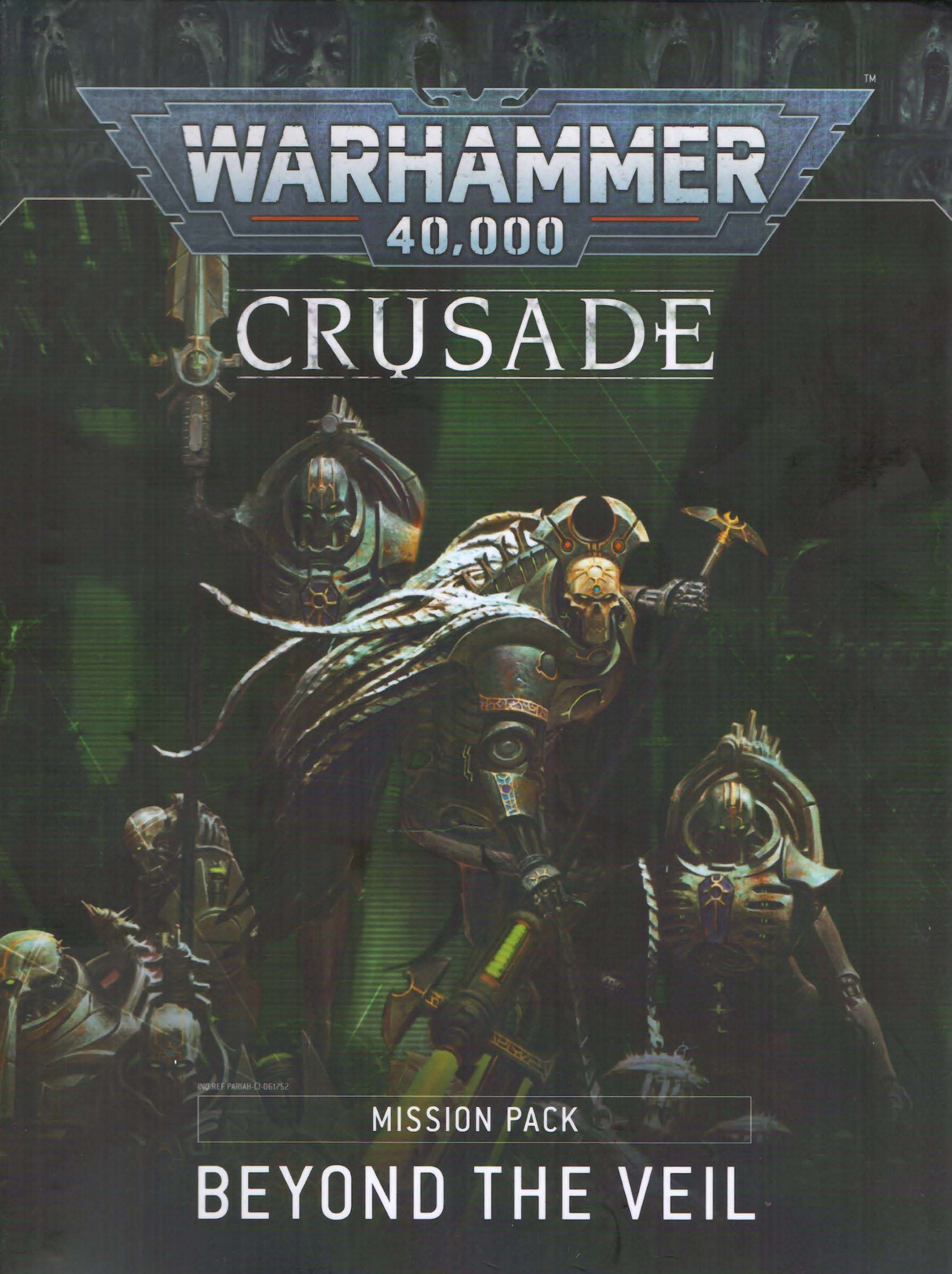
WARHAMMER 40,000

CRUSADE



INQ REF PARIAH-Q-061752

MISSION PACK

BEYOND THE VEIL



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INTRODUCTION

Welcome to the Beyond the Veil mission pack! This is a narrative play mission pack for Crusade armies. On the following pages you will find a whole host of missions that your Crusade army can be despatched on as they investigate, exploit or perpetuate the sinister happenings within the Pariah Nexus.

The Pariah Nexus is a shrouded region of systems within the Nephilim Sub-sector. When the Imperium despatched a Battle Group of the Indomitus Crusade to investigate this silent zone, they discovered its outlying systems in the grip of a spiritual malaise. This was in fact a fell design of the Necrons, who moved swiftly to defend their plans. The Imperium and the Necrons were far from the only factions battling over the silenced worlds of the Nexus. Xenos raiders and Chaos worshippers were quick to pounce on the vulnerable systems.

This pack contains a range of missions set within the tortured Pariah Nexus and tailored to different battle sizes, from Combat Patrols to full-blown Onslaught engagements. Each mission includes special rules and mission objectives that evoke the disturbing environments the warring armies find within the Nexus' cryptic bounds. These missions have been written to be particularly suited to narrative play, and each includes special bonuses that reward the victors of Crusade armies specifically. Also included are a series of new Battle Traits and Crusade Relics with which you can reward your heroes and villains, as well as a Theatre of War that can be used to recreate the unnerving effects of the region in any game!

Read on to absorb the full content of this mission pack, and to unlock the countless hours of exciting and close-run gaming it will provide.



THE PARIAH NEXUS

Straddling a huge swathe of space in the southern reaches of the Ultima Segmentum is the Pariah Nexus. It is the name given by the Imperium to a region from which no communication can escape and in which sterile worlds lie shrouded and unchanging, their populations either soulless husks or simply vanished altogether.

After the trauma of the Great Rift's emergence and the eventual lifting of the Noctis Aeterna, the Imperium seethed with war, anarchy and bloodshed as never before. Daemonic incursions, heretic invasions and xenos predation tore systems from the Imperium's grip, along with global uprisings and plagues of mutation. Everywhere, Mankind cried out in terror with pleas for aid. Yet from systems within the Nephilim Sub-sector, nothing was heard. At best, the Imperium's commanders told themselves, some empyric disruption had disabled communications, or one of the many warp storms kindled by the Great Rift had swallowed the region, leaving nothing to be done but mourn the loss. Even the partial truth, when it emerged, was far more sinister.

Guilliman would not leave such a mystery alone, not while there remained a chance of recovering the region's worlds, their resources and perhaps their inhabitants. As part of the Lord Commander's incalculably vast Indomitus Crusade, Guilliman despatched an armada of ships and warriors – Battle Group Kallides – with a mission to discover the truth of the haunted region.

As the task forces and flotillas of Battle Group Kallides approached the region, struggling through ferocious warp storms stirred up by the Great Rift's emergence, they discovered systems and warp channels at the zone's edge that were in turmoil. Imperial worlds were beset by the desperate uprisings, not of



STILLED WORLDS

The malaise afflicting the armies of Battle Group Kallides – an enervating despair, viscous lethargy and stifling inertia – was felt even more keenly on the surface of the region's worlds. Nowhere was this more acute than on those planets on which blackstone pylons had been reared by the Necrons. The connection was soon made that whatever this soul-sickness was, it was being caused by the insidious waves of draining energy that pulsed from each pylon the Imperium found.

On these worlds, frontier mining communes, once-thronged spaceports and even entire hive cities stood empty. Civilian vehicles lay abandoned and Servitors stood inert. In the few areas where Humans were discovered, they lay collapsed or slumped – alive, along with any wildlife, only in the very basest sense.

The 'Stilling', as it became known, was seen to affect not only the Battle Group's regiments of Astra Militarum, and those toiling as crews upon its warships, but even the Adeptus Astartes, the scions of Knightly Houses and the servants of the Omnissiah, who felt its vampiric touch at different degrees. Only the faithful warriors of the Adepta Sororitas and the zealots of the Ecclesiarchy seemed more resistant.

What had happened to the missing populations, the Imperium could not discover. Every interrogation of data-spirits and vid-logs revealed only corrupted files and erased surveillance spools. With the discovery of the pylons, however, and the realisation that the Necrons were behind their appearance – in a seeming alliance of disparate dynasties both known and unknown to the Imperium – Battle Group Kallides made it its mission to topple them.

The Imperium's forces have so far reached only a fraction of the worlds in the region it now designates the Pariah Nexus, desperate to thwart whatever goal the Necrons are attempting. If there is a pattern, it is far beyond the comprehension of any mortal mind.

traitors and heretics, but of terrified populations frantic to escape. Xenos fleets clashed with Human ships, and each other, in their own desperate attempts to put as much distance between themselves and the silent systems as possible.

The Battle Group's Navigators and Astropaths spoke of detecting a wall of mist, a shimmering veil before their psychic sight. It was like a death shroud, they said, hanging between them and the systems that lay beyond – the systems that were silent. Ignoring muttered portents and superstitions, the Battle Group's commander pushed on through the warp mists.

Beyond the veil, the warp storms that had plagued their progress were gone. What should have been good news was relayed by fearful and sickened Navigators. They perceived a becalmed empyrean, one that the warp engines of the Battle Group's ships struggled to push through, even in the shortest of stuttering warp jumps. Task forces were diverted in a series of forays to the region's systems to uncover what had happened, for still nothing could be heard from any of the worlds but the chatter of automated systems.



An unnerving sensation of being watched, as well as a growing lethargy and despair, began to take hold of the Battle Group's crews and warriors. These feelings intensified as ground forces landed on the silent worlds. Soldiery abandoned their posts or collapsed, awake but unresponsive. Those with psychic talents suffered horribly, gasping painfully as they endured feelings of being smothered and struggling to employ empyric powers that had once been as natural to them as breathing.

It was on Mesmoch in the Zeidos System that the first hint of an answer was uncovered, and there that the first salvoes were fired in the unfolding war. On Mesmoch, an Ultramarines strike force discovered a cloud-scraping pylon wrought from blackstone. It was surrounded by clusters of Necron edifices, and from the pylon throbbed waves of sickening energies. More reports slowly filtered in of these towering structures on yet more worlds. As an unsettling network resolved itself upon the strategos' hololithic displays, the Necrons revealed themselves, and attacks and counter-assaults began in earnest.

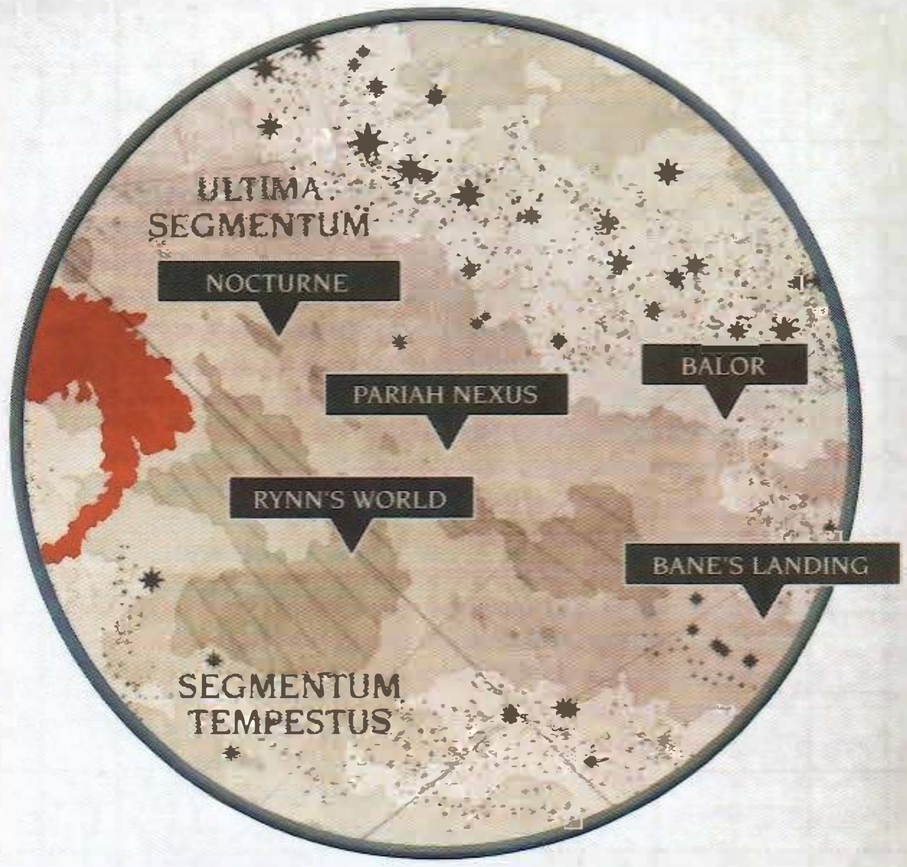
WAR ZONE: PARIAH

At first, the Necrons held their forces back, observing with detached and merciless fascination the Nexus' effects on the Imperium's forces. Yet they were content to observe no longer when the Imperium launched strikes against the pylons.

Where before the silenced worlds had echoed only in the hushed tones of whispering winds, now they rang to the sound of fierce battle. Phalanxes of unliving warriors strode from pulsing portals in the structures clustered at the pylons' bases while blade-limbed killers and android assassins pushed through transdimensional interfaces.

Initial battles at Mesmoch and along the Zeidos front went badly for the Imperium. The 'stilling' effect of the pylons and their crippling impact on warp travel and astropathic communication saw Battle Group Kallides suffer harsh losses. Yet there was still hope. Accounts of the Adepta Sororitas resisting the Pariah Nexus' debilitating effects raised Imperial morale. Where the resolute faith of the Battle Sisters illuminated the battlefield, warriors took fresh heart, and even those who had succumbed to the Stilling were able to throw off its influence.

The piety of the Adepta Sororitas, Black Templars and other zealots was not the only evidence of the fallibility of the Pariah Nexus' grasp. Amongst others, the martial spirituality of Space Marine Chaplains and the binharic chants of Tech-Priests also provided a focus on which victory could cling, though none could explain why.



The Necrons who witnessed this resistance to their hyper-advanced cryptoscience could not rationalise manifestations that Imperial warriors knew to be pure faith. While the Necrons quickly sought to isolate those they believed to be the sources of resistance, Battle Group Kallides recognised that its forces might yet prevail. Faith was a weapon the Imperium could use to counter the Necrons' terrifying entropic shroud.

BLACKSTONE PYLONS

Where the Imperium has discovered worlds cursed with a pylon's presence, there have been only a handful of these cyclopean structures, commonly only one. To the Imperium, each unique pylon bears a superficial resemblance to the pre-Imperial structures once found on Cadia but, since that planet's loss, any detailed comparison is now impossible.

The Necrons have established a vast network of nodal and outlier systems, even using arcane technology to force entire planets into precise alignment for their plan. The deployment of pylons on certain worlds has created a network of vast power in a non-Euclidean cryptal pattern beyond any sane comprehension. At its heart is the Xendu System, where an immense blackstone cage has been constructed to trammel its ferocious star, anchored by myriad Necron structures hanging around it in orbit.

Somehow, these structures are channelling the star's power into the vast, maddening network of pylons – a contra-immaterial nodal matrix, as their arcane architects refer to it. The pylons' purpose is to sustain and extend a field of negatively charged, anti-empyric energies, and it was the interstice before this field that the Imperium encountered as a shimmering veil around the Pariah Nexus. The Nexus' propagation is a star-spanning weapon of cosmic potency that the aeons-old minds behind its creation hope might forever end the threat of Chaos. That this looked-for victory would come at the price of the soul-death of every living creature, they simply view as providence.

Yet not everything has so far followed the Necrons' labyrinthine plans. The Adeptus Mechanicus are already experimenting with blackstone – known also as noctilith – though their ability to use it is as yet childlike compared to the Necrons'. Though the soul-dampening effects of the Nexus are limiting the Imperium's responses, they are learning to harness faith as a weapon. They also see something of the pylons' role, and will stop at nothing to bring them down.

THE PARIAH NEXUS

< NEPHILIM SECTOR – THREAT LEVEL RECOGITATION IN PROGRESS . . . >

REDACTED
VERTIGUS
SHEN'TAI
LASSEVER
ZEIDOS
VIE ALMUS
ARDOS
KAVADAH
TORBIE
PARADYCE
TREDICA
REDACTED
ZETA IIX HESPUS
CHASTROS
VORLIAN ANOMALY
XENDU
MYRTIKA
X-THETA
IG
INSPIRA
HEAVU
TASSEMA
LOMORR
ZANN
THRULE
RAMASUS
SATYRUS
K'PET
MAWGAWR
ASTHAN
ARGOVON

Collating all the strange emissions they have detected so far, the Imperium have tried to chart the extent of the Pariah Nexus. Such attempts are necessarily basic and fall far short of the true complexity wrought by the Necrons; many Tech-Priests have been driven insane in the endeavour.

KEY

- Nodal System
- Outlier System
- Plundered/ 'Stilled' System
- REDACTED — Ordo Xenos Clearance Crimson
- Nexus Stellar Nodal Entanglement corridor
- Current estimated Nexus border <fluctuating>

BEYOND THE VEIL GAMES

A Beyond the Veil game is waged by following the sequence below:

1. SELECT BATTLE SIZE

The players must first select the battle size they wish to play: Combat Patrol, Incursion, Strike Force or Onslaught. The table below gives a rough guide of how long each battle should take.

BATTLES

BATTLE SIZE	BATTLE DURATION
Combat Patrol	Up to 1 hour
Incursion	Up to 2 hours
Strike Force	Up to 3 hours
Onslaught	Up to 4 hours

2. DETERMINE MISSION

The players determine which mission will be used for the battle; they can choose from the missions for their chosen battle size. This will determine the deployment map that the players use, as well as the specific mission briefing. You can either simply agree with your opponent which you will use, or you can roll off and the winner selects which one to use. Alternatively, you can roll to randomly select a mission using the appropriate table:

COMBAT PATROL MISSIONS

D6	MISSION
1	**Survey and Secure** (pg 22)
2	**Anomalous Readings** (pg 24)
3	**Lying in Wait** (pg 26)
4	**Power Spike** (pg 28)
5	**Data Acquisition** (pg 30)
6	**Regroup** (pg 32)

INCURSION MISSIONS

D6	MISSION
1	**Crucial Intelligence** (pg 36)
2	**The Shroud** (pg 38)
3	**The Stilled** (pg 40)
4	**Eldritch Encounter** (pg 42)
5	**Dominate the Field** (pg 44)
6	**Flanking Manoeuvre** (pg 46)

STRIKE FORCE MISSIONS

D6	MISSION
1	**Fighting Retreat** (pg 48)
2	**Assault on the Installation** (pg 50)
3	**Passage of Dread** (pg 52)
4	**Abandoned City** (pg 54)
5	**Fuelled by Faith** (pg 56)
6	**Last Stand** (pg 58)

ONSLAUGHT MISSIONS

D6	MISSION
1	**Dominate the Sector** (pg 60)
2	**The Shield** (pg 62)
3	**The Wanderers** (pg 64)
4	**Valley of Dread** (pg 66)
5	**Assault on the Complex** (pg 68)
6	**Abandoned District** (pg 70)

3. READ MISSION BRIEFING

Each mission has a mission briefing that will detail the mission objectives that award victory points to the players. Some mission briefings also list one or more mission rules that will apply for the duration of the battle. The players should read and familiarise themselves with these before proceeding.

4. DETERMINE THEATRE OF WAR EFFECTS

The Pariah Nexus Theatre of War provides additional rules that will be in effect during the selected mission. These will usually be randomly generated, as described on page 18, however some missions may specify restrictions on which of these rules to use. Unless otherwise specified, generate one Strategic Setback and one Affliction from the tables on pages 18-19. These additional effects apply during this battle.

5. MUSTER ARMIES

Each player must then select a Battle-forged army. The Power Level of each player's army is shown in the table opposite:

ARMY	
BATTLE SIZE	**MAXIMUM POWER VALUE OF EACH ARMY**
Combat Patrol	25
Incursion	50
Strike Force	100
Onslaught	150

Details of how to Battle-forge an army, how to use Power Ratings and what information your army roster must contain can be found in the Warhammer 40,000 Core Book. If you are playing a Combat Patrol battle, the only Detachment your army can include is one Patrol Detachment, unless your Army Faction is Imperial Knights or Chaos Knights, in which case the only Detachment your army can include is one Super-heavy Detachment. Select one of your models to be your **WARLORD** (this cannot be a model with the Fortifications Battlefield Role) and note this on your army roster. This must be the **CHARACTER** model in your army with the highest Leadership characteristic, if your army includes one (in a tie, you can choose amongst them which model will be the **WARLORD**). This model gains the **WARLORD** keyword. Each player must then provide a copy of the army roster for their opponent to read through.

6. SELECT AGENDAS

Each player then secretly selects Agendas for the battle and writes them down. Each can award experience points to certain units in their army, as described on the Agenda itself. The Agendas that players can choose from can be found on pages 12-13.

The number of Agendas each player chooses depends on the battle size you have selected, as shown in the table below.

AGENDAS	
BATTLE SIZE	**AGENDAS**
Combat Patrol	1
Incursion	2
Strike Force	3
Onslaught	4

Once both players have selected their Agendas, they reveal their selections to their opponent.

7. CREATE THE BATTLEFIELD

The players now create the battlefield and set up terrain features. Missions are played on rectangular battlefields. The minimum size of your battlefield depends on the battle size you have selected, as shown in the table below:

BATTLEFIELDS	
BATTLE SIZE	**BATTLEFIELD SIZE** (Minimum)
Combat Patrol	44" x 30"
Incursion	44" x 30"
Strike Force	44" x 60"
Onslaught	44" x 90"

Unless noted otherwise, when setting up terrain features, use the guidelines noted in the basic rules section (pg 73-111). In these missions, players must use the battlefield terrain rules for terrain features, as described on pages 98-103.

8. DETERMINE ATTACKER AND DEFENDER

The players roll off and the winner decides who will be the attacker and who will be the defender.

9. PLACE OBJECTIVE MARKERS

The players now set objective markers up on the battlefield. Each mission will instruct the players as to how many objective markers should be set up on the battlefield (if any) and how these should be placed. Unless otherwise stated, objective markers can be set up on terrain features so long as the objective marker lies flat on that terrain feature and does not overhang any part of it.

10. CHOOSE DEPLOYMENT ZONE

The deployment maps for some missions will tell you which deployment zone is the Attacker's and which is the Defender's. If the deployment map does not show this, but instead labels deployment zones as Player A's or Player B's, then the Defender now selects one of the deployment zones for their army. Their opponent uses the other deployment zone.

11. DECLARE RESERVES AND TRANSPORTS

Unless the mission briefing states otherwise, these missions use the Strategic Reserves rules (pg 96-97). Both players now secretly note

down on their army roster which of the units in their army will start the battle in Strategic Reserves, which of their units will start the battle in a location other than the battlefield (if a player has access to any Stratagems that enable them to set up units from their army in a location other than the battlefield, they must use such Stratagems now), and which of their units will start the battle embarked within **TRANSPORT** models (they must declare what units are embarked within what models). When both players have done so, they declare their selections to their opponent.

Unless stated otherwise, no more than half the total number of units in your army can be Strategic Reserve and/or Reinforcement units, and the combined Power Ratings of all your Strategic Reserve and Reinforcement units (including those that are embarked within **TRANSPORT** models that are Strategic Reserve and/or Reinforcement units) must be less than half of your army's Power Level, even if every unit in your army has an ability that would allow them to be set up elsewhere. In these missions, Reinforcement units can never arrive on the battlefield in the first battle round (but Strategic Reserve units can). Any Strategic Reserve or Reinforcement unit that has not arrived on the battlefield by the end of the third battle round counts as having been destroyed, as do any units embarked within them (this does not apply to units that are placed into Strategic Reserves after the first battle round has started).

12. DEPLOY ARMIES

The players alternate setting up their remaining units, one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If one player has finished deploying all their units, their opponent then deploys the remainder of their units. If a model from your army is so large that it cannot physically be set up wholly within your deployment zone (i.e. the smallest dimension of that model is greater than the depth of your deployment zone), it must be set up so that it is touching your battlefield edge. In the first battle round, that model's unit cannot do any of the following: make a Normal Move, Advance, Fall Back, attempt to manifest or deny psychic powers, make any attacks with ranged weapons, declare a charge, perform a Heroic Intervention or perform any actions or psychic actions. Models in such units count as having moved a distance in inches equal to their Move (M) characteristic in their first Movement phase. If the unit has a minimum Move characteristic, it counts as having moved its maximum Move characteristic. If both players have units with abilities that allow them to be set up 'after both armies have deployed', the players must roll off after all other units have been set up and alternate setting up these units, starting with the winner.

13. DETERMINE FIRST TURN

Unless the mission briefing says otherwise, the players roll off and the winner declares whether they will take the first or second turn.

14. RESOLVE PRE-BATTLE ABILITIES

Players alternate resolving any pre-battle abilities units in their army may have, and resolving any Stratagems that are used before the battle, starting with the player who will take the first turn. Remember that Crusade forces can only make use of Stratagems that upgrade units by using Requisition points, as described in the Warhammer 40,000 Core Book.

15. BEGIN THE BATTLE

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

MISSION OBJECTIVES

During the battle, players can earn victory points by achieving mission objectives, which are described in the mission's mission briefing. Mission objectives can either be 'End Game' or 'Progressive'. End Game mission objectives are scored at the end of the battle. Progressive mission objectives are scored during the battle (exactly when is detailed in the mission objective itself), and can be achieved and hence award victory points several times.

16. ENDING THE BATTLE

Unless the mission instructs otherwise, the battle ends after five battle rounds have been completed. If one player has no models remaining in their army at the start of their turn, the other player can continue to play out their turns until the battle ends.

17. DETERMINE VICTOR

At the end of the battle, the player with the most victory points is the winner. If players are tied, the battle is a draw. Each player can score a maximum of 90 victory points from mission objectives (any excess victory points awarded are discounted). In addition, if every model in a player's army was painted to a Battle Ready standard, that player is awarded a bonus 10 victory points. This gives the player a maximum total score out of 100 victory points. The victor of a mission can then claim the victor bonus listed on that mission. If the game is a draw, neither player can claim the bonus.

18. UPDATE CRUSADE CARDS

The players must now update their Crusade cards for all the units they used in the battle as follows:

1. Take Out of Action tests

Take Out of Action tests for each unit from your army that was destroyed during the battle, by rolling one D6 for that unit. On a 2+ the test is passed and nothing happens. On a 1, the test is failed; you must now choose one of the following options for that unit:

a) Devastating Blow: That unit loses D6 experience points (to a minimum of 0) and cannot gain any experience points for this battle from Agendas Achieved, Battle Experience or from being Marked for Greatness (see the Warhammer 40,000 Core Book). Update the unit's Crusade card accordingly.

b) Battle Scar: That unit gains one Battle Scar (see the Warhammer 40,000 Core Book). This must be determined before the player's next battle and the unit's Crusade card must be updated to reflect any and all changes.

2. Update Experience Points

Each unit that had a Crusade card that took part in the battle gains experience points as follows (mark on each unit's Crusade card accordingly):

- **Battle Experience:** Each unit that was part of your army list for this battle gains 1 experience point.
- **Marked for Greatness:** Select one unit that was part of your army list for this battle; that unit gains 3 experience points.
- **Dealers of Death:** A unit gains 1 experience point for every third enemy unit it has destroyed in total. If a unit's 'enemy units destroyed in total' combat tally has increased enough during the battle, increase its experience points accordingly.
- **Agenda Achieved:** Any units that achieved Agendas (pg 12-13) during the battle gain experience points as described by those Agendas.

3. Determine Battle Honours

If any units gain a rank, or otherwise gain any Battle Honours, these must be determined before the player's next battle. In any case, all the Crusade cards for units that took part in the battle must be updated to reflect any and all changes.

4. Update Combat Tallies

Add 1 to the 'Battles Played' tally of each unit that had a Crusade card that took part in the battle. If a unit was not destroyed at the end of the battle, then add 1 to its 'Battles Survived' tally. Add all the 'during battle' combat tallies you have accrued during the battle to the appropriate 'in total' combat tallies on the unit's Crusade card.

19. UPDATE ORDER OF BATTLE

Increase your battle tally and Requisition points by 1, and make any notes that you wish to record following your battle. If you wish to add any units to your Order of Battle, or spend any Requisition points, do so and update your Order of Battle accordingly before your next battle.

AGENDAS

These Agendas can be selected for Beyond the Veil games in addition to those in other publications. Each Agenda listed has a category (e.g. Purge the Enemy, Shadow Operations). When you select Agendas, you cannot choose more than one from each category.

Some Agendas will instruct you to keep a certain tally for your units during the battle. These tallies will then be used after the battle to determine if you achieved certain Agendas, and how many experience points the units in question earned from them. You can use the 'Agenda Tallies' section of each unit's Crusade card to keep track of these tallies – we recommend you make these tallies in pencil so they can be deleted after the game, ready for your next battle.

PURGE THE ENEMY

AMBUSH

Keep an Ambush tally for each Reinforcement and Strategic Reserve unit from your army. Add 1 to a unit's Ambush tally each time it destroys an enemy unit, adding an additional 1 if it destroys an enemy unit during the turn in which it was set up as Reinforcements or Strategic Reserves.

Each unit from your army that has 2 or more marks on its Ambush tally gains 1 experience point. The unit from your army that has the highest Ambush tally gains 1 additional experience point.

NO MERCY, NO RESPITE

EXTERMINATION ORDER

Keep an Extermination Order tally for each unit from your army. At the end of each battle round, add 1 to a unit's Extermination Order tally if it destroyed any enemy units during that battle round.

