

THE RULES

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

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INTRODUCTION

In the nightmare future of the 41st Millennium, Mankind teeters upon the brink of extinction. The galaxy-spanning Imperium of Man, beset on all sides by ravening aliens, foul traitors and Warp-spawned Daemons, looks once more to its greatest heroes to stave off the encroaching darkness. There is no time for peace. No respite. No forgiveness. There is only war.

WARHAMMER 40,000

Welcome to the grim darkness of the far future, to a galaxy of unending war, incredible heroism and bitter betrayal. In this time of turmoil and conflict, the ultimate fate of Mankind depends on you.

Warhammer 40,000 is a tabletop game for two or more players, where you command an army of Citadel miniatures representing the Imperium of Man or one of its many enemies. This book provides you with all the rules, diagrams and examples you need to recreate and fight battles in this nightmarish future.

As you read through the rules, you will notice some of the text is **bold, like this.** This highlights the most important elements of the rule in question and helps bring it to your eyes when skimming a page. This should not be mistaken for representing the whole rule though, as the surrounding text often confers context and relevant exceptions. Instead, it should be used as a quick solution to finding the essence of a particular rule. If a rule is short and concise, or is in bullet points, there will rarely be any bold text as the rule is already easy to find.

This book is, however, only the start of your journey into games set in the 41st Millennium. Warhammer 40,000 is a vast and ever-growing hobby, and there are a host of Games Workshop publications that supplement and expand upon the rules in this book. These provide you with extra material you can incorporate into your games – detailing additional units you can deploy and missions you can play – and alternate ways to experience the war-torn 41st Millennium, exploring the depth and excitement of different battle zones and play styles in Warhammer 40,000.

FORGING A NARRATIVE

Throughout this book, you will see boxed out text entitled 'Forging a Narrative'. These boxes contain advice on how to make your gaming experience even more enjoyable, and revolve around evoking the imagery and feel of the 41st Millennium. At its heart, a game of Warhammer 40,000 is a shared experience between fellow hobbyists – and it should be as enjoyable and fulfilling for all players as possible. If you stick to the advice offered in these boxes, you can't really go far wrong!



WHAT'S IN THIS BOOK?

This book contains the following sections:

Core Rules

This section explains how to fight battles with your army of Citadel miniatures in the grim darkness of the 41st Millennium. The core rules cover all of the basic principles of playing a game of Warhammer 40,000, from moving your models across the battlefield to blasting your enemies with a hail of firepower, slaying your foes in brutal melees, and obliterating your victims with mystical psychic powers.

Unit Types

This section explores all the different unit types that describe your models. From footslogging infantry and rampaging monstrous creatures to armoured battle tanks and supersonic flyers, this section lists all the special rules that apply to these models. This section also includes rules to field the largest and most destructive units waging war on the battlefields of the 41st Millennium – super-heavy vehicles and gargantuan creatures – as well as detailing how heroic characters lead your troops to victory.

Battlefield Terrain

The Battlefield Terrain section describes how to incorporate Citadel terrain into your games of Warhammer 40,000 in order to recreate the battlefields of a war-ravaged galaxy. In addition to the rules describing the different terrain types, such as ruins, buildings and battlefield debris, this section also enables you to use fortifications in your games – towering edifices whose armoured battlements bristle with heavy weaponry.

Preparing for Battle

The Preparing for Battle section brings all the rules you have read so far together and takes you through the steps of preparing a Warhammer 40,000 battle, starting with a guide to forging a battle-ready army from your collection of Citadel miniatures. It also explains how to play a Warhammer 40,000 mission; from setting up the battlefield and deploying your forces to defining how long the game will last and determining the victor at the battle's end. All the special rules and tactical objectives that are used in games of Warhammer 40,000 are also described in this section, including twelve different missions that you can use to unleash war.

Appendix

The appendix contains a compendium of special rules, weapon profiles and psychic powers that are frequently referred to throughout this book, as well as in numerous other Games Workshop publications, such as codexes. This section also contains a number of Battlefield Terrain datasheets that describe some of the Citadel Terrain sets that your forces are likely to battle over in your games of Warhammer 40,000.

Reference

The final section of this book contains helpful quick-reference material, such as a summary of the turn sequence and copies of various tables from throughout the book, as well as a comprehensive index for the book itself. This section enables you to find the rule(s) you need during your games of Warhammer 40,000 quickly and simply, meaning you can get back to defending (or destroying) the Imperium without delay.




THERE IS NO TIME FOR PEACE.
NO RESPITE.
NO FORGIVENESS.
THERE IS ONLY WAR!

CORE RULES



This section contains all the basic rules that you will need in order to command your army and fight your Warhammer 40,000 battles.

MODELS & UNITS

The Citadel miniatures used to play games of Warhammer 40,000 are referred to as 'models' in the rules that follow. Models represent a huge variety of troops, from noble Space Marines and brutal Orks to Warp-spawned Daemons. To reflect all their differences, each model has its own characteristics profile.

Warhammer 40,000 uses nine different characteristics to describe the various attributes of the different models. All but one of the characteristics are rated on a scale from 0 to 10. The exception is Armour Save (Sv), which can range from 2+ through 6+ to - (for models with no Armour Save).

Modifiers

Certain pieces of wargear or special rules can modify a model's characteristics positively or negatively by adding to it (+1, +2, etc.), subtracting from it (–1, –2, etc.), multiplying it (×2, ×3, etc.) or even setting its value (1, 8, etc.). Attacks and Wounds are the only characteristics that can be raised above 10. A model's Initiative cannot be modified below 1, and no other characteristic can be modified below 0.

Multiple Modifiers

If a model has a combination of rules or wargear that modify a characteristic, first apply any multipliers, then apply any additions or subtractions, and finally apply any set values. For example, if a model with Strength 4 has both '+1 Strength' and 'double Strength', its final Strength is 9 (4×2=8, 8+1=9). If a model with Strength 4 has both '+1 Strength' and 'Strength 8', its final Strength is 8 (ignore +1 Strength and set it at 8).

Weapon Skill (WS)

This characteristic defines the close combat skill a warrior possesses. The higher the characteristic, the more likely the model is to hit an opponent in close combat. An Imperial Guardsman (a trained human warrior) has Weapon Skill 3, whilst a superhuman Space Marine might have Weapon Skill 4, Weapon Skill 5 or possibly even higher!

Ballistic Skill (BS)

This shows how accurate a warrior is with ranged weapons of all kinds, from pistols firing blazing bolts of plasma to earth-shaking battle cannons. The higher this characteristic is, the easier a creature finds it to hit targets with shooting attacks. An Imperial Guardsman has Ballistic Skill 3, but a hardened Militarum Tempestus Scion has Ballistic Skill 4.

Strength (S)

Strength gives a measure of how physically mighty a warrior is. An exceptionally puny creature might have Strength 1, while a Tyranid Carnifex has Strength 9. Humans have Strength 3.

Toughness (T)

This is a measure of a model's ability to resist physical damage and pain, and it reflects such factors as the resilience of a creature's flesh, hide or skin. The tougher a model is, the better it can withstand an enemy's blows. The gnarled and leathery hide of an Ork grants it Toughness 4, but an unyielding monster such as a Carnifex has an incredible Toughness of 6!

Wounds (W)

This characteristic tells us how much damage a creature can take before it dies (or is so badly hurt that it can't fight any more – which amounts to pretty much the same thing). Most human-sized models have a Wounds characteristic of 1. Large monsters and mighty heroes are often able to withstand several Wounds that would slay a smaller being, and so have 2 Wounds, 3 Wounds or even more.

Initiative (I)

This represents the swiftness of a creature's reactions. Models with a low Initiative characteristic (like Orks, with Initiative 2) are slow-witted, while models with a high Initiative characteristic (for example Genestealers, with Initiative 6) react far more quickly. In close combat, Initiative dictates the order in which creatures strike.

Attacks (A)

This shows the number of times a model attacks during close combat. Most warriors and creatures have an Attacks characteristic of 1, so they will normally make one attack each in close combat, although some elite troops, monsters or heroes may be able to strike several times and have Attacks 2, Attacks 3 or more.

Leadership (Ld)

Leadership reveals how courageous, determined and self-controlled a model is. The higher the value, the more reliable the model under pressure. A creature with a low Leadership value is very unruly or cowardly, to say the least! Elite forces, such as Space Marines, have Leadership 8 or higher, whilst cowardly troops, such as Gretchin, have Leadership 5 or less.

Armour Save (Sv)

A warrior's Armour Save gives it a chance to avoid harm when it is struck or shot. Most models 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 save from having thick bony plates or a chitinous shell. Unlike other characteristics, the lower an Armour Save is, the better. A model can never have an Armour Save better than 2+.

CHARACTERISTIC PROFILES

Every model in Warhammer 40,000 has a profile that lists the values of its characteristics. You can find these profiles in a variety of Games Workshop publications, including codexes.

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	4	4	4	4	1	4	1	8	3+
Ork Boy	4	2	3	4	1	2	2	7	6+

In the example profiles above, both the Ork and the Space Marine have Weapon Skill and Toughness 4, and they both have 1 Wound, which is the norm for man-sized creatures.

The Ork has a higher Attacks characteristic, representing its great ferocity in close combat, but when it comes to Ballistic Skill, Strength, Initiative, Leadership and Armour Save, the Space Marine is superior.

The Space Marine's Ballistic Skill of 4 means that he will hit more often when shooting. In hand-to-hand combat, his greater Strength value gives the Space Marine a better chance of killing the Ork, and his superior Initiative means that he gets to strike first. The Space Marine has a Leadership of 8, which is slightly higher than the average. The Space Marine's technologically advanced (and thicker) armour gives him another marked advantage over the Ork.

Obviously, a single Ork is no match for a Space Marine when fighting one-on-one, but as Orks are inevitably found in large numbers, they are still lethal opponents, even for the superhuman Space Marines!

Zero-level Characteristics

Some creatures have been given a 0 for certain characteristics, which means that they have no ability whatsoever in that field (the same is also occasionally represented by a '–').

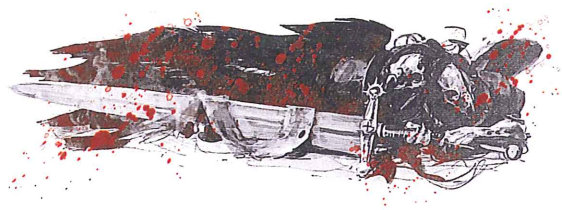
A model with Weapon Skill '0' is incapacitated; they are hit automatically in close combat and cannot strike any blows. A model with no Attacks cannot strike any blows in close combat. A warrior with an Armour Save of '–' has no armour save at all. **If at any point, a model's Strength, Toughness or Wounds are reduced to 0, it is removed from play as a casualty.**

Other Important Information

In addition to its characteristics profile, each model will have a unit type, such as Infantry or Monstrous Creature, which we discuss in more depth on page 62. It might also have an additional save of some kind, representing any special armour or mystical protection it might have, it could be carrying one or more shooting or Melee weapons (pg 40) or might have one or more special rules (pg 156). Don't worry about any of this for now – for the moment, it's enough that you know to look for these aspects of the model.

Vehicle Characteristics

In the Warhammer 40,000 universe, there are many 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 adamantium and Warp-forged metal, vehicles have many different rules and their own set of characteristics. Vehicle characteristics are described in the vehicles section (pg 72).



FORMING A UNIT

The models that make up your Warhammer 40,000 army must be organised into 'units'.

Units

Warriors tend to band together to fight in squads, teams, sections or similarly named groups – individuals do not normally go wandering off on their own on the battlefields of the 41st Millennium for obvious reasons! In Warhammer 40,000, we represent this by grouping models together into units. A unit usually consists of several models that have banded together, but a single, powerful model, such as a lone character, a tank, a war engine or a rampaging monster, is also considered to be a unit in its own right.

Unit Coherency

Units fight in loose groups with gaps between each model. This gives the troopers (or the alien enemies of Humanity) 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. 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 (pg 18).

Models and Base Sizes

The rules in this book assume that models are mounted on the base they are supplied with. Sometimes, a player may have models in his collection on unusually modelled bases. Some models aren't supplied with a base at all. In these cases (which are, in all fairness, relatively few and far between), you should always feel free to mount the model on a base of appropriate size if you wish, using models of a similar type as guidance.

GENERAL PRINCIPLES

Before we dive into the turn sequence and the main meat of the rules, there are a few basic ideas and game mechanics that are worth discussing. These are principles that are so common that they pop up again and again while you're playing a game, so it makes a lot of sense to establish them before hitting the more specialised rules to be found later.

THE MOST IMPORTANT RULE

In a game of the size and complexity of Warhammer 40,000, there are bound to be occasions where a situation is not covered by the rules, or you can't seem to find the right page. Even if you know the rule, sometimes it is just a really close call, and players don't agree on the precise outcome.

Nobody wants to waste valuable gaming time arguing, so be prepared to interpret a rule or come up with a suitable solution for yourselves (in a manner befitting the better class of Imperial Citizen, of course).

If you find that you and your opponent cannot agree on the application of a rule, roll a dice to see whose interpretation will apply for the remainder of the game – on a result of 1-3 player A gets to decide, on a 4-6 player B decides. Then you can get on with the fighting! Once the game is over, you can happily continue your discussion as to the finer points of the rules.

MEASURING DISTANCES

In games of Warhammer 40,000, distances are measured in inches (") with a tape measure or measuring stick. **You can always check any distance at any time.** This allows you to check whether your units are in range of their target before they attack. After all, the soldiers are led by seasoned veterans who can accurately judge the range of their weapons, even if we, their generals, cannot.

Distances between models and all other objects (which can be other models, terrain features and so on) are always measured from the closest point on one base to the closest point on the other base. Distances between units are always measured to and from the bases of the closest models in each of the units (see the diagram below).

For example, if any part of a model's base is within 6" of the base of an enemy model, the two models are said to be within 6" of each other.

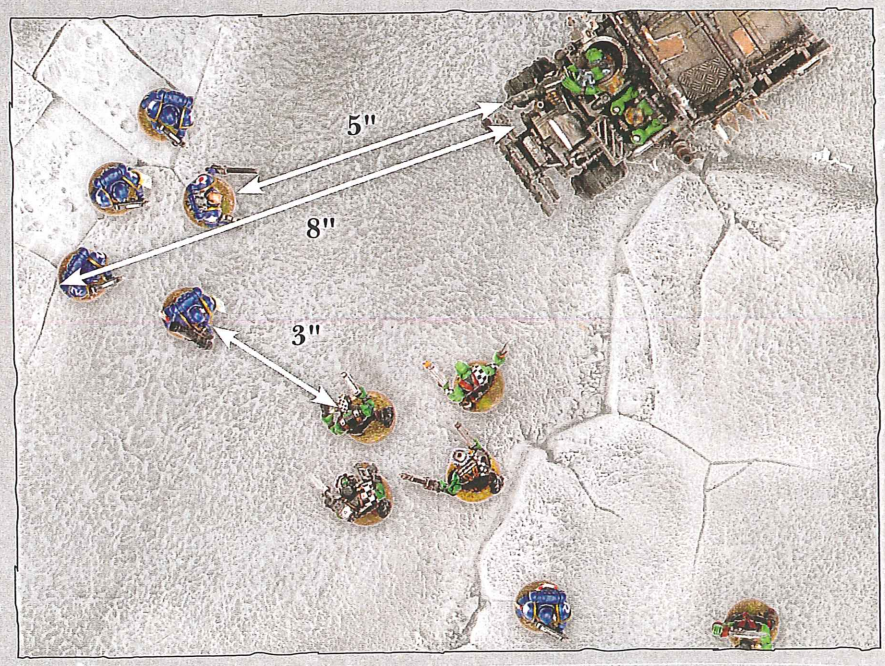
Sometimes the rules will call upon a unit to move directly towards another unit, or some other feature on the battlefield. Where this is the case, move each model in the unit directly towards its destination a number of inches equal to the distance stated.

MEASURING DISTANCES

The distance between the Space Marine unit and the hull of the Ork Trukk is 5 inches. We normally say that the Trukk is within 5" of the Space Marine unit. Note that we always measure to the hull of a vehicle (pg 72).

The distance between the Space Marine unit and the Ork unit (i.e. between the two closest models) is 3 inches. The two units are within 3" of each other.

The distance between the Ork Trukk and the furthest point on the most distant Space Marine is 8 inches. The Space Marine unit is therefore wholly within 8" of the Ork Trukk.



'There can be no bystanders in the battle for survival. Anyone who will not fight by your side is an enemy you must crush.'

DICE

Throughout a game, you will often need to roll dice to see how the actions of your models turn out – how effective their shooting attacks are, what damage they've done in close combat, and so on. Almost all the dice rolls in Warhammer 40,000 use standard six-sided dice, also known as D6, but there are some exceptions as noted below.

Rolling a D3

In some circumstances, you may be instructed to roll a D3. To do this, simply roll a D6 and halve the number, rounding up. Thus, **1 or 2 = 1, 3 or 4 = 2 and 5 or 6 = 3**.

Rolling a D66

In some circumstances, you may be instructed to roll a D66. To do this, roll two D6, one after the other, counting the first dice as 'tens' and the second dice as 'units'. For example, if you roll a 3 on the first dice and a 5 on the second, you would get a D66 result of 35.

Scatter Dice

Warhammer 40,000 uses a special dice called a scatter dice (marked with arrows and a Hit! symbol). This dice is mostly used to determine a random direction, most often applied when working out the behaviour of blast weapons, such as mortars and battle cannons (pg 158).

Dividing to Conquer

On occasion, you'll be called upon to divide the result of a dice roll, a characteristic or some other value. Where this happens, **any fractions should always be rounded up.** So a D6 roll of 3, halved, would be a result of 2 (1.5 rounded up). Similarly, 10% of a unit of twenty-one models, rounded up, would be 3 models.

Modifying Dice Rolls

Sometimes, you may have to modify the number rolled on the dice (or 'the roll'). This is noted as D6 plus or minus a number, such as D6+1. Roll the dice and add or subtract the number given to or from the roll (as appropriate) to get the final result. For example, D6+2 means roll a dice and add 2 to the number on the dice for a total 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 them together, so a 2D6 roll is two dice rolled and added together for a result between 2 and 12. Another method is to multiply the score of a dice by a certain amount, such as D6×5 to provide a result between 5 and 30.

Re-roll

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

If you re-roll a 2D6 or 3D6 roll, you must re-roll all of the dice, not just some of them, unless the rules specify otherwise. Any modifiers that applied to the first roll also apply to the re-roll.

If two or more special rules combine to the effect that both all failed and all successful dice results would have to be re-rolled, do not re-roll any dice; simply use the original result(s) instead.

Roll-off

If the rules require players to roll-off, **each player rolls a dice and the player that rolls the highest result wins** the roll-off. In the result of a tie, roll again until one player wins – any modifiers that applied to the first roll also apply to further rolls.

Randomising

Sometimes you'll be called upon to randomly select something – a model, an item, a psychic power or similar. Where this is the case, simply assign a D6 result to each of the things the random selection must be made from, and roll the dice to make your random choice. If you have fewer than six items to randomise between, simply roll again until you roll an assigned number.

For example, Matthew must randomly select one of five models. He assigns each model a number between 1 and 5, and rolls a D6, re-rolling results of 6 until he gets a number between 1 and 5.

If you have more than six items to randomise between, split them into equal sized groups of six or less (or as near to this as you can). Then randomly select one group, further randomising between the items in this group to find the (un)lucky item!

Cocked Dice

Occasionally, a dice will end up in a crevice in your terrain or in the crack between two sections of board and doesn't lie flat. We call this a 'cocked dice'. Some players use a house rule that if any dice is not completely flat on the table, it must be re-rolled. More common is for players to re-roll the dice only if they can't be sure of the result.

Of course, if your gaming surface is very textured and results in a lot of cocked dice (or simply if you prefer a tidy battlefield), you can make all your rolls in a tray or box lid.

Dice on the Floor

It is generally accepted that if a dice ends up on the floor, it doesn't count – so you don't need to shine a torch under the sofa to find out if you made your save or not. Most gamers agree that such dice can be rolled again.

However, one player we know has a house rule that if your dice misses the table, you have failed the roll – after all, if you can't hit a huge table with a tiny dice, then what chance do your warriors have of hitting the enemy?

BLAST MARKERS AND TEMPLATES

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

- A 'small' blast marker (3" in diameter)
- A 'large' blast marker (5" in diameter)
- A 'template' (a teardrop shaped template roughly 8" long)

A number of weapons are even more powerful, able to obliterate entire squads in a single shot. These apocalyptic weapons use even bigger markers and templates, which include:

- A 'massive' blast marker (7" in diameter)
- An 'apocalyptic' blast marker (10" in diameter)
- An 'apocalyptic barrage' marker (a clover-shaped set of 5 overlapping markers, each 5" in diameter)
- A 'hellstorm' (a teardrop shaped template roughly 16" long)

All of these templates and blast markers can be purchased separately to this book.

Designer's Note: Apocalyptic Barrage and Mega-blast Markers

Several Games Workshop publications, namely *Apocalypse*, *Escalation*, *Stronghold Assault* and *Codex: Imperial Knights*, contain references to a set of blast markers and templates known as the Imperial Targeting Set. This set contained an apocalyptic barrage marker that you could twist into different shapes and an apocalyptic mega-blast marker that was 15" in diameter. If you are playing a game of Apocalypse and you have these blast markers available, you should use them in your game exactly as described in the rules section of the *Apocalypse* rulebook. If you do not have these templates, or you are playing any other game of Warhammer 40,000, you should use the clover shaped apocalyptic barrage marker and the apocalyptic blast marker instead (in the latter case, whenever a rule refers to the 'apocalyptic mega-blast marker', use the inner, middle and outer zones on the apocalyptic blast marker instead).

The templates and blast markers are used as a way of determining how many models have been hit by an attack that has an area of effect or blast radius. When an attack uses a template or blast marker, it will explain how the template is positioned, including any kind of scatter that might occur (scatter is discussed more completely next in this section). To work out the number of hits, you normally need to hold the template or blast marker over an enemy unit or a particular point on the battlefield, and then look underneath (or through, if using a transparent template) to see how many models lie partially or completely underneath. **A unit takes a hit for each model that is fully, or even partially, underneath the template or blast marker.** Remember that a model's base is counted as being part of the model itself, so all a template or blast marker has to do to cause a hit is to cover any part of the target's base.

SCATTER

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

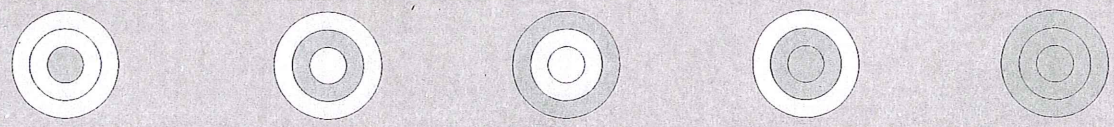
When this occurs, follow this procedure:

- Place the object on the battlefield as instructed by the rule.
- Roll a scatter dice and 2D6 to determine the direction and distance of scatter in inches.
- If a Hit! is rolled on the scatter dice, the object does not move – leave it in place and resolve the remainder of the rule.
- If an arrow is rolled, move the object the distance shown on the 2D6 in the direction of the arrow. Ignore intervening terrain, units, etc., unless the rule states otherwise.
- Once the object has scattered to its final position, resolve its effects.

Some rules may specify a distance to be determined other than 2D6, in which case, just replace the 2D6 in this procedure with the method listed in the rule.

For example, if something is said to 'scatter 2D6" in a random direction', then you'd roll the scatter dice for the direction and 2D6 for the distance. It's a good idea to roll these as close to the scattering object as possible, to minimise the inaccuracy that will inevitably creep in as you attempt to match the vector.

Apocalyptic Blast/Apocalyptic Mega-blast



5" Inner/Large Blast | *5"-7" Middle* | *7"-10" Outer* | *7" Massive Blast* | *10" Apocalyptic Blast*

The 10" apocalyptic blast marker has two rings marked on it (at 5" and 7"). The rings are used when resolving attacks with a large blast, massive blast or apocalyptic mega-blast marker, which uses the inner, middle and outer zones (see diagrams).

CHARACTERISTIC TESTS

A model will sometimes be called upon to take a characteristic test. Such a test can be applied against any characteristic that the model has, except for Leadership and Armour Save. A Toughness test is a characteristic test, as is a Strength test or an Initiative test, a Wounds test and so on.

Models don't have a choice of which characteristic to use – the characteristic to be tested will be specified in the rule.

To make a characteristic test, use the following procedure:

- Roll a D6 and compare the result to the relevant characteristic in the model's profile.
- If the result is equal to or less than the number in the profile, the test is passed.
- If the result is greater than the number in the model's profile, the test has been failed, and something unusual will occur, as detailed in the rule that prompted the test.
- When a single test is required for the whole unit, use the highest relevant characteristic in the unit.

Models with Multiple Profiles

Where a model has more than one value for the same characteristic, a characteristic test is always taken against the highest of the values.

Automatic Pass and Fail

If a rule states that a characteristic test 'automatically passes' then no dice roll is needed; the test is passed. Similarly, if a rule states that a characteristic test 'automatically fails', then no dice roll is needed; that test fails. If the model has a characteristic of '-' or 0, it automatically fails the test.

When rolling dice to take a characteristic test, a dice roll of 6 is always a failure, and a dice roll of 1 is always a success, regardless of any other modifiers.

LEADERSHIP TESTS

At certain times, a model or unit might be called upon to take a Leadership test. This usually represents them drawing upon their courage to face disheartening circumstances.

To take a Leadership test, use the following procedure:

- Roll 2D6 and compare the result to the model's Leadership.
- If the result is equal to or less than the model's Leadership value, then the test has been passed.
- If the result is greater than the model's Leadership value, a suitably dire consequence will occur, as detailed in the rule that called for the test.
- If a unit has to take a Leadership test and it includes models with different Leadership values, always use the highest Leadership from among them.

Automatic Pass and Fail

If a rule states that a Leadership test 'automatically passes' then no dice roll is needed; the test is passed. Similarly, if a rule states that a Leadership test 'automatically fails', then no dice roll is needed; that test fails.

When rolling dice to take a Leadership test, a dice roll of 12 (a double 6) is always a failure, and a dice roll of 2 (a double 1) is always a success, regardless of any other modifiers that apply.

REMOVED AS A CASUALTY AND COMPLETELY DESTROYED

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

Models that are 'removed from play' by special rules or attacks are also considered to have been removed as casualties, as far as the game rules are concerned.

For game purposes, units that are Falling Back at the end of the game (pg 57) or are not on the table at the end of the game, either because they have Fallen Back off a table edge or because they are in Ongoing Reserves (pg 136) are also counted as completely destroyed.

Basic versus Advanced

Basic rules apply to all the models in the game, unless stated otherwise. They include the rules for movement, shooting and close combat as well as the rules for morale, which are found between pages 56 and 58. These are all the rules you'll need for infantry models.

Advanced rules apply to specific types of models, whether because they have a special kind of weapon (such as a boltgun), unusual skills (such as the ability to regenerate), because they are different to their fellows (such as a unit leader or a heroic character), or because they are not normal infantry models (a bike, a swarm or even a tank). The advanced rules that apply to a unit are indicated in its Army List Entry. Army List Entries can be found in a number of Games Workshop publications, such as a Warhammer 40,000 codex.

Where advanced rules apply to a specific model, they always override any contradicting basic rules. For example, the basic rules state that a model must take a Morale check under certain situations. If, however, that model has a special rule that makes it immune to Morale checks, then it does not take such checks – the advanced rule takes precedence. On rare occasions, a conflict will arise between a rule in this rulebook, and one printed in a codex. Where this occurs, the rule printed in the codex or Army List Entry always takes precedence.

The Spirit of the Game

Warhammer 40,000 may be somewhat different to any other game you have played. Above all, it's important to remember that the rules are just the framework to support an enjoyable game. Whether a battle ends in victory or defeat, your goal should always be to enjoy the journey. What's more, Warhammer 40,000 calls on a lot from you, the player. Your responsibility isn't just to follow the rules, it's also to add your own ideas, drama and creativity to the game. Much of the appeal of this game lies in the freedom and open-endedness that this allows; it is in this spirit that the rules have been written.

OWNING PLAYER, OPPOSING PLAYER AND CONTROLLING PLAYER

Sometimes, a rule will ask the owning, opposing or controlling player to make an action or decision of some kind. The owning player is always the player who 'owns' the model in question – the one who has included the model in his army. The opposing player is always his opponent. The controlling player is always the player in current command of that model – there are some special rules which can force models to switch sides during the course of the game.

You and Yours

Some models have abilities which are written as if speaking to the controller of the model. When a model's rule refers to 'you' or 'yours,' it refers to the player currently controlling the model.

Friendly and Enemy Models

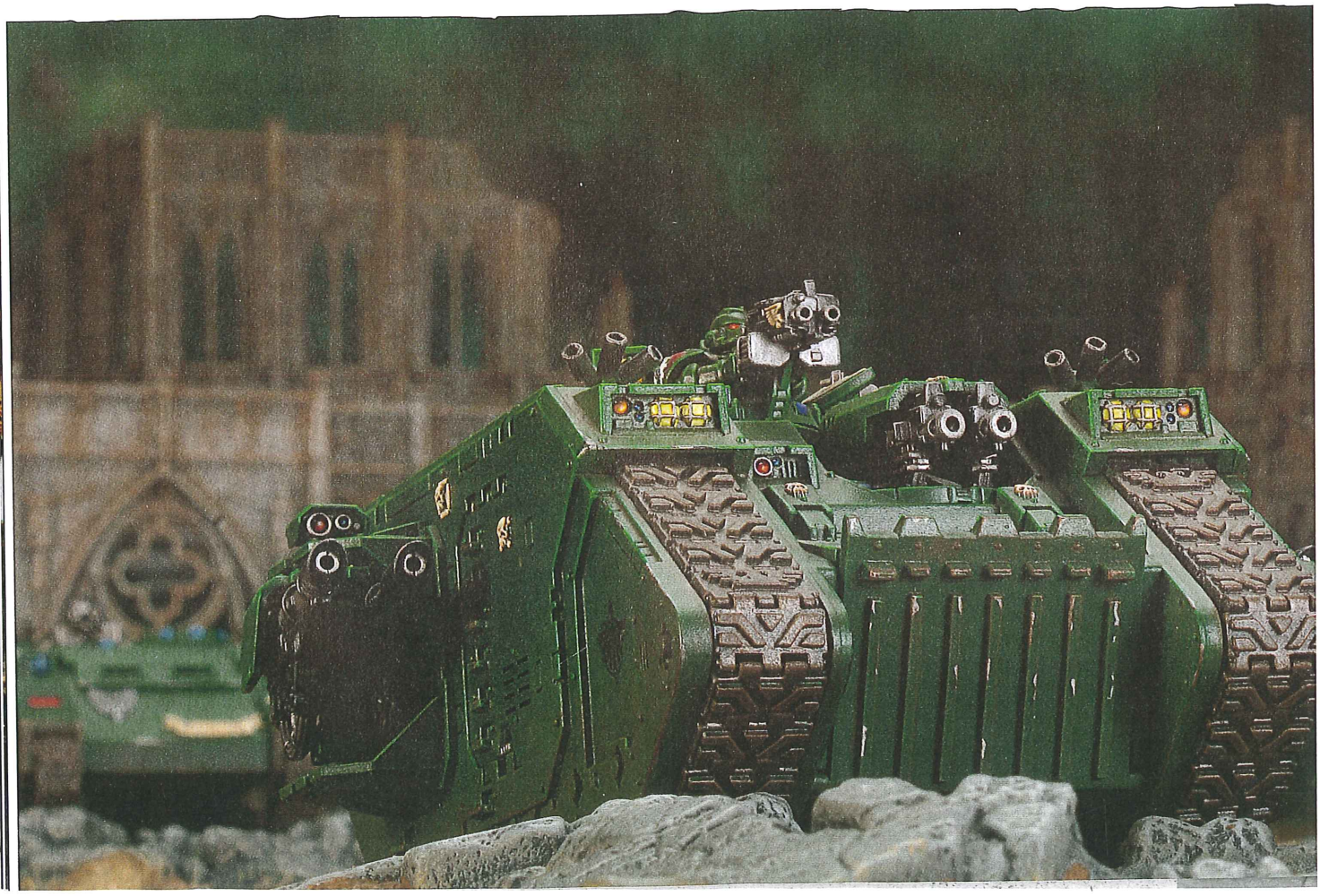
All models on the same side are friendly models. Models controlled by the opposing side are enemy models. If an opponent takes control of one of your models or units during play, it becomes an enemy model or unit for as long as it is under your opponent's command. If you take control of one of your opponent's models or units, it is friendly for as long as it is under your command.

LINE OF SIGHT

Line of sight determines what a model can 'see'. Many situations call for you to determine whether or not a model has line of sight. A model normally needs line of-sight whenever it wishes to attack an enemy, whether with power sword, gun or psychic power. Line of sight literally represents your warriors' view of the enemy – they must be able to see their foes through, under or over the battlefield terrain and other models (whether friendly or enemy).

For one model to have line of sight to another, you must be able to trace a straight, unblocked line from its body (the head, torso, arms or legs) to any part of the target's body.

Sometimes, all that will be visible of a model is a weapon, banner or other ornament he is carrying. In these cases, the model is not visible. Similarly, we ignore wings, tails and antennae even though they are technically part of a model's body. These rules are intended to ensure that models don't get penalised for having impressive banners, weaponry, and so on.



Naturally, you can't ask your models what they can see – they're plastic and resin, which is always a barrier to effective communication – therefore, you'll have to work it out on their behalf. In many cases, this will be obvious – if there's a hill, building or monster in the way, the enemy might be blatantly out of sight. In other cases, two units will be clearly in view of each other as there is nothing at all in the way. On those other occasions, where it's not entirely obvious whether or not one unit can see another, the player will have to stoop over the battlefield and look from behind the model's head for a 'model's eye view'. This means getting down to the level of your warriors and taking in the battlefield from their perspective to 'see what they can see'. You will find that you can spot lurking enemies through the windows of ruined buildings, catch a glimpse of a model's legs under tree branches and see that high vantage points become very useful for the increased line of sight that they offer.

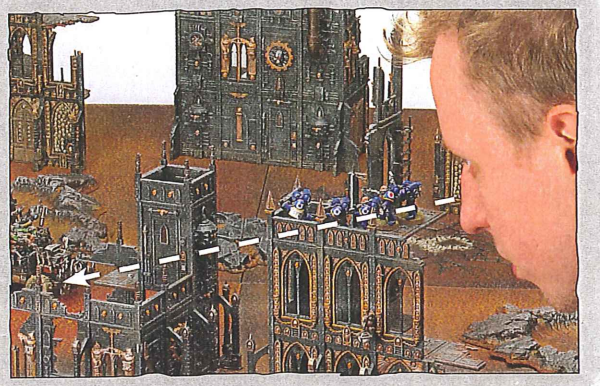
Own Unit

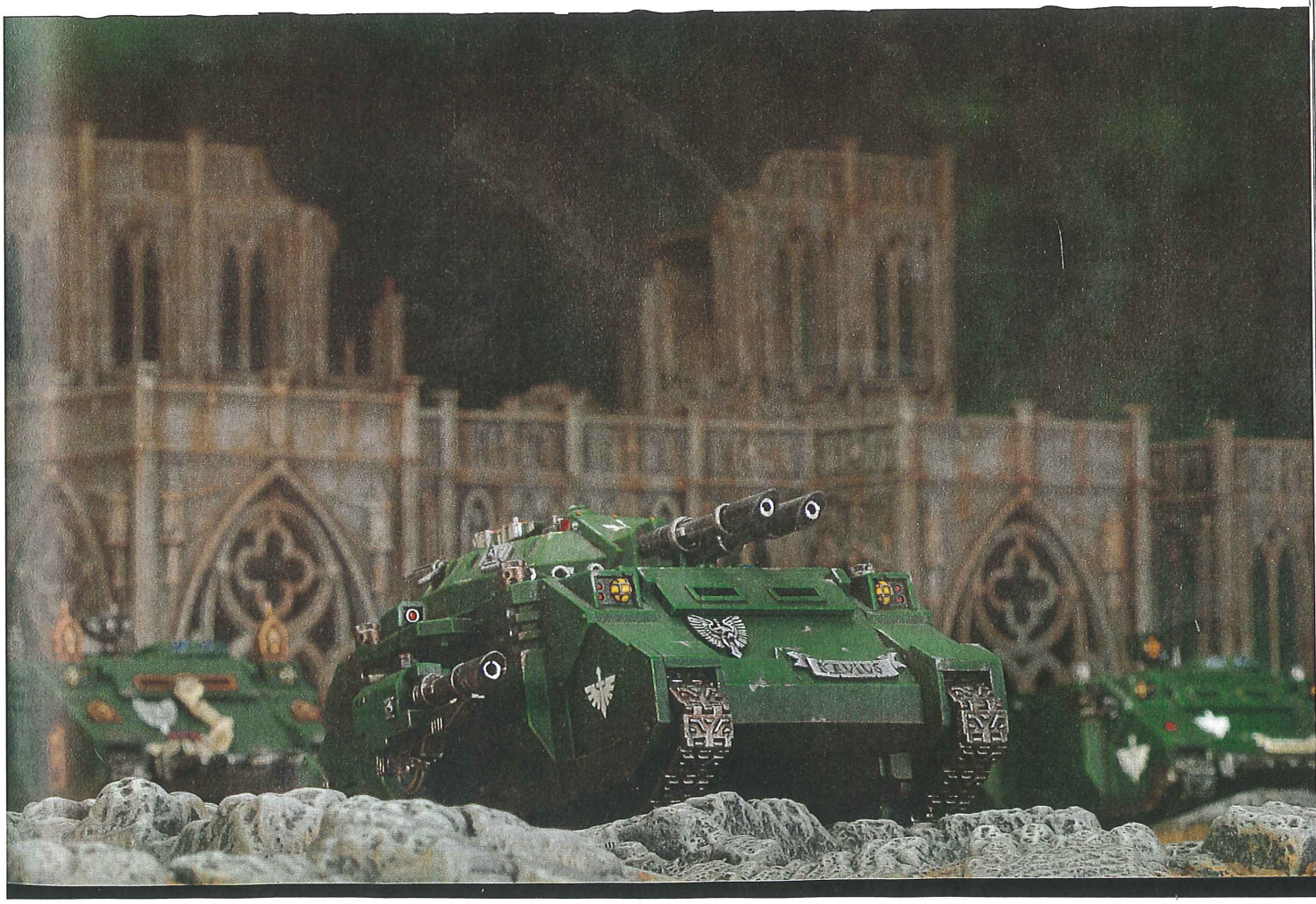
There is one important exception to the rules for line of sight. **Firing models can always draw line of sight through members of their own unit** just as if they were not there. This assumes that the models shift their stances to open firing lanes in order to maximise their own unit's firepower.

Model's Eye View

Warhammer 40,000 uses what we call 'true line of sight'. This means that you take the positions of models and terrain at face value, and simply look to see if your warriors have a view to their targets.

True line of sight makes the game feel much more cinematic and puts you in the heart of the fighting – existentially, if not physically. There's nothing like getting your models' view of the battle to bring a game of Warhammer 40,000 to life. Of course, this does mean that there are occasionally borderline cases when it is hard to tell if a model can see a target or not, but players should always be generous and give their opponent the benefit of the doubt.





THE TURN

Behold the terrible splendour of war! Squads of courageous warriors pick their way through the rubble and ruin, advancing under the covering fire of mighty war engines. Lances and bolts of energy pierce the smoke-wreathed air, and power-armoured brutes hurl themselves into the enemy ranks, letting fly with chainsword and power axe.

A Warhammer 40,000 battle is a chaotic affair. To bring a modicum of order to the anarchy of battle, players alternate moving and fighting with their units. So, one player will move and fight with his forces, and then their opponent will move and fight. This process is then repeated, with the first player moving and fighting again, and so on, until the game is done.

During his turn, a player can usually move and fight once with each of his units. For convenience and flow of game play, we divide a player's turn into four main phases: Movement, Psychic, Shooting and Assault.

This means that you move any models you want to first, then when you are finished all of your moving, your psykers can invoke the power of the Warp. Then you can shoot with your models, and finally, once your shooting is all completed, you can charge into assault and resolve any close combats. This process helps to keep track of what is going on and makes it easier to know when one player's actions are over and their opponent can start his turn (and take his revenge).



GAME TURNS AND PLAYER TURNS

In a complete game turn, each player gets a player turn, divided into Movement, Psychic, Shooting and Assault phases. One game turn therefore comprises two player turns – one for each player. **Whenever a rule refers to 'a turn' it always means 'player turn' unless it specifically refers to a 'game turn'.**

The Start and End of a Phase

During your game, you may encounter rules that say that an action or event happens at the start of a particular phase, such as 'at the start of your Movement phase' or 'at the start of your Shooting phase'. These are always resolved before anything else during that phase. Likewise, any rule that says an action or event happens at the end of a particular phase is always resolved after all other actions have been performed during that phase, before the next phase (if any) starts.



The Start and End of a Turn

During your game, you may encounter rules that say that an action or event happens 'at the start of your turn'. These are always resolved before your Movement phase. Likewise, any rule that says an action or event happens 'at the end of your turn' is always resolved after your Assault phase has finished, but before your opponent's next turn (if any) starts.

'Before the Game Begins' and 'At the End of the Game'

During your game, you may encounter rules that say that an action or event happens 'before the game begins'. Examples of such events include generating Warlord Traits and psychic powers. These are always resolved before the armies deploy for battle.

During your game, you may encounter rules that say that an action or event happens 'at the end of the game'. Examples of such events include scoring Victory Points for certain missions. The mission you are playing will specify when your game ends; this will normally be after a certain number of game turns. Any rule that says an action or event happens 'at the end of the game' is always resolved after the last game turn has ended.

SEQUENCING

While playing Warhammer 40,000, you'll occasionally find that two or more rules are to be resolved at the same time – normally 'at the start of the Movement phase' or similar. When this happens, and the wording is not explicit as to which rule is resolved first, then the player whose turn it is chooses the order. If these things occur before or after the game, or at the start or end of a game turn, the players roll-off and the winner decides in what order the rules are resolved in.



Turn Summary

1. *The start of your turn.* **Resolve any rule described as happening at the start of your turn.**

2. *Movement phase.* **Here, you move any of your units that are capable of doing so. See the movement rules on page 18 for more details of how to do this.**

3. *Psychic phase.* **In the Psychic phase, models known as Psykers can use strange mental powers, and other Warp-born effects may manifest. See the psychic rules on page 22 for more details of how to do this.**

4. *Shooting phase.* **You now shoot with any of your units that are capable of doing so. See the shooting rules on page 30 for more details on how to resolve this.**

5. *Assault phase.* **During the Assault phase, units may move into combat against enemy units in the Charge sub-phase and trade blows with them in the Fight sub-phase. All units in close combat fight; this is an exception to the normal turn sequence in that both sides fight, not just the side whose turn it is. More information on fighting close combats can be found in the assault rules on page 44.**

6. *The end of your turn.* **Resolve any rule described as happening at the end of your turn.**

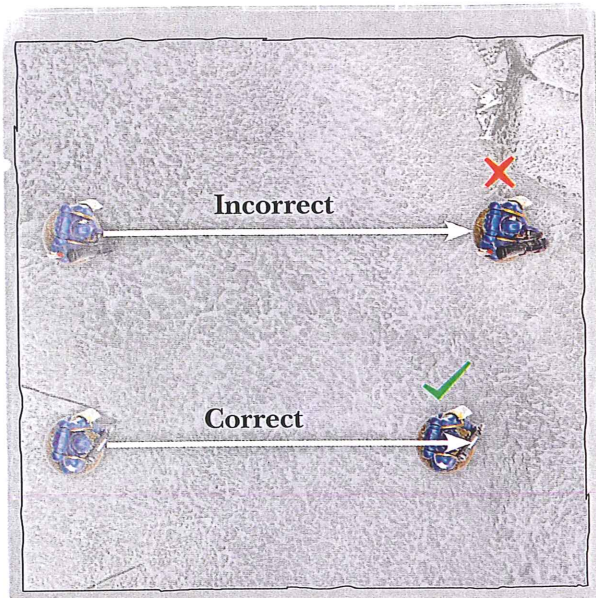
'Be warned! Many are the guises of the mutant. They may appear to you as a normal person but beneath this benign countenance may lie a wretched and twisted beast. An abomination, a witch or worse. Mark the beast and expel it; it has no place with us!'

- Inquisitor Czevak

THE MOVEMENT PHASE

Although the Movement phase is the easiest to perform, it's probably the most tactically important. Getting models into the right position on the battlefield is often the key to victory. For the time being, we'll just explain how squads of Infantry move, as they are by far the most common units in the game. Vehicles, Jump units, Bikes and certain other units move in different ways to represent their greater mobility, and these will be discussed in full detail later in the book (pg 61-71).

In your turn, you can move any of your units – all of them if you wish – up to their maximum movement distance. Once a unit has completed all of its movement, you can select another unit and move that one, and so on, until you have moved all of the units you wish to move. Once you have started moving a unit, you must finish its move before you start to move another unit. Note that you don't have to move all (or any) of your units – indeed, there are several tactical advantages to remaining stationary, as we'll explain later in the rules. Once you've completed a unit's move, you cannot go back and change it, so think carefully before giving the order to advance.



Movement Distance

It's a common mistake to measure the distance and then place the model on the far side of the tape measure. This is incorrect, as it adds the entire length of the model's base to the distance moved. The diagram above shows correct and incorrect ways of measuring move distance. For an Infantry model on its relatively small base, this additive error isn't so bad, but imagine what would happen if this error was made with a vehicle 6" long!

MOVEMENT DISTANCE

Models move up to 6" in the Movement phase. This represents most creatures moving at a reasonable pace but stopping several times to scan the surrounding landscape for enemies, communicate with their commanders, identify the best lines of advance and so on.

It is perfectly fine to measure a unit's move in one direction, and then change your mind and decide to move it somewhere else (even the opposite way entirely!) or decide not to move it at all. As you move the models in a unit, they can be turned to face in any direction, but if a model does move, no part of its base can finish the move more than 6" away from where it started the Movement phase.

Models cannot voluntarily move off the board.

Which Models are Moving

Whether or not a model moves can change how effective it will be in the Psychic or Shooting phases. You may decide that only some of the models in a unit are going to move this turn. If this is the case, declare which models are remaining stationary just before you start moving the other models of that unit. Remember that all models in the unit must still maintain unit coherency (see opposite).

Different Movement Distances Within a Unit

Sometimes, a unit will contain models that move at different speeds. When this is the case, each model can move up to its maximum movement allowance so long as it remains in unit coherency (see opposite).

Models in the Way

A model cannot move within 1" of an enemy model unless they are charging into close combat in the Assault phase, and can never move or pivot (see below) through another model (friend or foe) at any time. To move past, they must go around.

Pivoting on the Spot

If you choose not to move a model in a unit, you can instead choose to turn it on the spot to face in any direction, provided that the pivot does not bring the model within 1" of an enemy model. A model that only pivots on the spot in the Movement phase counts as being stationary for all purposes, including subsequent shooting attacks.

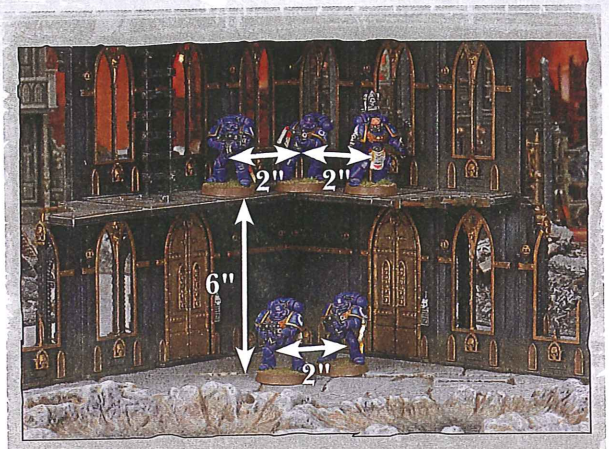
Moving and Close Combat

Units already locked in close combat with the enemy cannot move during the Movement phase (pg 47).

UNIT COHERENCY

When you are moving a unit, its individual models can each move up to their maximum movement distance. However, units have to stick together, otherwise individual models become scattered and the unit loses its cohesion as a fighting force. So, **once a unit has finished moving, the models in it must form an imaginary chain where the distance between one model and the next is no more than 2" horizontally and up to 6" vertically.** We call this 'unit coherency'.

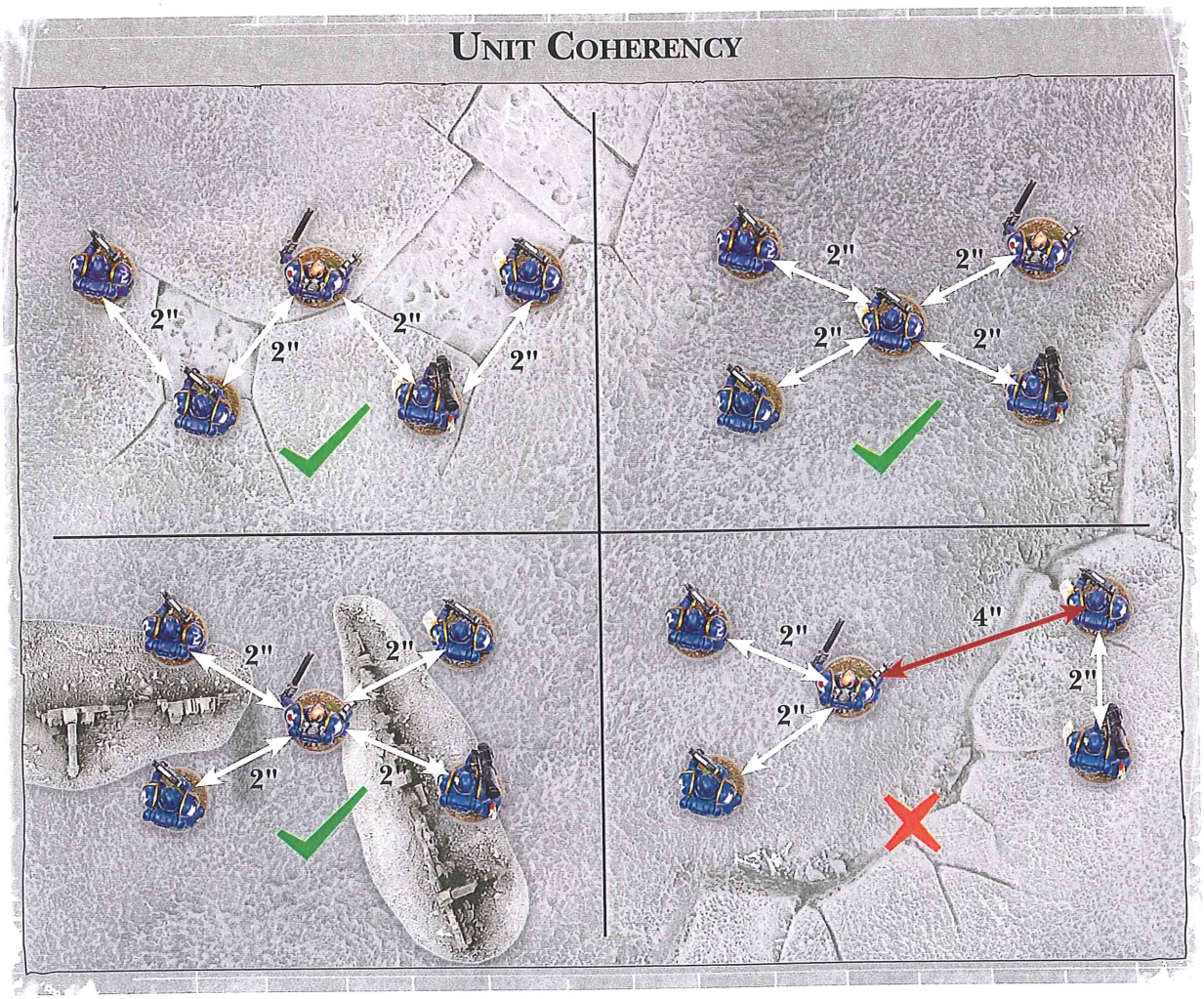
During the course of a game, a unit can get broken up and lose unit coherency, usually because it has taken casualties from incoming enemy fire. If this happens, in their next Movement phase, the models in the unit must be moved in such a way that they restore unit coherency (or get as close as possible to having restored coherency). If the unit cannot move in its next turn, or is unable to restore unit coherency in a single turn, then the models must move to restore unit coherency as soon as they have the opportunity, including by Running if they have that option (pg 38).



UNIT COHERENCY IN TERRAIN

As the Space Marines in this ruin are all within 2" of another member of their squad on the same level, or within 6" of another member of their squad on a different level, they are in unit coherency.

UNIT COHERENCY

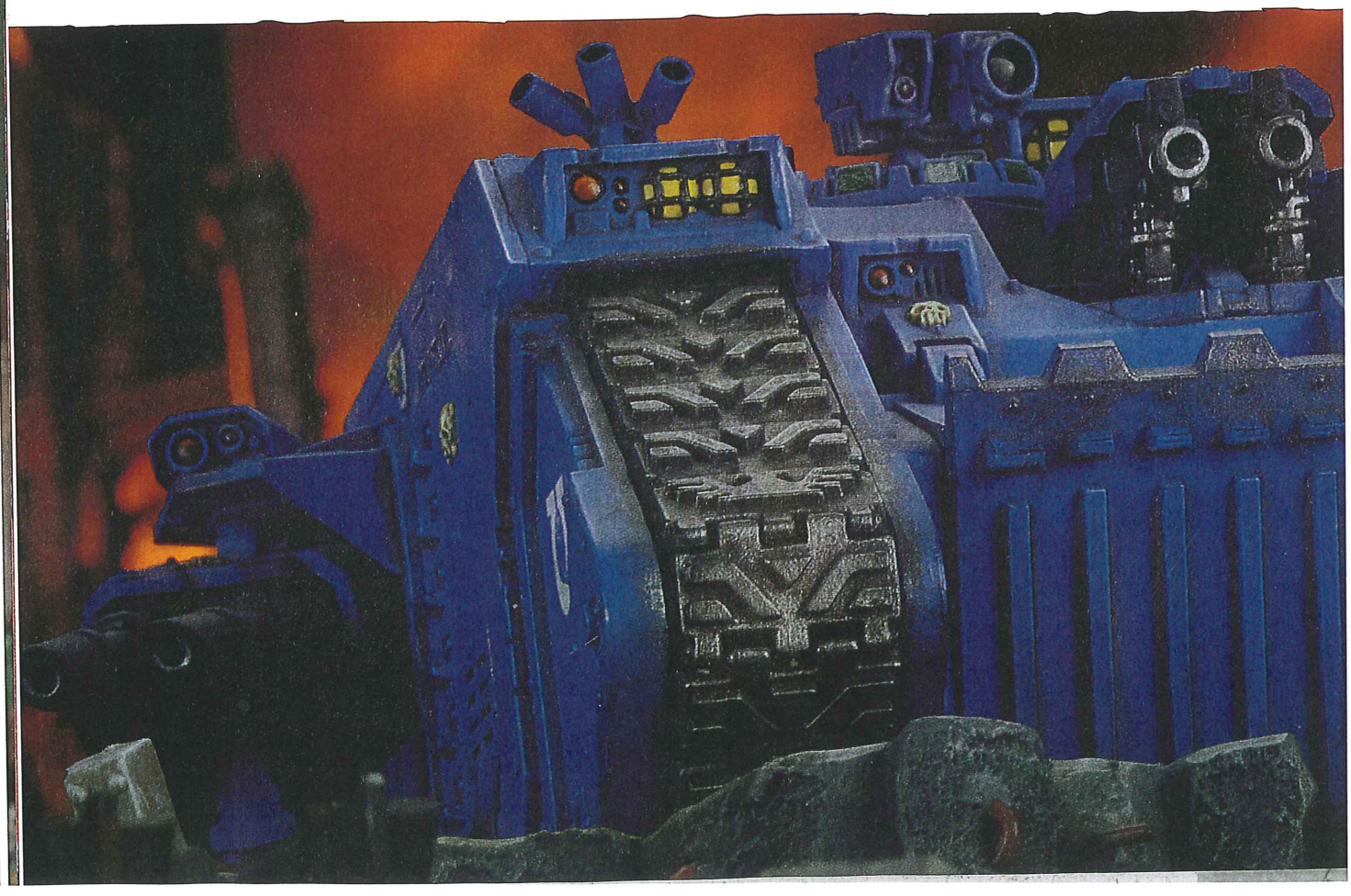




Wobbly Model Syndrome

Sometimes you may find that a particular piece of terrain makes it hard to put a model exactly where you want. If you delicately balance it in place, it is very likely to fall as soon as somebody nudges the table, leaving your beautifully painted miniature damaged or even broken. In cases like this, we find it is perfectly acceptable to leave the model in a safer position, as long as both players have agreed and know its 'actual' location. If, later on, your enemy is considering shooting at the model, you will have to hold it back in the proper place so he can check line of sight.







MOVING VERTICALLY

The Space Marine has a move of 6". He moves 3" horizontally to get beneath the floor of the ruined building, and then moves 3" vertically, ending the move one floor up as shown in the photograph.

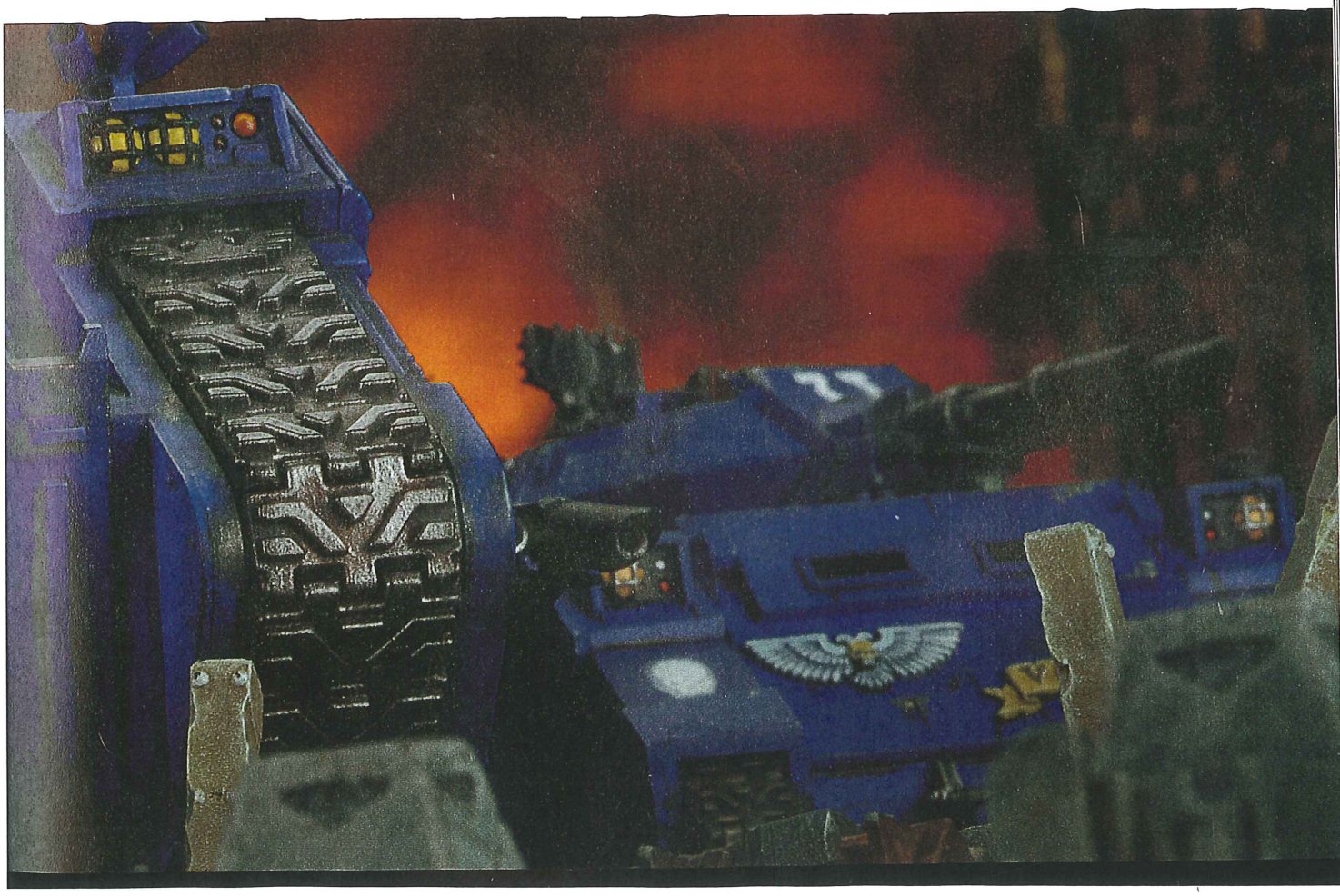
MOVING THROUGH TERRAIN

As part of their move, models can move through, up or over any terrain they encounter, unless the terrain is noted as being impassable (pg 108).

Models can also use their move to 'climb up' terrain, as long as the model is able to finish the move on a location where it can be stood. When measuring a move where a model climbs terrain, add the distance the model moves horizontally to the distance it has moved vertically; the result is considered to be the distance the model has moved.

In addition to the rules presented in this section, certain types of terrain can affect how far your models can move, as they clamber over defence lines or pick their way through tanglewire, for example. The rules for how these different types terrain affect movement are on page 108.





THE PSYCHIC PHASE

This section of the *Warhammer 40,000* rulebook first talks about Psykers and how to generate their otherworldly powers. This section also describes how you generate Warp Charge and manifest psychic powers in the Psychic phase, and gives descriptions of the different types of powers you can unleash.

PSYKERS AND PSYCHIC POWERS

Psykers are powerful battle-mystics, able to unleash their mental might in all manner of ways. Each Psyker knows one or more psychic powers, as detailed in their Army List Entry. These powers vary from race to race, and sometimes from one individual Psyker to another. Sometimes, a Psyker will have the option to know additional psychic powers. If this is the case, this will also be clearly shown in the relevant Army List Entry. Sometimes psychic powers might be manifested by a vehicle, or even by entire squads.

For the purposes of all rules, the term 'Psyker' and 'Psyker unit' refers to any unit with the Psyker (pg 170), Psychic Pilot (pg 170) or Brotherhood of Psykers/Sorcerers (pg 159) special rules.

Designer's Note

The rules presented in this section assume that players are already familiar with rules and concepts described in other phases of Warhammer 40,000 – particularly the Shooting phase. If this is the first time you are reading this book, don't worry, just come back and revisit the Psychic Phase section again once you are familiar with the rest of the core game rules.



Mastery Levels

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

Establishing Mastery Levels

Psykers are assumed to be Mastery Level 1 unless it states otherwise in their Army List Entry. The Mastery Level is usually shown in parentheses after the Psyker special rule. For example: Psyker (Mastery Level 2).

Number of Psychic Powers

A Psyker's entry will usually state how many psychic powers the Psyker has. Where this is not the case, **the Psyker knows a number of psychic powers equal to his Mastery Level.** Each of these powers will need to be generated, as described opposite.

If a Psyker generates all of his psychic powers from the same psychic discipline, that Psyker will automatically know that discipline's primaris power in addition to any other powers they know, as described in Psychic Focus (below).

If a Psyker has one or more weapons with the Force special rule, that Psyker automatically knows the *Force* psychic power (see opposite) in addition to any other powers they know.

Psychic Focus

If a Psyker generates all of his powers from the same psychic discipline (even if he can only generate one power), that Psyker is said to have Psychic Focus, and gains that discipline's primaris power in addition to his other powers. If during the course of the game, that Psyker gains a psychic power from a different psychic discipline, he immediately loses Psychic Focus (and the associated primaris power).

If a Psyker has any psychic powers that are not part of a discipline, such as *Force*, those powers are not considered when determining whether the Psyker has Psychic Focus.

Chaos Psychic Focus

If a Psyker has a Mark of Chaos or is a Daemon of a particular Chaos God (see *Codex: Chaos Space Marines* or *Codex: Chaos Daemons*), that model automatically knows the primaris power of the discipline that corresponds to their patron deity, in addition to any other powers it knows.

'What can a man know of the universe who knows not his own mind?'

- Book of the Astronomican

Force — Warp Charge 1

The Psyker channels his powers through the psi-circuitry of his force weapon, transforming it from a mere physical weapon into one that can rend reality.

Force **is a blessing psychic power that targets the Psyker and his unit. All of the targets' weapons that have the Force special rule gain the Instant Death special rule until the start of your next Psychic phase.**

For example, Stu has a Psyker in his army with a Mastery Level of 2. That Psyker knows two psychic powers, which will need to be generated. Stu decides to generate both of his psychic powers from the same discipline and so gains Psychic Focus, and thus that discipline's primaris power. Stu's Psyker is also equipped with a force weapon, granting him the Force *psychic power (for a total of four psychic powers).*

Generating Psychic Powers

Psykers generate their psychic powers before the game begins. This is done openly, so both you and your opponent are aware of the power(s) each Psyker has generated. If your army includes more than one Psyker, you can choose the order in which you generate their powers.

In some Army List Entries, a Psyker will have one or more specific psychic powers listed – where this is the case, it will be clearly stated. These Psykers always start the game with those psychic powers. **Otherwise, a Psyker generates random psychic powers from amongst the psychic disciplines known to him.**

To randomly generate a psychic power, first choose one of the psychic disciplines known to the Psyker. Then, roll a D6 and consult the chosen psychic discipline; you will notice that the psychic powers are numbered between one and six – the power generated corresponds to the number rolled on the D6.

If the Psyker needs to generate more than one psychic power, repeat the above process until the required number of psychic powers have been generated. Note that second and subsequent psychic powers do not have to be generated from the same psychic discipline as the Psyker's first power (but if a power is generated from a different psychic discipline, the Psyker will not benefit from Psychic Focus). **A Psyker cannot know the same psychic power twice.** If a Psyker generates a power he already has, roll again in the same psychic discipline table until a power is generated that he does not already know. It should be noted that different Psykers in the same army can have the same psychic power(s).

Primaris Powers

Some psychic disciplines have primaris powers. A primaris power is so intrinsic to the discipline's character that we can assume that any wielder of that discipline is able to master it.

Immediately after generating a psychic power, a Psyker can always choose to substitute the power generated for the discipline's primaris power. Remember though, that a Psyker cannot have the same power twice – if he chooses to substitute his first power for the primaris power, and then chooses to generate another psychic power from the same discipline, he cannot substitute any further powers from that discipline. Note that this means **if a Psyker has chosen all of his powers from the same psychic discipline to gain Psychic Focus, he will already know that discipline's primaris power and so cannot substitute any of his randomly generated powers.**

Regardless of the psychic power(s) your Psykers generate, it's worth making a note on your army roster – it's all too easy to forget which Psykers have which powers otherwise!

For example, Sarah has a Psyker in her army with a Mastery Level of 3 who knows powers from the ***Telepathy*** *and* ***Divination*** *disciplines. The Psyker has no Mark of Chaos, nor is it a Daemon of a Chaos God. The Army List Entry does not specify that the Psyker knows any specific powers, so Sarah chooses the* ***Telepathy*** *discipline and rolls a D6. The result is a 3, thus generating* Terrify. *Sarah then chooses the* ***Telepathy*** *discipline again, rolling another 3. This is re-rolled, the result being a 1 this time, generating* Dominate. *However, Sarah chooses to swap* Dominate *for the* ***Telepathy*** *primaris power,* Psychic Shriek. *For her Psyker's final randomly generated power, Sarah chooses to generate a power from the* ***Divination*** *discipline. She rolls a 6, thus generating the psychic power* Scrier's Gaze. *As Sarah decided to generate psychic powers from more than one psychic discipline, she does not benefit from the Psychic Focus rule. Finally, Sarah's Psyker is equipped with a force weapon, so her Psyker also knows* Force.

Designer's Note – Psychic Power Cards

If you have the appropriate psychic power cards for a psychic discipline, then instead of rolling a D6 to randomly generate a psychic power, generate your psychic powers as follows. First, remove the primaris power from that deck of psychic power cards and set it aside whilst you shuffle the remainder and randomly draw a card. Then, if you want, you can exchange that psychic power card for the primaris power card. Repeat for each power you are generating. Once you're done, if your Psyker has Psychic Focus, add the appropriate primaris power to the selection you have generated.



RESOLVING THE PSYCHIC PHASE

In the Psychic phase, Psykers can call upon their strange mental powers and other Warp-born effects may manifest. To use their powers, Psykers need to generate, expend and harness Warp Charge points.

GENERATE WARP CHARGE

At the beginning of each Psychic phase, the player whose turn it is rolls a D6. Then, each player takes a number of dice equal to the result of the D6 roll; those dice are their Warp Charge pool. Each player then adds up the Mastery Levels of all the Psyker units they currently have on the tabletop (including those embarked on Transports) **and adds that many dice to their Warp Charge pool.**

For example, Andy rolls a D6 at the start of his Psychic phase and rolls a 3. Andy has three Psyker units currently on the table: a Primaris Psyker with Mastery Level 2, an Astropath with Mastery Level 1 and a unit of Wyrdvane Psykers with Mastery Level 1. Andy therefore has 7 dice in his Warp Charge pool (3+2+1+1=7). Andy's opponent has only a single Psyker unit currently on the table: a Chaos Space Marine Sorcerer with Mastery Level 2. Andy's opponent therefore has 5 dice in his Warp Charge pool (3+2=5).

The number of dice each player has in their Warp Charge pool equates to the total amount of Warp Charge points they have generated for this phase. If a rule tells you to add or subtract Warp Charge points, you add or subtract the appropriate number of dice from your pool.

If, after resolving a psychic action – such as manifesting a psychic power – the player whose turn it is has 0 Warp Charge points remaining, the Psychic phase ends. The Psychic phase also ends if you either cannot, or choose not to, resolve any more psychic actions. When the Psychic phase ends, all remaining Warp Charge points belonging to both players (if any) are lost and the Shooting phase begins.



MANIFESTING PSYCHIC POWERS

The most common psychic action is the manifestation of psychic powers. **Only the player whose turn it is can attempt to manifest psychic powers.** If, after attempting to manifest a psychic power, you still have Warp Charge points left, you can attempt to manifest another psychic power with the same unit, or select another of your Psyker units and attempt to manifest a power the new unit knows. Assuming you have enough Warp Charge points, you can alternate back and forth between the same Psyker units in this way, but **no unit can attempt to manifest the same psychic power more than once per Psychic phase.**

To manifest a psychic power you will need to declare a target (if the power in question requires a target) **and make a Psychic test** (see opposite). If the Psychic test is successful, your opponent then has an opportunity to make a Deny the Witch test (pg 25). If this test is failed, or if your opponent chooses not to make a Deny the Witch test, the psychic power is manifested and its effects are immediately resolved.

Manifesting psychic powers can be summarised in five steps, as described below. Each step is explained in greater detail later in this section.

MANIFESTING PSYCHIC POWERS SEQUENCE

1. *Select Psyker and Psychic Power.* **Unless you have 0 Warp Charge points remaining, select one of your Psyker units, then nominate a psychic power known to that unit that you wish to manifest.**

2. *Declare Target.* **If the power requires a target, choose it at this point.**

3. *Take Psychic Test.* **The Psyker must now expend Warp Charge points and attempt to harness them by taking a Psychic test. If the test is failed, the psychic power fails and nothing further happens. If two or more 6s are rolled, the Psyker suffers Perils of the Warp, which is resolved immediately.**

4. *Deny the Witch.* **If the Psychic test was passed, one of the enemy targets gets a chance to expend Warp Charge points to nullify the power by taking a Deny the Witch test. If the psychic power does not target an enemy unit, your opponent can still attempt to Deny the Witch, but will not be able to use any bonuses. In either case, if the Deny the Witch test is passed, the psychic power does not manifest and nothing further happens.**

5. *Resolve Psychic Power.* **Assuming the Psychic test was passed and the power was not negated by a successful Deny the Witch test, it is now resolved.**

SELECT PSYKER AND PSYCHIC POWER

To manifest a psychic power, you will first need to **select one of your Psyker units.** It does not matter if the selected unit is Falling Back or has Gone to Ground. **Then, select a psychic power known to the selected unit that the unit has not already attempted to manifest in this Psychic phase.**

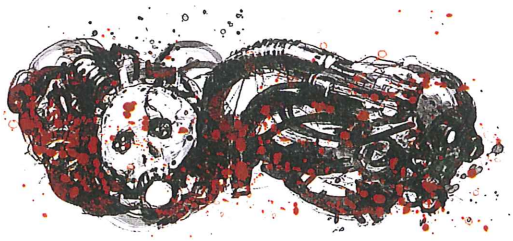
DECLARE TARGET

If the psychic power requires a target, you must nominate it at this point. Unless otherwise stated, your Psyker must have line of sight to the target.

Psykers and Transports

Psykers embarked on Transports still generate their normal number of Warp Charge points. Psykers embarked on a Transport can only target enemy units with witchfire psychic powers, and only then if the vehicle has a firing point that has line of sight to the target unit. Psykers embarked on a Transport cannot attempt to manifest any other kind of psychic power.

Psychic powers cannot target units that are embarked on a Transport.



Take Psychic Test

Psychic powers are fuelled by the Warp but channelled with the Psyker's own willpower.

A Psyker must pass a Psychic test to see if he can harness the power of the Warp. **To make a Psychic test, you will first need to expend a number of Warp Charge points; declare how many points you are spending and remove them from your pool. Then, roll a number of D6 equal to the number of Warp Charge points you have expended.**

For each individual result of 4+, the Psyker has successfully harnessed one Warp Charge point. If the total number of harnessed Warp Charge points is greater than or equal to the Warp Charge cost stated in the psychic power's description, the Psychic test is successful. Otherwise, the Psychic test has failed and the power does not manifest. If the Psychic test was successful, keep a note of how many Warp Charge points were harnessed as your opponent may attempt to nullify them by performing a Deny the Witch test (see below).

If, when making a Psychic test, two or more dice rolls (before applying modifiers) **were rolls of a 6, the unit attempting to manifest the psychic power suffers Perils of the Warp** (see right), whether or not the manifestation attempt failed.

Deny the Witch

Just as it takes great force of mind for a Psyker to unleash his mental might, his victims can sometimes nullify a psychic power's effects through sheer will.

If your opponent makes a successful Psychic test, you can attempt to nullify the power being manifested by making a Deny the Witch test (pg 26). For a Deny the Witch test to be successful, **you need to nullify all of the Warp Charge points that were successfully harnessed by the Psyker when he passed his Psychic test.**

Perils of the Warp

The Warp is the source of all psychic powers, but there are many dangers for those who utilise this wellspring of otherworldly energy. When a Psyker suffers Perils of the Warp, it indicates that something horrible has happened to the Psyker, the forces of the Daemon-haunted Warp clawing at the Psyker's mind, threatening to engulf and destroy him.

If a unit suffers Perils of the Warp, roll a D6 and consult the Perils of the Warp table below. If the unit has the Brotherhood of Psykers/Sorcerers special rule (pg 159), the effects of the Perils of the Warp result apply a randomly determined model in the unit who has the Brotherhood of Psykers/Sorcerers special rule.

Note that suffering Perils of the Warp does not necessarily mean that a psychic power fails to manifest. Assuming that the Psychic test was successful and any Deny the Witch test failed, the psychic power still manifests, regardless of whether or not the Psyker in question suffers a Wound or is slain by Perils of the Warp.

D6 Result

1 *Dragged into the Warp:* **The Psyker must take a Leadership test. If the test is passed, the Psyker suffers 1 Wound/glancing hit with no saves of any kind allowed. If the test is failed, the Psyker is removed as a casualty and his unit suffers D6 Strength 6 AP1 hits. For Wound allocation purposes, assume the attack is coming from the Psyker that suffered Perils of the Warp.**

2 *Mental Purge:* **The Psyker suffers 1 Wound/glancing hit with no saves of any kind allowed. In addition, randomly select one psychic power known to the Psyker. That power is immediately lost, and cannot be used by the Psyker for the rest of the battle.**

3 *Power Drain:* **The Psyker suffers 1 Wound/glancing hit with no saves of any kind allowed. In addition, if it is currently the Psychic phase, roll a D3; both players lose a number of Warp Charge points equal to the result.**

4 *Psychic Backlash:* **The Psyker suffers 1 Wound/glancing hit with no saves of any kind allowed.**

5 *Empyric Feedback:* **The Psyker must take a Leadership test. If the test is failed, the Psyker suffers 1 Wound/glancing hit with no saves of any kind allowed. If the test is passed, the Psyker suffers no ill effects… this time.**

6 *Warp Surge:* **The Psyker must take a Leadership test. If the test is failed, the Psyker suffers 1 Wound/glancing hit with no saves of any kind allowed. If the test is passed, the Psyker gains a 3+ Invulnerable save as well as the Fleshbane (pg 164), Armourbane (pg 157) and Smash (pg 171) special rules, until the start of the next friendly Psychic phase.**

To make a Deny the Witch test, first **select one of your units that was a target of the enemy's psychic power. You will then need to expend a number of Warp Charge points; declare how many points you will spend and remove them from your pool. Then roll a number of D6 equal to the number of Warp Charge points expended.** Apply any of the following modifiers that apply to each individual dice roll:

The target unit contains one or more models with:	**Modifier**
The Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule	+1
A Mastery Level higher than the Psyker manifesting the power	+1
The Adamantium Will special rule	+1

For each individual result of 6+, one Warp Charge point has been successfully nullified. If the total number of nullified Warp Charge points is equal to or greater than the number of harnessed Warp Charge points, the Deny the Witch test has been passed and the psychic power does not manifest.

Note that a successful Deny the Witch test simply nullifies the power being manifested – it does not mean that the Psychic test changes from a success into a failure (for some powers, such as *Vortex of Doom*, a failed Psychic test can have dire consequences for the Psyker).

