the game begins, it can then transport any friendly infantry unit, subject to transport capacity and other special exclusions, as explained in the vehicle's entry (it might not be able to transport Terminators, for example).

RAPID INSERTION

Individual   Transport special rule

See page 127 for details.

OPEN-TOPPED

Individual   Transport special rule

Some vehicles are much less armoured than tanks. This makes them excellent at transporting troops, but it also means they are more vulnerable to damage because of their lightweight construction and the fact that their crew is exposed to enemy fire. A typical example of an open-topped vehicle is an Ork Battlewagon

Shooting

Models with the open-topped rule do not have specific fire points. Instead, passengers in an open topped transport may fire from any point of the model's body or hull. Check the line of sight and cover saves of the target unit from any point on the hull or body of the transport. This does not need to be the spot that you used for measuring distances (e.g. the nearest point to the target unit). The number of models that can fire from an open-topped transport is not limited by the number of fire points.

Disembarking

Open-topped vehicles do not have specific access points. Models can embark or disembark from any point of the vehicle. The access cannot be blocked by enemy models. The only situation in which a unit embarked on a destroyed open-topped transport is trapped is when the transport is surrounded in a way that there is not enough space to place the models. A unit is allowed to conduct Run and Charge moves to disembark from an open-topped transport that made a Combat move.

Open-topped tanks

Tanks that are also open-topped do not receive their -1 modifier on the Vehicle Damage table. Models that are not tanks suffer no penalty from being open-topped as their less robust construction is already factored into the model's Armour Values or Toughness.

ORBITAL DEFENSES

Individual   Transport special rule

See page 129 for details.

SEGMENTED

Individual   Transport special rule

See page 129 for details.

FLYERS

While the armies clash on the ground, a second war rages in the skies. Aircraft, gunships, automated drones, sub-orbital fighter and even winged creatures fight for air superiority. Whoever reigns the skies holds many invaluable strategical advantages. Flyers can strike anywhere on the battlefield in the blink of an eye and deploy drop troops where the enemy is unprepared.

'Flyer' is not a unit type. Instead, every unit that conducts a supersonic move becomes subject to the flyer special rule until its next turn. Usually only skimmers can move at supersonic speed, but some Tyranid creatures are also fast enough to earn this rule. Most models with the supersonic rule can decide each turn if they move at that speed or with at a lower speed, represented by one of the standard Move actions. This represents that aicraft that are used in a ground attack role are usually capable of switching into a hover mode where they act more like a skimmer than a flyer. Some alien flyers, primarily those of Eldar and Necron origin, can operate at unnatural low speeds with a maneuverability that defies every law of nature, which amounts to roughly the same battlefield role as that of a dedicated ground attack gunship - but with more elegance.

Supersonic move

SUPERSONIC

Transport special rule

A model with this ability is able to conduct Supersonic moves.

Supersonic move

Unit   Type: Move, Disembarked

A supersonic aircraft is so fast that it stays only for a split second above the area represented on the tabletop. Most of the aircraft's maneuvers take place miles away from all of your troops. For a pilot it is vital to have accurate live information from the battle to plan the next bombing run accordingly. It is therefore common practice for pilots to choose their next target before they leave the battlefield to start their next approach.

If a model moves at supersonic speed, place two markers at the start of the move to mark the attack vector of the fighter. An entry marker can be placed on any table edge in the front arc of the model. The second marker, called 'attack marker', can be placed anywhere in the front arc of the model. If the model is not a vehicle and has no Armour Value facings, use a 90° arc.

The model cannot turn during the complete movement. Move the aicraft straight forward until it reaches the table edge and leaves the battlefield to change direction. Place the model back on the table in contact with the entry marker so that it faces directly towards the attack marker. This does not count as arriving from reserves. Move the model straight forward as far as you like but at least 12". The aircraft can even move beyond the attack marker. It cannot leave the tabletop a second time.

The model replaces all terrain and movement special rules with the airborne rule for the duration of the movement. If you cannot place the markers or the model at any time during the movement, the model is placed in back reserves and can arrive in its next turn. It cannot use any deployment special rules in this case.

Squadrons
Each model in a squadron (or unit) moves as a separate unit, but the squadron must end up in unit coherency. If this is not possible, the squadron is placed back in reserve as explained above.

Flyer
The model has the flyer special rule until the start of its next turn.

FLYER

Movement special rule

Attack aircraft, sub-orbital fighters, skysnakes, long-range bombers, gunships, automated drones and flying Tyranid creatures are only some of the examples for flyers in Warhammer 40,000. The Flyer rules amend several of the core rules.

Actions
Flyers can never perform Stationary and Support actions.

Terrain
Flyer are never 'in terrain'. They fly way too high.

Shooting
The aircraft can only target units within 2" of the attack marker. The only exception is using bombs; they can be placed over any unit the flyer has moved over.

Enemy shooting
Flyers have an Evasion value of 6 that is never further modified. If the model gets immobile or stunned, it is destroyed immediately. The aircraft crashes a few miles behind the enemy lines. Template weapons cannot hit flyers.

Assault
Units cannot assault flyers unless they have the airborne or jump special rule. Instead, units in close proximity to a flyer can perform the following action.

Incoming!
Unit   Type: Support

Soldiers warn their comrades that an enemy attack craft is approaching. If they are close enough they can even transmit valuable information: the attack vector of the aircraft, its armament and weak spots.
A unit can use this action in its own Assault phase. Mark one flyer within 3" of the unit. Every weapon that is shot at the flyer or its unit has the Anti-Aircraft rule. Discard the marker at the start of the flyer's next turn.

Transport
If a flyer is destroyed, embarked units are completely destroyed as well. Units cannot disembark from, embark onto or fire from a flyer.

SPECIAL RULES
The special rules to the right are almost exclusively used by models with the supersonic rule.

AERIAL ASSAULT
Individual   Shooting special rule

Some aircraft are specialized in attacking at high velocities. A model with this special rule has multi-targeting (3).

FIGHTER AIRCRAFT
Individual   Vehicle special rule

Fighter aircraft are real flyers that are not capable of hovering or flying at a low speeds. Some fighters are even capable of space flight and are used in space combat as often as in air combat. A fighter aircraft cannot perform any other move than a Supersonic move. If it cannot execute this move or is forced to perform a different Move action, it is destroyed. It counts as having moved at supersonic speed from the start of the game. Fighter aircraft only ever use the Move value and the terrain and movement special rules of their unit type in extremely unconventional situations. Fighter aircraft have the multi-targeting (4) rule.

GUNSHIP
Individual   Shooting special rule

Some aircraft are equipped with grav engines or vectored thrusters to hover over the battlefield to use their weapons to their full effectiveness. A model with this special rule can multiply the number of Shooting actions granted by the multi-targeting rule by 6 instead by 2 if it has remained stationary (fast models if they have performed a Combat or Engage move or have remained stationary). If the model does not have the multi-targeting rule, this special rule has no effect.

RAPID INSERTION
Individual   Transport special rule

If the transport has moved flat out or at cruise speed, passengers can still disembark, but they must do so as follows. Nominate any point over which the transport moved over and deploy the squad as if it were deep striking onto that point. If the unit scatters, every model must immediately take a dangerous terrain test. Models with the airborne or jump rule can make a more controlled descent - not only do they not take dangerous terrain test (unless they do land in dangerous terrain), they can use special rules that affect the ability to deep strike and even disembark at supersonic speed. Models that disembark by using this special rule can act in this turn as if they have arrived from reserve via deep strike but are not subject to Defensive Fire. They cannot perform Assault actions, whether the vehicle is an assault vehicle or not. If the flyer is destroyed, units with either the jump or airborne rule are not removed from play. They make an Emergency Disembarkation.

FORTIFICATIONS

The buildings of the Warhammer 40,000 universe range from the small, primitive structures built by tribesmen on feral planets, through to huge futuristic skyscrapers, crystalline spires, hardened adamantium bunkers or glistening biostructures.

This section deals with buildings that were erected by one of the opposing forces as fortifications or were at least ceased and put to use as war assets. Fortifications are equipped with a wide range of weaponry and can usually accommodate a whole company of soldiers - be it automated gun emplacements, command bunkers, orbital defense laser, various types of bastions, comm stations or huge fortresses. Fortifications are usually taken straight from the Codex book like any other unit. Some fortifications can be fielded by choosing the appropriate stratagem, or they are part of a mission and automatically granted to one side. No matter the origin, fortifications are a part of your army in every respect.

Buildings that are used by the troops merely to get cover behind without interacting with them like civilian structures, ruined fortifications and small ad-hoc emplacements are dealt with in the Terrain section. These buildings cannot be entered, are not destructible, but grant cover saves and have various terrain rules.
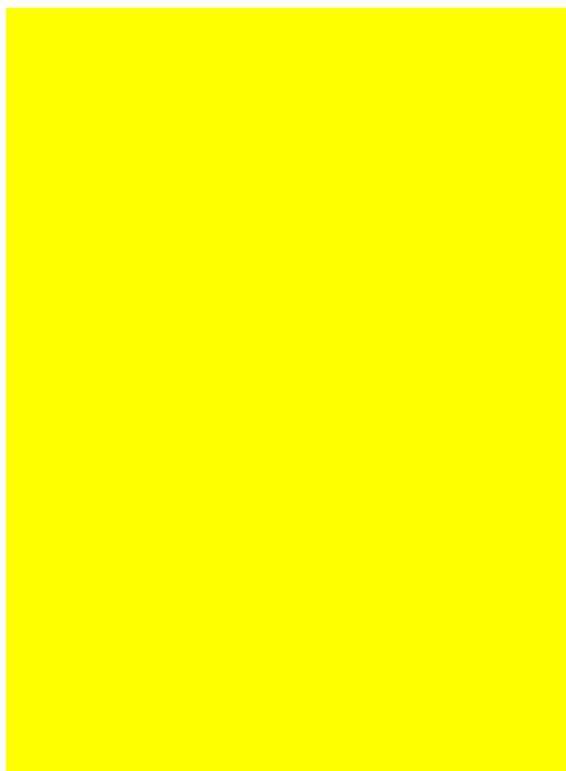
FORTIFICATION PROFILE

All models with the 'fortification' unit type have the following rules. Fortifications have no Move value.