Each unit from your army that has 3 or more marks on its Extermination Order tally gains 2 experience points.

BATTLEFIELD SUPREMACY

MARSHAL FORCES

Keep a Marshal Forces tally for each unit from your army. At the end of each of your Command phases after the first, add 1 to a unit's Marshal Forces tally if it is within 3" of a friendly **CHARACTER** unit that is within 3" of the centre of the battlefield. Each unit gains 1 experience point for every 3 marks on its Marshal Forces tally.

SHADOW OPERATIONS

UNCOVER THE ANSWERS

Keep an Uncover the Answers tally for each unit from your army. Add to a unit's Uncover the Answers tally each time it successfully completes the following action:

Uncover the Answers (Action): One or more **INFANTRY** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different objective marker that has not been uncovered (see below). A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT**) in range of the same objective marker. The action is completed at the end of your turn. If this action is successfully completed, that objective marker is said to have been uncovered.

Each unit from your army gains 1 experience point for each mark on its Uncover the Answers tally.

At the end of the battle, if the total marks on the Uncover the Answers tallies of units in your army is equal to at least half the number of objective markers that were on the battlefield at the start of the battle, gain 1 Investigation point (pg 17).

MAKE CONTACT

At the start of your first Command phase, select one objective marker on the battlefield that is not within your deployment zone to be a contact terminal. If there are no objective markers on the battlefield, then after both sides have finished deploying, your opponent must set up one objective marker on the battlefield that is not within their own deployment zone. This objective marker represents the contact terminal, but does not count as an objective marker for any rules purpose other than for this Agenda.

Keep a Make Contact tally for each **INFANTRY** unit from your army. Add 1 to a unit's Make Contact tally each time it successfully completes the following action (see below).

If you selected this Agenda, then **INFANTRY** units in your army can attempt the following action, as described in the Warhammer 40,000 Core Book:

Make Contact (Action): One **INFANTRY** unit from your army can start to perform this action at the end of your Movement phase if it is within range of your contact terminal objective marker and you control that objective marker. The action is completed at the end of your turn.

Each unit from your army gains a number of experience points equal to their Make Contact tally.

At the end of the battle, if any units from your army have three or more marks on their Make Contact tally, gain 1 Investigation point (pg 17).

WARPCRAFT

THROUGH THE STILLNESS

Keep a Through the Stillness tally for each **PSYKER** unit from your army. Each time a unit successfully completes the Through the Stillness psychic action, add 1 to that unit's Through the Stillness tally.

If you selected this Agenda, then **PSYKER** units in your army can attempt the following psychic action, as described in the Warhammer 40,000 Core Book:

Through the Stillness (Psychic Action – Warp Charge 6): One **PSYKER** unit from your army can attempt to perform this psychic action during your Psychic phase if it is within 6" of a battlefield edge that has not been pierced by your army. If this psychic action is successfully completed, that battlefield edge is said to have been pierced by your army.

Each unit from your army gains a number of experience points equal to the marks on their Through the Stillness tally.

At the end of the battle, if 3 or more battlefield edges have been pierced by your army, gain 1 Investigation point (pg 17).

PSYCHIC BEACON

Keep a Psychic Beacon tally for each **PSYKER** unit from your army. Each time a unit successfully completes the Psychic Beacon psychic action, add 1 to that unit's Psychic Beacon tally.

If you selected this Agenda, then **PSYKER** units in your army can attempt the following psychic action, as described in the Warhammer 40,000 Core Book:

Psychic Beacon (Psychic Action – Warp Charge 5): One **PSYKER** unit from your army can attempt to perform this psychic action during your Psychic phase if it is within 6" of the centre of the battlefield. Each time a Psychic test is made for this psychic action, for each other friendly **PSYKER** unit that is within 6" of the centre of the battlefield, add 1 to that Psychic test.

Each unit from your army gains 1 experience point for each mark on its Psychic Beacon tally.

At the end of the battle, if the total marks on the Psychic Beacon tallies of all the units in your army is 3 or more, gain 1 Investigation point (pg 17).

BATTLE TRAITS

When a unit gains a Battle Trait after a battle set in the Pariah Nexus, you can use one of the tables below. If you do, roll one D3 and consult the appropriate table to randomly determine what Battle Trait the unit gains, or choose one from the appropriate table that tells the best narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

BATTLE TRAITS (Excluding **VEHICLE** and **MONSTER** units)

D3	TRAIT
1	**Veterans of the Pariah Nexus** *Countless wars in the Pariah Nexus have turned these warriors into steely veterans, unfazed by its unsettling aura.* When using the Pariah Nexus Theatre of War (pg 18), this unit is unaffected by any of the Afflictions rules.
2	**Strength Through Faith** *There is but one concept the Pariah Nexus cannot smother.* Once per battle, you can re-roll a single hit roll, wound roll, damage roll or saving throw made for a model in this unit.
3	**Crusaders** *A zealous wave of fury has overcome these warriors and carries them from one battle to the next.* When making Advance and charge rolls for this unit, you can re-roll dice results of 1 and 2. You can re-roll Morale tests taken for this unit.

BATTLE TRAIT (**VEHICLE** units only)

TRAIT
Shield of Logic *This machine spirit finds succour in the cold reality of logic.* Whenever a model in this unit would lose a wound in the Psychic phase, roll one D6. On a 5+ that wound is not lost.

BATTLE TRAIT (**MONSTER** units only)

TRAIT
Throes of Rage *The Pariah Nexus has driven this beast into a frenzy, lashing out at the nothingness that surrounds it as its soul is slowly smothered.* When making an attack with a model in this unit, an unmodified hit roll of 6 causes 1 additional hit.

BATTLE TRAIT (**CHARACTER** units only)

TRAIT
Emboldening Aura *This warrior galvanizes those around him, his bravery and decisive actions maintaining discipline in the midst of horror.* This unit gains the following ability: '**Emboldening Aura (Aura):** Whilst a friendly unit is within 6" of this **CHARACTER**, models in that unit can use this **CHARACTER**'s Leadership characteristic instead of their own.'

RELICS OF THE NEXUS

When a **CHARACTER** model from your army gains a Crusade Relic after a battle set in the Pariah Nexus, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book apply.

At the end of each battle, you can roll one D6 for each Relic of the Nexus a **CHARACTER** model has. On a 6, the full power of that Relic is discovered, and the bearer can use the additional unlocked ability for that Relic. If the bearer is a **NECRONS** model, add 4 to this roll.

ARTIFICER RELICS

Blackstone Ankh

This small noctilith sigil is worked into a trinket of far lower quality, though perhaps it originally adorned something far more magnificent. Rumour abounds that it wards away curses and maledictions, and those who have incorporated it into their armour claim it can leech away the power of the enemy's most esoteric attacks.

Each time a model in the bearer's unit would lose a wound as the result of a mortal wound, roll one D6: on a 6 that wound is not lost.

UNLOCKED

Wounds are not lost on a roll of 5+ instead of a 6.

Solar Shift Core

Whether this small phasal generator has xenos origins or dates back to the horrors of the Dark Age of Technology may never be known. Those with the will to master its strange workings can make short phasing jumps, seeming to stutter forward in a series of unpredictable lurches each heralded by a golden glow. Exactly which dimension their form passes through between jumps is unclear, but those who persist in its use suffer from nightmarish visions.

You can re-roll Advance rolls and charge rolls made for the bearer's unit.

UNLOCKED

In addition, when the bearer charges, targets of that charge cannot fire Overwatch or Set to Defend.

ANTIQUITY RELICS

Hieroptek Staff

An imperious aura of absolute dominance radiates in unrelenting waves from this sigil-laden staff. Those before the bearer feel compelled to kneel in subservience, their instincts screaming at them to avert their gaze as their blows falter. For what reason, whisper their inner thoughts, would they dare raise a hand against their master?

The bearer has the following ability: '**Hieroptek Staff (Aura):** Subtract 1 from the Attacks characteristic (to a minimum of 1) of enemy models while they are within Engagement Range of the bearer.'

UNLOCKED

Subtract 1 from the Attacks characteristic (to a minimum of 1) of enemy models while they are within 6" of the bearer.

Rod of Lambent Energy

The lustreless nonagonal prism that forms this rod's length is unadorned but shimmers with oily colours. From its tip shines the glow of a molecular mutagen field. When this mace-like weapon is extended, the field intensifies to an unhealthy glare. Armour and flesh slough away in sickening chunks with every strike its wielder makes.

The bearer has the following additional melee weapon:

WEAPON	TYPE	RANGE	S	AP	D
Rod of Lambent Energy	Melee	Melee	+2	-1	2

UNLOCKED

Improve this weapon's Strength characteristic to +3 and Damage characteristic to 3.

Sphere of Darkness

This seemingly inert orb of utter blackness has been seen to glow when in the presence of witchcraft. In fractal patterns, its outer shell rearranges itself, granting glimpses of glowing, multi-dimensional circuitry within. Emitting a whispered moan, it can snuff the life from empyric energies.

Once per enemy Psychic phase, the bearer's unit can Deny the Witch in the same manner as a **PSYKER**.

UNLOCKED

Add 1 to Deny the Witch tests made using this Relic.

BATTLE SCARS

When a unit gains a Battle Scar as a result of a Beyond the Veil game, you can select one from those listed below instead of using the tables in the Warhammer 40,000 Core Book. All the normal rules for Battle Scars apply (e.g. a unit cannot have more than six Battle Scars). As with any Battle Scar, make a note on the unit's Crusade card, but unlike other Battle Scars, do not decrease a unit's Crusade points for acquiring one of the Battle Scars listed below.

ANY UNIT (Excluding VEHICLE, CHARACTER and MONSTER units)

D3	TRAIT
1	**Unnerved** *Discipline hanging by a thread, these warriors are constantly on edge with a feeling of being watched, their eyes darting to every shadow and movement.* Each time a Morale test is taken forthis unit, change all dice rolls to a 6. At the end of any phase in which any enemy units were set up on the battlefield as Reinforcements within 12" of this unit, this unit can make a Normal Move of up to D6" as if it were your Movement phase.
2	**Creeping Chill** *An insidious lethargy has seeped into these warriors. Barely responsive to the shouts of orders or the death around them, their expressions are distant and seemingly soulless.* This unit automatically passes Morale tests. This unit is unaffected by the aura abilities of friendly units.
3	**Frenetic** *A crawling sense of claustrophobia drives these warriors to erratic and compulsive behaviour, lashing out wildly in subconscious efforts to escape.* In your Charge phase, if this unit is within 12" of any enemy units, you must declare a charge with it. Each time a melee attack is made by a model in this unit, on an unmodified hit roll of 6, it can make an additional attack with that profile. These attacks cannot generate additional attacks.

PSYKER UNIT

Suffocating Madness
As if their mind is enclosed in a smothering veil, this psyker struggles to employ their empyric powers. A feverish insanity takes root and, in despair and increasing agitation, they lash out with undisguised fury.

Each time a Psychic test is taken for this unit, roll one additional D6 and discard the highest result. Each time a melee attack is made by a model in this unit, you can re-roll the wound roll.

CHARACTER UNIT

Self Preservation
This specialist has seen lesser warriors succumb to horrors and the chill of the grave. They are convinced that the unsettling events they witness are surmountable only by themselves and their focus turns inward, away from those around them.

Subtract 1 from the Leadership characteristic of this model. Subtract 2" from the range of any aura abilities this model has. You can re-roll hit rolls for attacks made by this model.

VEHICLE UNIT

Systems Inertia
Power systems fluctuate and fretful machine spirits withdraw to protective cores. The outer flanks of these war engines are increasingly little more than lifeless sheaths of inert metal, like dead flesh, uncaring of esoteric attacks that strike at subtler controls.

This unit always suffers from the Labouring Machines affliction (pg 19), even if the battle is not using afflictions. Each time a model in this unit would lose a wound as a result of a mortal wound from a ranged attack, roll one D6: on a 4+, that wound is not lost.

MONSTER UNIT

Stultified
The natural ferocity of this large creature or construct has been stifled. Peripheral senses are fading but, with a narrowing of focus, its heavy blows are made with an increased measure of control.

Halve the Attacks characteristic of models in this unit. Each time a model in this unit makes an attack, you can re-roll the hit roll.

INVESTIGATING THE PARIAH NEXUS

In Beyond the Veil games, your Crusade army can investigate the happenings of the Pariah Nexus. Keep an additional note of your army's Pariah Nexus Investigation points (IP) total (a tally in your Crusade goals, notes and additional information box on your Order of Battle is ideal for this). Your Investigation points total in this battlezone will show how much your army has discovered concerning what has happened in the Pariah Nexus, what is causing it and how your forces can adapt to its effects. Once your Crusade force has accumulated enough Investigation points, you can spend these points and be rewarded with unique bonuses.

ACCUMULATING INVESTIGATION POINTS

The discoveries of your army are measured with Investigation points. Each time your Crusade force wins a Beyond the Veil game, you gain 1 Investigation point. In addition, Investigation points are earned through various tasks outlined in this mission pack, such as completing specific requirements from Beyond the Veil Agendas (pg 12). Each time you gain an Investigation point, add it to your Investigation points total.

SPENDING INVESTIGATION POINTS

If you have accumulated enough Investigation points, you can spend them before or after a battle on Investigation rewards. To do so, select one Investigation reward that costs equal to or less than your total Investigation points. Once you have done so, all your Investigation points are lost – you must begin a new investigation instead. The Investigation rewards are as follows:

STUDY ARTEFACT 1+ IP

When attempting to discover the full power of a Relic of the Nexus (pg 15), add 1 to the roll for every Investigation point spent on this reward.

MENTAL CONDITIONING 2 IP

Select one Crusade card from your Order of Battle that has one or more Battle Scars. Select one of that unit's Battle Scars and remove it from its Crusade card (remember that for each Battle Scar removed, the unit's Crusade points will effectively increase by 1).

SUPPLY CACHE 3 IP

You can use the Increase Supply Limit or Fresh Recruits Requisition without spending any Requisition points.

LOCATE REDOUBT 4 IP

Gain 1 Requisition point.

RELICS OF THE NEXUS 7 IP

Select one Crusade card from your Order of Battle that is a **CHARACTER** unit. That unit gains 1 Crusade Relic from the Relics of the Nexus (pg 15). As with any Battle Honour, make a note on the unit's Crusade card and increase its Crusade points accordingly.

STRENGTH THROUGH ADVERSITY 9 IP

Select one Crusade card from your Order of Battle. That unit gains 1 Battle Honour. As with any Battle Honour, make a note on the unit's Crusade card and increase its Crusade points accordingly.

THEATRE OF WAR:
PARIAH NEXUS

The following section provides additional rules that you can apply to your battles that recreate the characteristics of the Pariah Nexus on the battlefields of the 41st Millenium. If a battle uses the Pariah Nexus Theatre of War, roll on the table below to generate a Strategic Setback that has befallen the armies involved in the battle. This will provide additional rules for your battle. If you wish, and both players agree, you can also generate an Affliction from the table opposite to affect both armies. Afflictions will affect the game in a much more dramatic way, and so both players should be prepared for their army's effectiveness to be reduced by the overpowering effects of the Pariah Nexus.

Designer's Note: *The Pariah Nexus Theatre of War rules are used for the missions within this publication, but players should feel free to use these rules for other missions found elsewhere. If you and your opponent agree, after determining the mission and reading the mission briefing, you can generate additional Pariah Nexus Theatre of War rules for that mission by rolling on the tables below and opposite. Note that for the purposes of Crusade rules, a battle that uses the Pariah Nexus Theatre of War is considered to be a battle set in the Pariah Nexus. Also note that some of the Strategic Setbacks require a player to have a deployment zone, or be able to use Reinforcements, and may not be suitable for use in some missions found elsewhere. If this is the case, do not generate a Strategic Setback for that game.*

STRATEGIC SETBACKS

1. DISORIENTED APPROACH

Navigating their way through the unsettling calm, the formation of your forces has become fractured as they struggle to maintain discipline and cohesion.

Each player divides their deployment zone as evenly as possible into three equal sections and numbers them 1-3. When setting up a unit from their army on the battlefield, each player must roll one D3 to determine which section of their deployment zone that unit must be set up wholly within. If a player runs out of room to set up that unit wholly within that section of their deployment zone, roll again until another section is determined.

2. DEFERRED REINFORCEMENTS

Communications have faltered as ghostly whispers babble nightmarish nonsense through vox units. Pulsating waves of hopelessness and despair drive at your troops. And the eerie calm of the immaterium causes teleportarium chamber malfunctions. Among a myriad of calamities, your precision reinforcements suffer numerous delays in reaching the fray.

Reinforcement units cannot be set up on the battlefield until the third or subsequent battle rounds, and cannot be set up within 12" of any enemy models.

3. FALTERING DEPLOYMENT

A sudden surge of inertia and exhaustion has stalled portions of your initial strike. In stuttering groups, halting formations rejoin the front lines in ebbs and flows.

After declaring reserves and transports, each player must separate the remaining units from their army into three parts. Each part must include at least one unit. If a player does not have enough units to do so, they must separate the remaining units from their army into as many parts as possible.

When deploying armies, each player selects one part of their army. Only units in that part can be deployed. At the Reinforcements step of their first Movement phase, that player selects one of the remaining parts of their army to arrive as Reinforcements. At the Reinforcements step of their second Movement phase, the remaining part of that player's army arrives as Reinforcements.

When a part of a player's army arrives in the Reinforcements step of their Movement phase, treat those units as arriving from Strategic Reserve, except that you must set up those units wholly within 9" of that player's battlefield edge.

AFFLICTIONS

1. SMOTHERING SILENCE

Over this battlefield, the oppressive shroud of the Necrons' contra-immaterian nodal matrix waxes strong. Psykers struggle to manifest their powers, grasping for an empyrean that seems to be no longer there.

Subtract 1 from Psychic tests and Deny the Witch tests. **PSYKERS** do not suffer Perils of the Warp.

2. THE STILLING

A seeping sense of exhaustion and lethargy creeps through each warrior. Limbs slacken and passions shrivel as blows are struck with fading impetus.

Subtract 1 from Advance and charge rolls. Subtract 1 from the Strength characteristic of all models.

3. UNNATURAL DREAD

The anomalous stillness and the sensation of being watched linger even in the heat of war. The unsettling horror unnerves every anxious warrior.

Units always count as being at below Half-strength for the purposes of Combat Attrition tests. Subtract 1 from the Leadership characteristic of all models.

4. LABOURING MACHINES

Machine spirits flicker with uncertainty and engines stall through the poor ministrations of enervated crews. Trembling gunners, feeling stifled twice over, panic within what may become a metal tomb.

Subtract 6" from the Range characteristic of weapons with a Range characteristic of 24" or more that **VEHICLE** models are equipped with. Subtract 3" from the Range characteristic of weapons with a Range characteristic of less than 24" that **VEHICLE** models are equipped with. Subtract 3" from the Move characteristic of **VEHICLE** and **BIKER** models.

5. BLACKZONE

Warp-powered defences falter, and energy is sapped from the limbs of those dependent on their agility. Even technological shield systems fluctuate, their maintenance abandoned by those struggling to remember their purpose.

Worsen invulnerable saves by 1 to a minimum of 6+ (e.g. an invulnerable save of 4+ becomes 5+).

6. UNNERVED

Without the wisdom and persistent guidance of their commanders, squads fail to implement battle plans to their fullest. Once-ingrained orders are forgotten, mission parameters seeming a distant irrelevancy.

At the start of your Command phase, roll 2D6 for each unit from your army that is more than 9" away from any friendly **CHARACTER** units. If the result is equal to or greater than that unit's highest Leadership characteristic, until the start of your next Command phase it cannot perform actions or make use of the Objective Secured ability, and you cannot use any Stratagems to affect it nor the Command Re-roll Stratagem to affect any dice rolls made for it.



CRUSADE MISSIONS

'I find myself uncaring of the reasons for this grey shroud we find in the Nephilim Sector. Whatever its root, whatever its design, there are xenos here, there are heretics and there are oathbreakers. I am a warden of Ultramar and a Guardian of the Temple. I was made to strike down these and any other foes daring to strike at the Imperium. My blade was forged to open their hearts. My shield was shaped to ward against their treachery. Do not look for deeper truths than those, brothers.'

- Markus Thysor, Lieutenant of the Ultramarines 3rd Company



1

COMBAT PATROL MISSION

SURVEY AND SECURE

MISSION BRIEFING

Forward reconnaissance has detected disturbing readings emanating from several sites in this area, which may provide information on the strange phenomena at work. Lock these sites down so they can be examined and enemy forces can be prevented from gaining access to them.

MISSION RULES

Objective Markers: Place one objective marker in the centre of the battlefield. The players then alternate placing two additional objective markers on the battlefield, one at a time, starting with the Attacker. Each objective marker cannot be placed within a deployment zone, and must be placed more than 6" away from any battlefield edge and more than 9" away from any other objective marker.

Lock it Down (Action): One **INFANTRY** unit (excluding **CHARACTERS**) from your army can start to perform this action at the end of your Movement phase on an objective marker it is within range of. The action is completed at the start of your next Command phase as long as that unit is still within range of that objective marker and there are no enemy units (excluding **AIRCRAFT**) within range of it. If you complete this action, that objective is said to be Locked Down by your army and remains under your control, even if you have no models within range of it, until an enemy unit completes this action for the same objective marker. Each unit can only Lock Down one objective marker with this action each turn.

MISSION OBJECTIVES

Victory points are awarded as follows:

SITE SECURE

Progressive Objective

Whether these sites contain a pulsating xenos artefact, a comms array echoing with eternal screams or a strange fluctuating effect of the Nexus, these sites are too important to fall into enemy hands.

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They control one or more objective markers.
- They control one or more objective markers Locked Down by their army.
- They control three Locked Down objective markers.

This mission objective cannot be scored in the first battle round.

VICTOR BONUS

The victor can select two units from their army to be Marked for Greatness (see the Warhammer 40,000 Core Book) after the battle, instead of just 1.

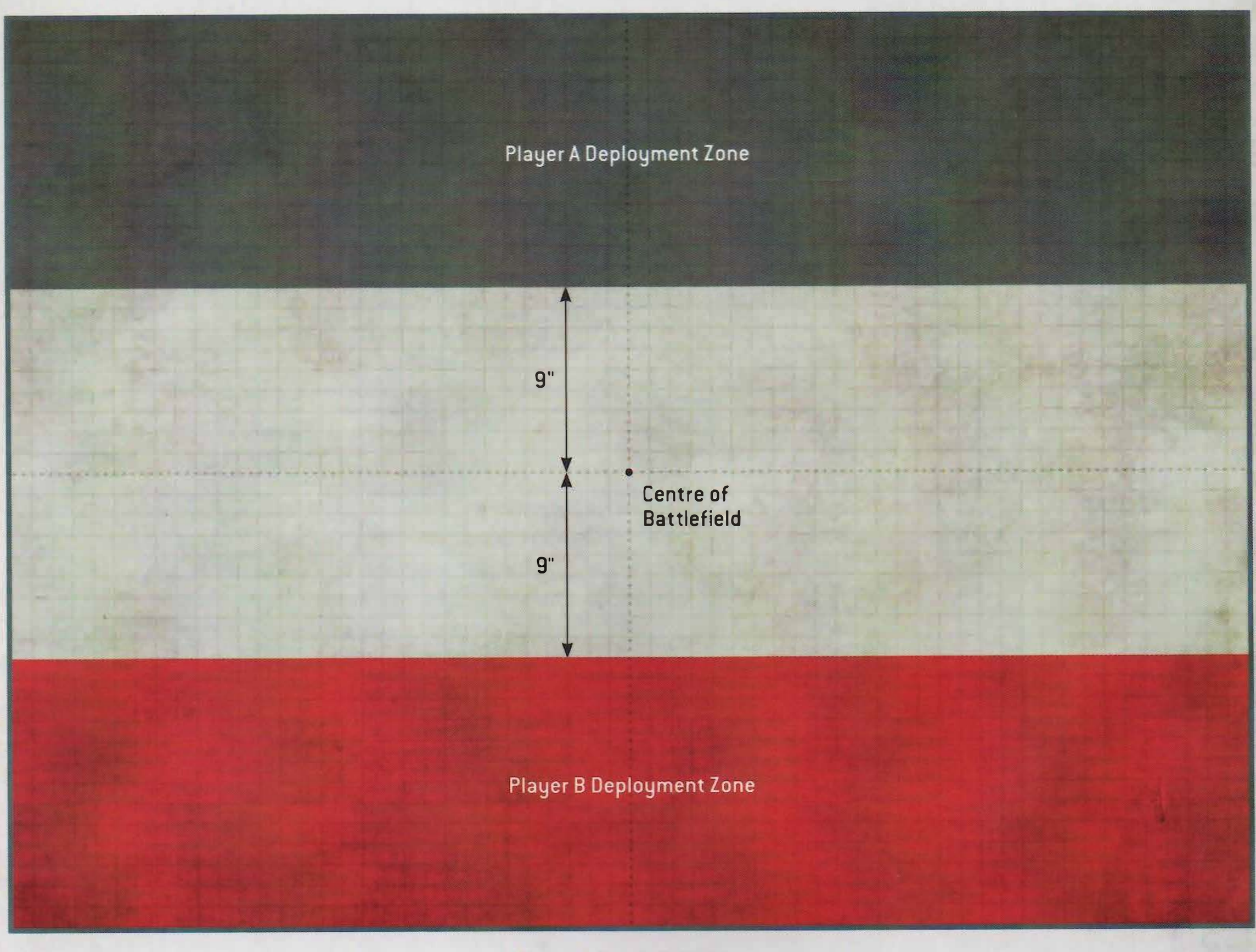
Odakhar the Exquisitor clenched and unclenched his metallic fingers in irritation around the haft of his plasmic lance. Before him, three ranks of his – no, he thought bitterly, Lord Nek'retep's – Warriors poured gauss fire into the Human soldiery. The creatures fell with strange, warbling ululations when surgically de-atomised, he noted. Behind Odakhar, two smaller groups of elite Immortals hunted down squads of Imperial Guardsmen who'd made the error of attempting to encircle the Plasmancer's carefully ordered phalanx.

The Humans' continued efficacy was proof that the nodal structure had been compromised somehow. Some of them occasionally slackened in their rate of fire, seeming to stare dumbly at the Necrons grinding towards them, but then they would flinch at the remonstrations of the shouting Humans among them. He had to investigate the node's operation, but to do so required the removal of these irritating aliens. Two animated figures defended by the Humans – hideous amalgams of red-robed flesh and childlike mechanisms – made repeated motions to the node's location, and in a nanosecond of panic Odakhar wondered what they might have done.

A rapid volley of las-blasts flashed and sparked over the forms of his guardian Warriors. One fell, exotic particulates coughing from rents in its chest and face plate and a stray shot spat perilously close to Odakhar. Incensed, he thrust out his hand, feeling the ripple of power as competing charges leapt forward, tearing two Humans apart in a coruscating flare. These creatures would trespass no more.

COMBAT PATROL MISSION

SURVEY AND SECURE



2

COMBAT PATROL MISSION

ANOMALOUS READINGS

MISSION BRIEFING

Orbital scanners cannot get a lock on this section of smouldering ruins. Our scouts report a series of disruptive nodes preventing signal returns and hiding enemy movements throughout this area. Despatch a force at once to investigate these readings and, even if only temporarily, shut down their source nodes.

MISSION RULES

Targeting Disruption: While a unit is within range of an objective marker that is not deactivated, each time a model in that unit makes a ranged attack, subtract 1 from that attack's hit roll.

Deactivate Node (Action): One **INFANTRY** unit (excluding **CHARACTERS**) from your army can start to perform this action at the end of your Movement phase on an objective marker it is within range of. The action is completed at the end of your turn as long as that unit is still within range of that objective marker and there are no enemy units (excluding **AIRCRAFT**) within range of it. If you complete this action, that objective is said to be Deactivated, and the Targeting Disruption ability (above) does not apply to that objective marker. At the end of each battle round, the player who went first rolls one D6 for each Deactivated objective marker. On a 1, that objective marker is no longer Deactivated.

MISSION OBJECTIVES

Victory points are awarded as follows:

DEACTIVATE

Progressive Objective

Take whatever is causing these readings offline by whatever means are at your disposal – psycho-electric destabilisation, shaped charges or the simple application of brutal force.

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They control one or more objective markers.
- They Deactivated one or more objective markers this turn.
- They destroyed one or more enemy units that were within range of an objective marker this turn.