If none of your units were the target of the enemy's psychic power (the power in question might have been a **blessing**, a **conjuration**, or some other power that only affects the Psyker's own troops) **you can still attempt to Deny the Witch. To do so, follow the same process, but apply no modifiers to your dice rolls** – you will require rolls of 6 to nullify Warp Charge points.

Psychic Hoods

Psychic hoods are embedded with arcane constructions of psychically attuned crystals that allow the wearer to extend his psychic protection to nearby allies.

Each time a unit (or model) is targeted by an enemy psychic power and is within 12" of a friendly model with a psychic hood, the wearer of the hood can attempt to Deny the Witch in their stead, as if he were in the target unit. If the Deny the Witch attempt is failed, the psychic power is resolved as normal, but effects only the initial target, not the wearer of the hood.

If a model with a psychic hood is embarked in a vehicle or building, he can only use the hood to nullify powers targeting the vehicle or building he is embarked within.

Resolve Psychic Power

Assuming the Psychic test was passed and the enemy did not negate it with a successful Deny the Witch test, the power has been successfully manifested. Resolve its effects according to the instructions in its entry. Unless otherwise stated, the effects of multiple different psychic powers are cumulative.

TYPES OF PSYCHIC POWERS

The many varieties of psychic powers are organised into distinct categories. These determine any targeting requirements and other restrictions that apply along with its type, if it has one.

Powers Without a Type

If a psychic power does not have a type, the rules for using it will be clearly expressed within its entry.

Blessing

Blessings grant extra abilities to the Psyker's allies, such as characteristic boosts or additional special rules. **Blessings target one or more friendly units and, unless otherwise stated, last until the start of the Psyker's next Psychic phase**. Blessings can affect units that are locked in close combat and can affect the Psyker himself. The benefit of any one particular blessing can only be gained once per unit per turn, but benefits from different blessings are cumulative. Unless otherwise stated, blessings cannot modify characteristics above 10 or below 1 (or below 2, in the case of Leadership).

Conjuration

Conjuration powers can summon units across great distances, call new allies to the fray, or even create them from the raw stuff of the Warp. Each conjuration power specifies the type and number of models to be conjured. Unless stated otherwise, the new unit cannot take any additional options or upgrades. If you do not have enough models to place the entire unit on the board, place as many as you can – the excess are destroyed.

When the power is resolved, **the new unit then arrives via Deep Strike** (pg 162)**, within the power's maximum range**; the new unit is under your control and is treated as having arrived from Reserves for all rules purposes. If the new unit suffers a Deep Strike mishap and ends up in Ongoing Reserves, it can Deep Strike anywhere on the board when it enters play.

If the new unit is a Psyker, generate its psychic power(s) as soon as the conjuration is manifested; the new unit cannot attempt to manifest conjuration powers on the same turn it was itself conjured. If the new unit has any random powers/abilities that would normally need to be generated before the start of the game, generate them at the same time. Unless otherwise noted, conjured units are scoring units.

Conjuring Daemons

If a conjuration power creates a unit from *Codex: Chaos Daemons* and that unit's Army List Entry includes the option to take an Icon of Chaos, an Instrument of Chaos and/or the option to upgrade one model to a character, you may take any of these options for free provided you have the appropriate model available. Unless stated otherwise, the unit cannot take any further upgrades or options.

Malediction

Maledictions weaken the Psyker's enemies by reducing their characteristics or inflicting special rules that penalise their abilities. **Maledictions target one or more enemy units and, unless otherwise stated, last until the start of the Psyker's next Psychic phase**. Maledictions can affect units that are locked in close combat. Note that bonuses and penalties from different maledictions are always cumulative, but cannot, unless otherwise stated, take characteristics above 10 or below 1 (or below 2, in the case of Leadership).



Witchfire

Witchfire powers are shooting attacks. Indeed, they are often referred to as psychic shooting attacks, and many have profiles similar to ranged weapons. Just like when shooting a weapon, a Psyker must be able to see the target unit (or target point) and cannot be locked in combat if he wishes to manifest a witchfire power. Similarly, a witchfire power must roll To Hit, unless it is has the Blast special rule, in which case it scatters as described on page 158, or it is a Template weapon, which hit automatically. Psykers can make Snap Shots (pg 32) in the Psychic phase with witchfire powers in the same way as with other shooting weapons. Saves can be taken against Wounds from witchfire in the same way as for any other shooting attack, and hits are allocated to the closest target models to the Psyker.

Unlike firing a shooting weapon though, a Psyker can manifest several different witchfire powers during the same phase (assuming he has enough Warp Charge) and each can target a different unit if you so choose. Manifesting witchfire powers does not prevent the Psyker (or his unit) from firing weapons in the following Shooting phase, nor does it prevent the Psyker's unit from Running, Turbo-boosting or moving Flat Out. A Psyker who manifests a witchfire power can target a different unit with his other ranged weapons in the Shooting phase. **Witchfire powers cannot be used to make Overwatch attacks.**

There are several different sub-types of witchfire, each applying slightly different targeting restrictions. If the witchfire does not list a sub-type, or simply describes itself as a psychic shooting attack, use the rules given above to resolve it. If it has one of the following subtypes, use the rules for that sub-type.

Beam

To use a witchfire power with the beam sub-type, target a point within the power's range and trace a line (about 1mm thick) between the chosen point and the centre of the Psyker's base – this line cannot be drawn over any unit that is locked in combat. All units under the line (friend and foe) are hit, with the exception of Zooming Flyers, Swooping Flying Monstrous Creatures and the Psyker himself. Each unit hit by the attack takes a number of hits equal to the number of models from that unit that are under the line. Only one unit that has a model under the line can attempt to Deny the Witch (pg 25).

For example, if three units are under the line, (Units A, B and C) then all three are hit. Unit A has 3 models under the line, and so takes 3 hits. Unit B has 1 model under the line and so takes 1 hit. Unit C has 4 models under the line, and so takes 4 hits.

Focussed Witchfire

Some witchfire powers can pick out models in an enemy unit – these are called focussed witchfire powers. They follow all the normal rules for witchfire, but you can choose the specific model in the target unit that you want the power to affect. When the Psychic test is taken for focussed witchfire, pay close attention to the number of Warp Charge points harnessed. **If the total number of Warp Charge points harnessed exceeds the Warp Charge cost required to manifest the psychic power, the power is resolved against the model you chose.** If the cost to manifest the power is met, but not exceeded, resolve the power against the closest model in the target unit instead.

Nova

A nova power automatically targets and hits all enemy units (including Flyers and Flying Monstrous Creatures) **within the psychic power's maximum range**, regardless of line of sight, being locked in combat, intervening models/terrain and so on. Otherwise, a nova is treated like a shooting attack, and indeed will have a profile like a ranged weapon. Only one unit that is within the power's maximum range can attempt to Deny the Witch (pg 25).



PSYCHIC DISCIPLINES

Although the powers of Psykers are many and varied, they usually fall into one of several disciplines. The six most common psychic disciplines are: Biomancy, Daemonology, Divination, Pyromancy, Telekinesis and Telepathy. Each discipline has a particular character, which is reflected by the powers within it. The Telepathy discipline, for example, is grounded in mind control, and its powers act through compelling and influencing the thoughts and actions of others. It should be noted that, whilst two different Psykers may both use the same discipline, their powers are likely to manifest in unique ways. For example, an Imperial Psyker using the Pyromancy discipline may hurl blazing bolts shaped like two-headed eagles whilst a Chaos worshipper might conjure conflagrations of living Warpfire.

Many races also have access to their own, unique psychic disciplines and powers. Where this is the case, **the relevant codex will contain the necessary psychic power(s).**

Some Psykers specialise in one discipline, honing a few powers to the exclusion of all others. Others manifest a much broader range of psychic disciplines and abilities – in such cases, the Psyker will be able to generate powers from several psychic disciplines. The relevant codex or Army List Entry will detail from which psychic disciplines a Psyker can generate his powers.

Forging a Narrative

The Sanctic and Malefic labels listed on the Daemonology powers are meant to act as a guide to the sort of powers the Psykers in the 41st Millennium would try and manifest, and you should not feel constrained by them. If you want your Astra Militarum Psyker to summon a new unit of Daemons during the game, then that is fine, although the Psyker in question might have some explaining to do after the battle. Similarly, there's nothing wrong with a Chaos Sorcerer using the Sanctic powers to banish Daemons back into the Warp – after all, those Daemons might be the minions of a rival god, or ancient enemies of the Sorcerer in question. Furthermore, whilst there are restrictions on using Sanctic/Malefic powers with some armies (Grey Knights and Chaos Daemons armies for example), you should always ensure that the rules you're using fit the narrative of your games. If, for example, the Inquisitor in your narrative is harnessing forbidden knowledge to further his cause, you and your opponent might agree before your game begins that it is perfectly appropriate for him to manifest Malefic powers.



THE DISCIPLINE OF DAEMONOLOGY

Unless otherwise stated, all Psykers, other than those belonging to the Tyranids Faction (pg 118)**, can generate powers from the Daemonology discipline** (pg 194). The Daemonology discipline has not one, but two different sets of powers, one labelled 'Sanctic' and one labelled 'Malefic'. Each time a Psyker generates a power from the Daemonology discipline he can choose to generate it from either the Sanctic or Malefic set of powers. For the purposes of Psychic Focus (pg 22), the Sanctic and Malefic sets of powers are different psychic disciplines.

Sanctic Powers

Only those whose purity of soul is beyond reproach can master Daemonology without being consumed by it.

Psykers from *Codex: Grey Knights* can manifest Sanctic powers as they would any other psychic power, but they **cannot generate Malefic powers at all.**

All other Psykers that attempt to manifest Sanctic powers suffer Perils of the Warp (pg 25) **on a Psychic test that includes any double,** whether the Psychic test was successful or not.

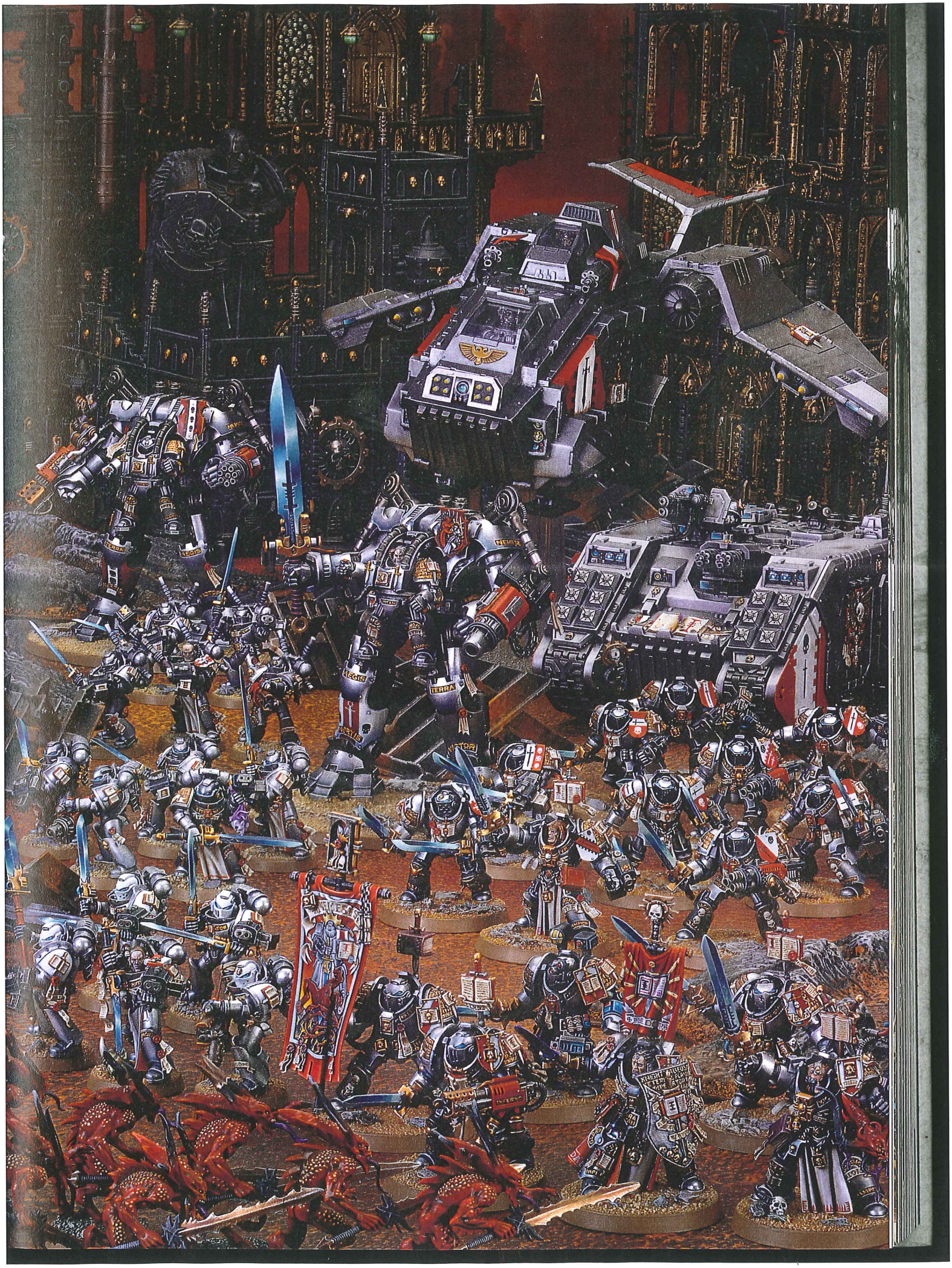
Malefic Powers

Those who blindly attempt to bend the Warp to their own will often end up as the prey things of Daemons.

Psykers with the Daemon special rule can manifest Malefic powers as they would any other psychic power, but they **cannot generate Sanctic powers at all.**

All other Psykers that attempt to manifest Malefic powers suffer Perils of the Warp (pg 25) **on a Psychic test that includes any double**, whether the Psychic test was successful or not.





THE SHOOTING PHASE

As armies engage, guns thunder and shrapnel rains down from the sky. In a Warhammer 40,000 battle, a player's army fires in the Shooting phase of his turn. During the Shooting phase, units armed with ranged weapons can fire at the enemy. 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.

The shooting process can be summarised in seven steps, as described below. Each step is explained in greater detail later in this section. Once you've completed this shooting sequence with one of your units, select another and repeat the sequence. Once you have completed steps 1 to 7 for each unit in your army that you wish to make a shooting attack, carry on to the Assault phase.

The Shooting Sequence

1. *Nominate Unit to Shoot.* **Choose one of your units that is able to shoot but has yet to do so this turn.**

2. *Choose a Target.* **The unit can shoot at an enemy unit that it can see.**

3. *Select a Weapon.* **Select a weapon the firing unit is equipped with. All models equipped with a weapon with the same name can now shoot that weapon at the target. Every model that wishes to shoot must be within range of at least one visible model in the target unit. Models that cannot see the target, or are not in range, cannot shoot.**

4. *Roll To Hit.* **Roll a D6 for each shot fired. A model's Ballistic Skill determines what it must roll in order to hit the target.**

5. *Roll To Wound.* **For each shot that hit, roll again to see if it wounds the target. The result needed is determined by comparing the Strength of the firing weapon with the majority Toughness of the target unit.**

6. *Allocate Wounds & Remove Casualties.* **Any Wounds caused by the firing unit must now be allocated, one at a time, to the closest model in the target unit. A model with a Wound allocated to it can take a saving throw (if it has one) to avoid being wounded. If a model is reduced to 0 Wounds, it is removed as a casualty. Wounds are then allocated to the next closest model. Continue to allocate Wounds and take saving throws until all Wounds have been resolved.**

7. *Select Another Weapon:* **After resolving all shots from the currently selected weapon, if the firing unit is equipped with differently named weapons that have yet to fire, select another weapon and repeat steps 3 to 6.**

NOMINATE UNIT TO SHOOT

During the Shooting phase, a unit containing models armed with ranged weapons can be nominated to make shooting attacks.

Who Can Shoot?

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

- Their unit is locked in close combat with the foe (pg 47).
- Their unit is running (pg 38).

This is not a comprehensive list. Other game rules or special rules can sometimes affect a unit's ability to shoot – this is explained thoroughly when it occurs.

CHOOSE A TARGET

Once you have chosen the unit that you want to shoot with, **choose a single enemy unit for them to shoot at**. To do so, you must check the range and line of sight from your unit to the enemy unit you are targeting. Note that you may check the range and line of sight to multiple enemy units before deciding which one to shoot at and declaring it to your opponent. You cannot target a unit that is locked in combat (pg 47).

Line of Sight

To target an enemy unit, at least one model must have line of sight (pg 14) to at least one model in the target unit. If no model has line of sight, then a different target must be chosen.

SELECT A WEAPON

Whilst some units are comprised entirely of models with the same weaponry, many units are equipped with a variety of different weapons or contain models that are themselves equipped with more than one gun. When firing with a unit, completely resolve all attacks from the same weapons at the same time before moving onto any differently named weapons (see Select Another Weapon on page 36).

First, select a weapon that one or more models in your unit are equipped with. The selected weapon cannot be one that the unit has shot with during this phase. **All models in the unit that are equipped with the selected weapon can now shoot at the target unit with that weapon.**

If a weapon can fire in more than one mode, or can fire more than one type of ammo, select a weapon mode/ammo type – treat weapons firing different modes/ammo types as differently named weapons. If a model can shoot with more than one weapon in the same phase and it is equipped with two or more identically named weapons, it shoots with all the same named weapons when that weapon is selected.

A player can choose not to fire with certain models if he prefers. This must be declared before rolling To Hit. If a model chooses not to shoot with the currently selected weapon now, it cannot fire that weapon later during the same phase (but it can shoot a differently named weapon it is equipped with). **All of the models in the unit that are firing the selected weapon shoot at the same time,** regardless of whether or not all of the dice are rolled together.

For example, a Space Marine player nominates to shoot with his Space Marine Tactical Squad. The unit has 10 models; 8 models are equipped with boltguns, 1 is equipped with a plasma gun and 1 is equipped with a missile launcher. The Space Marine player selects 'boltgun' first. The 8 models with boltguns now shoot at the target unit.

After these shots have been completely resolved, the Space Marine player then nominates 'plasma gun', and completely resolves the shot with his plasma gun armed Space Marine before finally nominating 'missile launcher' and firing with his squad's last remaining model.

Check Range

All weapons have a maximum range, which is the furthest distance they can shoot. A weapon must be in range of the target unit to shoot. Here are examples of weapon ranges:

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

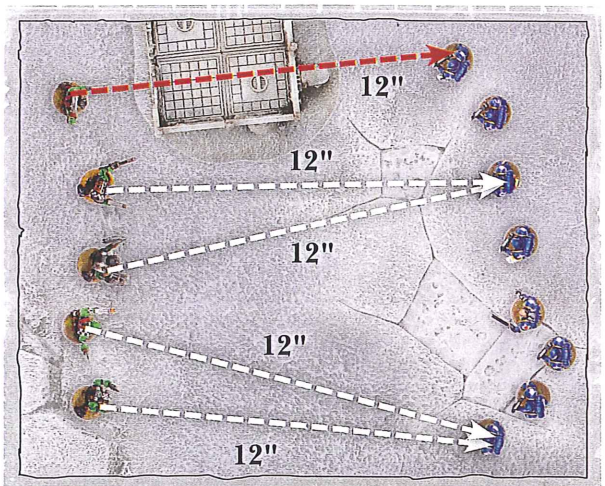
When checking range, simply measure from each firer to the nearest visible model in the target unit. Any weapon that is found to be out of range of all visible enemy models in the target unit cannot shoot.

Which Models Can Fire?

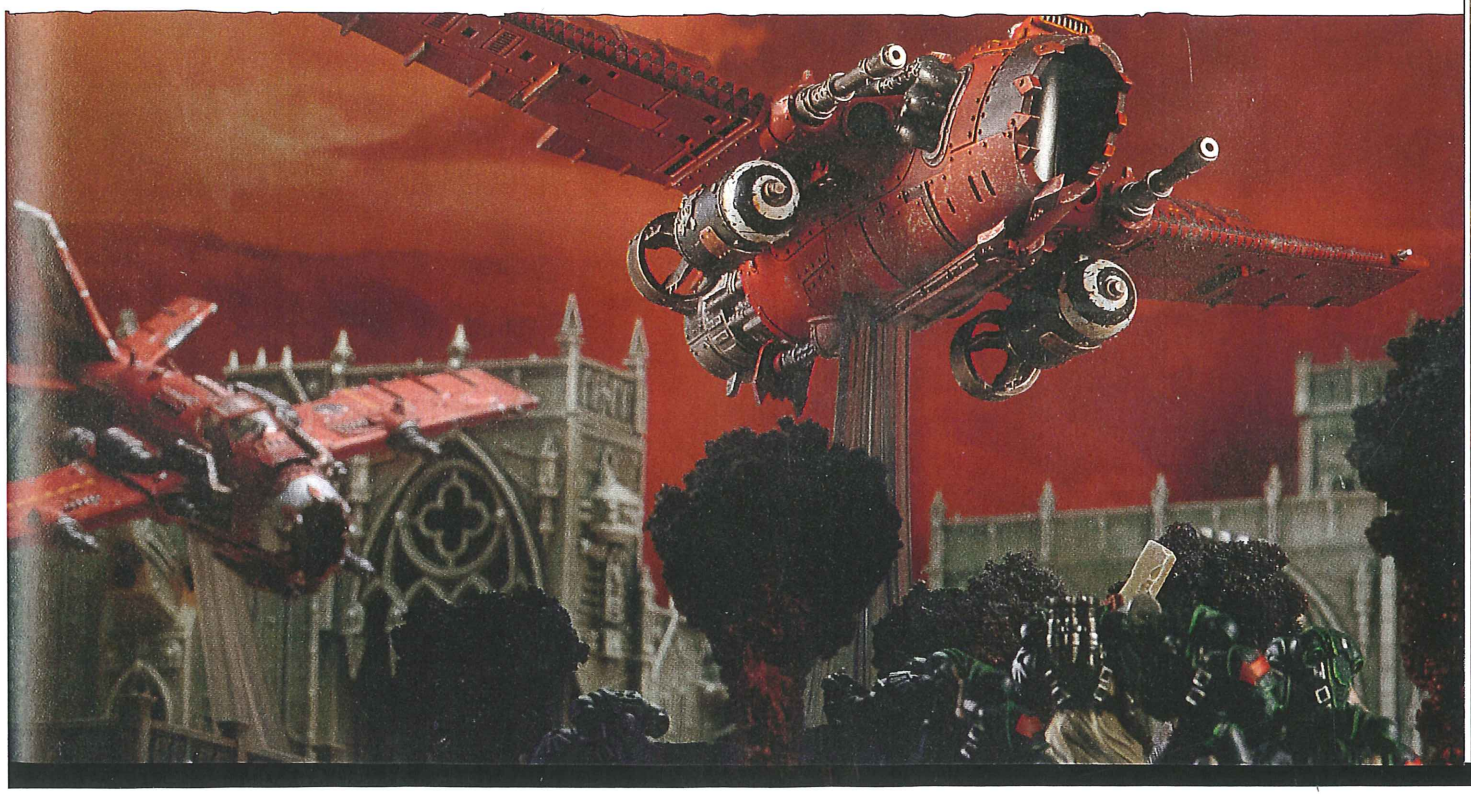
Any model that has line of sight to at least one enemy model in the target unit and is found to be in range of that model can shoot.

All models in the unit must shoot at the same target unit. If a model cannot shoot at the same target as the other models in its unit then it cannot shoot at all in that phase.

Typically, a model can only fire a single shooting weapon in the same phase, although some models, such as vehicles or monstrous creatures, can shoot two or more. **Once a model has fired its maximum number of weapons, it cannot fire again that phase.**



In the example above, four Orks are found to have a target that is visible to them and is within the 12" range of their pistols (white lines). The remaining Ork cannot fire as he does not have line of sight to the only Space Marine in range (red line).



ROLL TO HIT

To determine if the firing model has hit its target, roll a D6 for each shot that is in range. Most models only get to fire one shot, however, some weapons are capable of firing more than once, as we'll explain in more detail later. **The dice roll needed To Hit will depend on how accurate the firers are, as shown by their Ballistic Skill (or BS). The chart below shows the minimum D6 roll needed to score a hit.**

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

For example, if the firing model is a Space Marine with a Ballistic Skill of 4, a roll of 3 or more would score a hit. An Ork Boy only has a Ballistic Skill of 2, which means that it will only hit its target on a roll of 5 or 6.

To Hit rolls are easy to remember if you just subtract the Ballistic Skill of the firing model from 7. This will give you the number you need; e.g. a model with BS 2 needs to roll a 5 or more (7-2=5).

Note that the minimum roll needed To Hit is always at least 2. **When rolling To Hit, there is no such thing as an automatic hit and a roll of a 1 always misses.**

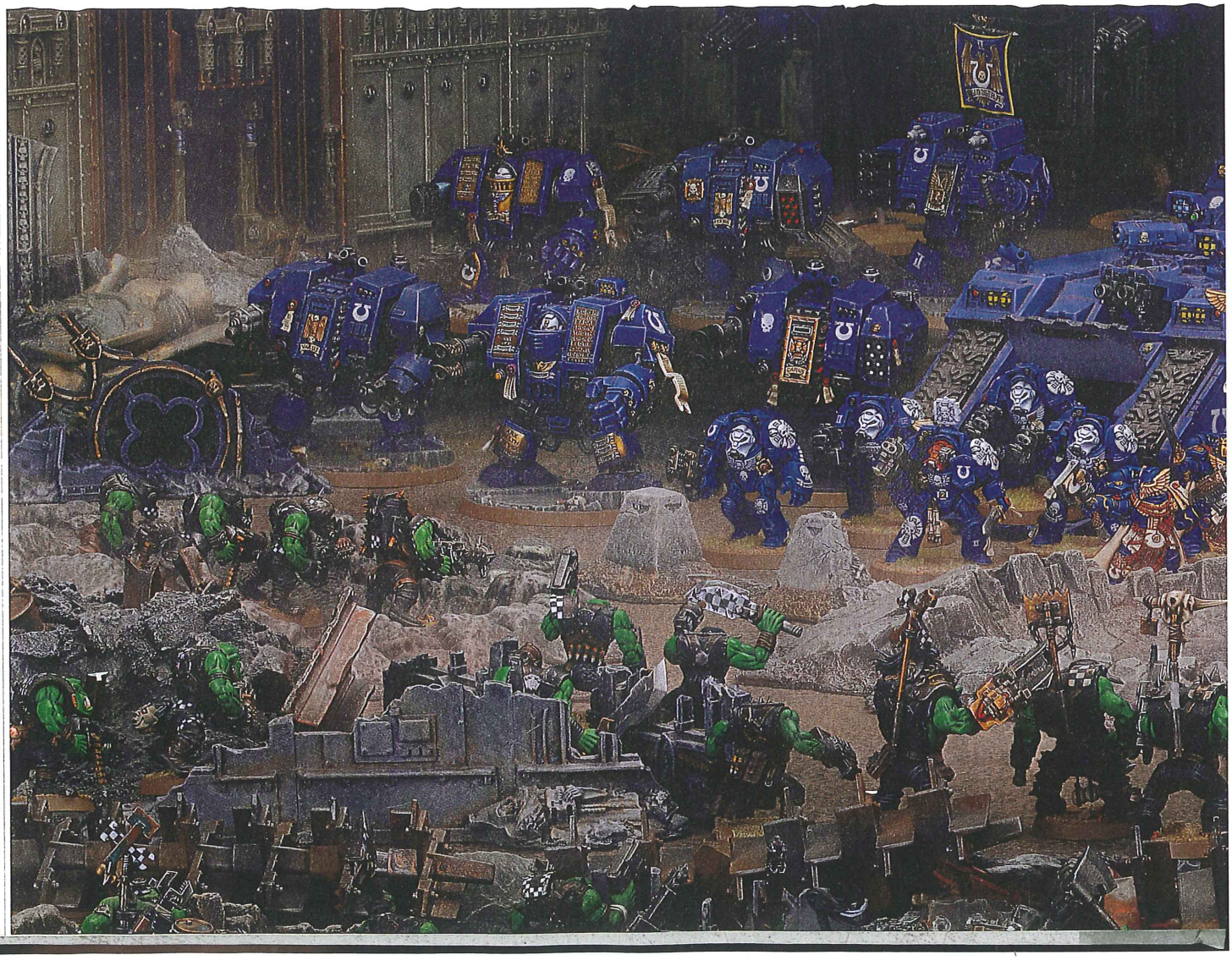
Moving & Shooting

Whether a model has moved or not can make a big difference to its ability to fire. Some guns are so heavy that they can only be used effectively if their firer halts completely to brace himself or set up his weapon on the ground. This is explained in more detail in the Weapons section (pg 40). The most important thing to remember is that **the effect movement has on shooting is applied on a model-by-model basis.**



Snap Shots

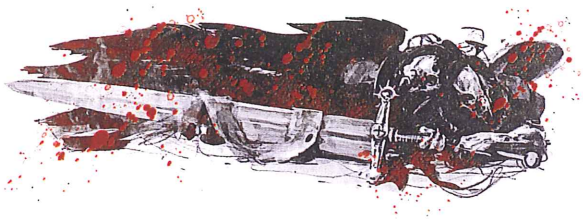
Under specific circumstances, models must fire Snap Shots – opportunistic bursts of fire 'snapped' off in the general direction of the target. The most common occurrences of Snap Shots are when models with Heavy weapons move and shoot in the same turn (pg 41) or when units make Overwatch shots (pg 45). **If a model is forced to make Snap Shots rather than shoot normally, then its Ballistic Skill is counted as being 1 for the purpose of those shots,** unless it has a Ballistic Skill of 0 (in which case it may not shoot, as explained on page 9).



The Ballistic Skill of a model firing a Snap Shot can only be modified by special rules that specifically state that they affect Snap Shots, along with any other restrictions (some may only modify Ballistic Skill when firing Overwatch Snap Shots, for example). If a special rule doesn't specifically state that it affects Snap Shots, then the Snap Shot is resolved at Ballistic Skill 1.

Some weapon types, such as Template and Ordnance, or those that have certain special rules, such as Blast, cannot be fired as Snap Shots (pg 158). In addition, any shooting attack that does not use Ballistic Skill cannot be 'fired' as a Snap Shot. These exceptions aside, Snap Shots are treated in the same manner as any other shooting attack made with a Ballistic Skill of 1.

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



Ballistic Skill of 6 or Better

Very rarely, a model may have a Ballistic Skill of 6 or even more. If a model has BS 6 or higher, it gains a re-roll whenever it rolls a 1 To Hit with ranged attacks. The second roll usually has a lower chance of hitting, and the number needed is given in the chart below after the slash.

Firer's BS	6	7	8	9	10
Roll needed To Hit	2/6	2/5	2/4	2/3	2/2

For example, a model with BS 7 fires a shot with its pistol. It rolls a 1, missing, but thanks to its exceptional Ballistic Skill, it can re-roll the dice. This time, however, it won't hit on a 2 or better, but rather on a 5 or better.

If a model has a special rule that already confers it a re-roll To Hit (like a Master-crafted weapon, for example), then that re-roll takes precedence and the chart above is not used. Instead, the chance of hitting with the re-roll is the same as the first shot, depending on the firer's BS. Remember, a dice can only ever be re-rolled once!



ROLL TO WOUND

To determine whether a hit causes a telling amount of damage, **compare the weapon's Strength characteristic with the target's Toughness characteristic using the To Wound chart on this page.** The number indicated on the chart is the minimum result on a D6 needed to convert the hit into a Wound. A value of '-' indicates that the target cannot be wounded by the attack.

Note that the minimum roll needed To Wound is always at least 2. **When rolling To Wound, there is no such thing as an automatic Wound and a roll of a 1 always fails.**

Each weapon has its own Strength value, which is given in its profile or in the description of the weapon. Here are some examples of a few weapons and their Strength characteristics.

Weapon	Strength
Boltgun	4
Plasma gun	7
Lascannon	9

For example, a Space Marine with a boltgun shoots at an Ork and hits it. A boltgun has a Strength of 4 and the Ork has a Toughness of 4. Referring to the chart, a result of 4 or more is needed to convert the hit into damage. If the roll is 4 or more, the Ork takes a Wound.

Multiple Toughness Values

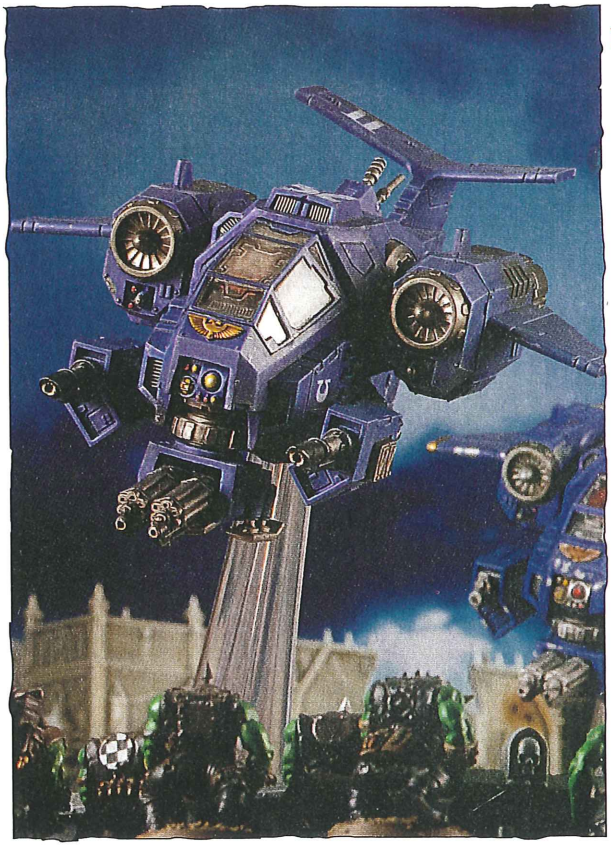
Quite rarely, a unit will contain models with differing Toughness characteristics. When this occurs, roll To Wound using the Toughness characteristic that is in the majority in the target unit. If two or more Toughness values are tied for majority, use the highest of these tied values.

For example, Nogg's Grot Mob contains several Gretchin (Toughness 2) and an Ork Runtherd (Toughness 4), so the Gretchin's Toughness of 2 is used for all models. If there are only two models in the unit (the Runtherd and a single Gretchin) when the rolls To Wound are made, the Ork's Toughness of 4 is used for both models.

The Wound Pool

Total up the number of Wounds you have caused with the weapons that are firing. Keep the dice that have scored Wounds and create a 'pool', where each dice represents a Wound. Sometimes an attack will gain a bonus or special rule depending on the results rolled To Hit or To Wound (for example, due to the Rending special rule, pg 170).

If you caused any such Wounds, split them into separate Wound pools. All Wounds with exactly the same Strength, AP value and special rules must go into the same pool. If all the Wounds are the same, as will most often be the case, there will only be one Wound pool.



To Wound Chart

Weapon's Strength \ Target's Toughness	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	-	-	-	-	-	-
2	3+	4+	5+	6+	6+	-	-	-	-	-
3	2+	3+	4+	5+	6+	6+	-	-	-	-
4	2+	2+	3+	4+	5+	6+	6+	-	-	-
5	2+	2+	2+	3+	4+	5+	6+	6+	-	-
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	-
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

ALLOCATE WOUNDS & REMOVE CASUALTIES

To determine how many casualties are caused, you will need to allocate the Wounds from the Wound pool and resolve any saving throws the target is allowed. If several pools of Wounds need to be allocated, the player making the attacks decides the order in which they are allocated. **All of the Wounds from a single Wound pool must be allocated before moving on to the next Wounds pool.**



Allocate Wounds

First, allocate a Wound from the Wound pool to the enemy model closest to the firing unit, regardless of which model caused that Wound.

Closest Models

Sometimes it will be unclear which model in a target unit is closest to the firing unit because there is no discernible difference between the firing unit and several models in the target unit. **If two or more models are equidistant from the firing unit, the owning player chooses which model is attacked.** That model is treated as being the closest model and remains so until either the firing unit's attack ends or the model is slain.

Random Allocation

On occasion, it will be impossible to determine which model is closest to an attack for Wound allocation purposes, usually because the attack doesn't originate from an enemy unit, but from a lethal environmental hazard such as man-eating forests or lightning bolts lancing down from the sky. **If you cannot determine the direction of an attack to work out which model in a unit is closest, or if a special rule refers to Random Allocation, do the following: randomly determine a model in the unit – that model is treated as being the closest model to the attack and remains so until either the attack ends or the model is slain.** For the purposes of determining if the model is obscured (pg 37), imagine the attack is coming from directly above its unit. If the model is slain and there are still Wounds left to allocate, simply randomise again if needs be.

Out of Range

If none of the firing models are in range of a particular model in the target unit, then Wounds cannot be allocated to it. Note that, when determining if a model is out of range, always use the firing weapon's maximum range, even if it was a Rapid Fire or Salvo weapon (pg 42 and 42) that was shooting at half range (it can be imagined that whilst these weapons sacrificed accuracy or mobility to gain extra shots, their shots still travel their full range and have luckily hit another enemy). **If there are no models in the target unit that are in range, all remaining Wounds in the pool are lost.**

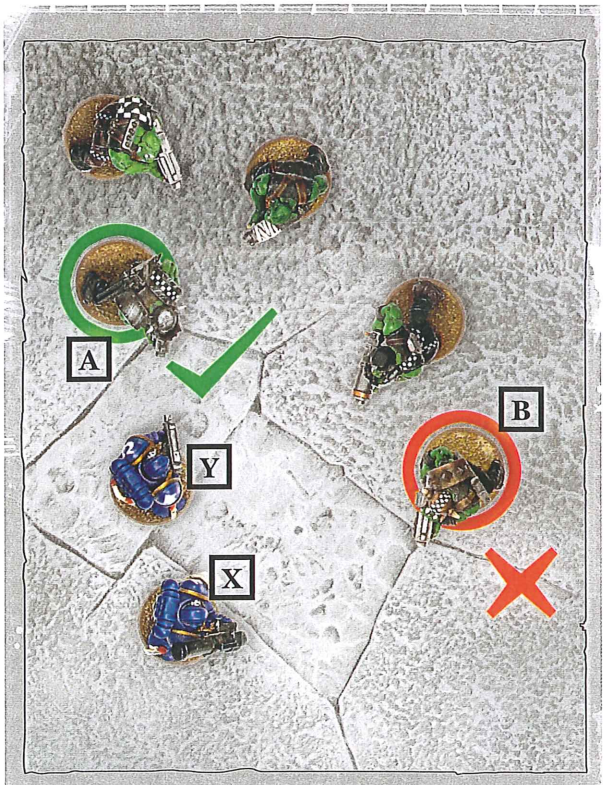
Out of Sight

If none of the firing models can draw a line of sight to a particular model in the target unit, then Wounds cannot be allocated to it, and must instead be allocated to the nearest visible model in the target unit. **If there are no visible models in the target unit, all remaining Wounds in the pool are lost.**

Take Saves & Remove Casualties

The model gets to make a saving throw, if it has one (pg 36). If it fails, reduce that model's Wounds by 1. If the model is reduced to 0 Wounds, remove it as a casualty.

Continue allocating Wounds to the closest model, taking saves and removing casualties until the Wound pool is empty or all models in the unit have been removed as casualties.



Allocating Wounds

In this example, two Space Marines are firing at a unit of Orks. Space Marine X has a missile launcher whilst Space Marine Y has a boltgun. The Space Marine player can choose which weapon to shoot first. The firing player selects to shoot all missile launchers in his unit first (in this case it is just Space Marine X). He chooses to fire a krak missile, and hits and wounds. This Wound must be allocated to Ork A, even though Ork B is closer to the Space Marine X, because Ork A is closest to the Space Marine unit. After completely resolving the missile launcher attack, the Space Marine player then selects boltguns, and fires with Space Marine Y.

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. It can be imagined that the attack vaporises the target, burns it to ash, blasts it apart limb from limb or otherwise mortally slays it in a suitably graphic fashion.

Any Wound allocated to a model has the Instant Death special rule (see below) **if the Strength value of that attack is at least double the Toughness value** (after modifiers) **of that model.**

Instant Death: **If a model suffers an unsaved Wound from an attack with this special rule, it is reduced to 0 Wounds and removed as a casualty.**

Emptied Wound Pool

When the Wound pool is empty, select a remaining pool and allocate Wounds from it. Once all of the Wound pools for an attack are empty, attacks from the currently selected weapon have been completely resolved.

SELECT ANOTHER WEAPON

After the attacks from the currently selected weapon have been completely resolved, **if the firing unit is equipped with a differently named shooting weapon that has yet to fire, you can now select it and shoot with it at the same target unit.** This is resolved in exactly the same way as the first weapon you selected, but **you may now find that due to the casualties you inflicted that there are now fewer models in the target unit in range.** Remember, you can choose the order in which you fire and resolve the differently named weapons your unit is equipped with, so you may want to consider shooting the weapons with the shortest range first. Repeat this process until you have selected and resolved attacks from all the weapons in the firing unit. If a unit has no differently named weapons, or if it chooses not to fire any of them, you can choose another of your units to make your next shooting attack, or proceed to the Assault phase.

TYPES OF SAVING THROWS

Few warriors take to the battlefield without some form of protection, whether it is a suit of armour or an energy force field. Furthermore, the battlefield itself can also offer protection. All these forms of protection are represented by saving throws (sometimes called saves), as we'll now discuss.

Armour Saves

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 chitinous exoskeletons or thick bony plates. If a model has an Armour Save characteristic of 6+ or better on its profile, it is allowed a further dice roll to see if the armour prevents the Wound. This is called an armour saving throw, or armour save, for short.

To take an armour save, roll a D6 and compare the result to the Armour Save characteristic of the model that has been allocated the Wound.

- If the dice result is equal to or higher than the model's Armour Save characteristic, the Wound is stopped.
- If the result is lower than the Armour Save value, the armour fails to protect its wearer and it suffers a Wound. This means that, unlike most characteristics, an Armour Save is better if it is a lower number.

For example, a Space Marine wearing power armour is hit and wounded. Power armour grants an Armour Save of 3+, so a D6 is rolled resulting in a score of 5. The damage is therefore saved, and the Space Marine is unharmed – the shot bounces off his power armour.

The following table shows how the minimum D6 score required varies between three types of armour:

Armour Type	Sv
Dark Eldar wychsuit	6+
Astra Militarum flak armour	5+
Space Marine power armour	3+



Armour Piercing Weapons

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

Weapon	AP
Boltgun	5
Heavy bolter	4
Lascannon	2

The AP rating indicates the Armour Save the weapon can ignore – so lower means more powerful. A weapon shown as 'AP-' has no Armour Piercing value and will never ignore a target's Armour Save.

- 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; the target gets no Armour Save at all. The armour is ineffective against the shot.
- If the weapon's Armour Piercing value is higher than the armour, the target can take his save as normal.

For example, a boltgun (AP5) can pierce Armour Saves of 5+ or 6+. A heavy bolter (AP4) can pierce Armour Saves of 4+, 5+ or 6+.

Invulnerable Saves

Some warriors are protected by more than mere physical armour. They may be shielded by force fields, enveloped in mystical energies or have a constitution that can shrug off hits that would put holes in a battle tank. 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 or, in the case of vehicles, suffers a penetrating or glancing hit – the Armour Piercing value of attacking weapons has no effect on an invulnerable save. Even if a Wound, penetrating hit or glancing hit ignores all armour saves, an invulnerable saving throw can still be taken.

Cover Saves

Often, you'll find enemy models are partially hidden or obscured by terrain, which is also known as being in cover. Cover shields troops against flying debris and enemy shots, enabling them to get their heads down or crawl amongst the ruins and (hopefully) avoid harm. Where this is the case the model will be entitled to a cover save. **Even if a Wound, penetrating hit or glancing hit ignores all armour saves, a cover saving throw can still be taken.**

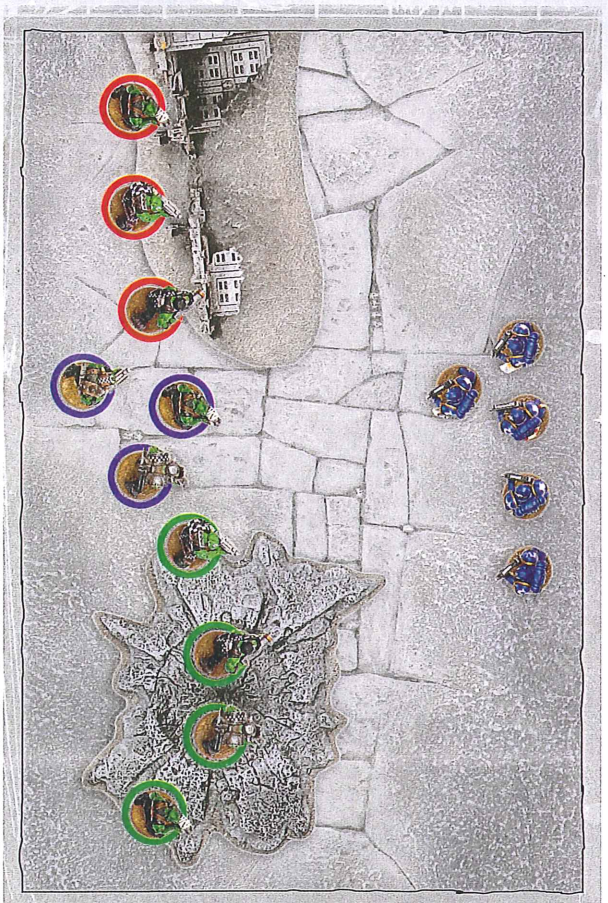
Determining Cover Saves

If, when you come to allocate a Wound, the target model's body (as defined on page 14) is at least 25% obscured from the point of view of at least one firer, Wounds allocated to that model receive a cover save. **Unless specifically stated otherwise, all cover provides a 5+ save.** Some types of terrain provide better or worse cover saves; when this is the case the cover save provided will be stated in the rules for the terrain (pg 105).

Fast Dice

If all models in a target unit have the same saving throw, it is quicker to make saves before allocating Wounds, and then allocate the unsaved Wounds starting with the closest enemy model. Even in units with mixed saves, it is not always necessary to allocate Wounds one at a time. You can instead allocate them in groups equal to however many models with the same, best save are nearest to the firing unit.

For example, a unit of 17 Ork Boyz (Armour Save 6+) including an Ork Nob with 'eavy armour (Armour Save 4+) comes under attack from a unit of Imperial Guard. They suffer a total of 8 Wounds from the massed lasgun fire. Rather than allocate Wounds one at a time, the Ork player sees that there are 6 Orks with the same save at the front of the unit, before getting to a different save for the Ork Nob. He then picks up and rolls 6 saving throws, fails 4 of them and removes the 4 nearest Orks. This leaves 2 Wounds in the Wound pool and 2 Orks before getting to the Ork Nob. Therefore, he rolls the final 2 saves; he fails both and removes 2 more Orks.



Units in Cover

The Space Marine squad has chosen to fire at the Ork mob ahead of them. The Ork mob is spread out with some models obscured behind cover and some out in the open. 3 Orks (circled in red) have a 4+ cover save as at least one firing model has his line of sight partially obscured by the ruin (pg 108). 3 Orks (circled in blue) have no cover save as they are in the open, and 4 Orks (circled in green) have a 6+ cover save as they are within a crater (pg 109).



Go to Ground

If warriors come under fire, they may decide to keep their heads down to try and stay alive a little longer while they wait for extraction or reinforcements. After the enemy has rolled To Hit and To Wound against any of your non-vehicle units, but before any saves are made or Wounds allocated, you can declare that the unit is Going to Ground. To represent this, place a suitable marker next to the unit as a reminder.

- Models in a unit that has Gone to Ground immediately receive +1 to their cover saving throws.
- Models in open ground can still Go to Ground by diving to the floor (or using some other evasion technique) and receive a 6+ cover save, even if they are not 25% obscured.

A unit that has Gone to Ground cannot move, Run or charge. It can only fire Snap Shots when it wishes to shoot, and cannot fire Overwatch. At the end of its following turn, the unit returns to normal, the marker is removed and the unit is free to act as normal from then on. Whilst it has Gone to Ground, a unit reacts normally if affected by enemy actions (for example, it takes Morale checks as normal). If the unit is forced to move, for example if it has to Fall Back, it returns to normal immediately – remove the marker. If assaulted, the unit will fight as usual, but because they are not set to receive the charge, enemy units do not receive the Initiative penalty for assaulting a unit in difficult terrain (pg 108), even if the unit is in difficult terrain. If a unit Goes to Ground from Overwatch (pg 45), then the charge automatically fails.

Intervening Models

If a target is partially obscured from the firer by models from a third unit (models not from the firer's unit, or from the target unit), **it receives a 5+ cover save in the same way as if it was behind terrain.** Similarly, if a model fires through the gaps between models in an intervening unit, the target is in cover, even if it is completely visible to the firer. Note that this does not apply if the shots go over the unit, either because the firer has an elevated position or is firing a Barrage weapon (pg 160), rather than through it.

A successful cover save in this case might mean that the firer has not shot at all, missing the fleeting moment when the target was in its sights. This is because, in the case of intervening friends, the firer would be afraid of hitting his comrades, while in the case of intervening enemies, the firer is distracted by the more immediate threat.

Scenic rocks and other decorative elements that players might have placed on the bases of their models are always ignored from the point of view of determining cover. You cannot take your cover with you!

Note the exception that, in the same way as they can trace line of sight through members of their own unit, **models can always shoot through members of their own unit without conferring or receiving a cover save.**

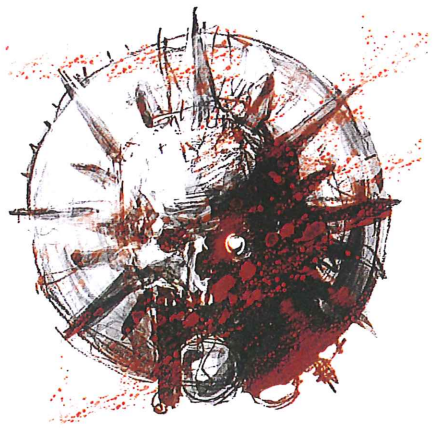
Models With More Than One Save

Sometimes, a model will have a normal Armour Save and a separate invulnerable save – a good example is a Space Marine Captain, who is protected by both power armour and a force field from his iron halo. As if this wasn't enough, the model might be in cover as well. In these cases, **a model only ever gets to make one saving throw, but it has the advantage of always using the best available save.**

If a model can benefit from different types of cover, for example, being behind a barricade (4+ cover save) that is also within a Citadel Wood (5+ cover save), the model uses the best cover save available (in this case 4+).

Maximum Save

Some models gain additional benefits from rules that may increase any of their saves by +1 or +2 or even more. However, **no save (armour, cover or invulnerable) can ever be improved beyond 2+.** Regardless of what is giving the model its save, a roll of 1 always fails.



RUN

At times, warriors may have to redeploy quickly, literally running from cover to cover or simply concentrating on movement and giving up their chance to shoot. In their Shooting phase, units may choose to Run instead of firing. Roll a D6 to determine the maximum Run distance for the entire unit. Models in the unit may then immediately move up to that distance in inches. They may choose not to move after the roll is made, but still count as having Run.

Running movement is not slowed by difficult terrain but models running through dangerous terrain must test as normal (pg 108). Units that Run in the Shooting phase cannot charge in the following Assault phase.



WEAPONS

By the 41st Millennium, warfare has spawned innumerable weapons, from the simple laspistol to the barely controllable plasma cannon. In this section, we describe how the myriad types of weapon work in the Warhammer 40,000 game.

WEAPON PROFILES

Every weapon has a profile. Here are two examples:

	Range	S	AP	Type
Boltgun	24"	4	5	Rapid Fire

	Range	S	AP	Type
Power sword	-	User	3	Melee

Range

If the weapon's range contains a '-', it is (unless otherwise stated) a Melee weapon. If it contains a number, or 'Template' or 'Hellstorm', it is a shooting weapon. The number given here is the range measured in inches. If it has two numbers, the first is its minimum range (see Barrage, pg 160) and the second its maximum range. If the weapon's range is given as 'Template' or 'Hellstorm', then it uses a teardrop-shaped template (pg 173).



Strength

If the weapon's Strength is 'User', then attacks made with that weapon are resolved at the wielder's Strength value.

If the weapon has a fixed Strength, i.e. a number between 1 and 10, this is the Strength of attacks made with that weapon. If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon (pg 163).

For example, if an Imperial Guardsman (Strength 3) makes a shooting attack with a lasgun (Strength 3), his shots are resolved at Strength 3. If he shoots with a heavy bolter (Strength 5), his shots are resolved at Strength 5.

If the weapon confers a Strength bonus, the Strength of the weapon's attacks is equal to that of the user after any such modifiers have been applied.

For example, if an Imperial Guardsman (Strength 3) attacks with a weapon with Strength ×2, his attack is Strength 6 (3×2). If he attacks with a weapon with Strength +1, his attacks are Strength 4 (3+1).

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. The rules for armour saves and AP values can be found on page 36.

Type

A shooting weapon always has one of the following types: Assault, Bomb, Heavy, Ordnance, Pistol, Primary Weapon, Rapid Fire or Salvo. These rules (found on the next two pages) measure a weapon's portability and affect the way they can be fired, depending on whether or not the model carrying them moved that turn. A shooting weapon can only be used to make shooting attacks.

Melee Type

Weapons with the Melee type can only be used in close combat.

Number of Shots

Some shooting weapons 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 is a Heavy weapon that fires three shots each Shooting phase, so its type is Heavy 3.

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

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

If a weapon has a D6, D3 or another randomly determined amount for the number of shots, roll the appropriate dice to work out how many shots are fired each time the model shoots.

Special Rules

The type section of a weapon's profile also includes any special rules that apply to the weapon in question. More information on these can be found either in the special rules section (pg 156) or in the codex or army list entry the weapon is found in.



CLOSE COMBAT WEAPONS

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

	Range	S	AP	Type
Close combat weapon	-	User	-	Melee

No Specified Melee Weapon

If a model is not specifically stated as having a weapon with the Melee type, it is treated as being armed with a single close combat weapon.

Pistols as Close Combat Weapons

A pistol can be used as a close combat weapon. If this is done, use the profile given above – the Strength, AP and special rules of the pistol's shooting profile are ignored (pg 42).

MORE THAN ONE WEAPON

Unless otherwise stated, if a model has more than one shooting weapon, he must choose which one to shoot – he cannot fire both in the same Shooting phase. If a model has more than one Melee weapon, he must choose which one to attack with when he comes to strike blows – he cannot mix and match the abilities of several different Melee weapons. However, it's worth remembering that if a model has two or more Melee weapons he gains +1 attack in close combat (pg 49).

ASSAULT WEAPONS

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

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

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

HEAVY WEAPONS

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

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots (pg 32). Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

	Range	S	AP	Type
Lascannon	48"	9	2	Heavy 1

ORDNANCE WEAPONS

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

When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved in the preceding Movement phase. Ordnance weapons cannot fire Snap Shots. Furthermore, if a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means that the model cannot fire other weapons that phase, nor will it be able to charge in the ensuing Assault phase.

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

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

PISTOL WEAPONS

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

Pistols are effectively Assault 1 weapons. A Pistol also counts as a close combat weapon in the Assault phase (pg 41 and 44).

	Range	S	AP	Type
Bolt pistol	12"	4	5	Pistol

Gunslinger

All models with two Pistols can fire both in the Shooting phase. This follows the normal rules for shooting.

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 against targets at greater distances.

A model armed with a Rapid Fire weapon can fire two shots at a target up to half the weapon's maximum range away. Alternatively, it can instead fire one shot at a target over half the weapon's range away, up to the weapon's maximum range.

If a unit shooting Rapid Fire weapons is found to be partially within half range of the target, the firing models within half range fire two shots, while those further away fire one.

Models that shoot with Rapid Fire weapons in the Shooting phase cannot charge in the ensuing Assault phase.

	Range	S	AP	Type
Boltgun	24"	4	5	Rapid Fire

SALVO WEAPONS

Salvo weapons are essentially more destructive Rapid Fire weapons.

Salvo weapons have two numbers on their profile (listed after their type) separated by a '/'. A model armed with a Salvo weapon can move and fire at a target up to half its maximum range away. In this case, the number of shots is equal to the first number. If the model has not moved, it can instead fire a greater number of shots at a target up to the weapon's maximum range. In this case, the number of shots is equal to the second number.

Models that shoot with Salvo weapons in the Shooting phase cannot charge in the ensuing Assault phase.

	Range	S	AP	Type
Sonic blaster	24"	4	5	Salvo 2/3, Ignores Cover

BOMBS

Bombs are high explosive or incredibly powerful munitions that are dropped by aircraft or flying alien behemoths as they swoop over their hapless targets.

Bombs are weapon types unique to Flyers and Flying Monstrous Creatures. All Bombs have the One Use Only special rule. Unlike other weapons, Bombs must be used in the Movement phase of their turn, in a special kind of attack called a Bombing Run. A model can only drop one Bomb in its Movement phase. If a model drops a Bomb, it counts as having already fired one weapon in its ensuing Shooting phase, and may not move Flat Out. However, any additional weapons it fires that turn can choose a different target to that of the Bomb.

Bombing Runs

To make a Bombing Run, a Flyer must be Zooming; a Flying Monstrous Creature must be Swooping. Move the model that is making the Bombing Run, and then nominate one model that it passed over. Place the blast marker for the Bomb so that the central hole on the marker is over the target model, and roll a scatter dice. If a Hit! is rolled, the attack is on target and the marker is not moved. If an arrow is rolled, move the marker D6" in that direction. Once the final position has been determined, resolve the effects as described in the Bomb's profile. Casualties caused by Bombs are removed as per Barrage weapons (pg 160).

	Range	S	AP	Type
Pulse bomb	-	5	5	Bomb 1, Large Blast, One Use Only

Designer's Note: **certain older publications may describe a bomb using the 'Assault' or 'Heavy' weapon type alongside a Bomb special rule. Where this is the case, follow the rules for the Bomb type described here instead.**

PRIMARY WEAPON

Primary weapons are typically only mounted on super-heavy war machines and vast defensive positions.

A model shooting a Primary weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying a Primary weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase. In addition, when you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result. If the weapon rolls 2D6 for armour penetration (because of the Armourbane special rule, for example), roll three dice instead of two and pick the two highest results.

	Range	S	AP	Type
Baneblade cannon	72"	9	2	Primary Weapon 1, Apocalyptic Blast

Rapid Fire Weapons (firer cannot assault)



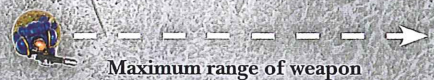
A model using a Rapid Fire weapon can shoot once at maximum range. Alternatively, if the target is within half the maximum range, it can fire twice.

Pistol Weapons (firer can assault)



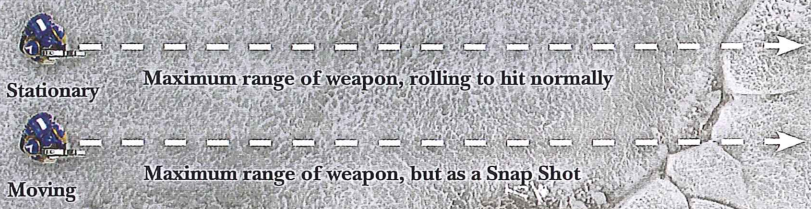
A Pistol can shoot once up to its maximum range, whether the firer moved or not.

Assault Weapons (firer can assault)



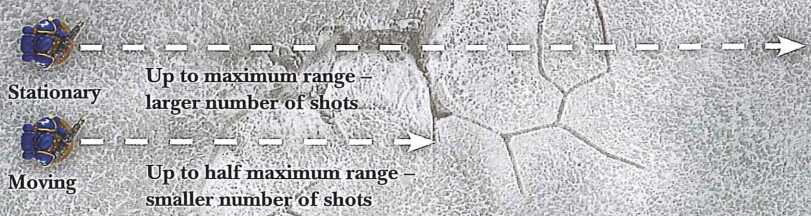
An Assault weapon can always shoot the number of times indicated and up to its maximum range, regardless of whether the firer moved or not.

Heavy Weapons (firer cannot assault)



If a model with a Heavy weapon remains stationary it can fire the number of times indicated (at its normal Ballistic Skill) up to the maximum range of the weapon. If the firer moved, it can only fire Snap Shots with its Heavy weapon.

Salvo Weapons (firer cannot assault)



If a model with a Salvo weapon remains stationary, it can fire the number of times indicated by the larger number, up to the maximum range of the weapon. If the firer moved, it can only fire the number of times indicated by the smaller number, up to half the maximum range of the weapon.



THE ASSAULT PHASE

While firepower alone may be enough to drive an enemy back from open ground or lightly held positions, shifting a determined foe from a fortified bunker or ruined settlement will need more direct measures. In an assault, troops storm forwards into a furious close combat, screaming their battle cries, eager to strike at their foes with shrieking chainswords, glittering power weapons (and not a few gun butts, knives and desperate fists).

Assault Phase Summary

The Assault phase is split into two sub-phases: the *Charge sub-phase* and the *Fight sub-phase.*

Charge Sub-phase

In the Charge sub-phase, you declare charges and your models move into close combat. Close combat is where two units from opposing armies are in base contact with each other. If there are more than two units, it is called a multiple combat and discussed on page 54.

1. *Declare Charge.*
2. *Resolve Overwatch.*
3. *Roll Charge Range (2D6" unless otherwise stated).*
4. *Charge Move.*
5. *Declare Next Charge or Finish Charge Sub-phase.*

Fight Sub-phase

The Fight sub-phase is when models from both sides make their melee attacks.

1. *Choose a Combat.*
2. *Fight Close Combat.*
3. *Determine Assault Results.*
4. *Choose Next Combat or Finish Assault Phase.*





CHARGE SUB-PHASE

It's time for your warriors to hurl themselves into close combat and carry the day through bitter melee.

To resolve a charge, use the following procedure:

- First, pick one of your units, and declare which enemy unit it wishes to charge.
- Then, the target enemy unit gets to make a special kind of shooting attack called Overwatch (see right).
- Once Overwatch is resolved, roll the charge distance for the unit and, if it is in range, move it into contact with the enemy unit – this is sometimes called 'launching an assault'.

Once this has been done, you can either choose to declare a charge with another unit, or proceed to the Fight sub-phase.



DECLARE CHARGE

Choose a unit in your army that is declaring a charge and nominate the enemy unit(s) it is attempting to charge. **A unit can never declare a charge against a unit that it cannot reach, nor can it declare a charge against a unit that it cannot see,** though it is allowed to charge an enemy unit it is impossible for it to harm. This means that a charge can usually only be declared on a unit up to 12" away (the maximum charge range for most models, as we'll discover later).

Some units are disallowed from charging. Common reasons a unit is not allowed to declare a charge include:

- The unit is already locked in close combat (pg 47).
- The unit Ran in the Shooting phase (pg 38).
- The unit has Gone to Ground (pg 38).
- The unit shot Rapid Fire weapons, Salvo weapons, Ordnance weapons or Heavy weapons in the Shooting phase (pg 41-42). This even applies if Snap Shots were made with these weapons.
- The unit is Falling Back (pg 57).
- The unit is a Flying Monstrous Creature that changed flight modes during this turn (pg 68).

In addition to the above, **a unit that fired in the Shooting phase can only charge the unit that it targeted during that turn's Shooting phase.**

RESOLVE OVERWATCH

Few warriors sit idly by when an enemy horde descends upon them, but let fly with every weapon at their command. Though such shots are often inaccurate (there's not much time to aim, and there's something distinctly off-putting about the onset of a bellowing foe), each has a chance of felling an enemy and altering the balance of the ensuing melee before it even begins. In fact, a particularly lucky burst of Overwatch fire can rob a charge of so much momentum that it comes to a stumbling halt!

As soon as a charge has been declared against one of your units, that unit can immediately fire Overwatch at the would-be attacker – it doesn't have to, but it's often a good idea.

An Overwatch attack is resolved like a normal shooting attack (albeit one resolved in the enemy's Assault phase) and uses all the normal rules for range, line of sight, cover saves and so on. Unlike a normal shooting attack, **Overwatch cannot cause Morale checks or Pinning tests. Any shots fired as Overwatch can only be fired as Snap Shots** (pg 32). Therefore, weapons and models that cannot fire Snap Shots cannot fire Overwatch.

Overwatch Restrictions

It is worth pointing out that units that are locked in close combat cannot fire Overwatch – we can assume that other events have their full attention. Also note that **a unit being charged may only fire Overwatch once per turn.**

ROLL CHARGE RANGE

Once all Overwatch shots have been resolved, the controller of the charging unit rolls to determine his unit's charge distance. There are myriad factors that can speed or slow a charging unit as it launches itself forward.

Roll 2D6. This is your charge range – the number of inches your assaulting unit can charge. This total is important, so remember it. If a unit has models that roll differently for their charge range, the whole unit must charge at the speed of the slowest model.



'There is no peace amongst the stars, only an eternity of carnage and slaughter and the laughter of thirsting gods.'

CHARGE MOVE

The charging unit now moves into close combat with the unit(s) it has declared a charge against – this is called a charge move.

Moving Charging Models

Charging units must attempt to move into base contact with as many opposing models in the enemy unit as possible with as many of their models as possible – no holding back or trying to avoid terrain! All of the **models in a charging unit make their charge move** – up to the 2D6 distance you rolled earlier **– following the same rules as in the Movement phase, with the exception that they can be moved within 1"** of enemy models. Charging models still cannot move through friendly or enemy models, and cannot move into base contact with enemy models from a unit they are not charging (a unit can charge more than one enemy unit by declaring a multiple charge – this is described in Multiple Combats on page 54).

Move Initial Charger

Start each charge by moving the initial charger from the charging unit. **The initial charger is always the model nearest to the enemy** (as measured by the shortest possible route, going around impassable terrain, friendly models and enemy models in other units).

Move the initial charger into contact with the nearest enemy model in the unit being charged, using the shortest possible route. Roll for dangerous terrain if necessary, and if the model is killed by a Dangerous Terrain test (pg 108), choose a new initial charger and try again.

After moving the first model in the unit, you can move the others in any sequence you desire, providing you abide by the following conditions:

- A charging model must end its charge move in unit coherency with another model in its own unit that has already moved.
- If possible, a charging model must move into base contact with an enemy model within reach that is not already in base contact with another charging model. If there are no such enemy models in reach, the model must move into base contact with an enemy model that is already in base contact with a charging model.
- If a charging model cannot reach any enemy models, it must try to move within 2" horizontally or 6" vertically of one of its own unit's models that is already in base contact with an enemy. If this is impossible, it must simply stay in unit coherency.

Charging Through Difficult Terrain

The Eldar Fire Dragon unit at the top has declared a charge against the Space Marine unit on the bottom. As they must attempt to move into base contact with as many enemy models as possible, two of the Fire Dragons (circled in green) must move through a crater. This means the whole unit counts as charging through difficult terrain. They roll 2D6 when determining their charge range but must subtract 2 from their result. In addition, if their charge is successful, all of the Fire Dragons will strike at Initiative 1 as they have charged through difficult terrain. This only affects the Initiative step they will fight at during the turn in which they charged the enemy.



If you follow this sequence, you will end up with all the models in the charging unit in unit coherency, having engaged as many enemy models as possible with as many charging models as possible. The two units are now locked in combat (see right).

Charging Through Difficult Terrain

Models are slowed when charging through difficult terrain. **If, when charging, one or more models have to move through difficult terrain in order to reach the enemy by the shortest possible route, the entire unit must subtract 2 from its dice roll total when determining its charge range.** Normally, this means that if a unit rolls a double 1 and they are charging through difficult terrain, it will automatically be a failed charge.

For example, Phalanx 10001111, a unit of Necron Warriors, is charging through ruins, which are difficult terrain. They roll 2D6, resulting in a 4 and a 6. The dice are added together and then 2 is subtracted from the total to give a total charge range of 8" (4+6-2=8).

Warriors who charge through difficult terrain are subject to deadly salvoes of close range fire and must advance more cautiously. To represent this, **if at least one model in the charging unit moved through difficult terrain as part of its charge move, all of the unit's models must attack at Initiative step 1**, regardless of other Initiative modifiers, even if the charging unit is not slowed by difficult terrain. Remember that charging models must engage as many enemies in the target unit as possible.

Charging Through Dangerous Terrain

In addition to the penalties for charging through difficult terrain, if any model in a charging unit goes through dangerous terrain, that model must immediately take a Dangerous Terrain test (pg 108). If a model has a rule that states it is not slowed when charging through difficult terrain, it is not slowed by charging through dangerous terrain either, but it must still take a Dangerous Terrain test.

Charging Units That Have Gone to Ground

If all of the enemy units charged have Gone to Ground, the Initiative penalty for charging through difficult terrain does not apply, and the unit charging through difficult terrain fights at its normal Initiative.

Failed Charge

If the initial charger is found to be further than its charge range from the enemy, the charge fails and no models are moved.

DECLARE NEXT CHARGE

Once all models in a charging unit have moved, the player can choose another unit and declare another charge if he wishes.

ENDING THE CHARGE SUB-PHASE

Once you have launched all of the charges you wish to, the Charge sub-phase is ended. Move on to the Fight sub-phase.

LOCKED IN COMBAT

If a unit has one or more models in base contact with an enemy model (for any reason), then it is locked in combat. Units that are locked in close combat must fight in the Assault phase. Units are no longer locked in combat if, at end of any phase, they no longer have any models in base contact with an enemy model.

Units that are locked in combat cannot move in the Movement phase, Run or shoot in the Shooting phase, and cannot fire Overwatch if charged. Similarly, **models cannot shoot at units locked in close combat** – while some 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. While blast markers and templates cannot be deliberately placed such that they cover any models locked in combat, they may end up there after scattering and will then cause hits on any units they touch (friends and foes!) as normal.

Units that are locked in close combat do not take Morale checks or Pinning tests caused by shooting attacks and cannot go to ground; they are much too focused on fighting to be worried about being shot at!



FIGHT SUB-PHASE

With all the assaults launched, it's time to strike blows! How effective creatures are in close combat depends almost entirely on their physical characteristics – how fast, strong, tough and ferocious they are. In close combat, armour remains useful for warding off your enemies' attacks, but ranged weapons become a secondary consideration – the best gun in the galaxy won't save you if your opponent is bashing your brains out with a rock!

CHOOSE A COMBAT

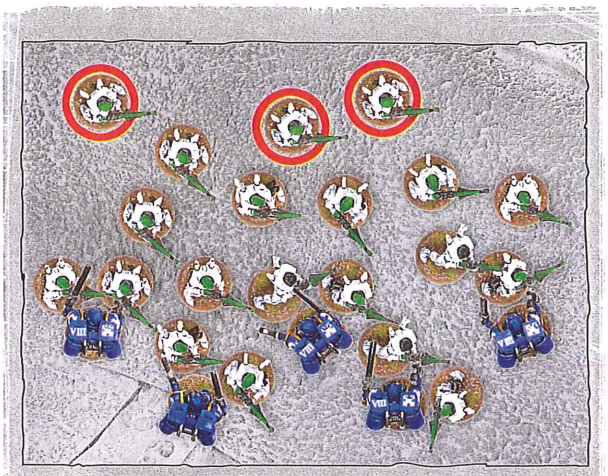
There may be several separate assaults being fought at the same time in different parts of the battlefield. If this is the case, **the player whose turn it is chooses the order to resolve the combats, completing each combat before moving on to the next one,** and so on until all combats are resolved.

FIGHT CLOSE COMBAT

In close combat, both players' models fight. Attacks in close combat work like shots in shooting – each attack that hits has a chance to wound. The wounded model gets a chance to save, and if it fails, is (generally) removed as a casualty. How many blows are struck and who strikes first is detailed later.

Initiative Steps

In close combat, slow, lumbering opponents can often be dispatched quickly by faster and more agile foes. However, many ponderous opponents are tough enough to withstand a vicious pummelling and keep coming back for more. To represent this, a model's Initiative determines when he attacks in close combat.



Who Can Fight?

All of the Guardians in base contact with a Space Marine, as well as the ones within 2" of a Guardian that is in base contact with a Space Marine, are engaged and can therefore attack. The remaining Guardians (circled in red) cannot attack, although they are locked in combat (pg 47).

Work your way through the Initiative values of the models in the combat, starting with the highest and ending with the lowest. This means that each combat will have ten Initiative steps, starting at Initiative 10 and working down to Initiative 1. You'll rarely have models fighting at all of the Initiative steps, so just skip any that don't apply.

Models make their attacks when their Initiative step 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, Space Marine Tactical Squad Adrax consists of Sergeant Adrax and 4 Space Marines (Initiative 4). Sergeant Adrax has a power fist (the Unwieldy special rule of which causes him to attack at Initiative step 1). Squad Adrax charges Gnashrag's Choppas, a mob of 10 Orks (Initiative 2). The Space Marines strike first at Initiative step 4, followed by the Orks at Initiative step 2, then Sergeant Adrax strikes with his power fist last at Initiative step 1.

Start of Initiative Step Pile In

At the start of each Initiative step, any model whose Initiative is equal to the value of the current Initiative step, that isn't already in base contact with an enemy model, must make a Pile In move.

Models that charged through difficult terrain Pile In at Initiative step 1. In addition, models that are using a weapon which modifies the Initiative step in which they fight will Pile In at the modified Initiative step. If a model can attack in several Initiative steps, it only Piles In at the highest of these steps.

A Pile In move is a 3" move that is performed in the following order:

- First, any models Pile In if this will bring them into base contact with an enemy locked in this combat.
- Second, any models Pile In if this will bring them to within 2" horizontally or 6" vertically of a friendly model that is in base contact with an enemy locked in this combat.
- Any remaining models that are not in base contact with one or more enemy models and have yet to Pile In must now do so, and must attempt to get as close as possible to one or more of the enemy units locked in this combat.

Pile In moves follow the same rules as charge moves, except that they are not slowed by difficult terrain (though Dangerous Terrain will still trigger Dangerous Terrain tests).

In addition, a Pile In move cannot be used to move into base contact with any units that are not already involved in the close combat.

When making Pile In moves, the player whose turn it is moves his unit(s) first. If both players' Pile In moves combined would be insufficient to bring any combatants back together (that's more than 6" – very unlikely!), the assault comes to an end. All remaining Initiative steps are lost – work out the assault result as described on page 52.

Determine Who Can Fight

After models have Piled In, **any model whose Initiative is equal to the value of the current Initiative step and who is engaged with an enemy model must fight.**

A model is engaged in combat if:

- It is in base contact with one or more enemy models.
- It is within 2" horizontally and/or 6" vertically of a friendly model in base contact with one or more enemy models in the same combat.

Unengaged Models

Unengaged models cannot attack in close combat – they're too far from the crush of battle.



To Hit Chart

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

Number of Attacks

Each engaged model makes a number of attacks (A) as indicated on its characteristics profile, plus the following bonus attacks:

- **+1 Charge Bonus:** Engaged models that charged this turn get +1 Attack this turn. Models in units that made a disordered charge (pg 54) do not get this bonus.
- **+1 Two Weapons:** Engaged models with two single-handed weapons (often a Melee weapon and/or pistol in each hand) get +1 Attack. Models with more than two weapons gain no additional benefit; you only get one extra Attack, even if you have four arms and a sword in each.
- **Other Bonuses:** Models may have other special rules and wargear that confer extra Attacks.

For example, a unit of five Orks with two Melee weapons rolls fifteen dice (2 Attacks on their profile +1 for two weapons = 3 each). If they were charging, however, they would roll twenty (2 Attacks on their profile +1 for charging +1 for two weapons = 4 each!).

Roll To Hit

To determine whether hits are scored, roll a D6 for each Attack a model gets to make and compare the WS of the attacking model to the WS of the target unit. Then, consult the To Hit chart on this page to find the minimum result needed on a D6 To Hit.

It is worth explaining the mechanic behind the chart: if the target's WS is lower than the attacker's, he is hit on 3+; if the target's WS is equal or up to twice as high as the attacker's, he is hit on 4+; and if it is more than twice as high, he is hit on 5+.

Where the same roll To Hit is needed, the dice should be rolled together (use different coloured dice for Attacks with different Strengths, AP etc.), as this speeds up the game. In the previous example, the Ork player therefore rolls all twenty dice at once.

Units With Multiple Weapon Skills

A few units contain models with different Weapon Skills. **Whilst each model in such a unit rolls To Hit using its own Weapon Skill, Attacks made against such a unit are resolved using the Weapon Skill of the majority of the engaged enemy models.** If two or more Weapon Skill values are tied for majority, use the highest of those tied values.

For example, a mob of 20 Gretchin (Weapon Skill 2) led by an Ork Runtherd (Weapon Skill 4) are engaged in a combat. Since the Gretchin are in the majority, close combat attacks against the unit are resolved using their Weapon Skill of 2 – the Runtherd can't do much to prevent the Gretchin getting hit. However, when the Gretchin and Runtherd attack their enemies, the Gretchin will hit based on a comparison of their Weapon Skill 2 and the enemy's Weapon Skill, while the Runtherd will compare his Weapon Skill 4 with the enemy's Weapon Skill – he's got a better chance of hitting the enemy than a measly grot!

To Wound Chart

Attacker's or Weapon's Strength	Target's Toughness									
	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	-	-	-	-	-	-
2	3+	4+	5+	6+	6+	-	-	-	-	-
3	2+	3+	4+	5+	6+	6+	-	-	-	-
4	2+	2+	3+	4+	5+	6+	6+	-	-	-
5	2+	2+	2+	3+	4+	5+	6+	6+	-	-
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	-
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

Roll To Wound

Not all of the Attacks that hit will harm the enemy – they may merely graze or inflict a flesh wound. As with shooting, once you have scored a hit with an Attack, you must roll a D6 for each successful hit to see if you cause a Wound and damage your foe.