Special rules
- Vehicle
- Fearless (2)
- Immobile
- Hulk
- Intractable
- Massive
- Multi-targeting (1)

It is hard to imagine a building as a vehicle, but in game terms they follow exactly the same rules. In fact, the vehicle rule is part of the fortification unit type. As vehicles, they have Armour Values and a Ballistic Skill. Much like walkers, some Fortifications even have close combat characteristics, most often due to a daemonic or alien infestation. Models with the unit type fortification can receive the same special rules as other models. For example, huge fortresses have often the super-heavy special rule and fortifications that can be entered are transports.

Not terrain

It doesn't hurt to stress that fortifications are not terrain. Models are not in terrain if they are in contact with the fortification and jump troops cannot land on the roof. The only way to get inside the building is to conduct an Embark action. Models partially hidden by a fortification can claim a cover save of 5+ as any model that is concealed by a massive model.

Attacking Fortifications

The best way to kill enemy troops in a fortified position is usually just to destroy the fortified position. Units may shoot at or assault an occupied building just like any other vehicle. Units inside a building may not be attacked directly, but will be affected in the same manner as units inside a transport should the building be damaged, and so may suffer damage and/or be forced to 'disembark'. Bunkers and bastions have an Armour Value of 14 all around.

The Armour Values of fortification may vary between 12 and 14, depending on the condition of the structure. A freshly build Rail cannon emplacement of the Tau might have an Armour Value of 14, a rotten bastion of the Imperium that stood safeguard on some backwater planet for millennia might have only a Armour Value of 12. When shooting at a building, roll to hit and for armour penetration normally (in close combat they are hit automatically, just like other stationary vehicles).

Wrecked buildings are treated like any other wrecked vehicle, and therefore become difficult and dangerous terrain.

Fortifications are massive. This is of importance when determining cover saves (in the rare case that some terrain is large enough to hide a fortification) or resolving Ramming moves. This rule reduces the Evasion value of the fortification to 1. Fortifications are Immobile and cannot move. They do not suffer a Hull breach for the 'Damaged - Immobilised' result until the enemy rolls this result on the Vehicle damage chart the first time.

Occupying Fortifications

Models can enter or exit a friendly fortification with the transport rule through a doorway or other opening that is assigned as an access point. Moving into or out of a building works exactly like embarking or disembarking from any other vehicle (including emergency disembarkations). All of the normal rules apply, so only one infantry unit may occupy a building at one time. Often, a Codex specifies that a certain infantry unit made of rather large models may use transports, but will count as more than a single model (Space Marine Terminators, for example, count as two models each). These rules are also be used whenever such units enter a building (so, to continue our former example, up to five Terminators could occupy a bunker that has a capacity of ten models). Large fortifications usually have an infinite 'transport' capacity. They can hold any number of models from a single unit. Models entering a building are removed from the table - you can either note down where they are on a piece of paper or place them on the parapets or roof of the building.

Firing from Fortifications

Just like any other transport model, fortifications have fire points that allow units inside to fire out. These could be the fire slits on bunkers and bastions or the windows on other buildings. Note that all of the models in a unit firing from a building can only target a single enemy unit within 18", as normal. Some fortifications with exceptional large parapets are treated as open-topped, as specified in their profile. These building are formidable firing platform as any model in the unit can shoot.

Narrative games

The Narrative games section introduces additional rules for fortifications that make their use more dramatic. Models on the ramparts can be shot at and desperate hand to hand fights ensue on the battlements as the attacker try to establish a breach head. Note that their point costs are not altered even though fortifications lose their edge in narrative games. As compensation, you can play huge siege battles with dozens of fortifications using the narrative game rules.

SPECIAL RULES

These special rules are almost exclusively used by fortifications. If a different transport has one of these rules, replace the word 'fortification' with 'transport'.

COMM STATION
Individual   Transport special rule

A comm station consists of several long range communication relays, tactical displays and information hubs. The troops that man the fortification can use the devices to get information about approaching enemies and dangers that are normally too far away for the garrison to counteract. Units 'embarked' on a fortification with this special rule, can target units that are not within 18".

ORBITAL DEFENSES
Individual   Transport special rule

Some fortifications are divided into several segments to establish additional layers of defense, or the structure is so colossal that its interior is a labyrinth that hinders the movement of troops considerably. A unit that 'embarks' on a fortification with this rule and 'disembarks' in its next turn, must use the same access point for both actions. If the access point in question is blocked, the unit cannot exit. In a later turn, the unit can use any access point.

SEGMENTED
Individual   Transport special rule

Orbital defense lasers, anti-air missiles and flak cannons are the last line of defense against a planetary invasion. They are a high priority targets for the attacking vanguard to ensure a safe decent for the main host. To defend these crucial weapons, they are almost exclusive deployed on strong, walled structures.

If a vehicle or massive model deep strikes within 24" of a fortification with this special rule (after scattering), the model must make a dangerous terrain test (if it doesn't land in dangerous terrain anyway). Models that conduct a Supersonic move and end their move within 24" of the fortification must take a dangerous terrain test as well. Their airborne rule is of no use here.

ORGANIZING A BATTLE

Now that you've learnt the rules for moving, shooting and fighting with your army, we'll look at how to organise a game of Warhammer 40,000, including how to choose your forces, how to set up the battlefield and how to select a mission.

AGREE POINTS LIMIT & CHOOSE FORCES

A game of Warhammer 40,000 can use as many models as you can collect. The army lists included in the Warhammer 40,000 Codex books specify the precise characteristics and abilities of each troop type, detail how many you can use and provide a points value for each. The better a combatant is, the more points it will cost. Normally a soldier will have a basic cost, which is then increased if you upgrade his equipment or abilities.

The most popular approach to playing a game of Warhammer 40,000 involves both you and your opponent selecting forces to a previously agreed points limit. A limit of 2,000 points per side produces a well-balanced game that can be concluded in a few hours.

As you build up your armies and enter the ranks of the veteran gamer, 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 points limit games – it is far better to start small and gain familiarity with the rules rather than trying to master everything at once. You will inevitably make mistakes in your first few games, so it is better to play a number of small, quick games to learn the ropes before moving up to a full-size game.

The first thing players need to when arranging a game is to decide what points limit they are going to use. For example, they may agree to play a 1,000 points game, in which case the total value of all models in each player force must come to 1,000 or less (it will often be a few points short, but it still counts as a 1,000 game).

FORCE ORGANISATION

Once they have agreed a points limit, the players will pick their forces using the Codex book of the army they have chosen and collected. As detailed in each army Codex, all the forces you can use are categorised broadly by categories that tell you something about the role the troops in question play in the army. These roles are: HQ, Elite, Troops, Fast Attack and Heavy Support.

HQ:
A Headquarters unit might be a single heroic commander or powerful monster. These models 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 expensive 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 Tyranid Genestealers, 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. These units main tactical role is that of consolidating the gains of the army, defending the objectives that have been taken by the more specialised units.

Fast Attack:
Fast Attack units are generally (surprise, surprise!) faster than their comrades and are masters at manoeuvre. 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 toughest creatures. However, these units are also often the most expensive in points, so an over-reliance on them could see you being heavily outnumbered.

Force Organisation Chart

The minimum and maximum numbers of each of these types of unit are detailed on a Force Organisation 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 Organisation chart below, which is used for all standard missions (i.e. those presented in this section of the rule book, see later), 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 Organisation 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. Conversely, some units like the Baneblade of the Imperial Guard take up two selections of a given type.

Multiple Detachments

As your collection of miniatures grows, the urge to use them all at once will become hard to resist. Above a total of 3,000 points, the force organisation chart deliberately becomes a very limiting factor. The chart allows you to build the minimum sized force that can reasonably be expected to complete a mission. On a larger scale, an army will consist of many such detachments, each performing separate missions. If you want to play an especially large game then, as well as agreeing a points limit, you should also agree a maximum number of detachments. Each detachment will be a separate army, using its own force organisation chart.

Force Organisation Chart

TEAM PLAY

All missions are well suited to be played as a battle between two (or more) teams of several players. This is not mentioned explicitly as the rules for team play are as simple as it gets. All you really need to do is to replace the word 'player' with 'team of players'. All players bring their own forces and combine them to a grand army. Each team coordinates the strategy of the common army as a single player would do for his army.

The combined army must still abide to the point limit, but the players can decide how many troops each of them contributes. The game works best when each player fields an army of roughly the same size, but a team game is also a good opportunity for a player who is just building his army to participate with a small contingent of troops.

Each player must use the Force Organisation chart for his army. However, individual players can use different Codex books. There are no limitations on which armies would work together. Either you want to play a fun battle without a player losing out because his army is not compatible with the rest. Or you want to play a game that tells a compelling story. Then you know best which armies form a believable alliance and which do not. From a rule's point of view there is nothing to be said against an alliance of Eldar and Emperor's Children or Tyranids and Black Templars.