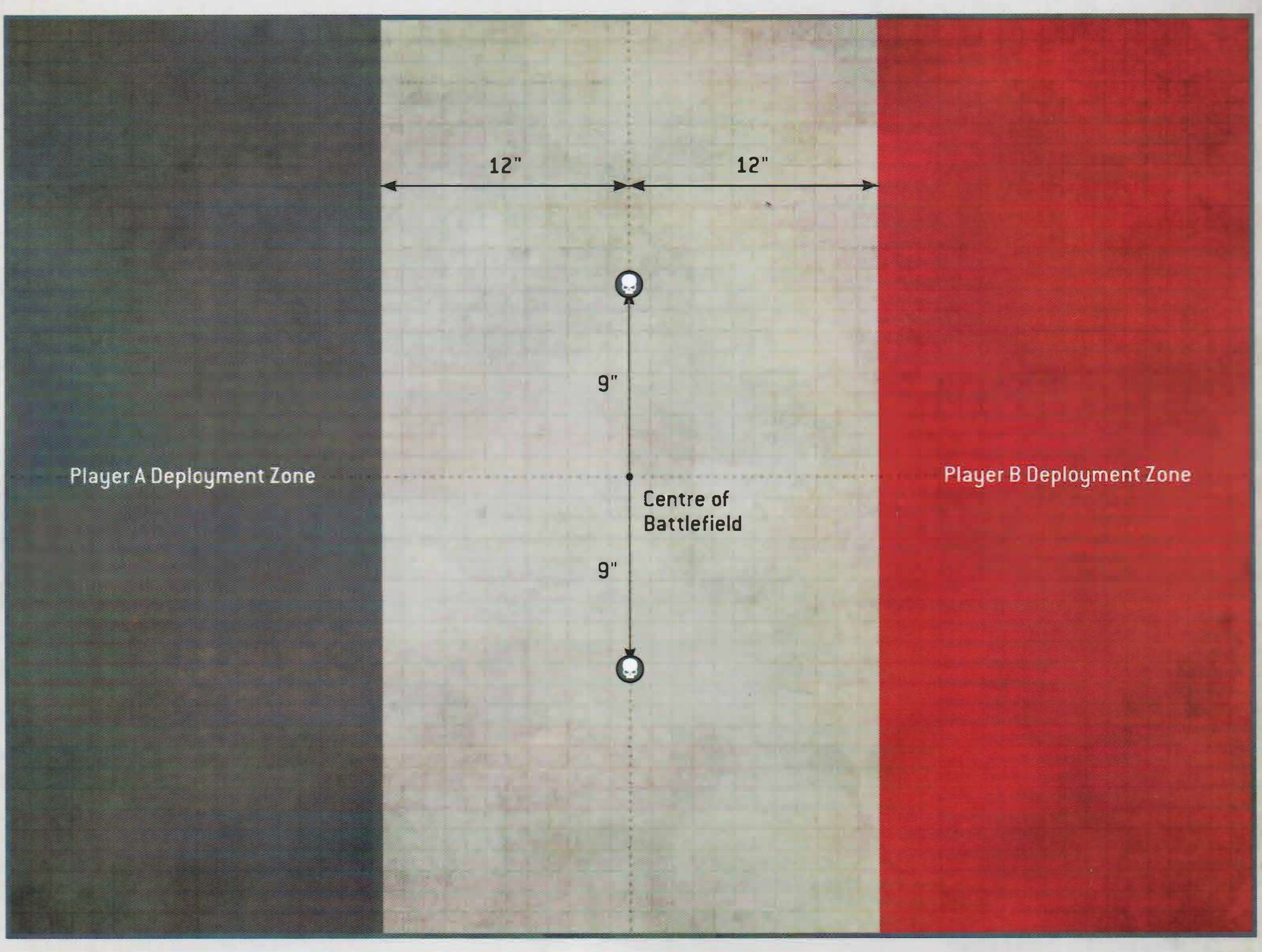
This mission objective cannot be scored in the first battle round.

VICTOR BONUS

The victor can select one unit from their army (excluding **CHARACTER**, **VEHICLE** or **MONSTER** units). If that unit can gain a Battle Honour, it gains the Battle-tested Battle Trait (see the Warhammer 40,000 Core Book). Make a note of that Battle Trait on that unit's Crusade card and increase its Crusade points accordingly.

COMBAT PATROL MISSION

ANOMALOUS READINGS



3

COMBAT PATROL MISSION

LYING IN WAIT

MISSION BRIEFING

The area appears unnaturally quiet, even compared to the rest of this war-torn landscape. Enemy activity seems to be at a minimum, but augurs remain unreliable. Take a force into the region and investigate, but be on your guard. Sever any critical assets you discover, but do not allow your own to be taken.

MISSION RULES

Theatre of War: Do not generate a Strategic Setback (pg 18) for this mission.

Mission Critical Asset: After determining which player is the Attacker and which is the Defender, the Defender selects three units from their army to be Mission Critical Assets. These units must be set up on the battlefield or embarked within a **TRANSPORT** during deployment, and cannot be removed from the battlefield for any reason, unless they are destroyed, or to embark onto a **TRANSPORT**. If the Defender has less than three units, they all must be Mission Critical Assets.

Ambush: The Attacker can set up a maximum of three units in their deployment zone. The rest of their army must be set up in Strategic Reserve (this does not cost any Command points), or as reinforcements.

When a unit from the Defender's army arrives from Strategic Reserves, that unit can only be set up wholly within 6" of the Defender's Battlefield Edge, regardless of the battle round.

'I don't *care* if Ol' Zagtrap sez 'iz brain is fallin' inna big, black 'ole. Tell 'im to wave at Gork'n'Mork on da way in. 'E looks pasty an' 'orrible anyway, we're well shot of dat Weirdboy. What I *do* care 'bout is dem Humie wagonz wiv all dem gunz on em. I see'd one ov dem blow a Stompa's leg clean orf!

Dem shifty Kommandoz've been watchin' 'em. I want 'em, all of 'em. An I don't care if we 'av to skrag 'em first. Dem Meks got enuff know-wotz to sort any 'oles owt. Anyway, we need a scrap, me fists is itchin' wiv all dis quiet.'

- Nekskrag Kanlifta, Deathskull Boss-Bosser

MISSION OBJECTIVES

Victory points are awarded as follows:

NO PRISONERS

Progressive Objective

Exterminate the enemy. Show them no mercy. Scour them from the face of the battlefield with extreme firepower and allow them no quarter as they take their final breath upon your blades. Benighted or not, this world is ours!

Score 20 victory points at the end of the battle round if more enemy units than friendly units were destroyed during this battle round.

DESTROY THEIR ASSETS

End Game Objective

Assassinate whoever you must. Bleed their greatest resources dry. Crack open their strongest defences. Our future plans depend on the enemy not being able to respond to our next strike.

The Attacker scores 10 victory points for each Mission Critical Asset unit that is destroyed at the end of the battle. If the Defender only has two Mission Critical Asset units, each is worth 15 victory points. If the Defender only has one Mission Critical Asset unit, it is worth 30 victory points.

PRESERVE OUR FORCES

End Game Objective

Ambush! Signal the reserves and open fire! We cannot allow this world's sickening torpor and the enemy's underhanded tactics to rob us of our major strengths.

The Defender scores 10 victory points for each Mission Critical Asset unit that is on the battlefield at the end of the battle. If the Defender only has two Mission Critical Asset units, each is worth 15 victory points. If the Defender only has one Mission Critical Asset unit, it is worth 30 victory points.

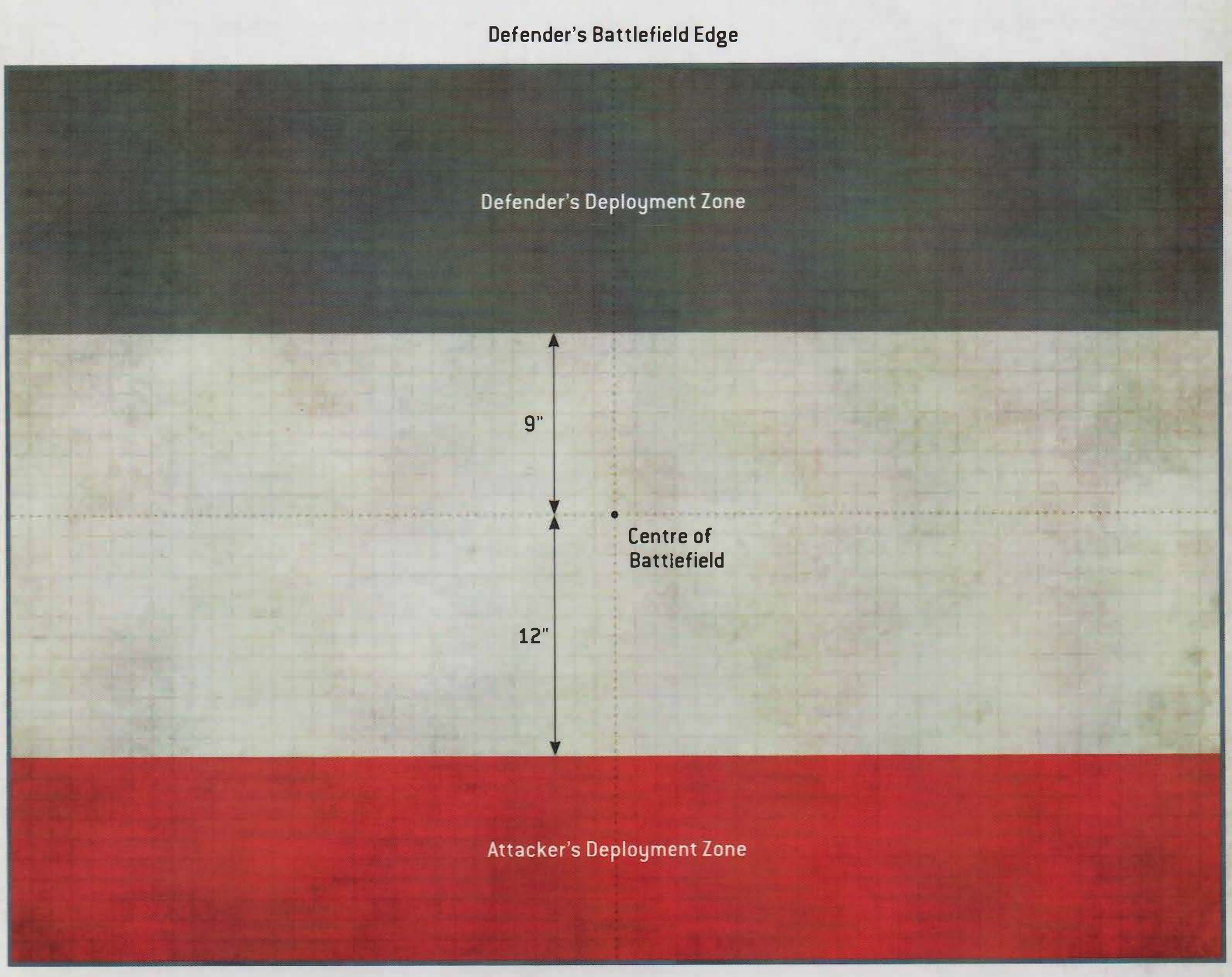
VICTOR BONUS

The victor of this mission gains 2 Requisition points after this battle, instead of just 1.

3

COMBAT PATROL MISSION

LYING IN WAIT



4

COMBAT PATROL MISSION

POWER SPIKE

MISSION BRIEFING

Orbital readings have detected a huge power surge, revealing psycho-reactive mechanisms at the enemy's permieter lines. We must capture these mechanisms and study them. If the enemy threaten your acquisition, destroy these sites instead.

MISSION RULES

Sabotage (Action): One **INFANTRY** unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker. The action is completed at the start of your next Command phase as long as that unit is still within range of that objective marker and there are no enemy units (excluding **AIRCRAFT**) within range of it. If you complete this action, that objective marker has been Sabotaged. Remove it from the battlefield.

Novgorius Felk blurted a triple-layered cant of invectives. The surge had come from nowhere! Now, his Servitors stood smoking, their remaining flesh sizzling and dripping around their connections to the scanner array. The days their specialised components had taken to calibrate, the weeks slipping them past active war zones – all wasted!

His neural architecture sifted through thousands of complex scenarios, desperately trying to determine the cause. Another part of his enhanced mind realised he would have to inform Magos Ikeithiron. Felk had overseen the creation of every component but one, for the project's secrecy had required bypassing the usual requisition routes. The Magos had assured Felk the strange power cores were safe, even as he forbade the Tech-Priest from connecting them to anything else. Now, the honour and ambition Felk had felt when the Magos had revealed his pivotal role fell away. Felk realised he alone would also carry the blame for this setback.

Felk's insistent subroutines finally made themselves known. The surge would have been detectable for miles, he realised. There were enemy forces 507.43 miles distant. Might they have detected something? Felk might need to request that the Magos divert military assets to the array's defence. 507.43 miles – no, surely not. What surface augurs the enemy had would not extend that far.

Felk's subroutine issued a further assessment and he looked up, his optics auto tracking the orbiting fleets. Fleets, he realised, whose sensors stretched far further.

MISSION OBJECTIVES

Victory points are awarded as follows:

HOLD THE MECHANISMS

Progressive Objective

These mechanisms may have been discovered or erected by the defending forces. They understand their significance to this world's pall of dread as much the saboteurs. Neither commander will willingly allow the other to hold them.

At the end of each player's Command phase, the player whose turn it is scores 15 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They control one or more objective markers.
- They control more objective markers than their opponent.

This mission objective cannot be scored in the first battle round.

SABOTAGE

End Game Objective

Do not allow these devices to remain in enemy hands. If you cannot consolidate your hold immediately, do whatever is necessary to deny the foe any use of them.

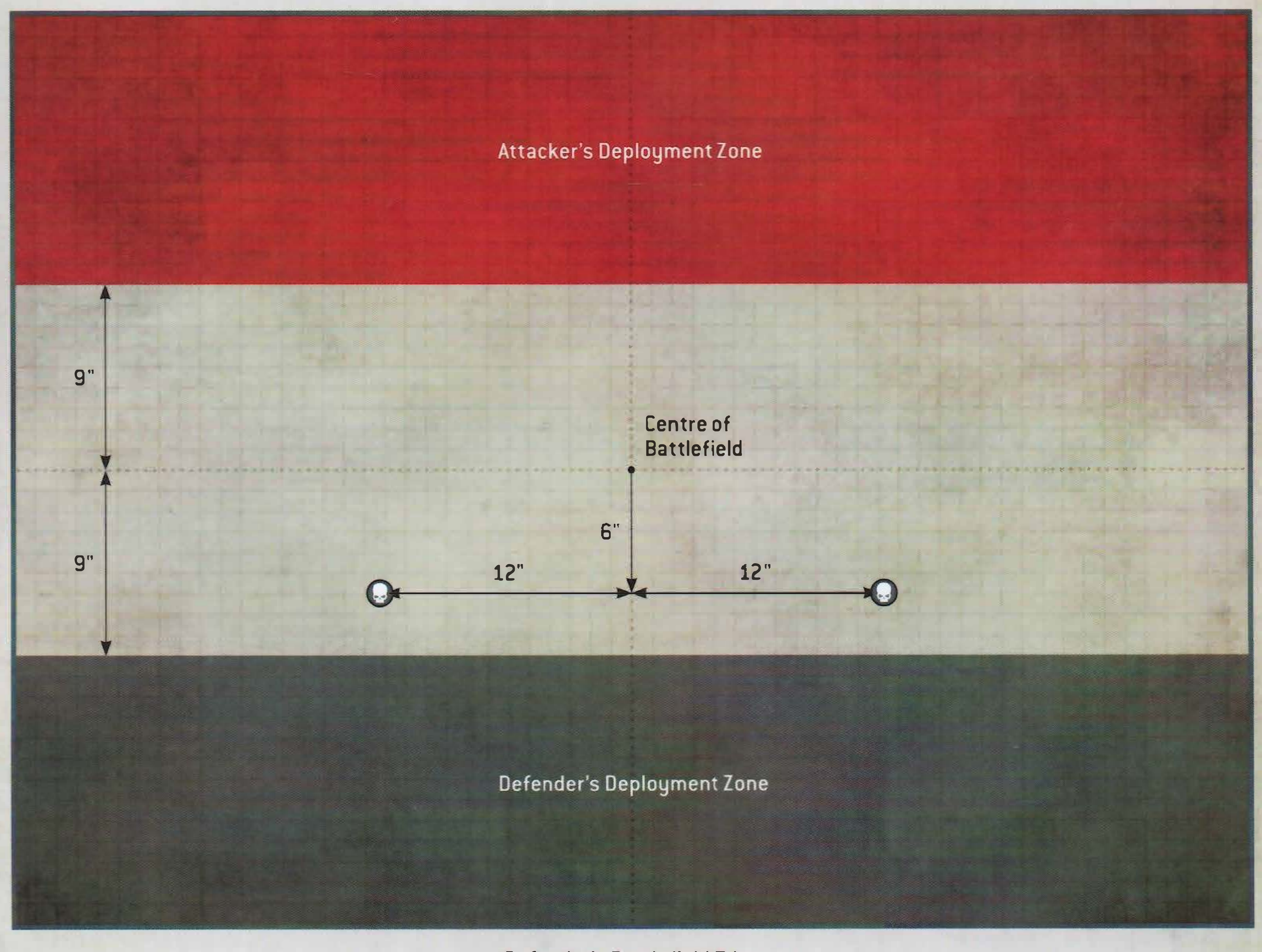
The Attacker scores 15 victory points for each objective marker that has been Sabotaged.

VICTOR BONUS

The victor of this mission gains 2 Requisition points after this battle, instead of just 1.

COMBAT PATROL MISSION

POWER SPIKE



5

COMBAT PATROL MISSION

DATA ACQUISITION

MISSION BRIEFING

The enemy are attempting to intercept our scanner arrays. The accumulated data is of the utmost importance if we are to discover the true nature of what is occurring here. We must extract this information from the scanner arrays before the enemy can.

MISSION RULES

Retrieve the Data (Action): One unit from your army (excluding **CHARACTERS**, **BEASTS** or **VEHICLES**) can start to perform this action at the end of your Movement phase if it is within range of an objective marker. The action is completed at the end of your turn as long as that unit is still within range of that objective marker and there are no enemy units (excluding **AIRCRAFT**) within range of it. Once a player has completed this action for an objective marker, they cannot use this action on the same objective marker again. Each unit can only affect one objective marker with this action each turn.

MISSION OBJECTIVES

Victory points are awarded as follows:

DATA PRESERVATION

Progressive Objective

Repel the enemy from the scanner sites and defend them at all costs. Using encrypted ciphers, biovorric data-thieves or by tearing out the info-stack, ensure we obtain every trace of data contained within.

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They control one or more objective markers.
- They control more objective markers than their opponent.
- They completed the Retrieve the Data action this turn.

COMPLETE RECORDS

End Game Objective

Each scanner site only contains a partial data-gheist. We must have the full analysis if we are to have any hope of countering this stifling aura.

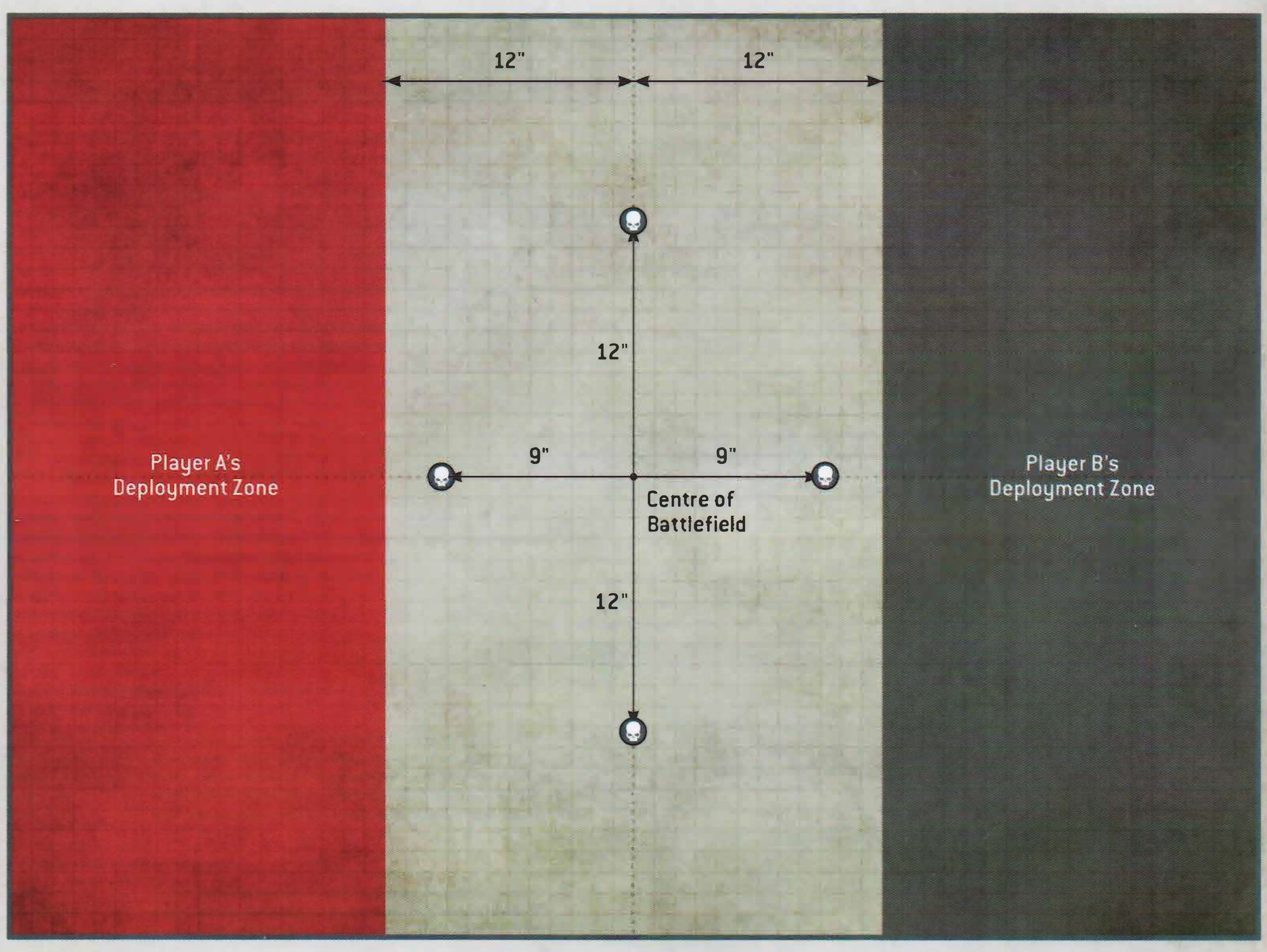
A player scores 30 victory points if their army has performed the Retrieve the Data action on all 4 objective markers.

VICTOR BONUS

The victor can select two units from their army to be Marked for Greatness after the battle, instead of just 1.

COMBAT PATROL MISSION

DATA ACQUISITION



6

COMBAT PATROL MISSION

REGROUP

MISSION BRIEFING

Our army has become scattered during the latest assault. Patrols have moved out of position without explanation and command signals remain unanswered. Bring our contingents back into a cohesive fighting force before the enemy can take advantage of this insidious inertia.

MISSION RULES

Theatre of War: Do not generate a Strategic Setback (pg 18) for this mission.

Splintered Forces: Each player has two deployment zones. When it is their turn to set up a unit, the player must set up one unit from their army in each of their deployment zones. If a player has an odd number of units, the final unit can be set up in either of that player's deployment zones. If it is impossible to fit a unit in a deployment zone, set up one unit in the other deployment zone instead.

MISSION OBJECTIVES

Victory points are awarded as follows:

REGROUP AND CLEANSE

Progressive Objective

Once the enemy force has been assessed, sweep the designated convergence zone clear of them. This area must be held at all costs if we are to reassert rigid control.

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 20 victory points):

- They have one or more units wholly within the Regrouping Zone.
- One or more enemy units that were within the Regrouping Zone at the start of this turn have been destroyed.

This mission objective cannot be scored in the first battle round.

CONSOLIDATE FORCES

End Game Objective

Concentrate your strength. Do not allow whatever miasma pervades the battlefield to separate your forces. Deny such stability to the enemy and we will break them!

If a player has more units wholly within the Regrouping Zone than their opponent at the end of the battle, they score 20 victory points.

VICTOR BONUS

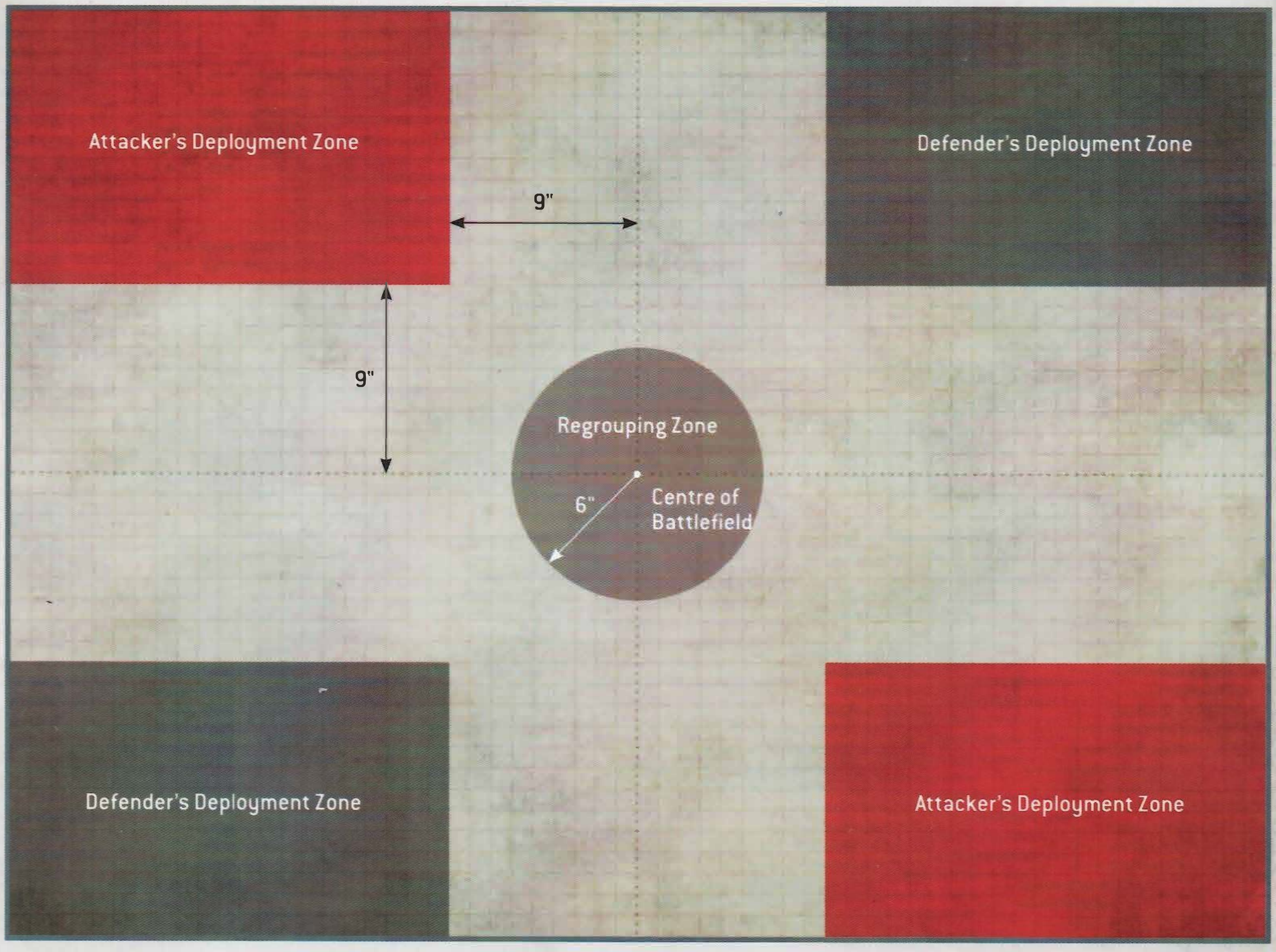
The victor can select one **CHARACTER** unit from their army that was within the Regrouping Zone at the end of the battle. If that unit can gain a Battle Honour, it gains a Battle Trait of your choice (see the Warhammer 40,000 Core Book). Make a note of that Battle Trait on that unit's Crusade card and increase its Crusade points accordingly.

'Hello?! Does anyone read me? I repeat, this is Signalman Psoraga, 235th Argovoni Mariners – Sarg, not that way... we're approaching... er, Drillhall on Hill 27B, there's only Sergeant Derinn and myself. There's no... response from Drillhall comms, our platoon... gone, just... during manoeuvres – Sarg, don't... stop, is... can anyone...'

- Suspected xenos disruption technique

COMBAT PATROL MISSION

REGROUP







1

INCURSION MISSION

CRUCIAL INTELLIGENCE

MISSION BRIEFING

Enemy forces have been tracked to this site from a nodal system of the Nexus we have been unable to approach. Whatever information these warriors possess about that shrouded region must be captured. Subdue them for extended interrogation or recover what data preservation technology they carry from their corpses. Safeguard your own intelligence from counter-espionage and beware the enemy rerouting data to nearby allies.

MISSION RULES

Theatre of War: Do not generate a Strategic Setback (pg 18) for this mission.

Crucial Intel: Before deployment, each player must distribute 5 Data points as evenly as possible between the units from their army. These units must be set up on the battlefield or embarked within a **TRANSPORT** that is set up on the battlefield during deployment, and cannot be removed from the battlefield for any reason, unless they are destroyed, or to embark onto a **TRANSPORT**.

Data Transfer (Action): One unit from your army that has any Data points can start to perform this action at the end of your Command phase. The action is completed at the end of your turn. If you complete this action, select one friendly unit within 18" of the unit that completed the action. Any Data points that were allocated to the unit that completed the action are now allocated to this unit.

'Was it worth it, Trooper? Captain Verghara says so. Was it worth us losing three platoons, stripped apart right in front of us by them damned xenos guns? The 986th Armoured getting cut off and cracked open? The von Garret Line burning while it was still manned? Captain Verghara knows so. That vox-thief is worth more than you or me, have you got that?'

- Sergeant Gerk Fyard, 28th/71st Reltan Tridites

MISSION OBJECTIVES

Victory points are awarded as follows:

DATA DENIAL

Progressive Objective

Your forces must secure the information from the enemy by any means necessary, while ensuring transmission of the crucial intelligence to those who can best keep it safe. We muct leave the enemy with no clue in this unsettling region.