Consult the chart on the left, cross-referencing the attacker's Strength characteristic with the defender's Toughness. The chart indicates the minimum result on a D6 roll required to inflict a Wound, and is just like the one in the Shooting phase section. A '-' indicates that the target cannot be Wounded by the Attack. In most cases, when rolling To Wound in close combat, you use the Strength on the attacker's profile regardless of what weapon he is using. However, there are some Melee weapons that give the attacker a Strength bonus, and this is explained later in the Weapons section (pg 40).

For example, in a unit containing Gretchin and an Ork Runtherd, the Gretchin's Attacks are made with their puny Strength of 2, but the Runtherd's Attacks use his Strength of 3.





Multiple Toughness Values

Quite rarely, a unit will contain models that have different Toughness characteristics. When this occurs, roll To Wound using the Toughness value of the majority of the engaged foe. If two or more Toughness values are tied for majority, use the highest of those tied values.

For example, the Court of Krusabael the Black, a Dark Eldar Archon (Toughness 3), consists not only of Krusabael, but three Sslyth (Toughness 5) and two Ur-Ghuls (Toughness 3). You would therefore roll To Wound against Toughness 5. If the unit was joined by a Haemonculus (Toughness 4), you'd still use the Sslyths' Toughness 5.



The Wound Pool

Finally, total up the number of Wounds you have caused during that Initiative step. Keep the dice that have scored Wounds and create a 'pool', where each dice represents a Wound.

If there are Wounds with different Strengths, AP values or special rules that affect saving throws or the effect of any Wounds they inflict, split them into several pools of Wounds. All Wounds with exactly the same Strength, AP value and special rules must go into the same pool. If all the Wounds are the same, there will be only one Wound pool.

Allocate Wounds & Remove Casualties

To determine how many casualties are caused at a particular Initiative step, you will need to allocate the Wounds caused and resolve any saving throws the target is allowed. If several pools of Wounds need to be allocated, the player making the Attacks must decide in which order they are allocated. **All Wounds from a single pool must be allocated before moving on to the next pool of Wounds.**

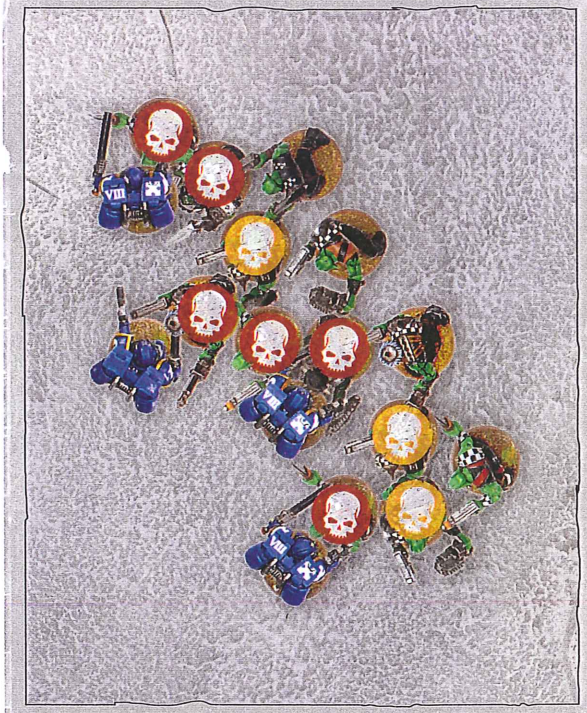
Wounds are allocated and resolved starting with the closest model, just like in the Shooting phase. However, as you'll often have many models in base contact with the enemy, there will be many models tied for the privilege of dying first.



To resolve casualty removal, allocate each Wound as follows:

- **A Wound must be allocated to an enemy model in base contact with a model attacking at that Initiative step.** If there is more than one eligible candidate, the player controlling the models being attacked chooses which model it is allocated to. Roll the model's saving throw (if it has one) and remove the casualty (if necessary).
- If there are no enemy models in base contact with a model attacking at that Initiative step, the Wound is allocated to the next closest enemy model locked in that combat. If two or more models are equidistant from the attack, the player controlling the models being attacked chooses which model is closest. Take any save and remove the casualty (if necessary).

In either case, once a model has a Wound allocated to it during an Initiative step, you must continue to allocate Wounds to it until it is either removed as a casualty or the Wound pool is empty. Note that **all of the models in the target unit may be hit, wounded and removed as casualties during an Initiative step, including those that are not engaged.** You can speed this process up by allocating Wounds in groups (see Fast Dice on page 37).



Allocating Wounds

The four Assault Marines' Attacks cause 9 Wounds. Wounds must first be allocated amongst the Orks in base contact with the Assault Marines (red). Once all of the Orks in base contact have been removed as casualties, the remaining Wounds are allocated to the Orks closest to the Assault Marines (orange).

Cover Saves

Models do not get cover saves against any Wounds suffered from close combat attacks, and for obvious reasons, cannot Go to Ground – there is nowhere to hide!

Armour Saving Throws

Models can take armour saves to prevent Wounds caused in close combat – provided that their armour is good enough, of course! As in the Shooting phase, if the Wound is caused by a weapon with an AP that ignores the wounded model's Armour Save, then the save cannot be taken (pg 36).

Invulnerable Saves

An invulnerable save can be made, if it is the best save available. It can even be made if a model is not permitted to take an armour save (because the AP of the attack negates it or the rules for a weapon or Attack state that no armour save is allowed).

Dead Before Striking

If a model is removed as a casualty before its Initiative step, it cannot strike back. When striking blows simultaneously, it may be convenient to resolve one side's attacks and simply turn the dead models around to remind you that they have yet to attack back.

Fight Next Initiative Step

Fight the next Initiative step as previously described until all of the Initiative steps have been completed (remember to skip Initiative steps which have no models in them).

DETERMINE ASSAULT RESULTS

Assaults are usually decisive; one side or the other quickly gains the upper hand and forces their foe back. 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 unsaved Wounds inflicted by each side onto their opponents. This includes all Wounds caused during the Fight sub-phase, whether from normal Attacks, the Hammer of Wrath special rule, or other factors. Do not include Wounds caused in the Charge sub-phase, such as those from Overwatch, failed dangerous terrain tests, etc. **The side that caused the most Wounds is the winner. The losing unit must make a Morale check and Falls Back if it fails** (pg 56). If both sides suffer the same number of Wounds, the combat is drawn and continues next turn. Of course, if one side destroys the enemy completely, it wins automatically, even if it sustained more casualties!

Wounds that have been negated by saving throws or special rules do not count towards determining who won the combat. Neither do Wounds in excess of a model's Wounds characteristic; **only the Wounds actually suffered by enemy models count** (including all of the Wounds lost by models that have suffered Instant Death – pg 36). In rare cases, certain models can cause Wounds on themselves or their friends – these Wounds are added to the other side's total for working out who has won.

Check Morale

Units that lose a close combat must make a Morale check to hold their ground, with a penalty depending on how severe the defeat was (pg 57).

- If they pass, the unit fights on – the combat is effectively drawn and no further account is made of the unit's defeat.
- If the unit fails, they abandon the fight and Fall Back. Morale checks and Falling Back are covered in the Morale section (pg 56).

Our Weapons are Useless

If a unit is locked in combat with an enemy it cannot hurt, it can choose to automatically fail its Morale check for losing a combat. This can be a risky tactic, but sometimes worthwhile.

Sweeping Advances

When a unit Falls Back from combat, the victors make a Sweeping Advance, attempting to cut down their fleeing foes.

When a Sweeping Advance is performed, both the unit Falling Back and the winning unit roll a D6 and add their unmodified Initiative to the result.

In a unit with mixed Initiative characteristics, use the highest – we can assume the quicker-witted individuals in the unit guide the others.

The units then compare their totals.

- **If the winner's total (Initiative + dice roll) is equal to or greater than the foe's, the Falling Back unit is caught by the Sweeping Advance and destroyed.** We assume that the already demoralised foe is comprehensively scattered, ripped apart or otherwise sent packing so demoralised that they won't return; its members are left either dead, wounded and captured, or at best, fleeing and hiding. The destroyed unit is immediately removed as casualties. Unless otherwise specified, no save or other special rule can rescue the unit at this stage; for them the battle is over.
- **If the Falling Back unit's total is higher, they break off from the combat successfully. Make a Fall Back move for the losing unit** (pg 57). The winners can then consolidate as detailed below.

Disallowed Sweeping Advances

If a victorious unit is still locked in combat with other units that are not Falling Back, it does not get a chance to execute a Sweeping Advance and the retreating enemy automatically makes their Fall Back move safely.

Some units, as detailed in their special rules, are not permitted to make Sweeping Advances – when a victorious unit contains one or more models that are not allowed to make a Sweeping Advance, the enemy always manages to disengage safely – there is no need to roll.



End of Combat Pile In

After the combat has been resolved, it can happen that some models from units that did not Fall Back are not in base contact with an enemy. These models must make a Pile In move, starting with the side whose turn it is.

Consolidation

At the end of a combat, if a unit's opponents are all either destroyed or Falling Back, or the end of combat Pile In was insufficient so that it is no longer locked in combat, that unit may Consolidate. **Consolidating units move up to D6" in any direction** as the sudden victory may leave the warriors raring to storm onwards or flat-footed and dumbfounded, according to the vagaries of fate.

Units making a Consolidation move are not slowed by difficult terrain but do trigger Dangerous Terrain tests where appropriate. A Consolidation move cannot be used to move into base contact with any enemy models.

Consolidating models must stop at least 1" away from all enemy models, including any that have just Fallen Back from the combat that the Consolidating unit has fought in.

MULTIPLE COMBATS

Combats that involve more than two units are called multiple combats (see the diagram opposite for an example). These occur when one unit charges two or more enemy units, or when a unit charges into an ongoing combat. Because of the extra complexity, they need some additional rules.

CHARGE SUB-PHASE

Sometimes, you'll find it advantageous to have one of your units charge two or more enemy units – this works as follows.

Declare Charge

We break a multiple charge declaration into two different categories: the primary target, and secondary targets.

Primary and Secondary Targets

The primary target is the charging unit's main target. If the charging unit shot in the Shooting phase, it can only declare a charge if its primary target is the unit it targeted.

Secondary targets are other targets of opportunity that you think the charging unit can engage at the same time as the primary assault. Remember that a unit cannot declare a charge against a unit it cannot reach or cannot see, and all targets being charged by the unit must be declared at the same time.

Disordered Charge

If a unit declares that it is charging multiple units, its charge is disordered. **A unit making a disordered charge does not gain the +1 Charge Bonus to its number of Attacks usually gained from a charge,** even if after its charge move it has no models in base contact with the secondary target.

Resolve Multiple Overwatch

If a unit declares a charge against two or more target units, all of the target units can fire Overwatch! Resolve each unit's Overwatch shots separately in an order determined by the firing units' controlling player. Remember that a unit can only fire Overwatch once per turn – this doesn't give them a chance to make an extra Overwatch attack!



Roll Charge Range
Roll your charge range as you would for a normal charge.

Charge Move
As we now have primary and secondary targets, resolving charge moves need a little more clarification.

Move Initial Charger
Once Overwatch is resolved, find the initial charger for the primary assault (the model in the charging unit closest to the primary target) and attempt to move it into base contact with the primary target, just as you would against a single target. If his charge fails, the charging unit doesn't move at all.

If the initial charger successfully moves into base contact with the primary target, remaining models can charge models belonging to either the primary or secondary target units, as long as they follow the rules for moving charging models. That said, **a charging model is not permitted to move into base contact with a model in a secondary target, unless it cannot move into base contact with an unengaged model in the primary target.** Remember that the charging unit is not allowed to break its unit coherency, and this will obviously limit the potential for this kind of charge.

Difficult Terrain and Ongoing Combats
If a unit charges into a multiple combat in which all the enemy units are locked in combat from a previous turn, the Initiative penalty for charging through difficult terrain does not apply. In this case the enemy warriors are not set to receive the charge, and the unit charging through difficult terrain fights at its normal Initiative.

FIGHT SUB-PHASE
Resolving the Fight sub-phase of a multiple combat is done just as it is for a combat between two units except for the following clarifications and adjustments.

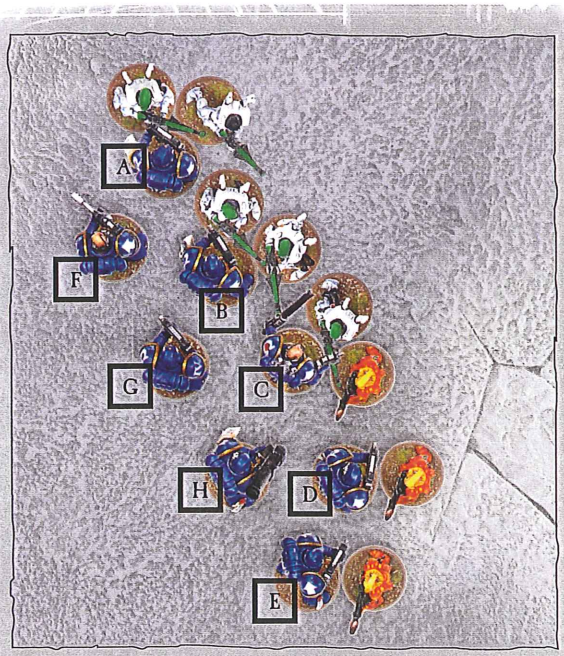
Directing Attacks
In multiple combats, during a model's Initiative step, the following extra rules apply:

- A model that is in base contact with, or engaged with, just one enemy unit when it comes to strike must attack that unit.
- A model that is in base contact with, or engaged with, more than one enemy unit when it strikes blows, can split its Attacks freely between those units. Declare how each model is splitting its attacks immediately before rolling To Hit. Wounds from Attacks that have been directed against a unit in a multiple combat cannot be transferred to another unit, even if the original target unit is completely destroyed (in this case, any excess Wounds are simply discounted and have no further effect).

Assault Results
When determining assault results in a multiple combat, total up the number of Wounds inflicted by all units on each side to see which side is the winner. Every unit on the losing side has to check their Morale (they all use the same penalty, pg 57).

After all of the losing units have taken their Morale checks, each winning unit that is now free to make a Sweeping Advance rolls the dice and compares its total with the total of each of the Falling Back enemy units it was engaged with. Any that it equals or beats are destroyed. Remember that winning units can only make a Sweeping Advance if all of the units they were locked in combat with Fall Back or are wiped out in the fight.

After determining assault results, all remaining units – those that fought in the multiple combat but aren't Falling Back or making a Sweeping Advance – must make Pile In moves towards each other. If none of a unit's models are in base contact with any enemy models, and the combined Pile In moves would be insufficient to bring them into base contact with a unit that is locked in that close combat, it Consolidates instead.



Multiple Combats

The Space Marines have charged the Guardians and the Fire Dragons. Space Marine C can attack either of the two units he is in base contact with (or split his attacks). Space Marines G and H can also choose to fight either enemy unit (or split their attacks) because they are both within 2" of a friendly model that is in base contact with both units. Space Marines A, B, D and E can only attack the unit they are in base contact with. Space Marine F can only attack the Guardians (as he is only within 2" of friendly models in base contact with the Guardians).

MORALE

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

To represent this element of the unknown, your units have to check to see if their morale holds under certain circumstances. As you will have already gathered, particular events will require your units to take Morale checks, and a unit in particularly dire straits may be forced to take several in a single turn.

MORALE CHECKS

Morale represents the grit, determination, or (sometimes) plain stupidity of warriors in action. **Morale checks are a specific kind of Leadership test.**

Like all other Leadership-based tests, **Morale checks (also sometimes called Morale tests) are taken by rolling 2D6 and comparing the total to the unit's Leadership value.**

- If the result is equal to or less than the unit's Leadership value, the test is passed and the unit does not suffer any ill effects – their nerve has held.
- If the result is higher than their Leadership, the test is failed and the unit will immediately Fall Back, as described later.

Some units have special rules pertaining to Morale checks that are detailed in their codex or Army List Entry. For example, some particularly fanatical units might be immune to the effects of morale, and always pass Morale checks, while a few others always pass all Leadership tests. This is a subtle but important difference. For example, a unit that always passes Morale checks still has to test when hit by an attack with the Pinning special rule, while a unit that always passes all Leadership tests wouldn't.

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 modify 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 roll of double 1 on the 2D6 always passes a Morale check, regardless of any modifiers.**



WHEN TO TEST

The most common reasons a unit must take a Morale check are as follows:

- **Casualties:** A unit losing 25% or more of its current models during a single phase must take a Morale check at the end of that phase. There is an exception: units that lose 25% or more of their current models in the Assault phase do not take a Morale check.

For example, a squad of five Space Marines suffers two casualties from enemy shooting, so it takes a Morale check, which it promptly passes. Next turn, the unit, now three strong, suffers a single casualty from a Dangerous Terrain test in the Movement phase, which is now enough for it to have to take another Morale check.

- **Losing an Assault:** Units that lose a close combat (usually from suffering more Wounds than they inflicted) must pass a Morale check to hold their ground. If they fail, they must Fall Back. Units taking this Morale check suffer a -1 Ld modifier for each Wound their side has lost the combat by.

For example, Sergeant Kraak's Astra Militarum squad has lost an assault against some Eldar Guardians – they killed 4, but lost 6 of their own number. They would normally require an 8 or less to pass the Leadership test, but since they have lost the fight by a difference of 2 Wounds (-2), they now require a 6 or less to hold their ground.

FALL BACK

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

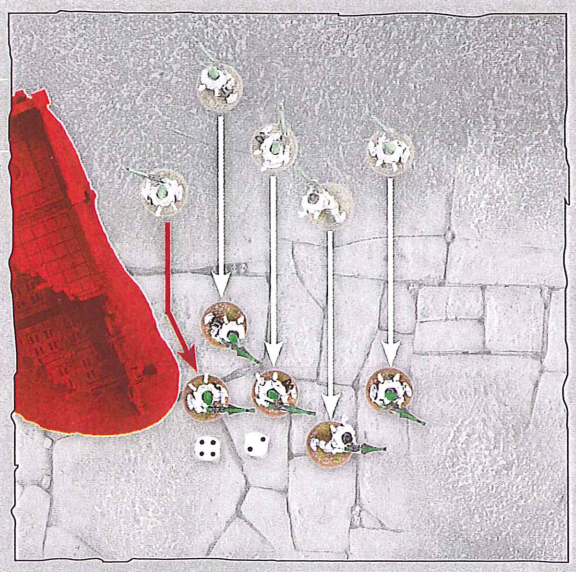
Units make a Fall Back move immediately upon failing a Morale check – the only moves they can make in subsequent phases are Fall Back moves until they Regroup. In each subsequent Movement phase, they will make further Fall Back moves instead of moving normally, until the unit Regroups, is destroyed or leaves the table.

Most units Fall Back 2D6". Fall Back moves are not slowed by difficult terrain, but incur Dangerous Terrain tests as normal. Units with models that Fall Back at different speeds always Fall Back at the speed of the slowest model in the unit.

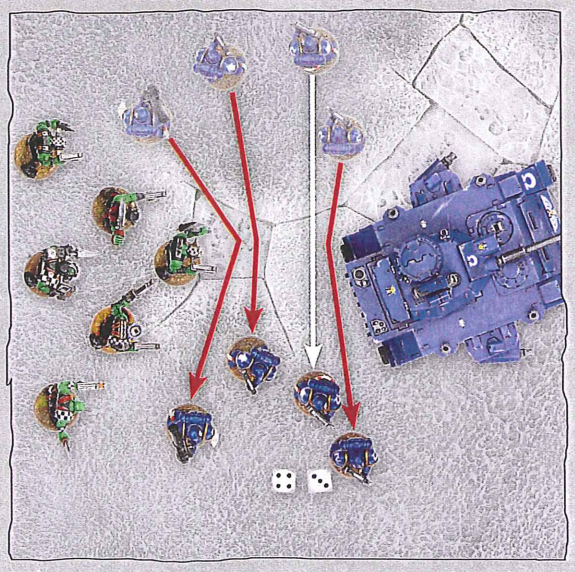
Each model in the unit moves directly towards their own table edge by the shortest possible route. If playing a mission where there is no 'own' table edge, models move towards the closest table edge instead.

If any model from a unit that is Falling Back moves into contact with a table edge, the entire unit is removed from the game as casualties, as it scatters and flees the battle.

FALL BACK



The player rolls a 6 on the 2D6 Fall Back move, so each model is moved 6" directly towards their table edge. The leftmost model has to go around impassable terrain.



As the Space Marines Fall Back, they must move around enemies, even if this move initially carries them further away from their board edge.

'Give yourself fully to all duties and routines as have been allotted to you. Attend to these to the best of your skill and of your endeavour.

Be earnest in your praise of the Emperor. Be vigilant in the scrutiny of your fellows. When called to fight, do so with fervour and righteousness. Do not submit to fear!'

Falling Back From Close Combat

Models Falling Back from a combat can freely move through all enemy models that were involved in that combat (they have already missed the chance to catch them). This is an exception to the normal rules for moving that state that a model cannot move through a space occupied by another model. If any models would end their move less than 1" from one of these enemies, extend the Fall Back move until they are clear.

Trapped!

Sometimes, a unit finds its Fall Back move blocked by impassable terrain, friendly models or enemy models. The unit may move around these obstructions in such a way as to get back to their table edge by the shortest route, maintaining unit coherency, even if this means moving away from their table edge. If the unit cannot perform a full Fall Back move in any direction without doubling back, it is destroyed (see diagram on right).

Falling Back and Shooting

Units that are Falling Back can only fire Snap Shots and cannot Run or Turbo-boost (pg 38 and 63). Units that are Falling Back cannot Go to Ground and automatically pass Pinning tests.

Morale and Falling Back

Units that are Falling Back automatically fail all Morale checks, but can Regroup, as discussed next.

Falling Back and Assaults

A unit that is Falling Back cannot charge. If it is charged, it must test to Regroup (see Regrouping When Assaulted, opposite).



As the Orks cannot Fall Back 8" without running into impassable terrain or moving to within 1" of an enemy, the entire unit is destroyed.



REGROUPING

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

A unit that is Falling Back must attempt to Regroup by taking a Regroup test in their Movement phase just before they move.

- If at least 25% of the unit's models are still alive, or if the unit includes an Independent Character (pg 166), this is a normal Leadership test.
- If less than 25% of the unit's models are still alive and it does not contain an Independent Character, then the Leadership test can only be passed with an Insane Heroism result of double 1. The exception to this is Regrouping when assaulted (see right).
- If the unit fails its Regroup test, then it must immediately continue to Fall Back.
- If the unit successfully passes the test, it stops Falling Back and can immediately move up to 3". This move is unaffected by difficult terrain, but Dangerous Terrain tests must be taken as normal. If the unit is out of coherency when the Regroup test is made, then the 3" move must be used to restore coherency, or as near as possible.

Once a unit has Regrouped, it cannot otherwise move (so cannot Run in the Shooting phase or charge in the Assault phase). However, it can shoot (including Overwatch), but counts as having moved and can only fire Snap Shots.

Regrouping When Assaulted

Units that have charges declared against them while Falling Back must always test to Regroup as soon as the enemy is found to be within charge range. **This test is always a normal Leadership test, and does not require Insane Heroism,** regardless of the number of models remaining in the unit.

- If the test is failed, the assaulted unit is removed as a casualty at the end of the Charge sub-phase, after all charge moves have been completed.
- If the test is successful, the unit Regroups (without moving), and the fight continues as normal.

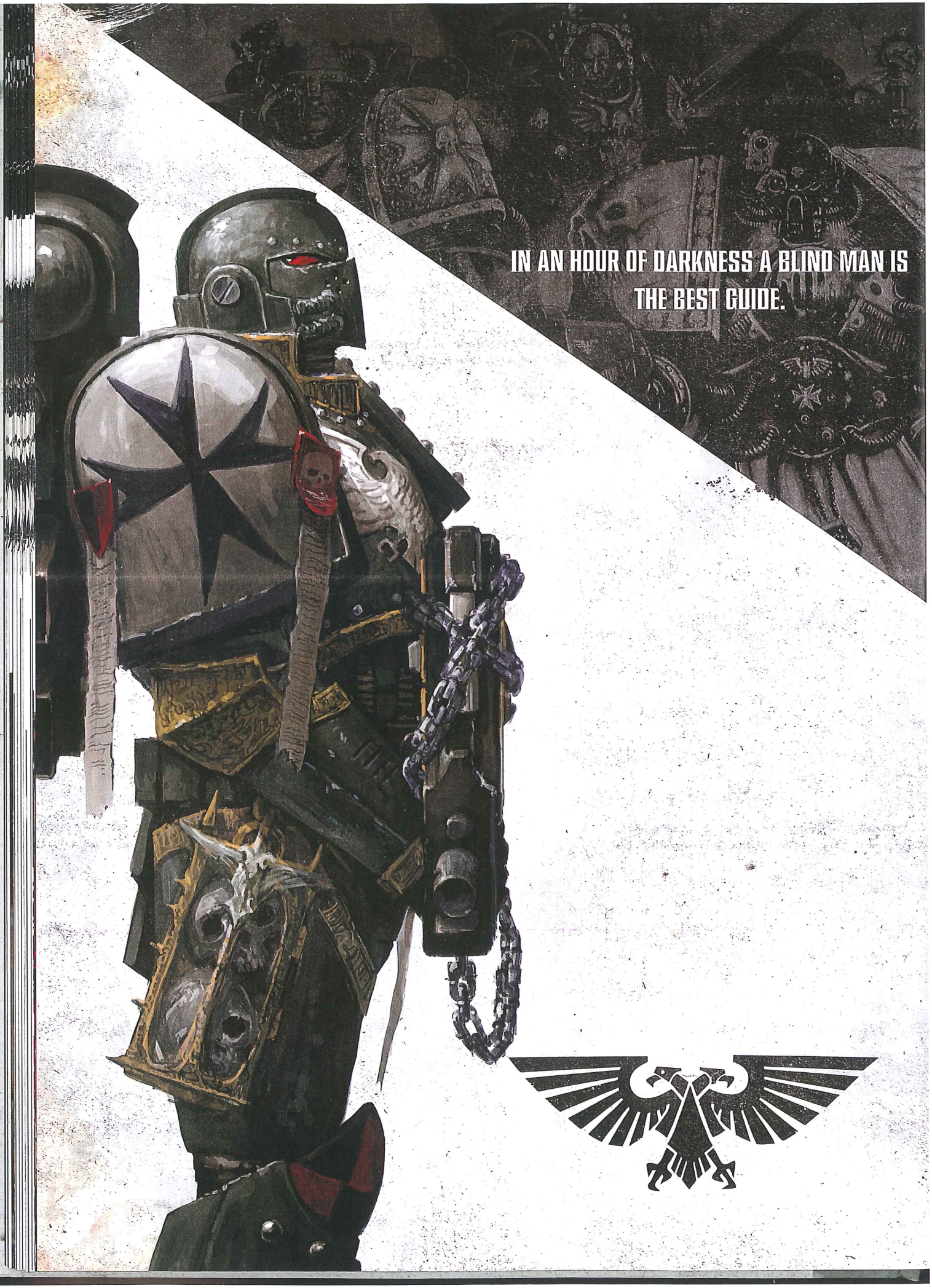
Falling Back and Multiple Assaults

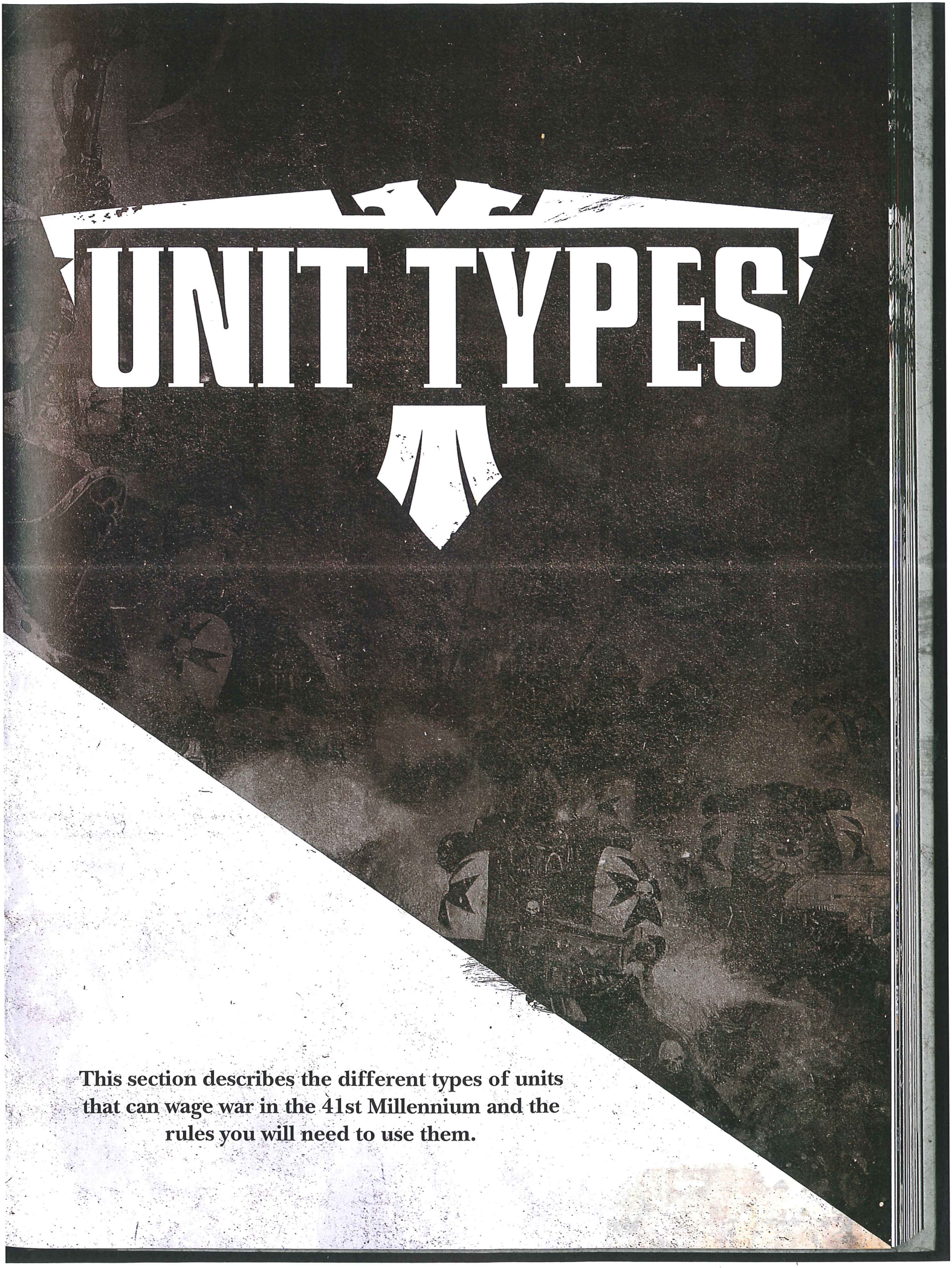
Sometimes, as part of a multiple assault, a charging unit declares charges against one or more units that are Falling Back as well as one or more units that are not. If the primary or secondary targets of a multiple charge are Falling Back, each retreating unit must test to Regroup as soon as one charging model is found to be within charge range.

Regrouping and Multiple Assaults

If the test is successful, that unit Regroups (without moving) and the assault continues as normal. If the test is failed, the Falling Back unit is destroyed as soon as the charging unit is found to be within charge range and the charging model must continue its charge move against the remaining enemy units as if the Falling Back unit was never there.




IN AN HOUR OF DARKNESS A BLIND MAN IS
THE BEST GUIDE.



UNIT TYPES

This section describes the different types of units that can wage war in the 41st Millennium and the rules you will need to use them.

UNIT TYPES

So far, we've discussed the basic rules as they pertain to Infantry, the most important and common unit type in the Warhammer 40,000 game. However, whilst the definition of Infantry is incredibly broad (it can cover anything from the most diminutive Gretchin to the mightiest Space Marine), it's not enough to capture the full variety, scope and splendour of a war-torn galaxy teeming with all manner of alien beasts.

To do justice to the full pomp and panoply of xenos creatures (as well as some of the weirder beings in service to the Emperor of Mankind), we will now cover a series of unit types, each with their own abilities and special rules. Vehicles are distinct enough to require their own section later on (pg 72).

In most cases, it will be fairly obvious which unit type category a model falls into, but as unit type is essentially an extension of the characteristic profile, you'll be able to find that information in the relevant codex or Army List Entry.

CHARACTERS

In addition to their unit type, some models might also be noted as being characters. We're not going to worry about characters here, however. They are such a powerful and important part of Warhammer 40,000 that they have a section all to themselves later in the book (pg 100).



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 they can be much larger.

In rare cases, an Infantry unit may comprise 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. As the bulk of the rules are concerned with them, there are no additional rules to present here.



'As the mind is to the body so the soul is to the spirit, as death is to the mortal man so failure is to the immortal, such is the price of all ambition.'

BIKES & JETBIKES

Units mounted on Bikes excel at vanguard strikes. They are able to use their fast speed to strike deep into enemy territory, complete their mission and escape before an enemy is able to react. These warriors are often regarded as dangerously hot-headed risk-takers, but their effectiveness cannot be denied.

ARMOURED STEED

Bike and Jetbike riders benefit from an increase to their Toughness characteristic by 1. If the Bike or Jetbike is part of the model's standard wargear, this bonus is already included on its profile. In addition, Bikes and Jetbikes cannot Go to Ground, and cannot be Pinned.

MOVEMENT

Bikes and Jetbikes can move up to 12" in the Movement phase.

BIKES AND TERRAIN

Bikes and Jetbikes are not slowed down by difficult terrain (even when charging). However, Bikes treat all difficult terrain as dangerous terrain instead.



JETBIKES, MODELS AND TERRAIN

Jetbikes can move over all other models and terrain freely. However, if a moving Jetbike begins or ends its move in difficult terrain, it must take a Dangerous Terrain test. Jetbikes cannot end their move over other models or impassable terrain, except that they can end their move on top of impassable terrain if it is actually possible to place the models on top of it. If they do so, they treat the impassable terrain as dangerous terrain.

FALL BACK MOVES

Bikes and Jetbikes move 3D6" when Falling Back, rather than 2D6".

SHOOTING

Each Bike or Jetbike in a unit can fire with one weapon for each rider on the Bike. Thus a Space Marine Attack Bike with a driver and passenger in sidecar can fire two weapons.

SPECIAL RULES

Bikes and Jetbikes have the Hammer of Wrath, Jink, Relentless and Very Bulky special rules.



TURBO-BOOST

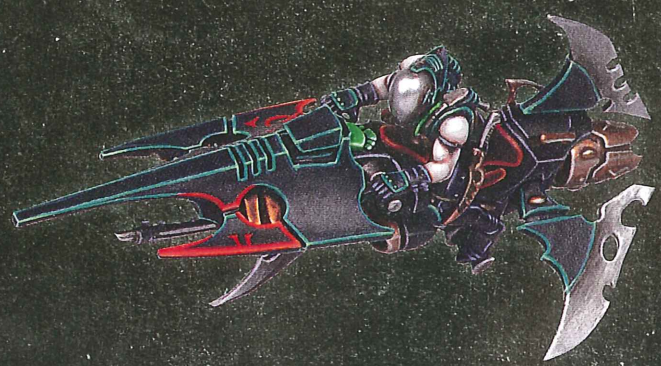
Bikes and Jetbikes cannot Run, but can make a special Turbo-boost move instead of firing in their Shooting phase.

Turbo-boosting Bikes move up to 12", Turbo-boosting Jetbikes move up to 24". Controlling their Bikes at such speeds takes all the riders' concentration and skill, however. Bikes and Jetbikes therefore cannot shoot, charge or execute any other voluntary action until the end of their turn after Turbo-boosting.

ELDAR AND DARK ELDAR JETBIKES

The Eldar are the undisputed masters of anti-grav technology, and their jetbikes form swift attack forces feared by all who face them. One of their favourite tactics is to emerge from cover, open fire and then retreat into cover before the enemy soldiers can retaliate.

In addition to following all the rules for Jetbikes, if an Eldar Jetbike elects to Turbo-boost in the Shooting phase, it can move up to 36". If they do not Turbo-boost, Eldar Jetbikes may move up to 2D6" in the Assault phase, even if they have shot in the preceeding Shooting phase or arrived by Deep Strike that turn. When Eldar Jetbikes move in the Assault phase and do not charge, they treat difficult terrain in the same way as they do in the Movement phase.



ARTILLERY

Some weapons are so large and cumbersome that they are usually mounted on vehicles, but are sometimes utilised by Artillery teams on foot, particularly if the battlefield's terrain is not suitable for vehicles. These mighty Artillery weapons are mounted on wheeled supports or on anti-grav platforms, as they are simply too heavy to lug across a battlefield.

THE UNIT

Artillery units consist of a number of crew models and the gun models themselves. These units can include several different types of models. The gun models have the following profile:

WS	BS	S	T	W	I	A	Ld	Sv
-	-	-	7	2	-	-	-	3+

If all the crew models are killed, the guns are immediately removed as well.

Sometimes, the player has the choice of adding leaders or additional models to the crew of an Artillery unit. These models are part of the crew in all respects and can operate the guns as normal, even if they are otherwise slightly different from the rest of the crew. Independent Characters that join the unit, however, do not count as crew and cannot operate the guns.

MOVEMENT PHASE

Artillery units need at least one crewman per gun in order for the unit to move. If an Artillery unit does not have at least one crewman per gun, then it may not move; the remaining crewmen will not voluntarily leave a gun behind.

SHOOTING WITH ARTILLERY

One crewman that is within 2" of a gun in the Shooting phase can fire it. The crewmen firing the gun cannot fire any weapons they are carrying, while the other crew members (and any Independent Characters in the unit) are free to fire their side arms, provided the whole unit shoots at the same target. When firing the guns, there must be a line of sight to the target from both the gun model and the crewman firing it (unless they are Barrage weapons, of course). Ranges are measured from the barrel on the gun model.



SHOOTING AT ARTILLERY

If shooting at an Artillery unit, the Toughness of the guns is always used whilst at least one gun remains. Any Wounds that are caused are still allocated to the closest model first. If an Artillery unit chooses to Go to Ground, this does not increase the cover save of the guns – only the crew benefit.



ASSAULT PHASE

Artillery units cannot charge as long as they include any gun models.

If an Artillery unit is charged, only the crew models can fire Overwatch shots with their side arms (if any). After Overwatch has been resolved, move the charging models into base contact with the crew and Artillery gun models as normal. No Wounds can be allocated to the guns. All engaged enemies roll To Hit and To Wound against the crew (even if they are only engaged with guns). Engaged crew models can, fight back, but the Artillery guns cannot.

MORALE & FALL BACK MOVES

For the purposes of Morale checks and other Leadership tests, and for combat resolution, always ignore the gun models, as if they were not there. Because they need at least one crewman per gun in order for the unit to move, if an Artillery unit does not have one crewman per gun when it is forced to Fall Back, any gun models without crewmen are abandoned and immediately removed as casualties. The rest of the unit then Falls Back as normal. If an Artillery unit is forced to Fall Back from close combat and the enemy is free to make a Sweeping Advance, then the Artillery unit automatically loses the Initiative test and is caught and destroyed by the victor.



ARTILLERY & LOOK OUT, SIR

A Wound cannot be re-allocated onto a gun model from a successful Look Out, Sir roll (pg 100).

JUMP UNITS

Jump units are equipped with jump packs, wings, teleport devices or other means of moving quickly over short distances. Unlike most other unit type categories, 'Jump' is not a classification in and of itself. Instead, you'll find it occurs before another category – commonly Infantry, sometimes Monstrous Creatures and perhaps, rarely, other things. Jump units therefore share two sets of rules, the Jump unit rules, and those of their base type. Jump Infantry would, for example, follow the rules for Jump units and Infantry.

Jump units can use their jump packs once each turn to move more swiftly in either the Movement phase or the Assault phase – they cannot use their jump packs in both phases in the same turn. If not using its jump pack, a model moves as a normal model of its type. Indeed, a Jump unit can always choose to move as a normal model of their type if they wish. Note that the entire unit must always use the same form of movement. Units that are described as 'moving like' Jump units follow all of the rules for Jump units, and use the same special rules.

SKYBORNE

When using its jump pack (whether moving, charging or Falling Back, as we'll discuss in a moment) a model can move over all other models and all terrain freely. However, if the model begins or ends its move in difficult terrain, it must take a Dangerous Terrain test.

Jump models cannot end their move on top of other models and can only end their move on top of impassable terrain if it is actually possible to place the models on top of it. If they do this, however, they treat the impassable terrain as dangerous terrain.

MOVEMENT PHASE

If a Jump model uses its jump pack (or equivalent) in the Movement phase, it can move up to 12".

ASSAULT PHASE

If a Jump model uses its jump pack to charge into assault, it can re-roll its charge distance.

Furthermore, to represent the crushing impact of such a charge, a model that uses its jump pack to charge gains the Hammer of Wrath special rule for the remainder of the turn.

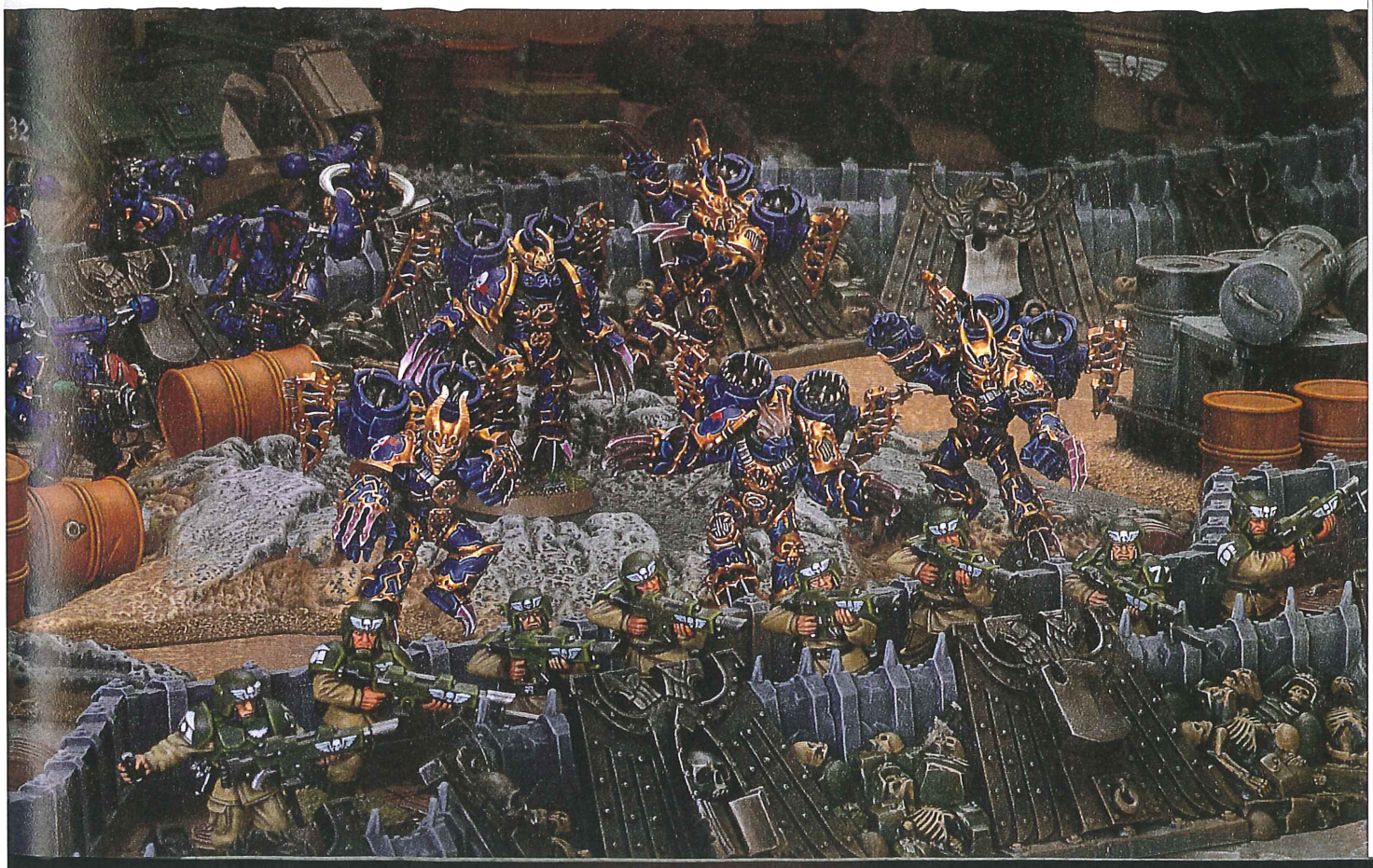
FALL BACK MOVES

Jump units always use their jump packs when Falling Back, and their Fall Back moves are 3D6", even if they already used their jump pack to move that turn.

SPECIAL RULES

Jump units have the Bulky and Deep Strike special rules.





JET PACK UNITS

Jet packs are designed to provide stable firing platforms rather than a means of getting into close combat. As with Jump units, 'Jet Pack' is not a classification in and of itself. Instead, you'll find it occurs in addition to another – Jet Pack Infantry, for example. If no such distinction is made in a unit entry, treat the model as Jet Pack Infantry.

MOVEMENT

Jet Pack units can move as normal models of their type or use their jet packs (see below).

SKYBORNE

When using its jet pack (whether moving, or making a Thrust move, as we'll discuss in a moment) a model can move over all other models and terrain freely. However, if the model begins or ends its move in difficult terrain, it must take a Dangerous Terrain test.

Jet Pack models cannot end their move on top of other models and can only end their move on top of impassable terrain if it is actually possible to place the models on top of it. If they do this, however, they treat the impassable terrain as dangerous terrain.

THRUST MOVE

A Jet Pack unit that is not locked in combat or charging can move up to 2D6" in the Assault phase, even if they have shot or Run in the preceding Shooting phase or arrived by Deep Strike that turn. When Jet Pack units move in the Assault phase and do not charge, they move just as they would when using their jet packs in the Movement phase.

SPECIAL RULES

Jet Pack units have the Bulky, Deep Strike and Relentless special rules.





BEASTS

Beasts are savage and swift-moving creatures.



MOVEMENT

Beasts can move up to 12" in the Movement phase. Beasts are not slowed by difficult terrain (even when charging) and automatically pass Dangerous Terrain tests.

FALL BACK MOVES

Beasts make Fall Back moves just like Infantry, except that they move 3D6".

SPECIAL RULES

Beasts have the Fleet special rule.

CAVALRY

This category covers warriors with a living mount. When closing on their enemies, such troops are able to move at far greater speeds than warriors on foot, and as such, are able to launch deadly charges and counter-charges.



MOVEMENT

Cavalry can move up to 12" in the Movement phase. Cavalry are not slowed down by difficult terrain (even when charging). However, Cavalry models treat all difficult terrain as dangerous terrain instead.

FALL BACK MOVES

Cavalry make Fall Back moves just like Infantry, except that they move 3D6".

SPECIAL RULES

Cavalry have the Fleet and Hammer of Wrath special rules.

MONSTROUS CREATURES

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 to become a living battering ram. While Monstrous Creatures use many of the Infantry rules, their size and destructive capability make them a lot more dangerous.



SHOOTING

Monstrous Creatures can fire up to two of their weapons each Shooting phase – they must, of course, fire both at the same target. They may never Go to Ground, voluntarily or otherwise.

SPECIAL RULES

Monstrous Creatures have the Fear, Hammer of Wrath, Move Through Cover, Relentless and Smash special rules.

FLYING MONSTROUS CREATURES

Flying Monstrous Creatures are massive winged monstrosities that are essentially ferocious living aircraft.

Flying Monstrous Creatures are Monstrous Creatures that have a number of additional rules.

DEPLOYMENT

A Flying Monstrous Creature that is deployed at the start of the game starts in Gliding mode. If a Flying Monstrous Creature is kept as Reserves then, as soon as it enters play, you must declare whether it is in Swooping or Gliding mode. If a Flying Monstrous Creature arrives via Deep Strike Reserve, it always counts as being in Swooping mode.

SPECIAL RULES

In addition to the special rules that all Monstrous Creatures have, Flying Monstrous Creatures also have the Jink and Vector Strike special rules.

FLIGHT MODES

Flying Monstrous Creatures can move using one of two flight modes: Swooping or Gliding.

Changing Flight Mode

At the start of its move, a Flying Monstrous Creature must declare whether it is Swooping or Gliding until the start of its next turn. If a Flying Monstrous Creature changes flight modes during its turn, it cannot declare a charge during the same turn.

A Gliding Flying Monstrous Creature cannot change flight mode whilst Falling Back.

GLIDING

If a Flying Monstrous Creature is Gliding, it moves, Runs and charges exactly like a Jump Monstrous Creature.





SWOOPING

If a Flying Monstrous Creature is Swooping, it moves exactly like a Jump Monstrous Creature, with the following exceptions:

- It must move at least 12" and can move up to 24".
- Due to its limited manoeuvrability, a Flying Monstrous Creature that is Swooping can make a single pivot on the spot of up to 90° before it moves. Thereafter it must move directly forwards in a straight line. As many Flying Monstrous Creatures are mounted on circular or oval bases, it's not always clear which way is forward. If in doubt, just make sure you use the same point on the base as the 'front' for the entire game.
- A Flying Monstrous Creature that is Swooping can move over intervening units and impassable terrain exactly as a Jump Monstrous Creature. In addition, a Flying Monstrous Creature that is Swooping does not take Dangerous Terrain tests.
- Models that physically fit under a Swooping Flying Monstrous Creature can move beneath it. Likewise, a Swooping Flying Monstrous Creature can end its move over such models. However, when moving this way, enemy models must still remain 1" away from the base of the Swooping Flying Monstrous Creature, and it cannot end its move with its base within 1" of other enemy models.
- A Flying Monstrous Creature that elects to Run can move up to 2D6" straight forwards if Swooping.
- A Flying Monstrous Creature cannot charge or be charged whilst it is Swooping.
- A Swooping Flying Monstrous Creature can never Fall Back.

Swooping Hunters

Flying Monstrous Creatures are quick-witted predators, able to track their targets even when moving at high speeds. They can, therefore, fire up to two of their weapons normally, even if Swooping (provided that they don't Run). Flying Monstrous Creatures can shoot all around, just like other non-vehicle models.

In addition, a Flying Monstrous Creature that is Swooping can choose whether or not to use the Skyfire special rule at the start of each phase. They don't have to use the Skyfire special rule, but if they do, all weapons they fire that phase are treated as having the Skyfire special rule.

Hard to Hit

A Swooping Flying Monstrous Creature is a very difficult target for units without specialised weapons. Shots resolved at such a target can only be resolved as Snap Shots unless the model or weapon has the Skyfire special rule (pg 171).

Leaving Combat Airspace

It's quite likely that a Flying Monstrous Creature will leave the board whilst Swooping. Indeed it can, unlike other units, deliberately do so. If this happens, whether deliberate or not, the unit is said to have left combat airspace – it then enters Ongoing Reserves (pg 136). Whilst in Reserve, the unit cannot change flight mode (it's too busy trying to get back to the battlefield).

A Flying Monstrous Creature cannot leave combat airspace on the same turn that it entered play from Reserves – the owning player must deploy their model in such a way that it will not leave the board on this turn.

Grounded Tests

If a Flying Monstrous Creature that is Swooping suffers one or more unsaved Wounds during any phase, it must take a Grounded test at the end of that phase.

To take a Grounded test roll a D6. On a 3+, the Flying Monstrous Creature maintains control and suffers no additional effect.

If a 1 or 2 is rolled, the beast comes crashing down to the ground – it suffers a single Strength 9 hit with no armour or cover saves allowed, and becomes Grounded. A Grounded Flying Monstrous Creature is treated as if it is in Glide mode with immediate effect, and can therefore be charged in the following Assault phase. Furthermore, a Grounded model automatically loses any saving throw granted by the Jink special rule (if it had one) until the start of its next Movement phase and cannot Jink for the rest of the current turn. A Grounded model can revert to Swoop mode again in its next turn.

Note that if a Flying Monstrous Creature is Grounded during the enemy's turn, it will start its own Movement phase in Glide mode and so can declare a charge during its turn if it chooses to do so, unless it chooses to change flight modes.

Swooping Flying Monstrous Creatures and Tank Shock

Due to their high altitude and manoeuvrability, a vehicle cannot Tank Shock a Swooping Flying Monstrous Creature (pg 68) – if the vehicle would end up underneath a Swooping Flying Monstrous Creature, move the vehicle by the shortest distance so that it is 1" away from the base of the Flying Monstrous Creature.



GARGANTUAN & FLYING GARGANTUAN CREATURES

Gargantuan Creatures are of such immense size that they can take on entire armies. They tower over the battlefield, making the ground shudder as they advance upon the foe, crushing lesser creatures beneath their feet as they lumber forwards. Only the Tyranids use such creatures as a matter of course, but there are numerous examples of Gargantuan Creatures found across the galaxy, including the mighty Squiggoths goaded into battle by some Ork tribes.

Gargantuan Creatures are Monstrous Creatures (pg 67) that have the additional rules and exceptions given below. Flying Gargantuan Creatures are Flying Monstrous Creatures (pg 68) that have the additional rules and exceptions given below.

MOVEMENT

Gargantuan Creatures can move 12" in the Movement phase unless specified otherwise. Apart from this, they obey the movement rules for Monstrous Creatures. Flying Gargantuan Creatures follow the movement rules for Flying Monstrous Creatures without any modification.

SHOOTING

When a Gargantuan Creature or Flying Gargantuan Creature makes a shooting attack, it may fire each of its weapons at a different target if desired. In addition, firing Ordnance weapons has no effect on a Gargantuan Creature or Flying Gargantuan Creature's ability to fire other weapons. Gargantuan Creatures and Flying Gargantuan Creatures cannot fire Overwatch.



STOMP

Gargantuan Creatures and Gliding Flying Gargantuan Creatures may make Stomp attacks in the same manner as Super-heavy Walkers (pg 96).

UNSTOPPABLE

Any attack that normally inflicts Instant Death or says that the target model is removed from play inflicts D3 Wounds on a Gargantuan Creature or Flying Gargantuan Creature instead.

In addition, attacks with the Sniper special rule only cause a Wound on a roll of a 6. Attacks with the Poisoned special rule only cause a Wound on a roll of a 6 (unless the attack's Strength would cause a Wound on a lower result).

SPECIAL RULES

Gargantuan Creatures and Flying Gargantuan Creatures have the following special rules:

Fear, Fearless, Feel No Pain, Hammer of Wrath, Move Through Cover, Relentless, Smash, Strikedown, Vector Strike (Flying Gargantuan Creatures only).





VEHICLES

War is not a trade solely for living soldiers, but also for mighty war engines and tanks. Rhinos and Land Raiders forge forwards through incoming fire, disgorging battle-ready Space Marines into the heart of the foe. Leman Russ Battle Tanks plough across the battlefield, battle cannons roaring and heavy bolters spitting death. Eldar skimmers flit through the smoke-laced skies, darting through the enemy defences to attack crucial targets.

Such vehicles do not fight in the same manner as other models – that's why their rules have been compiled in this section. First we're going to look at the rules and characteristics that all vehicles have in common, then we'll cover more specialist sets of rules for Flyers, Tanks and more.

Forging a Narrative

Just as vehicles add an extra tactical dimension, they also present fresh opportunities for making sure that the story of your game unfolds as dramatically as possible. However, to make sure of this, you'll want to think about how vehicles will interact with your terrain. Has your terrain placement made it impossible for vehicles to access some parts of the board and, if so, is this appropriate? If you're enacting an epic gunfight in a cavern complex, it makes perfect sense that some passages are too tight for Tanks. If, however, you're ambushing a patrol, then it's probably more appropriate for Tanks to have free rein.

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



VEHICLE CHARACTERISTICS

Vehicles have characteristics that define how powerful they are in a similar way to Infantry. However, their characteristics are different. Shown here is one example of a vehicle's profile:

		Armour				
Name	**BS**	**F**	**S**	**R**	**HP**	**Type**
Leman Russ	3	14	13	10	3	Vehicle (Tank, Heavy)

Ballistic Skill (BS)

Vehicles have a Ballistic Skill value just like other unit types and it represents the accuracy of the crew as they blast away at their enemy with the vehicle's weapons.

Armour Value (AV)

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

Hull Points (HP)

Every vehicle has a number of Hull Points, indicating how much damage it can take before it is destroyed. This will normally be shown in the vehicle's characteristics profile.

Type

The different types of vehicle are: Chariot, Fast, Flyer, Heavy, Hover, Open-topped, Skimmer, Tank, Transport, Walker, Super-heavy vehicle, Super-heavy Walker and Super-heavy Flyer. These types can be combined to define, for example, a Fast Skimmer or an Open-topped Walker, in which case, the vehicle has all of the rules for all of its types.

VEHICLES & MEASURING DISTANCES

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

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

'That which I cannot crush with words, I will crush with the tanks of the Imperial Guard.'

- Lord Solar Macharius

VEHICLES IN THE MOVEMENT PHASE

The distance a vehicle moves influences how accurately it can fire its weapons, as described later.

- **Stationary.** A vehicle that remains Stationary will be able to bring its full firepower to bear on the enemy.
- **Combat Speed.** A vehicle that travels up to 6" is said to be moving at Combat Speed. This represents the vehicle advancing slowly to keep firing, albeit with reduced firepower.
- **Cruising Speed.** A vehicle that travels more than 6" and up to 12" is said to be moving at Cruising Speed. This represents the vehicle concentrating on moving as fast as possible – all of its firepower will be wildly inaccurate.

Vehicles can turn any number of times as they move, just like any other model. **Vehicles turn by pivoting on the spot about their centre-point**, rather than wheeling round. Pivoting on the spot alone does not count as moving, so **a vehicle that only pivots in the Movement phase counts as Stationary** (however, Immobilised vehicles cannot even pivot on the spot). Pivoting is always done from the centre of a vehicle to prevent it from accidentally moving further than intended or allowed. Just like other units, vehicles cannot move over friendly models.

Difficult and Dangerous Terrain

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

Vehicles are not slowed down by difficult terrain. However, they treat all difficult terrain as dangerous terrain instead. A vehicle that fails a Dangerous Terrain test immediately loses one Hull Point and suffers an Immobilised result from the Vehicle Damage table (pg 76).



VEHICLES IN THE PSYCHIC PHASE

Even vehicles can harbour powerful connections to the Warp.

Vehicles with the Psychic Pilot special rule (pg 170) manifest their psychic powers during the Psychic phase, as normal.

VEHICLES IN THE SHOOTING PHASE

When a vehicle fires, it uses its own Ballistic Skill characteristic and shoots like any other unit. All its weapons must fire at a single target unit.

Moving and Shooting With Vehicles

All vehicles have the Relentless special rule, but the number (and accuracy) of the weapons a vehicle can fire in the Shooting phase depends on how fast it moved in that turn's Movement phase, as detailed below.

Relentless

Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

- **A vehicle that remained *Stationary* can fire all of its weapons** (remember that pivoting on the spot does not count as moving).
- **A vehicle that moved at *Combat Speed* may fire a single weapon using its Ballistic Skill. The vehicle can also fire Snap Shots with other weapons if it wishes,** though, of course, it cannot fire any weapons that cannot be fired as Snap Shots.
- **A vehicle that moved at *Cruising Speed* can only make Snap Shots**, as above.

Vehicles & Ordnance Weapons

Unlike other units, vehicles can move and fire with Ordnance weapons. However, a vehicle that fires an Ordnance weapon can only make Snap Shots with its other weapons that turn. A vehicle that moved at Cruising Speed can still Snap Shoot Ordnance, but of course, cannot fire any Ordnance weapon that cannot be fired as Snap Shots.

Vehicle Weapons & Line of Sight

When firing a vehicle's weapons, point them at the target and then **trace line of sight from each weapons' mounting and along its barrel** to see if the shot is blocked by intervening terrain or models.

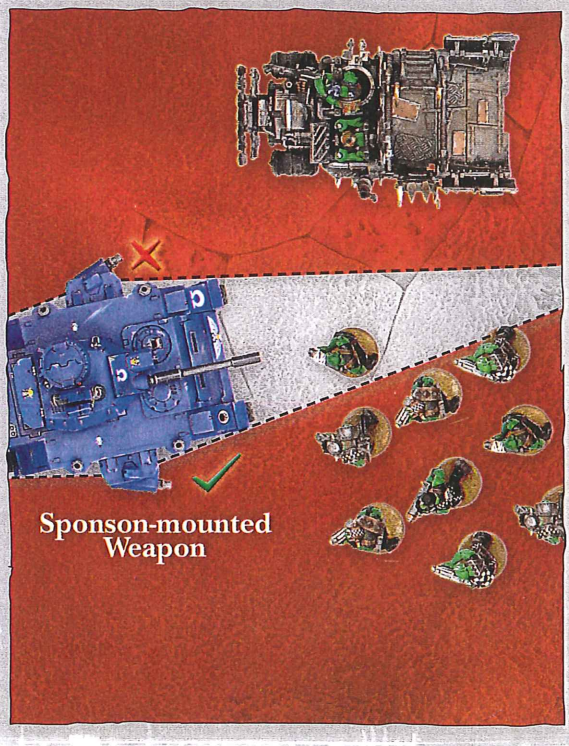
If the target unit is in cover from only some of the vehicle's weapons, then work out the target's cover saves exactly as if each firing weapon on the vehicle was a separate firing unit. Note that, even when firing Barrage weapons, the target unit must be in the weapon's arc of sight.

On some models, it will actually be impossible to move the gun and point it towards the target because of the way the model is assembled. In this case, players should assume that the guns on a vehicle are free to rotate or swivel on their mountings. In the rare cases when it matters, assume that guns can swivel vertically up to 45°, even if the barrel on the model itself cannot physically do that! Additionally, assume all hull-mounted weapons can swivel horizontally up to 45°.

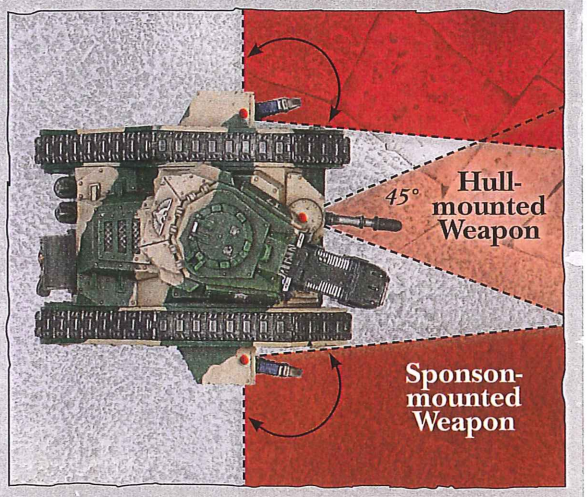
Vehicle Weapons and Line of Sight

The Predator is firing at the Ork Boyz unit. The weapon on the left sponson cannot draw a line of sight to the chosen target, and so it cannot be fired.

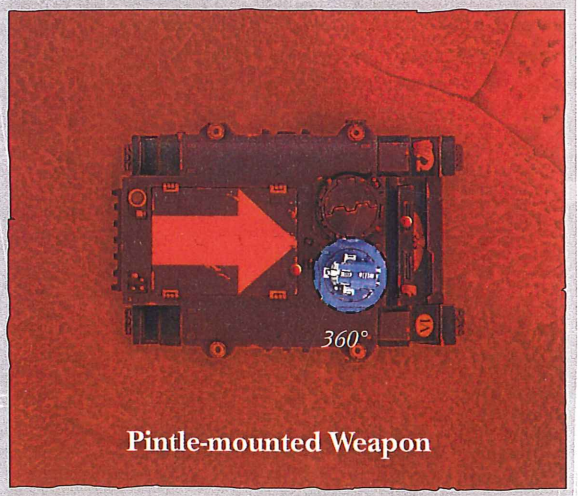
Arc of Sight 1



Arc of Sight 2



Arc of Sight 3



Arc of Sight 4



Moving Flat Out

A vehicle can elect to move Flat Out instead of firing in the Shooting phase, immediately moving up to 6"; this move triggers Dangerous Terrain tests as normal. A Tank cannot move Flat Out in the same turn that it performs a Tank Shock (pg 92).

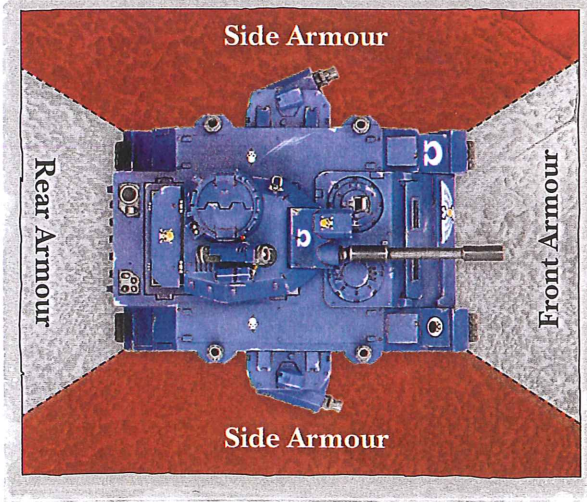
Shooting at Vehicles

When a unit fires at a vehicle, it must be able to see its hull or turret (ignoring the vehicle's gun barrels, antennas, decorative banner poles, etc.). Note that, unlike for other models, a vehicle's wings are not ornamental and are a part of its hull. As the whole unit must fire at the same target, this often means that some of their weapons can't damage the target vehicle, so we assume that the other members of the squad are providing covering fire, bringing forward ammunition for heavy weapons or simply keeping their heads down. If the target vehicle is in range, roll To Hit as normal. If any hits are scored, roll for each to see if they penetrate the vehicle's Armour Value (see below).

Vehicle Facing and Armour Values

Not all vehicles are equally armoured. Countless layers of adamantium and ceramite plates protect some Tanks, while lighter vehicles rely more on their speed to avoid incoming fire. As such, vehicles have different Armour Values, representing the thickness of their armour. Armour Values for individual vehicles often vary between its front, side and rear facings. **Shots are resolved against the facing of the vehicle that the shot comes from. To see what facing a shot is coming from, draw two imaginary lines through the corners of the vehicle** (see diagram below). If a unit has firing models in two or more different facings of a target vehicle (some models in the front and some in the side, for example), shots are resolved separately for each facing. The direction a turret is facing has no bearing on what arc of a vehicle you are firing at.

Vehicle Armour Facing



Blast Weapons

When firing a Blast weapon at a vehicle, place the marker with the hole over any part of the vehicle's hull and then roll for scatter as normal. In the case of multiple blasts, the vehicle will be hit once each time any part of a blast marker ends up over the vehicle or its base. The armour penetration roll is resolved against the Armour Value facing the firer, regardless of the position of the marker.

Template Weapons

If a vehicle, or its base, is even partially under a template, it is hit on the Armour Value facing the firer.

Armour Penetration Rolls

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, comparing this total with the Armour Value of the appropriate facing of the vehicle.

- If the total is less than the vehicle's Armour Value, the shot has no effect.
- If the total is equal to the vehicle's Armour Value, the shot inflicts a **glancing hit**.
- If the total is greater than the vehicle's Armour Value, the shot inflicts a **penetrating hit**.

For example, a lascannon shot hits the front of a Space Marine Predator (Armour Value 13). Rolling a D6, the player rolls a 4 and adds this to the lascannon's Strength of 9, for a total of 13. Because this equals the Predator's Armour Value, it inflicts a glancing hit. If the player had rolled a 5 or a 6, the armour penetration roll would have inflicted a penetrating hit on the Predator.

Resolving Damage

A hit on a vehicle can have a variety of results. Its armour could be completely pierced, yet merely result in an area of shattered hull and a nasty shock for the crew. Alternatively, a lucky shot could detonate the ammunition cases or fuel tanks held within the vehicle, resulting in an explosion of titanic proportions.

Glancing Hits

If a glancing hit was scored, the vehicle loses 1 Hull Point.

Penetrating Hits

If a penetrating hit was scored, the vehicle not only loses 1 Hull Point, but also suffers additional damage.

After deducting any Hull Points, **roll a D6 for each shot that penetrated the vehicle's armour and look up the result using the Vehicle Damage table,** applying any appropriate modifiers, such as those granted for high AP weapons (pg 76). All modifiers on the Vehicle Damage table are cumulative. If you inflict a penetrating hit, you must roll on the Vehicle Damage table even if the vehicle loses sufficient Hull Points to be Wrecked, as there is still a chance that it might Explode!

Vehicle Damage Table

D6	Result
1-3	Crew Shaken. *The vehicle is rocked by the attack, but no serious damage is sustained.* The vehicle can only fire Snap Shots until the end of its next turn.
4	Crew Stunned. *Either the vehicle's crew is knocked about by the attack, or the vehicle's targeting and steering systems are temporarily scrambled.* The vehicle can only fire Snap Shots until the end of its next turn. If the vehicle is a Zooming Flyer, it must move 18" and cannot turn at all in its next Movement phase. If the vehicle is not a Zooming Flyer, it cannot move or pivot until the end of its next turn.
5	Weapon Destroyed. *The strike causes critical damage to part of the vehicle's armament.* One of the vehicle's weapons (randomly chosen) is destroyed – including any combi- or built in weapons. This can include vehicle upgrades that are weapons, such as pintle-mounted storm bolters or hunter-killer missiles. Do not count weapons that have run out of ammunition – they're already non-functional for the most part. If a vehicle has no weapons left, treat this result as an Immobilised result instead (see below).
6	Immobilised. *The vehicle has taken a hit that has crippled a wheel, track, grav plate, engine or leg.* If the vehicle is a Chariot, count this result as a Crew Stunned result instead (see above). If the vehicle is a Zooming Flyer, roll a further D6: on a 1 or 2, that Flyer will immediately Crash and Burn! (see below), on a 3+ the Flyer counts this result as Crew Stunned instead (see above). Other vehicles are Immobilised. An Immobilised vehicle cannot move – it may not even pivot, but its turrets may continue to rotate to select targets, and other weapons retain their normal arcs of fire. Any Immobilised results suffered by an already Immobilised vehicle instead remove an additional Hull Point.
7+	Explodes! *The vehicle is ripped apart in a spectacular explosion, as its fuel and ammo detonate.* The vehicle is destroyed. If the vehicle is a Zooming Flyer, it will immediately Crash and Burn! (see below), otherwise nearby units suffer a Strength 4 AP- hit for each model within D6" of the vehicle (resolve this once, regardless of how many times the result is inflicted), as flaming debris scatters across the area. The vehicle is then removed from the battlefield.
	Crash and Burn! *The aircraft is torn apart and flaming debris rains down upon the battlefield.* Centre the large blast marker over the Flyer – it then scatters 2D6". Any units under the blast marker's final position suffer a number of Strength 6 AP- hits equal to the number of models that unit has under the marker. The Flyer is then removed from the battlefield.

High AP Weapons

Some weapons are so destructively powerful that they can inflict masses of damage in a single strike.

If an AP2 weapon scores a penetrating hit add a +1 modifier to the roll on the Vehicle Damage table.

If an AP1 weapon scores a penetrating hit add a +2 modifier to the roll on the Vehicle Damage table.



Vehicle Damage Results and Hull Points

Occasionally, a rule will state that a vehicle will suffer the effects of a Crew Shaken, Crew Stunned, Weapon Destroyed or Immobilised result. Unless that rule also specifies that the vehicle suffers a glancing hit, a penetrating hit, or otherwise states that the vehicle loses a Hull Point, only the relevant result on the Vehicle Damage chart is applied to the vehicle and no Hull Points are lost.

Wrecked Vehicles

A vehicle that is reduced to 0 Hull Points is Wrecked. A Wrecked vehicle is destroyed. If the vehicle was a Flyer in Zoom mode, it suffers a Crash and Burn! result (see the Vehicle Damage table). In any other circumstance, a Wrecked model is left in place, and is treated as a Citadel scenery model with the difficult terrain type (pg 108).

Forging a Narrative

One of the greatest pleasures to be had in the Warhammer 40,000 game is zooming vehicle models about the battlefield, unleashing the firepower of armoured behemoths and, conversely, blowing up those vehicles that belong to the enemy. The destruction of a vehicle is usually a spectacular event that can totally change the course of the game, and vehicle wrecks become important pieces of terrain unto themselves. But how best to represent such high-octane carnage?

Some like to demonstrate their vehicular misfortune by turning a destroyed vehicle onto its top. A few go even further and sculpt battle damage underneath the vehicle to complement this approach. However, many vehicles have delicate parts on top, so players often object to treating their beautifully painted tanks in such a rough and ready manner, and adopt a different solution. We know several gamers who use cotton wool to represent the smoke billowing from destroyed vehicles, a visually pleasing solution and doubly handy if someone spills their tea.

Vehicles and Cover – Obscured Targets

Vehicles do not benefit from cover in the same way as Infantry due to their sheer size and bulk, but they can 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 other models is represented by the following exceptions to the normal rules for cover:

- At least 25% of the facing of the vehicle that is being targeted (its front, side or rear) needs to be hidden by intervening terrain or models from the point of view of the firer for the vehicle to be in cover. If this is the case, the vehicle is obscured (or 'hull down'). If a unit is firing at a vehicle, the vehicle is obscured only if it is 25% hidden from the majority of the firing models that are able to damage the vehicle. If a unit has firing models in two or more different facings of a target vehicle, work out whether or not the vehicle is obscured separately for each facing, using only models firing at that facing.
- Vehicles are not obscured simply for being inside terrain such as woods or ruins. The 25% rule given above takes precedence.
- Vehicles cannot Go to Ground, voluntarily or otherwise.
- If the target is obscured and suffers a glancing hit, a penetrating hit, or is otherwise hit by an enemy shooting attack that inflicts damage upon it (such as being hit by a weapon with the Graviton special rule, pg 164), it must take a cover save against it, exactly like a non-vehicle model would do against a Wound (for example, a 5+ cover save for a Citadel Wood, a 4+ cover save for a ruin and so on). If the save is passed, the hit is discarded, no Hull Points are lost and no roll is made on the Vehicle Damage table. If a special rule or a piece of wargear makes a vehicle obscured even if in the open, this is a 5+ cover save, unless specified otherwise in the codex or Army List Entry.

It may rarely happen that the firing unit cannot see any part of the facing they are in (front, side or rear), but they can still see another facing of the target vehicle. In this case, they may take the shot against the facing they can see, but to represent such an extremely angled shot, the vehicle receives a cover save one point better than that given by the cover obscuring the vehicle's other facing.

Forging a Narrative

Some vehicle damage results debilitate rather than destroy vehicle models. Tanks can find themselves immobilised by a thrown track, have their weapon systems crippled or shot off altogether, or be stunned into inactivity for a turn.

Marking these events can be a little tricky. Some players leave the weapons and turrets on their models unglued so that they can be carefully removed during battle. This helps with ease of transport and is a great way to represent Weapon Destroyed results – just take the relevant weapon off altogether. A different approach is to place a dice on or next to the vehicle, showing the number that corresponds with the appropriate damage result, or else model a set of damage markers reflecting the different results.

As with many aspects of the Warhammer 40,000 hobby, there is no 'right answer' – just make sure that your opponent is happy with whatever convention you decide upon.

Obscured Vehicles

In these three pictures a unit of Eldar Fire Dragons is shooting at a Space Marine Rhino. In each case they are in its front armour facing.

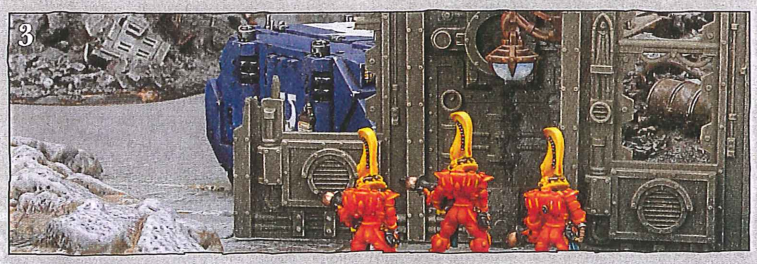


Picture 1: less than 25% of the front of the Space Marine Rhino is hidden by the ruin – the Rhino is not obscured.



Picture 2: more than 25% of the front of the Space Marine Rhino is hidden by the ruin – the Rhino is obscured and will receive a 4+ cover save from the ruin.

Picture 3: the entirety of the front of the Space Marine Rhino is hidden by the ruins. However, part of the side of the Rhino is still visible. The Rhino is obscured, and gains +1 to its cover save.



VEHICLES IN THE ASSAULT PHASE

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

Assaulting With a Vehicle

Vehicles cannot charge. Note that Walkers (pg 90) and Chariots (pg 86) are exceptions to this.

Assaulting a Vehicle

Infantry can pose a grave threat to vehicles if they get close enough. They can wreck a vehicle by shooting through vision slits, planting explosives on fuel tanks, tearing open hatches to attack the crew or committing some other equally imaginative act of mayhem.

Charging a Vehicle

A unit can charge a vehicle in their Charge sub-phase. The charge move is conducted the same as for charging other enemy units.

Vehicles and Overwatch

Unless specified otherwise, vehicles cannot make Overwatch fire – it takes too long to bring their weapons to bear.

Fighting the Assault

Hitting vehicles in close combat is very straightforward due to their size. We can safely assume that any unit that has been able to reach a vehicle has been travelling swiftly enough to land a blow upon it with relative ease – though care must still be taken to strike a vital point. **Accordingly, all vehicles are treated as being Weapon Skill 1.** The exceptions are Walkers (pg 90) and Chariots (pg 86), which have varying Weapon Skills, and Immobilised non-Walker vehicles, which are always treated as having Weapon Skill 0.



Armour Penetration in Assault

Armour Penetration is worked out in the same way as for shooting (D6 + the Strength of the attacker). In close combat, however, **all hits are resolved against the vehicle's rear armour,** to represent the chance of attacking a vulnerable spot.