Rules that affect friendly units do affect units taken from a different Codex when they are controlled by a player from the same team. However, your units cannot join or embark onto units of another player.

RULESET

It is important to agree with your opponents which rules are used in the game. For most games the standard rules presented here are probably your first choice. They are written for a balanced game. They are also a common ground for a quick game in a Games Workshop Hobby Centre or gaming club. When you learn the rules or play a huge game, the basic rules are preferable as they are quick to learn and quick to handle on the gaming table. Please note that point costs are scaled in regard to the standard rules. If you want to unleash the full potential of Warhammer 40,000, head over to the Narrative games section in this book. Narrative games use the standard rules but push the boundaries to the extreme. The arsenal of datasheets, stratagems, missions and terrain features available in narrative games is several times larger than that for standard play.

SELECT A MISSION

Missions define how many player are able to participate, how many turns are played per game cycle, how to work out which side has won, where and when the armies are deployed and who goes first. In addition, a mission can have any number of special rules. This makes every mission a unique experience and challenges your tactics from previous battles. The three Standard Missions presented later in this section follow the same principles.

PREPARE THE BATTLEFIELD

The gaming surface

All Standard Missions are designed to be played on a 6'x4' gaming surface.

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│            Gaming surface           │
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Table edges

The concept of 'own' table edge is important, because when units falls back, they will always fall back towards 'their own long table edge' (we assume this is in the direction of their base of operations), in other words, towards the player himself! If it is not self-explanatory because the players do not each sit behind one of the long table edges, the mission determines which of the long table edge is yours.

The opposing table edge (sometimes called opposing player's table edge) is always the long table edge on the opposite side of your own table edge. In a game with two player this is straight forward, but in a multi-player game, several players 'own' the same table edge. In this case it is important to remember that the opposing table edge is strictly the opposite table edge, no matter where the opposing player deploys.

The remaining two edges of the gaming surface are referred to as the two 'short table edges', which do not belong to any player.

Units cannot move off the table unless the rules allow this explicitly (for example, broken units and flyers). Treat the table edge as impassable terrain.

Setting up terrain

Setting up a well-modelled, interesting battlefield will enhance the enjoyment that you get from playing a game of Warhammer 40,000. Many players will collect several armies before considering the possibility of investing some time and effort in producing good terrain. This is a shame, as a new set-up for your games can breathe fresh life into the most heavily used armies and missions. Adapting your tactics from fighting in rolling woodland to capturing ruined buildings is both challenging and fun.
It is best if the players place the terrain together, ensuring that the set-up is acceptable to them both. Alternatively, you may ask an uninvolved person to set up the terrain in a fair and balanced spread. A third common way of setting up the terrain is for the player hosting the game (or arriving first at the club) to set the terrain up, and for the other player to automatically win the roll to choose who is going to deploy first (see missions). In tournament play, terrain will normally be pre-set by the organisers.

How much terrain

As a general rule, in Warhammer 40,000 the more terrain the better the gaming experience. If you use too little terrain, games will be short and not very satisfactory, with too much advantage going to the player who gets to shoot first. For a balanced game, where close combat troops have a chance to get into contact with the enemy without being completely blown away in a couple of turns, we expect that about a quarter of the total playing surface should have terrain on it. The assumption here is that if terrain pieces are roughly 12" by 12", then six are needed to fulfill the 25% terrain recommendation on a standard 6'x4' table (these dimensions are approximate and under no circumstances should terrain features, such as woods, be uniformly square, as irregular features look much better!).

In your terrain collection there should be a good mixture of types. An equal division between terrain which interferes with line of sight and provides cover (such as woods or ruins), terrain which provides cover, but does not block line of sight (such as scrubland and low rubble) and terrain which blocks line of sight but provides little cover (such as gentle hills or ash waste dunes) makes for good tactical play, although this is entirely subject to the players' preferences. You may want to build terrain with this in mind. If you have not enough terrain that blocks the line of sight, you can use the dense terrain special rule more open-handedly to compensate for it. As a general rule, no model should be able to see more than half of the opposing table edge.

Define terrain

Before continuing, you should agree with your opponent how to define each piece of terrain you are using (see page 42 for more details). This doesn't take more than a few minutes, but it is important to do before the battle starts - otherwise it has a tendency to cause confusion and arguments in the middle of the game. Of course if you are playing with your usual adversary on the same terrain that you always do, this will be as simple as saying "Just like last time, okay?" However with a less familiar opponent, or if you are playing over some new terrain, remember to clarify the following:

- What is the area each piece of terrain occupies?
- Which terrain pieces are difficult, dangerous, multi-level and/or dense?
- Which parts of the terrain are impassable?
- What cover saves do different terrain pieces confer?

CHOOSE DEPLOYMENT ZONE

Each mission describes where on the board the armies are deployed. This area is often called 'deployment zone' even if it is not a fixed area and changes depending on the opposing player's deployment.

If a mission describes no other method, place your models along the own long table edge. The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges. For example, a 6' x 4' table would have two 6' x 2' halves. The players deploy their forces in his half of the table, with all models more than 12" away from the table's middle line.

The players roll-off. The winner can choose his deployment zone first. Once a player has chosen his deployment zone, he can name the next player that chooses his deployment zone.
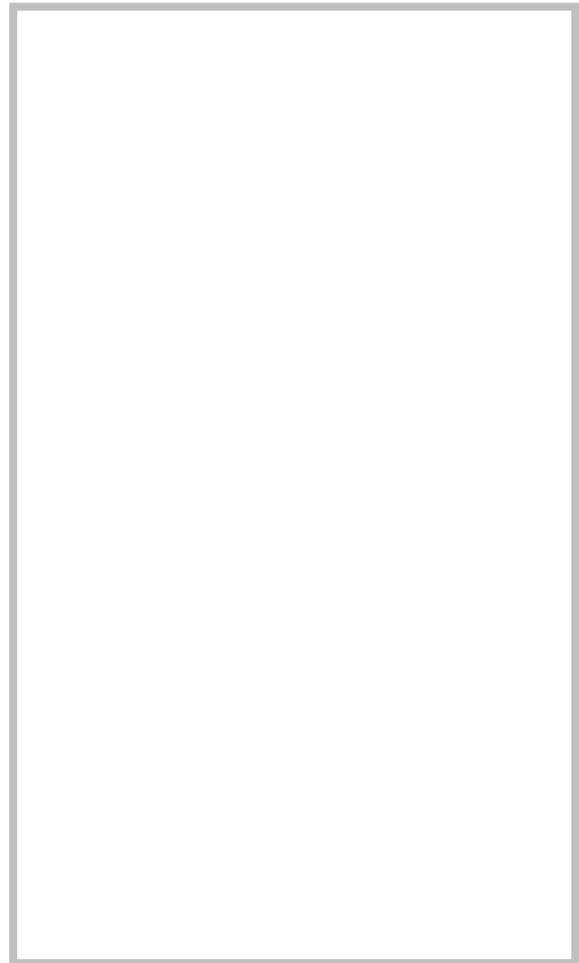
CHOOSE STRATAGEMS

Stratagems are special tactics an army can employ. They are chosen directly after setting up the battlefield. In Standard Missions players do not have a fixed number of stratagems they can choose. Instead they determine the number of stratagems at their disposal by using the following rule.

Pitched Battle
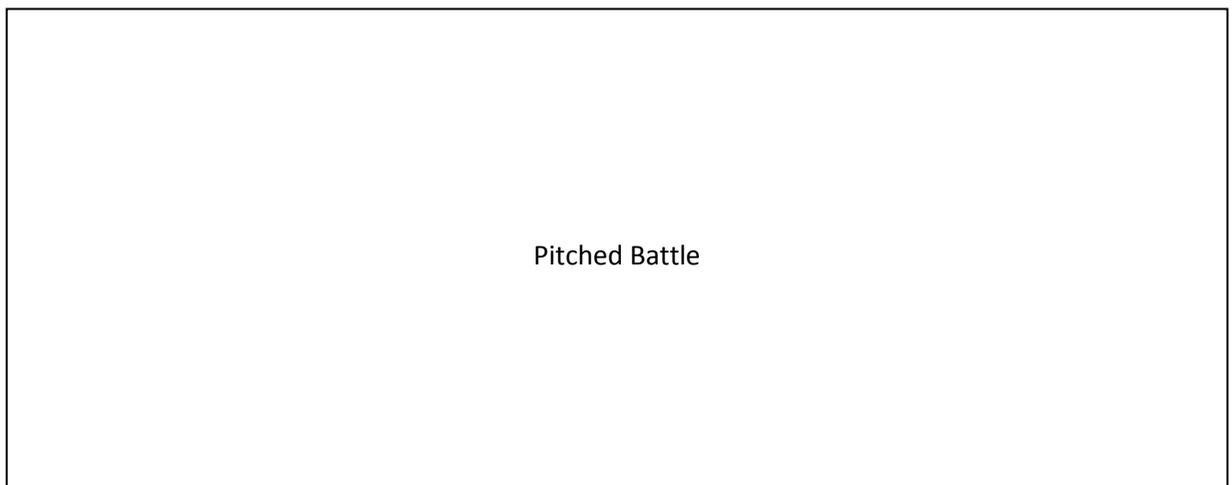
TACTICAL GAMBIT

The history of the 41st Millennium is rich of battles that were lost before the first shot was fired. Be it that the commander overestimated his troops or his own tactical acumen and attacked a well fortified enemy position that proved more than a match for his forces, or that a quick witted enemy spotted a hole in the defenses, seized the opportunity and struck a decisive blow before the commander had a chance to react. A good commander weighs up what is of more strategic value - to have the initiative in battle and being able to attack in full force, or to be able to carefully plan the circumstances of the battle, the terrain, the daytime of the fight and the reinforcements.