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 20 victory points):

- They destroyed any units during this turn that had any Data points allocated.
- They completed the Data Transfer action this turn.

A NEED TO KNOW

End Game Objective

Your commanders are privy to secure details regarding this intelligence and understand the stakes involved if we are unable to act on it. Ensure the data reaches those with clearance.

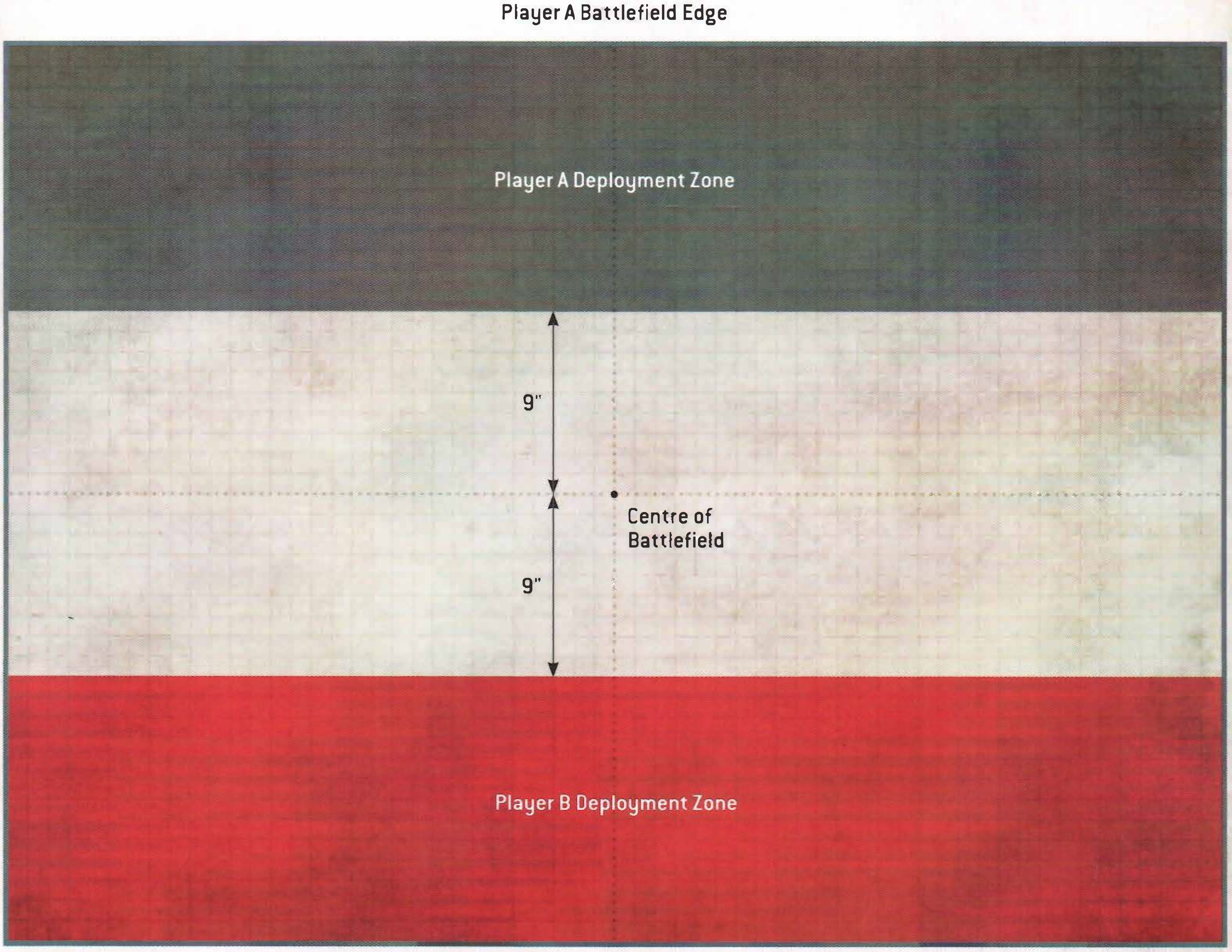
Each player scores 10 victory points for each Data point allocated to **CHARACTER** units from their army that are on the battlefield at the end of the battle.

VICTOR BONUS

The victor can select one **CHARACTER** unit that had any Data points allocated to them. That unit gains 3 experience points.

INCURSION MISSION

CRUCIAL INTELLIGENCE



2

INCURSION MISSION

THE SHROUD

MISSION BRIEFING

A series of ancient, linear earthworks appear to coincide with an eerie curtain of unknown energy. Its exact dimensions cannot be clearly determined, but this unnatural power leeches the force from shots fired across its boundary. The enemy army is seeking to cross this barrier. Keep them back at all costs and secure the perimeter; this phenomenon is ours alone to exploit.

MISSION RULES

The Shroud: The Shroud is a straight line, 1mm wide, which runs through the centre of the battlefield. When making a ranged attack, if a straight line drawn between the firing model and the closest visible part of the target unit crosses the Shroud line, the target unit has a 5+ invulnerable save against that attack.

MISSION OBJECTIVES

Victory points are awarded as follows:

CROSS THE SHROUD

Progressive Objective

Do not allow the enemy any opportunity to investigate this strange veil. Push forwards and secure both frontiers of the anomaly with unremitting force.

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They have one or more units wholly within the half of the battlefield that contains their opponent's deployment zone.
- There are no enemy units wholly within the half of the table that contains their own deployment zone.
- One or more enemy units were destroyed this turn by a unit from their army that is wholly within the half of the battlefield that contains their opponent's deployment zone.

VICTOR BONUS

The victor can select one unit from their army. If that unit can gain a Battle Honour, it gains a Battle Trait of your choice (see the Warhammer 40,000 Core Book). Make a note of that Battle Trait on that unit's Crusade card and increase its Crusade points accordingly.

The chill was like nothing Fusilier Nykara had ever felt. It sucked at the core of her, as if her lungs were being crushed, as if she was drowning at the bottom of a frozen, pitch-black lake. She retched, releasing nothing but a few strands of yellow drool. There was something different with her eyesight; she saw everything with an incredible clarity. Every blade of wilted, red vegetation, every brassy shell casing, the hair-fine filaments on the frayed edge of her khaki boot strap… except the weeds were no longer red, along with the shells and her muddy boots, they were all grey. No colour at all. She began to panic.

'It'll pass, just ignore it and pull yourselves together. Cog-breath over there says it'll pass,' said Sergeant Tybik. Nykara heard the old man growl the words out, but didn't miss the wheeze as he fought to breathe himself.

Nykara looked over her shoulder. The… thing she'd just walked through hung there. She could see the rest of the platoon on the other side, suspicious faces altered and distorted by the thing hanging between them.

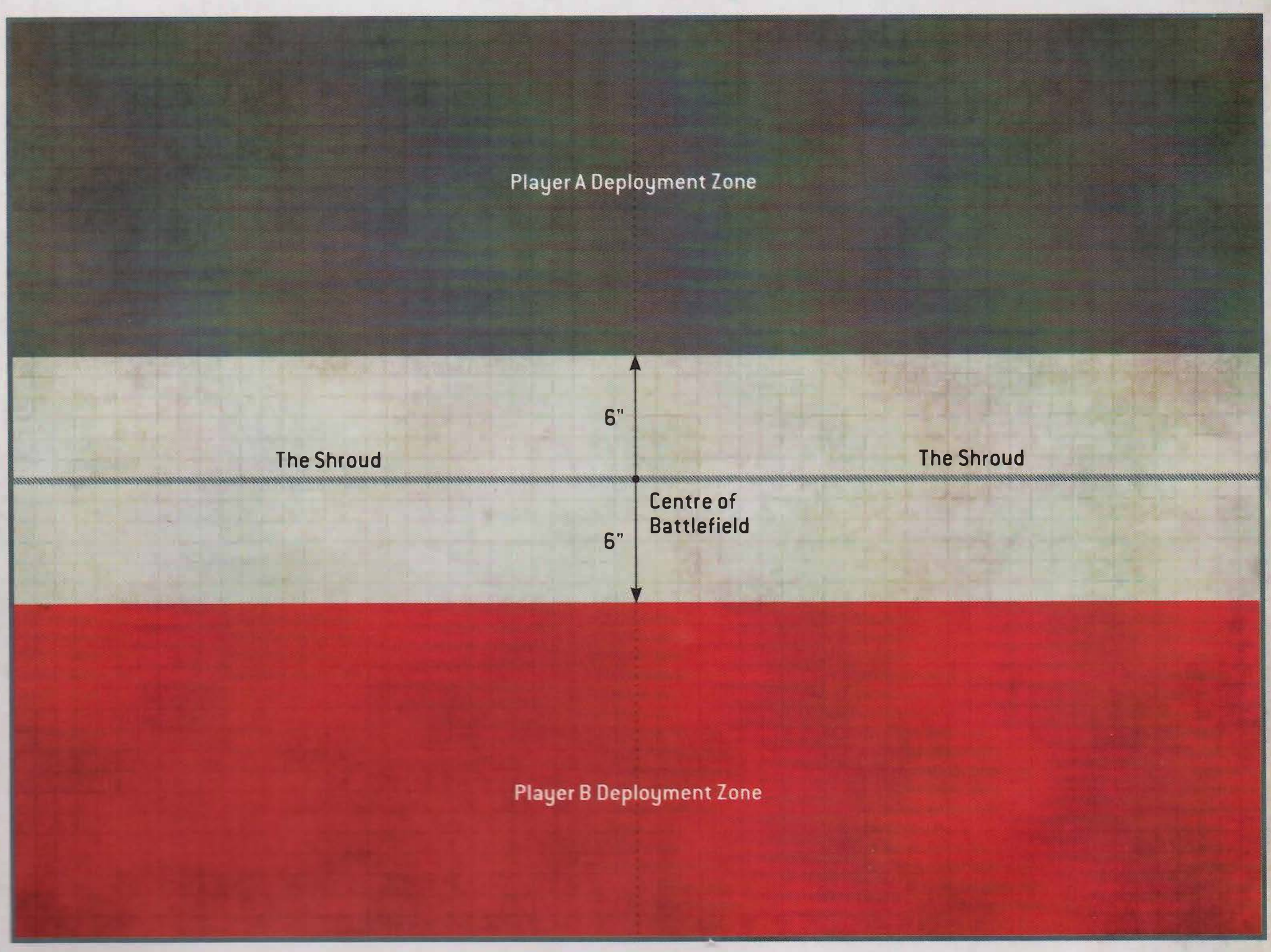
A sudden detonation cut through her distracted attention. Ingrained training made her fling herself to the icy ground. Hearing returned swiftly and as the ringing in her ears subsided, she realised her sight was returning to normal.

'Get up, Fusiliers!' roared Tybik. 'Take out that artillery and they won't get another chance. Now, move it! Hetman says this shield is ours, so let's fight for it!'

2

INCURSION MISSION

THE SHROUD



3

INCURSION MISSION

THE STILLED

MISSION BRIEFING

The citizens in this region have been rendered docile, failing to evacuate even in the face of all out war. They shuffle aimlessly and seemingly oblivious to their surroundings. Some of these tragic creatures remain miraculously untouched by the fighting. We must secure them for study, for they surely cannot be saved. We can be certain that the enemy will look to do the same, seeking to weaponise against us whatever has befallen these 'stilled' ones.

MISSION RULES

The Stilled: At the start of each battle round, starting with the player who is taking the first turn, the players alternate selecting an objective marker and rolling off with their opponent. The player who rolls highest can move that objective marker a number of inches equal to the highest dice result. If the roll is a tie, that marker does not move. Each objective marker can only be selected once per battle round.

MISSION OBJECTIVES

Victory points are awarded as follows:

ESCORT THE STILLED

Progressive Objective

These folorn, soulless beings will not heed any instructions. Move out and secure them – by force if necessary.

Players score 10 victory points at the end of their turn for each objective marker they control.

SECURE THE STILLED

End Game Objective

The more experimental subjects we can secure, the more data we can amass. We will turn the misfortune of these pathetic wretches to our advantage.

If a player controls all 3 objective markers at the end of the battle, that player scores 30 victory points.

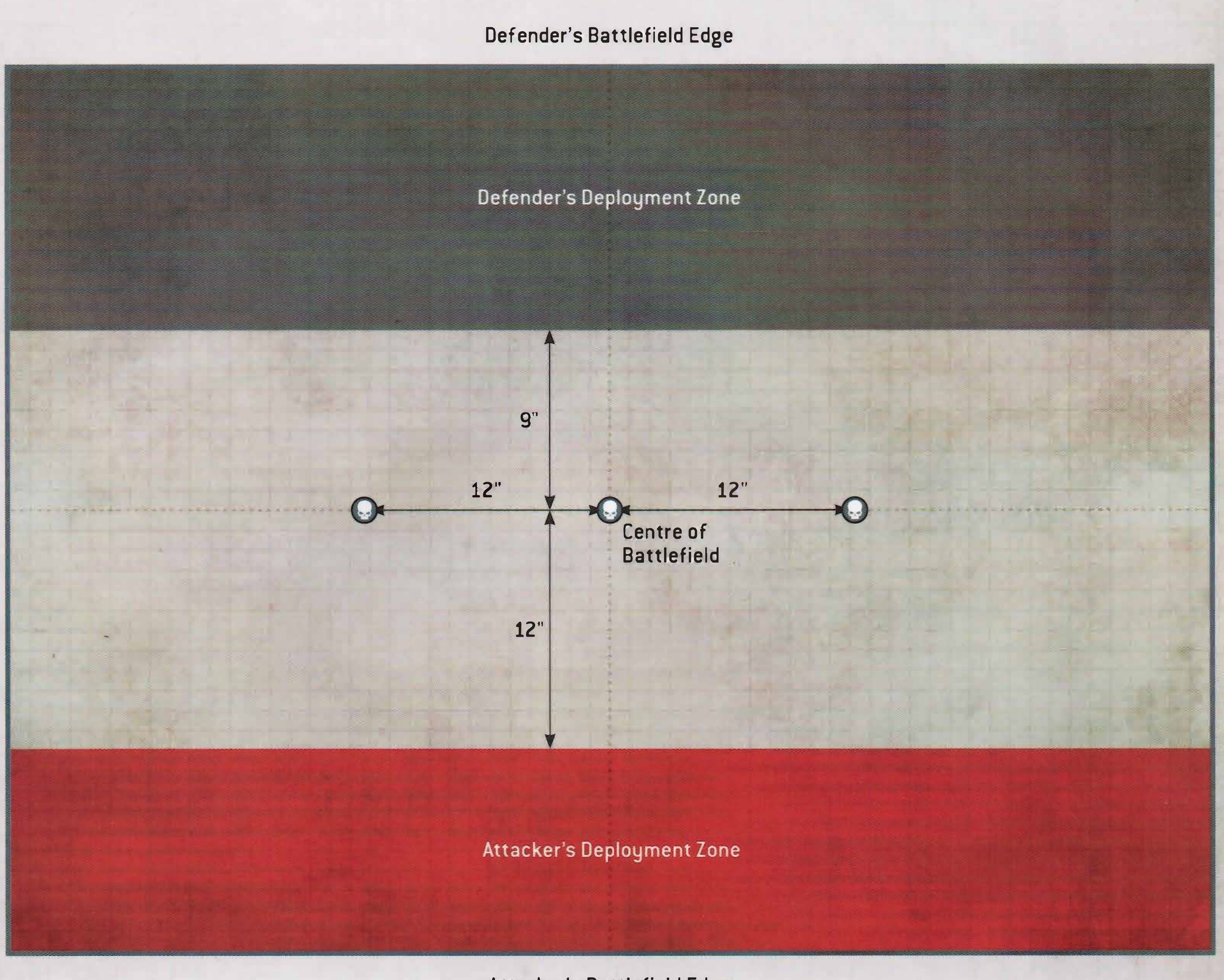
VICTOR BONUS

The victor can select two units from their army to be Marked for Greatness after the battle, instead of just one.

3

INCURSION MISSION

THE STILLED



4

INCURSION MISSION

ELDRITCH ENCOUNTER

MISSION BRIEFING

A reconnaissance patrol responding to ghost returns on their scanners – misty presences there one minute and gone the next – have suddenly encountered a flesh and blood enemy force. As battle commences, both forces send desperate signals, demanding reinforcement to drive the enemy back.

MISSION RULES

Theatre of War: Do not generate a Strategic Setback (pg 18) for this mission.

Reinforcements en Route: Each player must place half of their units into Strategic Reserve (rounding down). This does not cost any Command points.

Sister Vaelda narrowed her eyes. Wisps of polluted fog swirled in the air, taking on suggestive shapes of light and shadow that acted on weak minds. In the last hour, the accretion of Frateris Militia that Vaelda's Mission had built up since deployment had fired at dozens of ghostly horrors. Some had even been chased off along valley floors, screaming with hatred. Their voices had swiftly become muffled and none were seen again, although the enhanced auditory pick-up of Vaelda's Sabbat-pattern helm caught whispers amongst the remaining sisters that they could hear them, but only if they drifted too far from the circle of faith, centred in their mind's eye on Vaelda and her sisters.

Vaelda did not know if these manifestations of evil – for that is what they clearly were, only the faithless would say otherwise – were a reflection of this world's lack of piety alone. If that was so, this world had far more to answer for than allowing xenos to stain its ground with their presence.

Through the mist, Vaelda could just make out the regular dark shapes of the distant mountain range. Sister Superior Lyria signalled the commencement of the day's 37th Psalm of Repentance, and Vaelda was preparing to begin the recitation when the mountains appeared to move. The series of shadows lurched in rhythm, growing larger. Vaelda released a burst of holy boltfire as the labouring shapes resolved into marching Necrons, their gauss beams burning away the mists.

MISSION OBJECTIVES

Victory points are awarded as follows:

DRIVE THEM BACK

Progressive Objective

Do not relent for one second. Attack at every opportunity. Shut down one enemy foray and then search for the next.

At the end of each battle round, a player scores 10 victory points if more enemy units than friendly units were destroyed this battle round.

This mission objective cannot be scored in the first battle round.

SWEEP THEM BEFORE YOU

End Game Objective

These enemy scouts and their reinforcements have shown their hand. Dominate their rear lines and we will trace their support back through this spectral vapour.

Each player scores 20 victory points if they have any units wholly within their opponent's deployment zone at the end of the battle.

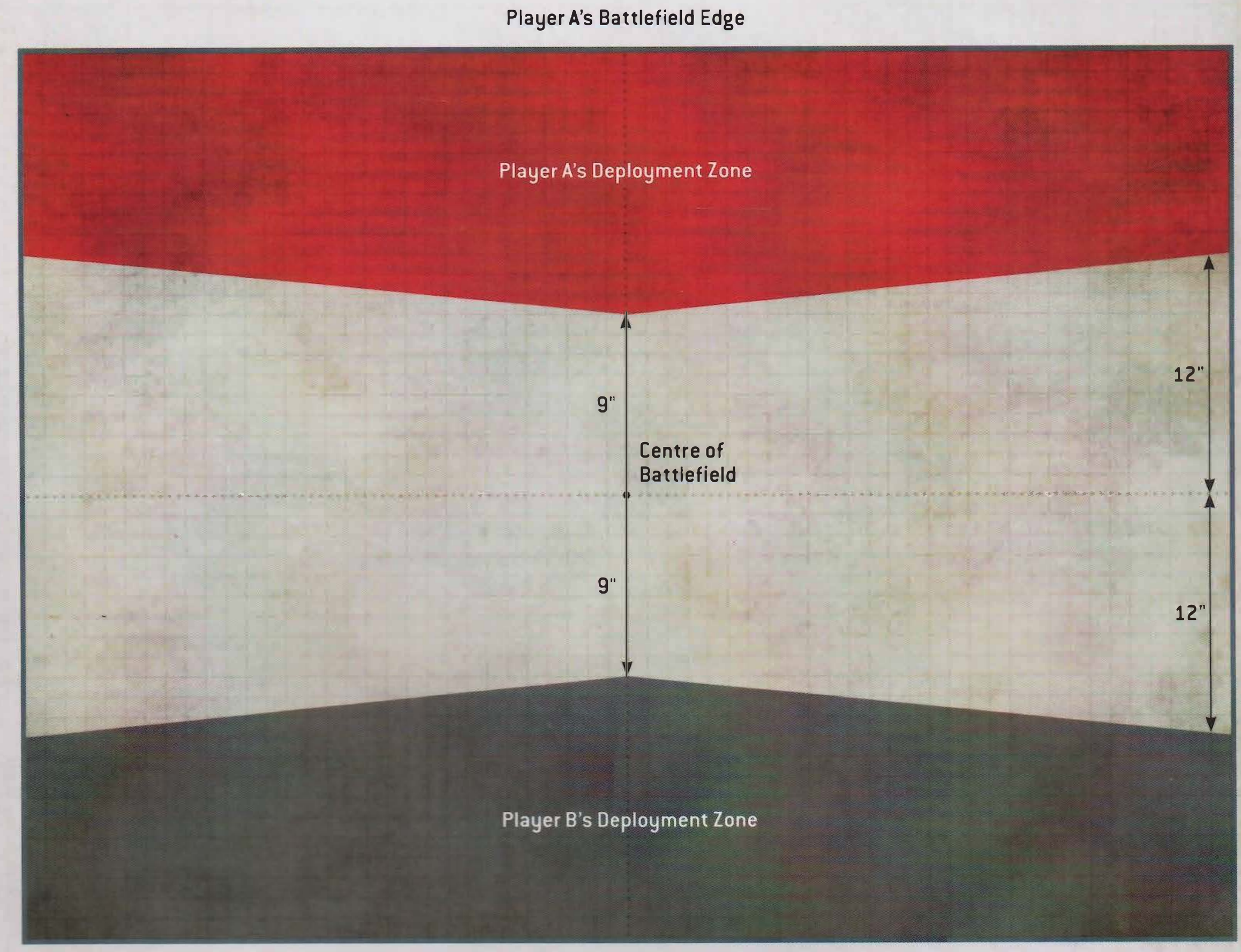
VICTOR BONUS

The victor of this mission gains 2 Requisition points after this battle, instead of just 1.

4

INCURSION MISSION

ELDRITCH ENCOUNTER



5

INCURSION MISSION

DOMINATE THE FIELD

MISSION BRIEFING

Somewhere in this area is an answer to the strange phenomena we have observed. Master your own fear and that of your forces to show them that neither these insubstantial terrors nor the enemy have any right to the truths contained on this battlefield.

MISSION RULES

Rally to Me: Players can re-roll failed Combat Attrition tests for models while they are within 6" of a friendly **CHARACTER** unit.

MISSION OBJECTIVES

Victory points are awarded as follows:

DENY THE ENEMY

Progressive Objective

Whether scattered wells of null power, evidence of arcane xenos witchery or a zone of sanctuary somehow free from the Nexus' effects, secure these sites and repel the grasping enemy from them.

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- Control one or more objective markers.
- Control more objective markers than your opponent.
- Control one or more objective markers that were controlled by your opponent at the start of the turn.

ADVANCE AND SECURE

End Game Objective

Do not allow the inertia seeping into this world to hobble your strategy. Dominate the battlefield and seek out these truths, no matter how distant or closely guarded.

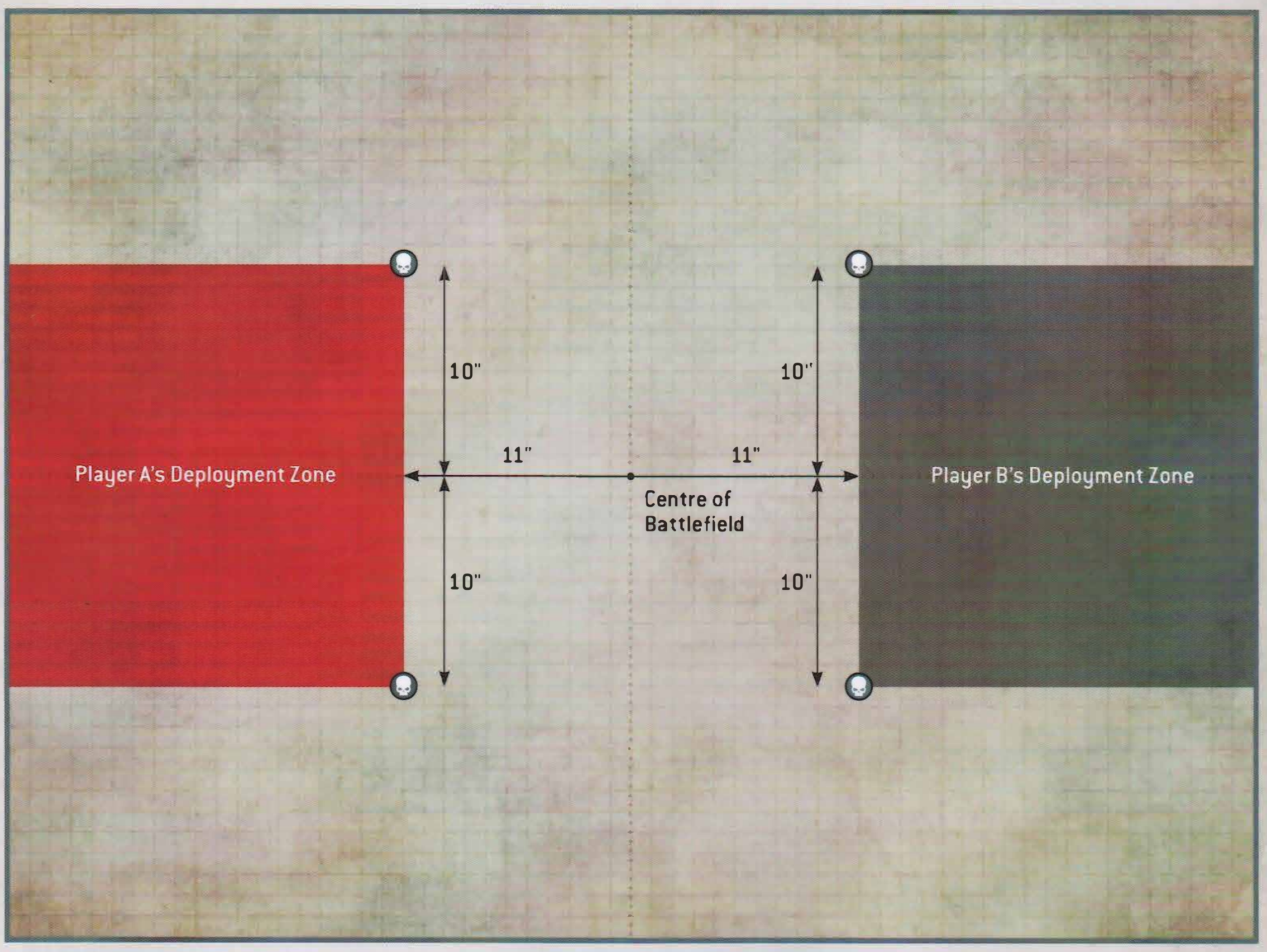
A player scores 10 victory points for each objective marker they control that is not on the edge of their own deployment zone.

VICTOR BONUS

The victor can select one unit from their army. If that unit can gain a Battle Honour, it gains a Battle Trait of your choice (see the Warhammer 40,000 Core Book). Make a note of that Battle Trait on that unit's Crusade card and increase its Crusade points accordingly.

INCURSION MISSION

DOMINATE THE FIELD



6

INCURSION MISSION

FLANKING MANOEUVRE

MISSION BRIEFING

Our front lines have been grinding against the foe's for weeks to no avail, as a soul-sapping sickness plagues our army. But our scouts have uncovered a weakness in the enemy flank. If we divert a portion of our force, we can roll up the enemy line and defeat them before they can overwhelm our front.

MISSION RULES

Theatre of War: Do not generate a Strategic Setback (pg 18) for this mission.

Objective Markers: Place one objective marker in the Attacker's deployment zone, as shown on the map opposite. The Defender then places one objective marker wholly within their deployment zone and more than 3" away from any battlefield edge.

Anchoring the Line: Units that are within range of the objective marker in their own deployment zone automatically pass Morale tests.

'Watch them scurry, my lord! Your inspired strategy is a master stroke. The iron claw of your legions closes around these lesser creatures and they feel it – stunted though their neural processes are. Their fear reflex is gratifying, their response to stimuli so varied. This tactic is genius. I am so pleased I was able to suggest it.'

- Roprakesh the Elucidated, Psychomancer of the Novokh Dynasty

MISSION OBJECTIVES

Victory points are awarded as follows:

SPEAR AND SENTINEL

Progressive Objective

While we encircle the enemy and strike at its heart, maintain the integrity of our front lines. We cannot allow the foe to escape.

At the start of each player's Command phase, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 20 victory points):

- They have one or more units wholly within their opponent's deployment zone.
- There are no enemy units within range of the objective marker in their own deployment zone.

BREAK THE ENEMY LINE

End Game Objective

The enemy have bolstered their defence of strategic locations. What have they discovered there? Assault these positions and break their grip.

If a player controls the objective marker in their opponent's deployment zone, they score 30 victory points.