Assault Results

Combats against vehicles are very different from those among other unit types. For a start, **whilst vehicles can be assaulted, they do not Pile In and cannot be locked in combat.** At the end of a round of close combat against a vehicle, calculate the assault result as normal, **counting each glancing hit as 1 Wound, and each penetrating hit as 2 Wounds.**

If the vehicle loses the combat or is destroyed, nothing happens. There are no Sweeping Advances, no Pile Ins and no Consolidation moves. The vehicle and the enemy remain where they are and are free to simply move away in future turns.

If the vehicle wins the combat, the enemy must make a Morale check as normal, and Fall Back if they fail, though the vehicle cannot Consolidate or make a Sweeping Advance.

Successive Turns

If a vehicle that has been assaulted (and survived) does not move in its successive Movement phase, enemy models will still be in base contact with it during its Shooting and Assault phase. Enemy models that are in base contact with a vehicle (not including Walkers or Chariots – pg 86 and 90) are not locked in combat and can therefore be shot during the Shooting phase. If the vehicle pivots on the spot (to shoot at its attackers for example), move these models out of the way as you shift the vehicle and then place them back into base contact with the vehicle – or as close as possible if there is no room.

Units that still have models in base contact with a vehicle during its Assault phase may attack it again, just as in a normal ongoing combat (including all models that would count as engaged in a normal assault).

Vehicles, Leadership and Morale

It is assumed, in all cases, that the crew's faith in their vehicle, and its considerable armour plating, is absolute. Therefore, vehicles never take Morale checks or Leadership tests. Any occasional lapses that do occur are represented by Crew Shaken and Crew Stunned results on the Vehicle Damage table (pg 76).

VEHICLE SQUADRONS

Most vehicles fight as individual units and are represented by a single model. However, some vehicles, such as Ork Warbuggies and Eldar Vypers, operate together in what are known as squadrons. Squadrons are treated like normal units, with a few exceptions and clarifications as described below.

Squadrons in the Movement Phase

The vehicles in a squadron must maintain coherency, just like models in ordinary units, but **vehicles in a squadron need only remain within 4" horizontally of each other, rather than within 2" horizontally.** Indeed, they can move at different speeds, provided they maintain unit coherency.

Squadrons in the Shooting Phase

All of the weapons fired by a squadron of vehicles in each phase must target a single enemy unit. Like other units, vehicles in squadrons can see and shoot through members of their own squadron, just as if they were not there. This represents the vehicles manoeuvring around each other in a well-practiced battle formation.

Squadrons Moving Flat Out

Vehicles in squadrons can declare individually whether or not they are going to move Flat Out. Note that unit coherency must still be maintained. Those that do not move Flat Out can shoot as normal.

Shooting at Squadrons

When a squadron of vehicles is shot at, roll To Hit as normal. Once you have determined the number of hits, these **hits must be resolved, one at a time, against the model in the squadron closest to the firing unit** – exactly like you would resolve Wounds on a normal unit. Once the nearest model in the squadron is destroyed (i.e. is Wrecked or Explodes!), the next hit is allocated against the new nearest model, and so on.

Squadrons in the Assault Phase

When a squadron is struck in close combat, roll To Hit as normal, and resolve those hits, one at a time, first against squadron models in base contact, then against models further away, once the closest model is destroyed, just like normal.

Damaging Squadrons

As vehicle squadrons don't have Wounds or Toughness, we have to allocate hits to them slightly differently to other, more conventional, units. To do this, **allocate individual hits, rather than individual Wounds, one at a time, to the closest model in the squadron.** Then roll for Armour Penetration against the correct facing (so against the rear armour in close combat) and determine the result of any glancing or penetrating hits. When this has been done, resolve the next hit, and so on, until all hits have been allocated and resolved.



Abandoning Squadron-mates

Over the course of the battle, it is likely that one or more members of a squadron will suffer an Immobilised result, preventing it from moving. **If a member of a squadron is Immobilised, the rest of the squadron are permitted to 'abandon' it. To do so, the rest of the squadron must move out of unit coherency with it; treat the Immobilised model(s) as a separate unit from then on** for all rules and victory conditions. This cannot be done if a member of a squadron has only been Crew Stunned – we assume, in this case, that its squadron-mates rally to its defence until a full recovery is made.



TRANSPORTS

Some vehicles can carry infantry across the battlefield, providing speed and protection. Of course, if the transport is destroyed, the passengers risk being burnt alive in the explosion.

Transports have several additional characteristics: Transport Capacity, Fire Points and Access Points.

TRANSPORT CAPACITY

Each Transport vehicle has a maximum passenger capacity that can never be exceeded. **A Transport can carry a single Infantry unit and/or any number of Independent Characters (as long as they are also Infantry), up to a total number of models equal to the vehicle's Transport Capacity.** The entire unit must be embarked on the Transport if any part of it is – a unit cannot be partially embarked or be spread across multiple Transports.

Only Infantry models can embark upon Transports (this does not include Jump or Jet Pack Infantry), unless specifically stated otherwise. Some larger Infantry models count as more than one model for the purposes of Transport Capacity, and this will be specified in the model's rules. Sometimes, there will be constraints on which types of models can embark upon a particular vehicle, and this will be specified in the unit's entry. Space Marine Terminators, for example, cannot embark upon a Rhino or Razorback, although they can be transported by a Land Raider.

Unshakable Nerve

Units embarked upon Transports have the Fearless special rule while they are embarked.

Fearless

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (pg 53). If a unit has Gone to Ground and then gains the Fearless special rule, all the effects of Going to Ground are immediately cancelled.

FIRE POINTS

Many Transports have a number of Fire Points defined in their army entry. A Fire Point is a hatch or gun slit from which one or more passengers inside the vehicle can fire shooting weapons (or use witchfire psychic powers). Unless specified differently in the vehicle's entry, **a single passenger can fire out of each Fire Point and the other transported models cannot fire.** Ranges and line of sight are measured from the Fire Point itself. If an embarked model fires a Template weapon or a **beam** psychic power from a Fire Point, discount the hit scored against the vehicle – we assume the weapon has been fired in a sufficient arc to clear the Transport's hull. Note that the passengers can shoot at a different target to the vehicle itself.

Models firing out of a vehicle that moved at Combat Speed count as having moved that turn. Models firing out of a vehicle that moved at Cruising Speed can only fire Snap Shots that turn. They cannot fire if the vehicle moves Flat Out or uses smoke launchers that turn, nor can a vehicle move Flat Out or use smoke launchers if a unit embarked inside it shoots out.

ACCESS POINTS

Each vehicle 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 vehicle (see below for more details). Transports on flying bases also count the base as an Access Point.

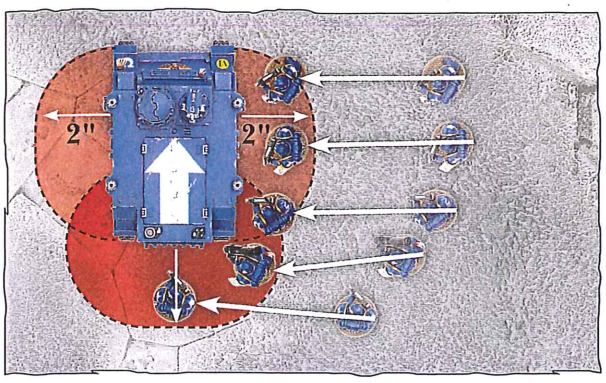
EMBARKING AND DISEMBARKING

Models can only voluntarily embark or disembark in the Movement phase. They cannot voluntarily embark and disembark in the same turn. However, they can embark and then be forced to disembark if their Transport is destroyed.

Embarking

A unit can embark onto a vehicle by moving each model to within 2" of its Access Points in the Movement phase – Difficult and Dangerous Terrain tests should be taken as normal. The whole unit must be able to embark – if some models are out of range, the entire unit must stay outside. When the unit embarks, remove it from the table and place it aside, making a note that the unit is being transported. If the players need to measure a range involving the embarked unit (except for its shooting), this range is measured to or from the vehicle's hull.

If the vehicle moved before its passengers got aboard, it cannot move further that turn (including pivoting on the spot, moving Flat Out, Running or charging). If the vehicle did not move before its passengers got aboard, it can move as normal after they have embarked. In either case, a vehicle cannot Tank Shock or Ram in a turn that a unit embarks upon it.



Disembarking

A unit that begins its Movement phase embarked upon a vehicle can disembark either before or after the vehicle has moved (including pivoting on the spot, etc) so long as the vehicle has not moved more than 6".

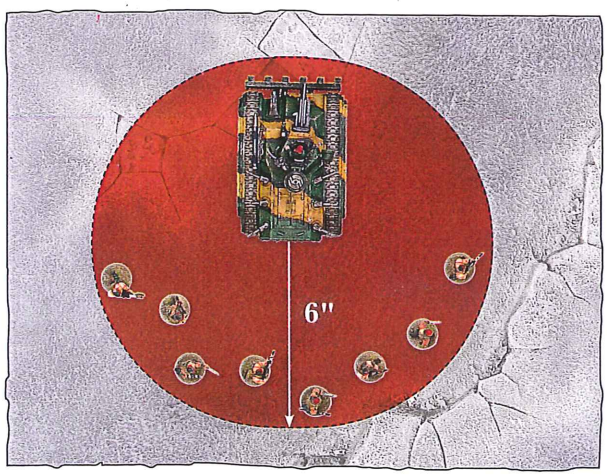
If the vehicle had not moved before the unit disembarked, the vehicle can then move normally. If the vehicle had already moved before the unit disembarked, the vehicle cannot move further that turn (including pivoting on the spot, moving Flat Out, Running or charging). In addition, a vehicle cannot Tank Shock or Ram on a turn that a unit disembarks from it.



Placing Disembarked Models

When a unit disembarks, place the models one at a time, using the following method: place the first model in base contact with one of the vehicle's Access Points (including its flying base, if it has one). A disembarking model's base cannot be placed within 1" of an enemy model or within impassable terrain.

The model can then make a normal move – Difficult and Dangerous Terrain tests should be taken as normal, **but it must end its move wholly within 6" of the Access Point it disembarked from** (we assume that any distance that is lost because of this has been used getting out of the Transport). Repeat this process for each model in the unit. At the end of the unit's move, all models must be in unit coherency.

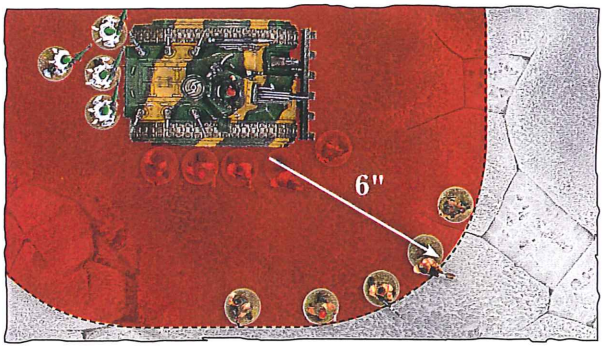


Disembarkation Restrictions

After disembarking, models can manifest their psychic powers and either shoot or Run in their subsequent Shooting phase, counting as having moved that turn, but they cannot declare a charge in their subsequent Assault phase. If a unit disembarks from a destroyed vehicle during the enemy turn, it cannot charge in the Assault phase of its own turn unless the destroyed vehicle had the Assault Vehicle special rule (pg 157).

Emergency Disembarkation

If any models cannot disembark, because of enemies or because they would end up in impassable terrain, the unit can perform an emergency disembarkation. In this case, a model can be placed anywhere in contact with the vehicle's hull and can then move as for a normal disembarkation. **The unit cannot then perform any voluntary actions for the rest of the turn.** If even this disembarkation is impossible, because it is impossible to place one or more models, then the unit can't disembark.



INDEPENDENT CHARACTERS & TRANSPORTS

If an Independent Character (or even more than one) and a unit are both embarked upon the same vehicle, they are automatically joined, just as if the Independent Character was within 2" of the unit. If either an Independent Character or a unit is already in a vehicle, the other may join them by embarking too (assuming, of course, that there is enough space). The unit and the Independent Character(s) can, in a later Movement phase, disembark together as a single unit. Alternatively, they can separate by either the unit or the Independent Character(s) disembarking while the others remain on board. They can even separate by disembarking at the same time, so long as they end their moves more than 2" away from each other.

TRANSPORTS AND ASSAULTS

If a Transport vehicle is assaulted, an embarked unit can fire Overwatch at the attackers out of its Fire Points – note that a unit can still only fire Overwatch once a turn, even if embarked on a Transport. If a Transport vehicle is Wrecked, Explodes or Crashes and Burns, any Wounds caused to its passengers do not count towards assault results, and any surviving passengers are not locked in combat with the units assaulting their vehicle.

Dedicated Transports

Sometimes a unit entry will include a transport option, allowing a vehicle to be selected together with the unit. These Dedicated Transports do not use up a slot on the force organisation chart (pg 120), but count as having the same role as the unit they were bought for all other rules purposes.

For example, a Rhino bought for a Space Marine Tactical Squad (troops) counts as a unit of troops, but one bought for a unit of Space Marine Sternguard Veteran Squad (elites) counts as elites.

Other vehicles may also have a Transport Capacity, but they are chosen separately as normal, have a role and occupy a force organisation chart slot of their own.

The only limitation of a Dedicated Transport is that when it is deployed, it can only carry the unit it was selected with (plus any Independent Characters that have joined it). 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.



PSYCHIC POWERS AND TRANSPORTS

Psykers (pg 22) embarked on a Transport can only target enemy units with **witchfire** psychic powers, and only then if the vehicle has a Fire Point that can 'see' the target unit. Psykers embarked on a Transport cannot attempt to manifest any other kind of psychic power.

Psychic powers cannot target units that are embarked on a Transport.

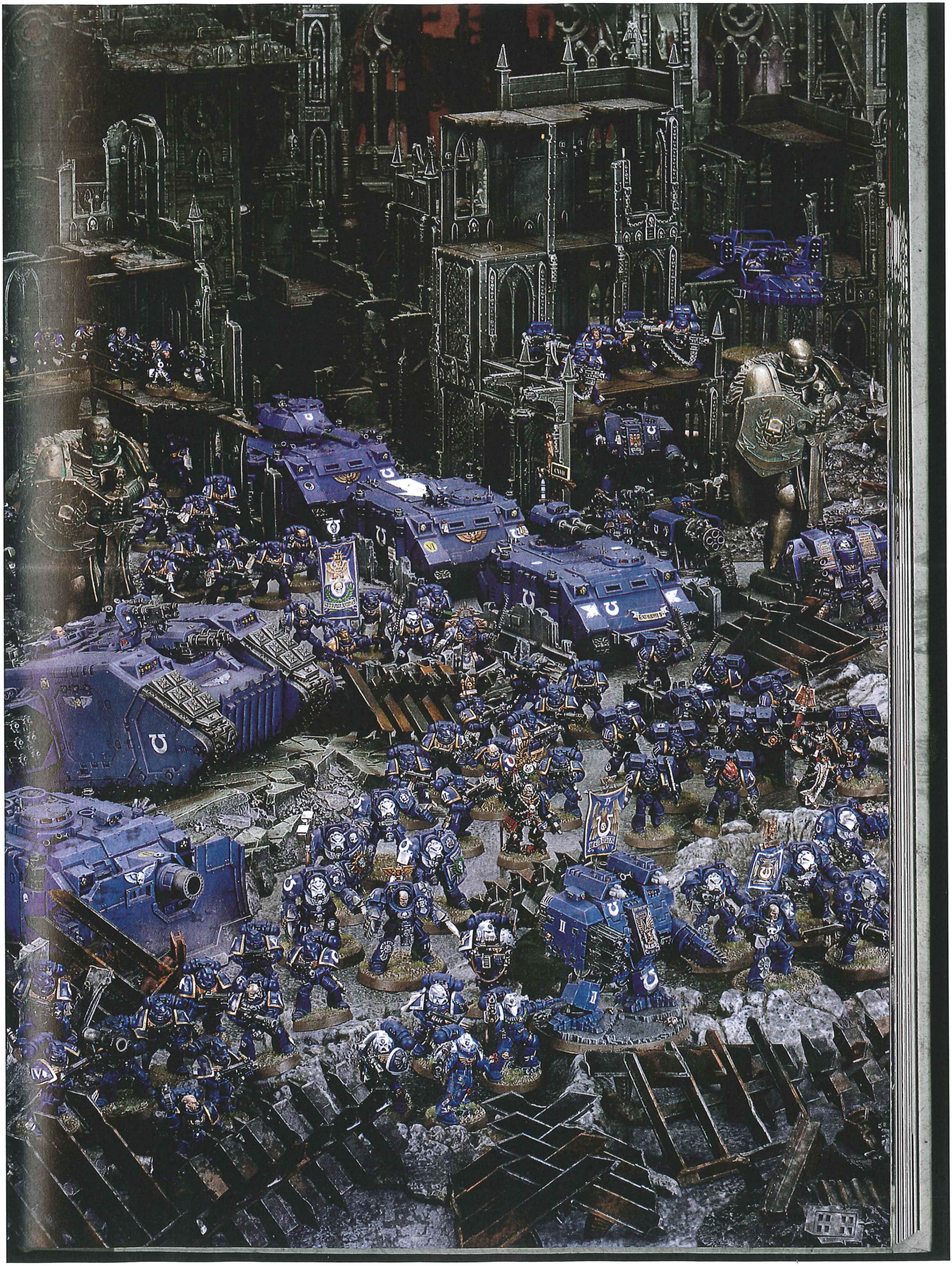


EFFECT OF DAMAGE ON PASSENGERS

When a Transport sustains damage, it can also have an effect on its passengers – even if they disembark – as described below:

- **Crew Shaken, Crew Stunned, Weapon Destroyed and Immobilised.** At the end of a phase in which a vehicle sustains one or more of these damage results, the passengers must take a Leadership test. If the test is passed, the unit is unaffected. If the test is failed, the unit can only make Snap Shots in their next Shooting phase, but are otherwise unaffected.
- **Wrecked (other than Zooming Flyers).** The passengers must immediately disembark in the usual manner (pg 81), save that they must end their move wholly within 3" of the vehicle, rather than 6". If, even by performing an emergency disembarkation, some models are unable to disembark, then any models that cannot disembark are removed as casualties. This does not prevent the rest of the unit from disembarking. The unit must then take a Pinning test. After this, the vehicle becomes a wreck.
- **Explodes!** The unit suffers a number of Strength 4 AP- hits equal to the number of models embarked. These Wounds are Randomly Allocated. Surviving passengers are placed where the vehicle used to be and in unit coherency. Any models that cannot be placed are removed as casualties. The unit then takes a Pinning test.
- **Wrecked (Zooming Flyers) and Crash and Burn!** The unit suffers a number of Strength 10 AP2 hits equal to the number of models embarked. These Wounds are Randomly Allocated. Surviving passengers are placed where the Flyer used to be and in unit coherency. Any models that cannot be placed are removed as casualties. The unit then takes a Pinning test.

If a Transport is destroyed by a shooting attack, any unit that shot it that turn can, if allowed, charge the now disembarked passengers.



FLYERS

The airspace above a battle is thronged with activity. Fighters and bomber craft hurtle through the skies, duelling with one another and providing fire support for the troops on the ground.

AERIAL SUPPORT

Flyers must begin the game as Reserves (pg 135). Special rules that allow an owning player to move one or more of their units out of Reserves after deployment but before the game begins (for example the C'tan Shard power 'Grand Illusion') cannot be used to move a Flyer out of Reserves unless they specifically state that Flyers can start the game deployed on the table (such as a Skyshield Landing Pad's 'Ready for Takeoff' rule).

FLYERS AND MEASURING

Flyers have flying bases that suspend them above the battlefield. However, distances are still measured to and from the Flyer's hull, with the exception of the vehicle's weapons and Fire Points, which all work as normal. The base of a Flyer is effectively ignored, except for when:

- The Flyer is in close combat, in which case models may move into contact with the vehicle's hull, its base or both.
- Models are embarking or disembarking from the Flyer, in which case the base of the Flyer is used as an Access Point.

FLYERS AND OTHER MODELS

Models that physically fit under a Flyer model can move beneath it. Likewise, a Flyer can end its move over such models. However, when moving this way, enemy models must still remain 1" away from the base of the Flyer, and the Flyer cannot end its move with its base within 1" of other enemy models.

EVADE

If a Flyer comes under fire, the pilot can throw his craft into a series of evasive manoeuvres in an attempt to avoid taking damage. All Flyers have the Jink special rule.

JINK

When a unit with any models with the Jink special rule is selected as a target for a shooting attack, you may declare that it will Jink. The decision must be made before any To Hit rolls have been made. If the unit Jinks, all models in the unit with this special rule gain a 4+ cover save until the start of their next Movement phase, but they can only fire Snap Shots until the end of their next turn.



ZOOM

Flyers can usually only make a special kind of move called Zoom. Some can also Hover – see opposite. Zooming allows the Flyer to move at fantastic speeds, making it very difficult to shoot down, but limits its manoeuvrability. **If a Flyer Zooms, it has a Combat Speed of 18" and a Cruising Speed of up to 36".** However, as a certain amount of forward thrust is required for the vehicle to stay in the air, **a Zooming Flyer can never voluntarily move less than 18"** in its own Movement phase. If a Zooming Flyer is forced to move less than 18" in its own Movement phase, it is automatically Wrecked.

To represent its limited manoeuvrability, a Zooming Flyer can only make a single pivot on the spot of up to 90° before it moves. Thereafter, it must move directly forwards in a straight line. In a turn in which a Flyer enters the board from Reserve, it can do so facing any direction you wish, providing that the resulting move will not carry it off the board again.

A Zooming Flyer can move over intervening units and impassable terrain exactly as a Skimmer (pg 89). In addition, a Zooming Flyer does not have to take Dangerous Terrain tests even if it starts or stops over difficult, dangerous or impassable terrain. Finally, unless otherwise stated, models cannot embark upon, or voluntarily disembark from, a Zooming Flyer.

ZOOM, TANK SHOCK AND RAMMING

Zooming Flyers cannot Tank Shock or Ram (pg 92), nor can they be Tank Shocked or Rammed. If a Ramming vehicle would end up underneath a Zooming Flyer, move the Ramming vehicle by the shortest distance so that it is 1" away from the base of the Flyer.

ZOOMING AND SHOOTING

Flyers have sophisticated targeting systems designed to work at the fastest speeds. Zooming Flyers can fire up to four of their weapons using their full Ballistic Skill if they have moved at either Combat Speed or Cruising Speed that turn.

HARD TO HIT

Zooming Flyers are incredibly difficult targets for troops without suitably calibrated weapons and scopes. Shots resolved at a Zooming Flyer can only be resolved as Snap Shots (unless the model or weapon has the Skyfire special rule, pg 171). Template and Blast weapons, and any other attacks that don't roll To Hit, cannot hit Zooming Flyers.

ZOOM AND FLAT OUT

A Zooming Flyer that goes Flat Out must move forwards in a straight line between 12" and 24".

Charging Zooming Flyers

Due to their high speed (and presumably high altitude), Zooming Flyers cannot be charged.

Repairing Zooming Flyers

Some models have the ability to repair Hull Points, Immobilised or Weapon Destroyed results on vehicles. Such models can only use such abilities on a Zooming Flyer if that Flyer is a Transport and the model attempting to repair it is embarked inside it.

Leaving Combat Airspace

It's quite likely that a Flyer making a Zoom move will leave the board, either deliberately or by accident. If this happens, the Flyer is said to have left combat airspace – it then enters Ongoing Reserves (pg 136). A Flyer that leaves combat airspace must Zoom back on when it returns from Ongoing Reserves, even if it has the Hover type.

A Flyer cannot leave combat airspace on the same turn that it entered play from Reserves – the owning player must deploy their model in such a way that it will not leave the board on the same turn.

SPECIAL RULES

Zooming Flyers can choose whether or not to use the Skyfire special rule (pg 171) at the start of each Shooting phase. If they do, all weapons they fire that phase are treated as having the Skyfire special rule.

FLYERS AND IMMOBILISED RESULTS

Having your engines stall when flying can have disastrous consequences. If a Zooming Flyer ever suffers an Immobilised result, roll a D6: on a 1 or 2, the Flyer will immediately Crash and Burn (pg 76). On a 3+, the Immobilised result counts as a Crew Stunned result instead.

Hover

A Flyer that has the Hover type can choose to Hover instead of Zooming: Hovering makes the Flyer slower, but considerably more agile, and in the case of Transports it allows passengers to embark or disembark.

A Flyer with the Hover type must declare whether it is going to Zoom or Hover before it moves, and before any embarked models disembark, each Movement phase. This means that, if the Flyer arrives from Reserve, you must declare which type of movement it is using before placing it on the board. If a Flyer is in a squadron, all vehicles in the squadron must choose the same type of movement. A Flyer in Hover mode cannot switch to Zoom mode if it is Immobilised.

If a Flyer is Hovering, it is treated exactly as a Fast Skimmer (pg 89). This makes it more manoeuvrable, but often limits the number of weapons it can fire.



CHARIOTS

Some Chariots are personal war machines for characters that prefer to lead their forces to battle from a suitably grandiose perch; others are brutal constructions designed for little purpose other than to crush their enemies beneath wickedly spiked wheels.

A Chariot is an unusual unit with a dual profile – a non-vehicle profile for the rider of the Chariot (see below), and a vehicle profile for the Chariot itself. However, a Chariot is always treated as a single model. For the purposes of characteristics tests, always use the rider's profile. Furthermore, any characteristics modifiers that affect a Chariot model apply to both rider and Chariot.

Shown here is an example:

	WS	BS	S	T	W	I	A	Ld	Sv
Exalted Alluress	5	4	3	3	1	5	4	7	-

	Armour				
	BS	F	S	R	HP
Seeker Chariot	4	11	11	10	2

CHARACTERS RIDING CHARIOTS

A character mounted on a Chariot is referred to as the rider. **A rider cannot disembark from his Chariot**, nor can he be targeted separately from his Chariot. **If either the rider is reduced to 0 Wounds or his Chariot is destroyed, then the entire model is removed from play as a casualty.** If the rider has a special rule that returns it to play after it has been removed as a casualty, such as a Necron's Ever-living special rule, that model's Chariot is also returned to play with a single Hull Point.

MOVING CHARIOTS

Chariots move normally for a vehicle of their type.

SHOOTING WITH CHARIOTS

When determining the required To Hit roll for any weapons fired by a Chariot model, use the Ballistic Skill on the Chariot's profile for any weapons mounted on the Chariot itself, and the Ballistic Skill on the rider's profile for any weapons wielded by the rider. In addition to the Chariot's weapons shooting, the rider can shoot any shooting weapon he himself is equipped with, counting as stationary even if the Chariot moved in the previous Movement phase – the Chariot and rider must target the same unit though.

SHOOTING AT CHARIOTS

When shooting at a Chariot unit, total up the number of successful hits that have been caused. Keep the dice that have scored hits and create a 'pool', where each dice represents a hit. If there are hits with different Strengths, AP values or special rules that affect saving throws or any Wounds they inflict, split them into several pools of hits. All hits with exactly the same Strength, AP value and special rules must go into the same pool. If all the hits are the same, there will be only one hit pool.

The player controlling the Chariot unit then allocates each hit pool either to the rider or the Chariot of the closest model in the unit. If several pools of hits need to be allocated, the player making the attacks must decide in which order they are resolved. All hits from a single pool must be allocated and resolved before moving on to the next pool of hits. Hit pools from Blast and Template weapons are always resolved against the Chariot. If the Chariot model is hit by a Precision Shot, that hit is allocated by the firer, not the owning player.



When resolving successful hits that have been assigned to a Chariot, work out which of its Armour Values to use as you would for any other vehicle, based on the position of the model compared to the model firing at it.

CHARIOTS AND ASSAULTS

Unlike other vehicles, Chariots can make charge moves and can be locked in combat. Chariots can only declare a charge in the Assault phase if they did not move Flat Out in the Shooting phase. Chariots charge like Bikes. Chariots that charge through difficult terrain must take a Dangerous Terrain test (unless they are Skimmers). Chariots that are Skimmers must take a Dangerous Terrain test if they begin or end their charge move in difficult terrain. A Chariot that fails a Dangerous Terrain test suffers a glancing hit. As long as the charge range is sufficient to bring the hull (or base) into contact with the target unit, the charge is successful.

Fighting From a Chariot

In close combat, Chariots fight like Infantry models. Chariots may make Sweeping Advances, Pile In moves and Consolidations unless they are Stunned.

Fighting Against a Chariot

When fighting against a Chariot model, the attacker must decide whether to attack the rider or the Chariot with each model involved in the combat. All of the close combat attacks from each model must be resolved against the nominated target (i.e. the attacks cannot be split between the rider and the Chariot) – even if the Chariot model is subsequently hit by a Precision Strike.

In either case, always roll To Hit against the rider's Weapon Skill, then resolve any damage against the nominated target as normal.

Grenades can only be used to attack the Chariot, so cannot be used by models that choose to target the rider.

Any hits assigned to the Chariot roll for armour penetration against its front armour. This is because, unlike with other vehicles, the Chariot's rider can defend it. Similarly, damage results that do not destroy a Chariot do not affect the way its rider fights in close combat.

Challenges

A rider who is a character can issue or accept a challenge as normal (pg 101), but cannot perform a Glorious Intervention.

CREW & BEASTS

In addition to the rider, some Chariots have crew or are pulled into battle by beasts. Any crew or beasts that pull a Chariot are ignored and can never be targeted separately from the vehicle. Furthermore, a Chariot's crew or beasts cannot attack unless otherwise stated in the Chariot's profile or special rules.

Hammer of Wrath (for Chariots)

If a Chariot ends its charge move in base or hull contact with one or more enemy models, it makes D6 additional attacks that hit automatically and are resolved at Strength 6 AP - (unless otherwise stated). These attacks do not benefit from any of the Chariot's (or rider's) special rules (such as Furious Charge, Rending etc.). These attacks are resolved during the Fight sub-phase at the Initiative 10 step, but does not grant the Chariot an additional Pile In move at the Initiative 10 step.

If a Chariot charges a building or a vehicle that is a Transport or Chariot, the Hammer of Wrath hits are resolved against the building or vehicle, not the occupants or rider.



RIDERLESS CHARIOTS

Very occasionally a Chariot will not have a rider. In this case, all attacks that hit the model must be allocated to the Chariot itself. In close combat, a riderless Chariot will make its Hammer of Wrath hits as normal, but will not make any further attacks and is hit by enemy models as for other vehicles (i.e. it is treated as having Weapon Skill 1).

CHARIOTS AND IMMOBILISED RESULTS

Chariots count Immobilised results from the Vehicle Damage table as a Crew Stunned result instead. A Chariot will still need to take a Dangerous Terrain test if it moves through difficult terrain. However, if this test is failed, the Chariot is not Immobilised – instead, it suffers a glancing hit.

SPECIAL RULES

A Chariot has the Hammer of Wrath special rule, but gains D6 attacks rather than one, resolved at Strength 6 AP-, unless otherwise stated. A Chariot can re-roll one or more of the dice when determining its charge range.

A rider has the Fearless and Relentless special rules. A rider can fire Overwatch if its Chariot is charged, but it cannot shoot any of the weapons mounted on the Chariot itself.

OPEN-TOPPED VEHICLES

Some vehicles have only a little armour, making them more vulnerable to damage because of their lightweight construction. However, such vehicles make for excellent assault transports as their passengers can disembark with much greater ease.

THE VEHICLE DAMAGE TABLE

A lack of armour leaves vital parts of these vehicles vulnerable. If a vehicle is Open-topped, add 1 to any rolls made on the Vehicle Damage table (this is cumulative with other modifiers).

OPEN-TOPPED TRANSPORTS

Open-topped vehicles do not have specific Access Points. Instead, all of the vehicle is considered to be an Access Point (regardless of any base they may have).

Passengers Shooting from Open-topped Transports

Open-topped Transports do not have specific Fire Points. Instead, all passengers in an Open-topped Transport can fire, measuring range and line of sight from any point on the hull of the vehicle.

Passengers Charging from Open-topped Transports

Acting as an ideal attack platform, all Open-topped Transports have the Assault Vehicle special rule.

Assault Vehicle

Passengers disembarking from Access Points on a vehicle with this special rule can charge on the turn they do so (even on a turn that the vehicle was destroyed) unless the vehicle arrived from Reserve that turn.



HEAVY VEHICLES

Heavy vehicles are particularly ponderous. They are less war machines than mobile fortresses – slow but very durable.

MOVING HEAVY VEHICLES

Heavy vehicles can never move faster than Combat Speed and can never move Flat Out.

SHOOTING WITH HEAVY VEHICLES

For the purposes of determining which weapons a Heavy vehicle can fire (and at what Ballistic Skill), Heavy vehicles are always treated as having remained Stationary.

FAST VEHICLES

Fast vehicles are the exact opposite to heavy vehicles – swift-moving and often fragile. They are commonly employed as initial strike elements or reconnaissance units.

MOVING FAST VEHICLES

Fast vehicles are swifter than the norm so, to represent this, can move up to 12" when moving Flat Out.

SHOOTING WITH FAST VEHICLES

Fast vehicles that moved at Combat Speed in the preceding Movement phase can fire all of their weapons, just like other types of vehicles that have remained Stationary. Fast vehicles that moved at Cruising Speed can fire up to two weapons using their full Ballistic Skill – other weapons can only make Snap Shots.



SKIMMERS

Some highly advanced vehicles are fitted with anti-gravity drives that allow them to skim swiftly over tough terrain and intervening troops, making them perfect for surprise flanking attacks.

SKIMMERS AND MEASURING

Unlike most other vehicles, Skimmers have flying bases under their hull. However, distances are still measured to and from the Skimmer's hull, with the exceptions of the vehicle's weapons and Fire Points, which all work as normal. The base of a Skimmer is effectively ignored, except for when the Skimmer is being charged or Rammed, in which case, models may move into contact with the vehicle's hull, its base or both.



MOVING SKIMMERS

Skimmers can move over friendly and enemy models, but they cannot end their move on top of either.

Skimmers can move over all terrain, ignoring all penalties for difficult terrain and Dangerous Terrain tests . However, if a moving Skimmer starts or ends its move in difficult or dangerous terrain, it must take a Dangerous Terrain test. A Skimmer can even end its move over impassable terrain if it is possible to actually place the model on top of it, but if it does so it must take a Dangerous Terrain test.

If a Skimmer is forced to end its move over friendly or enemy models, move the Skimmer the minimum distance so that no models are left underneath it.

FAST SKIMMERS

If a vehicle is both Fast (see opposite) and a Skimmer, it can move up to 18" when moving Flat Out.

SKIMMERS AND DAMAGE RESULTS

If a Skimmer is Immobilised or Wrecked, its base is removed, if possible. If this is not possible (the base might have been glued in place, for example), don't worry about it. The Skimmer's anti-grav field is obviously still working and an Immobilised Skimmer will simply remain hovering in place, incapable of any further movement (including turning on the spot); a Wrecked one is now a floating, burning wreck. Note that it is not otherwise permitted to remove the flying base, as Skimmers cannot land in battle conditions.

SPECIAL RULES

Skimmers that are not also Heavy vehicles have the Jink special rule.

JINK

When a unit with any models with the Jink special rule is selected as a target for a shooting attack, you may declare that it will Jink. The decision must be made before any To Hit rolls have been made. If the unit Jinks, all models in the unit with this special rule gain a 4+ cover save until the start of their next Movement phase, but they can only fire Snap Shots until the end of their next turn.



WALKERS

Walkers are an unusual type of vehicle. Instead of wheels or tracks, they have mechanical limbs that allow them to stride forwards, ploughing through densely packed terrain with ease in order to bring their weapons to bear.

ADDITIONAL CHARACTERISTICS

Unlike other vehicles, Walkers have a Weapon Skill, Strength, Initiative and Attacks characteristic. Shown here is an example:

				Armour					
	WS	BS	S	F	S	R	I	A	HP
Scout Sentinel	3	3	5	10	10	10	3	1	2

WALKERS AND MEASURING

If a Walker has a base, measure ranges and distances to and from its base, as for an Infantry model. If a Walker does not have a base (like the Defiler), measure to and from its hull (including any legs or other limbs), as normal for vehicles. The Walker's weapons are an exception to this, as explained below.

MOVING WALKERS

Walkers move using the movement rules for Infantry. They can move 6" in the Movement phase, Run in the Shooting phase, and charge in the Assault phase, just as Infantry can. Difficult terrain affects Walkers just as it does Infantry, and only counts as dangerous terrain if it would do so for Infantry. If Walkers fail a Dangerous Terrain test, they are Immobilised. Unlike Infantry, a Walker has a facing, which influences where it can fire (see right) and its Armour Value when fired at.

SHOOTING WITH WALKERS

Walkers can choose to Run like Infantry, and this prevents them from firing and charging that turn, as normal. Walkers cannot Run if they are Stunned or Immobilised.

A Walker that moved can still fire all of its weapons in the subsequent Shooting phase. When firing a Walker's weapons assume that weapons mounted on a Walker can swivel horizontally and vertically up to 45°. Range is measured from the weapon itself and line of sight is measured from the mounting point of the weapon and along its barrel, as normal for vehicles.

To represent the vastly superior agility of Walkers in comparison with other vehicles, Walkers can fire Overwatch. Furthermore, Walkers can fire their weapons even if the charging unit is not within their current weapon arc, unless they are Immobilised (in which case they can only fire Overwatch if the charging unit's models lie within their current weapon arc).

SHOOTING AT WALKERS

When firing at a Walker, work out which of its Armour Values to use as you would for any other vehicle, based on the position of its body compared to the model firing at it.





WALKERS AND ASSAULTS

Walkers assault, and are assaulted, like Infantry models, meaning that Walkers make charge moves and can be locked in combat. Walkers that are locked in combat cannot be shot at.

In close combat, Walkers fight like Infantry models. However, any hits scored against them must roll for armour penetration and damage as for a vehicle. Models hitting a Walker in close combat always roll for armour penetration against its front armour unless it has been Immobilised. Against an Immobilised Walker, models always roll for armour penetration against its rear armour. This is because, unlike other vehicles, the Walker turns to face its enemies and rampages through the melee.

If a Walker is armed with two or more Melee weapons, it gains +1 bonus Attack for each additional weapon after the first. Unlike other models, this is not limited to a single bonus Attack, so a Walker with three Melee weapons would have 2 bonus Attacks. If one of its additional Melee weapons is destroyed, one bonus Attack is lost. If the destroyed weapon is a Dreadnought close combat weapon, the Walker loses the bonuses conferred by that Dreadnought close combat weapon.

Shaken damage results do not affect the way a Walker fights in close combat. Immobilised and/or Stunned Walkers fight in close combat with one less Attack than usual (to a minimum of 1), but otherwise they attack normally.

Walkers may make Sweeping Advances, Pile In moves and Consolidations unless they are Stunned or Immobilised.

RAMMING A WALKER

If a Walker is Rammed by a Tank (pg 93), the collision is resolved as normal for a vehicle (a Walker cannot attempt to perform a Death or Glory attack when Rammed). If it survives, the Walker can then attack the Tank in the ensuing Assault phase.

SPECIAL RULES

All Walkers have the Hammer of Wrath special rule.

Hammer of Wrath

If a model with this special rule ends its charge move in base or hull contact with one or more enemy models, it makes one additional attack that hits automatically and is resolved at the model's unmodified Strength with AP-. This attack does not benefit from any of the model's special rules (such as Furious Charge, Rending etc.). This attack is resolved during the Fight sub-phase at the Initiative 10 step, but does not grant the model an additional Pile In move.

If a model with this special rule charges a building or vehicle that is either a Transport or Chariot, the Hammer of Wrath hit is resolved against the building or vehicle, not the occupants or rider.

TANKS

Tanks can use their mass as a weapon, driving right into and through densely packed enemies. This often throws the opposing battle line into disarray, as having some monstrous metal behemoth coming straight at you is unnerving for anybody.

When moving a vehicle with the Tank type, the player can declare that it is going to attempt to Tank Shock or Ram instead of moving normally.

TANK SHOCK

To perform a Tank Shock, first, turn the vehicle on the spot to face the direction you intend to move it and, after pre-measuring, declare how many inches the vehicle is going to move, up to its maximum speed. The vehicle must move at least Combat Speed. Note that, because pivoting on the spot does not count as moving, this is not enough for a Tank Shock.

Once the Tank has been 'aimed' and the intended distance declared, **move the Tank straight forwards until it comes into contact with an enemy unit or it reaches the distance declared** – no other changes of direction are allowed in a Tank Shock.

A Tank Shock is an exception to the rule that enemy models cannot be moved through. Remember, though, that friendly models still cannot be moved through, so the Tank's movement will be stopped if any friendly models are in the way. Also, a **Tank Shock cannot be attempted against enemies that are locked in combat**, as the risk of harming allies is too high.

If an enemy unit other than another vehicle is reached, that enemy unit must take a Morale check and immediately Fall Back if it fails. If the test is passed, the unit simply lets the Tank move through, as if it was not there. Regardless of the result of the test, the Tank keeps moving straight on, possibly Tank Shocking more enemy units until it reaches its final position. If the Tank would move into contact with a friendly model, enemy vehicle, impassable terrain or a board edge, it immediately stops moving 1" away.

If some enemy models in the enemy unit would end up underneath the vehicle when it reaches its final position (it makes no difference whether the unit is Falling Back or not), these models must be moved out of the way by the shortest distance, leaving at least 1" between them and the vehicle whilst maintaining unit coherency and staying on the board. Any models that cannot manage this are crushed and removed from play as casualties with no saves allowed. Crunch!



Units Already Falling Back

If a unit that is Falling Back is Tank Shocked, the unit automatically fails its Morale check. This also applies if a unit Falls Back from a Tank Shock and the Tank's remaining move brings it into contact with them a second time.

Tank Shock from Reserve

A Tank that moves onto the battlefield from Reserve may attempt a Tank Shock. This must be declared before the Tank moves onto the board.

Tank Shock Restrictions

A vehicle that has performed a Tank Shock cannot move Flat Out later in the turn. Units cannot embark onto or disembark from a Transport vehicle in a turn in which it has already performed a Tank Shock. Likewise, a Transport vehicle from which a unit has embarked or disembarked that phase cannot perform a Tank Shock later in the turn. A Flyer cannot perform a Tank Shock – even if it is also a Tank.

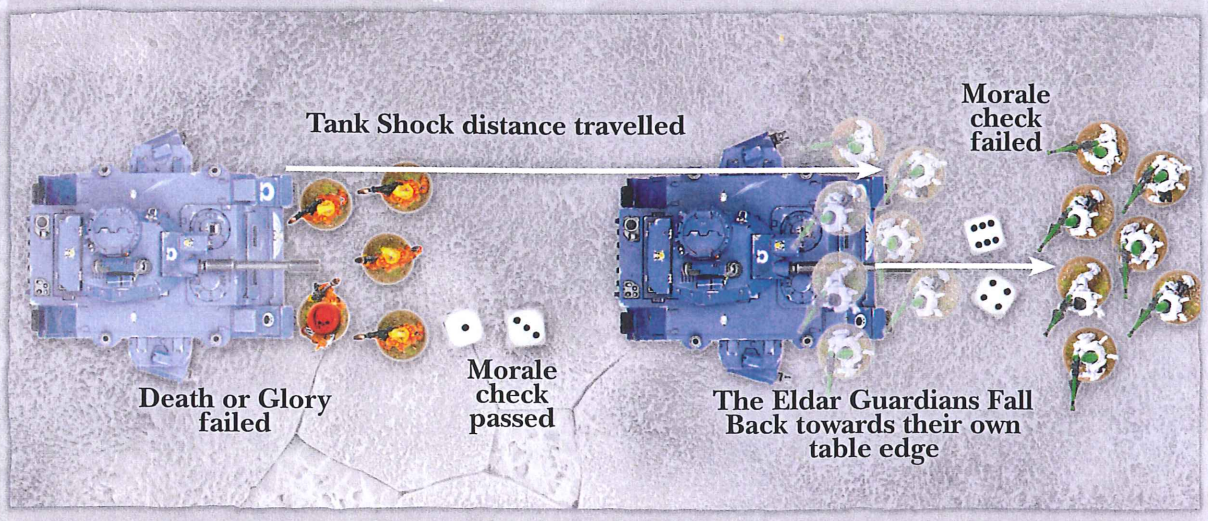
Death or Glory

If a unit that has been attacked by Tank Shock passes its Morale check, one of its models in the vehicle's path can stand and attempt to destroy it rather than move out of the way (potentially a rather suicidal thing to do). The model nominated for this heroic duty makes a single attack against the incoming Tank. Even if the weapon used is Assault 3, for example, or the model is normally allowed more than one attack, only one attack is ever resolved in this case. The attack can be either a shot from a weapon carried by the model, or a single close combat attack using any weapon carried, including grenades. Whatever form it takes, the attack hits automatically. Resolve the hit against the vehicle's front armour (even if using a close combat attack), and immediately apply any damage results. Cover saves cannot be taken against a Death or Glory attack.

If the model successfully manages to wreck the vehicle, or inflict a Crew Stunned, Immobilised or Explodes! result, the vehicle halts 1" away from the heroic individual (or blows up there).

If the attack fails to stop the vehicle, then the Tank Shock continues as normal, except that the brave (but perhaps foolish) glory seeker is crushed by the vehicle grinding over him – the model is immediately removed as a casualty.

Artillery units may attempt a Death or Glory attack with either a crewman (as normal) or a gun model. If a gun model does this and fails to stop the Tank, both the gun and one crewman are removed.



TANK SHOCK

The Predator tank moves until it is in contact with the Eldar Fire Dragons, which pass their Morale check. The Fire Dragon Exarch attempts a Death or Glory attack with his melta bomb (pg 181), but rolls poorly, fails to stop or destroy the Tank and is removed. The Predator finishes its move, coming into contact with the Eldar Guardians, which fail their Morale check and Fall Back.

RAMMING

Ramming is a rather desperate manoeuvre and the Tank must concentrate on moving at top speed towards one enemy vehicle. This means that it, and any embarked troops, may only shoot Snap Shots in that turn's Shooting phase, making it a better idea for vehicles that have no armament left, or are Shaken.



Ramming is a special type of Tank Shock and is executed the same way. Any vehicle that can Tank Shock can also Ram. Units other than vehicles in the path of a Ramming Tank are Tank Shocked as normal, but if the Ramming Tank comes into contact with an enemy vehicle or building, resolve the collision as follows.

Each vehicle immediately suffers a hit against the armour facing where the other vehicle has impacted (so the Ramming vehicle always uses its front armour). The Strength of the hits will often be different for different vehicles, and is calculated as follows for each vehicle:

- **Armour.** Half the Armour Value (rounding up) on the facing that makes impact.
- **Mass.** If the vehicle has the Tank type, add 1.
- **Excessive mass.** If the vehicle has the Heavy or Super-heavy type, or is a building, add 2.

For example, a Land Raider Rams an Ork Trukk, hitting it in the side. The Land Raider has a front armour of 14 (Strength 7), and is a Tank (+1). The total is 7+1, which means that the Trukk suffers a Strength 8 hit against its side armour, and is in serious trouble.

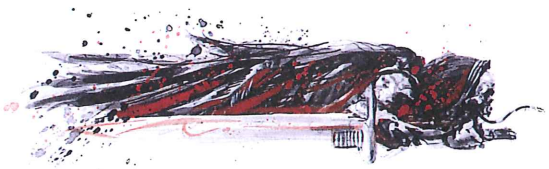
At the same time, the Land Raider suffers a Strength 5 hit against its front armour (for the Trukk's side armour of 10, +0 because the Trukk is not a Tank), which stands no chance of damaging the mighty vehicle.

Both players roll for armour penetration against their opponent's vehicle and any results are immediately applied.

If the vehicle that is Rammed is not removed, the Rammer halts. However, if the Rammed vehicle is removed because it suffers an Explodes! damage result, the Rammer continues its move until it reaches the declared distance, moves to within 1" of impassable terrain or friendly troops (at which point it stops immediately) or contacts another enemy unit (which it will Tank Shock or Ram again).

RAMMING RESTRICTIONS

A vehicle making a Ram manoeuvre is subject to the same restrictions as a Tank Shock.



SUPER-HEAVY VEHICLES

From the lumbering Baneblade tanks of the Astra Militarum to the forbidding Tesseract Vault of the Necrons, all of the war engines that fall into this category are huge armour-clad constructions that each carry enough firepower to vaporise, smash or incinerate an entire army.

Super-heavy vehicles are vehicles that have the additional rules and exceptions given below.



MOVEMENT

Regardless of their type, Super-heavy vehicles cannot use the Jink special rule.

SHOOTING

When a Super-heavy vehicle makes a shooting attack, it is always treated as if it had remained stationary in the Movement phase (even if it actually moved), and it may fire each of its weapons at different targets if desired. In addition, firing Ordnance weapons has no effect on a Super-heavy vehicle's ability to fire other weapons.

VEHICLE DAMAGE

Super-heavy vehicles have armour plating and internal supports far superior to those of regular vehicles. This translates into a greater number of Hull Points, which makes them more difficult to destroy than your average tank.

In addition, each time a Super-heavy vehicle suffers an Explodes! result on the Vehicle Damage table, instead of suffering the effects listed, it loses D3 additional Hull Points as well as the Hull Point it loses for the penetrating hit.

Furthermore, a Super-heavy vehicle is so large and has so many crew that the effects of Crew Shaken, Crew Stunned, Immobilised or Weapon Destroyed results are ignored. However, Super-heavy vehicles are still subject to losing Hull Points from glancing and penetrating hits as usual, just not the extra damage effects from the Vehicle Damage table.

CATASTROPHIC DAMAGE

Immediately after a Super-heavy vehicle loses its last Hull Point, it suffers Catastrophic Damage and explodes. Instead of the usual procedure for exploding vehicles, remove the model and centre the apocalyptic mega-blast marker (pg 158) over the location the destroyed model occupied; then roll for scatter (this represents the vehicle tipping over or skidding out of control before exploding). Resolve the hits as described on page 158. Roll once on the Catastrophic Damage table to see what Strength and AP values apply to all hits caused by the explosion.

CATASTROPHIC DAMAGE TABLE

D6	Result	S	AP
1	Explosion	D/4/2	2/4/6
2-3	Devastating Explosion	D/8/4	2/3/5
4-6	Titanic Explosion!	D/10/5	2/3/4

SUPER-HEAVY TRANSPORTS

If a Super-heavy vehicle has a Transport Capacity, then it may transport any number of Infantry units (plus any characters that have joined the units), so long as the total number of models in the transported units do not exceed the vehicle's Transport Capacity.

Each unit embarked within a Super-heavy vehicle that suffers Catastrophic Damage takes a number of Strength 10 AP2 hits equal to the number of models in that unit. These Wounds are Randomly Allocated. Surviving passengers are placed where the vehicle used to be; any models that cannot be placed are removed as casualties. The units then take Pinning tests.



SPECIAL RULES

Super-heavy vehicles have the following special rules:

Fear, Move Through Cover.

Invincible Behemoth: A Super-heavy vehicle is so large and strongly built that weapons which degrade the armour of smaller vehicles will not effect it. Because of this, any attack that says that the target model is destroyed, wrecked, Explodes! or is otherwise removed from play inflicts D3 Hull Points of damage on a Super-heavy vehicle instead.

In addition, any attacks or special abilities that permanently lower the Armour Values of a target vehicle do not affect a Super-heavy vehicle. Note that attacks or abilities that count the Armour Value as being lower, but do not actually change it, work normally.

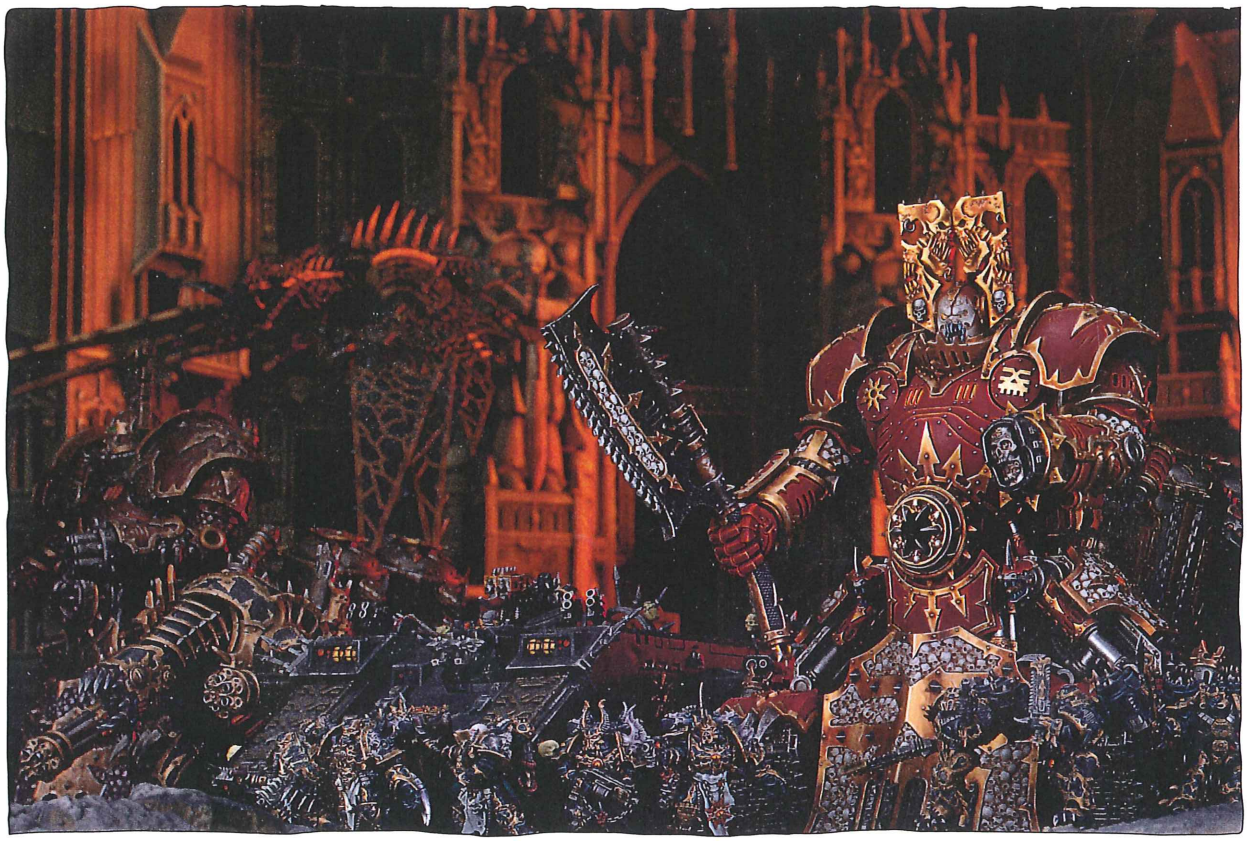
THUNDERBLITZ

Super-heavy vehicles may Tank Shock or Ram. When they do so, roll once on the Thunderblitz table immediately before taking the Morale check for the unit being Tank Shocked, or immediately before rolling for armour penetration when performing a Ram.

Do not roll on the Thunderblitz table when Tank Shocking a Gargantuan Creature or Flying Gargantuan Creature, or when Ramming a Super-heavy vehicle or Super-heavy Walker. Instead, simply carry out the Tank Shock or Ram as described on page 92 or 93.

THUNDERBLITZ TABLE

D6	Tank Shock Result	Ram Result
1	**No Effect:** Carry on with the remainder of the Tank Shock as normal (pg 92).	**No Effect:** Carry on with the remainder of the Ram as normal (pg 93).
2-5	**Kerr-runch:** The unit being Tank Shocked suffers D6 Strength 6 AP4 hits. Then, carry on with the Tank Shock as normal (pg 92).	**Kerr-smash:** The Super-heavy vehicle adds D6 to the armour penetration roll for the Ram. Then, carry on with the Ram as normal (pg 93).
6	**Overrun:** The unit being Tank Shocked suffers 2D6 Strength 10 AP2 hits. Then, carry on with the Tank Shock as normal (pg 92).	**Flipped:** The vehicle being rammed scatters D6" and then suffers an Explodes! result from the Vehicle Damage table.



SUPER-HEAVY WALKERS

Super-heavy Walkers such as Ork Stompas are towering behemoths, clad in incredibly thick armour and armed with devastating weaponry. They loom above the battlefield, striking down anything that gets in their way.

Super-heavy Walkers are Walkers (pg 90) that have the additional rules and exceptions given below.

SUPER-HEAVY

Super-heavy Walkers are Super-heavy vehicles and use the Super-heavy vehicle rules for Shooting, Vehicle Damage, Catastrophic Damage and Transports (pg 94).

MOVEMENT AND SHOOTING

Super-heavy Walkers can move 12" in the Movement phase unless specified otherwise. Apart from this, they obey the movement rules for Walkers. In addition, Super-heavy Walkers cannot fire Overwatch.

STOMP

Super-heavy Walkers engaged in combat may make a special type of attack called a Stomp attack. The Stomp attack is made in addition to the Super-heavy Walker's normal attacks. Stomp attacks are resolved during the Fight sub-phase at the Initiative 1 step. This does not grant the model an additional Pile In move at the Initiative 1 step.

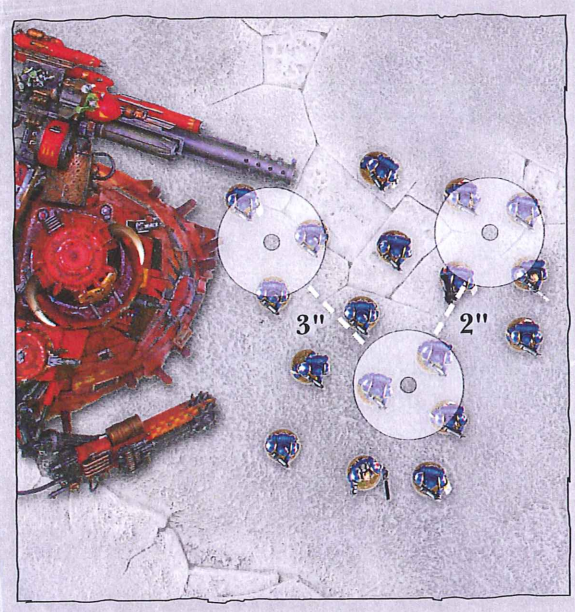
A Stomp attack consists of D3 Stomps. To make the first Stomp, place a blast marker so that it is touching, but not over, the Super-heavy Walker model (or the Super-heavy Walker model's base, if it has one). Each unit that has at least one model even partially under the marker is stomped. For each unit that is stomped, roll on the Stomp table (see right) to determine what happens to it. Each subsequent Stomp is made in the same manner as the first, except that the blast marker does not have to be placed touching the Super-heavy Walker. Instead, it must be placed so that it is at least partially within 3" of where the last blast marker was placed, and not over the Super-heavy Walker. This allows you to 'Stomp forward' into the enemy! Note that the Super-heavy Walker is not moved – we assume it stomps about but ends up more or less where it started.

Buildings, Flyers, Swooping Flying Monstrous Creatures, Gargantuan Creatures, Flying Gargantuan Creatures, Super-heavy vehicles, Super-heavy Walkers, and Super-heavy Flyers cannot be stomped; do not roll on the Stomp table for them if they fall under the blast marker. Any other units with models under the blast marker are stomped as normal.

SPECIAL RULES

All Super-heavy Walkers have the following special rules:

Fear, Hammer of Wrath, Invincible Behemoth (pg 94), Move Through Cover, Relentless, Smash, Strikedown.



An Ork Stompa rampages through the Space Marine lines, crushing its power armoured foes underfoot with its Stomp attack.

STOMP TABLE

D6	Non-vehicle Target	Vehicle Target
1	**No Effect:** The unit being stomped gets out of the way of its lumbering attacker. The attack has no effect.	**No Effect:** The unit being stomped gets out of the way of its lumbering attacker. The attack has no effect.
2-5	**Kerr-runch:** Each model from the unit being stomped that is even partially under the blast marker suffers a Strength 6 AP4 hit.	**Kerr-smash:** One vehicle in the unit being stomped that is at least partially under the blast marker (stomping model's choice) suffers a penetrating hit.
6	**Overrun:** Each model from the unit being stomped that is even partially under the blast marker is removed as a casualty.	**Flipped:** One vehicle in the unit being stomped that is at least partially under the blast marker (stomping model's choice) scatters D6" and then suffers an Explodes! result (pg 76).

SUPER-HEAVY FLYERS

Super-heavy Flyers such as the Thunderhawk Gunship are huge flying vehicles armed with a terrifying array of weapons and bombs. They are often capable of transporting large numbers of troops and even heavily armoured vehicles. They dominate the skies above the battlefield, and are extremely hard for ground defences to bring down.

Super-heavy Flyers are Flyers (pg 84) that have the additional rules and exceptions given below.

SUPER-HEAVY

Super-heavy Flyers are Super-heavy vehicles and use the Super-heavy vehicle rules for Shooting, Vehicle Damage, Catastrophic Damage and Transports (pg 94).

CATASTROPHIC DAMAGE

Do not use the Crash and Burn rules for Super-heavy Flyers. Instead, a Super-heavy Flyer suffers Catastrophic Damage when it loses its last Hull Point. Resolve the Catastrophic Damage on the Super-heavy Flyer and any units it is transporting in exactly the same manner as for a Super-heavy vehicle (pg 94).

SPECIAL RULES

All Super-heavy Flyers have the following special rules:

Fear, Invincible Behemoth (pg 94).



VEHICLE UPGRADES

It is incredibly rare for even two vehicles of the same design to be identical – many are modified by their crews in order to achieve greater battlefield efficiency (or survivability). Accordingly, many vehicles have optional upgrades – the most common of which are listed here.

DOZER BLADE

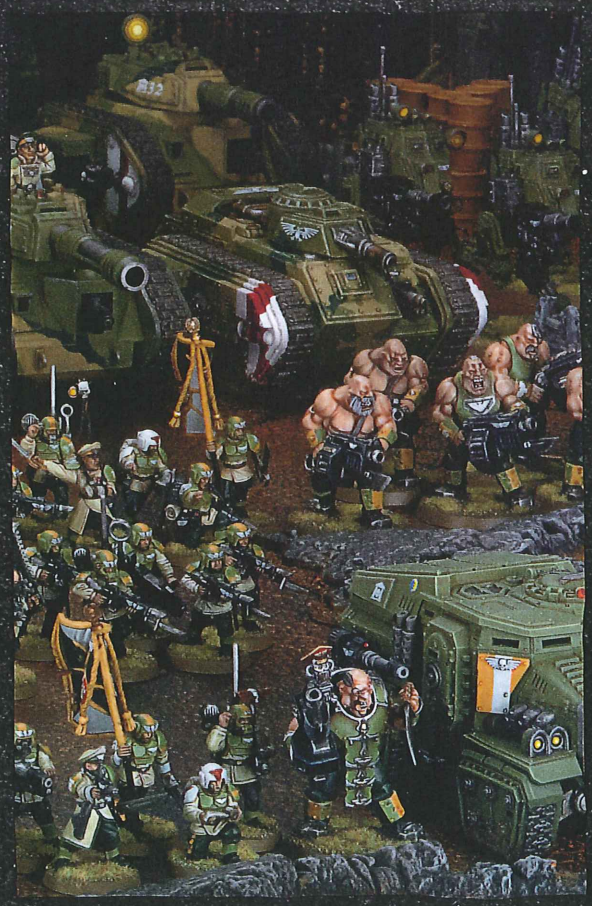
Dozer blades are heavy ploughs, blades, rams, or scoops, used to clear obstacles from the vehicle's path.

Vehicles equipped with dozer blades treat their front armour as one higher than normal when ramming. Furthermore the vehicle can re-roll failed Dangerous Terrain tests.

EXTRA ARMOUR

Some vehicle crews add additional armour plating to their vehicles to provide a little extra protection.

Vehicles equipped with extra armour count Crew Stunned results from the Vehicle Damage table as Crew Shaken results instead.



HUNTER-KILLER MISSILE

Hunter-killer missiles are commonly fitted to Imperial vehicles. These single-use weapon systems allow vehicles such as Rhinos to engage armoured enemy vehicles that would otherwise far outmatch them.

A hunter-killer missile is an additional weapon, fired using the vehicle's Ballistic Skill.

Range	S	AP	Type
Infinite	8	3	Heavy 1, One Use Only

SEARCHLIGHT

Searchlights are often fitted to vehicles so that the foe cannot use darkness as an ally.

Searchlights are used when the Night Fighting rules are in effect (pg 135). If a vehicle has a searchlight, it can, after firing all of its weapons, choose to illuminate its target with the searchlight. If it does so, it also illuminates itself. You may find it helpful to place coins, or other suitable counters, next to the units as reminders, and next to a vehicle to show it has used its searchlights this turn.

Illumination lasts until the end of the following turn. Illuminated units gain no benefit from the Night Fighting rule.

SMOKE LAUNCHERS

Some vehicles have small launchers mounted onto them that carry smoke canisters. These are used to temporarily obscure the vehicle behind billowing clouds of smoke, allowing it to cross open areas in greater safety – although it does so at the cost of being able to fire its own weapons.

Once per game, instead of shooting or moving Flat Out (or Running in the case of Walkers), a vehicle with smoke launchers can trigger them. Place some cotton wool or some other appropriate counter next to the vehicle to show it is obscured. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but counts as obscured in the next enemy Shooting phase, receiving a 5+ cover save.

After the enemy's Shooting phase, the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if has suffered a Crew Shaken or Stunned result or it does not have any shooting weapons.



CHARACTERS

Veteran warriors, brilliant officers, possessed prophets and ferocious war-leaders can all inspire their troops to great feats of heroism (or fiendish bravery as the case may be) and are often quicker, stronger and more skilled in combat than those they lead. In Warhammer 40,000, these kinds of powerful individuals are called 'characters'.

Forging a Narrative

Games of Warhammer 40,000 are often tales of the mighty deeds of heroes. With that in mind, it's always a good idea to name your characters. They won't necessarily fight any better if you do, but your victories will be all the sweeter.

CHARACTER TYPES

Most characters are fielded in units from the start of the game, and represent squad leaders, such as a Space Marine Veteran Sergeant. They have their own profile, but do not have a separate entry. They are effectively just another trooper in their unit, with enhanced characteristics and perhaps a wider selection of weapons and wargear choices. Other characters, such as Mephiston of the Blood Angels, fight as units on their own. They are either mighty enough, or feared enough by their own kind, that they don't take to the battlefield with other warriors. Regardless of their potency, all follow the rules for characters.

Independent Characters

Some characters have the Independent Character special rule, which allows them to join other units (pg 166).

CHARACTERS AS LEADERS

Remember that a unit's Leadership tests are taken using the highest Leadership value in the unit (pg 56). As characters normally have better Leadership than other warriors, this means that they make very good leaders for units in your army.

CHARACTERS AND MOVING

Characters follow the movement rules for models of their type, whether Infantry, Jump Infantry, Bikes, etc. However, remember that they must maintain unit coherency with any unit they are in (pg 19).

CHARACTERS AND SHOOTING

Characters shoot just like ordinary models of their type, although they sometimes have a better Ballistic Skill or exotic weaponry that sets them apart.

Look Out, Sir and Shooting

When a Wound is allocated to one of your non-vehicle characters, and there is another model from the same unit within 6", he is allowed a Look Out, Sir attempt. This represents the character ducking back further into the unit, holding a comrade in the line of fire, or being pushed aside by a selfless ally. If no model is in range, then you cannot make a Look Out, Sir attempt.

To make a Look Out, Sir attempt, roll a D6.

- **On a roll of 3 or less, the Look Out, Sir attempt fails.**
- **On a roll of 4+, the Look Out, Sir attempt is successful. Determine which model in the unit is closest to the character, and allocate the Wound to that model instead. This can even be a model that is out of range or line of sight of the shooting attack.**

If the unit only consists of characters, a Look Out, Sir attempt can still be made, with the closest character within 6" taking the place of the erstwhile victim if the roll is passed. Only one Look Out, Sir attempt can be made per Wound allocated – once the Wound has been transferred (or not), no further attempts to reallocate it can be made.

CHARACTERS AND ASSAULTS

Remember, a character that has joined a unit follows all the normal rules for being part of a unit. If a character is in a unit that charges into close combat, the character charges too, as it is part of the unit. If the character's unit is locked in close combat, he fights as part of the unit.

If, when it is a character's turn to make a Pile In move, other friendly models are Piling In at the same time, the character must move to get into base contact with an enemy as soon as it is able. If this is not possible, then they must instead move as close to the enemy as they can – their place is at the forefront!

Look Out, Sir and Assaults

As with shooting attacks, if a non-vehicle character has a Wound allocated to him, and there is another model from the same unit within 6", he's allowed a Look Out, Sir attempt. This works exactly the same way as for shooting attacks. However, a character who is fighting in a challenge (see opposite) cannot attempt to make a Look Out, Sir attempt – it is a duel of honour and none can interfere.

'Brave men do not question, they simply act.'

CHALLENGES

Characters, no matter their rank or race, crave the chance to prove their battle skill. There is no more certain a way to do this than to vanquish enemy characters – preferably in full sight of one's allies.

ISSUING A CHALLENGE

Challenges are issued at the start of the Fight sub-phase, before any blows are struck. **Only one challenge can be issued per close combat** – the side whose turn it is has the opportunity to issue a challenge first. If that side chooses not to, then the other side can issue a challenge.

To issue a challenge, nominate a character in one of your units locked in the combat to be the challenger. We can then assume he's issued a suitably insulting challenge to the foe, probably impugning their courage, battle skill, heritage, devotion to questionable gods and overall slovenly aspect. You'll now have to wait and see whether a character amongst the enemy ranks chooses to step forwards and accept the challenge.

Once one challenge has been made, no further challenges can be issued in that combat that turn. If the challenge is accepted (see below), no further challenges can be issued until that challenge has been resolved. If there are no characters in the enemy units, then a challenge cannot be issued. Characters that cannot fight or strike blows (including those that are not engaged with an enemy model) cannot issue challenges.

Forging a Narrative

You'll find your challenges much more satisfying if you go to the effort of concocting a suitably intimidating and characterful epithet to hurl at your opponent. This will be doubly effective if you can tailor the wording to match the challenger's temperament. Space Marines should be gruff, matter-of-fact and somewhat laconic. Eldar are prone to convoluted and metaphor-laden insults as likely to leave the foe confused as slighted (thus proving the Eldar's superiority twice over). Orks are crude and brutal (surprise!), Tyranids roar with bowel-loosening fury, and so on. Just remember that it's your opponent's character that you're trying to insult – not your opponent.

ACCEPTING A CHALLENGE

If your opponent has issued a challenge, you can now accept it – nominate a character in one of your units locked in the combat to be the challengee. Your opponent has probably decided which of your characters he wants to fight, in fact, this bias might affect how the challenge was framed ('Brother-Captain Minyos challenges thine craven Warlock to single combat!'), but the final choice is yours – he can't challenge a specific enemy, he just issues a challenge to the foe at large and sees who steps forwards. Characters that cannot fight or strike blows (including those that are not engaged with an enemy model) cannot accept challenges.

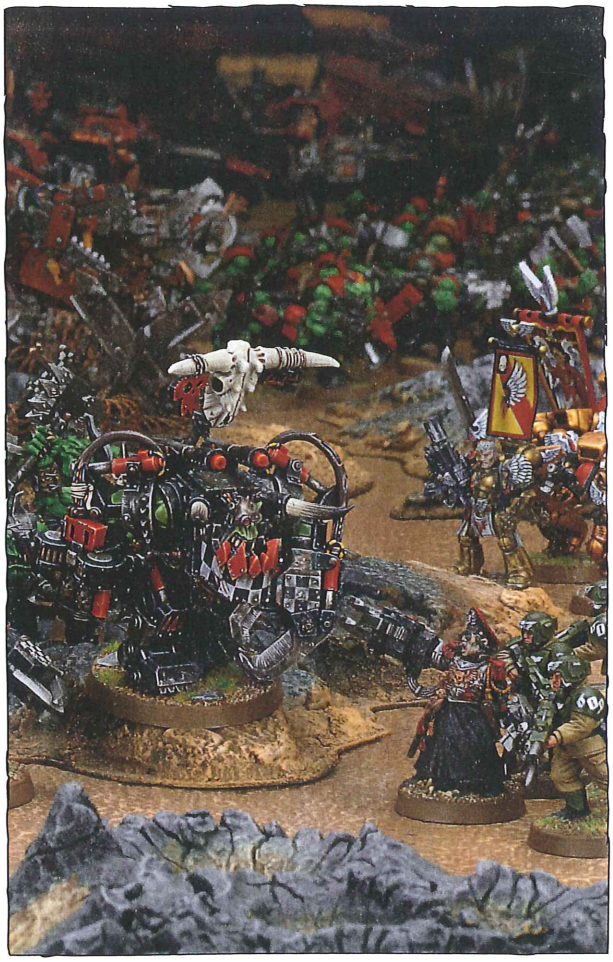
REFUSING A CHALLENGE

Alternatively, you can simply refuse the challenge and choose to have your character slink away with sullied honour but beating heart(s). If you refuse, your opponent gets to nominate one of your characters from those that could have accepted. The chosen model cannot strike blows at all this turn, as he is thereafter putting all of his effort into staying clear of the vengeful enemy character. Furthermore, his Leadership cannot be used by the rest of the unit for the remainder of the phase – skulking amongst the ranks is not the stuff of heroism!

Once a challenge has been refused, the model that issued it fights normally.

HEROIC STAND

A unit that consists only of a single character cannot refuse a challenge. He's got nowhere to hide.



FIGHTING A CHALLENGE

If a challenge has been accepted, it is time to move the two combatants into base contact with each other. Note that these moves cannot be used to move a character out of unit coherency. If possible, swap the challenger for a friendly model in base contact with the challengee. If this cannot be done, swap the challengee for a friendly model in base contact with the challenger. If neither of these moves would result in the two models being in base contact, 'swap' the challenger to as close as possible to the challengee and assume the two to be in base contact for the purposes of the ensuing fight. In case you were wondering, models that are moved to satisfy a challenge are not subject to Difficult or Dangerous Terrain tests. Furthermore, neither the characters in the challenge nor the models that have made way to allow the characters to get into base contact make a Pile In move when their Initiative step is reached.

For the duration of the challenge, these two models are considered to be in base contact with each other and, when rolling To Hit and To Wound, they always use the Weapon Skill and Toughness of their opponent. When allocating Wounds caused by either of these two models, they must be allocated to their opponent first. These Wounds cannot be reallocated by the Look Out, Sir rule.

Combatant Slain

If a character that is involved in a challenge slays his opponent, each excess Wound inflicted by the victor is then allocated, one at a time, to the next nearest enemy model that is locked in the combat. When one of the combatants in a challenge is slain, regardless of which Initiative Step it is, the challenge is still considered to be ongoing until the end of the phase for the purposes of Outside Forces (see opposite).



Outside Forces

Whilst the challenge is ongoing, other models locked in the combat can only allocate Wounds to the models involved in the challenge after all other enemy models that are locked in that combat (if any) have been removed as casualties, even if the models fighting in a challenge are the closest models.

ASSAULT RESULT

Unsaved Wounds caused in a challenge count towards the assault result, alongside any unsaved Wounds caused by the rest of the characters' units.

ROUND TWO

If both competitors survive a challenge, and neither side fled from the combat, then they continue to fight in the next round of close combat. Note that, if a character with the And They Shall Know No Fear special rule is caught by a Sweeping Advance, the challenge does not continue.

Even though further challenges cannot be issued in a combat until the existing challenge has been resolved, there is the possibility that another character in the fight might intercede in a Glorious Intervention.



Glorious Intervention

Even in the darkness of the 41st Millennium, there are still tales of personal heroism and glory. A plucky Astra Militarum Sergeant might throw himself into the path of a rampaging Ork Warboss in an attempt to preserve his officer's life. An Eldar Warlock, about to be cloven in two by the sweep of a Tyranid bonesword, might be saved as an Autarch darts in to parry the blow. These are the kinds of situations that the Glorious Intervention rule is here to represent, where one character hurls himself into harm's way in order to defend another.

A character can declare a Glorious Intervention at the start of his own Fight sub-phase, before any blows are struck, if a friendly character in the same combat is about to fight a second or subsequent round of a challenge.

A character cannot declare a Glorious Intervention in the first round of a challenge or during the enemy turn. Nor can a character that cannot fight or strike blows (including those that are not engaged with an enemy model) declare a Glorious Intervention.

To see whether or not the Glorious Intervention has been successful, the intervening character must take an Initiative test.

If the test is failed, nothing happens – the character has not been quick enough. He fights the current round of close combat as normal.

If the test is passed, the character making the Glorious Intervention takes the place of the friendly character in the ongoing challenge. The character thus displaced now fights in the close combat according to the normal rules, whilst the character that made the Glorious Intervention fights in the challenge. The two characters now fighting the challenge should attempt to move into base contact with each other following the same rules as when the challenge was first accepted, with the character performing the Glorious Intervention as the challenger.