The players make a bid before the game for the first turn. The player with the highest bid can decide who goes first and where he deploys. As compensation the loser gets a number of special rules, called Stratagems, which give his army various advantages.

The player that has chosen his deployment zone first bets a number of Strategic Points (SP). He can begin with a bet of 0 SP. The second player can either raise the bet or bail out. If he bails out, the first player decides who goes first. If he raises the bet, he preserves his chance to go first. He has to bet a higher number of SP (equal is not enough) than the last bet. Once the player made his decision, the first player can raise the bet again or bail out. The betting continues until one player bails out. The remaining player is the winner and decides which player goes first immediately. The loser can spend the SP of the last bet of the winning player on Stratagems from page 146.

Multi-player games

If several players are pitted against each other, the players bet in clockwise order of their deployment zones, beginning with the player that has chosen his deployment zone first. The winner decides who goes first. The remaining players act in clockwise order. The player who goes last can spend the SP of the last bet of the winning player on Stratagems. Afterwards the player who acts before him receives half of the SP. In a game of four or more players, finally, the third to last player can spend a quarter of the SP. Fractions are rounded up.

Seize the initiative

Once all players have chosen their Stratagems the winner of the tactical gambit rolls a D6. If he scores a 6, he is granted a number of Strategy Points equal to 25% of his own bet (rounding up). He can spend the points on Stratagems but not on those that cannot be taken multiple times and were already taken by another player.

DEPLOY ARMIES

To keep things fair, you should always allow your opponent to read your force roster before starting to deploy the armies. In the same spirit, always make clear to your opponent which squads are embarked in which transport during the game. Take the time to explain all the rules and tricks of all your troops while deploying. You want to win the game by outmaneuvering your opponent and not by exploiting the fact that he is unfamiliar with your Codex book.

The player that has chosen the deployment zone first deploys first. The remaining players continue in clockwise order.

When you deploy your army, simply place your models in the designated area. As long as your deployment isn't finished you can shift and replace your models as you like. Your unit can join other units during the deployment but you have to state clearly what you are doing. Likewise, units can be be deployed inside a transport. Once the first player has finished his deployment (including scout moves) the next player deploys, and so on.

Unless stated otherwise every mission allows units to be put in reserve. Simply state that the unit is held in reserve and place it on a tray next to the gaming board. Reserves are explained in detail on page 137.

WHO GOES FIRST?

The player who won the tactical gambit bid starts game cycle 1 with his first turn.

TURN STRUCTURE

The turn structure is only explained in the mission rules if it deviates from the standard turn order. In a normal game with two players, both players have one turn per game cycle in which they can fight with their whole army as described on page 51.
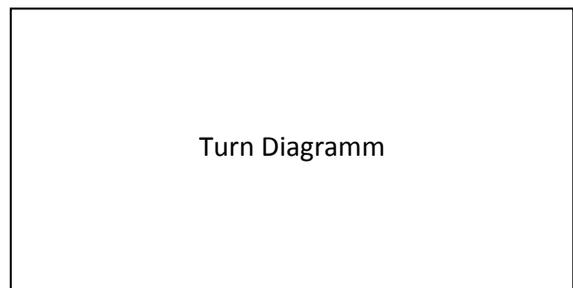
Turn Diagramm

GAME'S END

The game ends after six game cycles.

MISSION OBJECTIVES

The armies have to fulfil a varying number of objectives. Each accomplished mission earns the player victory points. Some objectives can be accomplished several times during the game, others are only checked for after the game. At the end of the game, the victory points gained by the different objectives are added up. We recommend using a couple of dice to indicate the victory points that a player has earned. Alternatively, you can write the number down on your army roster.

The player with the highest total of victory points wins the game. If there is no such player, the game is a draw. Although some mission objectives grant 'kill points', 'capture points' or 'recon points', those are still just victory points with a different name for the purpose of determining the winner. Standard missions use the following two mission objectives.

ANNIHILATION

In most missions Annihilation is one of the mission objectives, as crushing the enemy utterly and taking away his means to mount further resistance is always a viable path to victory. During the battle each player receives a number of 'kill points' for each destroyed enemy unit. The exact number of kill points depends on the point costs of the destroyed unit and a roll at the start of the game.

To see how many kill points a unit is worth, the starting player rolls a D6 after all armies are deployed and consults the chart below:

D6

1-2 A unit that costs 0-40 points is worth 1 kill point. 41-80 points result in 2 kill points, 81-120 points result in 3 kill points, and so on.

3-4 A unit that costs 0-50 points is worth 1 kill point. 51-100 points result in 2 kill points, 101-150 points result in 3 kill points, and so on.

5-6 A unit that costs 0-70 points is worth 1 kill point. 71-140 points result in 2 kill points, 41-80 points result in 2 kill points, and so on.

- The player who destroyed the last model of the unit earns the kills points.

- If the unit is destroyed due to a failed dangerous terrain test, an exploding plasma weapon or transport or a similar effect without the doing of another player, every opposing player earns the kill points. The same holds true for every broken unit at the end of the game.

- If units from different sides destroy a unit at the same time because they are attacking with the same Initiative in close combat or both eradicate the enemy during a sweeping advance, all involved sides earn the same amount of kill points.

- If a unit damages an enemy unit and another unit destroys it at a later stage, the first unit misses out on kill points. For example, a unit causes unsaved wounds on a unit in close combat but a slower enemy destroys the unit at a later Initiative step, the first unit gets no kill points. When several units execute a Defensive Fire action, only the one that caused the final wound, earns the kill points. The order in which the players perform their actions is important.

Scoring units
Scoring units have no extra benefit in this mission.

Counter

SEIZE GROUND

The battlefield is strewn with discarded equipment, wounded comrades, supply caches and other detritus of war that, for various reasons, you wish to recover. You must fight off the enemy to buy the time to salvage, decipher, treat or load as many of these vital objectives as you can.

Placing objectives

After setting up the terrain and deciding the mission, but before any rolls are made, the players place a number of objectives. Objectives are represented by a counter which shouldn't be larger than a base for heavy infantry (40 mm diameter). The counters are not terrain and are temporarily removed if they interfere with the game in any way. Place them back at the same position as soon as the situation is resolved or when a unit tries to claim the marker.

The player that has chosen the deployment zone first places the first counter. The remaining players continue in clockwise order. When all players have placed a counter, they start over, until all markers are on the table.

These objectives may not be in impassable terrain, nor within 12" of a table edge or another objective. If it is not possible to place any further counters, the minimum distance to the table edge and other objectives is reduced to 6". In the improbable case that there is still not enough space, ignore the minimum distance completely.

The number of objectives depends on the point size of the game. Consult the following table:

Points	Counters
1-1000	3
1001-2000	5
2001-3000	7
+1000	+2

Holding an objective

In every Movement phase beginning with the second game cycle before Reserve rolls are made it is time to check if a player receives victory points. If a unit is within 3" of an objective marker, it holds the objective for this turn and the controlling player immediately receives 1 victory point for it.

At the end of the game players earn extra victory points. If a unit holds an objective after the last turn has ended, the controlling player receives twice the number of victory points the objective usually holds.

• Units can only claim objectives in their own turn or at the end of the game.

• A unit may only claim a single objective at any time. If it is in range of more than one marker, the controlling player must decide which objective it holds.

• A mission objective can be claimed several times during a game cycle if several units that act in different turns are close by.

• Broken, stunned and embarked units cannot hold objectives.

• Vehicles cannot hold objectives.

Scoring units

In missions that use scoring units, a player gets three victory points for an objective that is held by a scoring unit (and six at the end of the game).

RESERVES

Reserves are forces in the same sector as the troops on the battlefield who can be called in to reinforce them at relatively short notice. When deploying their army, players may choose not to deploy one or more of the units in their army and instead leave them in Reserve. Units in reserve will become available in later turns of the game.

During deployment, when declaring which units are left in Reserve, the player must clearly explain the organisation of his Reserves to the opponent. He must declare for each unit which deployment rule it uses. If units form a strike force (see next page), this has to be announced as well. We recommend to write all the details down, especially in larger games.

ROLLING FOR RESERVES

Reinforcements that enter the fray in the right moment can turn the tide of battle. Though it is crucial, the right timing is often impossible to ensure. The gaming table is only a small snippet of the combat zone. Reinforcements might be ambushed, delayed by the rear guard of the enemy or they are simply too far away. Even masters in the art of mobile warfare as the Eldar and the Tau struggle with late reserves from time to time.

At the start of the first own Movement phase in every game cycle, the player takes a number of D6 equal to his units in reserve and makes up a 'pool' of Reserve dice to represent the capabilities of the commander to request reinforcements. The player chooses a unit in reserve that he wants to arrive. He takes up to three Reserve dice from the pool and allocates them to the unit. The unit can use these dice to take its Reserve rolls that determine if it becomes available (as described below). After rolling the dice, he chooses the next unit until he wants no more units to arrive this turn. Accordingly, each time a unit tries to reach the battlefield, the Reserve pool will shrink a little, thus limiting the number of reserves to arrive in each turn.

The player cannot save Reserve dice for a later turn, but he is not obliged to assign all the dice if he wants to withhold his reinforcements a little bit longer. Any unused Reserve dice in the pool are discarded.