VICTOR BONUS

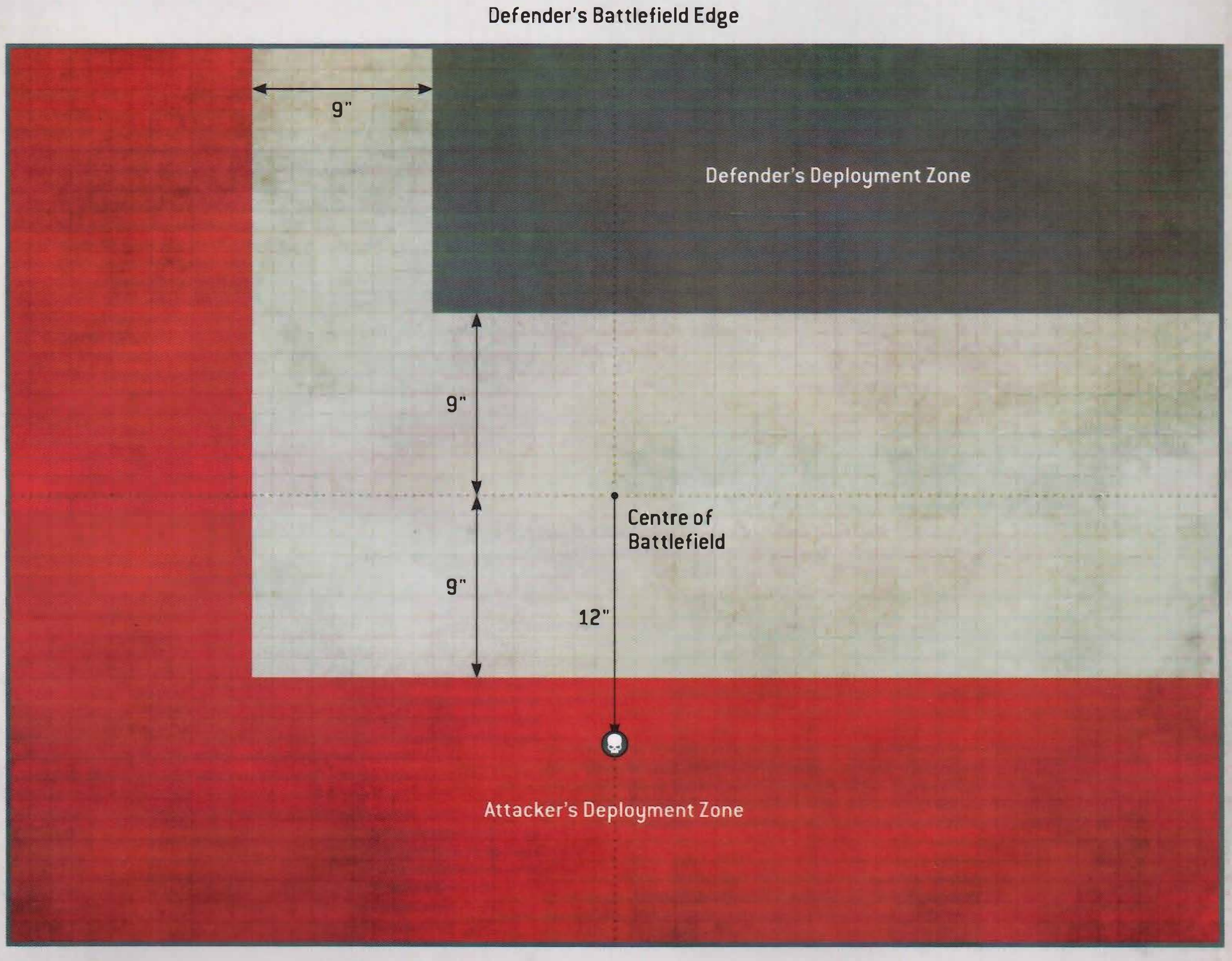
If the Defender is the victor, then after the battle they can use the Increase Supply Limit and Rearm and Resupply Requisitions once each for free.

If the Attacker is the victor, they can select one unit from their army (excluding **CHARACTER**, **VEHICLE** or **MONSTER** units). If that unit can gain a Battle Honour, it gains a Battle Trait of your choice (see the Warhammer 40,000 Core Book). Make a note of that Battle Trait on that unit's Crusade card and increase its Crusade points accordingly.

6

INCURSION MISSION

FLANKING MANOEUVRE



1

STRIKE FORCE MISSION

FIGHTING RETREAT

MISSION BRIEFING

Imperial forces at last discovered the first Necron pylons and, seizing upon targets they could direct their wrath against, launched all out offensives. But the xenos defences proved insurmountable and now, strength shattered, the attackers are in full retreat. Seizing their chance to annihilate their impudent foes, the Necrons have let slip pursuing forces to harry and destroy the foe.

MISSION RULES

Theatre of War: Do not generate a Strategic Setback (pg 18) for this mission.

Lines of Retreat: Note that the Attacker's battlefield edge consists of two battlefield edges, and the Defender's battlefield edge consists of two battlefield edges that extend halfway along each of these edges. The Place Objective Markers step of this mission should be done before mustering armies. When creating the battlefield, terrain features cannot be placed within 3" of objective markers.

Fully Committed: The Defender cannot put any of their units in Strategic Reserve before the battle, no more than a quarter of the total number of units in their army can be Reinforcement units, and the combined Power Ratings of all their Reinforcement units (including those that are embarked within **TRANSPORT** models that are Reinforcement units) must be less than a quarter of their army's Power Level, even if every unit in their army has an ability that would allow them to be set up elsewhere.

Overrun: After declaring reserves and transports, the Attacker does not deploy their army as normal. Instead, the Attacker automatically has the first turn, and in the Reinforcements step of their first Movement phase, they must set up the remaining units from their army as Reinforcements wholly within a distance equal to their Move characteristic from any of their battlefield edges and more than 1" away from any enemy models. If a model's Move characteristic is such that it cannot physically be set up wholly within the specified distance of their battlefield edges, it must be set up so that it is touching your battlefield edge. During the turn in which such a model is set up on the battlefield, that model's unit cannot do any of the following: make a Normal Move, Advance, Fall Back or Remain Stationary.

MISSION OBJECTIVES

Victory points are awarded as follows:

HOLD POSITION

Progressive Objective

Just as the retreating rearguard must hold back the foe for as long as they can, so the rapacious attackers seek to roll up their enemy's forces with all possible speed.

At the end of each battle round, a player scores 20 victory points if they control the objective marker whose number corresponds to the number of that battle round.

ROUT

End Game Objective

Should the retreating forces be driven from the field entirely, they will surely be overrun and annihilated. Yet if they can hold their ground long enough, the great strength of their army will be able to disengage safely.

At the end of the battle, a player scores 40 victory points if they control objective marker 5.

VICTOR BONUS

After the battle, the victor can use the Repair and Recuperate Requisition twice before the next battle without spending any Requisition points. If there are no units on their Order of Battle with any Battle Scars, they can select one unit from their army that took part in the battle to gain 1 experience point instead.

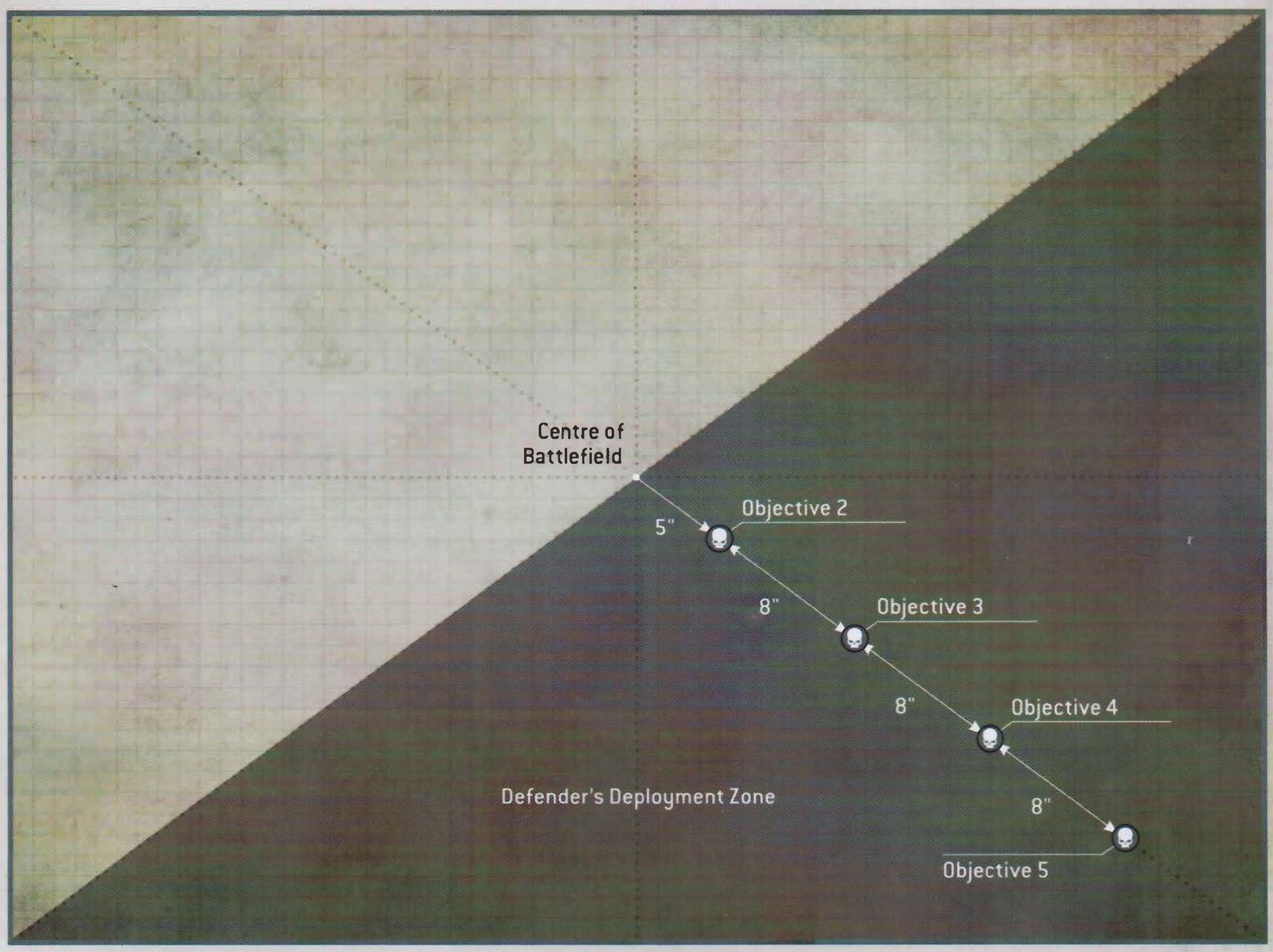
'The Emperor does not countenance such notions as defeat. Neither should we. An attack may fail, an offensive may falter, but it is at such times that heroes are made and faith truly proven. Amidst the fiery crucible of the enemy's seeming triumph we will temper our finest blades, soon enough to draw them in anger anew and drive them into our foe's black hearts!'

- Commissar Kalen Dansk, Cadian 89th

1

STRIKE FORCE MISSION

FIGHTING RETREAT



2

STRIKE FORCE MISSION

ASSAULT ON THE INSTALLATION

MISSION BRIEFING

The towering noctilith pylons act as the primary conduits for the sapping energies of the Pariah Nexus. However, Imperial strategos have pinpointed smaller satellite structures whose xenotech they believe to be amplifying or further transmitting these energies. One such structure has been located, and must now be eliminated before it can be roused to full function.

MISSION RULES

Objective Markers: The players alternate placing three objective markers on the battlefield, one at a time, starting with the Defender. Objective markers can be placed anywhere on the battlefield that is more than 9" away from any deployment zone and more than 18" away from any other objective marker.

Power Conduit (Action): One or more **INFANTRY** units from your army can start to perform this action at the end of your Command phase. Each unit from your army that starts to perform this action must be in range of a different objective marker. The action is successfully completed at the start of your next Command phase.

Quantum Shield Generators: Models have a 5+ invulnerable save against ranged attacks while their unit is within range of an objective marker. When making a ranged attack against a unit within 3" of an objective marker, a wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the model making that attack may have.

MISSION OBJECTIVES

Victory points are awarded as follows:

HOLD POSITION

Progressive Objective

In order to awaken or render inert the noctilith device, your forces must first secure the energy conduits through which its power runs.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each objective marker they control (for a maximum of 15 victory points).

POWER CONDUIT

Progressive Objective

Swift action here will see the device either brought to full and insidious wakefulness, or violently sabotaged and left as nothing but sparking wreckage.

Score 5 victory points each time a unit from your army successfully completes the Power Conduit action.

These mission objectives cannot be scored in the first battle round.

VICTOR BONUS

The victor of this mission can use the Increase Supply Limit Requisition twice before the next battle without spending any Requisition points.

Brother Justinius staggered as another wave of nausea and weakness passed through him. The sensations were all the more horrible for their unfamiliarity, yet as they receded he found himself feeling not the horror, the anger or outrage that he should have at such xenos intrusions upon his psyche. No, Justinius found that the energy wave had instead left him feeling numbed.

The Ultramarine shook off the cold grasp of torpor and pressed forward, his bolt rifle raised and ready. Jungle foliage parted before his armoured bulk. Ahead, a clearing was revealed. As Justinius stepped into it his autosenses chimed a warning, a split second before flensing beams of green energy flashed towards him.

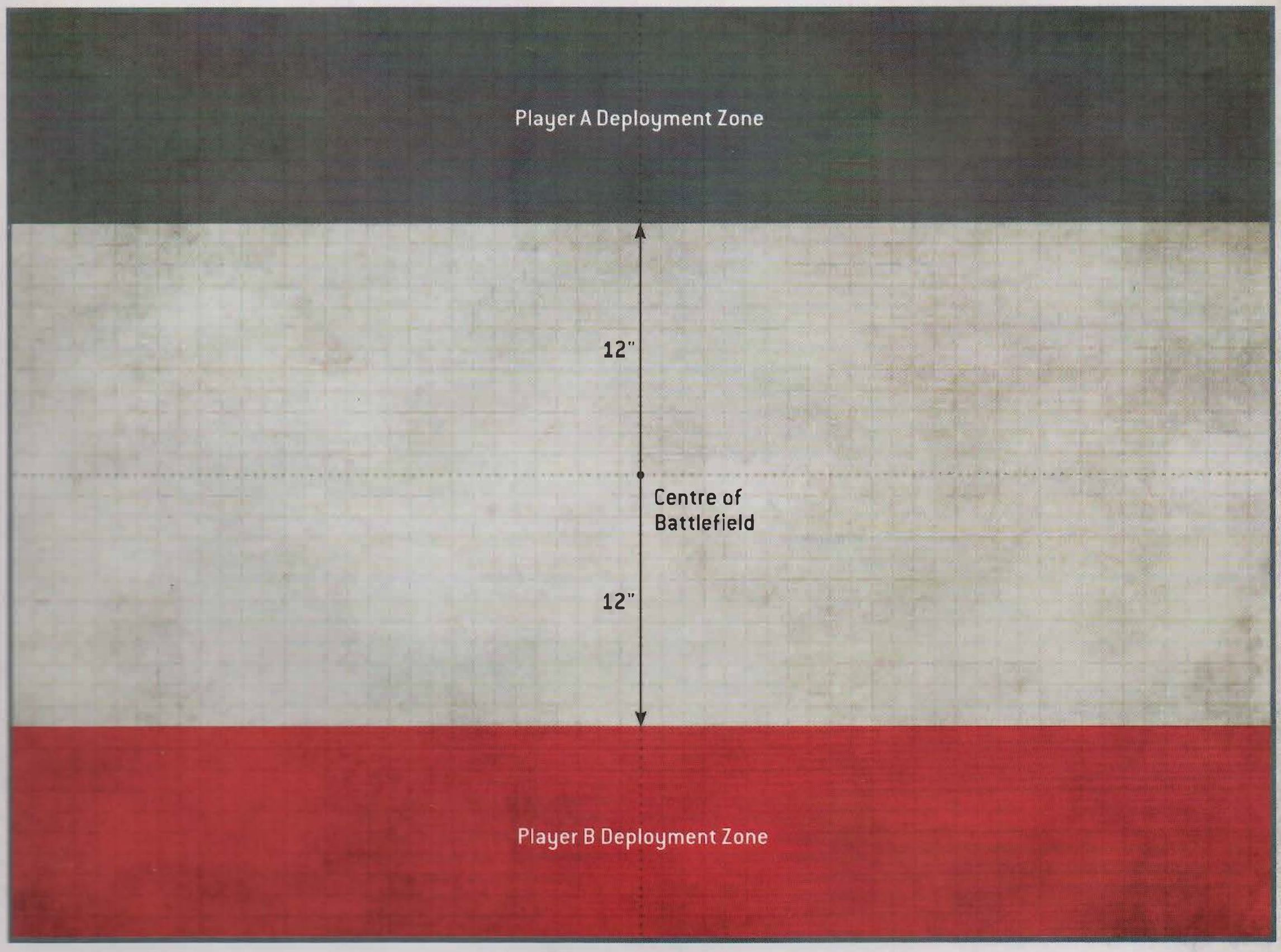
Justinius sidestepped, but not swiftly enough to avoid one blast ripping a furrow across his upper left arm and laying his bicep open and bloody.

His reactions had been slowed, he realised, by the column of energised blackstone that rose at the clearing's heart. The Necron Warriors arrayed around it were even now adjusting their aim, preparing to finish him off. As they did so, more of Justinius' brothers emerged from the undergrowth. He took aim and let fly with his bolt rifle, and the brothers of his squad followed his example. Necrons staggered, bodies ruptured and sparking as bolt rounds exploded within them. Yet the blackstone pillar was pulsing faster and faster. Justinius knew they had to finish this before it discharged again, or they might not have the wits left to do so...

2

STRIKE FORCE MISSION

ASSAULT ON THE INSTALLATION



3

STRIKE FORCE MISSION

PASSAGE OF DREAD

MISSION BRIEFING

While pressing ahead through hostile territory, you have found yourselves in the shadow of a dread alien structure. Believing this to be the source of the numbing misery and exhaustion weighing heavily upon your warriors, you advance to investigate further. As the shooting begins, you realise yours are not the only forces seeking to understand, or perhaps tear down, this appalling structure.

MISSION RULES

Aura of Trepidation: While a unit is within range of an objective marker, each time a Morale test is taken for that unit, an unmodified roll of 5+ is always a fail, irrespective of that unit's Leadership characteristic or any abilities it has.

MISSION OBJECTIVES

Victory points are awarded as follows:

CONTROL NEXUS

Progressive Objective

Before you can study, and perhaps even neutralise this doom-laden structure, you must first seize control of it and drive off your enemy's warriors.

At the end of each player's Command phase, the player whose turn it is scores victory points for each of the following conditions they satisfy (for a maximum of 25 victory points):

- 5 victory points if they control one or more objective markers.
- 5 victory points if they control two Gamma (γ) objective markers.
- 5 victory points if they control two Beta (β) objective markers.
- 10 victory points if they control two Alpha (α) objective markers.

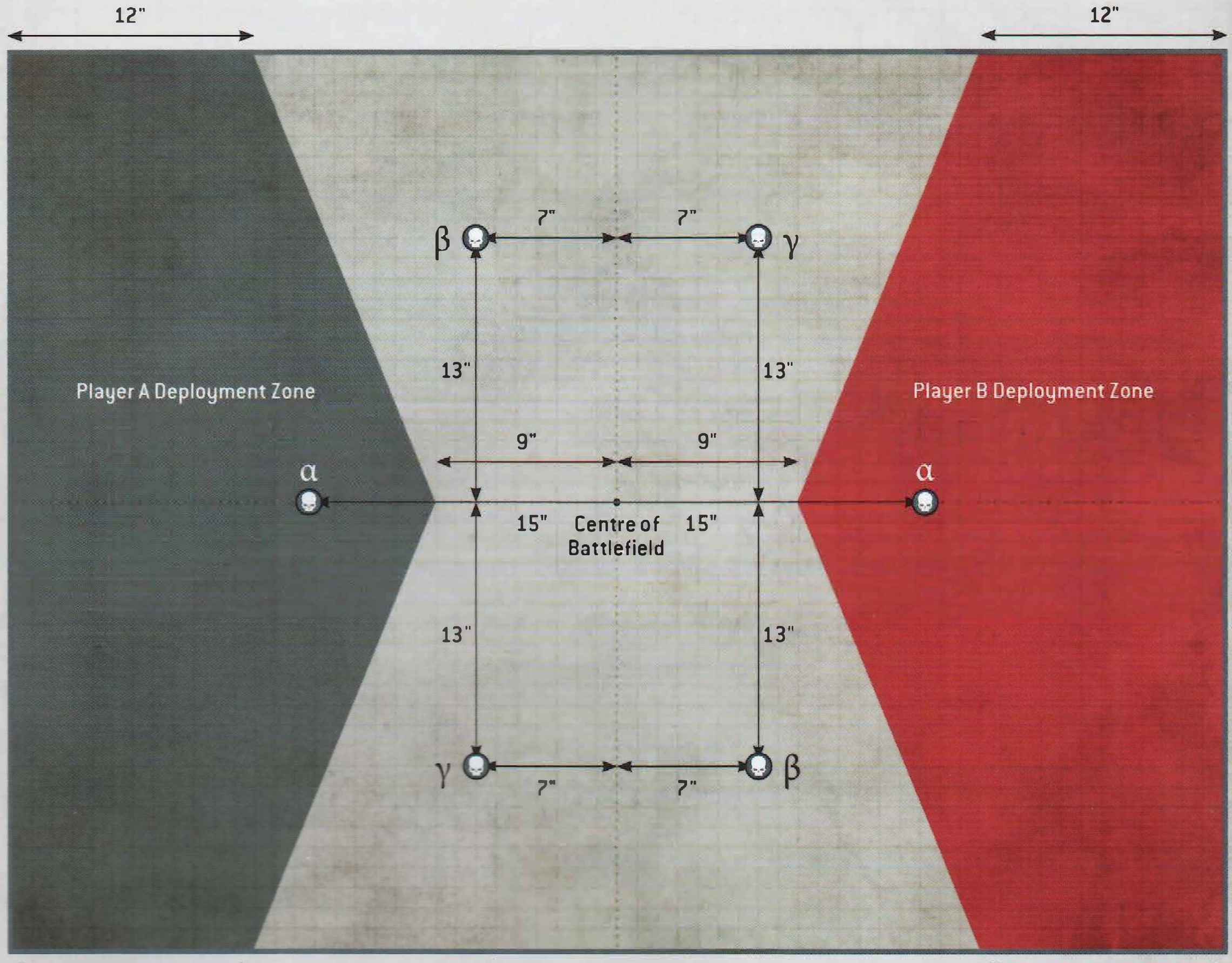
This mission objective cannot be scored in the first battle round.

VICTOR BONUS

The victor can select one unit from their army. If that unit can gain a Battle Honour, it gains a Battle Trait of your choice (see the Warhammer 40,000 Core Book). Make a note of that Battle Trait on that unit's Crusade card and increase its Crusade points accordingly.

STRIKE FORCE MISSION

PASSAGE OF DREAD



4

STRIKE FORCE MISSION

ABANDONED CITY

MISSION BRIEFING

A once great city has gone eerily silent, its denizens not just stilled but vanished entirely. Your forces must investigate the area and eliminate any enemies lurking in its shadows.

MISSION RULES

Abandoned City: When setting up the battlefield, create an even city grid using Area Terrain features, ensuring (where possible) each Area Terrain feature is more than 8" away from another. The deployment map provides a recommended layout for these terrain features.

Investigate Area (Action): One or more **INFANTRY** units from your army can start to perform this action at the end of your Movement phase. Every model in each unit from your army that starts to perform this action must be within one Area Terrain feature that has not been investigated by your army. If the highest Leadership characteristic in the unit is 7 or less, an **INFANTRY** unit must be within 6" of another friendly unit in order to start this action. The action is successfully completed at the start of your next Command phase. If this action is successfully completed, that Area Terrain feature is said to have been investigated by your army.

MISSION OBJECTIVES

Victory points are awarded as follows:

INVESTIGATE CITY

End Game Objective

The emptiness, the quiet, they can't be natural! The only way to be certain that nothing terrible lurks in the shadows is to comb every ruin, rubble-heap and dark corner.

At the end of the battle, each player scores victory points as follows:

- 5 victory points for each Area Terrain feature within their deployment zone that has been investigated by their army.
- 10 victory points for each Area Terrain feature not in either player's deployment zone that has been investigated by their army.
- 15 victory points for each Area Terrain feature within their opponent's deployment zone that has been investigated by their army.

VICTOR BONUS

The victor of this mission gains 2 Requisition points after this battle, instead of just 1.

Kerrik span, pointing his autogun towards the shadows beneath a nearby stone arch. His heart was thudding against his ribs. His mouth was as dry as the outer dust wastes. The hab-ruins seemed to crowd in on him, dark and looming.

Nachter copied Kerrick, whirling in the middle of the street and aiming his gun into the gloom. Several more of their cult followed suit. Behind his leather mask, Nachter's eyes were wide with alarm.

'What? What did you see?'

Kerrick squinted into the gloom, his imagination conjuring terrors. He had seen something, he told himself. He had...

'He didn't see nothing,' said Pherlaine as she came up behind them. The cult leader's voice dripped with disdain. 'He's jumping at shadows like a sump juvie with the jitters.'

Kerrick lowered his weapon slowly, shaking his head.

'I'd have sworn by the Dark Gods...'

'Don't take their names out of turn, sump-wit, you'll catch the evil eye,' spat Nachter, angry and embarrassed.

'We'll all catch the evil eye if you don't pull yourselves together,' hissed Pherlaine. 'Something harvested every last corpse-worshipper in this settlement and we're to help the masters find out what. Now sharpen those eyes, offer up a prayer to the Octed and stop–'

The shots seemed to come from nowhere. The spray of disc-like projectiles sparkled for a split second in a beam of daylight that fell from somewhere far above. Kerrick almost felt he could have reached out and plucked one from the air. Then they peppered Nachter, plucking him from his feet and hurling him bloodily to the ferrocrete floor.

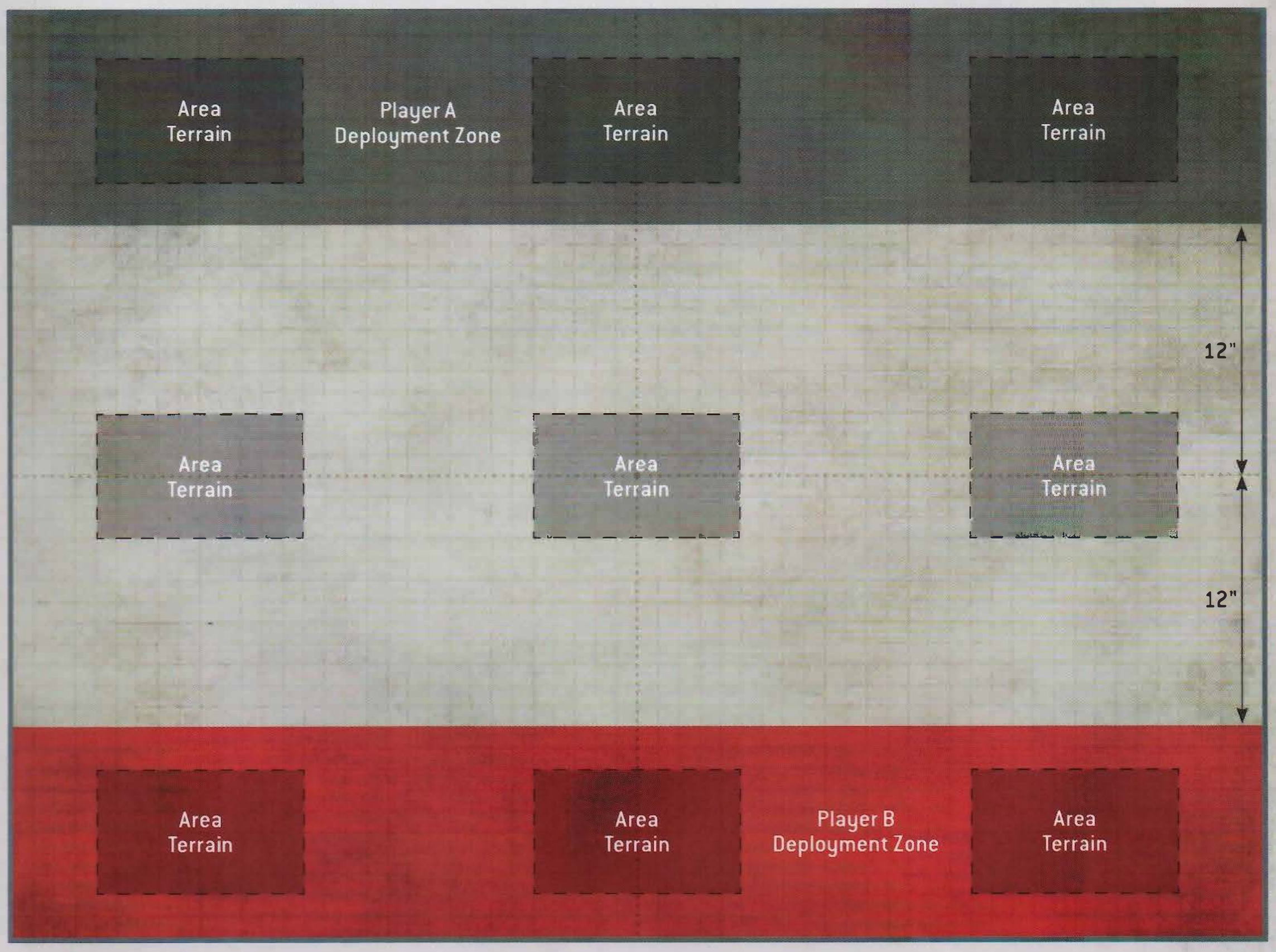
The cultists scattered, diving into cover behind heaps of rubble and broken pillars.

'Is that shadows too?' shouted Kerrick over the singing whine as more disc-shots whipped down upon them.