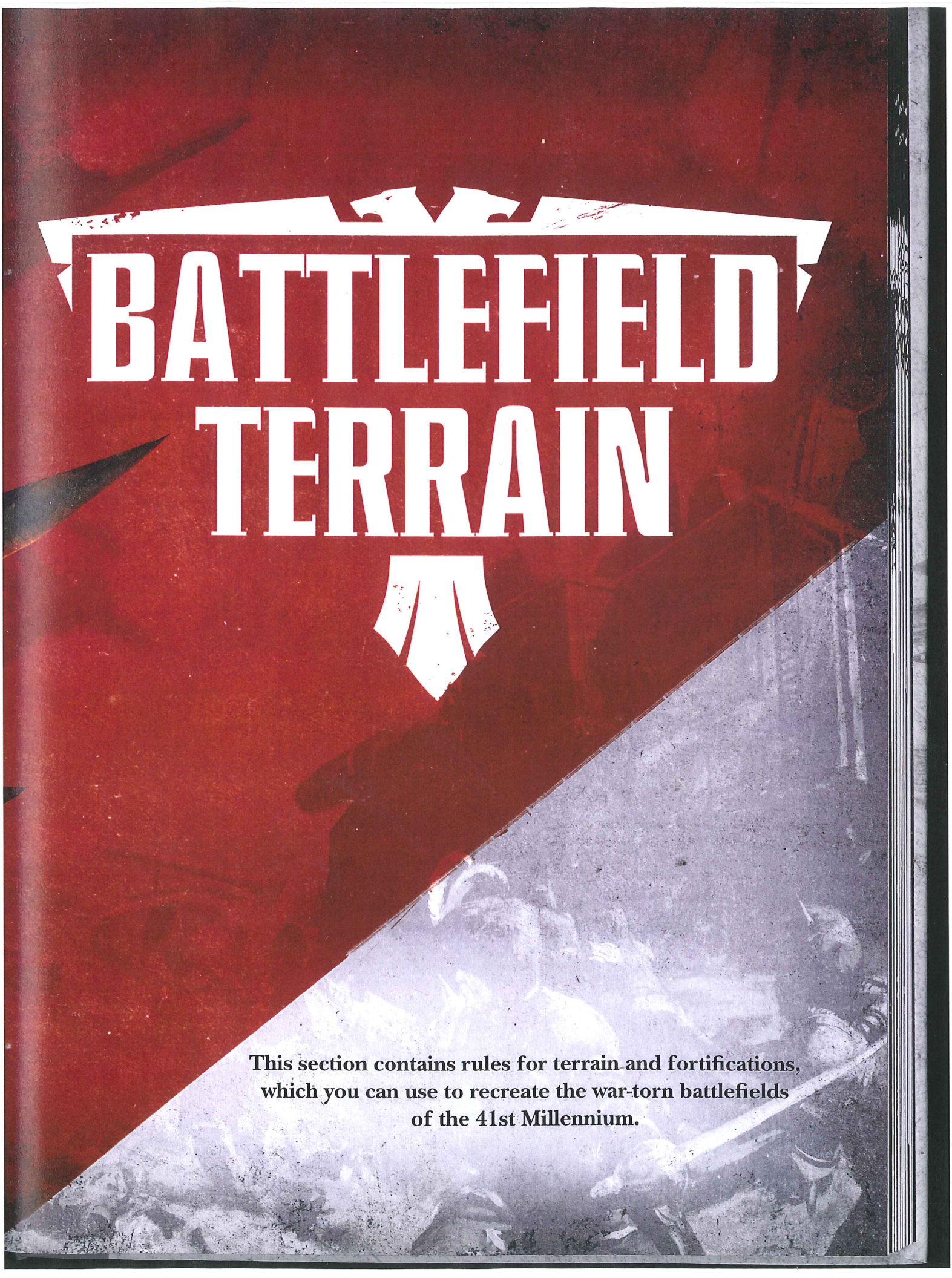
For example, Idrion, a Space Marine Sergeant has, through skill of arms (and lucky dice), survived the first round of a challenge against the infamous Daemon Prince Volgarax. Fortunately for Idrion, Brother-Captain Dantarion (Initiative 5) charged into the same combat this turn, and is now attempting to make a Glorious Intervention to save the sergeant from his dread foe. Dantarion takes his Initiative test and rolls a 4, passing it with room to spare. He now fights Volgarax in this and subsequent rounds of the challenge, while Idrion fights in the rest of the combat as normal.

Note that, whilst it is possible for several Glorious Interventions to occur within the same challenge over the course of the game, only one character can attempt a Glorious Intervention for each challenge per turn.




A GOOD LIFE IS ONE
THAT SERVES THE
EMPEROR'S COMMAND.

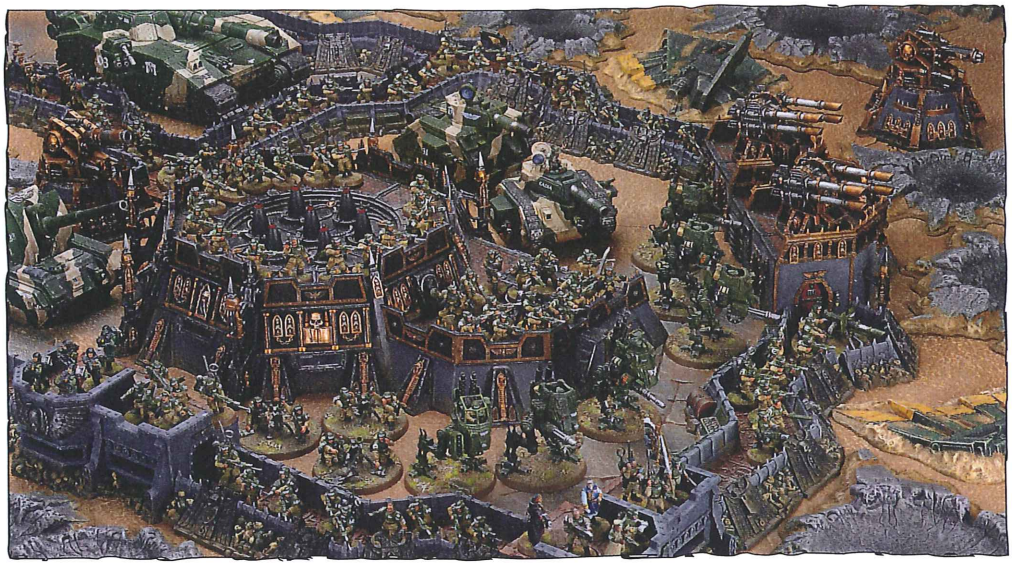
BATTLEFIELD TERRAIN



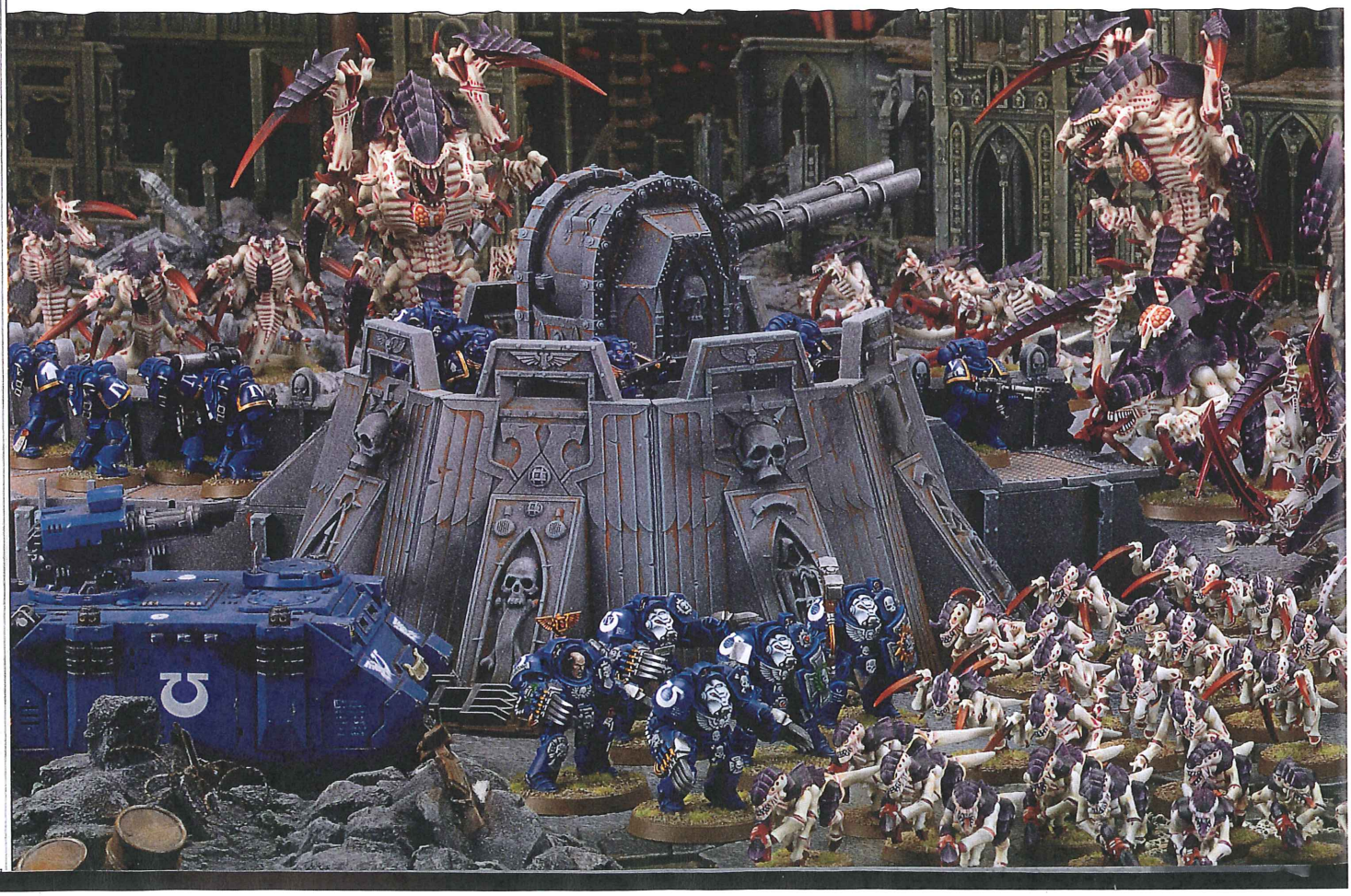
This section contains rules for terrain and fortifications, which you can use to recreate the war-torn battlefields of the 41st Millennium.

BATTLEFIELD TERRAIN

The galaxy is a vast place with millions of different battle zones: ruined cities are stalked by predatory warriors, ash wastes are studded with fortifications that provide the only cover, and once verdant worlds are turned into blasted battlescapes dotted with craters and the wreckage of destroyed war machines. The Citadel scenery range includes a growing range of models that can be used to represent all of these types of terrain and many more, and in this chapter, you'll find the rules for the terrain with which you can populate your battlefields.

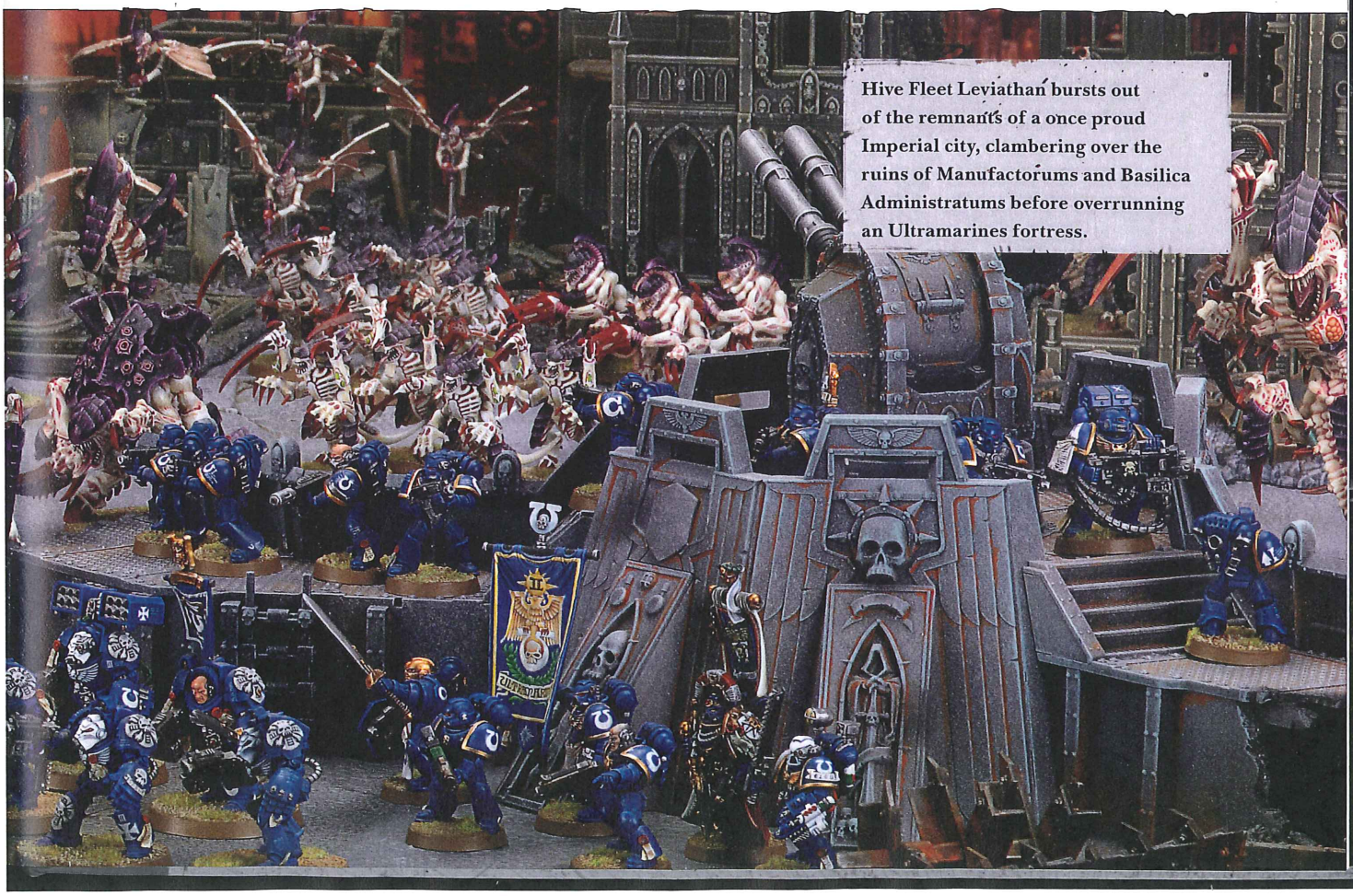


The forces of Cadia garrison a formidable defensive network constructed from Wall of Martyrs defence lines, bunkers and gun emplacements surrounding a massive Vortex Missile Aquila Strongpoint.





The Blood Angels Death Company fight beneath the shadows of Imperial Statuary, guarding a pass leading to a Sanctum Imperialis against an approaching Tyranid swarm.



Hive Fleet Leviathan bursts out of the remnants of a once proud Imperial city, clambering over the ruins of Manufactorums and Basilica Administratums before overrunning an Ultramarines fortress.

TERRAIN TYPES

All of the Citadel scenery models have a terrain type. The rules for each terrain type are described below.

When one of the following rules refers to a model being 'in cover behind' a piece of terrain, this means that the model is at least 25% obscured by the scenery, and therefore eligible for a cover save (pg 37). On the other hand, when one of the following rules refers to a model being 'in' a piece of terrain, this means that model, or some part of it, is actually standing on the piece of scenery, whether it is obscured from view or not.

OPEN GROUND

Open ground covers everything from dusty plains to rolling hills. Models in open ground are often said to be 'out in the open'. No additional rules are needed for open ground and, unless otherwise specified, special rules and abilities that affect terrain do not affect open ground. The surface of the Realm of Battle Gameboard is considered open ground.

BUILDINGS

The rules for buildings are quite extensive, and are covered in more detail in their own rules section (pg 110).

DIFFICULT TERRAIN

Difficult terrain slows down models wishing to move through it. It includes areas of rubble, woods, ruins, rocky outcrops, boggy ground, low walls, tanglewire, barricades, steep hills, streams and other shallow water, as well as terrain features that combine several of these types. Unless specifically noted otherwise, a model in cover behind difficult terrain has a 5+ cover save.

Moving Into Difficult Terrain

If a unit starts its move outside difficult terrain, the player must declare if he wants his unit to try to enter difficult terrain as part of their move. If he chooses not to, the unit moves as normal but may not enter difficult terrain. If he chooses for a unit to do so, the unit must take a Difficult Terrain test.

To **take a Difficult Terrain test, roll 2D6 and select the highest result – this is the maximum distance, in inches, that any of the models in the unit may move**. Even if the distance rolled is too short for any of the models to reach the difficult terrain, the unit is still slowed down as described above. We assume that their approach is cautious as they attempt to ascertain whether any enemies are within. You should also note that, if you take the Difficult Terrain test, you are not compelled to move the models, as you might not have rolled high enough to make it worth moving at all.

Moving Within Difficult Terrain

If any models in a unit start their move in difficult terrain, they are affected by the terrain and must take a Difficult Terrain test. No models in the unit can move more than the distance indicated by the test, even if they are not in difficult terrain.

Charging Through Difficult Terrain

Models are slowed when charging through difficult terrain. If, when charging, one or more models have to move through difficult terrain in order to reach the enemy by the shortest possible route, the entire unit subtracts 2 from its total when determining its charge range. If at least one model in the charging unit moved through difficult terrain as part of its charge move, all of the unit's models must attack at Initiative step 1, regardless of other Initiative modifiers, even if the charging unit is not slowed by difficult terrain. Remember that charging models must engage as many enemies in the target unit as possible.

RUINS

Ruins are difficult terrain. Models in ruins receive a 4+ cover save, regardless of whether or not they are 25% obscured.

DANGEROUS TERRAIN

Dangerous terrain follows all the rules for difficult terrain – you've got to watch your step! In addition, each model must take a Dangerous Terrain test as soon as it enters, leaves or moves within dangerous terrain.

Dangerous Terrain Tests

To take a Dangerous Terrain test, roll a D6. On a result of a 1, that model suffers a Wound. The model may take an armour or invulnerable save, but not a cover save, against this Wound.

Once a model has taken a Dangerous Terrain test for a particular scenery model, it does not test for that terrain again in the same phase. However, if the model moves into a different area of dangerous terrain, this must be tested for as normal.

IMPASSABLE TERRAIN

Unless noted otherwise in their special rules, models cannot enter, cross or move into or through impassable terrain – they must go around. The exceptions tend to be things like Jump units (pg 65) and Skimmers (pg 89).

Mysterious Terrain

Sometimes things are not quite what they seem in the war-torn future, and this is certainly true of the terrain found on alien worlds. The effect of a piece of mysterious terrain is not decided at the start of the battle. Instead, the terrain datasheet for the scenery model will include a Mysterious Terrain table. The Mysterious Terrain table is rolled for immediately when a model first enters the terrain or deploys within it.

BATTLEFIELD DEBRIS

Battlefield debris is difficult terrain. Unless otherwise stated, a model in cover behind difficult terrain has a 5+ cover save. In addition, some battlefield debris has additional rules, which are either detailed below or on its terrain datasheet.

Ammunition Dump

A supply of ammunition is always welcome in a fight – especially when you hear the dreaded 'dead man's click' of an empty magazine.

Any model within 2" of an ammunition dump can re-roll To Hit rolls of 1 in the Shooting phase.

Barricades and Walls

Barricades and walls can be hastily assembled obstacles or the remains of once proud structures.

A model in cover behind a barricade or wall has a 4+ cover save. Models that are in base contact with a barricade or wall are treated as being in base contact with any enemy models who are directly opposite them and in base contact with the other side of that barricade or wall. Units charging an enemy that is behind a barricade or wall count as charging through difficult terrain.

Comms Relay

A working comms relay can be crucial to the coordination of reserves, and therefore to a swift victory.

Any player with an unengaged model within 2" of a comms relay can re-roll Reserves rolls.

Craters

The aftermath of heavy shelling and orbital bombardments, impact craters provide protection to those sensible enough to seek it.

Models in crater terrain have a 6+ cover save, regardless of whether or not they are 25% obscured. If a unit Goes to Ground, then models from the unit that are in crater terrain gain +2 to their cover save rather than +1.

Defence Line

Defence lines are armoured shield sections that link together to form makeshift fortresses.

A model in cover behind a defence line has a 4+ cover save. If a unit Goes to Ground, then models from the unit gain +2 to the cover save from the defence line rather than +1. Models that are in base contact with a defence line are treated as being in base contact with any enemy models who are directly opposite them and in base contact with the other side of that defence line. Units charging an enemy that is behind a defence line count as charging through difficult terrain.

Gun Emplacements

Though once abandoned to the tides of war, this gun battery still functions and will serve the cause of carnage once again.

A model in cover behind a gun emplacement has a 4+ cover save. One non-vehicle model in base contact with a gun emplacement can fire it instead of firing its own weapons. A model that fires a gun emplacement has the Relentless special rule for that shooting attack.

A gun emplacement can be shot at and attacked in close combat. It is hit automatically in close combat and has the following profile:

	WS	BS	S	T	W	I	A	Ld	Sv
Gun Emplacement	-	-	-	7	2	-	-	-	3+

Imperial Statuary

The cold and noble gaze of this ancient hero inspires determination in those who have it not.

A model from the Armies of the Imperium that is within 2" of Imperial Statuary terrain has the Fearless special rule. A model in cover behind Imperial Statuary has a 3+ cover save.

Rubble

Detritus of battles past litters the ground – twisted metal and shattered ceramite that can be used as cover, if the conflict is desperate enough.

Models in rubble terrain have a 4+ cover save, regardless of whether or not they are 25% obscured.

Tanglewire

Deployed primarily to deter infantry assaults, the barbed coils of tanglewire can prove fatal to fighters who don't watch their step.

Tanglewire is dangerous terrain. A model in cover behind tanglewire has a 6+ cover save.

Tank Traps

These obstacles allow all but vehicles to pass by unhindered.

Tank traps are impassable terrain to non-Skimmer vehicles, dangerous terrain to Bikes, and open ground for other units. A model in cover behind a tank trap has a 4+ cover save.

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 built-up structure.

Buildings of all types use aspects of the Transport vehicle rules. **The main difference between buildings and actual vehicles is that they can't move, they can be controlled by either side and units from either side can embark upon them.**

Building Armour Values

All buildings have an Armour Value listed on their terrain datasheet. If only a single Armour Value is listed, then it is used against all attacks, no matter which facing is hit.

Dilapidated Buildings

Some missions might describe a building as being dilapidated. A dilapidated building has 2 fewer points of Armour Value on each facing than stated on its datasheet. Furthermore, unless you and your opponent agree otherwise before the game begins, emplaced weapons on a dilapidated building cannot be fired.

Building Size and Hull Points

Just like a Transport vehicle, buildings have a Transport Capacity and a number of Hull Points, which relate to the building's size. A building's size will be listed on its terrain datasheet. **If a building's datasheet does not list its Transport Capacity or Hull Points, consult the following chart** to work out the Transport Capacity and Hull Points it has:

Buildings Size Chart

Building Size	Transport Capacity	Hull Points
Small	10 models	3
Medium	20 models	4
Large	30 models	5

Entering & Exiting Buildings

Models can enter or exit a building through a doorway or other opening that is listed on the building's terrain datasheet as being an Access Point. **Moving into or out of a building works the same as embarking or disembarking from a vehicle,** including emergency disembarkations (pg 81). **Jump Infantry and Jet Pack Infantry can embark inside buildings.**

All of the normal rules apply, so only one Infantry unit, plus any Independent Characters that have joined them, may occupy a building at one time. Models entering a building are removed from the table – either note down where they are on a piece of paper or use another suitable reminder.

Impassable Buildings

Some buildings are noted as being impassable buildings on their terrain datasheet. **Models may not enter an impassable building,** but they may use its battlements if it has any (pg 112).

Repel the Enemy

Buildings are constructed to allow their garrisons easy access to exit and engage enemy siege teams before they can breach their walls. **All buildings have the Repel the Enemy special rule.**

Repel the Enemy

Models disembarking from a building can charge on the turn they do so, even on a turn the building was destroyed.

Firing From Buildings

Most buildings have Fire Points that allow units inside to fire out. Unless stated otherwise, up to two models may shoot through each Fire Point of a building. This aside, all the rules for shooting with transported units apply to units embarked in a building.

Attacking Buildings

When determining if a building can be targeted by a shooting attack or psychic power, charged and fought in close combat, or affected by a special rule, **treat the building as a vehicle unless specifically stated otherwise**. When attacking a building, roll To Hit and for armour penetration as if it were a vehicle. In close combat, buildings are hit automatically. For example, melta bombs can only be used to attack vehicles in close combat – they can therefore also be used to attack buildings in close combat. Similarly, a weapon with the Haywire special rule, which specifically affects vehicles, can also be used to attack buildings. Note that this does not mean that a weapon or special rule which specifies that it can only be used against buildings can also be used against vehicles.

If a building suffers a glancing or penetrating hit, that building immediately loses a single Hull Point. If a building is reduced to Armour Value 0 on one or more facings, or if its Hull Points are reduced to 0, it immediately suffers a Total Collapse damage result (see opposite).

If a penetrating hit is scored, also roll on the Building Damage table, applying any of the relevant modifiers:

- Add 1 to each roll caused by a weapon with an AP value of 2.
- Add 2 to each roll caused by a weapon with an AP value of 1.
- Deduct 1 from each roll if the building has the Mighty Bulwark special rule.

Building Damage Table

0-1 **Breach!** *Massive cracks appear in the building's walls.*
The building's Armour Value is reduced by 1 (on all facings) for the remainder of the battle. This is cumulative with any other penalties to the building's Armour Value.

2 **Tremor.** *The building shakes violently, throwing its occupants to their knees.*
If the building is occupied, the occupying unit can only make Snap Shots in the following turn. If an occupying unit abandons the building in their next turn, they can only disembark 3", rather than the full 6".

3 **Partial Collapse.** *Part of the support structure is blasted away, causing a chunk of roof to fall in.*
If the building is occupied, the occupying unit suffers D6 Strength 6 AP- hits with the Ignores Cover special rule. In addition, if the building has any emplaced weapons, they can only fire Snap Shots in the following turn.

4 **Structural Collapse.** I*nternal supports are destroyed, causing several levels to collapse under their own weight.*
If the building is occupied, the occupying unit suffers 2D6 Strength 6 AP- hits with the Ignores Cover special rule. In addition, if the building has any emplaced weapons, one randomly determined weapon is destroyed and the remainder can only fire Snap Shots in the following turn.

5 **Catastrophic Breach.** *A huge slab of masonry tumbles from the building's flank.*
The building's Armour Value is reduced by D3 (on all facings) for the remainder of the battle. This is cumulative with any other penalties to the building's Armour Value. In addition, if the building has any emplaced weapons, one randomly determined weapon is destroyed and the remainder can only fire Snap Shots in the following turn.

6 **Total Collapse.** *The roof and several internal floors fall in, crushing many of the garrison and driving the remainder outside.*
The building is destroyed: all emplaced weapons and battlement upgrades on the building are also destroyed. If the building is occupied, the occupying unit suffers 2D6 Strength 6 AP- hits with the Ignores Cover special rule and must then immediately disembark from the building, performing an emergency disembarkation if necessary (survivors cannot disembark to the battlements). Any models that cannot disembark are removed as casualties. Assuming they were not destroyed, units that have disembarked must then take a Pinning test. The building is left on the table, but can no longer be occupied.

Battlements that are part of a building that suffers a Total Collapse damage result are destroyed. Each unit on the battlements suffers D6 Strength 6 AP- hits with the Ignores Cover special rule, and must then take a Pinning test. The battlements are considered to be Ruins terrain for the rest of the battle.

7+ **Detonation!** *The shot punches through the building's walls to explode amongst ammunition or fuel stores within.*
The building is destroyed: all emplaced weapons and battlement upgrades on the building are also destroyed. If the building is occupied, the occupying unit suffers 4D6 Strength 6 AP- hits with the Ignores Cover special rule and must then immediately disembark from the building, performing an emergency disembarkation if necessary (survivors cannot disembark to the battlements). Any models that cannot disembark are removed as casualties. Assuming they were not destroyed, units that have disembarked must then take a Pinning test. The building is then removed and replaced with a crater (pg 109) of roughly the same size (if you have one).

Battlements that are part of a building that suffers a Detonation damage result are destroyed. Each unit on the battlements suffers 2D6 Strength 6 AP- hits with the Ignores Cover special rule and must then immediately make a 6" move in order to move off of the battlements (this movement is not slowed by difficult terrain). Any models that cannot move off of the battlements are removed as casualties. Assuming they were not destroyed, all units that had to move off the battlements must then take a Pinning test.

Wound Allocation & Occupying Units

If any hits are allocated to a unit occupying a building, they are Randomly Allocated (pg 35).

Claiming Buildings

To keep track of which side currently controls a building, we use the concept of 'claiming' buildings (or, if you prefer, planting your flag).

- At the start of the game, all buildings that were taken as part of a player's army are **'claimed'** by the owning player, whilst all other buildings are **'unclaimed'**.
- **A claimed building is a unit in the controlling player's army** and will remain so, even if it later becomes unoccupied, until the building is either destroyed or claimed by an enemy.
- **If a unit enters a building, they immediately capture and claim that building,** and it becomes part of that unit's side until the building is either destroyed, or an enemy unit re-enters it (and therefore re-claims it).

All claimed buildings have the Sentry Defence System special rule.

Emplaced Weapons

Many buildings have built-in weapons, referred to in the rules as emplaced weapons. They can each be fired as follows:

Manual Fire

If a building is occupied, an embarked model can choose to fire one of the emplaced weapons. **If the building has more than one emplaced weapon, each can be fired by a different embarked model. An emplaced weapon may not be fired by more than one model each Shooting phase. A model cannot manually fire an emplaced weapon and fire out of a Fire Point with its own weapons in the same turn.** ***If an occupying unit fires at a target, all emplaced weapons being manually fired must be shot at the same target. Use the firing model's Ballistic Skill and the line of sight of the weapon.*** **All relevant special rules from the firing model and the weapon are used.**

Automated Fire

If a building is claimed (see right), ***each emplaced weapon that is not being fired manually automatically fires at the nearest enemy unit within range and line of sight of the weapon. Shots from automated fire are resolved at the end of the Shooting phase, just before any Morale checks are taken, and as if being fired by a model with a Ballistic Skill of 2.*** **Automated fire does not prevent an occupying unit from firing its own weapons and can be fired at different targets.**

Gun Emplacement Upgrades

If a gun emplacement is taken as an upgrade for a building and placed upon the building's battlements (see right), then it counts as an additional emplaced weapon on the building instead of a gun emplacement.



Sentry Defence System

A building with this special rule can use automated fire against enemy units, even if it is unoccupied. In addition, enemy units can shoot at and charge a building with this special rule, even if it is unoccupied.

Multi-part Buildings

Some very large buildings consist of two or more smaller buildings joined together. When this is the case, it will be clearly stated on the model's terrain datasheet.

You can move a unit in one part of a multi-part building into an adjacent and unoccupied part of the building by declaring you are doing so. This will take up all of the unit's movement, and is still subject to all the rules for Transport Capacity (pg 110). In all other regards, the buildings that make up a multi-part building are treated as separate models.

Battlements

The roof-spaces of many buildings are identified as battlements. Battlements are treated as a separate piece of terrain from the building that they are on top of. They are difficult terrain. **Models in battlements terrain receive a 4+ cover save, regardless of whether or not they are 25% obscured.** In addition, the following rules apply to battlements:

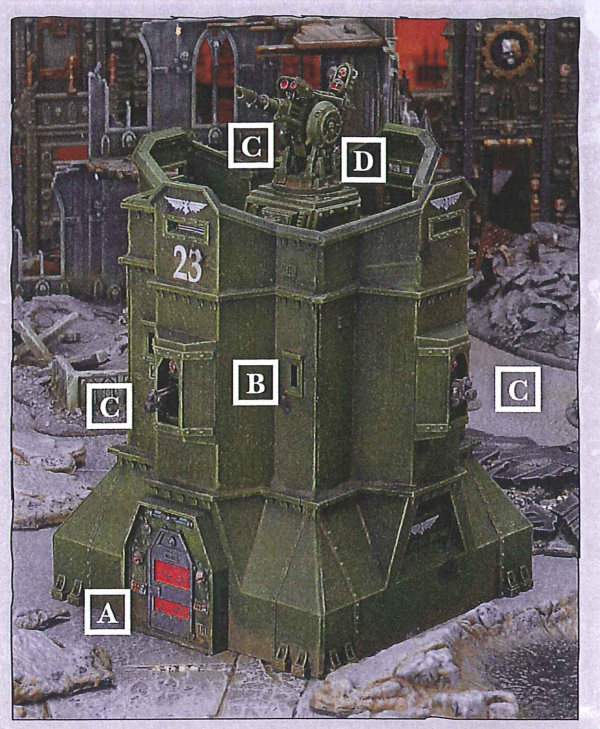
- **Battlements are treated as an Access Point for their building,** meaning that a unit inside the building can disembark onto the battlements, or vice-versa. Note that impassable buildings that have battlements may still not be entered, although units can use their battlements.
- **Jump units, Jet Pack units, Jetbikes and Skimmers do not need to take Dangerous Terrain tests if they start or end their move on a battlement.**
- **If a template or blast weapon hits a unit on top of a battlement, that battlement's building also suffers a single hit.**
- **If a unit moves onto the battlements of an unclaimed, undestroyed building, they immediately claim that building** and it becomes part of that unit's side until the building is either destroyed or an enemy unit claims it.

BUILDINGS, FIRE POINTS AND ARMOUR VALUES

This Imperial Bastion (right) is clearly as tough as buildings come, so it's best played using an Armour Value of 14 (unless it is dilapidated, in which case it'd have Armour Value 12). There are several Fire Points in the walls, and it also has battlements. There is one Access Point: the door. The bastion also has several emplaced weapons: a heavy bolter on each facing and an Icarus lascannon gun emplacement on the roof, which counts as an additional emplaced weapon.

The imposing Fortress of Redemption (below) is a vast fortification, and is split down into several sections: two bunker annexes, the wall and the main tower, all of which are Armour Value 14 (or 12, if dilapidated) and can be claimed separately. Each building has one or more emplaced weapons: each bunker annex has a heavy bolter; furthermore, the left bunker has a twin Icarus lascannon, and the right bunker has a missile silo.



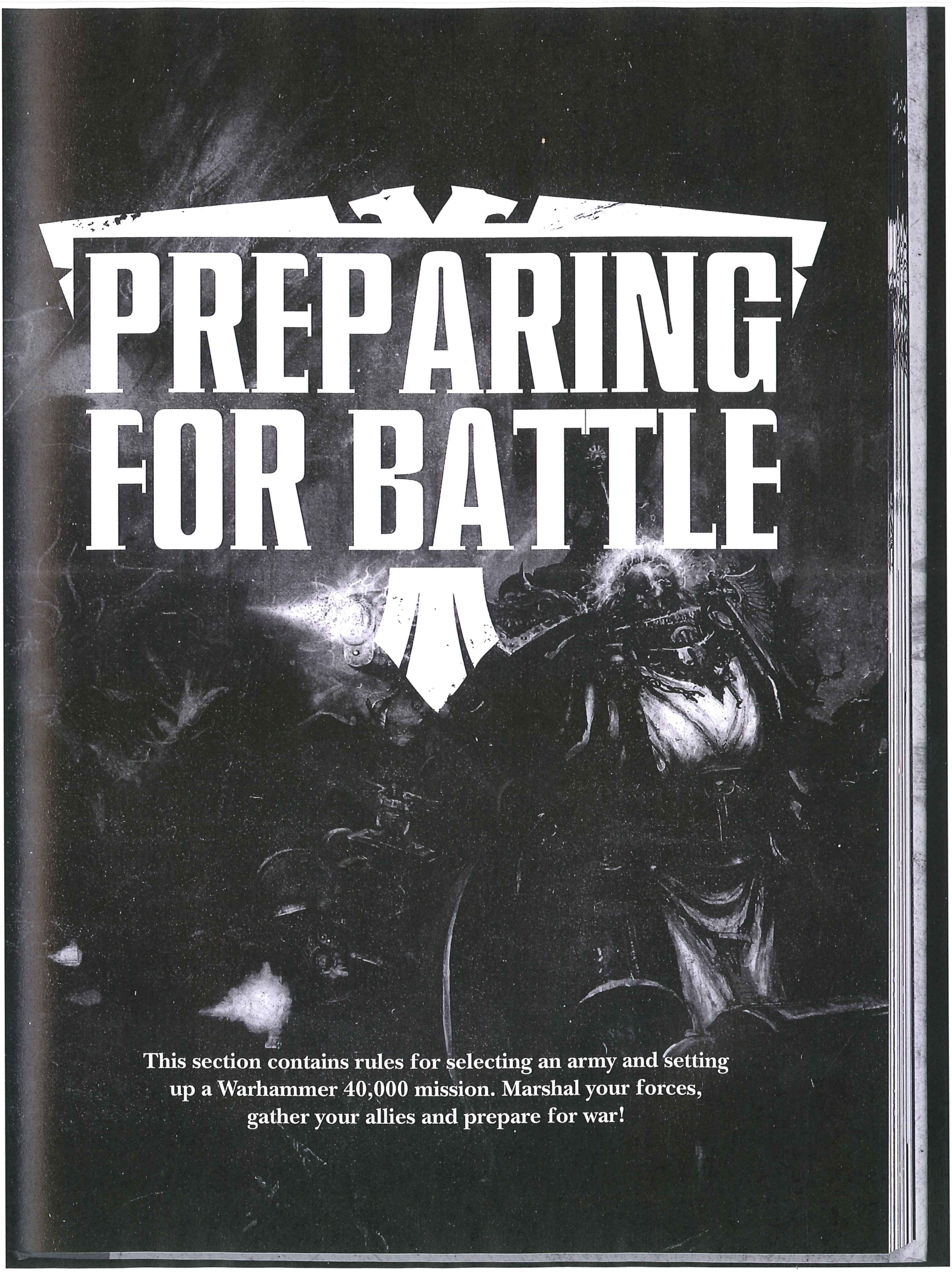


A – Access Point
B – Fire Point
C – Emplaced Weapon
D – Battlements





PREPARING FOR BATTLE



This section contains rules for selecting an army and setting up a Warhammer 40,000 mission. Marshal your forces, gather your allies and prepare for war!

CHOOSING YOUR ARMY

Now that you've had a chance to peruse the rules, you're ready to start unleashing carnage upon the battlefield. That being the case, it's time to gather together an army that will win you glory on the field of war.

Army List Entries

The rules for your Citadel miniatures are found in a wide range of Games Workshop publications, such as codexes, codex supplements and dataslates.

Regardless of where this information is found, it is known as an Army List Entry. Each Army List Entry describes a unit of Citadel miniatures and includes everything you will need to know in order to use that unit in a game of Warhammer 40,000.

In some older codexes, the information for a single unit's Army List Entry is spread out amongst different sections of the book. Taken together they describe, and are treated for all rules purposes as, a single Army List Entry. When using such a codex, each unit's Faction (pg 118) is the same as its codex title. For example, all units in *Codex: Space Marines* belong to the Space Marines Faction, whilst all units in *Codex: Chaos Daemons* belong to the Chaos Daemons Faction.

Each player in a Warhammer 40,000 battle commands an army. An army is a collection of one or more units of Citadel miniatures, and can consist of any number of models. Before any game, **players must agree how they are going to select their armies, and if any restrictions apply to the number and type of models they can use.** If you are using a Warhammer 40,000 mission, it may tell you how to select your army. If you are not using a mission, then you must decide what method of army selection each of you will use for yourselves.

ARMY SELECTION METHODS

There are many ways to choose an army, and they all have their strengths. The first thing to determine is whether or not you and your opponent will be using points limits, and if so, what they are. Usually, both players will use the same points limit, but this does not need to be the case and is entirely up to you.

To use points limits, you will need to reference each unit's points value, which you can find in its Army List Entry. Simply add up the points values of all the units in your army, and make sure that the total does not exceed the limit agreed upon for the game. It is worth noting that games with larger points limits, say 2000-3000 points, can take the better part of an afternoon to play, while games of 1000-1500 points can usually be completed in a few hours. Whether or not you decide to use points limits, the next step is to choose how your army is organised.



The two main ways of organising an army are the **Unbound** method and the **Battle-forged** method. Both players need not use the same method.

Unbound Armies

The **Unbound** method is the easiest way to organise an army: **simply use whichever units from your collection you want**. Besides being a quick way to get your models on the tabletop, the Unbound method also allows you to try out exciting combinations in your army, such as fielding a whole force of Tanks or Flyers, or even of special characters.

Battle-forged Armies

A player using the Battle-forged method must organise all the units they want to use into Detachments (pg 118). Detachments are made up of units that conform to various requirements. For example, one common type of Detachment requires the use of at least one HQ unit and two Troops units; another might require that only units from *Codex: Orks* be included. As a reward for adhering to these requirements, each Detachment grants its own Command Benefits (pg 120) to the units within it, which can really enhance their effectiveness in battle.

There are many other types of restrictions and requirements that players might agree on for their armies. Requiring certain units or named characters to be present in your game, for example, is a great way to add a narrative for your battle.

THE PRIMARY DETACHMENT

Every army has a Primary Detachment. If you organise your army using the Battle-forged method, whichever Detachment contains your Warlord (pg 124) is your Primary Detachment.

If you used the Unbound method, then once you choose your Warlord, every model in your army that has the same Faction (pg 118) as your Warlord is considered to be part of the Primary Detachment for all rules purposes. Of course, in an Unbound army, these models are not bound by any Detachment restrictions and do not receive Command Benefits.

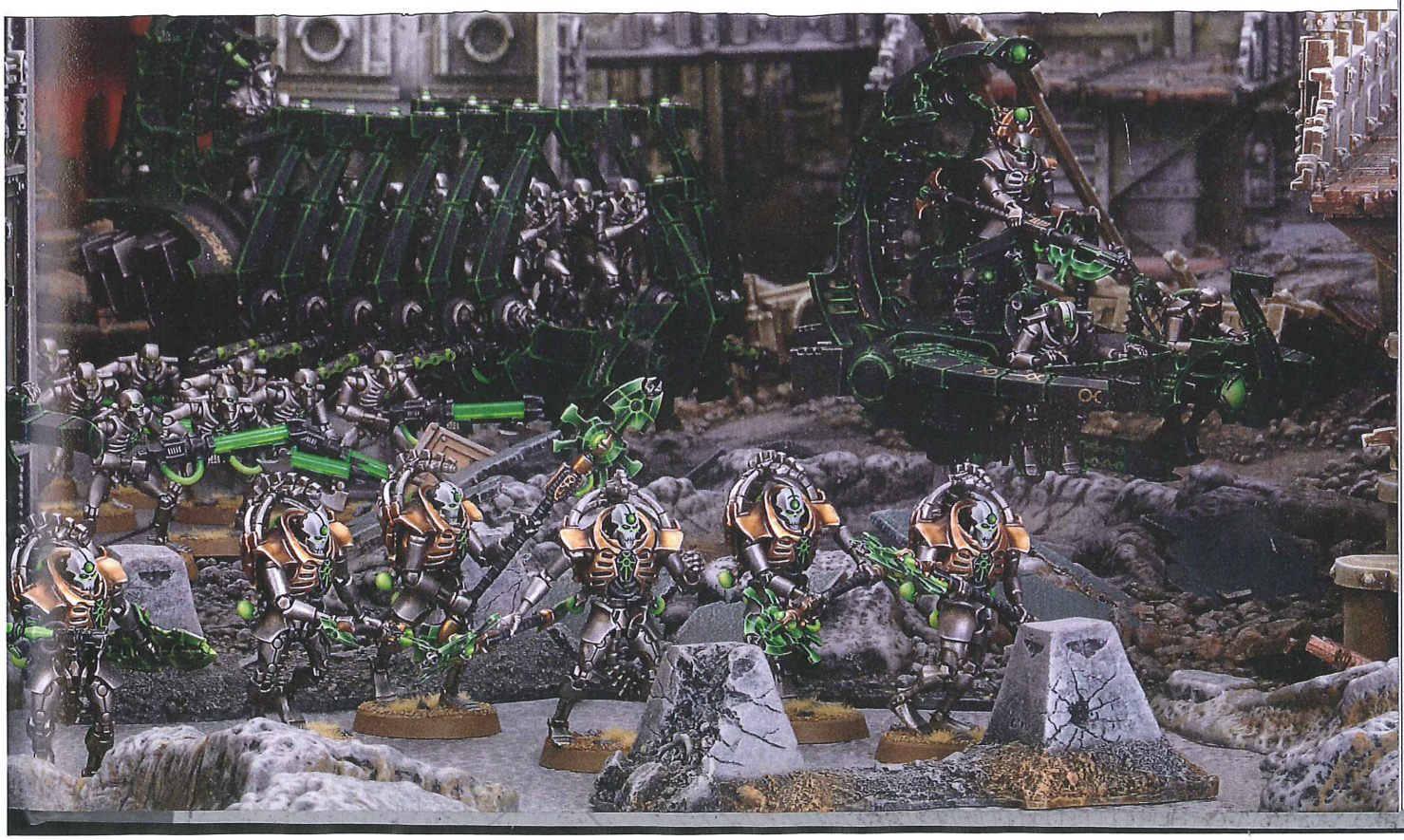
For example, Jon uses the Unbound method to organise his army of Citadel miniatures. He chooses some of them from Codex: Space Marines *and some from* Codex: Tau Empire. *Jon picks Kor'sarro Khan as his Warlord, who belongs to the Space Marines Faction. Therefore, all of the units he chose from* Codex: Space Marines *act as his Primary Detachment for the duration of the game.*

THE FORCE ROSTER

Write down the details of the models that make up your army, which units belong to which Detachments (pg 118), which Detachment is your Primary Detachment, and which model is the army's Warlord (pg 124). This written record is known as your army's force roster, and you must keep it to hand while you play the game. To keep things fair, you must always allow your opponent to read your force roster before a game if they wish to do so.

UNIQUE MODELS

Some models are noted as being Unique in their Army List Entry. Unique models include named characters and extraordinary units or vehicles, of which there is only one known example in the whole galaxy. Because of this, you can only ever include one of each Unique model in an army.



DETACHMENTS

Armies are usually structured organisations; even the Orks organise their warriors into mobs and warbands, though perhaps not with quite the same vigour as the Astra Militarum organises its squads, platoons, companies and regiments.

As discussed on the previous page, there are many ways to forge a collection of Citadel miniatures into an army ready to crush your enemies in games of Warhammer 40,000. This section focuses on the Battle-forged method. If you opt to choose an army using this method, your units are organised into Detachments and many gain special rules and in-game advantages.

We have included two Detachments at the end of this rules section, each with its own Force Organisation Chart, Restrictions and Command Benefits (pg 122). You will find further Detachments to use in your games of Warhammer 40,000 in our codexes and other Games Workshop publications.

There is no limit to the number of Detachments a Battle-forged army can include and you can use any mixture of Detachments you have available, within the restrictions of the rules that follow. However, **all of the units in your army must belong to a Detachment and no unit can belong to more than one Detachment**. If you choose to use a Battle-forged army, you must tell your opponent what units belong to what Detachments and what Command Benefits each will receive (if any) before you start deploying your army (pg 132).

Don't forget that Detachments are entirely optional and you can still select an army by taking any models from your collection, as discussed in the Unbound method (pg 117) – it just means that none of the models in your army receive Command Benefits.

In order to organise their army into Detachments, a player will often need to use additional information found in their units' Army List Entries, such as Faction and Battlefield Role.

FACTIONS

All units belong to one of the many Factions that are fighting in the 41st Millennium. This will often be represented on the unit's Army List Entry with a symbol, the key for which can be found to the right. **A unit's Faction applies regardless of how you choose your army**, but is especially relevant to Detachments because many state that you can only include units of a particular Faction. Factions are also used when including Allies (pg 126), and some special rules will apply only to specific Factions. Note that Fortifications are an exception in that, unless otherwise stated on their datasheet, they do not have a Faction.

In the case of older publications, the Faction of all the units described in a codex is the same as the codex's title. In the case of codex supplements, the Faction of all the units described in that publication is the same as the codex it is a supplement of.

ARMY LIST ENTRIES IN DIFFERENT PUBLICATIONS

There are a few units whose Army List Entries are presented in more than one Games Workshop publication. Daemon Princes, for example, are presented in both *Codex: Chaos Daemons* and *Codex: Chaos Space Marines*. In these instances, the unit's Faction is determined by whichever codex it was chosen from. Be sure to keep track of which is which if you decide to take one from more than one source.



'Across the vastness of space, alien races plot the dethroning of the Emperor and the downfall of Humanity. This is the Imperium's call to arms and nothing shall stand in the way of its righteous crusade.'

BATTLEFIELD ROLE

However you choose your army, all units have a Battlefield Role, which is typically shown as a symbol. Apart from providing a useful overview of the types of duties a unit is meant to perform, the role is also of vital importance when it comes to using a Force Organisation Chart (pg 120). This will be discussed in detail later in this section, but for now, all that is important is that each unit uses a single slot on a Force Organisation Chart. The most common Battlefield Roles are described below.

HQ

HQ stands for headquarters unit. A headquarters unit might be a heroic commander or fearsome monster. These models are amongst the most powerful in the game, and as leaders, they have access to more special equipment than anyone else. They are not invincible, but can provide a powerful spearhead for an attacking army and a strong core for a defensive one.

Troops

These represent the most commonly available soldiers in an army. This does not mean they are poor fighters – the category includes such troops as Chaos Space Marines and Ork Boyz, both formidable adversaries. Typically, these are the warriors that make up the bulk of an army. Their main tactical role is that of consolidating the gains of the army and defending the objectives that have been taken by more specialised units.

Elites

Elite units are normally powerful but expensive. They are the best, and often most specialised, soldiers an army has to offer, but there are rarely ever enough of them. In some cases they will be specialists, while at other times they will be more experienced versions of regular soldiers.



Fast Attack

Fast Attack units are generally faster than their comrades, and are masters of manoeuvrability. Often, they are used for reconnaissance and scouting, while at other times they are ferocious assault troops who rely on speed to get their bloody work done.

Heavy Support

Heavy Support units are literally the big guns of the army and include the heaviest items of equipment and the toughest creatures. However, they are also very expensive in points, so an over-reliance on them might leave you badly outnumbered.



Fortification

Fortifications are battlefield defences, including everything from barricades to towering fortresses. They are typically buildings and/or battlefield debris that your army has either constructed or captured just before the start of the battle. You'll find a wide range of fortifications presented in *Warhammer 40,000: Stronghold Assault*, and further fortification datasheets feature in other Games Workshop publications.

Lords of War

Lords of War are the most powerful and destructive units to wage war in the 41st Millennium. They include towering monstrosities and super-heavy vehicles that bristle with enough weaponry to lay waste to anything foolish enough to stand before them. You'll find a selection of Lords of War units in some codexes and in *Warhammer 40,000: Escalation*.

Other

Some publications introduce other types of Battlefield Role, such as Imperial Knights, and will include all the rules you need to include them as part of your army.

Changing Battlefield Roles

Certain rules can alter a unit's Battlefield Role, changing it, for example, from a Fast Attack unit to a Troops unit. If a unit changes its Battlefield Role due to such a rule, it maintains its new role for the entirety of the game.

Other rules will state that a unit or Army List Entry can be taken in more than one Battlefield Role (for example, a unit can be taken as either an Elites choice or a Heavy Support choice). Whichever Battlefield Role the unit is taken for, it will maintain that role for the entirety of the game. If you have several such units in your force, be sure to keep track of which role was chosen for each one.



SELECTING DETACHMENTS

You can include any number and type of Detachments in a Battle-forged army provided you have sufficient units. Simply select a type of Detachment and organise some or all of your units so that they fit within the restrictions and limitations detailed on that particular Detachment.

On page 122 you will find the Combined Arms Detachment and the Allied Detachment. Both of these can be used with any army. Each Detachment is split into three sections: Force Organisation Chart, Restrictions and Command Benefits.

1) Force Organisation Chart

This shows the number of units of each battlefield role that you may include in this Detachment. Black boxes are choices you must include to take this Detachment, whilst grey boxes are optional choices.

2) Restrictions

This lists any restrictions that apply to the types of units you may include in this Detachment.

3) Command Benefits

This lists any additional bonuses or special rules that apply to some, or all, of the units in this Detachment.

FORCE ORGANISATION CHARTS AND SLOTS

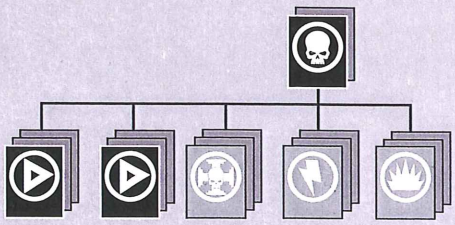
This section of the Detachment lists the minimum and maximum number of units of each type that you must or may include in the Detachment.

The boxes on a Force Organisation Chart are referred to as slots. Each slot will typically specify a Battlefield Role (pg 119). Each slot allows you to take one unit. Black boxes are compulsory selections – you must take at least this many units of the appropriate Battlefield Role to include this Detachment in your army. If you cannot include the compulsory number of units, you cannot include that Detachment. Grey boxes are optional selections – you can include up to this number of units of the appropriate Battlefield Role when including this Detachment in your army. Any further units of the same Battlefield Role will need to be taken in a different Detachment. For example, in order to take a Combined Arms Detachment, you must select two units with the Troops Battlefield Role, and cannot select more than six in the same Detachment.

Occasionally, a Force Organisation slot will not specify a Battlefield Role, in which case any type of unit can be taken, or it will specify a particular unit or units, in which case only those particular units may (or must) be taken.

EXAMPLE DETACHMENT

1 Force Organisation Chart



COMPULSORY	OPTIONAL	
1 HQ	1 HQ	3 Fast Attack
2 Troops	4 Troops	3 Heavy Support
	3 Elites	

2 Restrictions

All units chosen must have the same Faction (or have no Faction).

3 Command Benefits

Ideal Mission Commander: If this Detachment is chosen as your Primary Detachment, you can choose to re-roll the result on the Warlord Trait table.

Dedicated Transports

Sometimes a unit's Army List Entry will include a Transport option, allowing a vehicle to be selected together with the unit. These Dedicated Transports do not use up a slot on the Force Organisation Chart (pg 120), but for all other rules purposes count as having the same Battlefield Role and Faction (if any) as the unit they were bought for.

For example, a Rhino bought for a Space Marine Tactical Squad (Troops) counts as a unit of Troops, but one bought for a Space Marine Sternguard Veteran Squad (Elites) counts as Elites.

Other vehicles may also have a Transport Capacity, but as they are chosen separately, they have a Battlefield Role and occupy a Force Organisation Chart slot of their own.

More information about Dedicated Transports can be found in the Vehicles section (pg 72).



Multiple Unit Choices

Sometimes, a unit's Army List Entry will allow a player to include several units at the cost of a single Force Organisation slot (like Astra Militarum Infantry Platoons, etc.). Apart from using up a single slot, these units operate and count as separate units in all other respects.

Army List Entries That Do Not Use Force Organisation Slots

Occasionally a unit's Army List Entry will state that the unit it describes does not take up a slot on a Force Organisation Chart. These units can be included in any Detachment, even if all the slots of the appropriate Battlefield Role are filled with other units or if the Detachment had no slot for their Battlefield Role, but they must still adhere to any restrictions detailed on the Detachment and its own Army List Entry. If the Army List Entry states that it can be included in an army that includes another specified unit, and that it does not take up a Force Organisation slot, it must join the same Detachment as that specified unit. In either case, these units are part of the Detachment for all rules purposes and will gain any appropriate Command Benefits.



RESTRICTIONS

This section of the Detachment lists any additional restrictions that apply to the units you can include as part of this Detachment. If an Army List Entry does not adhere to a particular restriction, it cannot be included as part of this particular Detachment. For example, in order to include a Combined Arms Detachment, all of its Army List Entries must have the same Faction.

If a Detachment does not list any Restrictions then it has none.

COMMAND BENEFITS

This section of the Detachment lists any special rules or benefits that apply to some or all of the models in that Detachment. For example, the units in a Combined Arms Detachment benefit from the Ideal Mission Commander and Objective Secured special rules.

If a Detachment or Force Organisation Chart does not list any Command Benefits then the units that make it up receive no additional benefits.

Formations

Formations are a special type of Detachment, each a specific grouping of units renowned for their effectiveness on the battlefields of the 41st Millennium. Whilst some Formations provide you with all the gaming information you will need to use them in your games, it is not uncommon for them simply to describe a number of special rules that apply when you include several specific units together. Instead of including a Force Organisation chart, the Army List Entries that comprise a Formation are listed on it, along with any special rules that those units gain. Unless stated otherwise, each individual unit maintains its normal Battlefield Role when taken as part of a Formation.

Unlike other Detachments, Formations can also be taken as part of Unbound armies (pg 117). If they are, their units maintain the special rules gained for being part of the Formation.

Formation Points Costs

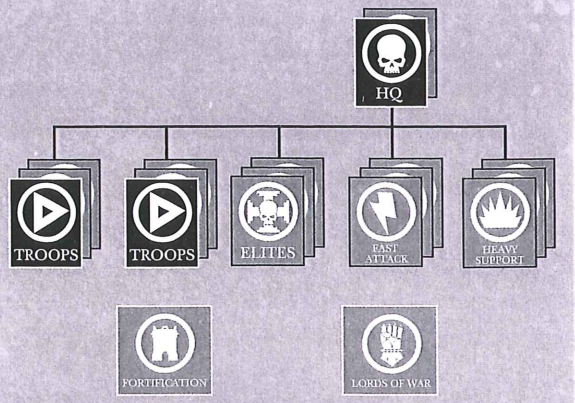
Formations do not usually include points values; just add up the points values of the individual units to find the points cost of the Formation. Sometimes though, the Formation will include an extra points cost in order to use it. In this case, the cost of the Formation is the total cost of the units plus any extra points the Formation specifies.



CORE DETACHMENTS

The following Detachments can be included in any Battle-forged army.

COMBINED ARMS DETACHMENT



COMPULSORY	OPTIONAL	
1 HQ	1 HQ	3 Heavy Support
2 Troops	4 Troops	1 Fortification
	3 Elites	1 Lord of War
	3 Fast Attack	

RESTRICTIONS

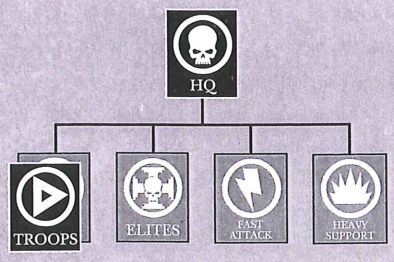
All units chosen must have the same Faction (or have no Faction).

COMMAND BENEFITS

Ideal Mission Commander: If this Detachment is chosen as your Primary Detachment, you can choose to re-roll the result on the Warlord Trait table.

Objective Secured: All Troops units from this Detachment have the Objective Secured special rule. A unit with this special rule controls objectives even if an enemy scoring unit is within range of the objective marker, unless the enemy unit also has this special rule.

ALLIED DETACHMENT



COMPULSORY	OPTIONAL	
1 HQ	1 Troops	1 Fast Attack
1 Troops	1 Elites	1 Heavy Support

RESTRICTIONS

This Detachment cannot be your Primary Detachment.

Your Warlord can never be chosen from this Detachment.

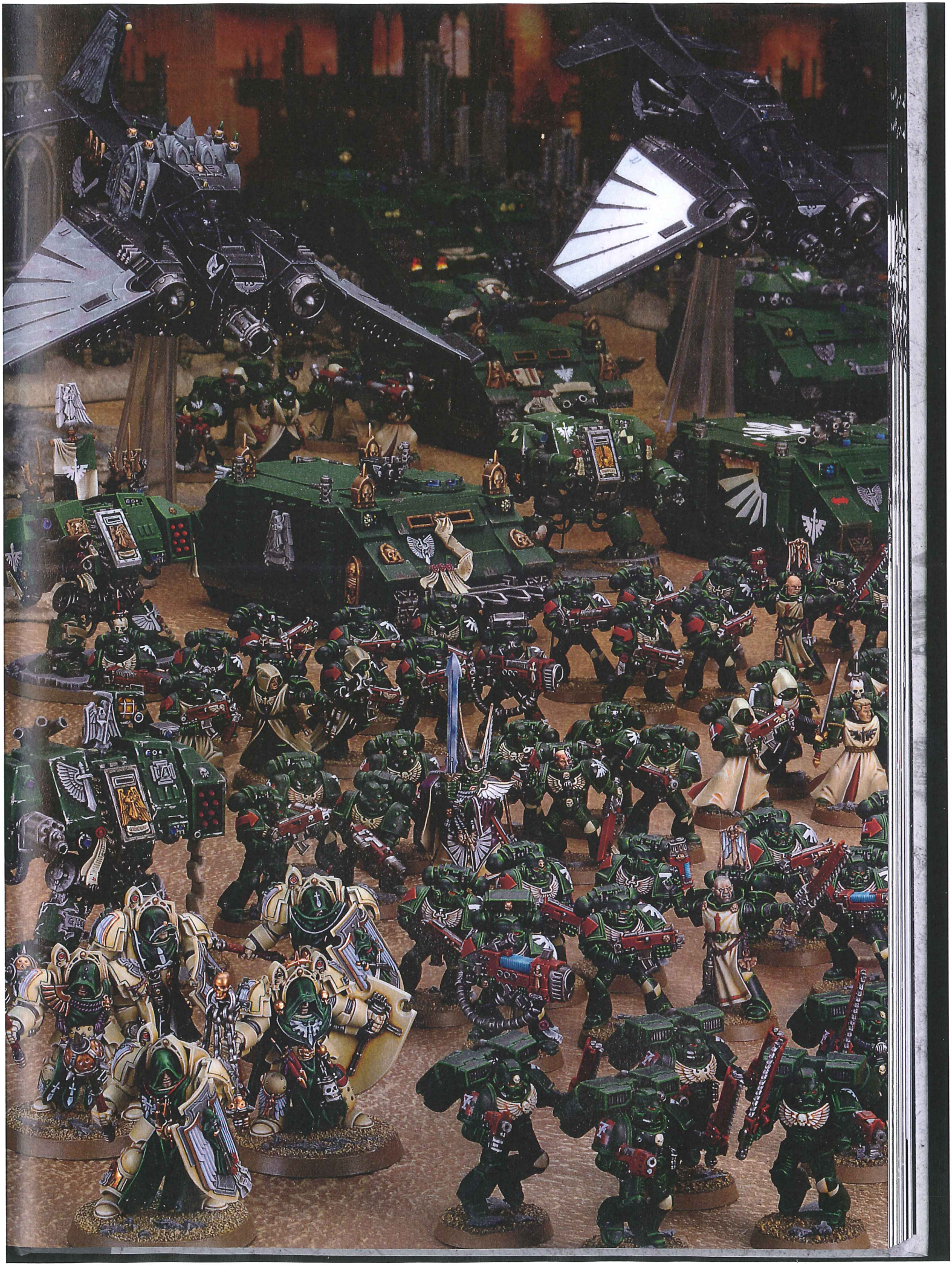
All units chosen must have the same Faction (or no Faction).

All units chosen must have a different Faction to any of the units in your Primary Detachment (or no Faction).

COMMAND BENEFITS

Objective Secured: All Troops units from this Detachment have the Objective Secured special rule. A unit with this special rule controls objectives even if an enemy scoring unit is within range of the objective marker, unless the enemy unit also has this special rule.





THE WARLORD

When choosing your army, you must nominate one model to be your Warlord. Unless specified otherwise, this must be a character model. If you do not have any character models in your army, then select any other model in your army to be the Warlord. The model you choose as your Warlord also determines your Primary Detachment (pg 117).

WARLORD TRAITS

Your Warlord is a potent force upon the battlefield. Not only is he a mighty hero, with all the skills and renown you might expect from the leader of a great army, but over the course of a long career he will also have picked up one or more specialised abilities, which we refer to as 'traits'.

If your Warlord is a character model, then he has one Warlord Trait. Note that if you have had to pick a non-character model as your Warlord, then it does not receive a Warlord Trait, but counts as a Warlord for all other rules purposes.

To determine which trait your Warlord has, you need to choose which Warlord Traits table to roll on. You must roll on this table immediately before you deploy the first unit in your army (pg 132). Sometimes, other publications present alternative Warlord Traits tables that you can choose to roll on instead.



Warlord Traits and Unique Units

Many Unique Independent Characters are listed as having a specific Warlord Trait in their Army List Entry. If such a unit is your Warlord, do not roll on a Warlord Trait table – instead, that unit automatically has the listed Warlord Trait. Note that the unit will only gain that Warlord Trait if it is your Warlord. If another model is selected as your Warlord, then the unique unit will not have any Warlord Trait, even if there is a trait listed in its entry.

Death of the Warlord

If your Warlord is removed as a casualty during your game, any abilities or special rules granted by his Warlord Trait are immediately lost. If the Warlord Trait in question conferred a special rule that allows an unusual method of deployment from Reserves (such as conferring the Outflank ability on certain units) that special rule is immediately lost and the affected units must instead deploy from Reserves in the normal fashion.

Tactical Traits

Tactical Traits are abilities that affect how your Warlord interacts with battlefield objectives. They represent how he can influence the goals of the battle and adapt to new tactical challenges. These Warlord Traits are only useful in missions that have the Tactical Objectives mission special rule (pg 136).

D6	Result
1	**Tactical Genius** Whilst your Warlord is alive, you can discard up to 2 Active Tactical Objectives at the end of your turn instead of only 1.
2	**Master of Interference** One use only. Declare your Warlord is using this ability at the end of one of your turns. Your opponent must randomly select one of his Active Tactical Objectives and immediately discard it.
3	**Well Prepared** Generate one additional Tactical Objective on your First Turn.
4	**Forward Planning** After generating Tactical Objectives on your First Turn, you can immediately choose to use this Warlord Trait. If you do so, discard all your Active Tactical Objectives; generate a new Tactical Objective for each one that was discarded.
5	**Master of Fate** Whilst your Warlord is alive, you can re-roll the dice when determining how many Victory Points are awarded for Tactical Objectives that award a random number of Victory Points when scored.
6	**Lead by Example** Any 'Secure Objective X' Tactical Objective, where X is a number between 1 and 6, that is scored because your Warlord or his unit controls that Objective Marker, scores 1 additional Victory Point.



'No army is big enough to conquer the galaxy. But faith alone can overturn the universe.'

Command Traits

Command Traits affect an area immediately surrounding your Warlord, representing the orders he issues to the units around him during the thick of battle.

D6	Result
1	**Inspiring Presence** Friendly units within 12" of the Warlord can use his Leadership rather than their own.
2	**Intimidating Presence** Enemy units within 12" of the Warlord must use their lowest Leadership value, not the highest.
3	**The Dust of a Thousand Worlds** Your Warlord, and all friendly units within 12", have the Move Through Cover special rule.
4	**Master of the Vanguard** Your Warlord, and all friendly units within 12", add 1" to the distance that they can move when they Run or Charge.
5	**Target Priority** In the Shooting phase, your Warlord and all friendly units within 12" of him re-roll To Hit rolls of 1.
6	**Coordinated Assault** In the Assault phase, your Warlord and all friendly units within 12" of him re-roll To Hit rolls of 1.

Personal Traits

Personal Traits represent specific combat skills that your Warlord possesses. He can influence those fighting alongside him as he leads by example.

D6	Result
1	**Master of Defence** Your Warlord has the Counter-attack special rule.
2	**Master of Offence** Your Warlord has the Furious Charge special rule.
3	**Master of Manoeuvre** Your Warlord has the Outflank special rule.
4	**Legendary Fighter** Your army gains 1 Victory Point for each enemy character slain by your Warlord in a challenge.
5	**Tenacity** Your Warlord has the Feel No Pain special rule.
6	**Immovable Object** Your Warlord has the Fearless and It Will Not Die special rules.



Strategic Traits

Strategic Traits are skills that affect your entire army, representing tricks or gambits your Warlord sets in motion long before the battle begins.

D6	Result
1	**Conqueror of Cities** Your units have the Move Through Cover special rule if moving through Ruins, and the Stealth (Ruins) special rule.
2	**Night Attacker** If you choose to use the Night Fighting rules in your game, there is no need to roll – it is Night on the first turn, and all models in your army have the Night Vision special rule.
3	**Master of Ambush** Your Warlord and three non-vehicle units of your choice have the Infiltrate special rule.
4	**Strategic Genius** You add +1 to any Seize the Initiative roll. In addition, whilst your Warlord is alive, you can re-roll any Reserve Rolls (failed or successful).
5	**Divide to Conquer** Whilst your Warlord is alive, your opponent has a -1 modifier to their Reserve Rolls.
6	**Princeps of Deceit** At the start of your opponent's first turn, pick 3 units in the enemy army. Each of these units must take a Pinning test (pg 168).

ALLIES

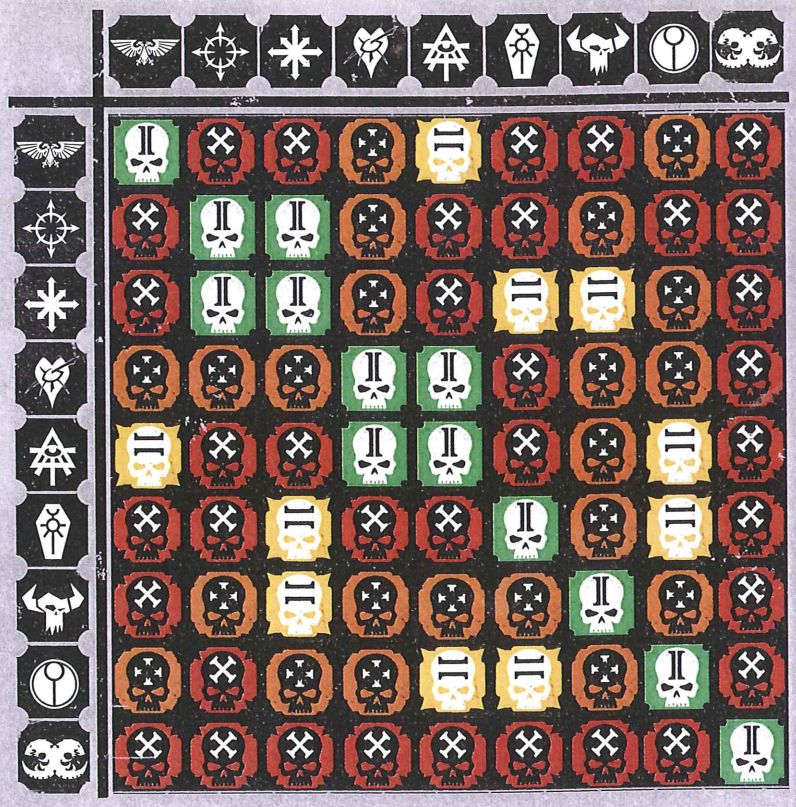
Unforeseen alliances happen all the time in the murky world of Warhammer 40,000. The Eldar might assist the Astra Militarum in destroying a Tyranid invasion, knowing that if they don't, the forces of the Hive Mind will destroy a craftworld. A Tau commander might hire Orks of the Blood Axe clan, little realising that his Chaos Space Marine enemies have already struck a similar arrangement with the selfsame greenskins.

You can include models from any number of different Factions (pg 118) in the same army if you wish. Irrespective of the method you use to choose your army, this section tells you how models from different Factions fight alongside each other.

LEVELS OF ALLIANCE

In the grim darkness of the far future, it's a sad fact that very few armies trust one another entirely – if at all. A labyrinthine history of grudges, wars, campaigns and betrayals (intentional or otherwise) have the potential to sour all but the closest alliances – and that's to say nothing of the deep and abiding hatred some armies feel for others.

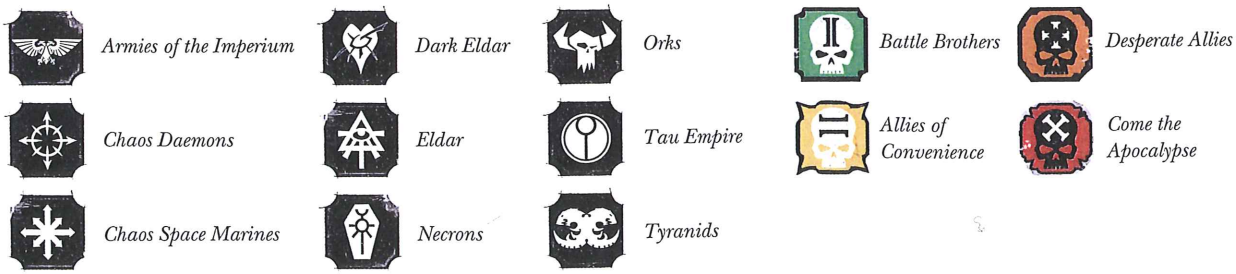
To represent this, we have several categories of alliances, each of which imposes certain effects on the game. The Allies Matrix below shows the levels of alliance between units that have different Factions in the same army.



Units that have the following Factions are considered to be Armies of the Imperium:

- *Adepta Sororitas*
- *Astra Militarum*
- *Blood Angels*
- *Dark Angels*
- *Grey Knights*
- *Imperial Knights*
- *Inquisition*
- *Space Marines*
- *Space Wolves*

In the case of older publications, the Faction of all the units described in a codex is the same as the codex's title. In the case of codex supplements, the Faction of all the units described in that publication is the same as the codex it is a supplement of.



Battle Brothers

Units from the same army that are Battle Brothers treat each other as 'friendly units' for all rules purposes. This means, for example, that units:

- Can benefit from the Warlord Trait of a Warlord that is a Battle Brother.
- Can be joined by an Independent Character that is a Battle Brother.
- Are counted as being friendly units for the targeting of Battle Brothers' psychic powers, abilities and so on.
- Can use special abilities to repair Hull Points, Immobilised or Weapon Destroyed results on Battle Brothers' vehicles.
- Can use modifiers and re-rolls that apply to Reserve Rolls that are granted by a Battle Brother's model.
- Can embark on each other's Transport vehicles.

Allies of Convenience

Units from the same army that are Allies of Convenience treat each other as 'enemy units' that cannot be charged, shot, attacked in close combat, or targeted with psychic powers. This means, for example, that units:

- Cannot move with 1" of an Allies of Convenience model.
- Cannot benefit from the Warlord Trait of an Allies of Convenience Warlord.
- Cannot be joined by Independent Characters that are Allies of Convenience.
- Are not counted as being friendly units for the targeting of psychic powers, abilities and so on.
- Cannot use special abilities to repair Hull Points, Immobilised or Weapon Destroyed results on Allies of Convenience vehicles.
- Cannot use modifiers and re-rolls that apply to Reserve Rolls that are granted by an Allies of Convenience model.
- Are affected by attacks, special rules or abilities used by Allies of Convenience that affect 'enemy' units within a certain range or area of effect.

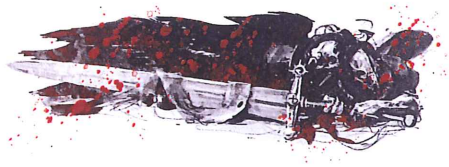
Forging a Narrative

Just as an alliance should be carefully considered, so too should the reasons for bringing one into your game. Yes, you can ally two armies together just to see what happens, but you and your game will be the richer if you stop to work out a good story for why it's happened. There are a few ideas on this page, but there are a wealth of other possibilities. Have the Grey Knights and Eldar joined forces to crush a Daemon incursion? Has a Tau expeditionary force thrown its lot in with a Chaos Space Marine warband, hoping to win them over to the principles of the Greater Good? Or is your alliance simply the coming together in battle of two Space Marine Chapters who have fought at each other's sides for millennia? We can't answer that, but you can...

Desperate Allies

Desperate Allies are treated exactly like Allies of Convenience. In addition, the One Eye Open special rule applies.

One Eye Open: At the start of each of your Movement phases, each unit within 6" of a Desperate Allies unit must roll a D6 – on a roll of a 1, that unit cannot move, manifest psychic powers, shoot, run or charge that turn (they're too busy watching for betrayal). Zooming Flyers and Swooping Flying Monstrous Creatures may not pivot and must instead move the minimum distance required (18" and 12" respectively).



Come the Apocalypse

Units that will only ally 'Come the Apocalypse' are treated exactly like Desperate Allies, but cannot deploy within 12" of each other when they are deploying for battle.



PREPARING FOR BATTLE

So, you've read the rules and are now thirsting for the opportunity to win glory. It is time to prepare for battle…

This section will guide you through the seven steps of preparing for battle; these apply whether you're using an existing mission or creating your own, and cover everything from picking your armies to determining the winner at the end of the game.

THE MISSION

The first thing you need to do when preparing for a battle is to decide if you wish to use a Warhammer 40,000 mission from a Games Workshop publication. If so, you need to choose which one, and if not, you and your opponent can create your own mission by deciding for yourselves what to do for each step of the Preparing for Battle sequence.

MISSION FORMAT

Every Warhammer 40,000 mission has the following sections:

The Armies: **Any restrictions or requirements on what may be taken in either player's army will be described here.**

The Battlefield: **Any restrictions or requirements about how the battlefield is set up will be described here.**

Deployment: **How the armies must deploy will be described here. Most missions also include a deployment map which accompanies the deployment instructions to describe how and where each of the armies deploys.**

First Turn: **How to select the player that has the first turn of the battle is described here.**

Game Length: **How long the mission will last is listed here.**

Victory Conditions: **How the winner of the mission will be determined is described here.**

Mission Special Rules: **Any special rules that must be used in the mission are listed here. A list of common mission special rules can be found at the end of this section (pg 135).**



CREATING YOUR OWN MISSIONS

Warhammer 40,000 is a very flexible game, designed to allow you to recreate any of the battles that take place in the 41st Millennium. Because of this, when you prepare to fight a Warhammer 40,000 battle using a mission of your own devising, you and your opponent will need to discuss how you will set up the battlefield, pick the models you will use in the game, and decide how to determine the winner. If you take this approach, simply work through the following six steps – the description of each includes guidance for those creating their own missions.

USING A WARHAMMER 40,000 MISSION

Games Workshop publishes a large and growing range of Warhammer 40,000 missions. Each one provides all the information you need to prepare for a Warhammer 40,000 battle, and they have been carefully designed to provide exciting and challenging games. We have included two sets of missions to choose from in this book (see opposite), but these are far from the only options available, however, and other publications present Altars of War (mission sets designed to represent the fighting styles of particular factions) and Echoes of War (narrative missions that reconstruct battles from the history of the Warhammer 40,000 universe).