Reserve roll

The player rolls all assigned Reserve dice for a unit together. If at least a single Reserve roll is passed, the unit arrives. If all rolls are failed, the unit remains in reserve and can be rolled for in the next turn (if a number of new Reserve dice is assigned to the unit, of course). The result a unit needs for a successful Reserve roll depends on the tun in question. On turn 1 no reserves arrive unless they have a fitting special rule, on turn 2 the player needs a 4+ for the unit to arrive, and finally on turn 3 a 3+ is sufficient. From turn 4 on all units arrive automatically and no Reserve pool is formed. The player cannot voluntarily withhold his units any longer.

DEPLOYING RESERVES

Once all of the units have been rolled for, the player picks any one of the units arriving and deploys it. Then he picks another unit and deploys it, and so on until all of the arriving units are on the table. The player can then proceed to move his other units as normal.

When a unit arrives from reserve, it is placed within 6" of the controlling player's own table edge. The models can be arranged freely as long as the unit is in coherency and no model is closer than 1" to any enemy model or in impassable terrain. The unit does not scatter or is subject to enemy fire (as it might be the case when the unit uses a deployment special rule). Units cannot be deployed inside transports, buildings and fortifications that are already on the table.

Rolling for reserves

Some models are so large that the designated deployment area (usually 6" around an entry point) cannot hold them. As long as a model touches the table edge or entry point it entered through, it is perfectly fine that parts of the model are outside of the allowed area. If there is not enough space to deploy a unit due to enemy or friendly models or terrain, the unit remains in reserve and can attempt to arrive next game cycle like any other unit in reserve.

A unit acts normally in the turn it arrives from reserve. For example, if it doesn't move, it counts still as stationary. Deployment special rules may restrain the allowed actions of a unit, but this is always stated explicitly. We assume that the unit has sneaked into position in the enemy turn and has shown itself as soon as it got combat-ready.

Strike forces

Reinforcements do not normally arrive one by one. Single squads can be easily intercepted and often lack communication and navigation devices to be directed properly to their designated battle field. It is common that reserves are organized into strike forces that approach together.

Any number of units in reserve can be assigned to a strike force in the moment the player decides to hold them in reserve. Even units from different detachments can form a strike force. The whole strike force generates only a single Reserve dice. Units in a strike force make no Reserve rolls for themselves. Instead, the controlling players can assign up to three dice to the strike force as a whole. If the strike force passes at least one Reserve roll, all units in the strike force arrive. Reserve rolls for strike forces are modified by -1. They usually arrive later than individual units from reserve, but in return they show up in full force. Units in a strike force are allowed to use deployment special rules but in this case all units in the strike force must use the same deployment special rule. Units can join other units when they are deployed from reserve if they are part of the same strike force and have an appropriate special rule.

Transports

Units can be deployed inside transports if they are part of the same strike force. They can only be deployed inside the dedicated transport of another unit if they join (or are joined by) the unit.

Units can be part of a strike force that uses a deployment rule which they do not possess themselves if they are carried by a transport with the rule. They must be deployed inside the transport then. Make sure that there is enough space in the transports.

Units that used the deployment special rule of a transport and that cannot be deployed inside the transport are destroyed.

Units and their dedicated transports must be part of the same strike force if they are held in reserve. They cannot be deployed individually and if one unit is held in reserve the other one must be too. If the strike force is not assigned additional units, this strike force's Reserve rolls are not modified by -1.

Note that deployment special rules are not universal and cannot be used by a unit that is joined by a unit without the same special rule.

Entry points

In some scenarios reserves can enter the board from an entry point in the middle of the table instead of the table edge. This can be the exit a system of tunnel, a landing platform for orbital drops or a portal into the Warp. Entry points are represented by a counter or a piece of terrain. If the size of the entry point is not specified, a 40mm round base (they are usually used for heavy infantry like Terminators or Tyranid warrios) is used. Entry points or the part of a piece of terrain that works as an entry point are impassable. Any unit arriving from reserves can be placed in 6" of a friendly entry point using the normal rules. Image the entry point as an extension of the table edge. Even units that were intended to use a deployment special rule can be placed at an entry point instead. If a strike force is placed like this, every unit in it forfeits its chance to use a deployment special rule and must either be placed at an entry point or its own table edge.

Entry points
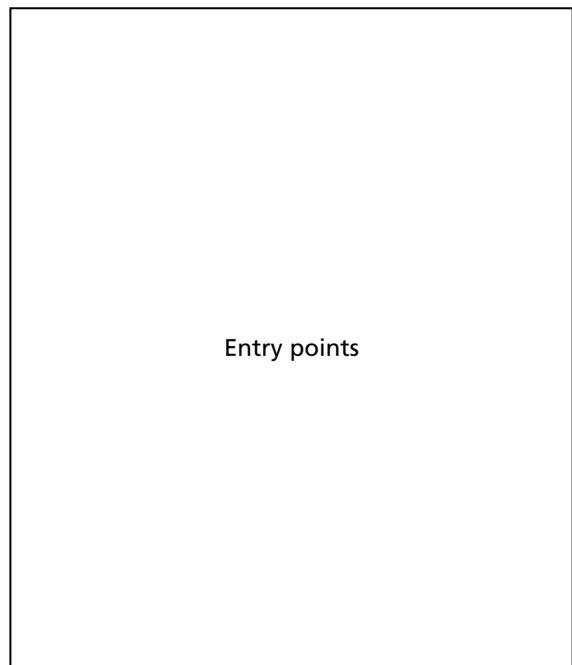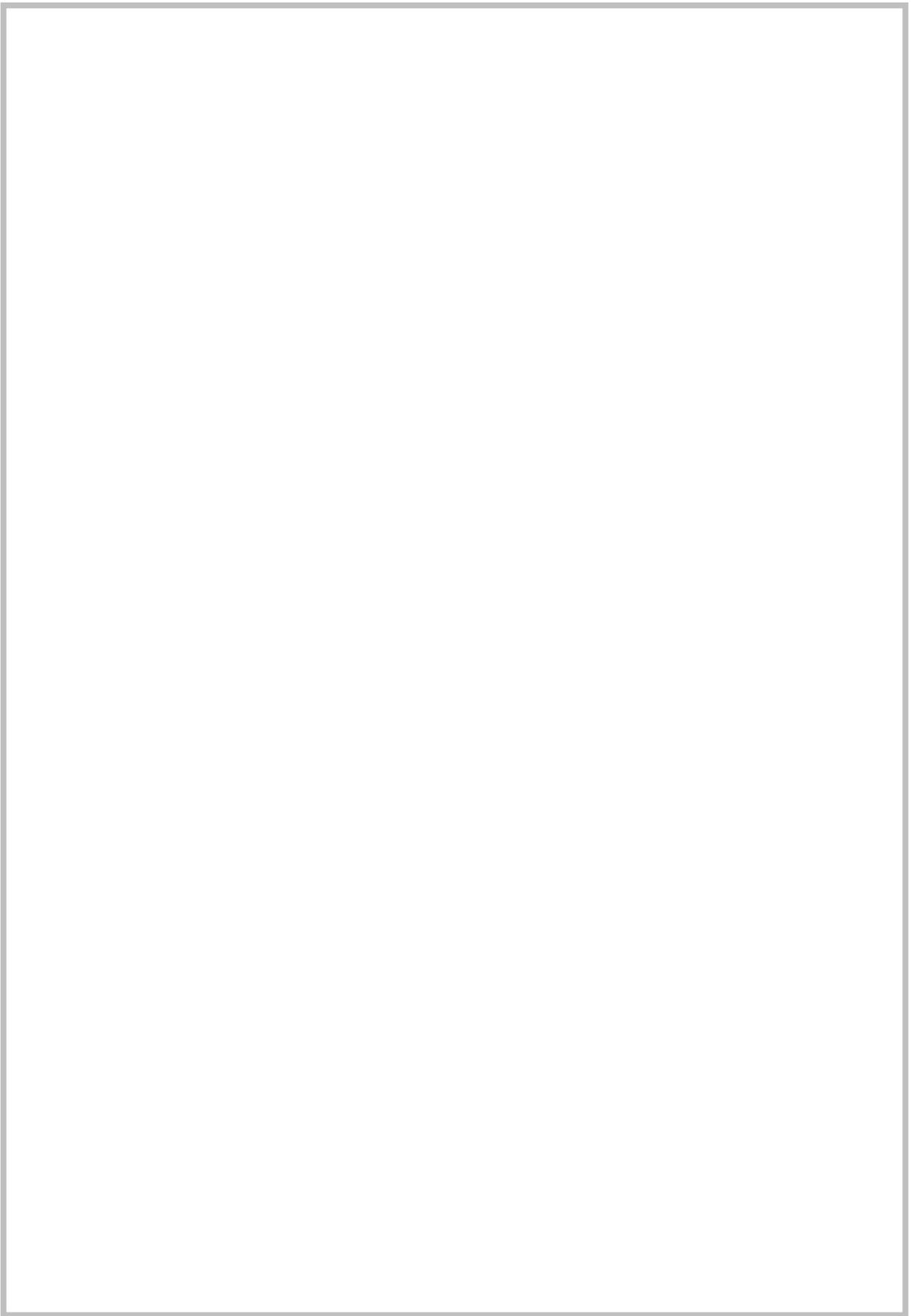
DEPLOYMENT SPECIAL RULES

Deployment special rules are used in all games unless stated otherwise. Units can only use one of those rules. If the unit possesses several deployment special rules, the controlling player must declare which one it uses or alternatively that it is deployed at the start of the game or uses the normal reserve rules.