'No it bloody ain't, so stop your jawin' and start shootin'!' yelled Pherlaine, who had ripped her autopistol from its holster and was firing back. Kerrick offered a prayer to the Dark Gods, then leaned out of cover and let fly.

STRIKE FORCE MISSION

ABANDONED CITY



5

STRIKE FORCE MISSION

FUELLED BY FAITH

MISSION BRIEFING

As the war raged on throughout the Pariah Nexus, a strange phenomenon manifested – fervent faith. This, it seemed, could hold the stilling energies of the Nexus at bay. Armed with knowledge of this apparent miracle, commanders gathered their most impassioned warriors and launched maniacal assaults against those targets that had proven impregnable to less zealous armies.

MISSION RULES

Theatre of War: Do not generate a Strategic Setback (pg 18) for this mission.

March of the Faithful: The Attacker's **WARLORD** gains the following ability for this battle: '**March of the Faithful (Aura)**: Add 1" to the Move characteristic of friendly units (excluding **VEHICLE** and **BIKER** units) while they are within 6" of this **WARLORD**. Add 1" to Advance and charge rolls made for friendly units (excluding **VEHICLE** and **BIKER** units) while they are within 6" of this **WARLORD**.'

Zealous Assault: After declaring reserves and transports, the Attacker does not deploy their army as normal. Instead, the Attacker has the first turn, and in the Reinforcements step of their first Movement phase, they must set up the remaining units from their army as Reinforcements, wholly within a distance equal to their Move characteristic from any of their battlefield edges, more than 1" away from any enemy models and more than 9" away from the Defender's deployment zone. If a model's Move characteristic is such that it cannot physically be set up wholly within the specified distance of their battlefield edges, it must be set up so that it is touching your battlefield edge. During the turn in which such a model is set up on the battlefield, that model's unit cannot do any of the following: make a Normal Move, Advance, Fall Back or Remain Stationary.

'On this day the Emperor himself looks down upon us and sees that we are worthy. On this day we raise high the burning brand of our faith and by its light shall we see that our enemies are false and faithless, little more than flickering shadows. Follow me now, my brothers and sisters, and let us banish the shadows from this place forever!'

- Ephrael Stern, the Daemonifuge

MISSION OBJECTIVES

Victory points are awarded as follows:

REPEL THE ATTACK

Progressive Objective

Nothing shatters the glass armour of faith faster than defeat. Prove to your foes that there is no hope and they will surely be cut apart by the shards of their own broken hopes.

At the end of the Defender's turn, the Defender scores 20 victory points if they control the objective marker.

This mission objective cannot be scored in the first battle round.

CRUSADE OF FAITH

End Game Objective

Every zealous crusade requires a figurehead, a living focus for the faithful and a stirring orator to urge their warriors on. Now is the time for that exemplar to step to the fore!

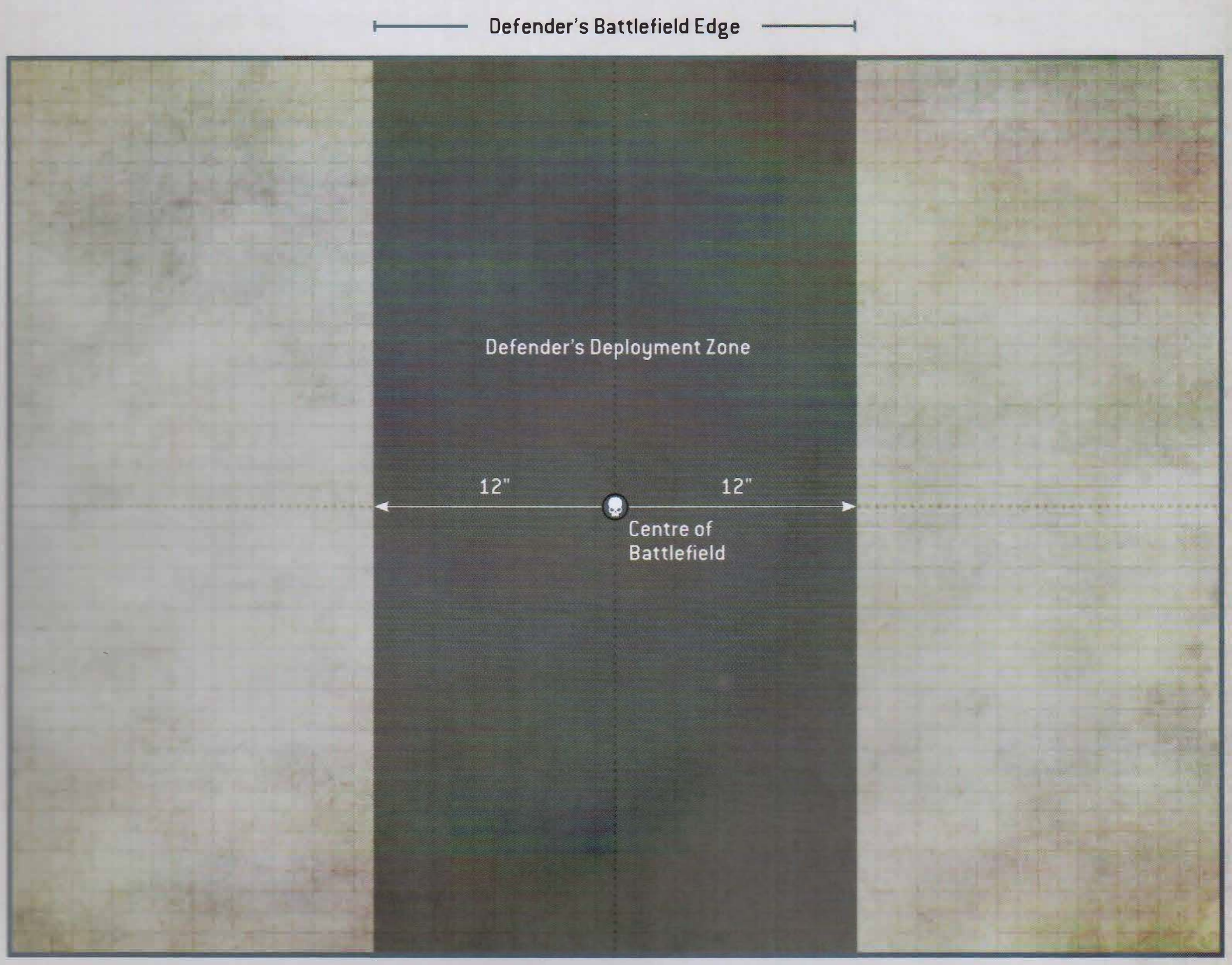
At the end of the battle, the Attacker scores 90 victory points if their **WARLORD** is within range of the objective marker or the Attacker controls the objective marker.

VICTOR BONUS

The victor's **WARLORD** gains 3 experience points. If the victor is the Attacker and their **WARLORD** was within range of the objective marker at the end of the battle, they gain 5 experience points instead.

STRIKE FORCE MISSION

FUELLED BY FAITH



6

STRIKE FORCE MISSION

LAST STAND

MISSION BRIEFING

The defenders have been harried and beaten across the warzone, their forces picked apart by an enemy in ascendancy. They can run no longer and have fortified a position to face their attackers. Defeat here seems inevitable, but they will make their stand nonetheless – perhaps, if they sell themselves dearly enough, they may yet claim some measure of victory from this disaster.

MISSION RULES

Theatre of War: Do not generate a Strategic Setback (pg 18) for this mission.

Last Stand: When creating the battlefield, ensure that the Defender's deployment zone has the greater amount of cover in order to create the ideal defensible position. The Defender has the first turn.

Fully Committed: Other than **AIRCRAFT** units, the Defender cannot put any of their units in Strategic Reserve before or during the battle, and none of the units in their army can be Reinforcement units. If a unit has an ability that says it must be a Reinforcement unit (e.g. Drop Pod Assault), that unit must be set up during deployment wholly within the Defender's deployment zone.

MISSION OBJECTIVES

Victory points are awarded as follows:

WIPE THEM OUT

Progressive Objective

Nothing less than the annihilation of the foe will suffice. They must fall before the reaping scythe of your fury. None must escape alive, for in their end lies your victory.

At the end of each battle round, the Attacker scores 15 victory points if any enemy units were destroyed during the battle round.

At the end of the battle, the Attacker scores 15 victory points if there are no models from the Defender's army within the Defender's deployment zone.

LAST STAND

End Game Objective

You have one chance to make this act of defiance count. Should even a single one of your warriors survive the onrushing storm, then you will have wrested victory from the very jaws of defeat.

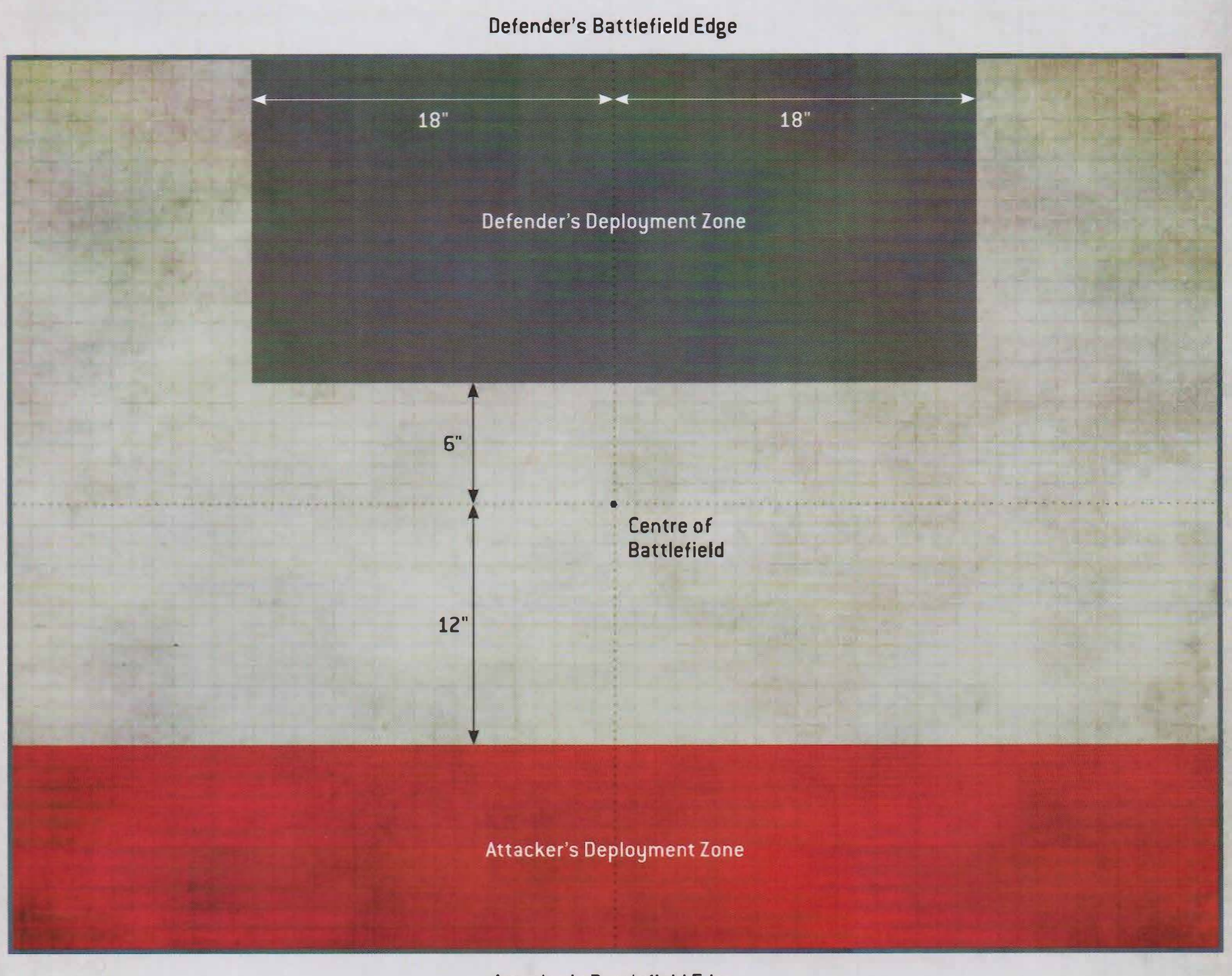
At the end of the battle, the Defender scores 90 victory points if any models from their army (excluding **AIRCRAFT** and **BUILDING** models) are within their deployment zone.

VICTOR BONUS

If the Defender is the victor, they can select one unit from their army. If that unit can gain a Battle Honour, it gains a Battle Trait of your choice (see the Warhammer 40,000 Core Book). Make a note of that Battle Trait on that unit's Crusade card and increase its Crusade points accordingly If the Attacker is the victor, they gain 2 Requisition points after this battle, instead of just 1.

STRIKE FORCE MISSION

LAST STAND



1

ONSLAUGHT MISSION
DOMINATE THE SECTOR

MISSION BRIEFING

After long weeks of ever escalating conflict, at last a breakthrough! Somewhere in this region lies the source of the terrible phenomena plaguing your forces. Your brave commanders will lead you in, holding flagging formations together until you can claim the field of victory and finally cast down whatever foul false idols are leeching the souls from your brave soldiery.

MISSION RULES

Rally to Me: Players can re-roll failed Combat Attrition tests for models while they are within 6" of a friendly **CHARACTER** unit.

MISSION OBJECTIVES

Victory points are awarded as follows:

AREA DENIAL

Progressive Objective

The more completely you are able to establish your power over this region, the faster you will be able to claim it as yours.

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- Control one or more objective markers.
- Control more objective markers than your opponent.
- Control one or more objective markers that were controlled by your opponent at the start of the turn.

SECURE THE BATTLEFIELD

End Game Objective

Drive your enemies back. Seize their territory. Leave them nowhere to advance and nowhere to flee, then crush them utterly to ensure your dominance.

A player scores 5 victory points for each objective marker they control that is not in their own deployment zone.

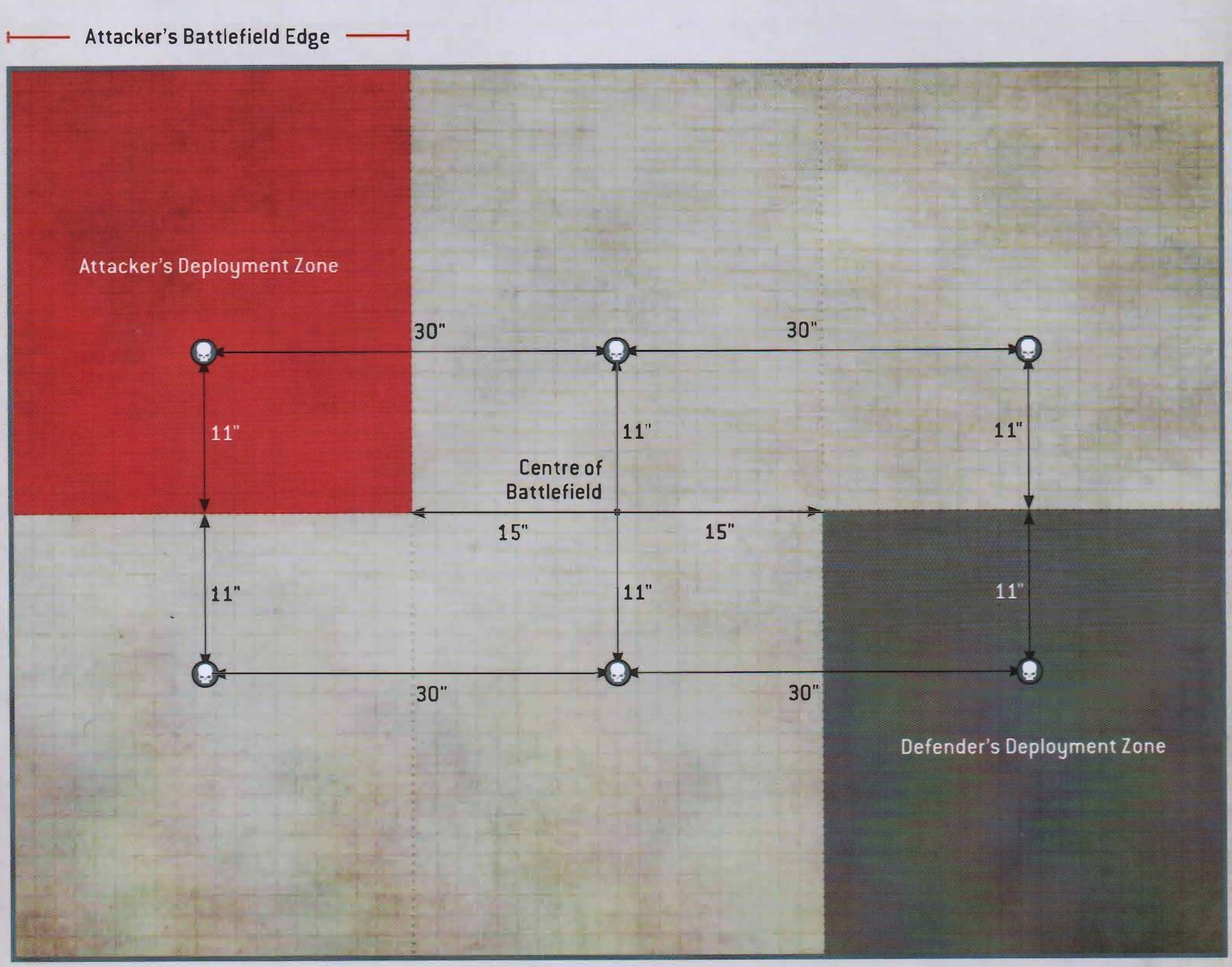
VICTOR BONUS

The victor can select one unit from their army. If that unit can gain a Battle Honour, it gains a Battle Trait of your choice (see the Warhammer 40,000 Core Book). Make a note of that Battle Trait on that unit's Crusade card and increase its Crusade points accordingly.

1

ONSLAUGHT MISSION

DOMINATE THE SECTOR



2

ONSLAUGHT MISSION

THE SHIELD

MISSION BRIEFING

The thunderous subterranean stirrings of Necron structures have driven a rocky pressure ridge upwards and formed a natural barrier of living stone many miles in length. Already the enemy are rushing to claim this highly defensible feature, now christened 'The Shield'. You must sweep in swiftly, dig in along its rocky line and then drive your forces over the top to hurl the enemy back!

MISSION RULES

The Shield: The Shield is a straight line, 1mm wide which runs through the centre of the battlefield. When making a ranged attack, if a straight line drawn between the firing model and the closest visible part of the target unit crosses the Shield line, the target unit has a 5+ invulnerable save against that attack.

Skargit ran, bent low, through the thorned underbrush. He pounded along, enemy energy blasts roaring high overhead, and trusted that his Kommandoz would follow his example. Ahead, the Nob could see the rocky ridge that had started all this fuss; Warboss Blagga wanted 'da big rocky wall fing', so Warboss Blagga would get 'da big rocky wall fing'.

That said, it hadn't escaped Skargit's notice that the Necrons were also pretty keen on claiming it for themselves. Even now he could see the first metal-skinned warriors cresting the jutting ridgeline. They levelled their glowing guns at Krunchbad's lads – who predictably were dashing straight across the open ground while yelling their heads off – and let fly. Crackling arcs of lightning leapt from one Ork to the next, causing the greenskins to dance, shudder and then collapse. Skargit thought they were falling too easily, going down like sickly Grots – did it have something to do with the weird weakness that had been spreading through the Waaagh! ever since they had come to this world?

Discarding the question as irrelevant, Skargit launched himself from cover and straight over the ridge. The Necrons turned in surprise, but he was already firing, giving them a faceful of shots that blew one android off its feet and sent another reeling.

'Dis ain't your wall ya tinboyz!' bellowed Skargit as his ladz followed him over the top with howls of bloodlust. 'Dis wall belongz to da Orks now! WAAAGH!'

MISSION OBJECTIVES

Victory points are awarded as follows:

CROSS THE SHIELD

Progressive Objective

It is not enough to simply secure The Shield, you must purge any enemy forces who make it over the jutting ridgeline while securing your own decisive foothold beyond the craggy barrier.

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They have three or more units wholly within the half of the battlefield that contains their opponent's deployment zone.
- There are less than three enemy units wholly within the half of the table that contains their own deployment zone.
- One or more enemy units were destroyed this turn by a unit from their army that is wholly within the half of the battlefield that contains their opponent's deployment zone.

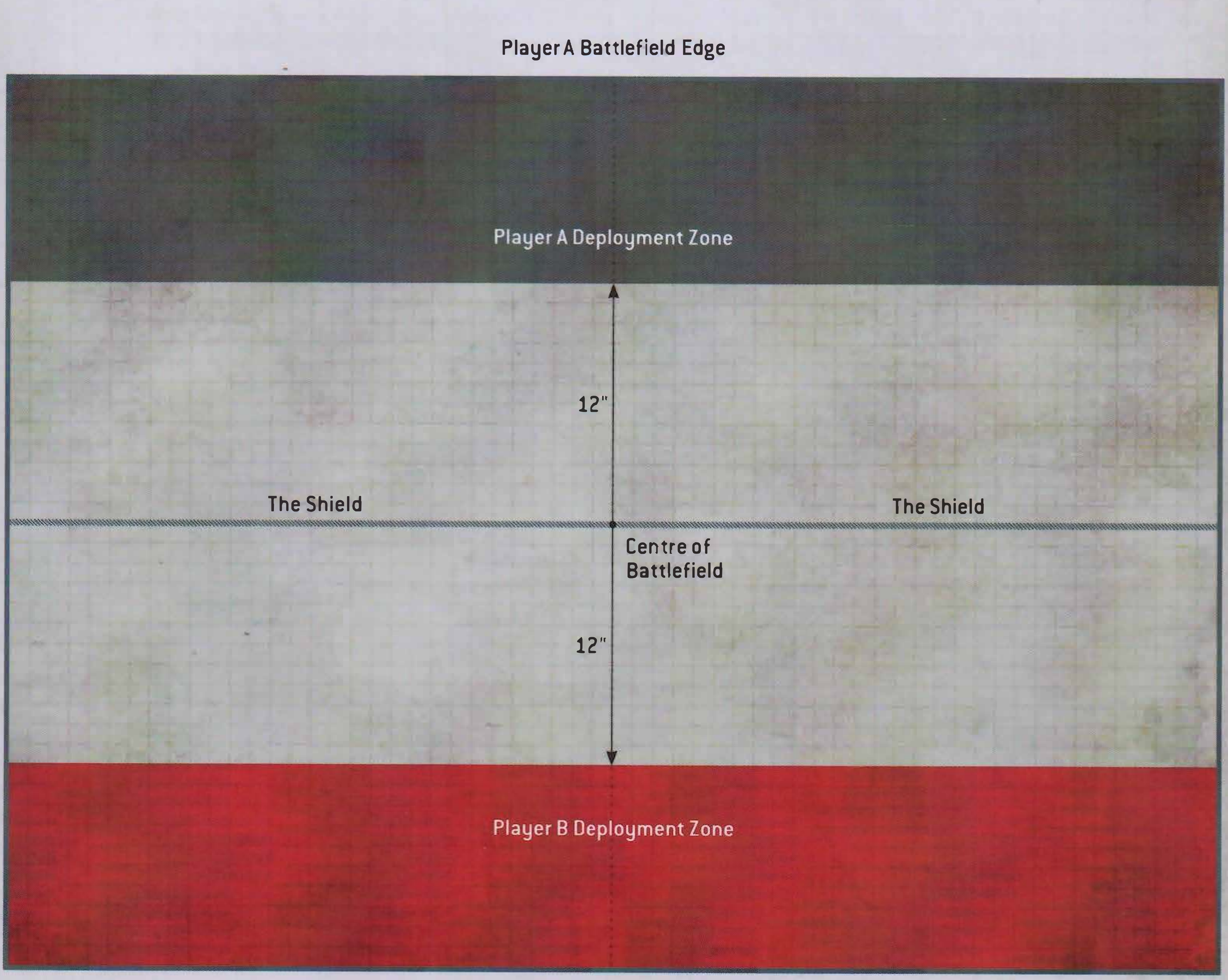
VICTOR BONUS

The victor can select one unit from their army. If that unit can gain a Battle Honour, it gains a Battle Trait of your choice (see the Warhammer 40,000 Core Book). Make a note of that Battle Trait on that unit's Crusade card and increase its Crusade points accordingly.

2

ONSLAUGHT MISSION

THE SHIELD



3

ONSLAUGHT MISSION
THE WANDERERS

MISSION BRIEFING

This world has been stilled, its peoples seemingly robbed of their souls and minds. Most were snatched away, or else slain, as they sprawled defenceless and unresisting in the path of battle. Some few remain, however, and are even now shambling like lost livestock through this engagement area. Gather them up, whether for study or harvest, and be quick about it, for the enemy also seek to capture the stilled.

MISSION RULES

The Stilled: At the start of each battle round, starting with the player who is taking the first turn, the players alternate selecting an objective marker and rolling off with their opponent. The player who rolls highest can move that objective marker a number of inches equal to the highest dice result. If the roll is a tie, that marker does not move. Each objective marker can only be selected once per battle round.

'The flesh-and-blood races of this galaxy are a resource, just as are the mineral deposits of its worlds, the liquid immensities of its oceans and the plasmic fires of its stars. The fact that many exhibit some primitive semblance of sentience is of no relevance. Harvest them without mercy, for our need, our purposes and our destiny are all greater than theirs.'

- Illuminor Szeras of the Necrons

MISSION OBJECTIVES

Victory points are awarded as follows:

ESCORT THE STILLED

Progressive Objective

To extract your mindless quarry from the field of battle, you first need to get into position to snatch them up, tranquilise them or otherwise see to their capture.

Players score 5 victory points at the start of the battle round for each objective marker they control.

SECURE THE STILLED

End Game Objective

By battle's end you must have corralled more of the luckless lost souls in this region than your opponent. Only then can you call this operation successful.

If a player controls more objective markers than their opponent at the end of the battle, that player scores 30 victory points.

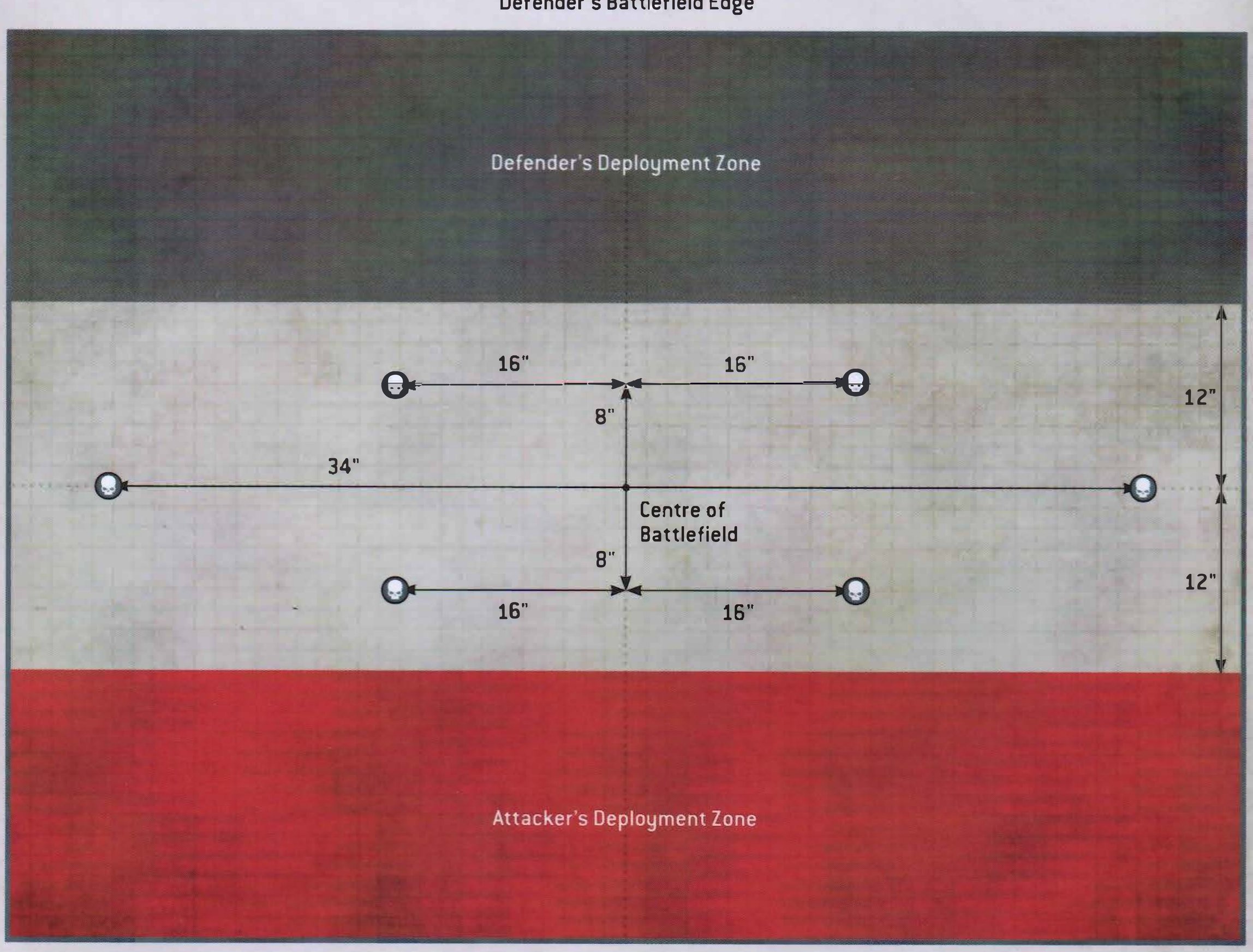
VICTOR BONUS

The victor can select three units from their army to be Marked for Greatness after the battle, instead of just one.