If you play an existing mission, the mission will include instructions for each of the Preparing for Battle steps. Many of the published missions also refer back to some of the suggested rules included for each step here.

If a particular mission instructs players to Prepare for Battle using a different sequence, or otherwise modifies the rules in this section, always follow the sequence and rules presented in that mission.

MISSION TABLES

Some mission sets have a Mission table to roll on. If the winner of the Choose a Mission roll-off wants to use such a mission set, then the players can either agree which mission to play from those in the set, or can select the mission randomly by rolling on the Mission table provided with the set.

Eternal War & Maelstrom of War Missions

This book includes two sets of missions: Eternal War and Maelstrom of War. These missions are specifically designed for games where the armies are of roughly the same size and the situation gives neither side a particular advantage. As a result, it is not necessary to know which of these missions you will be playing before selecting an army, only the agreed points value of the two battling armies. Once you know that, and you have selected your force, simply turn up and play.



If you and your opponent want to play a mission from either of the two sets presented in this section, roll-off against each other. The winner can decide which mission table to use.

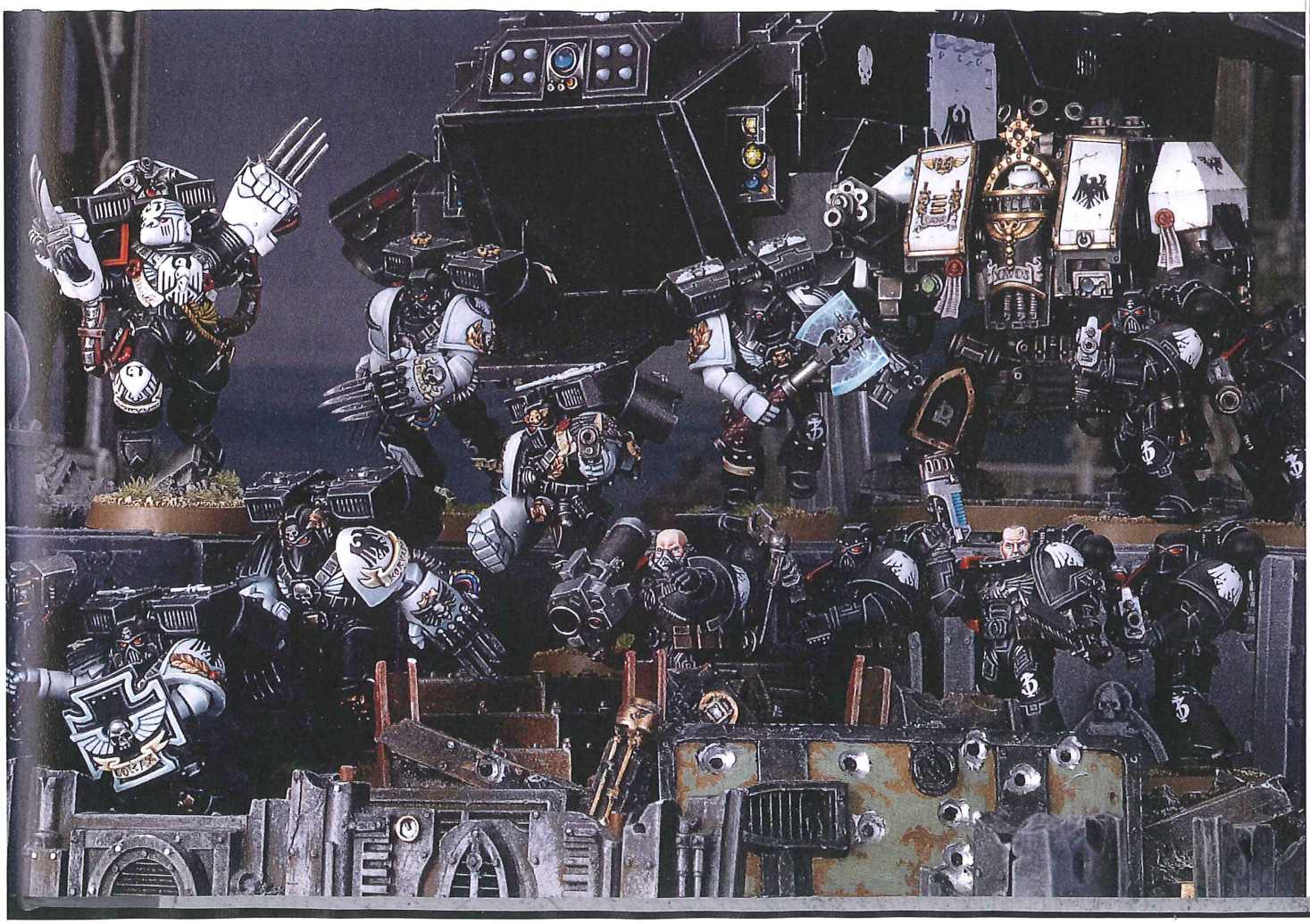
Then, if you are playing Eternal War, you and your opponent can either pick which mission to play from those on the Eternal War mission table to the right, or select the mission randomly by rolling on the table. If you are playing Maelstrom of War, you and your opponent can either pick which mission to play from the mission table to the right, or select the mission randomly by rolling on the table.

Eternal War Mission Table

D6	Eternal War Mission
1	Crusade (pg 142)
2	Purge the Alien (pg 143)
3	The Scouring (pg 144)
4	Big Guns Never Tire (pg 145)
5	The Emperor's Will (pg 146)
6	The Relic (pg 147)

Maelstrom of War Mission Table

D6	Maelstrom of War Mission
1	Cleanse and Control (pg 148)
2	Contact Lost (pg 149)
3	Tactical Escalation (pg 150)
4	The Spoils of War (pg 151)
5	Cloak and Shadows (pg 152)
6	Deadlock (pg 153)



THE ARMIES

There are many ways you can pick an army, and these are discussed in detail in the Choosing Your Army section (pg 116). Both players will need to agree whether they will use a points limit, and any other restrictions they will place upon their army selection. In some cases, the mission may also specify certain restrictions or requirements.

THE BATTLEFIELD

The battlefield over which your game is played must be set up before the game begins. This step is split into two parts: creating the battlefield itself, and placing scenery upon it.

The Field of War

The battlefield is usually a flat surface on which scenery models are placed and over which the armies fight. The battlefield can be of any size from 2' by 2' upwards. We recommend that it not be more than 6' wide at any point, as tables that are wider than this can limit the ability of players to reach models in the centre of the battlefield. Battlefields are most often rectangular in shape, but can be square, round, L-shaped, or whatever other configuration is agreed upon. A Realm of Battle board makes an excellent battlefield, but a typical dining table will suffice.

The battlefield is considered to be 'open ground' for all rules purposes (pg 108). A unit cannot voluntarily move or be placed beyond the table edge unless it, or the mission you are playing, has rules that specifically say it can choose to leave the battlefield.

Citadel Scenery

Every battlefield looks better if it includes at least some terrain, be it woods, hills or buildings. Games Workshop manufactures a range of Citadel scenery models for just this purpose. These models are specifically designed to provide an evocative and tactically challenging landscape over which the models in your army can fight. Many pieces of Citadel scenery have a terrain datasheet that describes how they are used in the game (pg 185).

Exactly how you set up Citadel scenery models is purely a matter of personal taste, and they can be placed upon the battlefield in any way the players find agreeable. In general, we have found that the more scenery you can place on the battlefield, the better the game will be. That aside, placing the scenery so as to create an interesting and inspiring looking landscape should be your primary goal.

Fortifications

Some pieces of scenery are called fortifications. These can be included in a player's army or used as pieces of 'neutral' scenery controlled by neither side. If a fortification is taken as part of an army, then it is set up with the rest of the units in the army using the same deployment rules as the other models. If you decide to use a fortification as a piece of neutral scenery, then it is set up during this step. Each fortification has a fortification datasheet that describes how it is used in the game (pg 185).

Deployment Zones

Once the armies are chosen, the areas where they can be set up, or rather deployed, must be decided. If you are using a mission, it will have a deployment map that will show you each player's deployment zone. If you are not using a published mission, we recommend you simply divide the table in half down its length, and deploy the armies in the opposite halves of the table. Alternatively, you could divide the table in half across its width, or diagonally, or use Random Deployment Zones (pg 131).

In addition, it is usual to say that units from the two sides must set up a certain distance away from each other. This is not strictly necessary, but it stops the armies from starting too close together, and allows for a certain amount of manoeuvring at the start of the battle before units can charge each other. The easiest way of achieving this is to say that no unit may set up within a certain distance of the centre line between the two sides' deployment zones. We've found that 12" away from the centre line works best; this ensures that the armies will start at least 24" apart, which makes first turn charges hard to achieve while still giving you enough space on a typical table to deploy your army.



Player's Table Edge

As well as deciding on each player's deployment zone, you must select a table edge for each player. When models Fall Back, they will head for their table edge, and it is also where Reserve units will arrive from. The deployment map included with a Warhammer 40,000 mission will usually show each player's table edge. If it does not, or you are using a mission you have made yourselves, you will need to decide where each player's table edge is before the battle. In general, the players' table edges will be opposite one another.

Realm of Battle Boards

Games Workshop manufactures a range of Realm of Battle boards that can be used to create a battlefield. Each Realm of Battle board section is 2' by 2', and they can be joined together to create the surface on which your battle is fought. Some Realm of Battle board sections include hills and raised areas to make the landscape more attractive and convincing in appearance. These raised areas and the slopes leading up to them are considered to be open ground (pg 108) as far as the game rules are concerned.

Random Deployment Zones

Many Warhammer 40,000 missions use the following method for randomly determining the armies' deployment zones and the players' table edges. To use this method, roll a D6 and consult the table to the right to see which deployment map you will use.

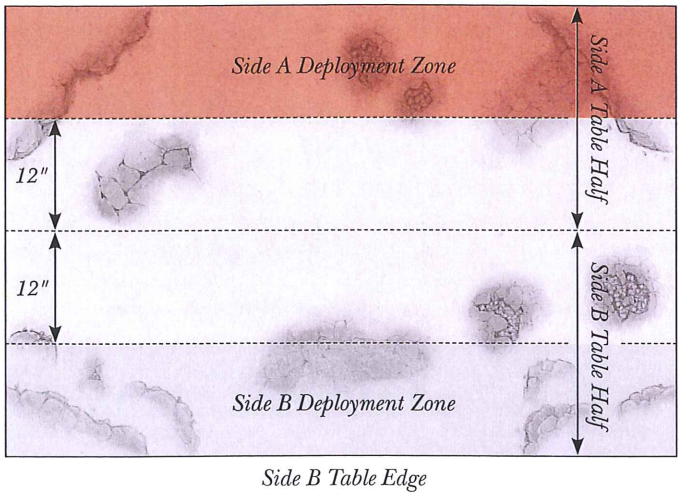
D6	Deployment Map
1-2	Dawn of War
3-4	Hammer and Anvil
5-6	Vanguard Strike

DAWN OF WAR

If you are using Dawn of War deployment zones, the board is divided into two equal halves across its length.

For Dawn of War, a player's board edge is the long board edge touching his own deployment zone.



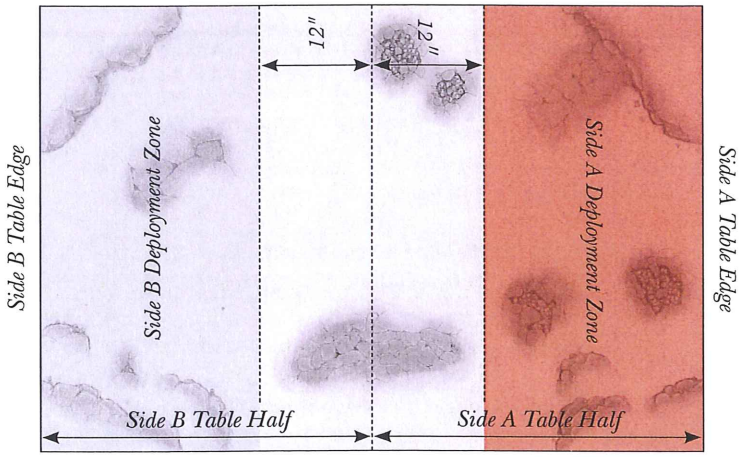


HAMMER AND ANVIL

If you are using Hammer and Anvil deployment zones, the board is divided into two equal halves across its width.

For Hammer and Anvil, a player's board edge is the short board edge touching his own deployment zone.



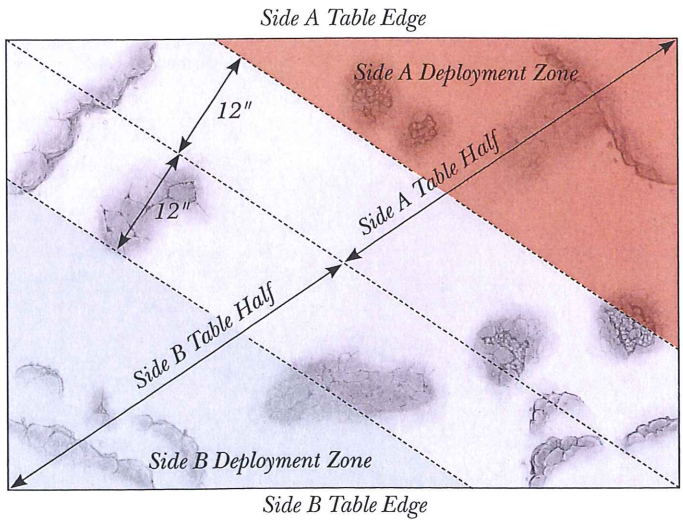


VANGUARD STRIKE

If you are using Vanguard Strike deployment zones, the board is divided into two equal halves across its diagonal. Agree with your opponent which diagonal to play across, or determine it randomly.

For Vanguard Strike, a player's board edge is the long board edge touching his own deployment zone.





DEPLOYMENT

The only thing that remains to be done is the deployment of the two armies. If you are using a Warhammer 40,000 mission, it will tell you how to deploy the armies taking part in the battle. You will need to agree on the method you will use in your own games.

We've included rules for the most common method used to deploy here. This is often referred to as the 'Standard Deployment Method' and is the method used in the majority of Warhammer 40,000 missions. You should feel free to devise other methods for your own game if you prefer. For example, some players like to place a screen across the centre of the table so that their armies can deploy in secret; others draw a map showing where they plan to deploy their units, and so on.

Whichever method you use, models must either deploy within their deployment zone (pg 130), or be held back in Reserve (pg 135). Models can be deployed 'inside' buildings, fortifications, or Transport vehicles in their deployment zone, subject to their Transport Capacity. Units may not be deployed in impassable terrain. Note that models must be deployed fully within their deployment zone: you can't have part of a model inside the deployment zone and part of the model outside it!

Standard Deployment Method

The following sequence is used in most Warhammer 40,000 missions:

1. **The players roll off. The winner of the roll-off decides who will deploy first and who will deploy second.**
2. **The side deploying first must set up all the units in their army.**
3. **Then the other side sets up all the units in their army.**
4. **The player that deployed first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative (see pg 132).**



Scenery Upgrades

Some pieces of scenery can be purchased as upgrades for a fortification. For example, a Comms Relay can be purchased as an upgrade for an Imperial Bastion. When this is the case, the upgrade can either be placed on top of the building's battlements (if it is a building with battlements), or set up as a separate model within 6" of the model taking the option.

Not Enough Room

It's not uncommon to find that you can't fit all of the models in your army into your deployment zone. When this happens, any units that can't fit into your deployment zone must be held back as Reserves (pg 135), and will enter play later during the battle, hopefully when there is room for them to fit onto the battlefield.

This being said, a far better solution is to increase the size of the battlefield and/or the size of the deployment zones being used. With experience, you will learn roughly how much space your army needs to deploy in, and will be able to tailor deployment zones appropriately. You might also want to reduce the amount of scenery in a deployment zone, or shuffle it around slightly in order to give models the space they need to deploy.



FIRST TURN

You and your opponent now need to decide who will have the first turn. If you are using a Warhammer 40,000 mission, then this information will be included with it, but if you are not using a mission, you and your opponent must decide the starting player for yourselves.

In general, we've found it best if the player who set up first also has the first turn. This avoids situations where the player that deploys second is able to deploy units in a perfect shooting position, secure in the knowledge that their opponent can do nothing about it! Sometimes, though, it will be more appropriate to roll-off to see who gets the first turn, or say that the player that set up second gets the first turn (if they are ambushing the first player, for example).

Most Warhammer 40,000 missions use the following rule for Seizing the Initiative to determine who has the first turn. You can use this rule for games of your own devising too.

Seize the Initiative: If the player who is due to go second wishes to Seize the Initiative, he can roll a D6 before beginning the first game turn. On a roll of 6, he successfully seizes the initiative and goes first instead.

GAME LENGTH

For most games, the length of the game will be a certain number of game turns. If you are using a Warhammer 40,000 mission, it will include this information, but if you are creating a mission of your own, we have found that five to six game turns is usually about the right length – remember that the larger the game is, the more time you'll need. Alternatively you can play to a time limit, in which case an hour or two is long enough for a small game with a few dozen models, and two or three hours is long enough for a larger game with a hundred or so models. Very large battles can take considerably longer, but by the time you are ready to fight such battles, you should have enough experience to judge how long they will probably last.

Most Warhammer 40,000 missions use the following rule for Variable Game Length to determine how long a battle lasts. You can use this rule for games of your own devising too.

Variable Game Length: At the end of game turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of game turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of game turn 7.

VICTORY CONDITIONS

Next you will need to decide how the winner of the battle will be determined. Although fighting until one player concedes or their army is destroyed is a perfectly viable method of determining who has won a battle, more commonly 'Victory Points' (see below) are used to decide the winner. Alternatively, you might wish to say that one side or the other must achieve a specific objective; if they have achieved this when the game ends, they win the battle, and if not the other side wins. Victory conditions like this are most appropriate when you are refighting a battle based on the background for Warhammer 40,000, where each side will have certain very specific goals.

Victory Points

Most of the Warhammer 40,000 missions that we publish use Victory Points. Such games are referred to as 'Victory Point games'. Victory Points are acquired by securing Primary and Secondary Objectives, and the winner is the army with the most Victory Points at the end of the game. If the winner has twice the Victory Points of his opponent, it can be considered a crushing victory! If both armies have the same number of Victory Points, the game is a tactical draw.

Sudden Death Victory

Generally a Victory Point game will not finish before the agreed turn limit. However, it is possible to achieve a 'sudden death victory' in a Victory Point game in the following circumstances:

If one player concedes the battle, the game ends and a crushing victory goes to the opponent.

If at the end of any game turn, one player has no models on the battlefield his opponent automatically wins. Units occupying a building or embarked on a vehicle still count as being on the battlefield, but units that are in Reserve (including Ongoing Reserve) do not.

Primary Objectives

Primary Objectives define your army's main goal on the battlefield. This goal usually involves achieving the objectives in question – by controlling one or more vital sites or simply destroying parts of your enemy's force. Unless otherwise stated, both sides share a mission's Primary Objectives. If you are playing a published Warhammer 40,000 mission, it will tell you how to determine your game's Primary Objectives.

Secondary Objectives

Secondary Objectives are less important than Primary Objectives, but can still mean the difference between victory and defeat. Most Victory Point games have three Secondary Objectives shared by both players: **Slay the Warlord, First Blood** and **Linebreaker.**

Slay the Warlord

If the enemy army has a Warlord, and at the end of the game the Warlord has been removed as a casualty, you score 1 Victory Point.

First Blood

The first unit, of any kind, to be completely destroyed during the game is worth 1 Victory Point to the opposing player at the end of the game.

If two or more units from opposing forces are destroyed simultaneously (for example, at the same Initiative step in an Assault phase) then both players get 1 Victory Point (in addition to any Victory Points from the mission).

Linebreaker

If, at the end of the game, you have at least one model from one or more scoring units completely within 12" of the enemy's table edge, you score 1 Victory Point.

Terrain & Victory Conditions

Do not include any Citadel scenery models when awarding Victory Points or determining if a player has any units 'on the battlefield'.

Conjured Units & Victory Conditions

Certain psychic powers or special rules will allow you to 'conjure' a model or unit and make it appear on the battlefield. Conjured units count as part of the army of the player that has conjured them as far as Victory Conditions and the rules for Victory Points are concerned. If a model is conjured several times (i.e. it is re-used after being removed as a casualty), then it counts as a different unit for victory point purposes each time it is used.

Objective Markers

Some Warhammer 40,000 missions require the use of Objective Markers. An Objective Marker is usually a point on the battlefield of particular importance to one or both of the armies. These points are designated by using specially modeled markers, coins or counters around 1 to 2 inches in diameter.

Placing Objective Markers

Missions that use Objective Markers will contain details on how many need to be placed and any special instructions for how to place them on the battlefield. Unless instructed otherwise in the mission, take it in turns to set up Objective Markers according to the following rules:

- Roll-off to see who places the first marker.
- No Objective Marker can be placed within 6" of any battlefield edge or within 12" of another Objective Marker.
- No Objective Marker can be placed on impassable terrain.
- No Objective Marker may be placed inside a building, though it can be placed upon it. (Should a building with an objective upon it be removed, place the Objective Marker on the ground below the point it occupied).

These restrictions aside, you can place Objective Markers anywhere on the battlefield. If there are a lot of Objective Markers, or a lot of terrain, you may sometimes find that the last few are impossible to place using the above rules. When this occurs, simply nudge the other Objective Markers by the smallest distance necessary to allow the last ones to be placed.

Controlling Objective Markers

You control an Objective Marker if there is at least one model from one of your scoring units (see below), and no models from enemy scoring units, within 3" of it. As different Objective Markers vary in shape and size, it is important to agree at the beginning of the game exactly from where this distance will be measured. Any unit that is in a building is considered to be within 3" of any Objective Markers that are on or within 3" of the building.

A unit can only control one Objective Marker at a time. If a unit moves into a position where it could control two Objective Markers, you must make it clear to your opponent which objective the unit is controlling.

Scoring Units

Any unit can be a scoring unit, unless:

- It is a Swooping Flying Monstrous Creature, a Zooming Flyer or is a unit currently embarked on a Zooming Flyer.
- It has a special rule specifying that it never counts as a scoring unit.
- It is currently Falling Back (if the unit Regroups it immediately reverts to being a scoring unit again).
- It is a building or fortification that is unclaimed (claimed buildings count as a scoring unit from the claiming player's army).



MISSION SPECIAL RULES

Special rules can be added to a game to cover unique situations, tactics or abilities that you feel need to be represented in your battle. For example, if you were fighting a battle set on a frozen ice-world, you might include special rules for snow-drifts or the occasional blizzard sweeping the table. It is for you and your opponent to decide if any special rules apply in your games. One of the strengths of Warhammer 40,000 is that it is both easy and fun to devise your own special rules. They are especially useful when fighting a battle based on a story from the Warhammer 40,000 background, or which has a strong theme for another reason. Just take care not to get carried away – a couple of mission special rules can add much to a game, but having too many special rules will only bog the game down.

Some of the Warhammer 40,000 missions available use unique special rules which confer extra abilities, restrictions or effects onto your games. The Warhammer 40,000 missions included in this book mostly make use of the more common mission special rules presented here; many other missions will use these alongside their own special rules.

Mysterious Objectives

When a mission uses the Mysterious Objectives special rule, any unit that moves within 3" of an objective, or is within 3" of an objective at the start of the first turn, must identify the nature of it. To do so, the identifying unit's controlling player must roll a D6 and consult the following table.

Mysterious Objectives

D6	Result
1	**Sabotaged!** At the end of the turn in which the objective was identified, and at the end of every turn thereafter, roll a D6. On a roll of 1 all units within 3" of the Objective Marker suffer D6 Strength 4 AP- hits.
2	**Nothing of Note.** This has no additional affect.
3	**Skyfire Nexus.** A unit that controls this objective can choose whether or not all of the models in it have the Skyfire special rule (pg 171) each time they shoot.
4	**Targeting Relay.** A unit controlling this objective re-rolls failed To Hit rolls of 1 when shooting.
5	**Scatterfield.** A unit that controls this objective counts its cover saves as being 1 point better than normal (so a unit in the open would have a 6+ cover save). This bonus is cumulative with the Stealth and Shrouded special rules (pg 170 and 172).
6	**Grav Wave Generator.** Any unit attempting to charge a unit in control of this objective subtracts 2 from its charge range (to a minimum of 0). This is cumulative with the penalty for charging through Difficult Terrain, if applicable.

Night Fighting

If a mission has the Night Fighting special rule, either player can declare that they wish to fight the battle at night. If either player does so, roll a D6 before deployment: on a roll of 4+, the Night Fighting special rule is in effect during game turn 1.

While the Night Fighting mission special rule is in effect, all units have the Stealth special rule.

Reserves

Reserves are forces that can be called upon to reinforce a battle at short notice, or to conceal your true strength from the foe.

Preparing Reserves

When deploying their armies, players can choose not to deploy some of their units, keeping them as Reserves to arrive later. In addition, if it impossible to deploy a unit for any reason, it must be placed in Reserve. The only exception to this are units that cannot move after they have been deployed. Such units are removed as casualties if it is impossible to deploy them during the Deployment step of Preparing for Battle (pg 132).

Combined Reserve Units

During deployment, when deciding which units are kept as Reserves, you must specify if any of the Independent Characters in Reserve are joining a unit, in which case they must arrive together. Similarly, you must specify if any units in Reserve are embarked upon any Transport vehicles in Reserve, in which case they will arrive together. In either case, when making a Reserve Roll (see below) for a combined unit, roll a single dice for the unit and/or its Independent Character/Transport vehicle.

Arriving from Reserve

At the start of your second turn, you must roll a D6 for each unit in your army that is being held in Reserve – these are known as Reserve Rolls. If the roll is a 3 or more, that unit arrives this turn. If the roll is less than 3 it remains in Reserve and is rolled for again next turn.

At the start of your third turn, roll for any units remaining in Reserve. If the roll is a 3 or more, that unit arrives this turn. If the roll is less than 3, it remains in Reserve and automatically arrives at the start of your fourth turn.

Some special rules can modify the roll required for a unit to arrive from Reserve. Regardless of the modifier(s), a natural roll of a 1 always means that the unit in question remains in Reserve.

When Reserves arrive, pick one of your arriving units and deploy it, moving it onto the table as described below. Then pick another arriving unit and deploy it, and so on until all arriving units are on the table. The player can then proceed to move his other units as normal. Note that you must first roll for all Reserves, and then move any arriving Reserves, before any other units can move.

Moving On From Reserve

When a Reserves unit arrives, it must move onto the table from the controlling player's table edge (pg 130). Measure the model's move from the edge of the table, as if they had been positioned just off the board in the previous turn. A unit cannot charge, or use any abilities or special rules that must be used at the start of the turn, in the turn it arrives from Reserve.

If for some reason a model's maximum move is insufficient to fit the entire model onto the board, or it becomes Immobilised whilst moving onto the board, place the model as far onto the table as you can. If this leaves the model in a position where it may fall off the table, then mark the position the model is meant to be occupying in some manner, and then position it more safely – we don't want any models to get damaged in the battles that we fight!

Ongoing Reserves

If a unit enters Reserve part way through the game, such as a Flyer leaving the battlefield, this is referred to as entering Ongoing Reserves. Units in Ongoing Reserve always re-enter play at the start of their controlling player's following turn, but otherwise follow the normal rules for Reserves.

Tactical Objectives

War is unpredictable and fluid. Strategic objectives and tactical priorities can change at a moment's notice, and targets of military insignificance can transform into ones of vital importance without warning. A good battlefield commander must be dynamic and flexible, prepared to take advantage of an opportunistic objective and ever-able to adapt his entire battle-plan to react to a change of orders from above.

Using Tactical Objectives

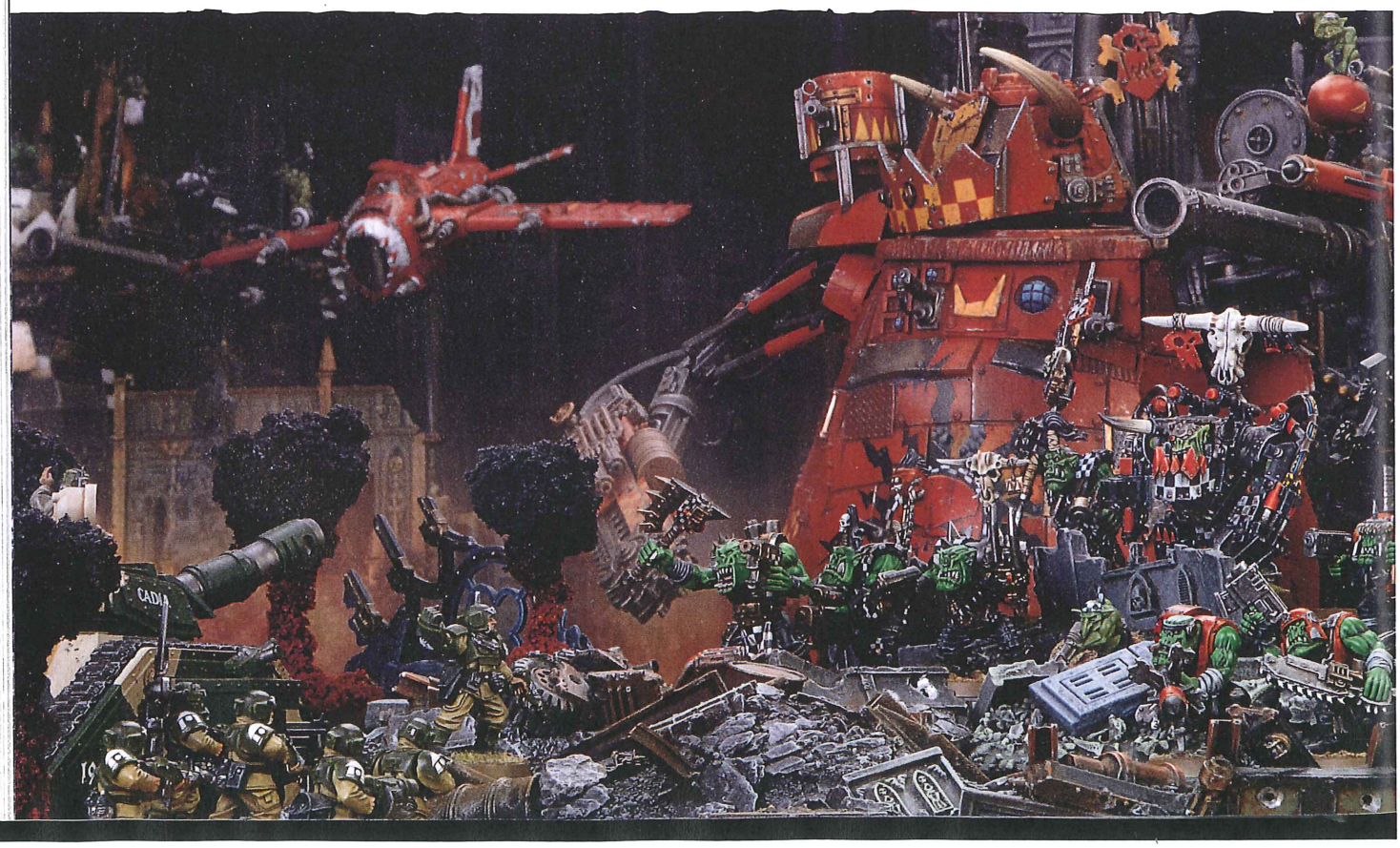
If a mission has the Tactical Objectives special rule, you will need 6 Objective Markers that are individually numbered 1 through 6. Unless instructed otherwise, the players should place all 6 Objective Markers on the battlefield, using the rules for Placing Objective Markers (pg 134). These Objective markers are controlled using the rules for Controlling Objective Markers (pg 134). Each Objective Marker may also be a Mysterious Objective (pg 135) if this mission special rule is also in use.

Generating Tactical Objectives

At the beginning of each of your turns, you will need to generate a number of Tactical Objectives. If you are playing a mission, it will state how many you should generate, otherwise you will need to agree how many to generate at the start of each turn.

To generate a Tactical Objective, roll a D66, consult the table opposite and write the result down. Note that unless the mission itself states otherwise, these rolls are not secret; both players should be able to see what Tactical Objectives each other has.

Note that whilst there are several Tactical Objectives with the same name, they are all uniquely numbered. When generating Tactical Objectives, keep a note of the numbers you rolled during the game – if you roll the same numbered Tactical Objective during the same game, roll again until a differently numbered one is generated. Only roll again if you have already generated that Tactical Objective yourself during the game – if your opponent has generated a particular Tactical Objective that you have not yet generated, you can still generate that Tactical Objective. Tactical Objectives that have been generated are said to be Active until they are either achieved or discarded (see below).



Achieving Tactical Objectives

You score Victory Points (see page 133) for achieving Tactical Objectives at the end of your turn. Any Victory Points awarded from Tactical Objectives are added to any Victory Points awarded from any other source (from Secondary Objectives, for example). At the end of your turn, you must check to see if you have achieved any of your Active Tactical Objectives – the descriptions will tell you how they are achieved and how many Victory Points are scored for completing them. If you can achieve a Tactical Objective at the end of your turn you must immediately score Victory Points for it – you cannot choose not to achieve a Tactical Objective at the end of your turn. Note that a player can achieve any number of his Active Tactical Objectives in the same turn (including multiples of the same named Tactical Objective).

For example, if Robin's opponent's Warlord is a Psyker, and Robin has both the Kingslayer and Witch Hunter Tactical Objectives, he will achieve both objectives in the same turn that he kills his opponent's Psyker Warlord, scoring in this instance D3+1 Victory Points. If the mission also uses the Slay the Warlord secondary objective, Robin will also score 1 additional Victory Point at the end of the game for having killed his opponent's Warlord (making his death worth a grand total of D3+2 Victory Points – a very worthwhile target indeed!).



Discarding Tactical Objectives

Once a Tactical Objective has been achieved, it is discarded. After all Tactical Objectives that have been achieved are discarded, the player whose turn it is can select one of his remaining Active Tactical Objectives (if any) and choose to discard it – this scores no Victory Points. Discarded Tactical Objectives cease being Active and you cannot generate or achieve these objectives for the remainder of the game.

Designer's Note – Tactical Objectives Card Deck

If you own a deck of Tactical Objective Cards, you can generate your Tactical Objectives by shuffling the deck and drawing the top card instead of rolling a D66. These should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.

TACTICAL OBJECTIVES TABLE

Descriptions for each Tactical Objective can be found on pages 138-141.

D66	Result	Type
11	Secure Objective 1	Capture & Control
12	Secure Objective 2	Capture & Control
13	Secure Objective 3	Capture & Control
14	Secure Objective 4	Capture & Control
15	Secure Objective 5	Capture & Control
16	Secure Objective 6	Capture & Control
21	Secure Objective 1	Take & Hold
22	Secure Objective 2	Take & Hold
23	Secure Objective 3	Take & Hold
24	Secure Objective 4	Take & Hold
25	Secure Objective 5	Take & Hold
26	Secure Objective 6	Take & Hold
31	Secure Objective 1	Storm & Defend
32	Secure Objective 2	Storm & Defend
33	Secure Objective 3	Storm & Defend
34	Secure Objective 4	Storm & Defend
35	Secure Objective 5	Storm & Defend
36	Secure Objective 6	Storm & Defend
41	Recon	Seize Ground
42	Behind Enemy Lines	Seize Ground
43	Hold The Line	Seize Ground
44	Ascendency	Seize Ground
45	Supremacy	Seize Ground
46	Domination	Seize Ground
51	Overwhelming Firepower	Purge
52	Blood and Guts	Purge
53	No Prisoners	Purge
54	Hungry for Glory	Purge
55	Psychological Warfare	Purge
56	Harness the Warp	Purge
61	Kingslayer	Annihilation
62	Witch Hunter	Annihilation
63	Scour the Skies	Annihilation
64	Assassinate	Annihilation
65	Demolitions	Annihilation
66	Big Game Hunter	Annihilation

TACTICAL OBJECTIVES

This section describes the Tactical Objectives that you can use in your games of Warhammer 40,000. Each Tactical Objective details a specific task that your forces must accomplish, the conditions that must be met in order to achieve it, and how many Victory Points you will score for doing so. The number next to the Tactical Objective's title corresponds to the D66 result rolled to generate it. For more details on generating and using Tactical Objectives, see page 136.

11 SECURE OBJECTIVE 1
TYPE: CAPTURE & CONTROL

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn.

12 SECURE OBJECTIVE 2
TYPE: CAPTURE & CONTROL

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn.

13 SECURE OBJECTIVE 3
TYPE: CAPTURE & CONTROL

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn.

14 SECURE OBJECTIVE 4
TYPE: CAPTURE & CONTROL

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn.

15 SECURE OBJECTIVE 5
TYPE: CAPTURE & CONTROL

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn.

16 SECURE OBJECTIVE 6
TYPE: CAPTURE & CONTROL

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn.

21 SECURE OBJECTIVE 1
TYPE: TAKE & HOLD

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn.

22 SECURE OBJECTIVE 2
TYPE: TAKE & HOLD

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn.

23 SECURE OBJECTIVE 3
TYPE: TAKE & HOLD

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn.

24 SECURE OBJECTIVE 4
TYPE: TAKE & HOLD

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn.

25 SECURE OBJECTIVE 5
TYPE: TAKE & HOLD

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn.

26 SECURE OBJECTIVE 6
TYPE: TAKE & HOLD

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn.

31 SECURE OBJECTIVE 1
TYPE: STORM & DEFEND

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn.

32 SECURE OBJECTIVE 2
TYPE: STORM & DEFEND

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn.

33 SECURE OBJECTIVE 3
TYPE: STORM & DEFEND

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn.

34 SECURE OBJECTIVE 4
TYPE: STORM & DEFEND

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn.

35 SECURE OBJECTIVE 5
TYPE: STORM & DEFEND

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn.

36 SECURE OBJECTIVE 6
TYPE: STORM & DEFEND

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn.



41 RECON
TYPE: SEIZE GROUND

You must locate and assess the value of local battlefield objectives so your forces can be tactically deployed.

If the mission has the Mysterious Objectives mission special rule, score 1 Victory point if every objective on the battlefield has been identified at the end of this, or any previous turn.

42 BEHIND ENEMY LINES
TYPE: SEIZE GROUND

Break through the foe's army and cut off his lines of escape.

Score 1 Victory Point if one of your scoring units is within 12" of your opponent's table edge at the end of your turn. If 3 or more of your scoring units are within 12" of your opponent's table edge at the end of your turn, score D3 Victory Points instead.

43 HOLD THE LINE
TYPE: SEIZE GROUND

It is critical that no foe breaks through your defences. Maintain a strong rearguard to protect your supply lines.

Score 1 Victory Point if at least 3 of your scoring units and none of your opponent's scoring units are within 12" of your own table edge at the end of your turn.

44 ASCENDENCY
TYPE: SEIZE GROUND

The battleground is won one yard at a time. Continue to establish a strong military presence in the area.

Score D3 Victory Points if you control any three Objective Markers at the end of your turn.

45 SUPREMACY
TYPE: SEIZE GROUND

The enemy is attempting to establish a foothold in this region. Redouble your efforts to maintain control.

Score D3 Victory Points if you control at least two Objective Markers and at least twice as many Objective Markers as your opponent controls at the end of your turn.

46 DOMINATION
TYPE: SEIZE GROUND

Dominate the field of battle. Storm every site of tactical import and leave the foe with no place to hide.

Score D3+3 Victory Points if you control every Objective Marker on the table at the end of your turn.

51 OVERWHELMING FIREPOWER
TYPE: PURGE

A show of strength is required. Scour the enemy from the face of the battlefield with the use of extreme firepower.

Score 1 Victory Point if an enemy unit was completely destroyed during the Shooting phase of your turn. If you completely destroyed 3 or more enemy units during the Shooting phase of your turn, score D3 Victory Points instead.



52 BLOOD AND GUTS
TYPE: PURGE

Close with the foe and engage them in hand-to-hand combat. Show them no quarter, no mercy.

Score 1 Victory Point if an enemy unit was completely destroyed during the Assault phase of your turn. If you completely destroyed 3 or more enemy units during the Assault phase of your turn, score D3 Victory Points instead.

53 NO PRISONERS
TYPE: PURGE

Exterminate your enemy, show them no mercy.

Score 1 Victory Point if an enemy unit was completely destroyed during your turn. If you completely destroyed between 3 and 5 enemy units during your turn, score D3 Victory Points instead. If you completely destroyed 6 or more enemy units during your turn, score D3+3 Victory Points instead.

54 HUNGRY FOR GLORY
TYPE: PURGE

You fight not only for victory, but for honour as well. Let none dispute your skills on the field of battle.

Score 1 Victory Point if you issued a challenge during your turn. If you issued 3 or more challenges during your turn, score D3 Victory Points instead.

55 PSYCHOLOGICAL WARFARE
TYPE: PURGE

Break the enemy's morale, make your foes tremble before you.

Score 1 Victory Point if your opponent failed a Morale, Pinning or Fear test during this turn. If your opponent failed 3 or more Morale, Pinning or Fear tests, score D3 Victory Points instead.

56 HARNESS THE WARP
TYPE: PURGE

Desperate times call for desperate measures – harness the power of the Warp to defeat your foes.

Score 1 Victory Point if you successfully manifested a Psychic Power during your turn. If you successfully manifested 3 or more Psychic Powers, score D3 Victory Points instead.

61 KINGSLAYER
TYPE: ANNIHILATION

The enemy commander is a powerful and effective leader and should be slain as quickly as possible.

Score D3 Victory Points at the end of your turn if your opponent's Warlord has been removed as a casualty during this, or any previous turn.

62 WITCH HUNTER
TYPE: ANNIHILATION

The presence of enemy psykers can no longer be tolerated. Eliminate them with extreme prejudice.

Score 1 Victory Point at the end of your turn if at least one enemy unit with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule was completely destroyed during your turn.

63 SCOUR THE SKIES
TYPE: ANNIHILATION

It is vital to maintain air superiority. Enemy aircraft are to be considered targets of high priority.

Score 1 Victory Point at the end of your turn if at least one enemy Flyer or Flying Monstrous Creature was removed as a casualty during your turn.

64 ASSASSINATE
TYPE: ANNIHILATION

The enemy looks to their champions for courage. Identify and assassinate them.

Score 1 Victory Point at the end of your turn if at least one enemy character was removed as a casualty during your turn. If 3 or more enemy characters were removed as casualties during your turn, score D3 Victory Points instead.



65 DEMOLITIONS

TYPE: ANNIHILATION

If the enemy seeks shelter behind fortress walls, raze them to the ground.

Score 1 Victory Point at the end of your turn if at least one gun emplacement or enemy building was destroyed during your turn. If at least one enemy building with the Mighty Bulwark special rule was destroyed during your turn, score D3 Victory Points instead.

66 BIG GAME HUNTER

TYPE: ANNIHILATION

The larger the foe, the greater the glory...

Score 1 Victory Point at the end of your turn if at least one enemy Vehicle or Monstrous Creature was destroyed during your turn. If at least one enemy Super-heavy vehicle or Gargantuan Creature was destroyed during your turn, score D3 Victory Points instead.



ETERNAL WAR: CRUSADE

The battlefield is strewn with discarded equipment, supplies and other detritus of war that, for various reasons, you wish to recover. You must fight off the enemy while scouring the field to retrieve as many of these vital objectives as you can.

THE ARMIES

Choose an army to an agreed points limit.

THE BATTLEFIELD

Set up terrain as described in Preparing for Battle (pg 130). Use Random Deployment Zones (pg 131) to determine which Deployment Map will be used for this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which half of the table they wish to deploy in. The opposing player will deploy in the opposite half.

Objective Markers

After terrain has been set-up, but before determining Deployment Maps and table halves, the players must place D3+2 Objective Markers on the battlefield, using the rules for Placing Objective Markers (pg 134).

DEPLOYMENT

Players must deploy using the Standard Deployment Method (pg 132).

FIRST TURN

The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative (pg 132).

GAME LENGTH

The mission uses Variable Game Length (pg 133).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

Primary Objective

At the end of the game, each Objective Marker is worth 3 Victory Points to the player that controls it.

Secondary Objectives

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting (pg 135), **Reserves** (pg 135), **Mysterious Objectives** (pg 135).



ETERNAL WAR: PURGE THE ALIEN

Some battles are fought with only one goal – find your enemy, crush him utterly and take away his means to mount further resistance. Your mission is simple – kill as many enemy units as you can!

THE ARMIES

Choose an army to an agreed points limit.

THE BATTLEFIELD

Set up terrain as described in Preparing for Battle (pg 130). Use Random Deployment Zones (pg 131) to determine which Deployment Map will be used for this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which half of the table they wish to deploy in. The opposing player will deploy in the opposite half.

DEPLOYMENT

Players must deploy using the Standard Deployment Method (pg 132).

FIRST TURN

The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative (pg 132).

GAME LENGTH

The mission uses Variable Game Length (pg 133).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

Primary Objective

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

Secondary Objectives

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting (pg 133), **Reserves** (pg 135).



ETERNAL WAR: THE SCOURING

Both sides are sweeping through the area, tasking recon units to identify sites of strategic import. However, not all sites are of equal worth and victory will go to the foe that can secure the most valuable sites and cripple the enemy's ability to locate others.

THE ARMIES

Choose an army to an agreed points limit.

THE BATTLEFIELD

Set up terrain as described in Preparing for Battle (pg 130). Use Random Deployment Zones (pg 131) to determine which Deployment Map will be used for this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which half of the table they wish to deploy in. The opposing player will deploy in the opposite half.

Objective Markers

After terrain has been set up, but before determining Deployment Maps and table halves, the players must place a total of 6 Objective Markers face down on the table (don't look!). There should be one marked with a 4, two marked with 3's, two with 2's and a single 1. Immediately before deciding whether or not to attempt to Seize the Initiative, flip the six markers over to reveal how many Victory Points they are worth.

DEPLOYMENT

Players must deploy using the Standard Deployment Method (pg 132).

FIRST TURN

The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative (pg 132).

GAME LENGTH

The mission uses Variable Game Length (pg 133).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

Primary Objectives

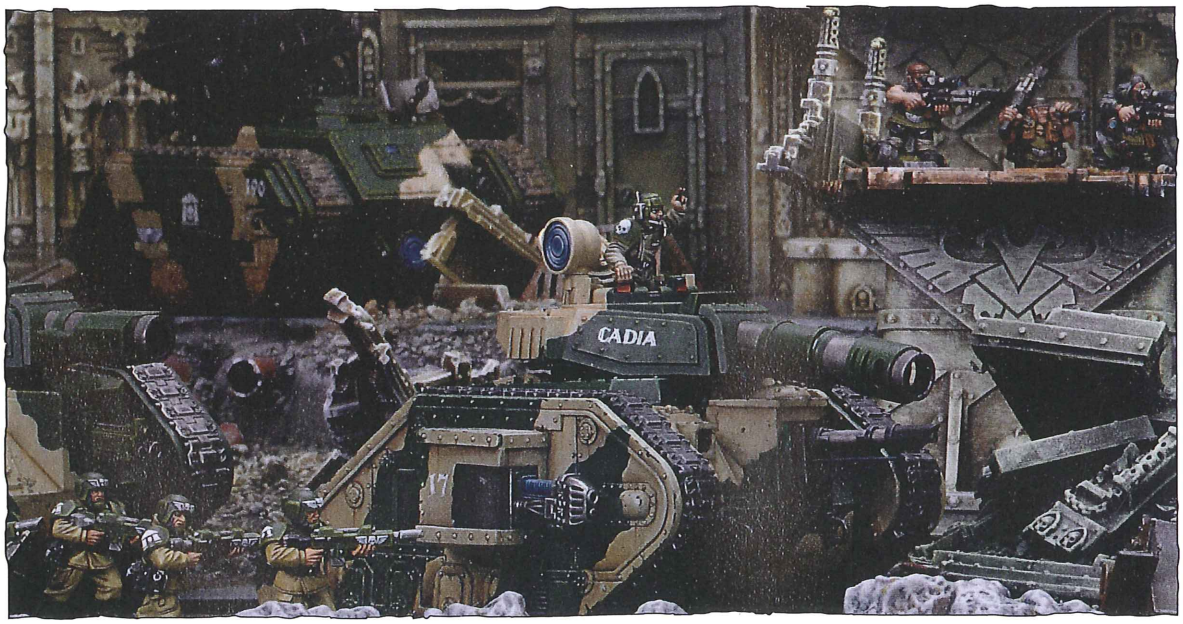
At the end of the game, each Objective Marker is worth a number of Victory Points to the player that controls it equal to the number on the marker. In addition, at the end of the game, each player receives 1 Victory Point for each enemy Fast Attack unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission.

Secondary Objectives

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting (pg 135), **Reserves** (pg 135), **Mysterious Objectives** (pg 135).



ETERNAL WAR: BIG GUNS NEVER TIRE

Both sides are attempting to secure a foothold in no man's land, spearheading the attack with overwhelming firepower. For the attack to be successful, your big guns must take up key positions on the battlefield and crush the enemy's heaviest weaponry before they do the same to you.

THE ARMIES

Choose an army to an agreed points limit.

THE BATTLEFIELD

Set up terrain as described in Preparing for Battle (pg 130). Use Random Deployment Zones (pg 131) to determine which Deployment Map will be used for this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which half of the table they wish to deploy in. The opposing player will deploy in the opposite half.

Objective Markers

After terrain has been set up, but before determining Deployment Maps and table halves, the players must place D3+2 Objective Markers on the battlefield, using the rules for Placing Objective Markers (pg 134).

DEPLOYMENT

Players must deploy using the Standard Deployment Method (pg 132).

FIRST TURN

The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative (pg 132).

GAME LENGTH

The mission uses Variable Game Length (pg 133).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

Primary Objective

At the end of the game, each Objective Marker is worth 3 Victory Points to the player that controls it. In addition, at the end of the game, each player receives 1 Victory Point for each enemy Heavy Support unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission.

Secondary Objectives

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting (pg 135), **Reserves** (pg 135), **Mysterious Objectives** (pg 135).



ETERNAL WAR: THE EMPEROR'S WILL

Both sides are attempting to capture the enemy base of operations, whilst defending their own.

THE ARMIES

Choose an army to an agreed points limit.

THE BATTLEFIELD

Set up terrain as described in Preparing for Battle (pg 130). Use Random Deployment Zones (pg 131) to determine which Deployment Map will be used for this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which half of the table they wish to deploy in. The opposing player will deploy in the opposite half.

Objective Markers

After setting up terrain, the players take it in turns to place a single Objective marker in their own table half.

DEPLOYMENT

Players must deploy using the Standard Deployment Method (pg 132).

FIRST TURN

The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative (pg 132).

GAME LENGTH

The mission uses Variable Game Length (pg 133).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

Primary Objective

At the end of the game, each Objective Marker is worth 3 Victory Points to the player that controls it.

Secondary Objectives

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting (pg 135), **Reserves** (pg 135), **Mysterious Objectives** (pg 135).



ETERNAL WAR: THE RELIC

Both sides are attempting to recover a valuable relic from the front lines. It might be vital battle plans or maps, an item of spiritual significance or some other irreplaceable artefact that must be recovered at all costs.

THE ARMIES

Choose an army to an agreed points limit.

THE BATTLEFIELD

Set up terrain as described in Preparing for Battle (pg 130). Use Random Deployment Zones (pg 131) to determine which Deployment Map will be used for this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which half of the table they wish to deploy in. The opposing player will deploy in the opposite half.

Objective Markers

After setting up terrain, the players place a single Objective Marker in the centre of the table. If the centre of the table is occupied with impassible terrain, place the objective marker as close as possible to the centre of the table.

DEPLOYMENT

Players must deploy using the Standard Deployment Method (pg 132).

FIRST TURN

The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative (pg 132).

GAME LENGTH

The mission uses Variable Game Length (pg 133).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

Primary Objective

At the end of the game, the Objective Marker is worth 3 Victory Points to the player that controls it.

Secondary Objectives

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting (pg 135), **Reserves** (pg 135).

The Relic

The Objective Marker represents the Relic. The following rules cover seizing, moving and dropping the Relic.

Seizing the Relic: A non-vehicle model in a scoring unit can seize the Relic by moving into base contact during the Movement phase – that model then automatically picks it up at the end of the phase. From that point, the Relic remains with the model (move the Relic with the model to show this) until it is dropped, which can happen voluntarily, but happens automatically if the model is slain.

Moving with the Relic: The Relic is fragile, and swift movement will likely damage it, so the model carrying the Relic cannot Run and can never move more than 6" in any phase. If it is forced to do so, the Relic is immediately dropped. A model with the Relic can embark a Transport vehicle, but that vehicle cannot move more than 6" per phase whilst the Relic is on board (so don't put it on a Flyer, as the Flyer will automatically crash next time it Zooms).

A model carrying the Relic can transfer it to any friendly non-vehicle model that is part of a scoring unit if the two models end their Movement phase in base contact. Move the counter to the new bearer to show who is currently holding the Relic. The Relic can only be passed to a friendly model once per Movement phase.

Dropping the Relic: The controlling player can choose to have his model drop the Relic at any time, in which case he places the counter 1" away from the model. If the model Falls Back, the Relic is dropped automatically before the model performs its Fall Back move. If the model is removed as a casualty, or is in any other way removed from the table – whether voluntarily or otherwise – the Relic is dropped automatically and placed within 1" of the spot where the model last was before it left the table. Note that embarking onto a Transport is an exception to this, as detailed below.

Note that the Relic can only be brought aboard a Transport vehicle if it is carried by a model that can embark upon the Transport. If the Relic is dropped whilst the bearer is embarked within a Transport vehicle, place it 1" away from a randomly determined Access Point.

If the Relic is dropped in impassable terrain, place it as close as possible to the point where it was dropped that is not impassable terrain.

MAELSTROM OF WAR: CLEANSE AND CONTROL

The battlefield is strewn with discarded equipment, wounded comrades, supplies and other vital detritus of war. Search for and recover these artefacts at all costs and eliminate any enemy forces that dare oppose you.

THE ARMIES

Choose an army to an agreed points limit.

THE BATTLEFIELD

Set up terrain as described in Preparing for Battle (pg 130). Then, use the Deployment Map included with this mission or, if both players agree, use Random Deployment Zones (pg 131) to determine which Deployment Map will be used for this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which half of the table they wish to deploy in. The opposing player will deploy in the opposite half.

Objective Markers

After terrain has been set up, but before determining Deployment Maps and table halves, the players must place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield, using the rules for Placing Objective Markers (pg 134).

DEPLOYMENT

Players must deploy using the Standard Deployment Method (pg 132).

FIRST TURN

The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative (pg 132).

Tactical Objectives

Each player generates 3 Tactical Objectives at the start of his first turn.

GAME LENGTH

The mission uses Variable Game Length (pg 133).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

Primary Objective

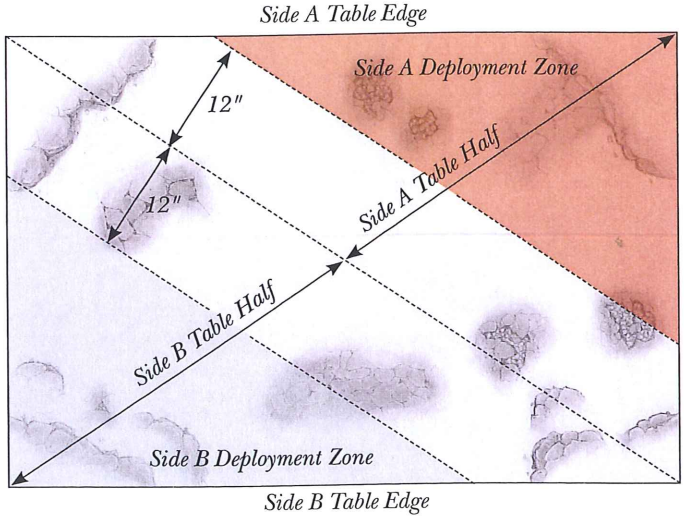
Achieve as many Tactical Objectives as possible (pg 137). If, at the start of a player's turn, he has fewer than 3 Active Tactical Objectives, he must generate a number of new Tactical Objectives until he has 3.

Secondary Objectives

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting (pg 135), **Reserves** (pg 135), **Mysterious Objectives** (pg 135), **Tactical Objectives** (pg 136).



MAELSTROM OF WAR: CONTACT LOST

All contact with command has been lost and the enemy are doubtless advancing towards your position. You must secure sites of tactical import to re-establish communications with all due haste and engage any hostile forces encountered with extreme prejudice.

THE ARMIES

Choose an army to an agreed points limit.

THE BATTLEFIELD

Set up terrain as described in Preparing for Battle (pg 130). Then, use the Deployment Map included with this mission or, if both players agree, use Random Deployment Zones (pg 131) to determine which Deployment Map will be used for this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which half of the table they wish to deploy in. The opposing player will deploy in the opposite half.

Objective Markers

After terrain has been set-up, but before determining Deployment Maps and table halves, the players must place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield, using the rules for Placing Objective Markers (pg 134).

DEPLOYMENT

Players must deploy using the Standard Deployment Method (pg 132).

FIRST TURN

The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative (pg 132).

Tactical Objectives

Each player generates 1 Tactical Objective at the start of his first turn.

GAME LENGTH

The mission uses Variable Game Length (pg 133).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

Primary Objective

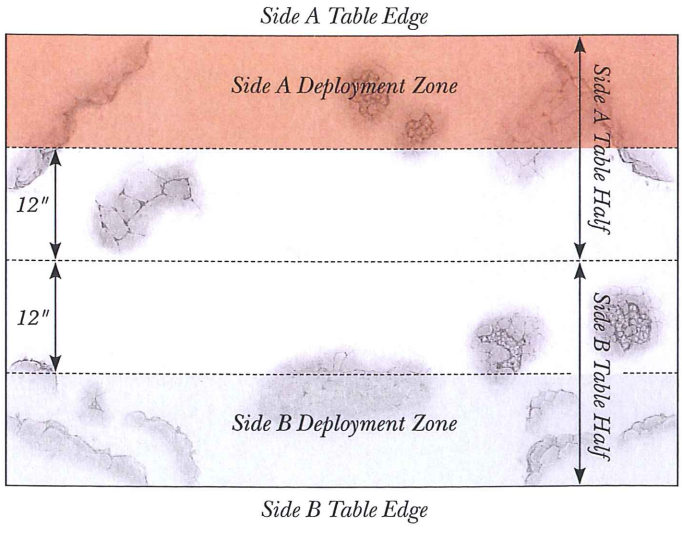
Achieve as many Tactical Objectives as possible (pg 137). If, at the start of a player's turn, he has fewer than 6 Active Tactical Objectives, he must generate one new Tactical Objective for each Objective Marker he currently controls (to a maximum of 6). If a player does not control any Objective Markers at the start of his turn, he cannot generate any new Tactical Objectives.

Secondary Objectives

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting (pg 135), **Reserves** (pg 135), **Mysterious Objectives** (pg 135), **Tactical Objectives** (pg 136).



MAELSTROM OF WAR: TACTICAL ESCALATION

What began as a simple raid has long-since escalated into full-blown battle as both sides commit more and more forces into the fray. With every moment that passes, more of your comrades engage the enemy and another mission-critical target is identified.

THE ARMIES

Choose an army to an agreed points limit.

THE BATTLEFIELD

Set up terrain as described in Preparing for Battle (pg 130). Then, use the deployment map included with this mission or, if both players agree, use Random Deployment Zones (pg 131) to determine which deployment map will be used for this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which half of the table they wish to deploy in. The opposing player will deploy in the opposite half.

Objective Markers

After terrain has been set up, but before determining deployment maps and table halves, the players must place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield, using the rules for Placing Objective Markers (pg 134).

DEPLOYMENT

Players must deploy using the Standard Deployment Method (pg 132).

FIRST TURN

The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative (pg 132).

Tactical Objectives

Each player generates 1 Tactical Objective at the start of his first turn. If, at the start of their turn, a player has fewer Active Tactical Objectives than the current turn number, he must generate a number of new Tactical Objectives until he has a number equal to the current turn number. The table below shows the maximum number of Active Tactical Objectives a player can have at the start of a turn. If, at the start of his turn, a player has more Active Tactical Objectives than this number, he must discard Tactical Objectives of his choice until he has the correct number remaining.

Turn Number	**1**	**2**	**3**	**4**	**5**	**6**	**7**
Maximum number of Tactical Objectives	1	2	3	4	5	6	7

GAME LENGTH

The mission uses Variable Game Length (pg 133).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

Primary Objective

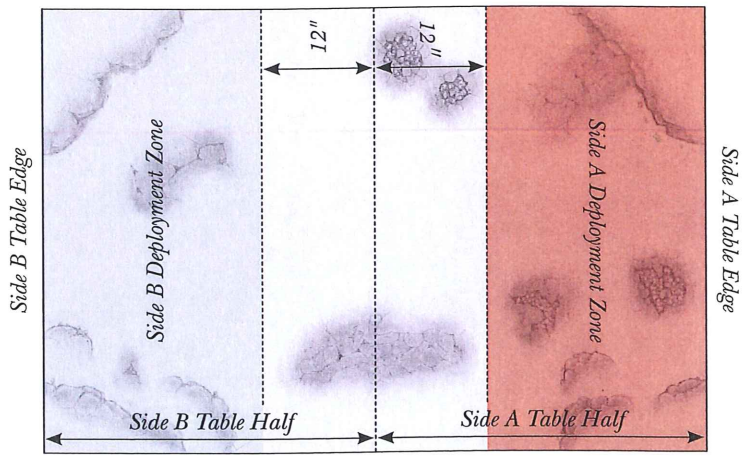
Achieve as many Tactical Objectives as possible (pg 137).

Secondary Objectives

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting (pg 135), **Reserves** (pg 135), **Mysterious Objectives** (pg 135), **Tactical Objectives** (pg 136).



MAELSTROM OF WAR: THE SPOILS OF WAR

A vital re-supply convoy has been intercepted and its cargo lost in the deserted ground of no man's land. You must reclaim these spoils of war before the enemy can reach them whilst inflicting as much damage upon the foe as possible.

THE ARMIES

Choose an army to an agreed points limit.

THE BATTLEFIELD

Set up terrain as described in Preparing for Battle (pg 130). Then, use the deployment map included with this mission or, if both players agree, use Random Deployment Zones (pg 131) to determine which deployment map will be used for this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which half of the table they wish to deploy in. The opposing player will deploy in the opposite half.

Objective Markers

After terrain has been set up, but before determining deployment maps and table halves, the players must place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield, using the rules for Placing Objective Markers (pg 134).



DEPLOYMENT

Players must deploy using the Standard Deployment Method (pg 132).

FIRST TURN

The player that set-up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative (pg 132).

Tactical Objectives

Each player generates 3 Tactical Objectives at the start of his first turn.

GAME LENGTH

The mission uses Variable Game Length (pg 133).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

Primary Objective

Achieve as many Tactical Objectives as possible (pg 137). If, at the start of a player's turn, he has fewer than 3 Active Tactical Objectives, he must generate a number of new Tactical Objectives until the player has 3.

Secondary Objectives

Slay the Warlord, First Blood, Linebreaker.

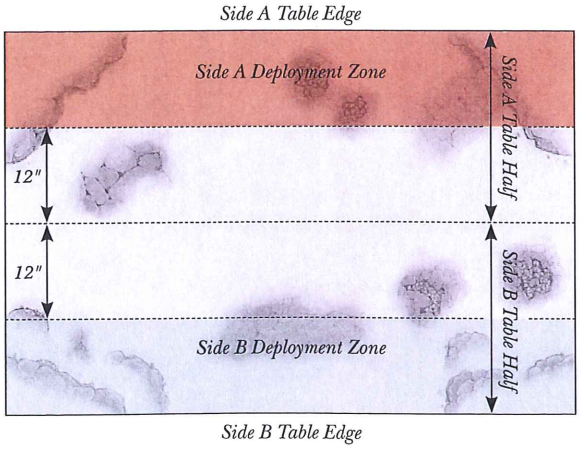
MISSION SPECIAL RULES

Night Fighting (pg 135), **Reserves** (pg 135), **Mysterious Objectives** (pg 135), **Tactical Objectives** (pg 136).

Precious Cargo: In this mission, neither player can choose to voluntarily discard any Active Tactical Objective titled 'Secure Objective X', where X is a number between 1 and 6. These Tactical Objectives can only be discarded when they are achieved.

Steal the Loot: In this mission, all Active Tactical Objectives titled 'Secure Objective X', where X is a number between 1 and 6, can be achieved by either player. A player must discard his Tactical Objective when it is achieved, regardless of whether he scored it or not. Note that only your Tactical Objectives titled 'Secure Objective X' can be achieved by your opponent, your other Tactical Objectives cannot.

For example, if one of your opponent's Active Tactical Objectives is 'Secure Objective 4', and at the end of your turn you control Objective Marker 4, you achieve that Tactical Objective and score 1 Victory Point. Your opponent then has to discard that Active Tactical Objective.



MAELSTROM OF WAR: CLOAK AND SHADOWS

Enemy patrols are operating in this area, searching the battlefields for some critical objectives. Scout the area and discover his plans, but be sure not to reveal your own goals. If you can deny the enemy his objectives whilst achieving your own, victory will be assured.

THE ARMIES

Choose an army to an agreed points limit.

THE BATTLEFIELD

Set up terrain as described in Preparing for Battle (pg 130). Then, use the deployment map included with this mission or, if both players agree, use Random Deployment Zones (pg 131) to determine which deployment map will be used for this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which half of the table they wish to deploy in. The opposing player will deploy in the opposite half.

Objective Markers

After terrain has been set up, but before determining deployment maps and table halves, the players must place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield, using the rules for Placing Objective Markers (pg 134).

DEPLOYMENT

Players must deploy using the Standard Deployment Method (pg 132).

FIRST TURN

The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative (pg 132).

Tactical Objectives

Each player generates 3 Tactical Objectives at the start of his first turn.

GAME LENGTH

The mission uses Variable Game Length (pg 133).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

Primary Objective

Achieve as many Tactical Objectives as possible (pg 137). If, at the start of a player's turn, he has fewer than 3 Active Tactical Objectives, generate a number of new Tactical Objectives until the player has 3. These should be kept secret (see Secret Orders, below).

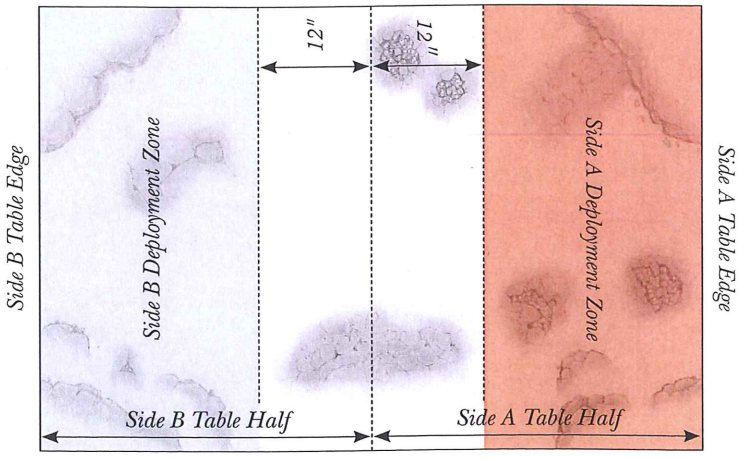
Secondary Objectives

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting (pg 135), **Reserves** (pg 135), **Mysterious Objectives** (pg 135), **Tactical Objectives** (pg 136).

Secret Orders: When players generate their Tactical Objectives they should keep them secret from their opponent. Keep the dice score hidden from your opponent or, if you have a deck of Tactical Objective cards, keep them face down. Reveal Tactical Objectives only when achieving them.



MAELSTROM OF WAR: DEADLOCK

Months of bitter fighting have ended in a deadlock, but a fleeting opportunity has arisen for you to strike a devastating blow against the enemy to tip the balance of the war. Strike hard and fast, for with every moment you delay your tactical options dwindle and the chance for victory slips away.

THE ARMIES

Choose an army to an agreed points limit.

THE BATTLEFIELD

Set up terrain as described in Preparing for Battle (pg 130). Then, use the Deployment Map included with this mission or, if both players agree, use Random Deployment Zones (pg 131) to determine which Deployment Map will be used for this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which half of the table they wish to deploy in. The opposing player will deploy in the opposite half.

Objective Markers

After terrain has been set-up, but before determining Deployment Maps and table halves, the players must place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield, using the rules for Placing Objective Markers (pg 134).

DEPLOYMENT

Players must deploy using the Standard Deployment Method (pg 132).

FIRST TURN

The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative (pg 132).

Tactical Objectives

Each player generates 6 Tactical Objectives at the start of his first turn. The table below shows the maximum number of Active Tactical Objectives a player can have at the start of each turn. If, at the start of his turn, a player has more Active Tactical Objectives than this number, he must discard Tactical Objectives of his choice until he has the correct number remaining. If, at the start of his turn, a player has fewer Active Tactical Objectives than the number shown in the table, he must instead generate new Tactical Objectives until he has the correct number.

Turn Number	1	2	3	4	5	6	7
Maximum number of Tactical Objectives	6	5	4	3	2	1	1

GAME LENGTH

The mission uses Variable Game Length (pg 133).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

Primary Objective

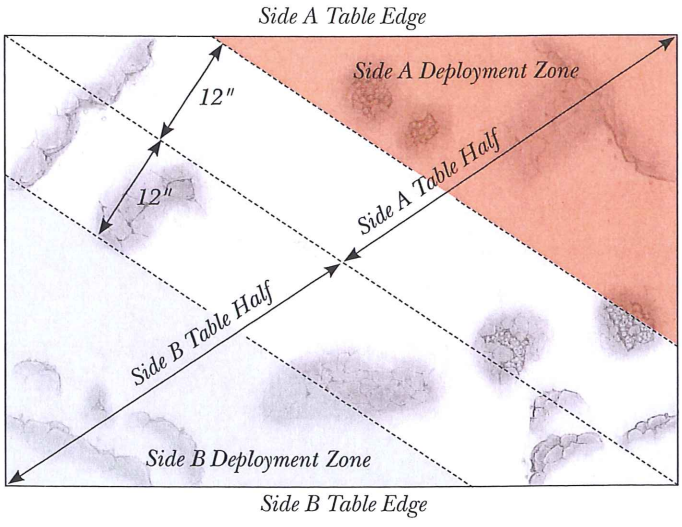
Achieve as many Tactical Objectives as possible (pg 137).

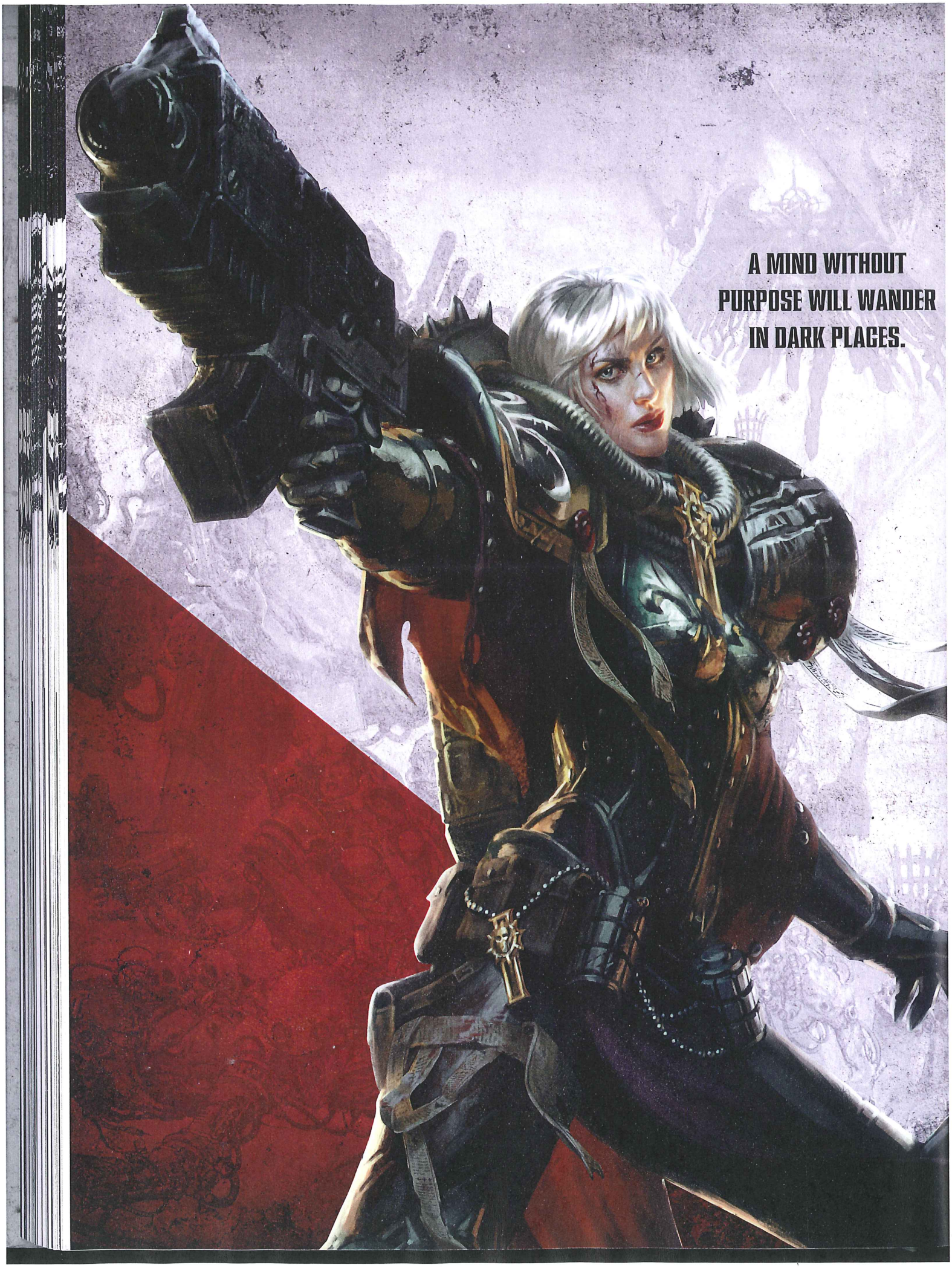
Secondary Objectives

Slay the Warlord, First Blood, Linebreaker.

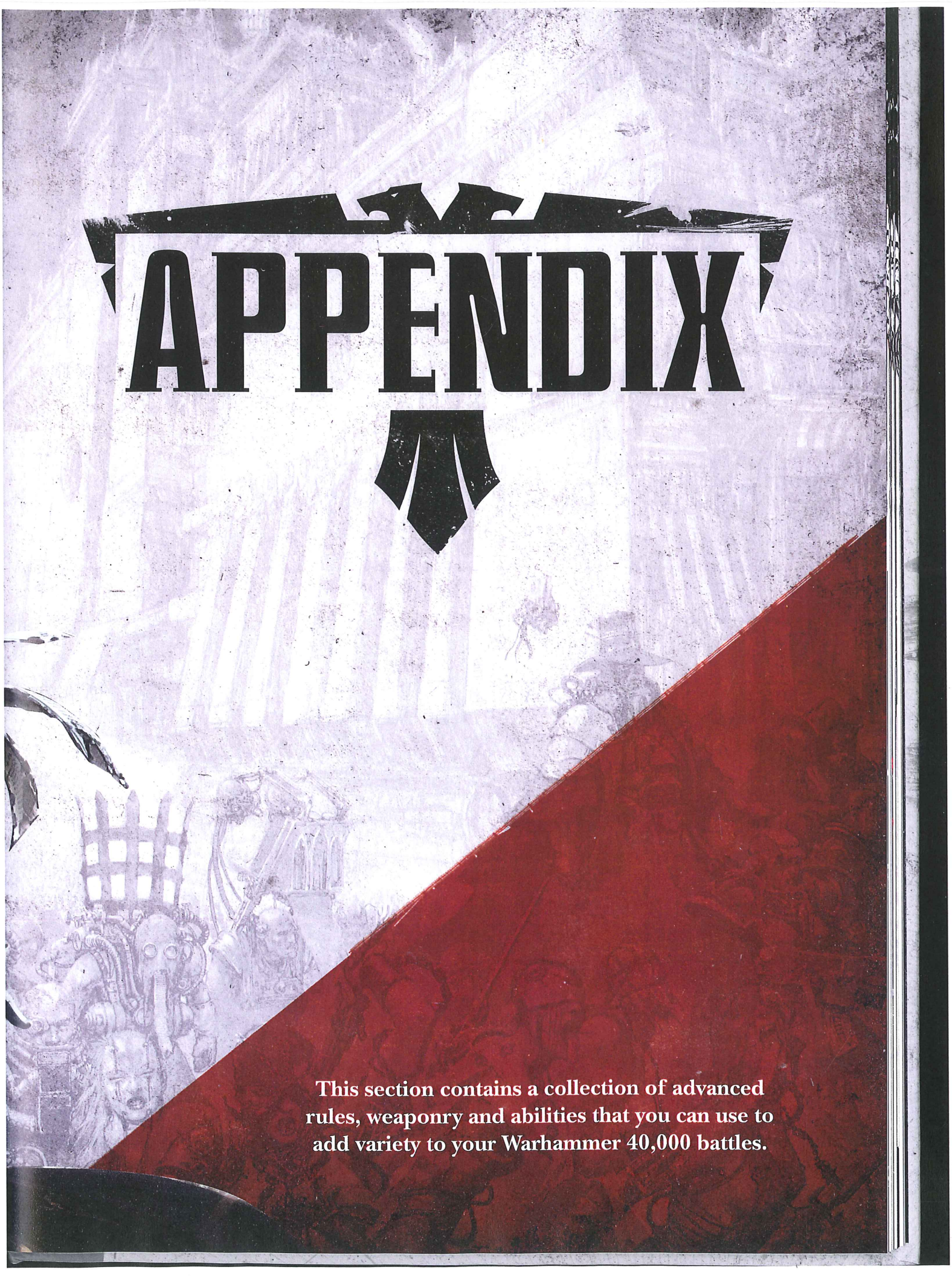
MISSION SPECIAL RULES

Night Fighting (pg 135), **Reserves** (pg 135), **Mysterious Objectives** (pg 135), **Tactical Objectives** (pg 136).