DEEP STRIKE

Deployment special rule

Some units are allowed to enter play via tunneling, teleportation, flying, or some other extraordinary means. Where this is the case it will be noted in their special rules. Some units always have the option; others only have the option in missions where the Deep Strike special rule is in force (like all Standard Missions). If you wish to use this option then the units in question begin the game in reserve. Roll for arrival of these units as specified in the Reserves rules and then use the following deployment rules.

A unit that is deployed via deep strike can be placed anywhere on the table, as long as no model is placed within 18" of an enemy model, in impassable terrain or inside a transport, building or fortifications that is already on the table. There are no additional rules than that the unit may perform no other Move action than Turn, Combat move and Engage in this turn.

Alternatively the player can decide to deploy his troops within the critical range of 18", but this comes at a price. Dropping in close proximity to a foe that is prepared for battle is a risky undertaking as the enemy will open fire or at least distract the oncoming troops. Units that arrive through the Warp might be confused by the psychic presence of the foe or might have fallen victim to the chaotic nature of that dimension.

Deep strike in critical range

Units that deep strike within 18" of any enemy model must do so as described in the following. First place one model from the unit anywhere on the table, in the position you would like the unit to arrive. Roll the Scatter dice. If you roll a hit symbol the model stays where it is, but if an arrow is shown this determines the direction the model is scattered in. If a scatter occurs, roll 2D6 to see how far the model scatters. The model is shifted in the direction shown by the arrow a number of inches equal to the total of the roll. Once this is done, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the original model in a circle around it. When the first circle is complete or there is not enough space to place any more models, a further (possibly incomplete) circle should be placed with each model touching the models of the circle inside it. Each circle should include as many models as will fit. Models that cannot be placed by this method are destroyed. Models that are placed using this method and landing in rough terrain must take a dangerous terrain test. Units cannot be deployed inside transports, buildings and fortifications that are already on the table.

Teleporting or dropping onto a crowded battlefield may prove extremely dangerous, as one may arrive miles away from the intended objective or even inside solid rock! If the first model in a unit using the deep strike deployment method cannot be deployed because it would be outside the table, on top of impassable terrain, on top of a friendly model, or on top or within 1" of an enemy model, something has gone wrong. Reduce the scatter distance by the minimum required in order to avoid the obstacle. The unit is then stunned.

Defensive fire

In close proximity appearing reinforcements are a dire threat not only on a strategic level but even more so for a squad on the ground that suddenly finds itself surrounded by fresh enemy forces. Only the most disciplined of troops keep their calm in those situations and stick imperturbably to their orders. Most soldiers will inevitably open fire on the arriving foe which is arguably also the best option.

Units within 12" of one or more enemy units that arrived via deep strike may perform a Defensive Fire action and target one of the units. If units from more than one player can shoot, resolve this in turn order.

Transports

If the deep striking model is a transport, embarked units can remain embarked or disembark with a Combat move but no other move.

Beacon

Guiding runes, telemetric projectors, teleport homers, daemonic icons and similar devices allow deep striking units to make a pinpoint strike. Deep striking units that are placed completely within 6" of a beacon never counts as being in critical range. They do not scatter and can be placed in a lose formation. Beacons only work if they were already present on table at the start of the turn. If the model with the beacon is embarked or has just arrived from reserve, the beacon is not quite ready to be of any benefit.

DEEP STRIKE (AMBUSH)

Deployment special rule

Ambush is a special form of deep strike. Units with this rule do not scatter if they are placed in critical range. Units with this ability can be part of a strike force with a different deep strike deployment special rule.

DEEP STRIKE (HEROIC)

Deployment special rule

When a unit with this ability is deployed via deep strike, you can decide to use the following rules. The unit cannot perform Shooting actions that turn, but it cannot be targeted by Defensive Fire after deploying. Units with this ability can be part of a strike force with a different deep strike deployment special rule.

OUTFLANKING

Deployment special rule

Outflanking units make a wide sweeping move to come at the foe from an unexpected direction. Units in reserve can use this deployment special rule to enter the board from one of the sides. Units that use this deployment special rule are held in reserve. When the unit arrives, it is placed within 6" of one of the short table edges. Reserve rolls for outflanking units or strike forces are modified by -1 (in addition to the normal strike force modifier). Units organized in the same strike force must enter over the same table edge.

Units and their dedicated transports can only outflank if both have the outflank ability.

SCOUTS

Deployment special rule

Scouts are used to reconnoitre ahead and are always in the vanguard of the army. Immediately after a scouting unit that was not held in reserve is deployed it may make a 12" Consolidation. Note that the unit does not count as having moved until its first turn.

Units with this special rule have the Outflank special rule as well.

A transport can perform a scout move even if it carries units that are not scouts themselves. If a unit with this ability is deployed inside a dedicated transport, it confers the scout ability to the transport.

INFILTRATION

Deployment special rule

In the right circumstances, stealthy troops have the ability to work their way into a forward position on the battlefield to reveal themselves when the main host arrives.

Units that use this deployment special rule are held in reserve. They arrive automatically in their first turn and are placed using the normal deep strike rules. Infiltrating units do not benefit from beacons unless they have the deep strike rule as well.

Units with this special rule have the Outflank deployment special rule as well.

Deep Strike

STANDARD MISSIONS

Warhammer 40,000 missions are always presented in the same pattern. Every mission gives an answer to each of the following questions:

• How many players or teams of players fight each other?
• Does the mission require special terrain?
• Which stratagems are available and how are they chosen?
• Where are the deployment zones and in which order do the player choose them?
• How and in which order are the armies deployed?
• Who goes first?
• How is each game cycle structured? Has each player a single turn or every unit its own turn?
• When does the game end?
• What are the mission objectives and who wins the game?
• Which mission special rules are used?

When you are preparing a game, take a look at the mission description and work your way down step by step. If one of the steps is grayed out, the mission uses the standard rules.

The three missions presented here are called Standard Missions, and are the most common way Warhammer 40,000 battles are played. They are relatively simple, and because they do not require an army that is designed specifically towards a single style of play, they all use the standard Force Organisation chart.

Each standard mission represents a different style of play. The first mission, 'Dawn of War', is a balanced and diverse mission that utilizes all elements of the game. This mission is always played by two players. The second mission, 'Eye of the Storm', is designed for quick and fun games. There is less emphasis on the narrative. Meet with your friends and simply smash the other's forces to pieces - no wonder that Orks are always hot contenders for the victory in this kind of scenario. The mission is played with three or more players that fight for the victory - no alliances allowed!
 'Massive attack' is best suited for large games above 3,000 points. It is played with two opposing armies, but each army may consist of several players' forces.

DAWN OF WAR

Dawn of war is a mission for two players or teams of player and the first choice for a quick yet challenging game. The ideal point size for this mission lies between 1,000 to 3,000.

1 **Number of players: 2**
2 **Prepare battlefield**
3 **Choose Deployment zones**
4 **Choose Stratagems**
5 **Deploy armies**
6 **Who goes first?**
7 **Turn structure**
   This mission uses the standard turn structure. Each player has a single turn per game cycle to act with his whole army.
8 **Game's end**
9 **Mission objectives**
   Annihilation
   Seize ground
10 **Mission special rules**
   Scoring units

EYE OF THE STORM

Eye of the storm is a mission for more than two players who are fighting a battle of all against all. It works best with a point size between 1,000 and 1,500 points per player.

1 Number of players: 3-5

2 Prepare battlefield

3 Choose Deployment zones
Use the method described to the right.

4 Choose Stratagems

5 Deploy armies

6 Who goes first?

7 Turn structure
The mission uses an alternative turn structure similar to the standard turn order. Every player has one turn for his whole army per game cycle. The players take their turn and act with their whole army in the order determined by the tactical gambit. When the last player has finished his turn, the game cycle ends and the first player starts a new game cycle with his next turn.

8 Game's end
Random Game Length

9 Mission objectives
 Annihilation: The Annihilation mission objective is used but with the following amendments: Each players notes the kill points that he receives from each opposing player's destroyed units separately.

 At the end of the game, add all points up, but if a player has got more kill points from the player to his left than from the player to his right, the kills points from the player to the left are not added to the total. And conversely, if a player got more kill points from the player to his right, these kills points are not added to the total either. Therefore, it is wise to distribute your forces instead of throwing all of your units at a single neighbouring player. The points for the other players, if there are any, are added as normal.

Seize ground: Place a number of objective markers that equal the number of players. The markers are placed within 12" of the table centre and more than 3" from each other.

10 Mission special rules
Scoring units, Random Game Length

Deployment zones

Eye of the Storm
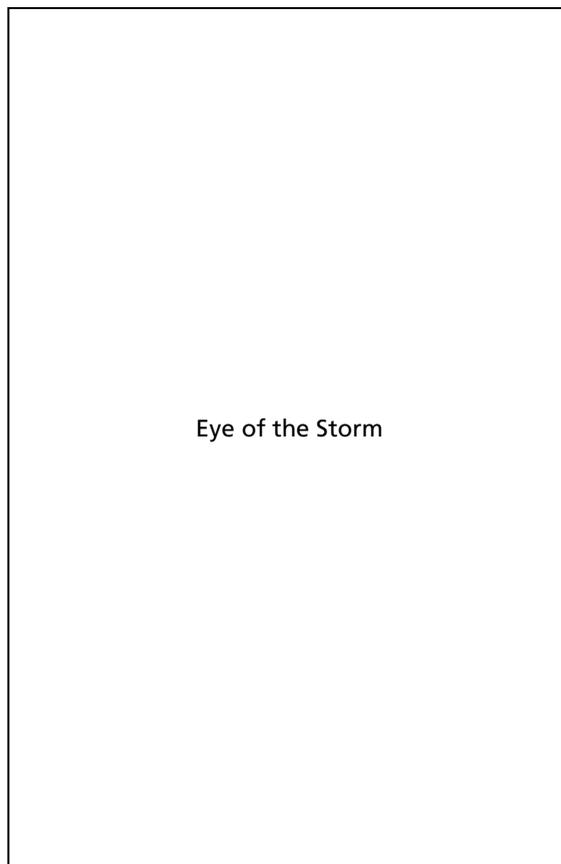
Mark the centre of the table. In a game with three players, the first player chooses an entry point that is exactly 18" away from the centre. He can deploy within 6" of this point. Subsequent players are assigned entry points in clockwise direction. These entry points are 18" away from the centre and 30" away from the last player's entry point.