3

ONSLAUGHT MISSION

THE WANDERERS



4

ONSLAUGHT MISSION
VALLEY OF DREAD

MISSION BRIEFING

In this region, a pair of towering Necron structures form a natural valley between their dark and ominous flanks. Those attempting to force passage down this shadowy channel must endure the full spirit-withering force of the Pariah Nexus, yet force passage they must, for the foe are attempting to do the same. The scene is set for a nightmarish, headlong clash – a test of wills to see who can endure the longest and drive their enemy back.

MISSION RULES

Aura of Trepidation: While a unit is within range of an objective marker, each time a Morale test is taken for that unit, an unmodified roll of 5+ is always a fail, irrespective of that unit's Leadership characteristic or any abilities it has.

Fighting in the shadow of the pyramidal xenos towers was the worst experience of Guardsman Helor's life. If it hadn't been for Commissar Skorjenn prowling at his back, Helor would have fled by now. It wasn't the Necrons themselves that filled him with dread, though it couldn't be denied that the xenos were terrifying in both relentlessness and ghastly appearance. No, it was the waves of paranoia-inducing, muscle-weakening energies flowing from the pyramids' flanks that made the experience so unutterably awful.

Even as Helor fired, sighted, fired, adjusted aim and fired again, he felt ripples of conflicting emotions churning through him. One moment he was so lethargic and dispirited that his lasgun barrel would droop towards the ground, and the next he felt such a hot surge of panic that his heart tripped over its own beating, and his hands shook too hard to aim.

On came the xenos, through Helor and his companions' hail of lasfire, through the chugging fusillade of the heavy bolters and the whistling storms of Basilisk fire raining down from behind the lines. A number of xenos fell, but not enough, and even some of those rose up and advanced again. Their guns spat green fire that flayed men and women to the bone, or puffed them away as screaming clouds of ash. Helor fired, missed, fired, cursed, and then suddenly he could take it no longer. The Guardsman turned and made it barely five paces before a shot ended his life. Whether it was a gauss blast or a bolt shell, he would never know...

MISSION OBJECTIVES

Victory points are awarded as follows:

CONTROL NEXUS

Progressive Objective

Victory will go to the commander who can secure the choke point at the valley's centre, while driving their enemies back.

At the end of each player's Command phase, the player whose turn it is scores victory points for each of the following conditions they satisfy (for a maximum of 25 victory points):

- 5 victory points if they control one or more objective markers.
- 5 victory points if they control two Gamma (γ) objective markers.
- 5 victory points if they control two Beta (β) objective markers.
- 10 victory points if they control two Alpha (α) objective markers.

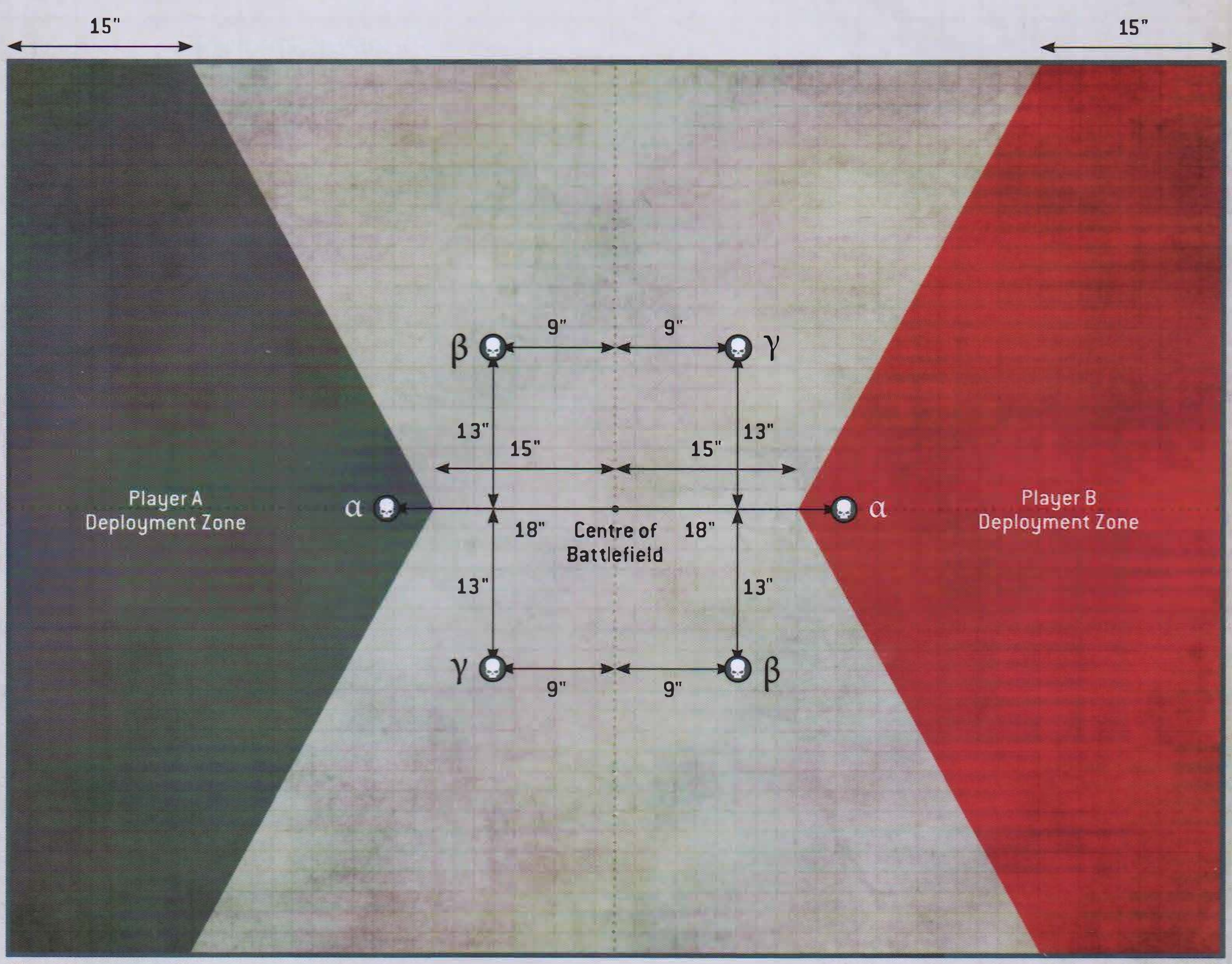
This mission objective cannot be scored in the first battle round.

VICTOR BONUS

The victor can select one unit from their army. If that unit can gain a Battle Honour, it gains a Battle Trait of your choice (see the Warhammer 40,000 Core Book). Make a note of that Battle Trait on that unit's Crusade card and increase its Crusade points accordingly.

ONSLAUGHT MISSION

VALLEY OF DREAD



5

ONSLAUGHT MISSION

ASSAULT ON THE COMPLEX

MISSION BRIEFING

Here lie a concentration of enemy defences that have held back your forces' advance for days. At last a route has opened up for you to stage a daring attack upon this complex and, hopefully, sabotage its alien systems. You will have to be swift, however, for the foe are even now endeavouring to lock down and consolidate this position.

MISSION RULES

Objective Markers: The players alternate placing five objective markers on the battlefield, one at a time, starting with the Defender. Objective markers can be placed anywhere on the battlefield that is more than 9" away from any deployment zone and more than 15" away from any other objective marker.

Power Conduit (Action): One or more **INFANTRY** units from your army can start to perform this action at the end of your Command phase. Each unit from your army that starts to perform this action must be in range of a different objective marker. The action is successfully completed at the start of your next Command phase.

Quantum Shield Generators: Models have a 5+ invulnerable save against ranged attacks while their unit is within range of an objective marker. When making a ranged attack against a unit within 3" of an objective marker, a wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the model making that attack may have.

MISSION OBJECTIVES

Victory points are awarded as follows:

HOLD POSITION

Progressive Objective

The more of this complex you can control the easier your warriors' efforts will be to either destroy it, or else bolster its defences and protect its vital systems.

At the end of each player's Command phase, the player whose turn it is scores 3 victory points for each objective marker they control (for a maximum of 15 victory points).

POWER CONDUIT

Progressive Objective

These conduits must either be viciously sabotaged so that they can no longer function, or else locked down with a series of commands to place them beyond harm's reach.

Score 3 victory points each time a unit from your army successfully completes the Power Conduit action.

These mission objectives cannot be scored in the first battle round.

VICTOR BONUS

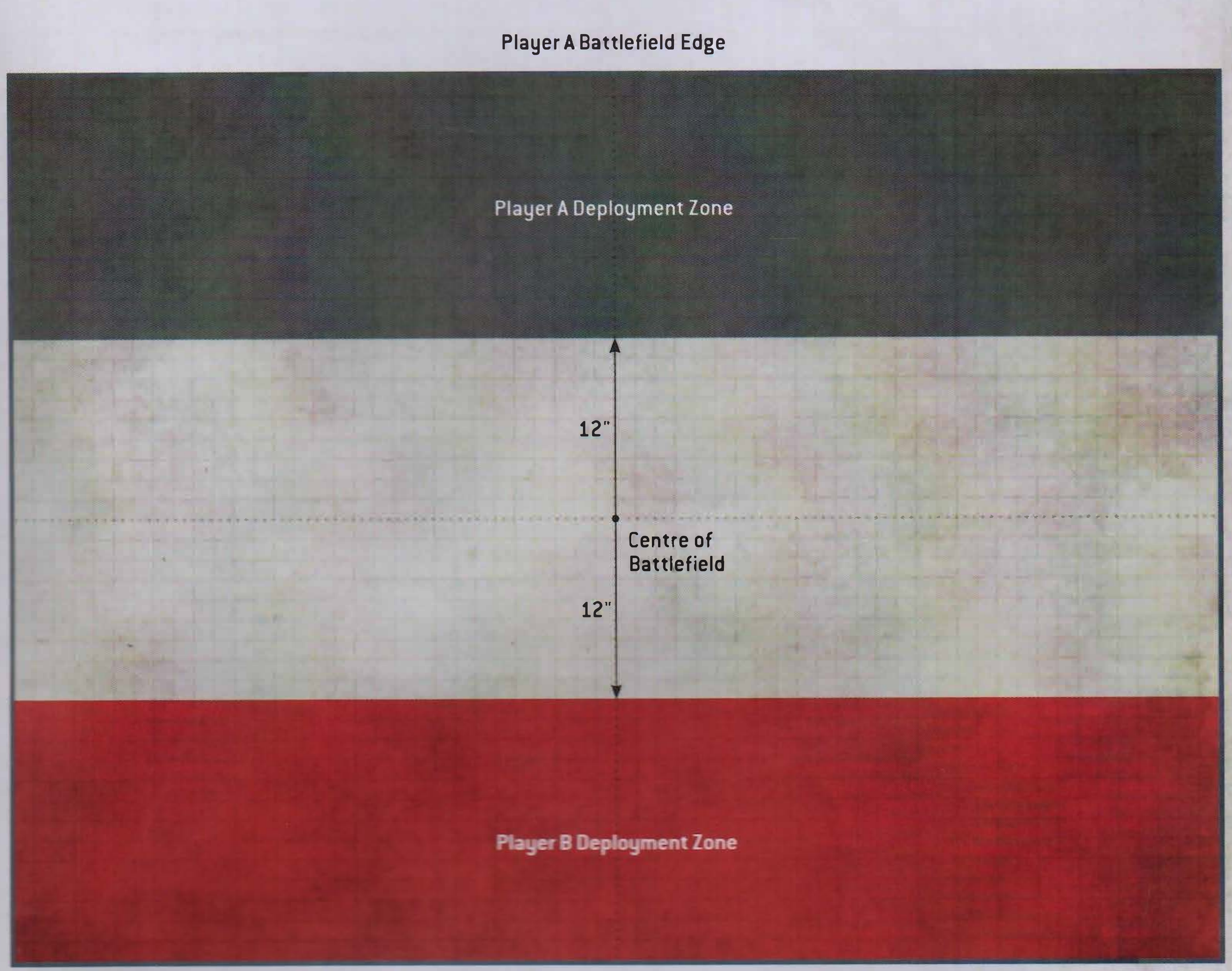
The victor of this mission can use the Increase Supply Limit Requisition twice before the next battle without spending any Requisition points.

'A fortress wall is not a single object. It is a collection of individual objects, of stone blocks, metal supports, deep-sunk foundations, bonding substances and living defenders that combine to create an unassailable whole. To fell such an edifice you need not destroy it entirely; you need only know which of the objects must be removed to cause collapse.'

- Devastator Sergeant Lysun, Imperial Fists

ONSLAUGHT MISSION

ASSAULT ON THE COMPLEX



6

ONSLAUGHT MISSION

ABANDONED DISTRICT

MISSION BRIEFING

Under the baleful influence of the Pariah Nexus, entire cityscapes have been reduced to haunted and hollow shells. One such sprawl lies before you, and it is your unenviable task to sweep it for enemy threats and lurking, unnatural dangers.

MISSION RULES

Abandoned City: When setting up the battlefield, create an even city grid using Area Terrain features, ensuring (where possible) each Area Terrain feature is more than 10" away from another. The deployment map provides a recommended layout for these terrain features.

Investigate Area (Action): One or more **INFANTRY** units from your army can start to perform this action at the end of your Movement phase. Every model in each unit from your army that starts to perform this action must be within one Area Terrain feature that has not been investigated by your army. If the highest Leadership characteristic in the unit is 7 or less, an **INFANTRY** unit must be within 6" of another friendly unit in order to start this action. The action is successfully completed at the start of your next Command phase. If this action is successfully completed, that Area Terrain feature is said to have been investigated by your army.

MISSION OBJECTIVES

Victory points are awarded as follows:

INVESTIGATE CITY

End Game Objective

A block-by-block sweep is the only way to secure this region, and it must be conducted while driving back the enemy as they attempt to do the same.

At the end of the battle, each player scores victory points as follows:

- 4 victory points for each Area Terrain feature within their deployment zone that has been investigated by their army.
- 8 victory points for each Area Terrain feature not in either player's deployment zone that has been investigated by their army.
- 12 victory points for each Area Terrain feature within their opponent's deployment zone that has been investigated by their army.

VICTOR BONUS

The victor of this mission gains 2 Requisition points after this battle, instead of just 1.

Sin had damned this empty city. Sword Brother Heinricht knew that as surely as he knew the battle-brothers of the Black Templars would expunge that sin with cleansing fire.

He and his Sword Brethren stomped forward, the heavy footfalls of their Terminator armour crushing rubble to powder and grinding fallen Imperial Guardsmen into the dirt. Not all of the warriors they advanced over were dead in the technical sense of the word, but to Heinricht they might as well have been. To be so weak, so faithless as to allow your soul to simply flee from your body – no, the very thought disgusted him, and he gave no mind to whether the forms crunching and squelching beneath his tread were still breathing or not.

'Foes ahead, praise the Emperor!' bellowed Sword Brother Mattius. Heinricht's hearts leapt at the sight of hunched, blade-fingered Necrons spilling from the hab-stack ahead. They wore Human skins draped, raw and bloody, across their metal forms.

'Purge these repugnant abominations!' Heinricht roared as he thumbed the firing rune of his assault cannon. The weapon's barrels span swiftly up to speed with a whine of servo-motors, then began spitting shells at a ferocious rate. Metal tore and stolen flesh spattered as he played his fire across the charging foe. Around him, Heinricht's battle-brothers joined their fire to his; bolt shells roared down the processional, punching into xenos bodies and blowing them apart.

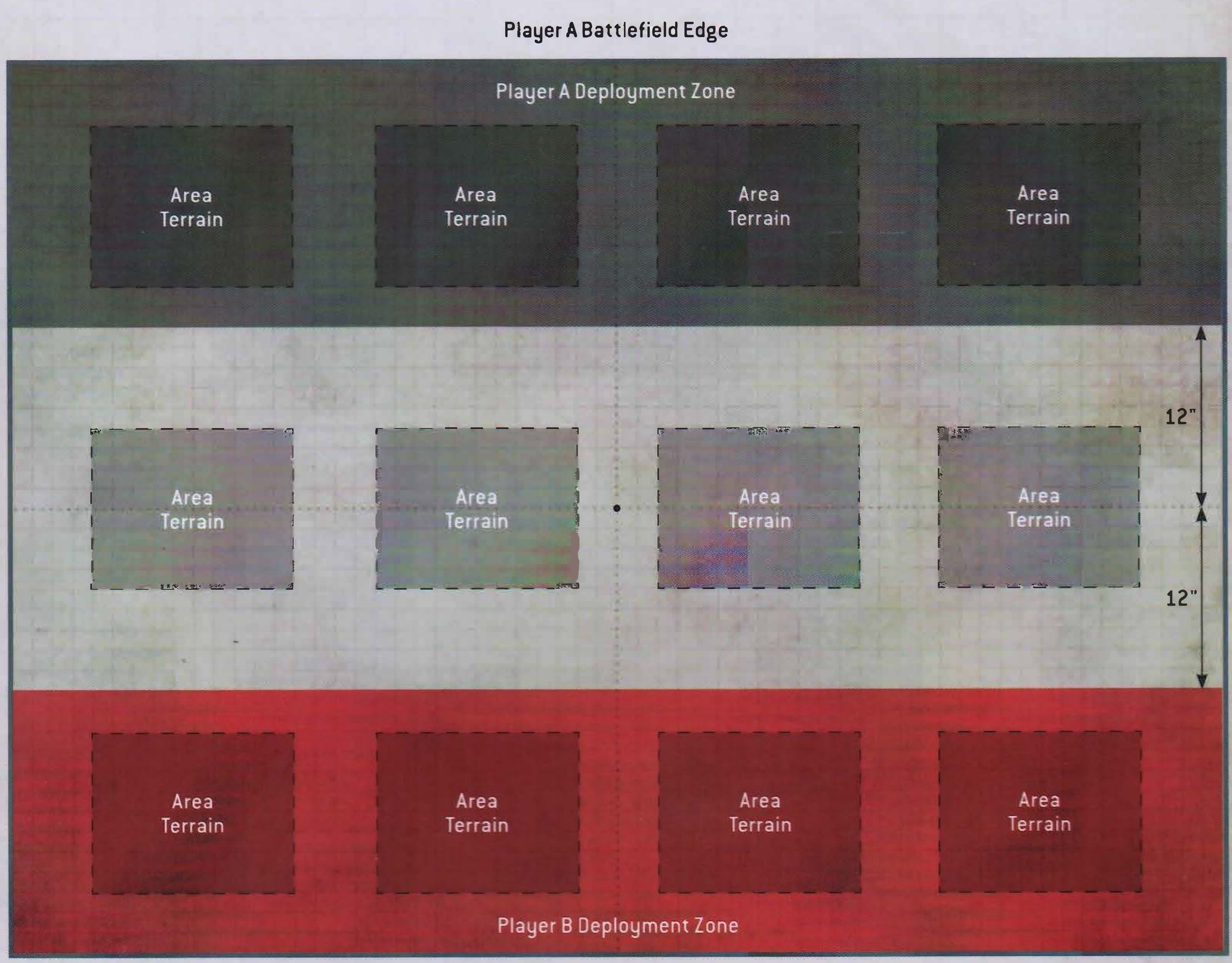
'Incoming support, brothers,' came a voice over the vox. An instant later a trio of shapes flashed overhead, moving so fast that the roar of their ramjets followed on after they had already passed above the fight. Rockets streaked down from the gunships' wings, erupting amongst the onrushing xenos. Still they came, denying the Black Templars their rightful advance through the haunted city.

'Good,' snarled Heinricht, flexing his power fist as the first blade-fingered xenos leapt furiously at him. 'Let them come.'

6

ONSLAUGHT MISSION

ABANDONED DISTRICT





BASIC RULES

The rules on these pages contain everything you need to know in order to use your Citadel miniatures collection to wage glorious battle across the war-torn galaxy.

The following rules explain how to play a game of Warhammer 40,000. First you will need to select a battle size and a mission from those presented on pages 22-71 in this mission pack. You will then need to muster an army of Citadel miniatures, create a battlefield and prepare for war. The battle is fought in a series of battle rounds, in which each player takes a turn until one player is declared the victor.

CORE RULES DEFINITIONS AND CONCEPTS

This page contains various rules terms that are referred to elsewhere in this book, and gives an overview of some key concepts that form the basis of the rules in general.

MISSIONS

To play a game of Warhammer 40,000, you must first select a mission. The mission will tell you how to muster your armies, create your battlefield and deploy your armies. It will also tell you any special rules that apply to the battle, and (most importantly!) what you need to do to win. You can find out more about missions on pages 8-11.

ARMY

Each player in a game of Warhammer 40,000 commands an army of Citadel miniatures, hereafter referred to as 'models'. The mission you have selected will guide you as to how big your army should be.

A good measure of the size of an army is its Power Level – this is determined by adding up the Power Rating of every unit in your army (defined opposite). A unit's Power Rating can be found on its datasheet – you can find out more about Power Ratings in the Warhammer 40,000 Core Book, and more about datasheets below.

Warhammer 40,000 is designed to be played with armies of a certain size. If the combined Power Rating of all the models you and your opponent want to use in a battle is less than 15 or greater than 300, then you may find that Kill Team or Apocalypse, respectively, better suits the scale of the game. You can find out more about these games on warhammer-community.com.

- **Army:** Collection of models under your command.

DATASHEETS

The rules that you will need to use the models in your army in a game are presented on datasheets. Each unit has a datasheet; you will need the datasheets for all the units in your army. You can find out more about datasheets on pages 76-77.

KEYWORDS

All datasheets have a list of keywords, separated into Faction keywords and other keywords. The former can be used as a guide to help decide which models to include in your army, but otherwise both sets of keywords are functionally the same. In either case, keywords appear in **KEYWORD BOLD** in the rules. Keywords are sometimes linked to (or 'tagged' by) a rule. For example, a rule might say that it applies to '**INFANTRY** units'. This means it only applies to units that have the **INFANTRY** keyword on their datasheet. The pluralisation (or not) of keywords does not affect which units the rule in question applies to.

Some datasheets have keywords that are presented in angular brackets, such as **<CHAPTER>**, **<LEGION>** and **<MARK OF CHAOS>**. This is shorthand for keywords that you can select yourself (with certain restrictions, as described in the publication that contains that datasheet). You must decide what these keywords will be at the moment such a unit is added to your army (whether before the battle or during). If another rule uses keywords in angular brackets, then that keyword matches the keyword that you selected of the unit using that rule.

Some units can include models that have different keywords. While a unit has models with different keywords, it is considered to have all the keywords of all of its models, and so is affected by any rule that applies to units with any of those keywords. If a rule only applies to models with a specific keyword, then it instead only applies to models in such a unit that have the correct keyword.

*__Example:__ Nick adds a Space Marine Librarian to his army. This unit has the **<CHAPTER>** keyword on its datasheet, which Nick selects to be **ULTRAMARINES**. If the Librarian attempts to manifest a psychic power that also uses the **<CHAPTER>** keyword, then when reading that rule, Nick would replace that keyword in every instance with **ULTRAMARINES**.*

- **Keywords:** Appear in rules in **KEYWORD BOLD** font.
- Keyworded rules apply to units and models with that keyword.
- **<KEYWORDS>** are chosen by you when a unit is added to your army.

UNITS

Models move and fight in units. A unit can have one or more models chosen from a single datasheet. All units in the same army are friendly units, and all models in the same army are friendly models. All units in your opponent's army are enemy units, and all models in your opponent's army are enemy models. If a rule affects 'units' or 'models' without specifying that they are friendly or enemy, then it affects either 'all units' or 'all models', regardless of whose army they are in.

UNIT COHERENCY

A unit that has more than one model must be set up and finish any sort of move as a single group, with all models within 2" horizontally and 5" vertically of at least one other model from their unit. While a unit has six or more models, all models must instead be within 2" horizontally and 5" vertically of at least two other models from their unit. This is called unit coherency. If a unit cannot end any kind of move in unit coherency, that move cannot be made. Units are primarily moved in the Movement phase (pg 79), but they can also be moved in the Charge phase (pg 88) and the Fight phase (pg 90).

Some rules allow you to add models to a unit during the battle; such models must always be set up in unit coherency with the unit they are being added to. Sometimes there will be insufficient room to set up all the models from a unit, or it will not be possible to set up all the models so that they are in unit coherency. When this is the case, any models that cannot be set up are considered to have been destroyed.

- **Unit coherency:** 2" horizontally + 5" vertically.
- Each model must be in unit coherency with one other model from own unit.
- While unit has 6+ models, each model must be in unit coherency with 2 other models from own unit.

ENGAGEMENT RANGE

Engagement Range represents the zone of threat that models present to their enemies. While a model is within 1" horizontally and 5" vertically of an enemy model, those models are within Engagement Range of each other. While two enemy models are within Engagement Range of each other, those models' units are also within Engagement Range of each other. Models cannot be set up within Engagement Range of enemy models.

- **Engagement Range:** 1" horizontally + 5" vertically.
- Models cannot be set up within Engagement Range of enemy models.

BATTLEFIELD

All battles of Warhammer 40,000 are fought upon rectangular battlefields. This can be any surface upon which the models can stand – a dining table, for example, or the floor. Your mission will guide you as to the size of battlefield required, but it will be commensurate with the size of the armies you are using. Battlefields will be populated with terrain features.

TERRAIN FEATURES

The scenery on a battlefield can be represented by models from the Warhammer 40,000 range. These models are called terrain features to differentiate them from the models that make up an army. Terrain features are set up on the battlefield before the battle begins. You can find out more about terrain features on pages 98-99.

Unless the mission you are playing instructs you otherwise, you should feel free to create an exciting battlefield using any terrain features from your collection that you wish. In general, we recommend having one feature on the battlefield for every 12" by 12" area (rounding up). Don't worry if your battlefield doesn't match these requirements, but keep in mind that playing on a battlefield that is either a barren wasteland or filled to overflowing with terrain features may give an advantage to one side or the other.

MEASURING DISTANCES

Distances are measured in inches (") between the closest points of the bases of the models you're measuring to and from. If a model does not have a base, such as is the case with many vehicles, measure to the closest point of any part of that model; this is called measuring to the model's hull. You can measure distances whenever you wish.

If a rule refers to the closest unit or model, and two or more are equidistant, then the player who is controlling the unit that is using the rule in question selects which unit is the closest for the purposes of resolving that rule.

- Distances measured in inches (").
- Always measure closest distance between bases (or hulls).
- Hull = Any part of a model that does not have a base.
- Can measure distances whenever you want.
- If several units tied for closest, player resolving the rule selects which is closest.

WITHIN AND WHOLLY WITHIN

If a rule says it applies 'within' a certain distance, it applies at any distance that is not more than the specified distance. For example, within 1" means any distance that is not more than 1" away.

If a rule says it affects models that are 'within', then it applies so long as any part of the model's base (or hull) is within the specified distance. If a rule says it affects models that are 'wholly within' then it only applies if every part of the model's base (or hull) is within the specified distance.

If a rule says it affects units that are 'within', then it applies so long as any part of any model's base (or hull) in that unit is within the specified distance. If a rule says it affects units if 'every model in that unit is within' then that rule applies so long as any part of every model's base (or hull) is within the specified distance. If a rule says it affects units that are 'wholly within' then it only applies if every part of every model's base (or hull) in that unit is within the specified distance.

- Model within = any part of model's base (or hull).
- Model wholly within = every part of model's base (or hull).
- Unit within = any model within.
- Unit wholly within = every model wholly within.

THE MOST IMPORTANT RULE

In a game as detailed and wide-ranging as Warhammer 40,000, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent and apply the solution that makes the most sense to both of you (or seems the most fun!). If no single solution presents itself, you and your opponent should roll off, and whoever rolls highest gets to choose what happens. Then you can get on with the fighting!

DICE

In order to fight a battle, you will require some six-sided dice (often abbreviated to D6). Some rules refer to 2D6, 3D6 and so on – in such cases, roll that many D6s and add the dice results together. If a rule requires you to roll a D3, roll a D6 and halve the value shown on the dice to get the dice result (rounding fractions up). If a rule requires a D6 roll of, for example, 3 or more, this is often abbreviated to 3+.

All modifiers (if any) to a dice roll are cumulative; you must apply all division modifiers before applying all multiplication modifiers, and before applying all addition and then all subtraction modifiers. Round any fractions up after applying all modifiers. A dice roll can be modified above its maximum possible value (for example, a D6 roll can be modified above 6) but it can never be modified below 1. If, after all modifiers have been applied, a dice roll would be less than 1, count that result as a 1.

- D6 = A six-sided dice.
- D3 = D6 divided by 2 (rounding up).
- All modifiers cumulative.
- Apply modifiers in the following order: division, multiplication, addition, then subtraction.
- Round fractions up after all modifiers have been applied.
- Dice roll cannot be modified to less than 1.

RE-ROLLS

Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. If a rule allows you to re-roll a dice roll that was made by adding several dice together (2D6, 3D6 etc.) then, unless otherwise stated, you must re-roll all of those dice again. If a rule allows you to re-roll specific dice results, only those dice can be re-rolled. If a rule allows you to re-roll a specific dice result, but the result is obtained by halving a D6 (such as when rolling a D3), you use the value of the halved roll to determine if it can be re-rolled, not the value of the original D6. For example, if a rule states to re-roll results of 1, and you roll a D3, you would re-roll if the D6 rolled a 1 or a 2 (which is then halved to get a D3 value of a 1).