A MIND WITHOUT
PURPOSE WILL WANDER
IN DARK PLACES.

APPENDIX



This section contains a collection of advanced rules, weaponry and abilities that you can use to add variety to your Warhammer 40,000 battles.

SPECIAL RULES

A Warhammer 40,000 battle is dominated by weird alien creatures, consecrated armour and futuristic weapons. Crackling power weapons slice through armour, warriors fall prey to bioengineered toxins and maddened fanatics wade through enemy fire, combat drugs leaving them numb to the hurts of battle. That's a lot of variety for the core game rules to encompass – in fact, it's too much. That's why we have universal special rules – uncommon rules to govern uncommon circumstances.

Whenever a creature or weapon has an ability that breaks or bends one of the main game rules, it is represented by a special rule. A special rule might improve a model's chances of causing damage by granting it poisoned weapons or a boost to its Strength. Conversely, a special rule may improve a model's survivability by granting it resistance to pain, or the ability to regrow damaged flesh. Special rules allow snipers to target the weak spots of their foes, scouts to range ahead of the army and anti-aircraft guns to blow flyers out of the skies.

WHAT SPECIAL RULES DO I HAVE?

It may seem obvious, but unless stated otherwise, a model does not have a special rule. Most special rules are given to a model by the relevant Army List Entry or its unit type. That said, a model's attacks can gain special rules because of the weapon it is using.

Similarly a model might get special rules as the result of psychic powers, scenario special rules or being hunkered down in a particular type of terrain. Where this is the case, the rule that governs the psychic power, scenario or terrain type in question will make this abundantly clear.

Most of the more commonly used special rules in Warhammer 40,000 are listed here, but this is by no means an exhaustive list. Many troops have their own unique abilities, which are laid out in their codex or Army List Entry.

For ease of consultation, we've presented the special rules in alphabetical order. There's also an index at the back of the book to help you locate any particular special rule you're after.

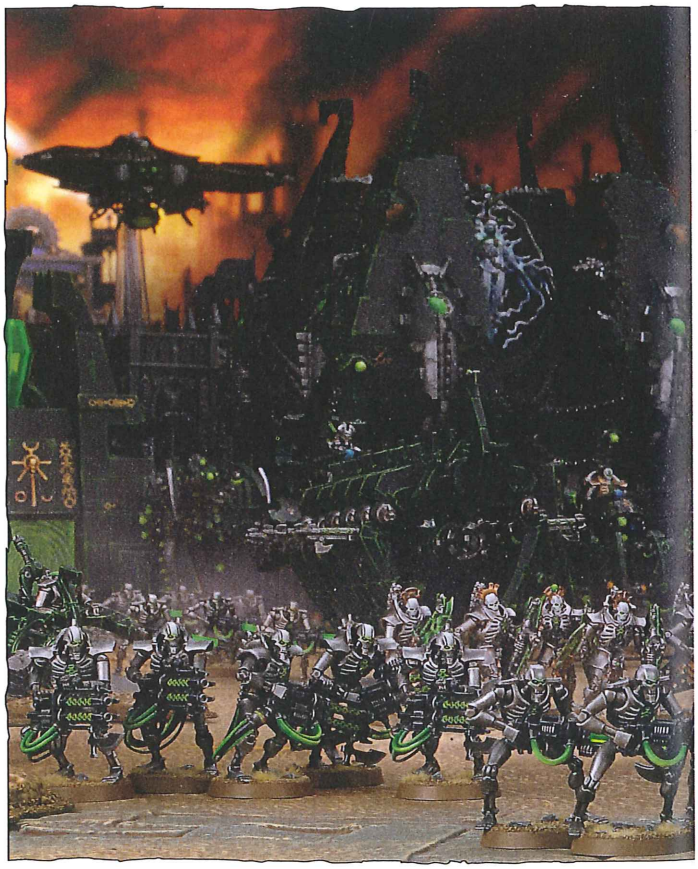
A Compendium of Special Rules

Some of the special rules you'll encounter in this section have already been mentioned in earlier passages of this book, others you've yet to encounter at all. We've presented them all in a single section to make your life easier when trying to track down the effect of a particular special rule.

Special rules are so important that many of the other rules in this tome (particularly those for weapons and for troop types) are tied into the special rules given here. If you're new to the game, you can cheerfully ignore this section until you've got the basic rules under your belt – you can always dip back in as and when you need to.

Unless specifically stated, a model cannot gain the benefit of a special rule more than once. However, the effects of multiple different special rules are cumulative.





'It is not the horror of war that troubles me but rather the unseen horrors of peace.'

Acute Senses

These warriors have superhuman senses, able to track a foe through all manner of terrain – such skills are invaluable when setting up an ambush.

If a unit contains at least one model with this special rule, and that unit arrives on a random table edge (due to Outflank, or other special rules), then you can re-roll to see which table edge they arrive from.



Adamantium Will

So strong of mind is this warrior that foul sorcery has little grasp upon him.

A unit that contains at least one model with this special rule receives a +1 bonus to Deny the Witch tests (pg 25).

And They Shall Know No Fear

Some warriors refuse to surrender, fighting on whatever the odds.

A unit that contains at least one model with this special rule automatically passes Fear and Regroup tests. When it Regroups, the unit does not make the 3" Regroup move, but can instead move, shoot (or Run) and declare charges normally in that turn. Furthermore, if a unit containing one or more models with this special rule is caught by a Sweeping Advance, they are not destroyed, but remain locked in combat instead.



Assault Vehicle

This vehicle is specifically designed to disgorge troops into the thick of the fray.

Passengers disembarking from Access Points on a vehicle with this special rule can charge on the turn they do so (even in a turn that the vehicle was destroyed, or in the following turn) unless the vehicle arrived from Reserve that turn.

Armourbane

This weapon has been crafted with one aim in mind: to pierce the hides of armoured vehicles.

If a model has this special rule, or is attacking with a Melee weapon that has this special rule, it rolls an additional D6 for armour penetration in close combat.

If a model makes a shooting attack with a weapon that has this special rule, it rolls an additional D6 for armour penetration. In either case, this special rule has no effect against non-vehicle models.



BLAST

Blast weapons fire shells, missiles or packets of energy that explode on impact.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the 3" blast marker with its hole entirely over the base of the target model (see diagram), or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly model is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended. Roll for the blast marker to scatter (pg 12) and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. This represents the chance of ricochets, the missile blasting through cover and other random events. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – each unit suffers one hit for each of their models which is fully or partially beneath the blast marker, even if those models are not within the firer's line of sight.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Remember that any Wounds inflicted by weapons with the Blast special rule must be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts

If a unit is firing more than one shot with the Blast special rule, scatter each shot, one at a time, as described above and determine how many hits are scored with each individual blast marker. After the last shot, add up the total number of hits scored and roll all of the To Wound rolls as normal.

Blast Weapons and Re-rolls

If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots

Blast weapons cannot be fired as Snap Shots.

Large Blast

Large Blast weapons use the 5" blast marker, but otherwise obey all the rules for Blast weapons.

Massive Blast

Massive Blast weapons use the 7" blast marker, but otherwise obey all the rules for Blast weapons.

Apocalyptic Blast

Apocalyptic Blast weapons use the 10" blast marker, but otherwise obey all the rules for Blast weapons.

Apocalyptic Mega-blast (5"/7"/10")

Apocalyptic Mega-blast weapons use the apocalyptic blast marker. They obey the rules for Blast weapons, with the following exceptions:

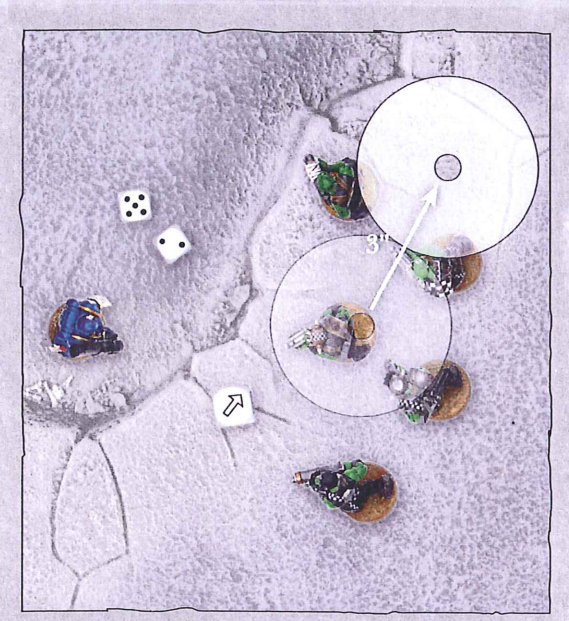
- Apocalyptic Mega-blast weapons have three Strength values and three AP values. Correspondingly, the apocalyptic blast marker is divided into three zones, as shown in the diagram to the far right, one for each Strength and AP value.
- The Strength and AP of any hits depends on the zone where the target model is located. The first Strength and AP value are used for the inner zone, the second Strength and AP value are used for the middle zone, and the third Strength and AP value are used for the outer zone. Always use the best Strength and AP if a model straddles two or more zones. If a unit has models in several zones, work out the hits inflicted for each zone separately. Note that there will be a different Wound pool for each zone.

For example, an Aquila macro-cannon firing a quake shell has the Apocalyptic Mega-blast special rule, a Strength of 10/7/5 and an AP value of 1/4/6. The Strength and AP values for the three zones are therefore:

Zone	S	AP
Inner	10	1
Middle	7	4
Outer	5	6

A unit with 3 models in the inner zone and 5 models in the middle zone would suffer 3 Strength 10 AP1 hits, and 5 Strength 7 AP4 hits.

- To determine whether a unit wounded by an Apocalyptic Mega-blast weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the apocalyptic blast marker, instead of from the firing model.
- Hits from Apocalyptic Mega-blast weapons made against vehicles are always resolved against their side armour.



Blasts & Scatter

A Space Marine (BS4) fires a frag missile and rolls an arrow on the scatter dice. The 2D6 result is a 7, so the blast is moved 3" (7 minus 4) in the direction indicated by the arrow. Two Orks are fully or partially under the final position of the blast marker and, therefore, the unit of Orks suffers two hits from the frag missile.



Apocalyptic Blast Marker

The 10" apocalyptic blast marker has bold rings marked on it (at 5" and 7"). The 5" ring is used for large blast attacks. The 7" ring is used for massive blast attacks. Both rings are used for Apocalyptic Mega-blast attacks: the area enclosed by the 5" ring is the inner zone, the area between the 5" and 7" rings is the middle zone and the area between the 7" ring and the edge of the marker is the outer zone.

Blind

This attack looses a brilliant flare of light, searing the sight of the victim and forcing him to fight blind for a few moments.

Any unit hit by one or more models or weapons with this special rule must take an Initiative test at the end of the current phase. If the test is passed, all is well – a shouted warning has caused the warriors to avert their gaze. If the Initiative test is failed, all models in the unit are reduced to Weapon Skill and Ballistic Skill 1 until the end of their next turn. Should the attacking unit hit themselves, we assume they are prepared and they automatically pass the test. Any model that does not have an Initiative characteristic (for example, non-Walker vehicles, buildings etc.) is unaffected by this special rule.

Brotherhood of Psykers/ Sorcerers

Some highly-trained psykers act in groups, focussing on a single goal. Few can resist such mighty minds working in concert.

A unit containing at least one model with this special rule is a Psyker unit – if no Mastery Level is shown, then that unit has a Mastery Level of 1. Rules for generating and manifesting psychic powers can be found on page 23. The unit follows all the normal rules for Psykers, with the following clarifications:

- When manifesting a psychic power, this unit measures range and line of sight from, and uses the characteristics profile (if required) of, any one model in the unit that has the Brotherhood of Psykers/Sorcerers special rule (controlling player's choice).

- If this unit suffers Perils of the Warp, or is hit by an attack that specifically targets Psykers, the hits are Randomly Allocated amongst models with the Brotherhood of Psykers/Sorcerers special rule. If a model with this special rule gains or loses a psychic power, all other models with this special rule in their unit also gain or lose that power.

Bulky

This creature is so massive it takes up an inordinate amount of space in any vehicle or building it enters.

Bulky models count as two models for the purposes of Transport Capacity.

Very Bulky

Very Bulky models instead count as three models.

Extremely Bulky

Extremely Bulky models instead count as five models.



BARRAGE

Barrage weapons lob shells high into the air, landing them in the midst of the foe.

All Barrage weapons use blast markers and consequently use the rules for Blast weapons, as indicated by their profile, with the following exceptions:

- Barrage weapons can fire indirectly. This means they can fire at a target that they do not have line of sight to, as long as the target is beyond their minimum range (if applicable). When firing indirectly, the Ballistic Skill of the firer is not subtracted from the scatter distance; unless a Hit! is rolled on the scatter dice, the blast marker always scatters a full 2D6". If a Barrage weapon has line of sight to its target it can fire directly, even if the target is within its minimum range.
- To determine whether a unit wounded by a Barrage weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the blast marker, instead of from the firing model. Hits against vehicles are always resolved against their side armour.

Multiple Barrages

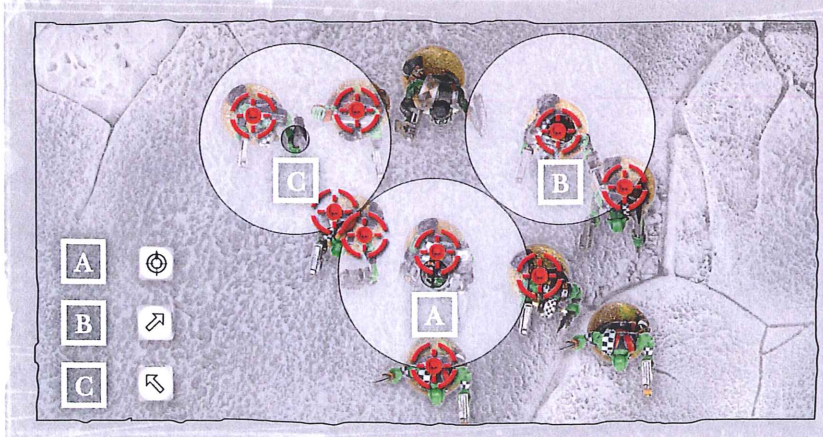
If a unit fires more than one shot with the Barrage special rule, they fire together, as follows:

- The Barrage weapon closest to the target unit fires first. Place the blast marker over the target, then roll for scatter as described earlier.
- Once the first marker is placed, roll a scatter dice for each other Barrage weapon shot fired by the unit. If an arrow is rolled, place the marker in the direction indicated so that it is next to and touching the edge of the first marker placed (see diagram).
- If a Hit! is rolled, the firing player places the marker so that it touches any part of any marker in the group that has already been placed. Note that it is perfectly fine if some markers are placed overlapping one another (including being directly over the top of a previous marker).
- Once all of the markers are in place, add up the number of hits and roll To Wound for these hits. To determine Wound allocation and cover saves, always assume the shot is coming from the centre of the first blast marker that was placed in the Multiple Barrage.

Apocalyptic Barrage

An Apocalyptic Barrage follows all of the rules for a Barrage weapon, but uses the clover-shaped apocalyptic barrage marker. Before the marker is placed, the attacker is allowed to rotate the marker about its centre to maximise the number of models that could potentially be hit. Place the marker and roll for scatter in the same way you would for a Blast. If the marker scatters, be careful to maintain the same orientation as you move it.

Once the final position of the marker has been determined, roll a number of dice equal to the number of attacks on the weapon's profile. So, for example, with a weapon with the type 'Heavy 4, Apocalyptic Barrage', you would roll four dice. Each dice roll corresponds to a 'strike' on one of the circles on the apocalyptic barrage marker. For example, each roll of a 2 indicates a strike on circle number 2. Resolve the strikes as for a Multiple Barrage, as if each were a Barrage attack that had landed on that circle and hit all the models underneath it. To determine Wound allocation and cover saves, always assume the shot is coming from the centre of the entire apocalyptic barrage marker.

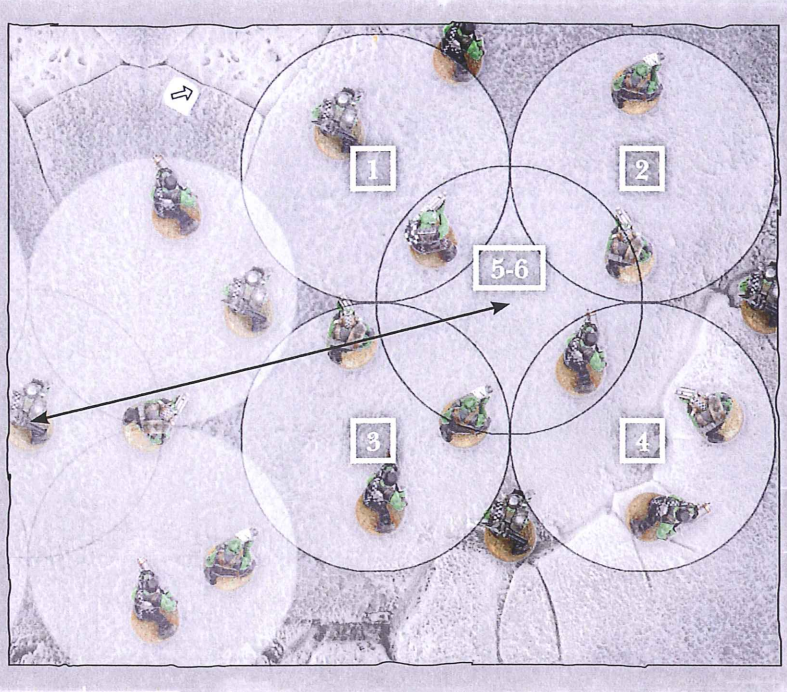


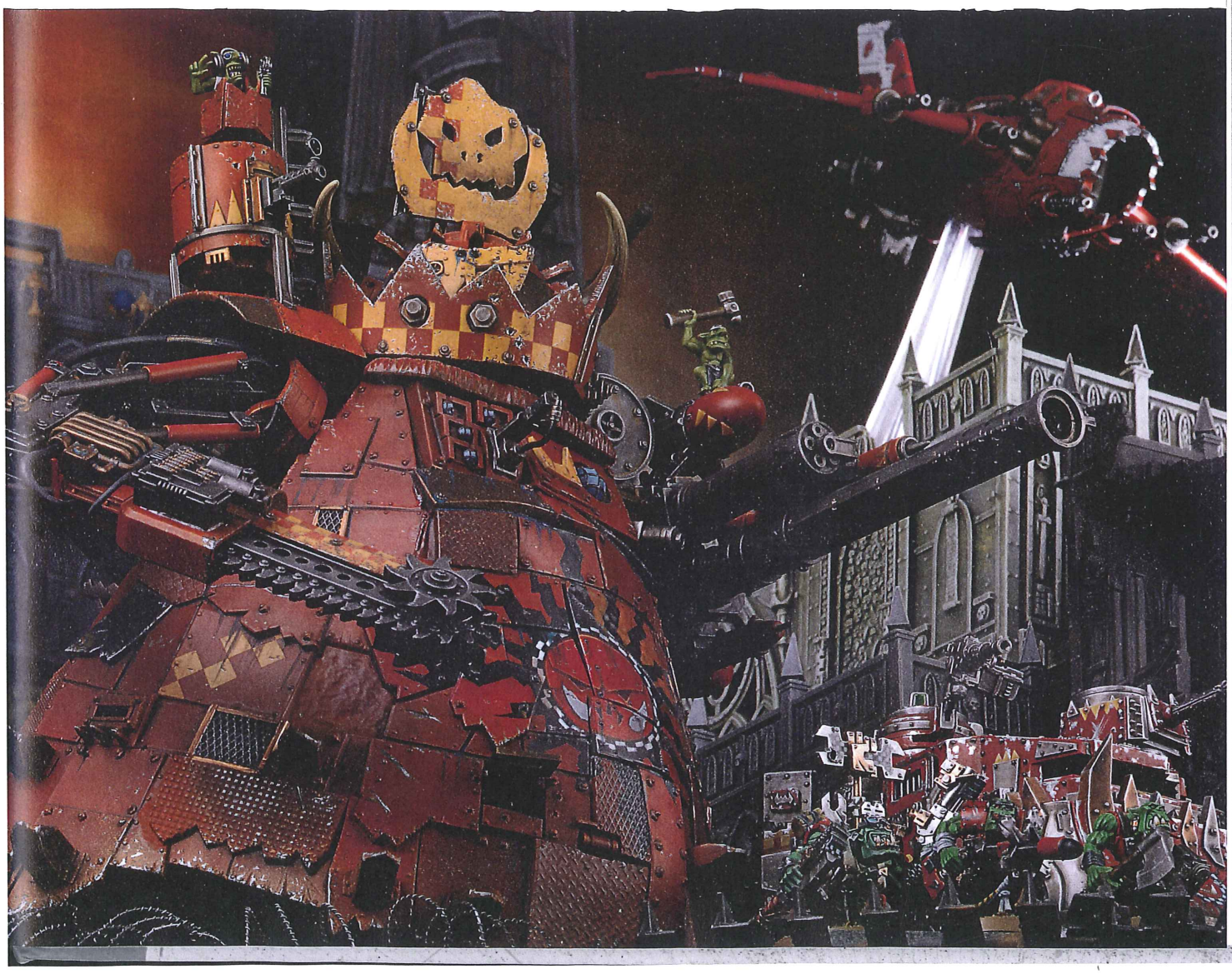
BARRAGES AND SCATTER

The original marker (A) scores a Hit! and does not scatter, while arrows are rolled for the second (B), and third (C) markers, which are placed accordingly. The number of hits scored is worked out separately for each marker, and in this case, the volley scores a total of nine hits on the unit! If, for example, a Hit! had been rolled for the third marker instead, the player could have placed it anywhere in contact with or over markers A and B.

Apocalyptic Barrage Marker

In this example, a Heavy 4 weapon with the Apocalyptic Barrage special rule is fired. The centre of the apocalyptic barrage marker is placed over the target model and rotated by the firing player until he is happy with its position. The barrage marker then scatters 8" to the right – the player is careful to maintain the template's orientation as he moves it. Once the final position is determined, four dice are rolled to determine where the strikes land, and the results are 2, 3, 3 and 6. The circles 2 and 5-6 are hit once each, and the circle 3 is hit twice. This results in a total of 12 hits. Wounds are allocated from the centre of the apocalyptic barrage marker (the centre of circle 5-6).





DEEP STRIKE

Some units make their way to battle via tunnelling, teleportation, flying, or some other extraordinary means which allows them to appear in the thick of the fighting.

In order for a unit to be able to Deep Strike, all models in the unit must have the Deep Strike special rule and the unit must start the game in Reserve (pg 135). When placing the unit in Reserve, you must tell your opponent that it will be arriving by Deep Strike (sometimes called Deep Strike Reserve). Some units must arrive by Deep Strike. They always begin the game in Reserve and always arrive by Deep Strike.

Arriving by Deep Strike

Roll for the arrival of all Deep Striking units as specified in the rules for Reserves (pg 135) and then deploy them as follows:

- First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a vehicle scatters when arriving via Deep Strike, do not change its facing – it must continue to face the same direction as it did before you rolled for scatter.
- Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model and begin to form a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit.
- Models deploying via Deep Strike treat all difficult terrain as dangerous terrain.

In the Movement phase during which they arrive, Deep Striking units may not move any further, other than to disembark from a Deep Striking Transport vehicle if they are in one.

Units Deep Striking into ruins are placed on the ground floor. Deep Striking units count non-ruined buildings (except for their battlements) as impassable terrain.

In that turn's Shooting phase, these units can fire (or Run, Turbo-boost or move Flat Out) as normal, and count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Combat Speed (even Immobilised vehicles). This can affect the number of weapons they can fire with their full Ballistic Skill (pg 73).

In that turn's Assault phase, however, these units cannot charge. This also applies to units that have disembarked from Transports that arrived by Deep Strike that turn.

Deep Strike and Transports

Units do not confer the Deep Strike special rule onto a Transport vehicle they are embarked inside. A Transport vehicle with Deep Strike may Deep Strike regardless of whether its passengers have Deep Strike or not.

Deep Strike Mishaps

Deep Striking onto a crowded battlefield can be dangerous, as one may miss the intended objective or even materialise inside solid rock! If any of the models in a Deep Striking unit cannot be deployed, because at least one model would land partially or fully off the table, in impassable terrain, on top of a friendly model, or on top of or within 1" of an enemy model, something has gone wrong. The controlling player must roll on the Deep Strike Mishap table and apply the results. If the unfortunate unit is also a Transport, the Deep Strike Mishap result applies to both the unit and anything embarked within it.

DEEP STRIKE MISHAP TABLE

D6	Effect
1	**Terrible Accident!** *Teleporting units are lost in the Warp, deep striking jump units are shot down, or some other suitably dramatic event occurs.* The entire unit is destroyed!
2-3	**Misplaced.** *The coordinates were inaccurate or the enemy has jammed your instruments.* Your opponent may deploy the unit anywhere on the table (excluding impassable terrain, but including difficult terrain, which of course counts as dangerous for Deep Striking units), in a valid Deep Strike formation, but without rolling for scatter. Units embarked on a misplaced Transport can disembark during their Movement phase as normal.
4-6	**Delayed.** *Because of mechanical failure or enemy action, the reinforcements are delayed.* The unit is placed in Ongoing Reserves (pg 136).



Concussive

Some weapons are designed to leave any foe that manages to survives their strike disoriented and easy to slay.

A model that suffers one or more unsaved Wounds from a weapon with this special rule is reduced to Initiative 1 until the end of the following Assault phase.

Counter-attack

Troops with this skill believe attack to be the best form of defence. If assaulted, they spring forward themselves and ferociously counter-attack the charging enemy.

If a unit contains at least one model with this special rule, and that unit is charged, every model with the Counter-attack special rule in the unit gets +1 Attack until the end of the phase.

If, when charged, the unit was already locked in combat, the Counter-attack special rule has no effect.



Crusader

Bolstered by ultimate faith in his goal, the crusader is tireless, sweeping from one foe to the next in a battle that never ends.

A unit that contains at least one model with this special rule rolls an extra dice when making Run moves, and uses the highest result rolled. In addition, a unit that contains at least one model with this special rule adds D3 to its Sweeping Advance totals (roll each time).

Daemon

The creatures of the Warp are many and foul, with infinite variety, but there are some characteristics that they all share.

Models with the Daemon special rule have a 5+ invulnerable save, and also have the Fear special rule.

Destroyer Weapon Attack Table

D6	Vehicle or Building	Non-vehicle
1	**Lucky Escape:** The model is unharmed.	**Lucky Escape:** The model is unharmed.
2-5	**Solid Hit:** The model suffers a penetrating hit that causes it to lose D3 Hull Points instead of 1.	**Seriously Wounded:** The model suffers a hit that wounds automatically and causes it to lose D3 Wounds instead of 1.
6	**Devastating Hit:** The model suffers a penetrating hit that causes it to lose D6+6 Hull Points instead of 1. No saves of any kind are allowed against this hit.	**Deathblow:** The model suffers a hit that wounds automatically and causes it to lose D6+6 Wounds instead of 1. No saves of any kind are allowed against this hit.

Destroyer Weapons

Also known as Titan-killers, destroyer weapons deliver horrifying amounts of damage.

If a weapon has a D instead of a Strength value in its profile, it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table above instead of rolling To Wound or for armour penetration. Most Destroyer Weapons have AP1 or AP2, so armour saves are not typically allowed. Cover saves and invulnerable saves can be taken against hits from a Destroyer weapon as normal, unless a Devastating Hit or Deathblow result is rolled. For the purposes of determining if a Destroyer hit has the Instant Death special rule, assume it has Strength 10. Multiple Wounds/Hull Points inflicted by a Destroyer hit do not carry over to other models in the unit (any excess are lost).

Eternal Warrior

Some heroes refuse to be laid low, even by what would be mortal wounds to lesser warriors.

If a model with this special rule suffers an unsaved Wound from an attack that inflicts Instant Death, it only reduces its Wounds by 1, instead of automatically reducing its Wounds to 0.

Fear

Some beings are so monstrous or alien that they can force their foes to recoil in horror.

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck. If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase. Note that a model that causes Fear is not itself immune to Fear, and will still need to take a Fear test if it is base contact with any enemy models that cause Fear.

Fearless

Fearless troops never give up and seldom take full use of cover – even if it would be wiser to do so.

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear, Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons Are Useless rule (pg 53). If a unit has Gone to Ground and then gains the Fearless special rule, all the effects of Go to Ground are immediately cancelled.

Feel No Pain

Whether through force of will, bionic augmentation or foul sorcery, this warrior can fight despite fearsome wounds.

When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw and so can be used against attacks that state that 'no saves of any kind are allowed', for example those inflicted by Perils of the Warp).

Feel No Pain saves may not be taken against Destroyer attacks (pg 163) or against unsaved Wounds that have the Instant Death special rule.

Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

Fleet

Preternaturally agile, these warriors can cover ground more quickly than their plodding foes.

A unit composed entirely of models with this special rule can re-roll one or more of the dice when determining Run moves and charge ranges (such as a single D6 from a charge range roll, for example).



Fleshbane

Many are the weapons and creatures whose merest caress is fatal.

If a model has this special rule, or is attacking with a Melee weapon that has this special rule, they always Wound on a 2+ in close combat.

Similarly, if a model makes a shooting attack with a weapon that has this special rule, they always Wound on a 2+.

In either case, this special rule has no effect against vehicles or buildings.

Gets Hot

Some weapons are fuelled by unstable power sources and risk overheating with each shot – often to the detriment of the wielder.

When firing a weapon that Gets Hot, roll To Hit as normal. For each To Hit roll of 1, the firing model immediately suffers a Wound (armour or invulnerable saves can be taken) – this Wound cannot be allocated to any other model in the unit. A character cannot make a Look Out, Sir attempt to avoid a Wound caused by the Gets Hot special rule. A vehicle instead rolls a D6 for each roll of a 1 to hit. On a roll of a 1, 2 or 3 it suffers a glancing hit.

Gets Hot and Weapons that do not Roll To Hit

Weapons that do not roll To Hit (such as Blast weapons) must roll a D6 for each shot immediately before firing. On a 2+, the shot is resolved as normal. For each roll of a 1, the weapon Gets Hot; that shot is not fired and the firing model immediately suffers a single Wound (armour saves or invulnerable saves can be taken) – this Wound cannot be allocated to any other model in the unit. A character cannot make a Look Out, Sir attempt to avoid a Wound caused by the Gets Hot special rule. A vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3.

Gets Hot and Re-rolls

If a model has the ability to re-roll its rolls To Hit (including because of BS6+ or the Twin-linked special rule), a Wound is only suffered if the To Hit re-roll is also a 1; it may also re-roll Gets Hot results of 1 for weapons that do not roll To Hit.

Force

Force weapons are charged by the psychic might of the wielder, turning them from mere physical tools to mystical weapons of incredible potency.

Any Psyker that has one or more weapons with this special rule knows the *Force* psychic power in addition to any other powers they know:

Force
Warp Charge 1

The psyker channels his powers through the psi-circuitry of his force weapon, transforming it from a mere physical weapon into one that can rend reality.

Force is a **blessing** psychic power that targets the Psyker and his unit. All of the targets' weapons that have the Force special rule gain the Instant Death special rule until the start of your next Psychic phase.

Furious Charge

Some warriors use the impetus of the charge to fuel their own fury.

In a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of the Assault phase. A model that has made a disordered charge that turn receives no benefit from Furious Charge (pg 54).

Graviton

Some weapons crush their enemies within their own armour.

The roll needed To Wound when firing a weapon with this special rule is always equal to the armour save of the target, to a minimum of 6+. For example, when resolving a hit against a model with a 3+ armour save, you would need a 3+ To Wound. When resolving a hit against a vehicle, roll a D6 for each hit instead of rolling for armour penetration as normal. On a 1-5 nothing happens, but on a 6, the target suffers an Immobilised result and loses a Hull Point. These weapons have no effect on buildings.

Hammer of Wrath

Many warriors hurl themselves headlong into combat, seeking to crush or trample the foe.

If a model with this special rule ends its charge move in base or hull contact with an enemy model, it makes one additional Attack that hits automatically and is resolved at the model's unmodified Strength with AP-. This Attack does not benefit from any of the model's special rules (such as Furious Charge, Rending etc.). This Attack is resolved during the Fight sub-phase at the Initiative 10 step, but does not grant the model an additional Pile In move.

If a model with this special rule charges a building or vehicle, the hit is resolved against the Armour Value of the facing the charging model is touching. If a model with this special rule charges a building or vehicle that is a Transport or a Chariot, the hit is resolved against the building or vehicle, not the occupants or the rider.

Hatred

In the far future, hatred is a powerful ally.

This rule is often presented as Hatred (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then the unit has Hatred against everyone. This can refer to a Faction, or a specific unit. For example, Hatred (Orks) means any model with the Ork Faction, whilst Hatred (Big Meks) means only Big Meks. A model striking a hated foe in close combat re-rolls all failed To Hit rolls during the first round of each close combat.

Haywire

Haywire weapons send out powerful electromagnetic pulses.

When a weapon with this special rule hits a vehicle, roll a D6 to determine the effect rather than rolling for armour penetration normally:

D6	Result
1	No effect
2-5	Glancing hit
6	Penetrating hit

Hit & Run

Some troops employ a flexible battle stance, engaging the foe at close quarters one moment, before peeling off to strike with renewed vigour the next.

A unit that contains at least one model with this special rule that is locked in combat can choose to leave close combat at the end of any Assault phase. If the unit wishes to do so, it 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, choose a direction – then roll 3D6. As long as the distance rolled, in inches, is sufficient to allow the entire unit to move over 1" away from all of the enemy units they are locked in combat with, the unit breaks away from combat and must immediately move a number of inches in the chosen direction equal to the 3D6 result, ignoring the models they were locked in combat with. No Sweeping Advance rolls are made. Enemy units that are no longer locked in combat immediately Consolidate D6".

A Hit & Run move is not slowed by difficult terrain, but takes Dangerous Terrain tests as normal. It may not be used to move into base or hull contact with enemy units, and models instead stop 1" away. If there are units with this rule on both sides who wish to disengage, roll-off to determine who goes first and then alternate disengaging them. If the last of these ends up no longer in combat, it Consolidates instead.

Ignores Cover

This weapon fires ammunition that cheats an enemy of his shelter.

Cover saves cannot be taken against Wounds, glancing hits or penetrating hits caused by weapons with the Ignores Cover special rule.

Instant Death

Some blows can slay an enemy outright, no matter how hardy he may be.

If a model suffers an unsaved Wound from an attack with this special rule, it is reduced to 0 Wounds and is removed as a casualty.



INDEPENDENT CHARACTER

Mighty heroes go where they are needed, charging at the forefront of the most vital charges and leading their troops to victory.

Independent Characters can join other units. They cannot, however, join units that contain vehicles or Monstrous Creatures. They can join other Independent Characters, though, to form a powerful multi-character unit!



Joining and Leaving a Unit

An Independent Character can begin the game already with a unit, either by being deployed in unit coherency with it or, if the unit is in Reserve, by you informing your opponent of which unit it has joined.

In order to join a unit, an Independent Character simply has to move so that he is within the 2" unit coherency distance of a friendly unit at the end of their Movement phase. If the Independent Character is within 2" of more than one unit at the end of its Movement phase, the player must declare which unit it is joining. If an Independent Character does not intend to (or cannot) join a unit, it must (where possible) remain more than 2" away from it at the end of the Movement phase. This is to make clear whether they have joined a unit or not. Note that, after an Independent Character joins a unit, that unit can move no further that Movement phase.

An Independent Character can leave a unit during the Movement phase by moving out of unit coherency with it. He cannot join or leave during any other phase – once shots are fired or charges are declared, it is too late to join in or duck out!

An Independent Character cannot leave a unit while either he or the unit is in Reserves, locked in combat, Falling Back or has Gone to Ground. He cannot join a unit that is in Reserves, locked in combat or Falling Back. If an Independent Character joins a unit, and all other models in that unit are killed, he again becomes a unit of one model at the start of the following phase.

While an Independent Character is part of a unit, he counts as part of the unit for all rules purposes, though he still follows the rules for characters.

Look Out, Sir

Independent Characters pass Look Out, Sir rolls on a 2+ (pg 100).

Heroic Morale

A unit that contains one or more Independent Characters does not need a double 1 to Regroup if reduced to below 25% of its starting numbers, but instead tests as if it had at least 25% remaining.

Special Rules

When an Independent Character joins a unit, it might have different special rules from those of the unit. Unless specified in the rule itself (as in the Stubborn special rule), the unit's special rules are not conferred upon the Independent Character, and the Independent Character's special rules are not conferred upon the unit. Special rules that are conferred to the unit only apply for as long as the Independent Character is with them.



Independent Characters and Infiltrate

An Independent Character without the Infiltrate special rule cannot join a unit of Infiltrators during deployment.

Independent Characters and Ongoing Effects

Sometimes, a unit that an Independent Character has joined will be the target of a beneficial or harmful effect, such as those bestowed by the Blind special rule, for example. If the character leaves the unit, both he and the unit continue to be affected by the effect, so you'll need to mark the character accordingly.

For example, Farseer Mehiledrin and his unit of Eldar Guardians are set ablaze by a weapon with the Soul Blaze special rule. If Mehiledrin leaves the unit, both he and the Guardians will still be ablaze and the ongoing effects of the Soul Blaze rule must be resolved separately.

Conversely, if an Independent Character joins a unit after that unit has been the target of an ongoing effect (or joins a unit after himself having been the target of an ongoing effect) benefits and penalties from that effect are not shared.

For example, Crimson Fists Tactical Squad Hemanez is suffering the effects of the Blind special rule. If Captain Cruiz joins the unit, he does not suffer the results of the Blind special rule as he was not there when it happened!

INFILTRATE

Many armies employ reconnaissance troops who sit concealed for days, just waiting for the right moment in which to strike.

Units that contain at least one model with this special rule are deployed last, after all other units (friend and foe) have been deployed. If both sides have Infiltrators, the players roll-off and the winner decides who goes first, then alternate deploying these units.

Infiltrators can be set up anywhere on the table that is more than 12" from any enemy unit, as long as no deployed enemy unit can draw line of sight to them. This includes in a building (pg 110), as long as the building is more than 12" from any enemy unit. Alternatively, they can be set up anywhere on the table more than 18" from any enemy unit, even in plain sight.

If a unit with Infiltrate deploys inside a Dedicated Transport, they may Infiltrate along with their Transport.

A unit that deploys using these rules cannot charge in their first turn.

Having Infiltrate also confers the Outflank special rule to units of Infiltrators that are kept as Reserves (pg 135).

Outflank

During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy.

When this unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves.

If a unit with Infiltrate deploys inside a Dedicated Transport, they may Outflank along with their Transport.

Infiltrate and Scout

If a unit has both the Infiltrate and Scout special rule, that unit can deploy as per the Infiltrate special rule and then redeploy as per the Scout special rule.

Interceptor

This weapon has been calibrated to target incoming drop troops, teleporting assault squads and other unlooked-for enemies.

At the end of the enemy Movement phase, a weapon with the Interceptor special rule can be fired at any one unit that has arrived from Reserve within its range and line of sight. If this rule is used, the weapon cannot be fired in the next turn, but the firing model can shoot a different weapon if it has one.

It Will Not Die

In the dark corners of the galaxy, there are creatures that heal at a terrifying speed.

At the end of each of your turns, roll a D6 for each of your models with this special rule that has less than its starting number of Wounds or Hull Points, but has not been removed as a casualty or destroyed. On a roll of 5+, that model regains a Wound, or Hull Point, lost earlier in the game.

Jink

Some units favour speed and agility rather than heavy armour to keep them alive on the battlefield, dodging and weaving unscathed through hails of incoming fire.

When a unit with any models with the Jink special rule is selected as a target for a shooting attack, you may declare that it will Jink. The decision must be made before any To Hit rolls have been made. If the unit Jinks, all models in the unit with this special rule gain a 4+ cover save until the start of their next Movement phase, but they can only fire Snap Shots until the end of their next turn.

Lance

The terror of tank commanders, a lance weapon fires a concentrated beam of energy that can bore through any armour, regardless of thickness.

Weapons with the Lance special rule count vehicle Armour Values that are higher than 12 as 12.

Master-crafted

Some weapons are lovingly maintained artefacts, crafted with a skill now lost. Though the exact form of master-crafting varies, it is always considered to be the pinnacle of the weaponsmith's art.

Weapons with the Master-crafted special rule allow the bearer to re-roll one failed roll To Hit per turn with that weapon.



Mighty Bulwark

Some fortifications are so large and strongly built that they can withstand lengthy sieges and super-heavy weaponry.

When a building with this special rule suffers a penetrating hit, there is a -1 modifier to the roll on the Building Damage table.

Melta

Melta weapons are short-ranged heat rays whose wrath grows as they get closer to the foe. They are much prized by troops attempting to destroy enemy tanks or fortifications, for only specially formulated armour can withstand a melta weapon's incandescent fury.

Ranged weapons with this special rule roll an additional D6 when rolling to penetrate a vehicle's armour at half range or less. If the weapon is more than half its maximum range away, it rolls to penetrate as normal.

If a weapon has both the Melta and Blast (pg 158) special rules, measure the distance to the centre of the blast marker after it has scattered. If this is half the weapon's range or less, all hits caused by the blast marker roll an addition D6 when rolling to penetrate a vehicle's armour. If the centre of the blast marker is more than half the weapon's maximum range away after scatter, roll to penetrate as normal.

See the Vehicles rules (pg 72) for more details on armour penetration.

Missile Lock

Sophisticated fire-and-forget missile tracking systems allow this unit to fire its missiles with greater accuracy, enabling it to wreak destruction even at a great distance.

A model with this special rule re-rolls failed To Hit rolls when shooting any weapon that has the One Use Only special rule.

If a model with this special rule is shooting a weapon that has both the One Use Only and Blast special rules, that shot will instead scatter D6" rather than 2D6".

Monster Hunter

The galaxy is home to numerous species of colossal beasts, and many of the 41st Millennium's warriors have honed their skills in order to hunt them.

A unit that contains at least one model with this special rule re-rolls all failed To Wound rolls against Monstrous Creatures.

Move Through Cover

Some warriors are skilled at moving over broken and tangled terrain.

A unit that contains at least one model with this special rule rolls an extra D6 when rolling to move through difficult terrain and is not slowed by charging through difficult terrain. In most circumstances, this will mean that, when moving, the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests.

Night Vision

Some warriors can see almost as clearly in the darkness as they can in daylight.

A unit that contains at least one model with this special rule ignores the effects of Night Fighting (pg 135).

One Use Only/ One Shot Only

Certain items can only be used once, so a general must choose wisely when to do so.

A weapon or ability with this special rule can only be used once during the course of a battle.



Outflank

The best way to surprise an enemy is to strike from an unexpected quarter.

During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. This means they are making a wide sweeping move to get behind enemy lines or come at the foe from an unexpected direction.

When an Outflanking unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves. If such a unit deploys inside a Dedicated Transport, they may Outflank along with their Transport.



Pinning

Coming under fire without knowing where the shots are coming from, or having ordnance rain down from the skies, can shake the resolve of even the bravest warriors, making them dive flat and cling to whatever cover presents itself.

If a non-vehicle unit suffers one or more unsaved Wounds from a weapon with the Pinning special rule, it must take a Leadership test once the firing unit has finished its shooting attacks for that phase. This is called a Pinning test.

If the unit fails the test, it is Pinned and must immediately Go to Ground (pg 38). As the unit has already taken its saves, Going to Ground does not protect it against the fire of the Pinning weapon that caused the test – it's too late!

As long as the test is passed, a unit can be called upon to take multiple Pinning tests in a single turn, but only once for each unit shooting at them. If a unit has already Gone to Ground, no further Pinning tests are taken.

If the special rules of a unit specify that the unit can never be Pinned, the unit automatically passes Pinning tests. Such units can still Go to Ground voluntarily if they wish.

Poisoned

There are many virulent and lethal poisons in the dark future. It is simplicity itself to adapt such toxins for battlefield use. It does not matter whether they coat weapon-blades or bullets, or are secreted by alien monstrosities – all are lethal.

If a model has the Poisoned special rule, or is attacking with a Melee weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required, when attacking in close combat. In addition, if the Strength of the wielder (or the Poisoned weapon) is higher than the Toughness of the victim, the wielder must re-roll failed rolls To Wound in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required. If no number is shown in brackets, the rule is Poisoned (4+).

Unless otherwise stated, Poisoned weapons are treated as having a Strength of 1. The Poisoned special rule has no effect against vehicles.



Power of the Machine Spirit

The interface between this vehicle's advanced machine spirit and its fire control mechanisms allows the crew to target foes with incredible accuracy.

In a turn in which the vehicle neither moves Flat Out nor uses smoke launchers, the vehicle can fire one more weapon at its full Ballistic Skill than normally permitted. In addition, this weapon can be fired at a different target unit to any other weapons, subject to the normal rules for shooting.

Precision Shots

Many of the galaxy's marksmen are able to single out enemy leaders or soldiers with particularly powerful weapons and snipe them with unerring accuracy.

If a model with this special rule rolls a 6 To Hit with a shooting weapon, that shot is a 'Precision Shot'.

Wounds from Precision Shots are allocated against a model (or models) of your choice in the target unit, as long as it is in range and line of sight of the firer, rather than following the normal rules for Wound allocation. A character that has a Precision Shot Wound allocated to it can still make a Look Out, Sir roll.

Note that Snap Shots and shots from weapons that scatter, or do not roll To Hit, can never be Precision Shots.

Precision Strikes

The 41st Millennium is replete with swordsmen and blade-masters that can pick out an enemy from a crowd and land a blow on them even amidst the swirling chaos of hand-to-hand combat.

If a model with this special rule rolls a 6 To Hit with a Melee weapon, that hit is a 'Precision Strike'.

Wounds from Precision Strikes are allocated against an engaged model (or models) of your choice in the unit you are attacking, rather than following the normal rules for Wound allocation. If a Precision Strike Wound is allocated to a character, they can still make their Look Out, Sir roll.

Preferred Enemy

Many of the galaxy's warriors train hard to overcome a particular foe, allowing them to predict the enemy's battle-stances and thus land a blow or shot with greater ease.

This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies both to shooting and close combat attacks.



Psychic Pilot

Some craft have psychic gunners, drivers or other crew who can use their mental abilities in support of their allies.

A vehicle with this special rule is a Psyker. This rule is typically presented with a Mastery Level, shown in brackets – if no Mastery Level is shown then that vehicle has a Mastery Level of 1. Rules for generating and manifesting psychic powers can be found on page 23. The unit follows all the normal rules for generating and manifesting psychic powers, with the following clarification: the vehicle is considered to have a Leadership characteristic of 10, should this be needed in order to resolve any psychic power or Perils of the Warp.



Psyker

Psykers are battlefield mystics who harness the power of the warp.

A model with this special rule is a Psyker. This rule is typically presented with a Mastery Level, shown in brackets – if no Mastery Level is shown then that model has a Mastery Level of 1. Rules for generating and manifesting psychic powers can be found on page 23.

Rage

Bloodlust is a powerful weapon on the battlefield, spurring a warrior to hack his foes apart in a flurry of mindless (but eminently satisfying) carnage.

In a turn in which a model with this special rule charges into combat, it gains +2 Attacks for charging, rather than +1. A model that has made a disordered charge that turn receives no benefit from Rage (pg 54).

Rampage

For some warriors, being outnumbered is not a cause for despair, but a call to set about their foes with a berserk counter-attack.

At the start of any Fight sub-phase, models with the Rampage special rule gain +D3 attacks if the combat they are in contains more enemy models than friendly models – count all models locked in the combat, not just those models that are engaged. Roll once to determine the number of bonus Attacks all Rampaging models involved in that combat receive that phase. A model that has made a disordered charge that turn receives no benefit from Rampage (pg 54).

Relentless

Relentless warriors are strong of arm – nothing can slow their implacable advance.

Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Rending

Some weapons can inflict critical strikes against which no armour can protect.

If a model has the Rending special rule, or is attacking with a Melee weapon that has the Rending special rule, there is a chance that his close combat attacks will strike a critical blow. For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of its Toughness. These Wounds are resolved at AP2.

Similarly, if a model makes a shooting attack with a weapon that has the Rending special rule, a To Wound roll of 6 Wounds automatically, regardless of Toughness, and is resolved at AP2.

In either case, against vehicles, each armour penetration roll of 6 allows a further D3 to be rolled, with the result added to the total. These hits are not resolved at AP2, but are instead resolved using the model/weapon's AP value.

Repel the Enemy

Fortresses are constructed to allow their garrisons easy access to exit and engage enemy siege teams before they can breach their armoured walls.

Models disembarking from Access Points on a building can charge on the turn they do so, even on a turn the building was destroyed.

Sentry Defence System

Many fortifications possess an automated defence system, or even a limited form of machine sentience, to operate their weaponry in the absence of a garrison.

A building with this special rule can use automated fire against enemy units, even if it is unoccupied. In addition, enemy units can shoot at and charge a building with this special rule, even if it is unoccupied.

Shred

Some weapons and warriors strike in a flurry of blows, tearing flesh asunder in a series of brutal strikes.

If a model has the Shred special rule, or is attacking with a Melee weapon that has the Shred special rule, it re-rolls failed To Wound rolls in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Shred special rule, it re-rolls its failed To Wound rolls.

Shrouded

The source of the darkness around these warriors matters not – only a lucky shot has any chance of piercing the shroud that hides them from view.

A unit that contains at least one model with this special rule counts its cover save as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Scout

Scouts are always in the vanguard of the army. Unnoticed by the enemy, they range ahead of the main force.

After both sides have deployed (including Infiltrators), but before the first player begins his first turn, a unit containing at least one model with this special rule can choose to redeploy. If the unit is Infantry, Artillery, a Walker or a Monstrous Creature, each model can redeploy anywhere entirely within 6" of its current position. If it is any other unit type, each model can instead redeploy anywhere entirely within 12" of its current position. During this redeployment, Scouts can move outside the owning player's deployment zone, but must remain more than 12" away from any enemy unit. A unit that makes a Scout redeployment cannot charge in the first game turn. A unit cannot embark or disembark as part of a Scout redeployment.

If both sides have Scouts, roll-off; the winner decides who redeploys first. Then alternate redeploying Scout units.

If a unit with this special rule is deployed inside a Dedicated Transport, it confers the Scout special rule to the Transport (though a disembarkation cannot be performed as part of the redeployment). Note that a Transport with this special rule does not lose it if a unit without this special rule is embarked upon it. Having Scout also confers the Outflank special rule to units of Scouts that are kept as Reserves (pg 135).

Outflank

During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. When this unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves.

If a unit with Scouts is deployed inside a Dedicated Transport, they may Outflank along with their Transport.

Infiltrate and Scout

If a unit has both the Infiltrate and Scout special rule, that unit can deploy as per the Infiltrate special rule and then redeploy as per the Scout special rule.

Skilled Rider

The most accomplished bikers know how to get the best performance out of their mechanical steeds.

A unit that contains at least one model with this special rule automatically passes Dangerous Terrain tests, and receives +1 to its Jink cover saves (other cover saves are unaffected).

Skyfire

Skyfire weapons excel at shooting down enemy aircraft and skimmers.

A model with this special rule, or that is firing a weapon with this special rule, fires using its normal Ballistic Skill when shooting at Flyers, Flying Monstrous Creatures and Skimmers, but it can only fire Snap Shots against other targets.

Slow and Purposeful

Many warriors are steady but sure, slow to advance but no less deadly for it.

A unit that contains at least one model with this special rule cannot Run, Turbo-boost, move Flat Out, perform Sweeping Advances or fire Overwatch. However, they can shoot with Heavy, Salvo and Ordnance weapons, counting as stationary even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.



Smash

For the most fearsome of creatures, a single blow is sufficient to breach a tank's armour or crush a living creature to bloody pulp.

All of the close combat attacks, except Hammer of Wrath attacks, of a model with this special rule are resolved at AP2 (unless it's attacking with an AP1 weapon). Additionally, when it makes its close combat attacks, it can choose instead to make a single Smash Attack. If it does so, roll To Hit as normal, but resolve the Attack at double the model's Strength (to a maximum of 10). Furthermore, a model making a Smash Attack can re-roll its armour penetration rolls, but must abide by the second result.



Sniper

Sniper weapons are precision instruments, used to pick out a target's weak points.

If a weapon has the Sniper special rule, or is fired by a model with the Sniper special rule, and rolls a 6 To Hit, that shot is a 'Precision Shot'. Wounds from Precision Shots are allocated against a model (or models) of your choice in the target unit, as long as it is in range and line of sight of the firer, rather than following the normal rules for Wound allocation. A character that has a Precision Shot Wound allocated to it can still make a Look Out, Sir roll. Note that Snap Shots can never be Precision Shots.

If a weapon has the Sniper special rule, or is fired by a model with the Sniper special rule, its shooting attacks always wound on a To Wound roll of 4+, regardless of the victim's Toughness. In addition, any To Wound roll of a 6 is resolved at AP2.

Against vehicles, shooting attacks from weapons and models with the Sniper special rule count as Strength 4.

Soul Blaze

Some psychically-imbued weapons set the very soul ablaze, consuming the unfortunate victim in clouds of ethereal fire.

If a unit suffers one or more unsaved Wounds from an attack with this special rule, it is set ablaze and continues to burn – mark it with a coin or counter as a reminder.

At the end of each turn, roll a D6 for each unit with a Soul Blaze counter on it. On a 3 or less, the flames die out and the unit is no longer ablaze – remove your reminder counter. On a 4+, the unit takes D3 Strength 4 AP5 hits with the Ignores Cover special rule. These Wounds are Randomly Allocated. A unit cannot have more than one Soul Blaze counter on it at a time.



Specialist Weapon

The mightiest weapons only reach their full potential when wielded in pairs, as they require an entirely different battle stance from that of more commonplace weapons.

A model fighting with this weapon does not receive +1 Attack for fighting with two weapons unless it is armed with two or more Melee weapons with the Specialist Weapon rule.

Split Fire

The most disciplined squads can divide their fire, taking care to place their shots where they can do the most harm.

When a unit that contains at least one model with this special rule shoots, one model in the unit can shoot at a different target to the rest of his unit. Once this shooting attack has been resolved, resolve the shooting attacks made by the rest of the unit. These must be at a different target, which cannot be a unit forced to disembark as a result of the Split Firing unit's initial shooting attack.

Stealth

Some warriors are masters of disguise and concealment, able to fade into the ruin of a battlefield until they are ready to strike.

A unit that contains at least one model with this special rule counts its cover saves as being 1 point better than normal. Note that this means that a model with the Stealth special rule always has a cover save of at least 6+, even if it is in the open. This rule is often presented as Stealth (X) where X indicates a specific type of terrain, such as Stealth (Woods) or Stealth (Ruins). If this is the case, the unit only gains the benefit whilst it is in terrain of the specified type.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Strafing Run

This vehicle is designed as a ground attack craft, the spread and convergence distance of its weapons keyed to maximise carnage on the foes below.

When shooting Assault, Heavy, Rapid Fire or Salvo weapons at Artillery, Beasts, Bikes, Cavalry, Infantry, Monstrous Creatures and vehicles without the Flyer or Skimmer type, this vehicle has +1 Ballistic Skill.



Strikedown

A sufficiently powerful blow can knock even the mightiest warrior off his feet.

Any non-vehicle model that suffers one or more unsaved Wounds or passes one or more saving throws against an attack with the Strikedown special rule moves as if it is in difficult terrain until the end of its next turn. It is a good idea to mark affected models with counters or coins so that you remember.

Stubborn

Many warriors live and die according to the principle of 'death before dishonour'. Seldom do such warriors take a backward step in the face of danger.

When a unit that contains at least one model with this special rule takes Morale checks or Pinning tests, they ignore any negative Leadership modifiers. If a unit is both Fearless and Stubborn, it uses the rules for Fearless instead.

Supersonic

Supersonic vehicles are supremely fast, even by the normal standards of aircraft, making them exceptionally mobile in battle.

A Supersonic vehicle that moves Flat Out must move at least 18" and can move up to 36".

Swarms

These creatures are so multitudinous that they cannot be picked out individually and must be fought as a group.

If, when allocating Wounds to a unit with the Swarms special rule, two or more models could be chosen as the closest enemy, the closest enemy is always the model with the least number of Wounds. If a model with the Swarm special rule suffers an unsaved Wound from a Blast (any size) or Template weapon, each unsaved Wound is multiplied to two unsaved Wounds unless that Wound has the Instant Death special rule. However, a unit entirely composed of models with the Swarm special rule is not slowed by difficult terrain, but must test for Dangerous Terrain as normal.

Tank Hunters

These veterans of armoured warfare are able to identify the weak points of enemy vehicles and target their fire appropriately.

A unit that contains at least one model with this special rule re-rolls failed armour penetration rolls against vehicles (both with shooting and in close combat) and can choose to re-roll glancing hits, in an attempt to instead get a penetrating hit – but the second result must be kept.

TEMPLATE WEAPONS

Template weapons shoot clouds of fire, gas or other lethal substances, rather than shells or bullets. They're excellent for killing enemy troops in cover, as the payload simply flows over intervening obstacles to assail the foe behind.

Template weapons are indicated by having the word 'Template' for their range instead of a number. Instead of rolling To Hit, simply place the template so that its narrow end is touching the base of the firing model and the rest of the template covers as many models in the target unit as possible, without touching any other friendly models (including other models from the firing model's unit). Any models fully or partially under the template are hit. Against vehicles, the template must be placed to cover as much of the vehicle as possible without touching a friendly model. The position of the firer is used to determine which armour facing is hit (see page 75). A template weapon never hits the model firing it.

Template weapons have the Ignores Cover, Wall of Death and No Escape special rules. Wounds inflicted by template weapons are allocated following the normal rules. Template weapons cannot fire Snap Shots.

Multiple Templates

If a unit is firing more than one shot with the Template type, resolve each shot, one at a time, as described above, determining and recording how many hits are scored by each template. Once the number of hits from all templates has been determined, roll To Wound as normal.

Wall of Death

Template weapons can fire Overwatch, even though they cannot fire Snap Shots. Instead, if a Template weapon fires Overwatch, it automatically inflicts D3 hits on the charging unit, resolved at its normal Strength and AP value. Don't worry about comparing the length of the template with the distance to the enemy. If the charge is successful, it doesn't matter anyway. If the charge failed, we can assume that the enemy ran into range of the Template weapon and were driven back.



No Escape

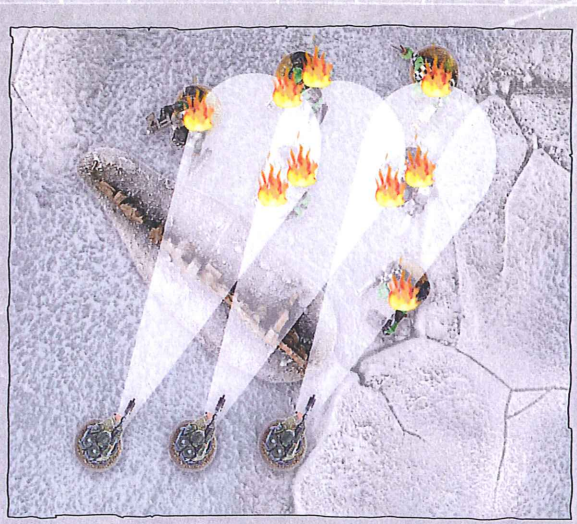
If a Template weapon hits a building's Fire Point or an Open-topped vehicle and there is a unit embarked inside that building or vehicle, then in addition to any other effects that unit suffers D6 hits, resolved at the Strength and AP of the weapon. These hits are Randomly Allocated (pg 35).

HELLSTORM WEAPONS

Hellstorm weapons have the word 'Hellstorm' instead of a range on their weapon profile. Hellstorm weapons use the hellstorm template (pg 12), but otherwise obey the rules for other Template weapons.



The template is positioned so that it scores the maximum number of hits (in this case, three).



Models can be hit multiple times from different template shots. In the example given above, nine hits are caused as three Orks are hit twice.

Torrent

This weapon fires massive gouts of flame, gas or lethal fluids across the battlefield.

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

Twin-linked

These weapons are grafted to the same targeting system for greater accuracy.

Twin-linked weapons don't get more shots than normal ones, but they give you a better chance of hitting with them. If a shooting weapon has the twin-linked special rule, or is described in a model's wargear entry as twin-linked, it re-rolls all failed To Hit rolls.

Twin-linked Blast Weapons

If the scatter dice does not roll a hit, you can choose to re-roll the dice with a Twin-linked Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the scatter dice.

Twin-linked Template Weapons

Twin-linked Template weapons are fired just like a single weapon, but must re-roll failed To Wound rolls and armour penetration rolls.



Two-handed

This weapon is particularly heavy and requires both hands to wield.

A model attacking with this weapon never receives +1 Attack for fighting with two Melee weapons (pg 49).

Unwieldy

This weapon is very large, and more than a little clumsy, making swift blows all but impossible to achieve.

A model attacking with this weapon Piles In and fights at Initiative step 1, unless it is a Monstrous Creature or a Walker.

Vector Dancer

Some aircraft are crafted with an eye towards manoeuvrability. They sacrifice speed in order to bring their guns to bear more effectively.

A model with this special rule can make an additional pivot on the spot of up to 90° at the end of its move. A model that uses this extra pivot cannot move Flat Out in the following Shooting phase.



Vector Strike

These winged terrors hurtle out of the storm-wracked skies, tearing their unsuspecting prey to pieces in a single, devastating swoop.

When Swooping or Zooming, this model may savage its prey. At the end of the Movement phase, nominate one enemy unit not locked in combat that the model has moved over that turn. That unit takes 1 hit (if the unit is an enemy Flyer in Zoom mode, or an enemy Swooping Flying Monstrous Creature, it instead takes D3 hits). Unless stated otherwise, Vector Strike hits are resolved at the model's unmodified Strength and AP2, using Random Allocation. These hits have the Ignores Cover special rule. These hits do not benefit from any of the model's special rules, such as Furious Charge, Poisoned, Rending etc. Against vehicles, these hits are resolved against the target's side armour.

A model that made a Vector Strike in its Movement phase counts as having already fired one weapon in its following Shooting phase. However, any additional weapons it fires that turn can choose a different target to that of the Vector Strike.

Vortex

Vortex weapons are some of the most destructive weapons in the galaxy. When activated, they rip a hole in the fabric of reality that destroys anything it touches. A vortex field is unstable, and will flicker into and out of existence across the battlefield, but it will annihilate anything unfortunate enough to be caught by it.

A weapon with this special rule is a Destroyer weapon (pg 163) and uses a blast marker of some type (e.g. blast, large blast, massive blast, etc). Place the appropriate marker, roll for scatter and apply damage (pg 158). For determining Wound allocation, always assume the shot is coming from the centre of the marker, in the same manner as a Barrage weapon.

The marker for a Vortex weapon is not removed from play after damage has been resolved. Leave it in play on the tabletop. The marker is impassable terrain as long as it remains in play.

At the beginning of every subsequent player turn, the marker scatters 2D6" (use the little arrow if you roll a Hit!). If a double is rolled, the marker is removed from play instead. Any unit under the marker's new location is hit. Apply damage as described above.

Zealot

Zealots fight on regardless of their casualties or the terrors of war; they are driven forwards by their conviction.

A unit containing one or more models with the Zealot special rule automatically passes Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons Are Useless rule (pg 53). If a unit gains the Zealot special rule when it has Gone to Ground, all the effects of Go to Ground are immediately cancelled.

In addition, units containing one or more models with the Zealot special rule re-roll all failed To Hit rolls during the first round of each close combat – they do not get to re-roll failed To Hit rolls in subsequent rounds.


MLXII
LXXII

RANGED WEAPONS OF THE 41ST MILLENNIUM

The galaxy is home to countless weapons, their variety and effects as impossible to enumerate as the races that inhabit the galaxy. Thus, oblivion can come from explosive shells, laser blasts, jets of super-heated flame or psionic beams. This section covers some of the most common (or notorious) weapons of Warhammer 40,000 and serves as both reference and example for some of the tools of death you will encounter.

AUTO-WEAPONS

These robust weapons are automated, self-loading firearms that fire bursts of high-velocity, caseless shot. Auto-weapons come in a variety of forms, from the common autopistol to heavy support weapons like the punisher gatling cannon.

	Range	S	AP	Type
Autopistol	12"	3	-	Pistol
Autogun	24"	3	-	Rapid Fire
Punisher gatling cannon	24"	5	-	Heavy 20
Assault cannon	24"	6	4	Heavy 4, Rending
Autocannon	48"	7	4	Heavy 2
Quad-gun	48"	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked

BATTLE CANNON

The turret-mounted battle cannon is the most common battle tank armament in the 41st Millennium. The heavy, explosive rounds of a battle cannon are capable of devastating infantry regiments and annihilating enemy tanks with equal ease.

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

BOLTGUNS

The boltgun, or bolter, fires small missiles known as 'bolts'. Each self-propelled bolt explodes with devastating effect once it has penetrated its target. There are many variations of boltguns, from the short-barreled bolt pistol to the Vulcan mega-bolter often mounted on Titans and other super-heavy vehicles.

	Range	S	AP	Type
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Storm bolter	24"	4	5	Assault 2
Heavy bolter	36"	5	4	Heavy 3
Vulcan mega-bolter	60"	6	3	Heavy 15



COMBI-WEAPONS

Combi-weapons are boltguns that have been specially modified by skilled artisans. Each has been expertly converted to house another weapon with only a limited charge, allowing the bearer a single destructive shot.

A model armed with a combi-weapon can choose to fire either the main boltgun, or the secondary weapon. You cannot fire both in the same turn. Each combi-weapon has only one secondary weapon. The main and secondary weapons of a combi-weapon fire at the same time as all other similarly named weapons in that unit. For example, the 'boltgun' part of a combi-weapon fires at the same time as all other boltguns in the unit.

Main Weapon

	Range	S	AP	Type
Boltgun	24"	4	5	Rapid Fire

Secondary Weapons

	Range	S	AP	Type
Flamer	Template	4	5	Assault 1, One Use Only
Grav-gun	18"	*	2	Salvo 2/3, Concussive, Graviton, One Use Only
Meltagun	12"	8	1	Assault 1, Melta, One Use Only
Plasma gun	24"	7	2	Rapid Fire, Gets Hot, One Use Only

FLAMER WEAPONS

Flamers are short-ranged weapons that spew out highly volatile clouds of liquid chemicals that ignite on contact with air. They are primarily used to scour the enemy from defended positions, as walls are of no defence against blasts of superheated vapour.

	Range	S	AP	Type
Hand flamer	Template	3	6	Pistol
Flamer	Template	4	5	Assault 1
Dragon's breath flamer	Template	5	4	Assault 1
Flamespurt	Template	5	4	Assault 1
Heavy flamer	Template	5	4	Assault 1
Heat ray (dispersed beam)	Template	5	4	Heavy 1
Inferno cannon	Template	6	4	Heavy 1, Torrent
Flamestorm cannon	Template	6	3	Assault 1

GRAV-WEAPONS

The secrets of grav-weapon construction are known only to a select few. In battle, grav-weaponry affects the local gravity field, using its victim's own mass against them, an ordeal that will stun those it does not kill outright. Heavily armoured targets find themselves crushed as if by the mighty fist of a god, while vehicles are left as crumpled, smoke belching wrecks.

	Range	S	AP	Type
Grav-pistol	12"	*	2	Pistol, Concussive, Graviton
Grav-gun	18"	*	2	Salvo 2/3, Concussive, Graviton
Grav-cannon	24"	*	2	Salvo 3/5, Concussive, Graviton



LAS WEAPONS

Las weapons fire packets of explosive laser energy – the larger the gun, the more powerful the shot. Regardless of size, las weapons are incredibly reliable, making them favoured tools of war throughout the Imperium.

	Range	S	AP	Type
Hot-shot laspistol	6"	3	3	Pistol
Laspistol	12"	3	-	Pistol
Hot-shot lasgun	18"	3	3	Rapid Fire
Lasgun	24"	3	-	Rapid Fire
Multi-laser	36"	6	6	Heavy 3
Lascannon	48"	9	2	Heavy 1
Icarus lascannon	96"	9	2	Heavy 1, Interceptor, Skyfire

MELTA WEAPONS

Melta weapons are lethal anti-armour guns, most effective at very short range. When fired, the super-heating of the air produces a distinctive and sinister hiss. Solid rock is reduced to molten slag, and living creatures are vaporised in an instant!

	Range	S	AP	Type
Inferno pistol	6"	8	1	Pistol, Melta
Meltagun	12"	8	1	Assault 1, Melta
Multi-melta	24"	8	1	Heavy 1, Melta
Melta cannon	24"	8	1	Heavy 1, Blast, Melta

MISSILE LAUNCHERS

Missile launchers can fire a variety of different missiles, making them incredibly versatile weapons.

All missile launchers come with frag and krak missiles as standard, and some have the option to upgrade to include flakk missiles. Each time a missile launcher fires, the controlling player must choose which type of missile is being used.

	Range	S	AP	Type
Frag missile	48"	4	6	Heavy 1, Blast
Flakk missile	48"	7	4	Heavy 1, Skyfire
Krak missile	48"	8	3	Heavy 1

PLASMA WEAPONS

Plasma weapons fire pulses of searing energy that are extremely effective against heavy infantry and light vehicles. However, they generate enormous temperatures when fired and are thus prone to overheating – sometimes proving deadly to the firer.

	Range	S	AP	Type
Plasma pistol	12"	7	2	Pistol, Gets Hot
Plasma gun	24"	7	2	Rapid Fire, Gets Hot
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot

STUB GUNS AND SHOTGUNS

This catch-all category covers various low-tech solutions to ranged warfare on high-tech battlefields. Encompassing such weapons as shotguns, stub guns and heavy stubbers (sometimes called sluggers), the common bond between all of these weapons is that they are, without exception, cumbersome, noisy and fairly primitive firearms. Often employed by gangers, law enforcement officers and even civilians across the Imperium, these weapons make a formidable din when fired, and are easy to maintain.

	Range	S	AP	Type
Stub gun	12"	3	-	Pistol
Shotgun	12"	3	-	Assault 2
Space Marine shotgun	12"	4	-	Assault 2
Heavy stubber	36"	4	-	Heavy 3

SNIPER RIFLE

Sniper rifles have powerful telescopic sights, enabling the firer to target weak points and distant foes with unerring accuracy. Some commanders see the sniper rifle as a dishonourable weapon, but they are in the minority. Most understand that pragmatism, and dead enemies, win more battles than honour ever will.

	Range	S	AP	Type
Sniper rifle	36"	X	6	Heavy 1, Sniper

MELEE WEAPONS OF THE 41ST MILLENNIUM

Warriors across the galaxy employ a wide variety of close-quarter weapons. Blood-flecked chainswords and crude knives take their places alongside powered weapons of all kinds: swords, axes, hammers and many more. All such weapons are designed to bring quick and painful death to the foe, for every moment's delay brings defeat a step closer.

CHAINFIST

A chainfist is a power fist fitted with a chainblade attachment designed to carve its way through armoured bulkheads. Originally designed for getting into ships during boarding actions, the whirring adamantine blades of a chainfist have long since proven their worth when engaging armoured targets of all kinds.

	Range	S	AP	Type
Chainfist	-	x2	2	Melee, Armourbane, Specialist Weapon, Unwieldy

CHAINSWORDS

A chainsword is a high-powered chainsaw fitted with hilt, pommel and guard to make it less unwieldy. It is a common weapon across the Imperium, with a quite horrifying reputation for the damage it can inflict on unarmoured flesh.

	Range	S	AP	Type
Chainsword	-	User	-	Melee
Eviscerator	-	x2	2	Melee, Armourbane, Two-handed, Unwieldy
Heavy chainsword	-	+2	5	Melee, Two-handed

DREADNOUGHT CLOSE COMBAT WEAPONS

Some troops are armed with huge close combat weapons – hammers, wrecking balls, claws and other crushing implements of death.

	Range	S	AP	Type
Dreadnought close combat weapon	-	x2	2	Melee



FORCE WEAPONS

Force weapons are potent psychic weapons used exclusively by trained psykers. By instilling a portion of his mental might into the weapon, a psyker can strike his foe with an incredible storm of power that ravages and overloads his enemy's nervous system, leaving him a mindless shell.

Types of Force Weapon

Force weapons come in all shapes and sizes, but for the purposes of our game, we have three simple categories: force axes, force staves and force swords.

If a model's wargear says it has a force weapon that has no further special rules, look at the model to tell which type of force weapon it has: if it's a sword or dagger, it's a force sword; if it's an axe or halberd, it's a force axe; if it's a blunt weapon like a staff or mace, it's a force stave.

	Range	S	AP	Type
Force sword	-	User	3	Melee, Force
Force axe	-	+1	2	Melee, Force, Unwieldy
Force stave	-	+2	4	Melee, Concussive, Force

Unusual Force Weapons

Many models have unusual force weapons that have one or more unique rules. If a force weapon has its own unique close combat rules, treat it as an AP3 Melee weapon with the additional rules and characteristics presented in its entry.



LIGHTNING CLAWS

Lightning claws are commonly used as matched pairs and consist of a number of blades, each a miniature power weapon, normally mounted on the back of the hand.

	Range	S	AP	Type
Lightning claw	-	User	3	Melee, Shred, Specialist Weapon

POWER FIST

A power fist is an armoured gauntlet surrounded by a disruptive energy field. It is an incredibly destructive, but bulky, weapon.

	Range	S	AP	Type
Power fist	-	x2	2	Melee, Specialist Weapon, Unwieldy



Power Weapons

A power weapon is sheathed in the lethal haze of a disruptive energy field that eats through armour, flesh and bone with ease.

Types of Power Weapon

Power weapons come in all shapes and sizes, but for the purposes of our game, we have four simple categories of power weapons: power axes, power mauls, power swords and power lances.

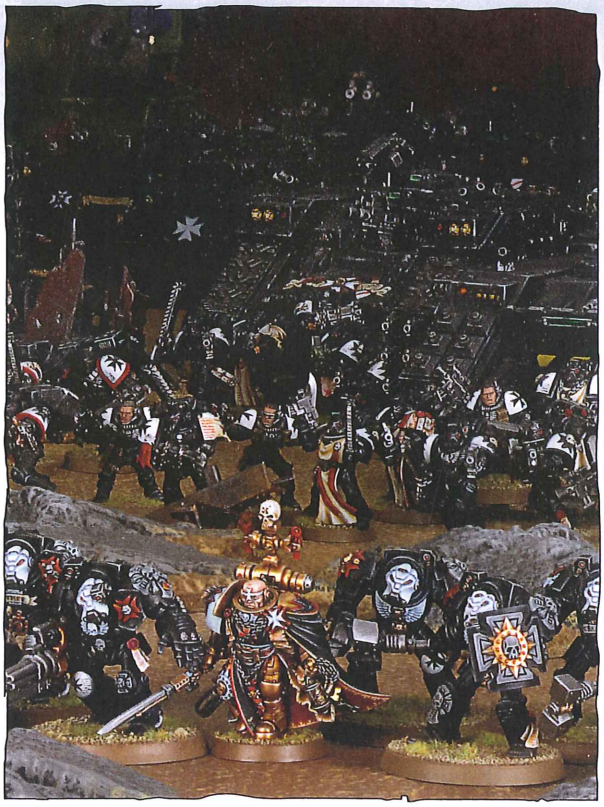
If a model's wargear says it has a power weapon which has no further special rules, look at the model to tell which type of power weapon it has: if it's a sword or dagger, it's a power sword; if it's an axe or halberd, it's a power axe; if it's a blunt weapon like a mace or staff, it's a power maul; if it's a spear or lance, it's a power lance.

	Range	S	AP	Type
Power sword	-	User	3	Melee
Power axe	-	+1	2	Melee, Unwieldy
Power maul	-	+2	4	Melee, Concussive
Power lance	-	+1/User*	3/4*	Melee

* Power lances have two profiles for both Strength and AP. The first is used only on a turn in which a model charges; the second is used at all other times.

Unusual Power Weapons

Many models have unusual power weapons that have one or more unique rules. If a power weapon has its own unique close combat rules, treat it as an AP3 Melee weapon with the additional rules and characteristics presented in its entry.



THUNDER HAMMER

Thunder hammers release a tremendous blast of energy when they strike, slamming the foe to the ground and leaving him stunned (if he survives at all). This, combined with the crushing weight of the hammer itself, makes for an incredibly deadly weapon.

	Range	S	AP	Type
Thunder hammer	-	x2	2	Melee, Concussive, Specialist Weapon, Unwieldy



WITCHBLADES

Witchblades are arcane Eldar weapons that augment the wielder's physical might with that of his mind. They are the favoured weapons of Farseers and Warlocks alike.

	Range	S	AP	Type
Witchblade	-	User	-	Melee, Armourbane, Fleshbane

GRENADES OF THE 41ST MILLENNIUM

Grenades are small hand-held canisters packed with explosive charges and, sometimes, a more exotic payload, such as stumm gas. Grenades can be used to drive troops out of cover, set up smokescreens or even cripple tanks.