In a game with four players, use the same method but with a distance of 22" between each entry point and the centre. In a game with five players use a distance of 26".

These points are proper entry points from where reserves can arrive (see page 138). The player's own table edge is always the edge that is nearest to his entry point, but reserves can exclusively arrive from the entry point or by using a deployment special rule.

Because the deployment zones are rather small, the players usually have to hold large portions of their armies in reserve. If the table is too small to place an entry point, place it at the nearest point of the table edge instead.

MASSIVE ATTACK

Massive attack is a mission for two teams of players that field especially large armies of 3,000 points or more. This mission features a special turn structure that avoids long idle times during an enemy turn.

1   **Number of players: 2**

2   **Prepare battlefield**

3   **Choose Deployment zones**

4   **Choose Stratagems**

5   **Deploy armies**

6   **Who goes first?**

7   **Turn structure**
    Use the turn structure described below.

8   **Game's end**

9   **Mission objectives**
    Annihilation
    Seize ground

10 **Mission special rules**
    Scoring units

TURN STRUCTURE

The players have four turns per game cycle to move their units. The table is divided into four sectors and the player take turns to act with their units from one of those sectors. Draw three imaginary lines parallel to the short table edges so that each quarter is equally large. For example, a 6' x 4' table would have four 1.5' x 4' quarters. Each of the quarters is a sector.

The player that goes first chooses one sector. He can act with all friendly units whose squad leaders are placed in this sector. If the squad leader is on the edge of two sectors, the unit acts in the first contemplable turn. When all units have finished the turn, the next player chooses the same or a different sector and resolves the turn for all his units inside this sector.

Once the second player has finished his first turn, the first player chooses another sector in which his troops have not had a turn yet. Units that have already had their turn in this game cycle cannot act again (even if only a part of the unit has acted and joined the unit afterwards). This rule prevents units from moving to a neighbouring sector to get a second turn.

The players alternate their turns until all sectors have been selected once by each player. If a unit has not acted by the controlling player's last turn, it acts in that turn regardless of the sector it is in. Once both players have finished their fourth turn, the next game cycle begins. The order in which

the sectors are chosen can vary from game cycle to game cycle.

Reserves

Each player rolls for his reserves in the Movement phase of his first turn in every game cycle, but the units that arrive from reserve are not necessarily deployed immediately. The player can wait for a later turn. At the least in his fourth turn the player must place all remaining units that have arrived from reserve. The player must deploy the squad leader of the unit at least partially in the chosen sector. The unit can then act in that turn.

Teams of players

When you play this mission with a team of players, we recommend that each player places some of his units in every sector. This enables all players to be involved in every turn. Aside from speeding up the game, this is also tactical sound, as the opposing players have to fight a well balanced army instead of overly specialised contingents in each sector.

Sectors

NON-STANDARD MISSIONS

The three standard missions are very basic missions that were written to enable a quick and competitive game. However, they are only a small glimpse of what can be done with missions. Missions tell stories of small but swift raids, vast sieges, desperate breakthroughs, heroic last stands and epic battles that decide the fate of whole sectors. Missions can alter the way a game is played in many ways.

Players may of course make up their own missions, varying the way units are deployed, the victory conditions, the terrain, or even adding their own mission special rules to represent artillery barrages, volcanic eruptions, alien teleportation devices or anything else you can think of. They may also decide to vary the force organisation chart, to represent different forces, more suitable to their missions. They may want to change the compulsory/optional units, or increase, decrease or remove altogether one kind of unit (no Heavy Support and two compulsory Fast Attack units, representing a rapid insertion force, for example).

The easiest way to begin is to take one of the standard missions and alter a single mission special rule. For example, by adding the Random game length rule to the Dawn of War mission, you can play a game with a more unpredictable outcome. When you have tinkered with existing missions enough, you can just as easily write a whole mission from scratch. Use the questions above as guidelines to build a complete mission without loopholes.

More examples of non-standard missions can be found in the Narrative games section on page 182. Those pages are a rich repertoire of new modules that can be used for your own missions. The section introduces alternative deployment methods, new mission objectives, plenty of additional stratagems and mission special rules. If this is still not enough, even more modules for missions can be found in various Warhammer 40,000 supplements.

MISSION SPECIAL RULES

The Mission Special Rules listed here are used in Standard Missions, though not all of them are used in all of the standard missions.

SCORING UNITS

Normally a campaigning army employs the squads making up the bulk of its fighting force to dig in and consolidate any territorial gains, while the most specialised units forge ahead to engage the enemy with lightning-fast assaults and massive armoured trusts.

The concept of scoring units is used in all standard missions and some narrative missions as well. Scoring units have an advantage over non-scoring units when it comes to fulfilling mission objectives. They might generate more victory points or have an easier time to achieve the objectives. The effects of this trait are described in the rules of each mission objective.

An army's scoring units are all the units that come from its Troops allowance. There are only two exceptions when a unit of Troops does not count as scoring:

• if it is a dedicated transport.
• if it has a special rule specifying it never counts as scoring.

Note that vehicles or broken units cannot fulfill objectives in some missions. This doesn't change if the unit is scoring.

NIGHT FIGHTING

It is much harder to accurately identify enemy units at night; warriors must be sure of their targets before opening fire, and tend to be more cautious than normal. All units have the Veiled (1) special rule (see page 73) as long as the Night fighting rule is in place.

RANDOM GAME LENGTH

At the end of Game Turn 5, the player that had the last player turn rolls a dice. On a 3+ Game Turn 6 is played. If this is the case, the player will roll another dice at the end of Game Turn 6, and this time on a 4+ the game does not end and Game Turn 7 is played. The game ends in any case at the end of Game Turn 7.

STRATAGEMS

Stratagems represent special tactics, battlefield preparations or dirty tricks that the force commander deploys to tilt the chances of success in his favour. Tyranids or Daemons of Chaos usually don't use these kinds of tactics. For them a stratagem represents a ruse that is more in line with their style of warfare. For example, Tyranid Hive Tyrants do not give battle addresses but they can use pheromones or the hive mind to a similar effect.

Stratagems can be bought by Strategy Points. In some missions both players have a fixed number of SP at their disposal. In Standard Missions however only the 'losers' of the tactical gambit get stratagems. Each stratagem can only be chosen once, even by different players, with the exception of those that cost a single SP.

In Standard Missions it is not relevant if the Stratagem is for the attacker or defender, as there are no attackers and defender. Ignore the label next to the stratagem's name. Those entries are used in Narrative games only. Some stratagems let you choose one unit or piece of terrain for every 1,000 points of army size. Those stratagems have no benefit for an army of between 0 and 999 points. The player may choose one unit for an army of between 1,000 and 1,999 points, two units for an army of between 2,000 and 2,999 points, and so on. Note that an army counts as having maxed out the point allowance for this game even if it is few points short. Some stratagems depend on the size of the long table edge in a similar fashion.

Employ stratagems
Most Stratagems are special rules that are in place the whole game. However, some Stratagems are employed at the start of the game. The description of each Stratagems details when it is used. A player can choose in which order he uses his Stratagems if they are resolved at the same time. If more than one of the players want to use Stratagems, the players take turns in clockwise order beginning with the player that has chosen the deployment zone first.

LIST OF STRATAGEMS

Battle Fate   1 SP
Fortune favours the bold. This stratagem can be chosen more than once. The player can re-roll a single dice during the game. This 'battle fate' re-roll follows the normal rules for re-rolls as explained on page 23. The player cannot force the opposing player to re-roll any of his rolls. Only the following rolls can re-rolled:
• Any roll to hit
• Any roll to wound
• A single saving throw
• Any armour penetration roll. Roll all dice again if the model uses more than one dice for armour penetration.
• A dangerous terrain test
• Any morale check. Re-roll all dice together.
• A single sweeping advance roll. It doesn't matter if the unit rolls to escape or to overrun.
• A characteristic test

Special training   1 SP
The army has been meticulous prepared for the particular challenges and pitfalls of the oncoming battle. This stratagem can be chosen more than once. Immediately after picking this stratagem the player chooses a single unit for each SP invested in this stratagem. Each unit receives one of the following special rules: Tank Hunter, Stubborn, Shielded.

Comm link   1 SP
The commander is constantly in contact with the reserves to get updates on their position, status and other vital data. This stratagem can be chosen more than once. The player receives one extra Reserve dice for each SP invested in this stratagem that is added to his Reserve pool in each game cycle.

Defensive line   Defender   1 SP
Standard issue aegis defence lines or, in dire circumstances, ad-hoc barricades are deployed to bolster the own defensive positions. These barriers are easy to deploy and can reshape a whole battlefield within hours. This stratagem can be chosen more than once. Immediately after picking this stratagem, the player may place three segments of a defensive line anywhere on the table for each SP invested in this stratagem. Each segment is an up to 7" long piece of difficult terrain that confers a 5+ cover save. Infantry should be able to shoot over the defensive line. If you haven't brought fitting terrain to the game, you cannot choose this stratagem.