Some grenades can be used to make shooting attacks or attacks in the Fight sub-phase, albeit to different effect. **Only one grenade (of any type) can be thrown by a unit per phase.**

VEHICLES, GUN EMPLACEMENTS AND MONSTROUS CREATURES

Some grenades can be used against vehicles, gun emplacements (pg 109) and/or Monstrous Creatures (including Flying Monstrous Creatures in Gliding mode), but have to be clamped in place to maximise effect. All buildings are attacked in close combat as if they were vehicles and therefore any grenade that can be used to attack a vehicle in close combat can also be used against a building.

A model can use such a grenade as a Melee weapon, but can only ever make one attack, regardless of the number of Attacks on its profile or any bonuses. Different grenades have different profiles when used in this manner, as explained below.

Unusual Grenades

Some grenades do not have a profile. Any effects that they have will be covered in their special rules. Unless specifically stated otherwise, these grenades cannot be thrown or used as a Melee weapon.

ASSAULT GRENADES

Assault grenades, like the ubiquitous frag grenade, can be hurled at the enemy as your warriors charge into battle. The lethal storm of shrapnel from these grenades drives opponents further under cover for a few precious moments, allowing attackers more time to close in and, hopefully, get the first blow in against a disoriented foe.

Shooting

When a unit armed with assault grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

	Range	S	AP	Type
Assault grenade	8"	3	-	Assault 1, Blast

Assault

Models equipped with assault grenades don't suffer the penalty to their Initiative for charging enemies through difficult terrain, but fight at their normal Initiative in the ensuing combat.

PLASMA GRENADES

Plasma grenades are a highly advanced type of assault grenade, commonly employed by the Eldar.

Shooting

When a unit armed with plasma grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

	Range	S	AP	Type
Plasma grenade	8"	4	4	Assault 1, Blast

Assault

Models equipped with plasma grenades don't suffer the penalty to their Initiative for charging enemies through difficult terrain, but fight at their normal Initiative step in the ensuing combat.

Vehicles and Monstrous Creatures

Unlike ordinary assault grenades, plasma grenades can be used against vehicles, gun emplacements and Monstrous Creatures in the Assault phase, using the following profile:

	Range	S	AP	Type
Plasma grenade	-	4	4	-

DEFENSIVE GRENADES

Defensive grenades, such as the photon grenades of the Tau, which emit multi-spectrum light and a sonic burst, have dual uses. When being charged, these are thrown to disorient the enemy attack; against shooting, they're hurled to throw up clouds of concealing gas or smoke.

Shooting

When a unit armed with defensive grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

	Range	S	AP	Type
Defensive grenade	8"	1	-	Assault 1, Blast, Blind

Assault

Models charging a unit that includes any models equipped with defensive grenades do not gain bonus Attacks from charging (pg 49). However, if the charged unit was already locked in combat from a previous turn, or has Gone to Ground, these grenades have no effect and the attackers gain bonus Attacks as normal.

HAYWIRE GRENADES

Haywire grenades release electromagnetic pulses that damage vehicles.

Shooting

When a unit armed with haywire grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

	Range	S	AP	Type
Haywire grenade	8"	2	-	Assault 1, Haywire

Assault

Unless used in assaults against vehicles, haywire grenades have no effect. When used in assault against vehicles, haywire grenades have the following profile:

	Range	S	AP	Type
Haywire grenade	-	2	-	Haywire

KRAK GRENADES

Krak grenades are implosive charges designed to crack vehicle armour.

Shooting

When a unit armed with krak grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

	Range	S	AP	Type
Krak grenade	8"	6	4	Assault 1

Assault

Unless used in assaults against vehicles, gun emplacements or Monstrous Creatures, krak grenades have no effect. When they are used in assaults against vehicles, gun emplacements or Monstrous Creatures, krak grenades have the following profile:

	Range	S	AP	Type
Krak grenade	-	6	4	-

MELTA BOMBS

Melta bombs are fusion charges designed to burn through an armoured hull in a matter of seconds.

Shooting

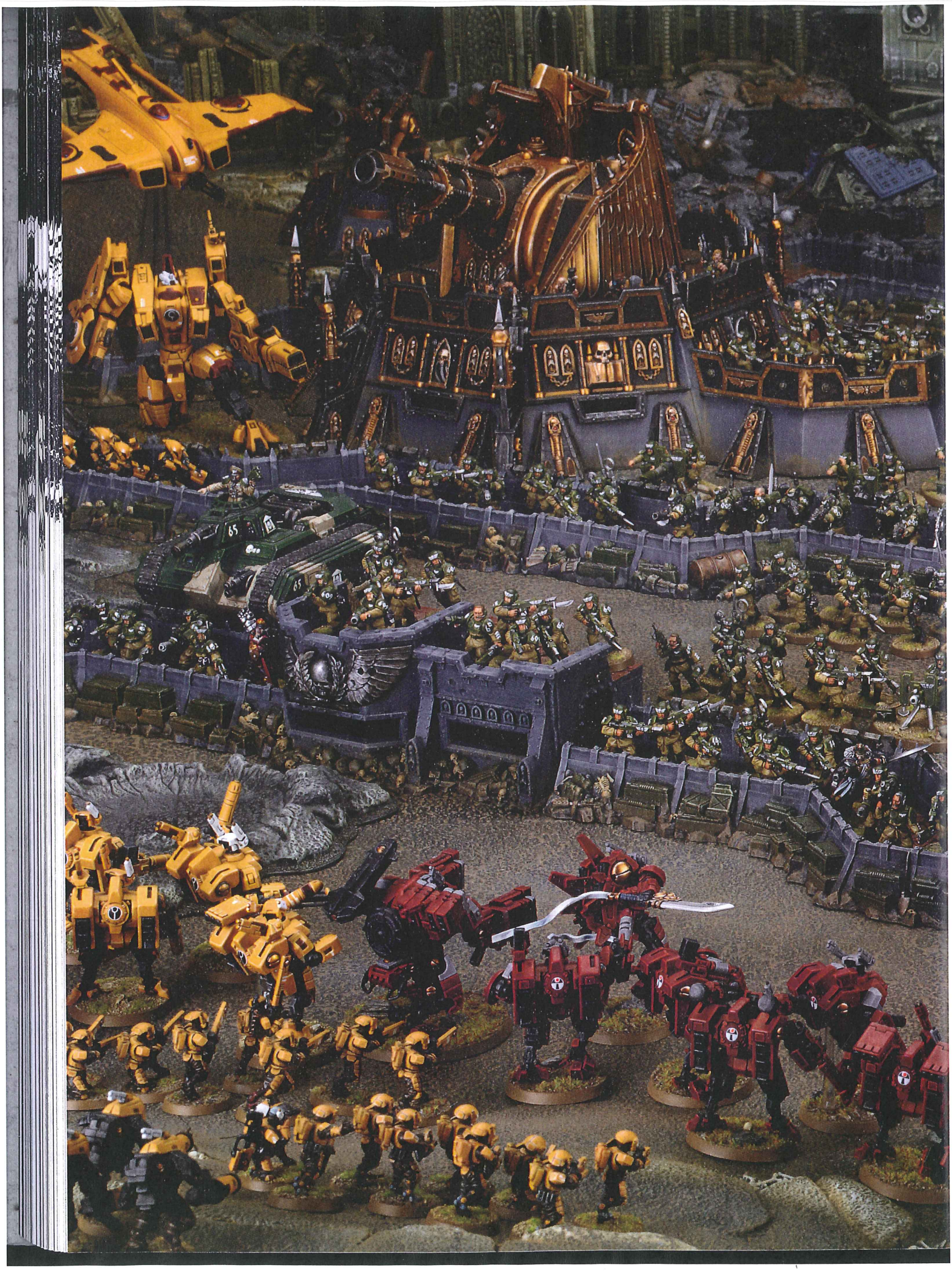
Melta bombs are cumbersome devices. Melta bombs cannot be used to make a shooting attack.

Assault

Unless used in assaults against vehicles, gun emplacements or Monstrous Creatures, melta bombs have no effect. When used in assaults against vehicles, buildings, gun emplacements or Monstrous Creatures, melta bombs have the following profile:

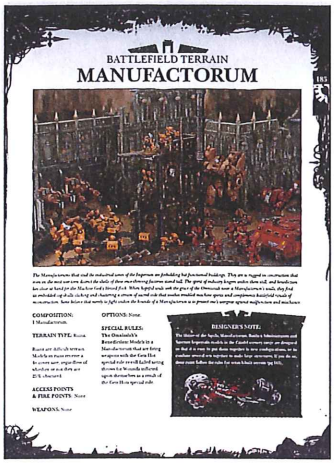
	Range	S	AP	Type
Melta bomb	-	8	1	Armourbane, Unwieldy





TERRAIN DATASHEETS

Many models in the Citadel scenery range have a datasheet that provides the information you will need to know in order to use them in your games of Warhammer 40,000. We've included a variety of terrain datasheets in this section (pg 184-191), and you can find more in other publications in the Warhammer 40,000 range.


BATTLEFIELD TERRAIN
MANUFACTORUM

COMPOSITION:
1 Manufactorum

TERRAIN TYPE: Ruins

ACCESS POINTS & FIRE POINTS: None

WEAPONS: None

OPTIONS: None

SPECIAL RULES:
The Omnissiah's Benedictions: Models in a Manufactorum that are firing weapons with the Gets Hot special rule re-roll failed saving throws for wounds inflicted upon themselves as a result of the Gets Hot special rule.

DESIGNER'S NOTE:

Terrain datasheets contain the following information:

Datasheet Type

Terrain datasheets are split into two types: battlefield terrain and fortifications. Battlefield terrain datasheets describe 'neutral' terrain that is not part of either player's army, and can be set up anywhere on the battlefield when you are preparing for battle (pg 130). Fortification datasheets have a points value and can either be taken as part of a player's army, or set up as neutral pieces of scenery. All of the rules that apply to battlefield terrain datasheets also apply to fortification datasheets.

Points Value

If a Citadel scenery model can be taken as part of an army, then a points value for the model will be listed here.

Composition

This tells you exactly which Citadel scenery models the datasheet has rules for. Usually this will be a single model from the Citadel scenery range, but occasionally, it will list several Citadel scenery models joined together to form a single terrain network. The composition section of the datasheet for a terrain network will tell you if there are any restrictions as to how the separate models must be set up.

Terrain Type

This tells you what part of the terrain rules you'll need to refer to when using the Citadel scenery model in your games. If the model has Armour Values, or provides a cover save other than that normally associated with the type of terrain, this information will be listed here also. Unless noted otherwise, the terrain type applies to the Citadel scenery model itself, as well as to any base that is supplied with the model.

Access Points & Fire Points

Any Access Points and/or Fire Points will be listed here. Often, this will simply say 'as per model.' In this case, the Access Points and Fire Points will be clearly visible upon the model itself.

Weapons

If your Citadel scenery model has any weapons, they will be listed here.

Options

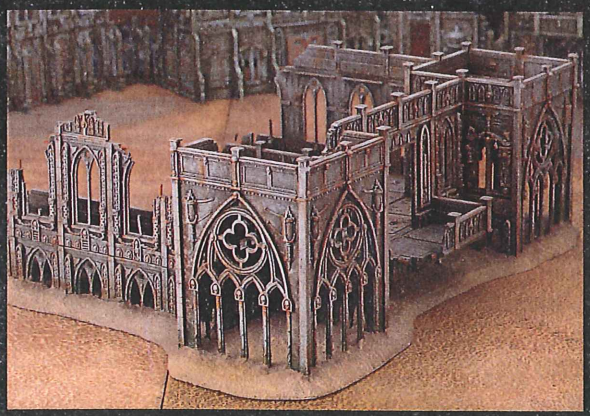
This section lists any additional weapons, wargear or upgrades the Citadel scenery model can have.

Weapon Profiles

Here, you will find the profiles for any of the weapons that the Citadel scenery model can have. Profiles that can only be taken as optional upgrades are typically denoted by an asterisk.

Special Rules

Any special rules that apply to the Citadel scenery model are detailed here. Special rules for a terrain network apply to all of the models in the network unless specifically stated otherwise.



Scratch-built Terrain

Many players enjoy making their own terrain features from scratch (thus the term 'scratch-built terrain'), and it's also possible to improvise a perfectly usable set of terrain using everyday objects at hand. Players that do so will need to devise their own datasheets for the terrain models they have created. Don't worry, this is very easy if you use the rules and datasheets presented here as examples of how to do so. For example, if you chose to use both the Basilica Administratum and Sanctum Imperialis models to make a single large ruin mounted on a scenic base, you and your opponent could agree that this piece of scratch-built terrain would use the rules for ruins and have both The Eternal Progress to Victory and the Benevolent Light special rules (pg 186 and 187).

BATTLEFIELD TERRAIN

SHRINE OF THE AQUILA



Though it is a battle-torn relic of a more glorious age, the Shrine of the Aquila still bears the signature relief that gives the sacred building its name. Gazing impassively upon the tempest of battle is a stylised eagle, its metallic form cast from the molten remains of space-faring vessels that once defended humanity. Far more than mere statuary, the sacred symbol serves as an inspiration for those nearby. Those Imperial troops that fight under the Aquila's ceaseless vigil find a new determination welling in their hearts, knowing that they are the last in a line of heroes that stretches across the stars. Conversely heretics, iconoclasts and foul xenos alike fight all the harder to spill the blood of the faithful in its shadow.

COMPOSITION:
1 Shrine of the Aquila.

TERRAIN TYPE: Ruins.

Ruins are difficult terrain. Models in ruins receive a 4+ cover save, regardless of whether or not they are 25% obscured.

ACCESS POINTS & FIRE POINTS: None.

WEAPONS: None.

OPTIONS: None.

SPECIAL RULES:
The Eagle's Gaze: If a unit from The Armies of the Imperium (as defined on pg 126) has any of its models within a Shrine of the Aquila, it re-rolls failed Morale checks. Any other model that is in a Shrine of the Aquila has the Hatred (Armies of the Imperium) special rule.

DESIGNER'S NOTE:

The Shrine of the Aquila, Manufactorum, Basilica Administratum and Sanctum Imperialis models in the Citadel scenery range are designed so that it is easy to put them together in new configurations, or to combine several sets together to make large structures. If you do so, these ruins follow the rules for scratch-built terrain (pg 183).



BATTLEFIELD TERRAIN

MANUFACTORUM



The Manufactorums that stud the industrial zones of the Imperium are forbidding but functional buildings. They are so rugged in construction that even in the most war-torn district the shells of these once-thriving factories stand tall. The spirit of industry lingers within them still, and benediction lies close at hand for the Machine God's blessed flock. When hopeful souls seek the grace of the Omnissiah near a Manufactorum's walls, they find its embedded cog-skulls clicking and chattering a stream of sacred code that soothes troubled machine spirits and complements battlefield rituals of reconstruction. Some believe that merely to fight within the bounds of a Manufactorum is to protect one's wargear against malfunction and mischance.

COMPOSITION:
1 Manufactorum.

TERRAIN TYPE: Ruins.

Ruins are difficult terrain. Models in ruins receive a 4+ cover save, regardless of whether or not they are 25% obscured.

ACCESS POINTS & FIRE POINTS: None.

WEAPONS: None.

OPTIONS: None.

SPECIAL RULES:
The Omnissiah's Benediction: Models in a Manufactorum that are firing weapons with the Gets Hot special rule re-roll failed saving throws for Wounds inflicted upon themselves as a result of the Gets Hots special rule.

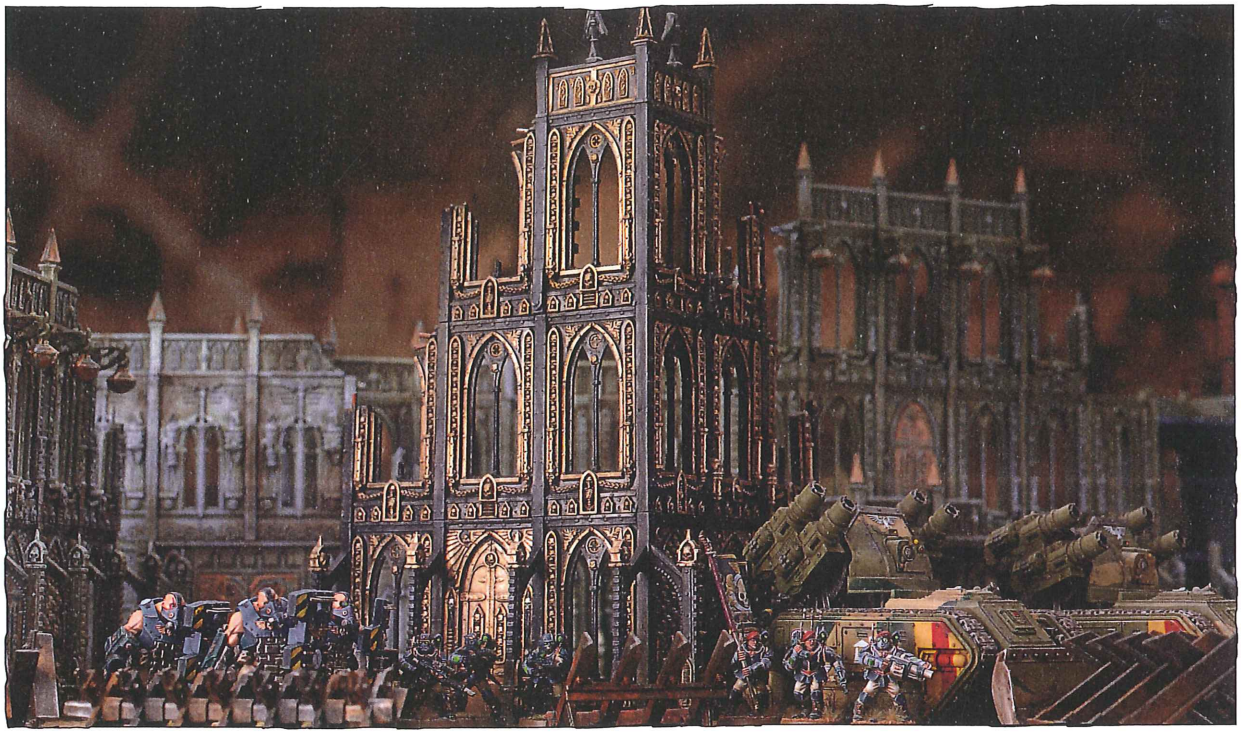
DESIGNER'S NOTE:

The Shrine of the Aquila, Manufactorum, Basilica Administratum and Sanctum Imperialis models in the Citadel scenery range are designed so that it is easy to put them together in new configurations, or to combine several sets together to make large structures. If you do so, these ruins follow the rules for scratch-built terrain (pg 183).



BATTLEFIELD TERRAIN

BASILICA ADMINISTRATUM



The Basilica Administratum is the cornerstone upon which the military might of the Imperium is built. Though the Adepts and autosavants that toil night and day within its alcoves are not heroes in the conventional sense, with a stroke of their quills they can send a battlefleet to new stars or doom a planet to a slow death. Without their ceaseless focus even the Adeptus Astartes would falter and the enemies of the Imperium thrive. It is the wish of many such a functionary that when fate finally takes him his skull will be interred in the Basilica's walls. There, his spirit can continue his thankless task into eternity, guiding the Emperor's armies in death as he did in life and ensuring no unwelcome surprises can mar their progress to victory.

COMPOSITION:
1 Basilica Administratum.

TERRAIN TYPE: Ruins.

Ruins are difficult terrain. Models in ruins receive a 4+ cover save, regardless of whether or not they are 25% obscured.

ACCESS POINTS & FIRE POINTS: None.

WEAPONS: None.

OPTIONS: None.

SPECIAL RULES:
The Eternal Progress to Victory: A unit that identifies a Mysterious Objective (pg 135) that is in a Basilica Administratum can choose to re-roll the dice to determine what it is.

DESIGNER'S NOTE:

The Shrine of the Aquila, Manufactorum, Basilica Administratum and Sanctum Imperialis models in the Citadel scenery range are designed so that it is easy to put them together in new configurations, or to combine several sets together to make large structures. If you do so, these ruins follow the rules for scratch-built terrain (pg 183).



BATTLEFIELD TERRAIN

SANCTUM IMPERIALIS



Though the Sanctum Imperialis appears as dark and gothic in construction as any of the Imperium's hallowed buildings, it is in truth a beacon to the devout. Statues of saints adorn it in great number, and the holy eagle of the God-Emperor himself guards its walls and portals, against evil spirits and sorceries. In the tumult of battle, the spiritual light radiated by such a building becomes more literal. When the citizens of the Imperium need it most, a ghostly nimbus emanates not only from the autolumins at its gate, but also from the stone lanterns and censers borne by the figures in its walls. It is said that this is the light of the Emperor himself, and that it can drive away both physical and spiritual darkness.

COMPOSITION:
1 Sanctum Imperialis.

TERRAIN TYPE: Ruins.

Ruins are difficult terrain. Models in ruins receive a 4+ cover save, regardless of whether or not they are 25% obscured.

ACCESS POINTS & FIRE POINTS: None.

WEAPONS: None.

OPTIONS: None.

SPECIAL RULES:
Benevolent Light: Models in a Sanctum Imperialis have the Adamantium Will and Night Vision special rules.

DESIGNER'S NOTE:

The Shrine of the Aquila, Manufactorum, Basilica Administratum and Sanctum Imperialis models in the Citadel scenery range are designed so that it is easy to put them together in new configurations, or to combine several sets together to make large structures. If you do so, these ruins follow the rules for scratch-built terrain (pg 183).



BATTLEFIELD TERRAIN

BATTLESCAPE



The Imperium is ravaged by war from end to end. To some it is little more than an impossibly vast cadaver-to-be, a galactic body cratered by the bite of artillery shells and choked by the soot of burning cities. Not one of its million worlds has escaped the vagaries of battle, and it is a common fate for once fertile agri-worlds and prosperous civilised planets to be reduced to barren ruin. The smoking hulls of tanks and the trunks of blasted trees dot these wastelands, arid deserts whose wind-cast dunes are formed as much from human bone as they are from tortured earth. Though a desperate soldier may consider the shelter afforded by such sites to be a great boon, to a saner man, they are symbolic of the morbid fate that Mankind has embraced so fully.

COMPOSITION:
1 Battlescape.

TERRAIN TYPE:
Dangerous terrain (pg 108).

ACCESS POINTS & FIRE POINTS: None.

WEAPONS: None.

OPTIONS: None.



SPECIAL RULES:
Desperate Shelter: Models on the base of a battlescape model receive a 5+ cover save, regardless of whether or not they are 25% obscured.

Warriors of Ultramar. This is where we make our stand.
If death is to be our fate then we shall meet it with the Emperor's word on our lips and his light in our eyes.
If we must die, we will die; but we shall never yield. - Marneus Calgar, Lord Macragge

BATTLEFIELD TERRAIN

CRASHED IMPERIAL AQUILA LANDER



Every new dawn the skies of the Imperium are slashed by the contrails of fighter jets and bruised by the blossoming clouds of flak sent to slay them. When the foe has aerial supremacy, even the lightest craft can deliver sudden death and then disappear before its victims have a chance to retaliate. Because of this the armies of the 41st Millennium field anti-aircraft guns capable of destroying everything from a transport shuttle carrying precious supplies to armoured gunships modified with ancient and irreplaceable archeotech systems. The battleground stretching before such air-defences is often littered with the remains of those who thought their speed and altitude made them untouchable, only to be proved fatally wrong.

COMPOSITION:
1 Crashed Imperial Aquila Lander. Each piece of the model after the first must be placed within 3" of a piece that has already been set up.

TERRAIN TYPE:
Difficult Terrain (Mysterious).

ACCESS POINTS & FIRE POINTS: None.

WEAPONS: None.

OPTIONS: None.

SPECIAL RULES:
Mysterious Wreckage: The first time a unit enters or deploys in base contact with a Crashed Imperial Aquila Lander roll a D6 and consult the following table:

1 **Unstable Fuel Core:** The unit that entered or deployed in base contact with the Crashed Imperial Aquila Lander immediately suffers D6 Strength 5 AP- hits with the Ignores Cover special rule. Wounds are Randomly Allocated.

2-4 **Nothing of Note:** The Crashed Imperial Aquila Lander has no additional effects this game.

5-6 **Archeotech Cargo:** Immediately place an Objective Marker within 3" of any part of the Crashed Imperial Aquila Lander. Whichever side controls this Objective Marker at the end of the game scores 1 additional Victory Point. This Objective Marker is never a Mysterious Objective (pg 135). If the mission does not use Victory Points (pg 133), treat this result as Nothing of Note instead.

BATTLEFIELD TERRAIN

TWISTED COPSE



The realm of the Emperor is a toxic place indeed. If some omniscient power were to perceive the Imperium as a whole, it might reach the conclusion that both Mankind and its enemies are hell-bent on eradicating all life forms beyond their own. Yet somehow nature clings on still. Though most of its mighty jungles and forests have been reduced to scattered tangles of trees and patches of scorched undergrowth by the deathly forces unleashed upon them, few have succumbed entirely. Be they decimated to feed the furnace of battle, discoloured by pollution, or host to parasitic organisms that gnaw them hollow, those copses and groves not yet shattered by the maniac grind of war still stand amongst endless acres of corpse-strewn mud.

COMPOSITION:
1 Citadel Wood.

TERRAIN TYPE:
Difficult terrain (pg 108).

ACCESS POINTS & FIRE POINTS: None.

SPECIAL RULES:
Dense Thicket: Models on the base of a Citadel Wood model receive a 5+ cover save, regardless of whether or not they are 25% obscured.

WEAPONS: None.

OPTIONS: None.



An unprotected soul can no more cross the storms of the Warp than a heretic can bear the gaze of an Inquisitor.

BATTLEFIELD TERRAIN
MOONSCAPE



In a galactic empire as vast as the Imperium, the sheer variety of settled planets, colonised moons and tamed asteroid fields is bewildering. Not even the most talented geomystic can hope to learn of them all, for new worlds are settled even more frequently than they are purged by the scouring cataclysm of Exterminatus. One thing alone unites the Emperor's domains – not the iron rule of the Imperium's adepts, nor a willingness to further the destiny of Man as the true lords of the galaxy, but instead the scars of unbound violence. Even those worlds not cratered by astral detritus or scorched by celestial phenomena are disfigured by the relentless pounding of the Imperium's guns and the heretical weapons of the traitor, the alien and the witch.

COMPOSITION:
1 Moonscape or Citadel Craters set. Each piece of the model after the first must be placed within 6" of a piece that has already been set up.

ACCESS POINTS & FIRE POINTS: None.

WEAPONS: None.

OPTIONS: None.

TERRAIN TYPE:
Battlefield debris (craters).

SPECIAL RULES:
Foxholes: Models in Moonscape craters receive a 6+ cover save, regardless of whether or not they are 25% obscured. If a unit Goes to Ground, models from the unit gain +2 to their cover save if they are in Moonscape craters rather than +1.



All hail the martyrs! On their blood is our Imperium founded, in their remembrance do we honour ourselves.

BIOMANCY

Biomancers specialise in manipulating biological energy and processes with the power of their minds. They are masters of the flesh, learning to shape and influence the physical forms of themselves, their allies or their enemies, according to their will.

PRIMARIS POWER

SMITE **Warp Charge 1**

Lethal bolts of bio-lightning leap from the psyker's fingertips, tearing his foes apart.

Smite is a **witchfire** power with the following profile:

	Range	S	AP	Type
Smite	18"	4	2	Assault 4

1 **IRON ARM** **Warp Charge 1**

By transmuting his flesh into living metal, the biomancer can wade through enemy fire unscathed and pulp skulls with his bare fists.

Iron Arm is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker has +3 to his Strength and Toughness and he gains the Smash special rule.

2 **ENFEEBLE** **Warp Charge 1**

As the psyker channels his powers, tendrils of Warp energy lash over his victims, every caress sapping strength and vitality from their bodies.

Enfeeble is a **malediction** that targets a single enemy unit within 24". Whilst the power is in effect, the target unit suffers a -1 penalty to both Strength and Toughness, and treats all terrain (even open ground) as difficult terrain.

3 **LIFE LEECH** **Warp Charge 1**

With a twist of his gnarled hands, the wrathful psyker rips the life force from his enemy, hoarding the stolen essence and using it to restore the injured flesh of his allies.

Life Leech is a **witchfire** power with the following profile:

	Range	S	AP	Type
Life Leech	18"	6	2	Assault 2

If *Life Leech* causes at least one unsaved Wound, the Psyker, or one friendly model within 6" of the Psyker, immediately regains a Wound lost earlier in the battle (up to their starting number of Wounds).

4 **WARP SPEED** **Warp Charge 1**

The powers of the Immaterium flow into the psyker, heightening his speed to supernatural levels. He is a blur amongst his enemies, felling the unrighteous with blows too swift to see.

Warp Speed is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker has +3 to his Initiative and Attacks and he gains the Fleet special rule.

5 **ENDURANCE** **Warp Charge 2**

Reaching into the essence of his allies, the biomancer knits together bones, heals flesh and banishes fatigue so that they carry on the fight.

Endurance is a **blessing** that targets a single friendly unit within 24". Whilst the power is in effect, all models in the target unit gain the Eternal Warrior, Feel No Pain (4+) and Relentless special rules.

6 **HAEMORRHAGE** **Warp Charge 2**

Focussing his mutant mind, the psyker reaches forth and sets a fire within his victim's flesh. Within moments, the unfortunate foe's blood begins to boil in its own veins, tearing him asunder as it bursts from every pore.

Haemorrhage is a **focussed witchfire** power with a range of 18". The target must pass two separate Toughness tests or suffer a Wound with no armour or cover saves allowed for each test that was failed. If the target is removed as a casualty, randomly select another model (friend or foe) within 2" of him. That model must pass a single Toughness test or suffer a Wound with no armour or cover saves allowed. If that model is removed as a casualty, continue the process of selecting another model and taking a single Toughness test until a either a model survives or there are no more suitable targets within range.

'A man may die yet still endure if his work enters the greater work. Time is carried upon a current incepted by forgotten deeds. Events of great moment are but the culmination of a single carefully placed thought. As all men must thank progenitors obscured by the past, so we must endure the present that those who come after may continue the greater work.'

- The Chime of Eons – Garba Mojaro Prefectus of Adeptus Mechanicus

DIVINATION

Diviners seek to discern the hidden past of the galaxy and know the course of events yet to come. These abilities allow Diviners to look into the twisting strands of the Immaterium in search of the answers they seek, and sometimes even influence the outcome of fate itself.

PRIMARIS POWER

PRESCIENCE **Warp Charge 2**

The psyker can effortlessly predict the paths of bullets and swords. By focussing his Warp-sight even more closely, he can guide his allies' aims, bringing a swift and merciless death to their foes.

Prescience is a **blessing** that targets a single friendly unit within 12". Whilst the power is in effect, the target unit can re-roll all failed To Hit rolls.

1 **FOREBODING** **Warp Charge 1**

Thanks to his Warp-gifted insights, the psyker and his allies are aware that their foes are about to charge, even before the foes themselves have realised it.

Foreboding is a **blessing** that targets the Psyker. Whilst this power is in effect, the Psyker and his unit have the Counter-attack special rule and fire Overwatch using their full Ballistic Skill, rather than Ballistic Skill 1. Note that this does not allow weapons that could not normally fire Overwatch to do so.

2 **FOREWARNING** **Warp Charge 1**

The psyker's prophetic powers allow him to walk through a hail of fire unscathed, dodging incoming bullets with an eerie calm.

Forewarning is a **blessing** that targets a single friendly unit within 12". Whilst the power is in effect, the target unit has a 4+ invulnerable save.

3 **PERFECT TIMING** **Warp Charge 1**

As soon as his consciousness pierces the veil of the Warp, a rush of images floods the diviner's mind, foretelling the actions of his enemies, down to the merest microsecond. Armed with this information, the diviner's allies can predict exactly when their foes will peer out from behind cover and expose themselves to a lethal head shot.

Perfect Timing is a **blessing** that targets the Psyker. Whilst this power is in effect, the Psyker and his unit's weapons have the Ignores Cover special rule.

4 **PRECOGNITION** **Warp Charge 1**

Having already witnessed the one true path to victory, the diviner strides across the battlefield like an avenging god of war. Whilst the premonitions run true, he is all but undefeatable, proof against bullet and bolt, blade and bombardment. However, should his self-wrought prophecies fade, or turn false, he will be doomed to ignominious defeat.

Precognition is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker re-rolls all failed To Hit and To Wound rolls. In addition, while the power is in effect, the Psyker re-rolls failed saving throws.

5 **MISFORTUNE** **Warp Charge 2**

With a click of his fingers, the diviner twists fate so that his followers' blows punch through the weakest points in their opponents' armour.

Misfortune is a **malediction** that targets a single enemy unit within 24". Whilst the power is in effect, all attacks that hit the target unit have the Rending special rule.

6 **SCRIER'S GAZE** **Warp Charge 2**

The diviner can see the battlefield clearly in his mind's eye, with the vantage point of a hunting hawk and the precision of a laser. The to and fro of armies and war machines is but the scurrying of ants beneath his omniscient gaze. Thus can the diviner direct the deployment of specialist forces exactly when and where they are most needed, directing them to vital objectives that, once secured, will ensure victory.

Scrier's Gaze is a **blessing** that targets the Psyker. Whilst the power is in effect, you can re-roll the dice when rolling for Reserves, Outflank and when any of your units identifies a Mysterious Objective. In addition, if the mission has the Tactical Objectives special rule, you can immediately choose to discard one of your active Tactical Objectives and generate a new one.

DAEMONOLOGY

Daemonologists study all things to do with Chaos and the Warp. They can manipulate the interactions between the Immaterium and realspace, allowing them to manifest all manner of destructive powers and amazing feats. However, Daemonology is the most difficult and dangerous of any discipline to master, and many who have tried have perished, been driven insane or else have been irredeemably corrupted by the very power they once sought to use against the forces of Chaos.

PRIMARIS POWER

BANISHMENT **Warp Charge 1**

The psyker bends his will to dissolving the bonds that tether the daemonic to the mortal plane, casting them back into the Warp.

Banishment is a **malediction** that targets a single unit with the Daemon special rule within 24". Whilst this power is in effect, all models in the target unit suffer a -1 penalty to their invulnerable save (normally reducing it to 6+). This is cumulative with any other modifiers to a Daemon's invulnerable save, but cannot make it worse than 6+.

SANCTIC POWERS

1

GATE OF INFINITY **Warp Charge 1**

The psyker punches a corridor through the roiling Immaterium, allowing him to cross great distances in the blink of an eye.

Gate of Infinity is a **blessing** that targets the Psyker. Unless the target is Zooming or Swooping, remove the target and his unit from the board. It then immediately arrives anywhere on the board using the rules for Deep Strike.

2

HAMMERHAND **Warp Charge 1**

Focusing the raging power of his mind, the psyker augments the strength of his comrades to the point where they can crush flesh and bone with a single blow.

Hammerhand is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker and his unit have +2 Strength.

3

SANCTUARY **Warp Charge 1**

Chanting words of warding, the psyker creates a zone of light around him that can both protect him from harm and repel daemonic creatures.

Sanctuary is a **blessing** that targets the Psyker. Whilst the power is in effect the Psyker and all models in his unit receive a +1 bonus to their invulnerable save (models that do not have an invulnerable save gain a 6+ invulnerable save whilst this power is in effect instead). In addition, all units with the Daemon special rule (friend or foe) treat all terrain, including open ground, within 12" of the Psyker as dangerous terrain.

4

PURGE SOUL **Warp Charge 1**

The psyker draws upon every ounce of willpower he possesses to purge the evil of his foes' souls, scouring every trace of corruption even if it destroys them in the process.

Purge Soul is a **focussed witchfire** power with a range of 24". Both the Psyker and the target model roll a D6 and add their respective Leadership values. If the target's total is greater than the Psyker's total, nothing happens. If the Psyker's total is greater than or equal to the target's total, the target model suffers an automatic Wound with no armour or cover saves allowed. *Purge Soul* has no effect on vehicles.

5

CLEANSING FLAME **Warp Charge 2**

The psyker harnesses the very fire in his soul, creating a wall of white-hot psychic flame that blasts forth and purges his foes from the battlefield.

Cleansing Flame is a **nova** power with the following profile:

	Range	S	AP	Type
Cleansing Flame	9"	5	4	Assault 2D6, Ignores Cover, Soul Blaze

6

VORTEX OF DOOM **Warp Charge 3**

The psyker rends the material realm asunder, tearing a rift between the material realm and the howling destruction of the Warp, condemning his foes to total destruction.

Vortex of Doom is a **witchfire** power with the profile below. If, when using this power, the Psyker fails his Psychic test, he automatically suffers Perils of the Warp.

	Range	S	AP	Type
Vortex of Doom	12"	D	1	Assault 1, Blast, Vortex



PRIMARIS POWER

SUMMONING **Warp Charge 3**

The psyker completes a vile ritual that echoes through the Immaterium, summoning vile Daemons into the mortal realm.

Summoning is a **conjuration** with a range of 12" that creates one of the following units (your choice): 10 Bloodletters of Khorne, 10 Pink Horrors of Tzeentch, 10 Plaguebearers of Nurgle, 10 Daemonettes of Slaanesh, 5 Flesh Hounds of Khorne, 3 Flamers of Tzeentch, 3 Nurgling swarms or 5 Seekers of Slaanesh. Rules for these units can be found in *Codex: Chaos Daemons.*

MALEFIC POWERS

1 **CURSED EARTH** **Warp Charge 1**

The psyker becomes a conduit through which the energies of the Warp flow, tainting the very ground and sustaining the Daemons that walk upon it.

Cursed Earth is a **blessing** that targets the Psyker. Whilst the power is in effect, all models with the Daemon special rule (friend or foe) within 12" of the Psyker have a +1 bonus to their invulnerable save (normally increasing it to 4+). This is cumulative with any other modifiers to a Daemon's invulnerable save. In addition, whilst the power is in effect, friendly units with the Daemon special rule will not scatter when arriving from Deep Strike Reserve so long as the first model is placed within 12" of the Psyker.

2 **DARK FLAME** **Warp Charge 1**

The psyker projects a dark ball of psychic flame that immolates his foes' souls as well as their bodies.

Dark Flame is a **witchfire** power with the following profile:

	Range	S	AP	Type
Dark Flame	Template	4	5	Assault 1, Soul Blaze, Torrent

3 **INFERNAL GAZE** **Warp Charge 1**

Unholy power streams forth from the psyker's eyes, charring and melting all flesh, metal and stone caught in its path.

Infernal Gaze is a **beam** with the following profile:

	Range	S	AP	Type
Infernal Gaze	18"	3	4	Assault 1, Armourbane, Fleshbane

4 **SACRIFICE** **Warp Charge 1**

The psyker sacrifices one of his followers' souls to summon forth one of the Chaos Gods' most trusted servants.

Sacrifice is a **conjuration** with a range of 6" that creates one of the following units (your choice): 1 Herald of Khorne, 1 Herald of Tzeentch, 1 Herald of Nurgle or 1 Herald of Slaanesh, with up to 30 points' worth of options. Rules for these units can be found in *Codex: Chaos Daemons.* If this power is successfully manifested, one friendly model within 6" of the Psyker (or the Psyker himself) immediately suffers a single Wound with no saves of any kind allowed.

5 **INCURSION** **Warp Charge 3**

The psyker opens a portal to the Realm of Chaos through which the daemonic legions spill into the mortal plane.

Incursion is a **conjuration** with a range of 12" that creates one of the following units (your choice): 3 Bloodcrushers of Khorne, 3 Screamers of Tzeentch, 3 Plague Drones of Nurgle or 3 Fiends of Slaanesh. Rules for these units can be found in *Codex: Chaos Daemons.*

6 **POSSESSION** **Warp Charge 3**

The psyker sacrifices his own soul and a Greater Daemon of Chaos hungrily possesses him, bursting forth from the host's body in an explosion of psychic energy.

Possession is a **conjuration** with a range of 6" that creates one of the following new units (your choice): 1 Bloodthirster, 1 Lord of Change, 1 Great Unclean One or 1 Keeper of Secrets. Rules for these units can be found in *Codex: Chaos Daemons.* If this power is successfully manifested, the Psyker is immediately removed as a casualty (if the Psyker was part of a unit with the Brotherhood of Psykers/Sorcerers special rule, remove the entire unit as casualties). If, when using this power, the Psyker fails his Psychic test, he automatically suffers Perils of the Warp.

PYROMANCY

A pyromancer is a master of fire and flame, a psyker who is able to create searing infernos out of thin air. Pyromancy is one of the most spectacular and destructive forms of psychic ability, and those who face a pyromancer in combat are oft reduced to nought but a pile of charred bones.

1 FIERY FORM — Warp Charge 1

Bullets and shells pass straight through the pyromancer as he transforms into an incandescent being of living Warpfire, striking out at his foes and setting their very souls ablaze.

Fiery Form is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker gains a 4+ invulnerable save and his close combat attacks have the Soul Blaze special rule. Whilst the power is in effect, the Psyker re-rolls failed To Wound rolls inflicted by any further Pyromancy powers he manifests.

2 FIRE SHIELD — Warp Charge 1

With a sweep of his arms, the psyker throws up a towering wall of flame to protect his allies.

Fire Shield is a **blessing** that targets a single friendly unit within 24". Whilst the power is in effect, the target unit has a 4+ cover save and all enemy units treat all terrain within 6" of the target as Dangerous Terrain (even open ground).

3 SPONTANEOUS COMBUSTION — Warp Charge 1

Focussing his anger, the pyromancer can melt or incinerate his foe in a heartbeat. Yet when his rage boils over, the unfortunate victim's body explodes in a blast of ash and roaring flame. Who can say how many will fall victim to his wrath before it is sated?

Spontaneous Combustion is a **focussed witchfire** power with a range of 18". The target model suffers a Strength 6 AP3 hit with the Soul Blaze special rule. If the model is slain by this hit in the Psychic phase, centre the small blast marker over the target before removing him as a casualty. All other models under the marker suffer a Strength 5 AP4 hit with the Ignores Cover and Soul Blaze special rules.

PRIMARIS POWER

FLAME BREATH — Warp Charge 1

A torrent of psychic flames pour forth from the psyker's eyes and mouth, engulfing the target.

Flame Breath is a **witchfire** power with the following profile:

	Range	S	AP	Type
Flame Breath	Template	5	4	Assault 1, Soul Blaze

4 SUNBURST — Warp Charge 1

The psyker sings a wild song whose notes were old when the universe was young. As he does so, an incandescent aura appears about him, growing ever brighter and hotter with every refrain. Only when the song is ended does the aura explode, discharging its pent-up fury in a sudden, supernoval flash.

Sunburst is a **nova** power with the following profile:

	Range	S	AP	Type
Sunburst	9"	4	5	Assault 2D6, Ignores Cover, Soul Blaze

5 INFERNO — Warp Charge 2

With an impatient gesture, the psyker sets the air itself aflame, creating a whirling pillar of fire to sweep through the ranks of his enemies.

Inferno is a **witchfire** power with the following profile:

	Range	S	AP	Type
Inferno	24"	4	5	Assault 1, Ignores Cover, Large Blast, Soul Blaze

6 MOLTEN BEAM — Warp Charge 2

The pyromancer claps his hands together and turns them outward towards the foe. As he does so, a white-hot beam of blazing energy bursts from his palms. It melts armour to slag and vaporises flesh, leaving only ghastly shadows in its wake.

Molten Beam is a **beam** with the following profile:

	Range	S	AP	Type
Molten Beam	12"	8	1	Assault 1, Melta

TELEKINESIS

Telekines are able to manipulate the material world with the power of their minds, translating sheer mental power into physical force. These psykers can lash their foes with psychic energy, erect invisible force shields to protect themselves and even levitate above the battlefield itself.

PRIMARIS POWER

ASSAIL **Warp Charge 1**

Using nothing but the power of his mind, the psyker tears a boulder of rock from the ground and hurls it at the foe.

Assail is a **beam** with the following profile:

	Range	S	AP	Type
Assail	18"	6	-	Assault 1, Strikedown

1 **CRUSH** **Warp Charge 1**

By reaching out his arm and clenching his fist, the psyker entraps his foe in a choking and crushing mass of force. Gritting his teeth, the psyker continues the assault until flesh, armour and bone alike are ground to powder.

Crush is a **focussed witchfire** power with a range of 18". Roll 2D6. The target model suffers a hit with a Strength equal to the result (a result of an 11 or 12 wounds automatically or, in the case of a vehicle, causes an automatic penetrating hit) with an AP equal to the result of a separate D6 roll.

2 **OBJURATION MECHANICUM** **Warp Charge 1**

Weapons jam and engines seize up as the telekine uses his powers to wrench and twist the inner workings at the hearts of nearby machines.

Objuration Mechanicum is a **malediction** that targets a single enemy unit within 24". Whilst the power is in effect, all of the target's ranged weapons have the Gets Hot special rule. In addition, if the target is a vehicle (or vehicle squadron), each vehicle in the unit suffers a single Strength 1 hit with the Haywire special rule.

3 **SHOCKWAVE** **Warp Charge 1**

The psyker slams his palms together and the noise is magnified a hundredfold, releasing a shockwave that snaps bones and knocks foes from their feet.

Shockwave is a **nova** power with the following profile:

	Range	S	AP	Type
Shockwave	9"	4	-	Assault 2D6, Pinning

4 **LEVITATION** **Warp Charge 1**

The psyker uses his telekinetic powers to launch himself skywards, leaping across the battlefield in a single bound.

Levitation is a **blessing** that targets the Psyker. Unless the target is Zooming, Swooping or is locked in close combat, the Psyker and his unit immediately make a move of up to 12". This move cannot end up on top of another unit or impassable terrain, but ignores intervening units, terrain etc. Any model that starts or ends this move in difficult terrain must take a Dangerous Terrain test. The Psyker and his unit cannot charge in the same turn that they use this power, and all models count as having moved in the Movement phase for the purposes of shooting weapons in the Shooting phase.

5 **TELEKINE DOME** **Warp Charge 2**

Bullets bounce off of thin air and are deflected harmlessly away as the psyker erects a barrier of shimmering energy about himself.

Telekine Dome is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker, and all friendly models within 12" of the Psyker, have a 5+ invulnerable save against any shooting attack.

6 **PSYCHIC MAELSTROM** **Warp Charge 3**

The telekine focuses his entire mental might into creating a vast maelstrom of destructive power, unleashing a storm of psychic energies that utterly consume his foes.

Psychic Maelstrom is a **witchfire** power with the following profile:

	Range	S	AP	Type
Psychic Maelstrom	12"	10	1	Assault 1, Barrage, Large Blast

TELEPATHY

Telepaths are psykers whose mental expertise lies with contacting and controlling the minds of others. With a single thought, a telepath can blast away his foe's sanity, induce states of numbing terror or possess his victim's thoughts and mould their actions as if they were his own.

PRIMARIS POWER

PSYCHIC SHRIEK **Warp Charge 1**

The psyker breathes in deeply the power of the Warp before emitting a banshee howl of psychic energy that shreds the minds of his enemies.

Psychic Shriek is a **witchfire** power with a range of 18". Roll 3D6 and subtract the target's Leadership – the target unit suffers a number of Wounds equal to the result. Armour and cover saves cannot be taken against Wounds caused by *Psychic Shriek*.

1 DOMINATE **Warp Charge 1**

The psyker reaches into his foe's mind, trammelling his soul and crushing his will to fight on.

Dominate is a **malediction** that targets a single enemy unit within 24". Whilst the power is in effect, the target unit must pass a Leadership test each time it attempts to move, manifest a psychic power, shoot, Run or declare a charge – if the test is failed, the action is forfeit and the unit can do nothing else that phase. A unit that fails this test when attempting to fire Overwatch does not fire any shots, but acts normally in the ensuing Fight sub-phase.

2 MENTAL FORTITUDE **Warp Charge 1**

Despair is turned into fresh hope and even heroism as the psyker projects inspiring thoughts into the minds of his allies.

Mental Fortitude is a **blessing** that targets a single friendly unit within 24". If the target is falling back, it immediately Regroups. In addition, whilst the power is in effect, the target gains the Fearless special rule.

3 TERRIFY **Warp Charge 1**

Even the bravest of heroes quake in terror as the telepath assails them with images from their darkest nightmares.

Terrify is a **malediction** that targets a single enemy unit within 24". Whilst the power is in effect, the target has a -1 penalty to their Leadership and treats all enemy units as having the Fear special rule. Furthermore, the target must take a Morale check at the end of the Psychic phase.

4 SHROUDING **Warp Charge 1**

The psyker uses his mastery of the Warp to fog the minds of his enemies, clouding their sight and instincts so that he appears as nothing more than an indistinct shadow.

Shrouding is a **blessing** that targets the Psyker. Whilst this power is in effect, the Psyker, and all friendly models within 6" of the Psyker, have the Shrouded special rule.

5 INVISIBILITY **Warp Charge 2**

The psyker twists and obscures the perceptions of his foes to the point that he becomes completely invisible.

Invisibility is a **blessing** that targets a single friendly unit within 24". Whilst the power is in effect, enemy units can only fire Snap Shots at the target unit and in close combat will only hit models in it on To Hit rolls of a 6.

6 HALLUCINATION **Warp Charge 2**

Paranoia, confusion and panic are heightened to a debilitating degree as the telepath alters his foes' perceptions.

Hallucination is a **malediction** that targets a single enemy unit within 24". Roll once this power has been successfully manifested to determine the manner of hallucinations the target is suffering from (roll once for the whole unit).

D6	Result
1-2	**Bugs! I Hate Bugs!** *Something awful has gotten under the victims' armour and is crawling around.* The unit must take a Pinning test.
3-4	**It's So Beautiful!** *All sense of urgency is lost, and the befuddled warriors stare listlessly into space.* Whilst the power is in effect, all models in the unit suffer a -1 penalty to their Weapon Skill, Ballistic Skill, Initiative and Attacks (to a minimum of 1).
5-6	**You! You're a Traitor!** *Paranoia sets in and the panicked warriors lash out at their commanders.* Randomly select one character in the target unit. That model suffers a single Strength 3 hit for every other model in the target unit. Cover saves cannot be taken against these hits, and they can never be allocated to another model. If there are no character models in the target unit, or if there are no other models apart from the character model, treat this result as It's So Beautiful! instead.

Turn Summary

1. *The start of your turn.* Resolve any rule described as happening at the start of your turn.
2. *Movement phase.* Here, you move any of your units that are capable of doing so. See the movement rules on page 18 for more details of how to do this.
3. *Psychic phase.* In the Psychic phase, models known as Psykers can use strange mental powers, and other Warp-born effects may manifest. See the psychic rules on page 22 for more details of how to do this.
4. *Shooting phase.* You now shoot with any of your units that are capable of doing so. See the shooting rules on page 30 for more details on how to resolve this.
5. *Assault phase.* During the Assault phase, units may move into combat against enemy units in the Charge sub-phase and trade blows with them in the Fight sub-phase. All units in close combat fight; this is an exception to the normal turn sequence in that both sides fight, not just the side whose turn it is. More information on fighting close combats can be found in the assault rules on page 44.
6. *The end of your turn.* Resolve any rule described as happening at the end of your turn.

Unit/Vehicle Type	Run, Turbo-Boost or Flat Out?	Maximum Distance	Page
Infantry, Artillery, Jump units, Jet Pack units, Monstrous Creatures, Beasts, Cavalry	Run	D6"	var
Flying Monstrous Creatures (Swooping)	Run	2D6"	68
Walkers	Run	D6"	90
Bikes	Turbo-boost	12"	63
Jetbikes	Turbo-boost	24"	63
Eldar Jetbikes	Turbo-boost	36"	63
Heavy	n/a	n/a	88
Fast	Flat Out	12"	88
Fast Skimmers	Flat Out	18"	89
Flyers (Zoom Mode)	Flat Out	24" (minimum 12")	84
All other vehicles	Flat Out	6"	72

Unit Type	Move Distance	Effect of Difficult Terrain	Fall Back Distance	Page
Infantry	0" - 6"	Roll 2D6 and pick the highest	2D6"	62
Jump units (using their jump packs)	0" - 12"	Starting or ending in difficult terrain requires a Dangerous Terrain test	3D6"	65
Jump units (not using their jump packs)	As per their standard unit type	As per their standard unit type	3D6"	65
Beasts	0" - 12"	No effect	3D6"	67
Cavalry	0" - 12"	Counts as dangerous terrain	3D6"	67
Bikes	0" - 12"	Counts as dangerous terrain	3D6"	63
Jetbikes	0" - 12"	Starting or ending in difficult terrain requires a Dangerous Terrain test	3D6"	63
Monstrous Creatures	0" - 6"	Roll 3D6 and pick the highest	2D6"	67
Artillery	0" - 6"	Roll 2D6 and pick the highest	2D6"	64
Jet Pack units (using their jet packs)	0" - 6"	Starting or ending in difficult terrain requires a Dangerous Terrain test	2D6"	66
Jet Pack units (not using their jet packs)	As per their standard unit type	As per their standard unit type	2D6"	66
Skimmers	0" - 12"	Starting or ending in difficult terrain requires a Dangerous Terrain test	n/a	89
Walkers	0" - 6"	Roll 2D6 and pick the highest	n/a	90
Flyers (Zoom mode)	18" - 36" (limited to a single 90° pivot at the start of its move)	No effect	n/a	84
Flying Monstrous Creatures (Swooping)	12" - 24" (limited to a single 90° pivot at the start of its move)	No effect	n/a	68
All other vehicles	0" - 12"	Dangerous Terrain test	n/a	72

Destroyer Weapon Attack Table

D6	Vehicle or Building	Non-vehicle
1	**Lucky Escape:** The model is unharmed.	**Lucky Escape:** The model is unharmed.
2-5	**Solid Hit:** The model suffers a penetrating hit that causes it to lose D3 Hull Points instead of 1.	**Seriously Wounded:** The model suffers a hit that wounds automatically and causes it to lose D3 Wounds instead of 1.
6	**Devastating Hit:** The model suffers a penetrating hit that causes it to lose D6+6 Hull Points instead of 1. No saves of any kind are allowed against this hit.	**Deathblow:** The model suffers a hit that wounds automatically and causes D6+6 Wounds instead of 1. No saves of any kind are allowed against this hit.

Perils of the Warp

If a unit suffers Perils of the Warp, roll a D6 and consult the Perils of the Warp table.

D6 Result

1 *Dragged into the Warp:* the Psyker must take a Leadership test. If the test is passed, the Psyker suffers 1 Wound/glancing hit with no saves of any kind allowed. If the test is failed, the Psyker is removed as a casualty and his unit suffers D6 Strength 6 AP1 hits. For Wound allocation purposes, assume the attack is coming from the Psyker that suffered Perils of the Warp.

2 *Mental Purge:* the Psyker suffers 1 Wound/glancing hit with no saves of any kind allowed. In addition, randomly select one psychic power known to the Psyker. That power is immediately lost, and cannot be used by the Psyker for the rest of the battle.

3 *Power Drain:* the Psyker suffers 1 Wound/glancing hit with no saves of any kind allowed. In addition, roll a D3 if it is currently the Psychic phase; both players lose a number of Warp Charge points equal to the result.

4 *Psychic Backlash:* the Psyker suffers 1 Wound/glancing hit with no saves of any kind allowed.

5 *Empyric Feedback:* the Psyker must take a Leadership test. If the test is failed, the Psyker suffers 1 Wound/glancing hit with no saves of any kind allowed. If the test is passed, the Psyker suffers no ill effects… this time.

6 *Warp Surge:* the Psyker must take a Leadership test. If the test is failed, the Psyker suffers 1 Wound/glancing hit with no saves of any kind allowed. If the test is passed, the Psyker gains a 3+ invulnerable save as well as the Fleshbane, Armourbane and Smash special rules, until the start of the next friendly Psychic phase.

Roll To Hit

The dice roll needed To Hit will depend on how accurate the firers are, as shown by their Ballistic Skill (or BS). The chart below shows the minimum D6 roll needed to score a hit.

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

When rolling To Hit, there is no such thing as an automatic hit and a roll of a 1 always misses.



To Wound Chart

Weapon's Strength \ Target's Toughness	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	-	-	-	-	-	-
2	3+	4+	5+	6+	6+	-	-	-	-	-
3	2+	3+	4+	5+	6+	6+	-	-	-	-
4	2+	2+	3+	4+	5+	6+	6+	-	-	-
5	2+	2+	2+	3+	4+	5+	6+	6+	-	-
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	-
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

Weapon Type	Effect of Moving		Assault after Firing?	Page
	Number of Shots	Snap Shots only?		
Assault	Full	No	Yes	41
Heavy	Full	Yes	No	41
Ordnance	None	n/a	No	41
Pistol	Full	No	Yes	42
Rapid Fire	Full	No	No	42
Salvo	Lower of two values	No	No	42
Primary Weapon	Full	No	Yes	42

Vehicle Type	How many weapons can a vehicle fire at full Ballistic Skill			Page
	Stationary	Combat Speed	Cruising Speed	
Walkers	All	All	n/a	90
Fast	All	All	2	88
Heavy	All	All	n/a	88
Flyers (Zoom Mode)	-	4	4	84
All other vehicles	All	1	0	72

Speed Moved or Damage Taken	Effect on passengers firing from vehicle	Other Effects
Stationary	None	None
Combat Speed	Count as having moved	None
Cruising Speed	May only fire Snap Shots	None
Flat Out	Cannot shoot	None
Shaken, Stunned, Weapon Destroyed, Immobilised	Pass a Leadership test or may only fire Snap Shots in the following turn	None
Wrecked (other than Zooming Flyers)	n/a	Must disembark, but are limited to a 3" move, then take a Pinning test.
Wrecked (Zooming Flyers), Crash and Burn	n/a	Unit takes a number of Strength 10 AP2 hits equal to the number of models in the unit, is placed where Flyer used to be, then takes a Pinning test.
Explodes!	n/a	Unit takes a number of Strength 4 AP- hits equal to the number of models in the unit, is placed where the vehicle used to be, then takes a Pinning test.

Unit Type	Charge Distance	Effect of Difficult Terrain on charge distance	Page
Infantry	2D6"	Roll 2D6-2	var
Jump units (using their jump packs)	2D6", may re-roll both dice	Roll 2D6-2, may re-roll both dice and must take a Dangerous Terrain test if they start or end their charge move in difficult terrain	65
Jump units (not using their jump packs)	2D6"	Roll 2D6-2	65
Beasts	2D6"	No effect	67
Cavalry	2D6"	Roll 2D6; must take Dangerous Terrain tests	67
Bikes	2D6"	Roll 2D6; must take Dangerous Terrain tests	63
Jetbikes	2D6"	Roll 2D6; must take Dangerous Terrain tests if they start or end their charge move in difficult terrain	63
Monstrous Creatures	2D6"	No effect	67
Artillery	2D6"	Roll 2D6-2	64
Jet Pack units (using their jet packs)	2D6"	Roll 2D6; must take a Dangerous Terrain test if they start or end their charge move in difficult terrain	66
Jet Pack units (not using their jet packs)	2D6"	Roll 2D6-2	66
Chariots	2D6"	Roll 2D6; must take Dangerous Terrain tests	86
Walkers	2D6"	Roll 2D6-2	90

To Hit Chart

Target's Weapon Skill

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



To Wound Chart

Target's Toughness

Weapon's Strength	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	-	-	-	-	-	-
2	3+	4+	5+	6+	6+	-	-	-	-	-
3	2+	3+	4+	5+	6+	6+	-	-	-	-
4	2+	2+	3+	4+	5+	6+	6+	-	-	-
5	2+	2+	2+	3+	4+	5+	6+	6+	-	-
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	-
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

Vehicle Damage Table

D6 Result

1-3 Crew Shaken. *The vehicle is rocked by the attack, but no serious damage is sustained.* The vehicle can only fire Snap Shots until the end of its next turn.

4 Crew Stunned. *Either the vehicle's crew is knocked about by the attack, or the vehicle's targeting and steering systems are temporarily scrambled.* The vehicle can only fire Snap Shots until the end of its next turn. If the vehicle is a Zooming Flyer, it must move 18" and cannot turn at all in its next Movement phase. If the vehicle is not a Zooming Flyer, it cannot move or pivot until the end of its next turn.

5 Weapon Destroyed. *The strike causes critical damage to part of the vehicle's armament.* One of the vehicle's weapons (randomly chosen) is destroyed – including any combi- or built in weapons. This can include vehicle upgrades that are weapons, such as pintle-mounted storm bolters or hunter-killer missiles. Do not count weapons that have run out of ammunition – they're already non-functional for the most part. If a vehicle has no weapons left, treat this result as an Immobilised result instead (see below).

6 Immobilised. *The vehicle has taken a hit that has crippled a wheel, track, grav plate, engine or leg.* If the vehicle is a Chariot, count this result as a Crew Stunned result instead (see above). If the vehicle is a Zooming Flyer, roll a further D6: on a 1 or 2, that Flyer will immediately Crash and Burn! (see below), on a 3+ the Flyer counts this result as Crew Stunned instead (see above). Other vehicles are Immobilised. An Immobilised vehicle cannot move – it may not even pivot, but its turrets may continue to rotate to select targets, and other weapons retain their normal arcs of fire. Any Immobilised results suffered by an already Immobilised vehicle instead remove an additional Hull Point.

7+ Explodes! *The vehicle is ripped apart in a spectacular explosion, as its fuel and ammo detonate.* The vehicle is destroyed. If the vehicle is a Zooming Flyer, it will immediately Crash and Burn! (see below), otherwise nearby units suffer a Strength 4 AP- hit for each model within D6" of the vehicle (resolve this once, regardless of how many times the result is inflicted), as flaming debris scatters across the area. The vehicle is then removed from the battlefield.

Crash and Burn! *The aircraft is torn apart and flaming debris rains down upon the battlefield.* Centre the large blast marker over the Flyer – it then scatters 2D6". Any units under the blast marker's final position suffer a number of Strength 6 AP- hits equal to the number of models that unit has under the marker. The Flyer is then removed from the battlefield.

Thunderblitz Table

D6	Tank Shock Result	Ram Result
1	**No Effect:** Carry on with the remainder of the Tank Shock as normal (pg 92).	**No Effect:** Carry on with the remainder of the Ram as normal (pg 93).
2-5	**Kerr-runch:** The unit being Tank Shocked suffers D6 Strength 6 AP4 hits. Then, carry on with the Tank Shock as normal (pg 92).	**Kerr-smash:** The Super-heavy vehicle adds D6 to the armour penetration roll for the Ram. Then, carry on with the Ram as normal (pg 93).
6	**Overrun:** The unit being Tank Shocked suffers 2D6 Strength 10 AP2 hits. Then, carry on with the Tank Shock as normal (pg 92).	**Flipped:** The vehicle being rammed scatters D6" and then suffers an Explodes! result from the Vehicle Damage table.

Stomp Table

D6	Non-vehicle Target	Vehicle Target
1	**No Effect:** The unit being stomped gets out of the way of its lumbering attacker. The attack has no effect.	**No Effect:** The unit being stomped gets out of the way of its lumbering attacker. The attack has no effect.
2-5	**Kerr-runch:** Each model from the unit being stomped that is even partially under the blast marker suffers a Strength 6 AP4 hit.	**Kerr-smash:** One vehicle in the unit being stomped that is at least partially under the blast marker (stomping model's choice) suffers a penetrating hit.
6	**Overrun:** Each model from the unit being stomped that is even partially under the blast marker is removed as a casualty.	**Flipped:** One vehicle in the unit being stomped that is at least partially under the blast marker (stomping model's choice) scatters D6" and then suffers an Explodes! result from the Vehicle Damage table.

Catastrophic Damage Table

D6	Result	S	AP
1	**Explosion**	D/4/2	2/4/6
2-3	**Devastating Explosion**	D/8/4	2/3/5
4-6	**Titanic Explosion!**	D/10/5	2/3/4



Buildings Size Chart

Building Size	Transport Capacity	Hull Points
Small	**10 models**	**3**
Medium	**20 models**	**4**
Large	**30 models**	**5**

Building Damage Table

0-1 **Breach!** *Massive cracks appear in the building's walls.*
The building's Armour Value is reduced by 1 (on all facings) for the remainder of the battle. This is cumulative with any other penalties to the building's Armour Value.

2 **Tremor.** *The building shakes violently, throwing its occupants to their knees.*
If the building is occupied, the occupying unit can only make Snap Shots in the following turn. If an occupying unit abandons the building in their next turn, they can only disembark 3", rather than the full 6".

3 **Partial Collapse.** *Part of the support structure is blasted away, causing a chunk of roof to fall in.*
If the building is occupied, the occupying unit suffers D6 Strength 6 AP- hits with the Ignores Cover special rule. In addition, if the building has any emplaced weapons, they can only fire Snap Shots in the following turn.

4 **Structural Collapse.** I*nternal supports are destroyed, causing several levels to collapse under their own weight.*
If the building is occupied, the occupying unit suffers 2D6 Strength 6 AP- hits with the Ignores Cover special rule. In addition, if the building has any emplaced weapons, one randomly determined weapon is destroyed and the remainder can only fire Snap Shots in the following turn.

5 **Catastrophic Breach.** *A huge slab of masonry tumbles from the building's flank.*
The building's Armour Value is reduced by D3 (on all facings) for the remainder of the battle. This is cumulative with any other penalties to the building's Armour Value. In addition, if the building has any emplaced weapons, one randomly determined weapon is destroyed and the remainder can only fire Snap Shots in the following turn.

6 **Total Collapse.** *The roof and several internal floors fall in, crushing many of the garrison and driving the remainder outside.*
The building is destroyed: all emplaced weapons and battlement upgrades on the building are also destroyed. If the building is occupied, the occupying unit suffers 2D6 Strength 6 AP- hits with the Ignores Cover special rule and must then immediately disembark from the building, performing an emergency disembarkation if necessary (survivors cannot disembark to the battlements). Any models that cannot disembark are removed as casualties. Assuming they were not destroyed, units that have disembarked must then take a Pinning test. The building is left on the table, but can no longer be occupied.

Battlements that are part of a building that suffers a Total Collapse damage result are destroyed. Each unit on the battlements suffers D6 Strength 6 AP- hits with the Ignores Cover special rule, and must then take a Pinning test. The battlements are considered to be Ruins terrain for the rest of the battle.

7+ **Detonation!** *The shot punches through the building's walls to explode amongst ammunition or fuel stores within.*
The building is destroyed: all emplaced weapons and battlement upgrades on the building are also destroyed. If the building is occupied, the occupying unit suffers 4D6 Strength 6 AP- hits with the Ignores Cover special rule and must then immediately disembark from the building, performing an emergency disembarkation if necessary (survivors cannot disembark to the battlements). Any models that cannot disembark are removed as casualties. Assuming they were not destroyed, units that have disembarked must then take a Pinning test. The building is then removed and replaced with a crater (pg 109) of roughly the same size (if you have one).

Battlements that are part of a building that suffers a Detonation damage result are destroyed. Each unit on the battlements suffers 2D6 Strength 6 AP- hits with the Ignores Cover special rule and must then immediately make a 6" move in order to move off of the battlements (this movement is not slowed by difficult terrain). Any models that cannot move off of the battlements are removed as casualties. Assuming they were not destroyed, all units that had to move off the battlements must then take a Pinning test.



Eternal War Mission Table

D6	Eternal War Mission
1	Crusade (pg 142)
2	Purge the Alien (pg 143)
3	The Scouring (pg 144)
4	Big Guns Never Tire (pg 145)
5	The Emperor's Will (pg 146)
6	The Relic (pg 147)

Maelstrom of War Mission Table

D6	Maelstrom of War Mission
1	Cleanse and Control (pg 148)
2	Contact Lost (pg 149)
3	Tactical Escalation (pg 150)
4	The Spoils of War (pg 151)
5	Cloak and Shadows (pg 152)
6	Deadlock (pg 153)



Mysterious Objectives

D6	Result
1	**Sabotaged!** At the end of the turn in which the objective was identified, and at the end of every turn thereafter, roll a D6. On a roll of 1 all units within 3" of the Objective Marker suffer D6 Strength 4 AP- hits.
2	**Nothing of Note.** This has no additional affect.
3	**Skyfire Nexus.** A unit that controls this objective can choose whether or not all of the models in it have the Skyfire special rule (pg 171) each time they shoot.
4	**Targeting Relay.** A unit controlling this objective re-rolls failed To Hit rolls of 1 when shooting.
5	**Scatterfield.** A unit that controls this objective counts its cover saves as being 1 point better than normal (so a unit in the open would have a 6+ cover save). This bonus is cumulative with the Stealth and Shrouded special rules (pg 170 and 172).
6	**Grav Wave Generator.** Any unit attempting to charge a unit in control of this objective subtracts 2 from its charge range (to a minimum of 0). This is cumulative with the penalty for charging through Difficult Terrain, if applicable.

Tactical Objectives Table

Descriptions for each Tactical Objective can be found on pages 138-141.

D66	Result	Type
11	Secure Objective 1	Capture & Control
12	Secure Objective 2	Capture & Control
13	Secure Objective 3	Capture & Control
14	Secure Objective 4	Capture & Control
15	Secure Objective 5	Capture & Control
16	Secure Objective 6	Capture & Control
21	Secure Objective 1	Take & Hold
22	Secure Objective 2	Take & Hold
23	Secure Objective 3	Take & Hold
24	Secure Objective 4	Take & Hold
25	Secure Objective 5	Take & Hold
26	Secure Objective 6	Take & Hold
31	Secure Objective 1	Storm & Defend
32	Secure Objective 2	Storm & Defend
33	Secure Objective 3	Storm & Defend
34	Secure Objective 4	Storm & Defend
35	Secure Objective 5	Storm & Defend
36	Secure Objective 6	Storm & Defend
41	Recon	Seize Ground
42	Behind Enemy Lines	Seize Ground
43	Hold The Line	Seize Ground
44	Ascendency	Seize Ground
45	Supremacy	Seize Ground
46	Domination	Seize Ground
51	Overwhelming Firepower	Purge
52	Blood and Guts	Purge
53	No Prisoners	Purge
54	Hungry for Glory	Purge
55	Psychological Warfare	Purge
56	Harness the Warp	Purge
61	Kingslayer	Annihilation
62	Witch Hunter	Annihilation
63	Scour the Skies	Annihilation
64	Assassinate	Annihilation
65	Demolitions	Annihilation
66	Big Game Hunter	Annihilation

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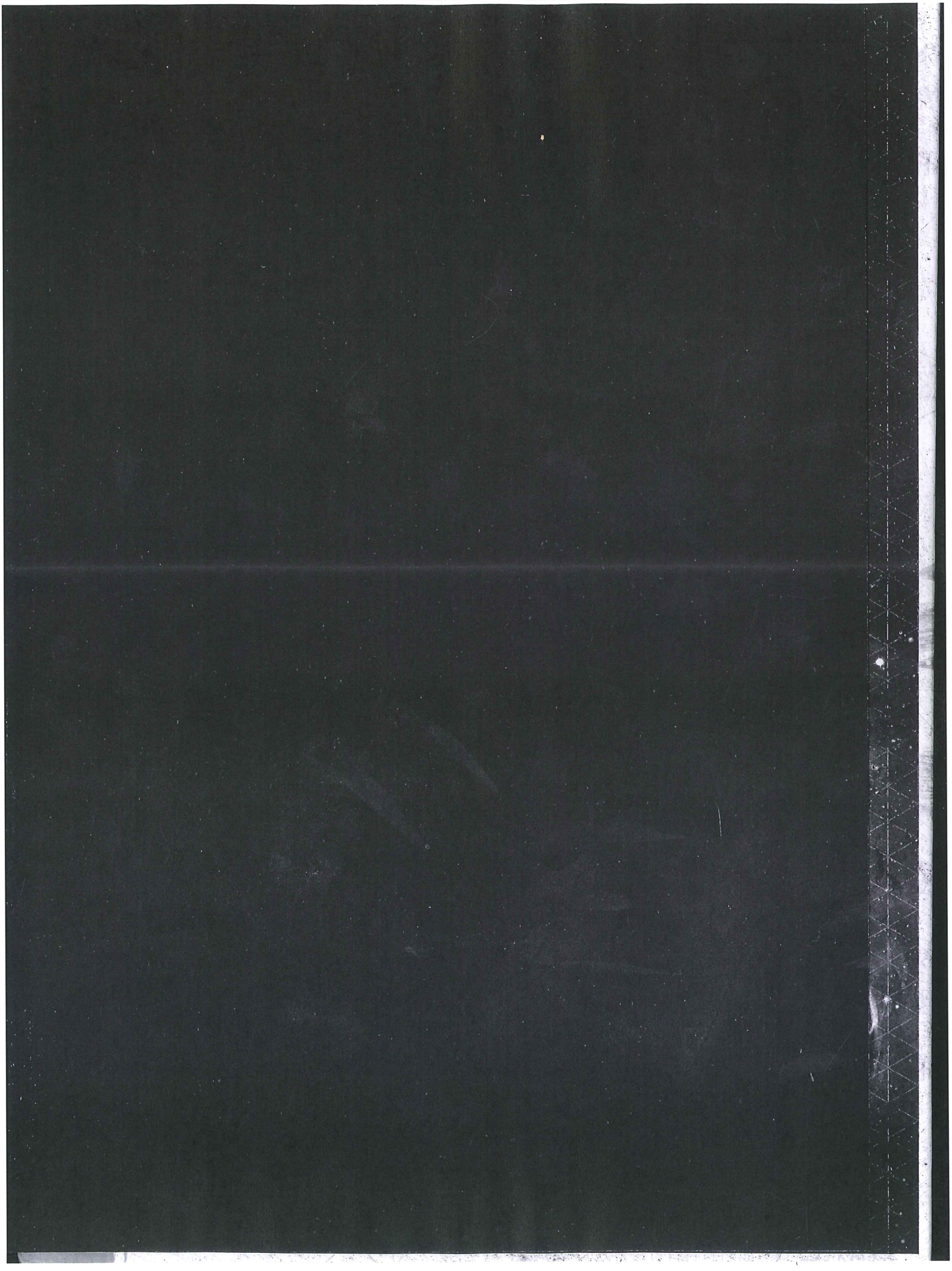

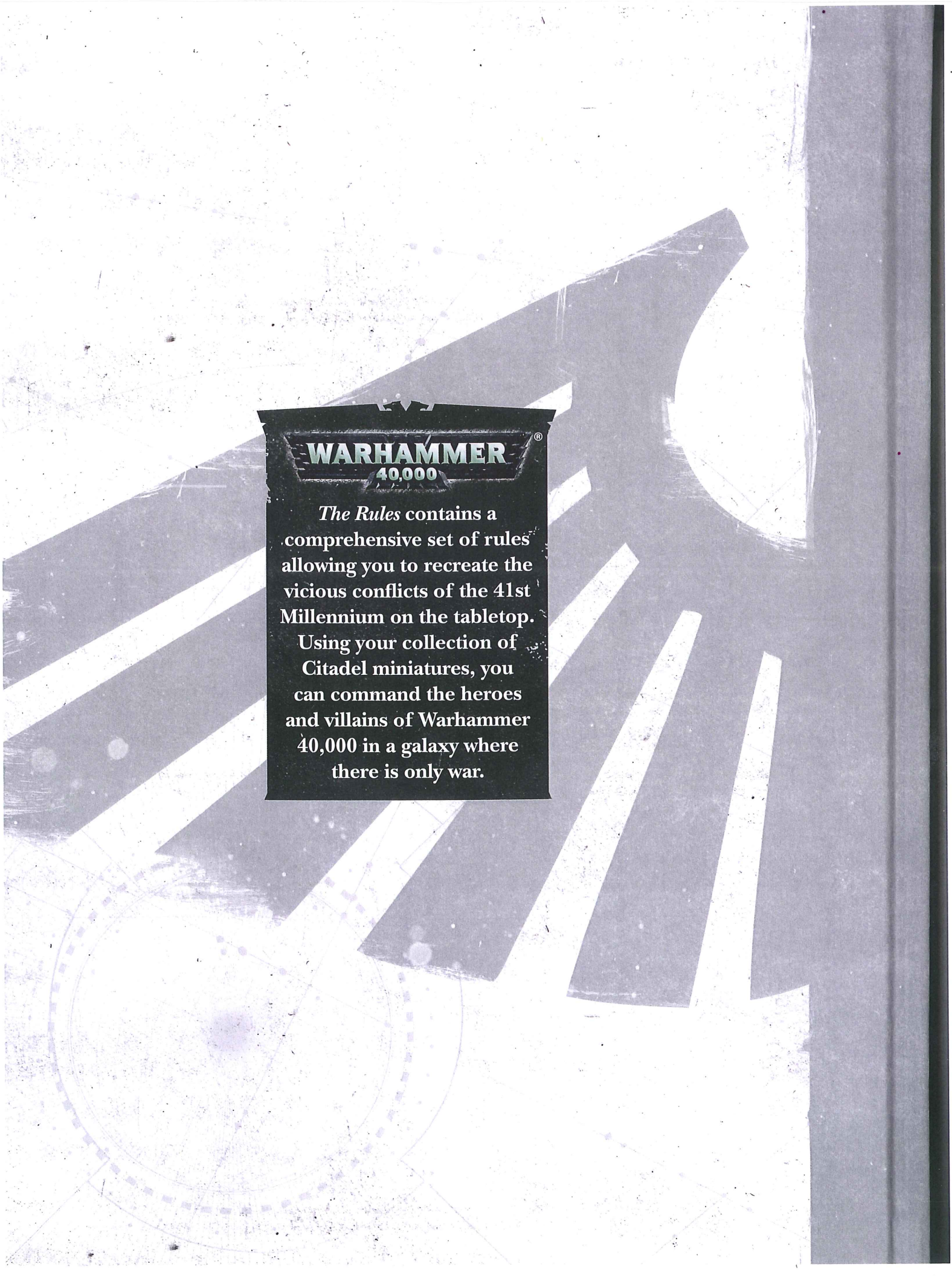

The Rules contains a comprehensive set of rules allowing you to recreate the vicious conflicts of the 41st Millennium on the tabletop. Using your collection of Citadel miniatures, you can command the heroes and villains of Warhammer 40,000 in a galaxy where there is only war.