Weathered Bastion   1 SP

Often it is not an option to build new fortifications during a campaign, but the forces can still seize existing defensive buildings and restore them as good as possible. On many war-torn worlds remain thousands of those abandoned bastions to be put to use once again. They are not as sturdy as they once were but they are still a linchpin in every battle.

This stratagem can be chosen more than once. The player gets 20 points for each SP invested in this stratagem to buy weathered bastions and upgrades for them for his army immediately before deploying. If you haven't brought fitting terrain to the game, you cannot choose this stratagem.

When you play as a team, each bastion must be assigned to one of the players and can only use weapons from his Codex book. Only his troops can enter the bastion.

It's a trap!   1 SP

The commander is well aware of approaching enemy infiltrators. He uses his own vanguard to divert the enemy push. Infiltrating units of all sides cannot assault in the first game cycle.

Orbital Surveillance   2 SP

The commander receives detailed data on the enemy movements. He can adjust the positioning of his army precisely. The player deploys after every other player. The other players deploy in the usual order.

WEATHERED BASTION

50 Points

A weathered bastion is a fortification with the profile presented below. It is deployed with the rest of the army and cannot be held in reserve. If a narrative mission uses battle groups, the player must assign the bastion to one of those groups. The opposing player receives kill points for a destroyed bastion. The bastion can replace the flamers with weapons that are listed both in the Wargear section of this book and in the summary of the army's Codex. All flamers are replaced at once, using the point cost listed next to the weapon on page 90 and following pages. If the weapon is listed without a point cost, it cannot be taken for the bastion.

Access Points: The Weathered Bastion has one access point at the rear.

Special Rules:

Battlements: A bastion with the battlements upgrade is open-topped.

Transport: The Weathered Bastion has a transport capacity of 25 models.

Fire Points: The Weathered Bastion has seven fire points - three at the front, one at the heck and one at either side.

	Armour		
BS	F	S	H
Weathered Bastion 3	12	12	12

Unit Composition: **Transport Capacity:**
• 1 Weathered Bastion   •   25 Models
Unit Type:
• Fortification
Wargear:
• Four flamers (one on each side)

Options:
• May replace all flamers with a set of   varies
  weapons from the Wargear section.
• May take one of the following:
  - Orbital defenses   10 points
  - Comm Station   30 points
  - Battlements   25 points

Minefield   Defender   2 SP

Parts of the battlefield are prepared with mines to slow the enemy movement down or lure him into a deadly trap. The number of minefields depends on the length of the long table edge. The player can place one minefield for every full 48". Each minefield is placed in rough terrain at the start of the game after deploying armies. The whole piece of terrain is dangerous and any dangerous terrain test provoked by this piece of terrain fails on a roll of 1 and 2.

Strike at Dawn   Attacker   2 SP

The commander manoeuvres his troops to ensure that the engagement commences just before the dawn breaks. In the first game cycle the Night fighting mission special rule is in place.

Battle address   2 SP

The commander holds an uplifting speech at the start of the battle. His troops go through fire to prove their worth. Friendly units use a Leadership of 10 for Morale checks (pinning). The Leadership is modified as normal.

Warp calm   2 SP

A coven of psykers is deployed nearby to quench the energy flux of the warp, making psychic powers harder to use.

Psykers that perform a Psychic Counter pass the roll on a result of 4+. In addition, the player can use Psychic Counters against every psyker on the table without a psyker performing the action. In this case, the roll is passed on a 6+.

Fire at will   2 SP

The commander allows the squad leaders to act with an unusual degree of independence to enhance their reaction time on the ground. This provokes the enemy to do the same and lets the battle deteriorate into a number of small firefights. Units, friends or foe, have the Overwatch shooting special rule as long as they are within 3" of a Seize Ground, Capture and Control, Ravage or Last Stand mission objective.

Air defences   2 SP

The commander is warned that enemy aircraft are incoming and issues highly restricted targeting systems to his best soldiers. Immediately after picking this Stratagem the player chooses two friendly units for every 1,000 points of army size. All weapons of these units have the anti-aircraft special rule.

Perfect timing   2 SP

Though some reinforcements have arrived well before the battle, the commander orders them to stay nearby and strike at a preset point in time. Immediately after picking this Stratagem the player chooses a single unit for every 1,000 points of army size. If this unit is put in reserve it arrives automatically on turn 3. It does not generate Reserve rolls. The unit can use its deployment special rules. The unit can only be part of a strike force if it consists solely of the unit and its dedicated transport, in which case the whole strike force benefits from the perfect timing.

Call to duty   3 SP

Even the often privileged tank crews are ordered to perform day to day duties like staying guard or patrolling. Immediately after picking this stratagem, the player can choose one vehicle for every 1,000 points of army size to be able to complete mission objectives as if it were not a vehicle.

Counter offensive   Defender   3 SP

The commander doesn't play sitting duck while waiting for the enemy approach. Instead he orders his troops to rush the enemy with full speed. All friendly units count as having moved before the game until their first turn. Therefore, they have a better Evasion value than usual and vehicles are not hit automatically in close combat.

Preliminary bombardment   3 SP

Buildings, woods and rock formations are a serious hindrance for the own ground ordnance. A shrewd commander calls down an orbital barrage to level any undesirable obstacle. This is a highly unorthodox approach as those barrages are limited and are normally reserved for enemy troops.

The player rolls a D3 immediately after picking this stratagem. The result equals the number of bombardments he may call down. Place the 3" blast marker anywhere on the table and roll the scatter dice and 3D6. If you roll a hit symbol, the marker stays in place. If you roll an arrow, the marker is shifted a number of inch equal to the total of the 3D6 in the direction shown by the arrow. If the centre of the blast marker lands over a piece of terrain, replace the terrain with a crater that occupies roughly the same area. If the centre lands over clear terrain, place a crater anywhere under the centre of the marker. The crater may not be larger than 8" x 8". A crater is difficult terrain that confers a 5+ cover save. If you haven't brought fitting terrain to the game, you cannot choose this stratagem.

Urban warfare   3 SP

An outnumbered or inferior equipped force will often shelter in urban areas. In the narrow alleys and wasted ruins of a war-torn city, numbers count for nothing against a foe that uses the terrain to its advantage.

Immediately after picking this stratagem, the player may place additional ruins anywhere on the table. The number of ruins depends on the length of the long table edge. The player can place one ruin for every full 48". A ruin is a piece of dense, multi-level and difficult terrain that is not larger than 12" x 12". It confers a 5+ cover safe.

Skyshield landing pad   4 SP

Wise commanders make their stand where they have access to quick reinforcements. Skyshield landing pads are rapidly deployable drop points for orbital supplies and troops. They are usually top priority targets for the enemy and are heavily defended. A landing pad is a piece of multi-level terrain that is not larger than 16" x 16". It confers a cover save of 5+. The centre of the first level is an entry point for reserves. The player places immediately after choosing this stratagem. The landing pad must be placed so that its centre is within the player's deployment zone. If you haven't brought fitting terrain to the game, you cannot choose this stratagem.

Propaganda   4 SP

In the days before the battle, military comm channels, field priests and superiors indoctrinate the troops with a single message - to utterly hate the foe. The player may choose a single unit entry from one of the opposing players' army lists. All friendly units have the Preferred Enemy special rule against all units that contain at least one model from this entry.

Short range scanners   4 SP

The arsenal supplies each squad with rare sensor devices to detect approaching enemies in good time. The critical range for deep strikes is increased to 24". In addition, units can use Defensive Fire against deep striking units within 18" instead of 12".

Frontal assault   Attacker   4 SP

A frontal assault on an enemy strong point is a desperate measure. Soldiers are equipped with specialized wargear to give them at least a small chance for victory - first of all grenades to drive the enemy from well fortified positions. All friendly models are equipped with assault grenades.

Gravity Traps   Defender   4 SP

The enemy concentration area is prepared with gravity traps that increase the mass of objects caught in their force fields and make soldiers clumsy and cumbersome. Enemy units count as being in difficult terrain in the Movement phase of their first turn.

Camouflage   6 SP

The squads use holo fields, camo nettings or stealth modules to hide their position until the order to strike back is given. All friendly units have the Veiled (2) shooting special rule until their first turn.

Harrying the rear   6 SP

The commander has assigned some of his troops to delay enemy reinforcements. Opposing players can only assign a single Reserve dice to units or strike forces in reserve.

Surprise attack   6 SP

The commander has ordered a part of his forces to hide before the main host and dug in until the enemy has marched past them. Once the armies clash, the troops attack the enemy's rear, often with devastating effect. Outflanking units or strike forces can enter the board over the opposing long table edge.

Night raid   12 SP

The commander has forced the enemy with several well planned manoeuvres to attack in the midst of the night. The Night fighting rules are in place for the whole game.

Rich supplies   12 SP

The army had time enough to hoard piles of ammunition. Soldiers do not have to worry about a lack of ammo. This makes them deadly opponents at close range. When a friendly model shoots at an enemy unit within 6", its weapon counts as twin-linked.

Battlefield analysis   12 SP

The battle field was thoroughly scanned by orbital or air surveillance. It is almost impossible for the enemy to find a spot where he is safe. If an enemy unit has a better cover save than 5+ after all modifiers have been applied, it uses a 5+ cover saving throw instead.