You can never re-roll a dice more than once, and re-rolls happen before modifiers (if any) are applied. Rules that refer to the value of an 'unmodified' dice roll are referring to the dice result after any re-rolls, but before any modifiers are applied.

- **Re-roll:** Roll dice again.
- Re-rolls are applied before modifiers (if any).
- A dice can never be re-rolled more than once.
- **Unmodified dice:** Result of roll after re-rolls, but before modifiers (if any).

ROLL-OFFS

Some rules instruct players to roll off. To do so, both players roll one D6, and whoever scores highest wins the roll-off. If there is a tie for the highest roll, make the roll-off again. Neither player is allowed to re-roll or modify any of the D6 when making a roll-off.

- **Roll-off:** Both players roll a D6 – highest wins.
- Roll again if a tie.

SEQUENCING

While playing Warhammer 40,000, you'll occasionally find that two or more rules are to be resolved at the same time – e.g. 'at the start of the battle round' or 'at the end of the Fight phase'. When this happens during the battle, the player whose turn it is chooses the order. If these things occur before or after the battle, or at the start or end of a battle round, the players roll off and the winner decides in what order the rules are resolved.

- If several rules must be resolved at the same time, the player whose turn it is chooses the order to resolve them.

STARTING STRENGTH, HALF-STRENGTH AND DESTROYED UNITS

The number of models a unit has when it is added to your army is known as its Starting Strength. Throughout a battle, models will suffer damage and be destroyed. When a model is destroyed, it is removed from play. While the number of models in a unit is less than half its Starting Strength, that unit is said to be below Half-strength. When every model in a unit has been destroyed, the unit is said to have been destroyed.

If a rule is used to split a unit into multiple units during the battle, the Starting Strength of each individual unit is changed to be equal to the number of models in that unit. If several units merge together to form a single combined unit during the battle, add the Starting Strengths of all the individual units together to determine the new Starting Strength of the combined unit, and use this value to determine if the combined unit is below Half-strength.

Some rules will only trigger if an enemy unit was destroyed by you, or by a model or unit from your army – this means that the last model in the enemy unit was destroyed by an attack (pg 87) made by a model in your army, or it was destroyed because it fled the battlefield (pg 92), or it was destroyed by a mortal wound (pg 88) inflicted by a rule that a model in your army is using, or it was destroyed as the result of any other rule that a model in your army is using that explicitly states that the enemy model is outright destroyed. Enemy units that are destroyed by any other means are not destroyed by you, or by a unit or model from your army.

- **Starting Strength:** Number of models in unit when it is added to your army.
- When a model is destroyed, remove it from the battlefield.
- **Below Half-strength:** Number of models in unit is less than half its Starting Strength.
- When the last model in a unit is destroyed, the unit is said to be destroyed.

DATASHEETS

Each unit has a datasheet that lists the characteristics, wargear and abilities of its models – here we explain what some of it means, while the rules found elsewhere in this section explain how it's all used in the game.

1. UNIT NAME
Here you'll find the name of the unit.

2. BATTLEFIELD ROLE
This is primarily used when making a Battle-forged army (see the Warhammer 40,000 Core Book).

3. POWER RATING
The higher this is, the more powerful the unit!

4. PROFILES
These contain the following characteristics that tell you how mighty the models in the unit are.

No.: This tells you what models are in the unit, and how many of them you should have (the unit's minimum and maximum size).
Move (M): This is the speed at which a model moves across the battlefield. If a model has a Move of '-' it is unable to move at all.
Weapon Skill (WS): This tells you a model's skill at hand-to-hand fighting. If a model has a Weapon Skill of '-' it is unable to fight in melee at all.
Ballistic Skill (BS): This shows how accurate a model is when shooting with ranged weapons. If a model has a Ballistic Skill of '-' it has no proficiency with ranged weapons and cannot make attacks with ranged weapons at all.
Strength (S): This indicates how physically strong a model is and how likely it is to inflict damage in hand-to-hand combat.
Toughness (T): This reflects the model's resilience against physical harm.
Wounds (W): Wounds show how much damage a model can sustain before it succumbs to its injuries.
Attacks (A): This tells you how many times a model can strike blows in hand-to-hand combat. If a model has an Attacks of '-' it is unable to fight in melee at all.
Leadership (Ld): This reveals how courageous, determined or self-controlled a model is.
Save (Sv): This indicates the protection a model's armour gives.

Some large models' characteristics change as the model loses wounds – look at such a model's remaining wounds and consult the appropriate row of its profile on its datasheet to determine its current characteristics.

5. COMPOSITION AND WARGEAR
If a unit's profile does not, then this part of a datasheet will tell you what models are in the unit, and how many of them you should have. It also tells you the default weapons and wargear the models are equipped with.

Understrength Units
If you do not have enough models to field a minimum-sized unit you can still include one unit of that type in your army with as many models as you have available. This is known as an Understrength unit.

6. ABILITIES
Many units have one or more special abilities; these will be described here.

Aura Abilities
Some abilities affect models or units in a given range – these are aura abilities. A model with an aura ability is always within range of its effect. The effects of multiple, identically named aura abilities are not cumulative (i.e. if a unit is within range of two models with the same aura ability, that aura ability only applies to the unit once).

7. WEAPONS
Weapons are described with the following characteristics:

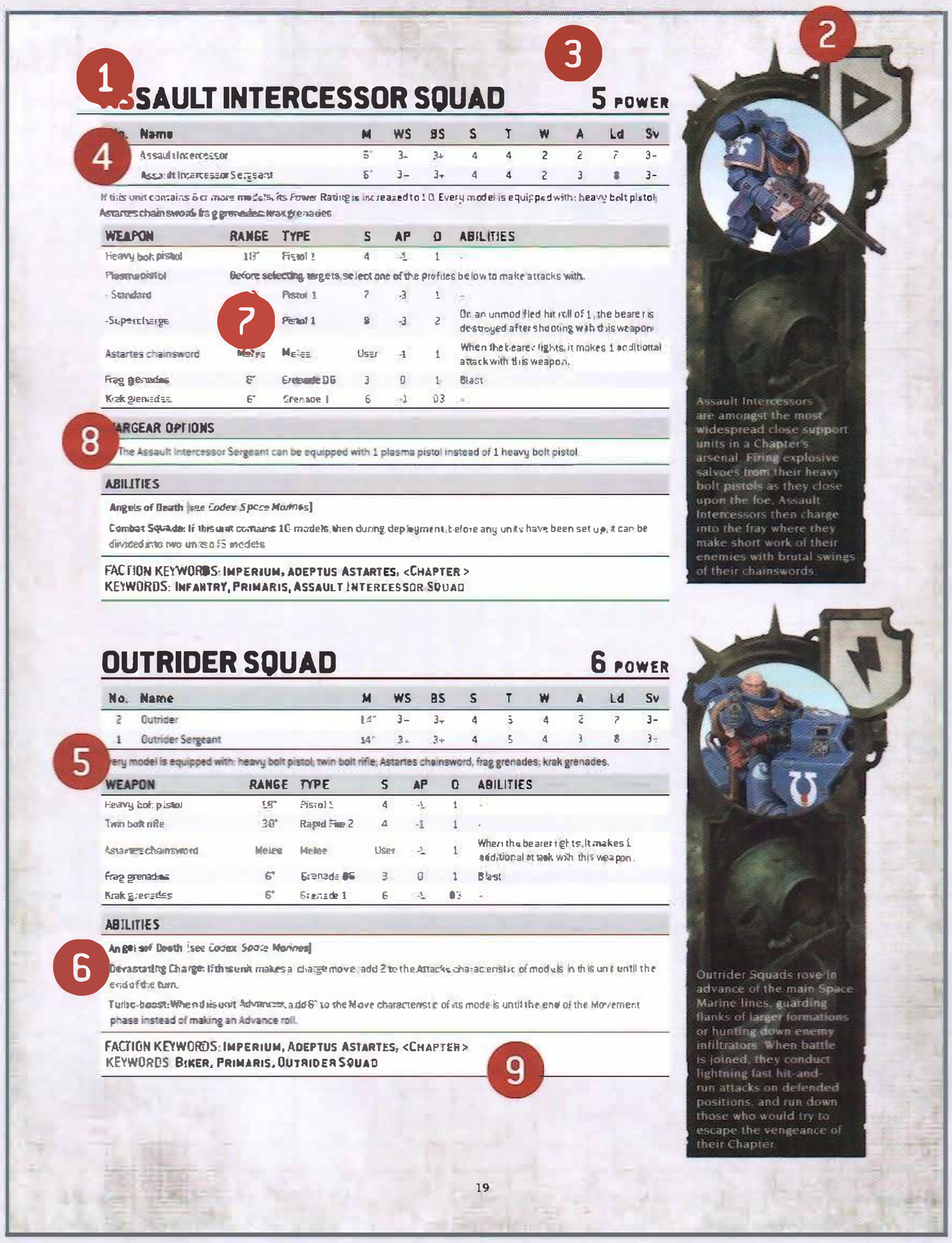
Range: How far the weapon can shoot. Weapons with a range of 'Melee' are melee weapons and can only be used in hand-to-hand combat. All other weapons are ranged weapons. Some weapons have a minimum and maximum range, for example 6"-48"; such weapons cannot target units that are wholly within the shorter range.
Type: These are all explained under the Shooting and Fight phases of the basic rules.
Strength (S): How likely the weapon is to wound a foe. If a weapon's Strength lists 'User', it is equal to the bearer's Strength characteristic. If a weapon lists a modifier (e.g. '+1' or 'x2'), modify the bearer's Strength characteristic as shown (e.g. if a weapon's Strength was 'x2', and the bearer had a Strength of 6, that weapon has a Strength of 12).
Armour Penetration (AP): How good the weapon's attacks are at getting through armour.
Damage (D): The amount of damage inflicted by a successful wound.
Abilities: If any abilities apply to attacks made with this weapon profile, they are listed here.

8. WARGEAR OPTIONS
Some datasheets have a bullet-pointed list of wargear options. When you include such a unit in your army, you can use these options to change the weapons and other wargear of models in the unit. The order you use these options in does not matter, but each can only be used once.

9. KEYWORDS
Datasheets have a list of keywords, separated into Faction keywords and other keywords. The former can be used to help guide which models to include in an army, but otherwise both sets of keywords are functionally the same.

DAMAGE TABLES
Some models' characteristics change as they lose wounds. These are shown by a '*' on the model's profile. Look at such a model's remaining wounds and consult the appropriate row of its damage chart to determine its current characteristics.

- **Damage table:** Model's characteristics change as it loses wounds.



ASSAULT INTERCESSOR SQUAD — 5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4	Assault Intercessor	6"	3+	3+	4	4	2	2	7	3+
	Assault Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+

If this unit contains 5 or more models, its Power Rating is increased to 10. Every model is equipped with: heavy bolt pistol; Astartes chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	24"	Pistol 1	7	-3	1	-
- Supercharge	24"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is destroyed after shooting with this weapon.
Astartes chainsword	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Assault Intercessor Sergeant can be equipped with 1 plasma pistol instead of 1 heavy bolt pistol.

ABILITIES

Angels of Death [see *Codex: Space Marines*]

Combat Squads: If this unit contains 10 models when during deployment, before any units have been set up, it can be divided into two units of 5 models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, PRIMARIS, ASSAULT INTERCESSOR SQUAD

Assault Intercessors are amongst the most widespread close support units in a Chapter's arsenal. Firing explosive salvoes from their heavy bolt pistols as they close upon the foe, Assault Intercessors then charge into the fray where they make short work of their enemies with brutal swings of their chainswords.

OUTRIDER SQUAD — 6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2	Outrider	14"	3+	3+	4	5	4	2	7	3+
1	Outrider Sergeant	14"	3+	3+	4	5	4	3	8	3+

5 Every model is equipped with: heavy bolt pistol; twin bolt rifle; Astartes chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
Twin bolt rifle	30"	Rapid Fire 2	4	-1	1	-
Astartes chainsword	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

6 **Angels of Death** [see *Codex: Space Marines*]

Devastating Charge: If this unit makes a charge move, add 2 to the Attacks characteristic of models in this unit until the end of the turn.

Turbo-boost: When this unit Advances, add 6" to the Move characteristic of its models until the end of the Movement phase instead of making an Advance roll.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: BIKER, PRIMARIS, OUTRIDER SQUAD

Outrider Squads rove in advance of the main Space Marine lines, guarding flanks of larger formations or hunting down enemy infiltrators. When battle is joined, they conduct lightning fast hit-and-run attacks on defended positions, and run down those who would try to escape the vengeance of their Chapter.

MODIFYING CHARACTERISTICS

Many rules modify the characteristics of models and weapons. All modifiers to a characteristic are cumulative; you must apply division modifiers before applying multiplication modifiers, and before applying addition and then subtraction modifiers. Round any fractions up after applying all modifiers. If a rule instructs you to replace one characteristic with a specified value, change the relevant characteristic to the new value before applying any modifiers that apply from other rules (if any) to the new value. Regardless of the source, the Strength, Toughness, Attacks and Leadership characteristics of a model can never be modified below 1.

You may encounter a characteristic that is a random value instead of a number. For example, a Move characteristic might be 2D6", or an Attacks value might be D6. When a unit with a random Move characteristic is selected to move, determine the entire unit's move distance by rolling the indicated number of dice. For all other characteristics, roll to determine the value on an individual – per-model or per-weapon – basis each time that characteristic is required.

Characteristics of '-' can never be modified. If a model has a Strength or Leadership characteristic of '-' and that characteristic is required to resolve a rule, then substitute the model's Toughness characteristic for that characteristic for the purposes of resolving that rule (note that the substituted characteristic still cannot be modified).

- All characteristic modifiers are cumulative.
- Apply modifiers in the following order: division, multiplication, addition, then subtraction.
- Round fractions up after applying all modifiers.
- S, T, A and Ld can never be modified below 1.
- Random Move characteristics determined for whole unit each time it moves.
- Other random characteristics determined individually when characteristic required.
- Characteristic of '-' can never be modified.

Example: A Space Marine Sergeant (Strength characteristic 4) is making an attack with a power fist (Strength characteristic x2) while under the effects of a psychic power that increases his Strength characteristic by 1. The two modifiers (x2 and +1) are cumulative and applied concurrently. The attack is therefore resolved at Strength 9 ([4x2]+1=9).

THE BATTLE ROUND

Minute by bloody minute the battle grinds on, from the opening volleys of shots through furious offensives and desperate counter-attacks, into the last dying moments when victory hangs by a thread.

Warhammer 40,000 is played in a series of battle rounds. In each battle round, both players have a turn. The same player always takes the first turn in each battle round – the mission you are playing will tell you which player this is. Each turn consists of a series of phases, which must be resolved in the following order:

1. COMMAND PHASE
Both players muster strategic resources and use tactical abilities.

2. MOVEMENT PHASE
Your units manoeuvre across the battlefield.

3. PSYCHIC PHASE
Your psykers use powerful mental abilities.

4. SHOOTING PHASE
Your units shoot enemy units.

5. CHARGE PHASE
Your units may move into close combat with enemy units.

6. FIGHT PHASE
Both players' units pile in and attack with melee weapons.

7. MORALE PHASE
Both players test the courage of their depleted units.

Once a player's turn has ended, their opponent then starts their turn. Once both players have completed a turn, the battle round has been completed and the next one begins, and so on, until the battle is concluded.

OUT OF PHASE RULES
Some rules allow a model or unit to move, shoot, charge, fight or attempt to manifest a psychic power outside of the normal turn sequence. If such a rule explicitly mentions to do so as if it were a different phase than the current one (e.g. 'that unit can shoot as if it were the Shooting phase'), then any rules that are normally used in that phase (in the example, this would be the Shooting phase) apply when that unit shoots.

The only exception to this are Stratagems; if a Stratagem specifies that it must be used in a specific phase, then it can only be used in that phase (e.g. you cannot use a Stratagem that says 'Use this Stratagem in the Shooting phase' to affect a unit that is shooting 'as if it were the Shooting phase'). You can find out more about Stratagems on page 94-95.

- When resolving an out of phase rule, all rules that normally apply in that phase continue to apply.
- Phase-specific Stratagems cannot be used when resolving out of phase rules.

COMMAND PHASE

Commanders gauge the flow of the battle, consolidating their objectives before making alterations to their battle plans and devising new tactics and strategies with which to defeat the foe.

If your army is Battle-forged, then at the start of your Command phase, before doing anything else, you gain 1 Command point (CP). This is called the Battle-forged CP bonus. You can find out more about Battle-forged armies and Command points in the Warhammer 40,000 Core Book.

Some abilities found on datasheets and some Stratagems are used in your Command phase. In addition, some missions have rules that take place in the Command phase. Once you and your opponent have resolved all of these rules (if any), progress to your Movement phase. You can find out more about Stratagems on page 94.

- **Battle-forged CP bonus:** Gain 1 CP if army is Battle-forged.
- Resolve any rules that occur in the Command phase.
- Progress to the Movement phase (see overleaf).

MOVEMENT PHASE

The ground shakes to the tread of marching feet and the growl of engines as armies advance across the battlefield and vie for advantageous positions.

The Movement phase is split into two steps. First you move your units. Then you can set up Reinforcements that have not yet arrived.

1. MOVE UNITS
2. REINFORCEMENTS

1. MOVE UNITS

Start your Movement phase by selecting one unit from your army to move; that unit can either make a Normal Move, it can Advance, or it can Remain Stationary (see opposite). If a unit is within Engagement Range (pg 74) of any enemy models when it is selected to move, it cannot make a Normal Move or Advance; it can either Remain Stationary or it can Fall Back (see opposite). After you have finished moving that unit, you can then select another unit from your army to move in the same manner, and so on, until you have done so with as many of your units as you wish.

When you move a unit, you can move any of its models (you can also choose not to move some of the models in that unit if you wish). Whenever you move a model, you can pivot it and/or change its position on the battlefield along any path, but no part of the model's base (or hull) can be moved across the bases (or hulls) of other models, nor can any part of that model (including its base) cross the edge of the battlefield. You can also rotate any movable part of the model (such as turrets and sponsons) when it is moved. The distance a model moves is measured using the part of the model's base (or hull) that moves furthest along its path (including parts that rotate or pivot).

Remember that a unit must finish any type of move in unit coherency (pg 74). If this is impossible, then that move cannot be made. No unit can be selected to move more than once in each Movement phase. Once you have moved all your units that you wish to, progress to the Reinforcements step of the Movement phase.

- Select a unit in your army to move.
- When a unit moves it can either make a Normal Move, Advance or Remain Stationary.
- Units that are within Engagement Range of any enemy models can only either Fall Back or Remain Stationary.
- Select another unit in your army to move.
- Once all your units have moved, progress to the Reinforcements step (pg 80).

NORMAL MOVE

When a unit makes a Normal Move, each model in that unit can move a distance in inches equal to or less than the Move (M) characteristic shown on its datasheet, but no model can be moved within Engagement Range of enemy models (pg 74).

- **Normal Move:** Models move up to M".
- Cannot move within Engagement Range of any enemy models.

ADVANCE

When a unit makes an Advance, make an Advance roll for the unit by rolling one D6. Add the result in inches to the Move (M) characteristic of each model in that unit until the end of the current phase. Each model in that unit can then move a distance in inches equal to or less than this total, but no model can be moved within Engagement Range of enemy models. A unit cannot shoot or declare a charge in the same turn that it made an Advance.

- **Advance:** Models move up to M+D6".
- Cannot move within Engagement Range of enemy models.
- Units that Advance cannot shoot or charge this turn.

REMAIN STATIONARY

If a unit Remains Stationary, none of its models can be moved for the rest of the phase. Any units from your army that were on the battlefield and were not selected to move in the Move Units step of the Movement phase are assumed to have Remained Stationary that phase.

- **Remain Stationary:** Models cannot move this phase.

FALL BACK

When a unit Falls Back, each model in that unit can move a distance in inches equal to or less than the Move (M) characteristic shown on its datasheet, and when doing so you can move it within Engagement Range of enemy models, but it cannot end its move within Engagement Range of any enemy models – if it cannot do this then it cannot Fall Back. A unit cannot declare a charge in the same turn that it Fell Back. A unit cannot shoot or attempt to manifest a psychic power in the same turn that it Fell Back unless it is **TITANIC**.

- **Fall Back:** Models move up to M".
- Units that Fall Back cannot charge this turn.
- Units that Fall Back cannot shoot or manifest psychic powers this turn unless they are **TITANIC**.

2. REINFORCEMENTS

Some units have a rule that allows them to start the battle in a location other than on the battlefield; units that use such rules are called Reinforcements, and they will arrive later in the battle as described by their rule. Any Reinforcement units that have not been set up on the battlefield when the battle ends count as having been destroyed.

If you have any Reinforcement units, then in this step of the Movement phase you can now select them and set them up on the battlefield, one at a time. Once all your Reinforcement units that you wish to set up this turn have been set up, the Movement phase ends and you progress to the Psychic phase. Details of how to set up Reinforcement units are described in the same rules that enabled the unit to be set up in a location other than the battlefield.

Reinforcement units cannot make a Normal Move, Advance, Fall Back or Remain Stationary in the turn they arrive for any reason, but they can otherwise act normally (shoot, charge, fight etc.). Models in units that arrived as Reinforcements count as having moved a distance in inches equal to their Move (M) characteristic in this Movement phase. If models in the unit have a minimum Move characteristic, those models count as having moved a distance in inches equal to their maximum Move characteristic.

- **Reinforcement unit:** Unit that starts the battle in a location other than the battlefield.
- Set up your Reinforcement units, one at a time, as described by the rules that let them start the battle in locations other than the battlefield.
- Reinforcement units cannot make a Normal Move, an Advance, Fall Back or Remain Stationary this turn.
- Reinforcement units always count as having moved this turn.
- Any Reinforcement unit not set up on the battlefield by the end of the battle counts as destroyed.
- Once all your Reinforcement units have been set up, progress to the Psychic phase (pg 83).

MOVING OVER TERRAIN

When a model makes any kind of move, it can be moved over a terrain feature but not through it (so models can't move through a wall, but can climb up or over it).

A model can be moved over terrain features that are 1" or less in height as if they were not there – any vertical distance up and/or down that they would have to make to traverse such terrain features is ignored. A model can be moved vertically in order to climb up, down and over any terrain features that are higher than this, counting the vertical distance up and/or down as part of its move. Models cannot finish any kind of move mid-climb – if it is not possible to end the move as a result, that move cannot be made.

- Models can move freely over terrain features 1" or less in height.
- Models cannot move through taller terrain features, but can climb up and down them.

FLYING

If a unit's datasheet has the **FLY** keyword, then when it makes a Normal Move, an Advance or it Falls Back, its models can be moved across other models (and their bases) as if they were not there, and they can be moved within Engagement Range of enemy models. In addition, any vertical distance up and/or down that they make as part of that move is ignored. However, these models cannot finish their move either on top of another model (or its base) or within Engagement Range of any enemy models.

- **FLY** models can move over other models when they make a Normal Move, an Advance or when they Fall Back.
- **FLY** models ignore vertical distances when they make a Normal Move, an Advance or when they Fall Back.

TRANSPORTS

Some models have the **TRANSPORT** keyword. The following rules describe how units can embark on and disembark from such models, and how they are used to move their passengers across the battlefield.

Transport Capacity

All **TRANSPORT** models have a transport capacity listed on their datasheet. This determines how many friendly models, and of what type, can embark within them. A model's transport capacity can never be exceeded.

Units can start the battle embarked within a **TRANSPORT** instead of being set up separately – declare what units are embarked within a **TRANSPORT** model before you set it up.

- **Transport capacity:** Maximum number of models that can embark within the **TRANSPORT**.
- Units can start the battle embarked in a **TRANSPORT**.

EMBARK

If a unit makes a Normal Move, an Advance or it Falls Back, and every model in that unit ends that move within 3" of a friendly **TRANSPORT** model they can embark within it. A unit cannot embark within a **TRANSPORT** model that is within Engagement Range of enemy models, and it cannot embark if it has already disembarked from a **TRANSPORT** model in the same phase. Remove the unit from the battlefield and place it to one side – it is now embarked within the model.

Units cannot normally do anything or be affected in any way while they are embarked. Unless specifically stated, abilities have no effect on units while they are embarked, and Stratagems cannot be used to affect units while they are embarked. For all rules purposes, units that are embarked within a **TRANSPORT** model that has made a Normal Move, Advanced, Fallen Back or Remained Stationary also count as having made the same kind of move that turn.

- Units can embark in a friendly **TRANSPORT** if every model ends a Normal Move, an Advance or a Fall Back within 3" of it.
- A unit cannot embark within a **TRANSPORT** that is within Engagement Range of any enemy models.
- A unit cannot embark and disembark in the same phase.
- Units cannot do anything, or be affected in any way, while they are embarked within a **TRANSPORT**.

DISEMBARK

If a unit starts its Movement phase embarked within a **TRANSPORT** model, that unit can disembark in that phase so long as the model itself has not yet made a Normal Move, an Advance or has Fallen Back that phase.

When a unit disembarks, set it up on the battlefield so that it is wholly within 3" of the **TRANSPORT** model and not within Engagement Range of any enemy models.

Units that disembark can then act normally (move, shoot, charge, fight, etc.) in the remainder of the turn, but its models count as having moved that turn, even if they are not moved further (i.e. they never count as having Remained Stationary).

- Units that start their Movement phase embarked in a **TRANSPORT** can disembark this phase.
- A unit must disembark before their **TRANSPORT** moves.
- Disembarking units must be set up wholly within 3" of their **TRANSPORT** and not within Engagement Range of any enemy models.
- Units that have disembarked count as having moved this turn.

DESTROYED TRANSPORTS

If a **TRANSPORT** model is destroyed (pg 75), and that model has the Explodes ability (or equivalent), roll to see if it explodes and resolve any resulting damage to nearby units before setting up any units embarked within it (if any) on the battlefield. If there are any units embarked within the destroyed **TRANSPORT** model, these must now immediately disembark (see above) before the model itself is removed from the battlefield; these units are not affected by the destroyed model's Explodes ability (or equivalent) – instead you must roll one D6 for each model you just set up on the battlefield. For each roll of 1, a model that disembarked (your choice) is destroyed. Units cannot declare a charge (pg 88) or perform a Heroic Intervention (pg 89) in the same turn that they disembarked from a destroyed **TRANSPORT** model.

- If a **TRANSPORT** is destroyed, resolve its Explodes ability (if it has one).
- Any units embarked within must then disembark.
- Roll one D6 for each model that disembarked; for each 1, one model is destroyed.
- Units that disembarked cannot charge or perform Heroic Interventions this turn.

AIRCRAFT

Some models have the **AIRCRAFT** keyword. In addition to the Flying rules (pg 80), the following rules further describe how these units move across the battlefield and how other units can move beneath them.

MINIMUM MOVE

AIRCRAFT models typically have a Move characteristic consisting of two values. The first is the model's minimum Move characteristic – in its Movement phase, all parts of the model's base must end the move at least that far from where they started. The second is its maximum Move characteristic – no part of the model's base can be moved further than this. If such a model's Move characteristic is modified, its minimum and maximum Move characteristics are both modified.

If an **AIRCRAFT** model cannot make its minimum move, or its minimum move would result in any part of that model (including its base) crossing the edge of the battlefield, then unless you are using the Strategic Reserves rule, that model is removed from the battlefield and counted as destroyed (if the **AIRCRAFT** is a **TRANSPORT**, then any models currently embarked within are likewise counted as destroyed). The Strategic Reserves rule is described on pages 96-97.

- **Minimum move:** Models must move at least their minimum M".
- If a model cannot make its minimum move, it is destroyed (unless you are using Strategic Reserves).

AIRCRAFT ENGAGEMENT RANGE

Although **AIRCRAFT** models have an Engagement Range (pg 74) like any other model, the following rules and exceptions apply to it – this will account for the fact that typically **AIRCRAFT** models are soaring overhead and not skimming along the ground.

Whenever a model makes any kind of move, it can be moved across **AIRCRAFT** models (and their bases) as if they were not there, and they can be moved within an enemy **AIRCRAFT** model's Engagement Range, but it cannot end the move on top of another model (or its base), and it cannot end the move within Engagement Range of any enemy **AIRCRAFT** models.

If, when an **AIRCRAFT** unit is selected to Move in the Movement phase, any enemy units are within Engagement Range of it, that **AIRCRAFT** unit can still make a Normal Move or an Advance (i.e. it does not have to Fall Back or Remain Stationary).

If, when a unit is selected to move in the Movement phase, the only enemy models that are within Engagement Range of it are **AIRCRAFT**, then it can still make a Normal Move or an Advance (i.e. it does not have to Fall Back or Remain Stationary).

- Models can move within an enemy **AIRCRAFT**'s Engagement Range.
- Models can move over **AIRCRAFT** (and their bases) when they make any kind of move.
- **AIRCRAFT** can make a Normal Move or an Advance even when within Engagement Range of enemy models.
- Units can make a Normal Move or an Advance if they are only within Engagement Range of enemy **AIRCRAFT**.

HEROIC INTERVENTIONS, PILE INS, CONSOLIDATIONS AND AIRCRAFT

Whenever a unit moves when it performs a Heroic Intervention (pg 89), piles in (pg 90) or consolidates (pg 91), it must end that move closer to the closest enemy model. In all cases, **AIRCRAFT** models are excluded when determining which model is the closest, unless the unit making that move can **FLY**.

- When a model performs a Heroic Intervention, piles in or consolidates, ignore **AIRCRAFT** (unless the model moving can **FLY**).

PSYCHIC PHASE

Warrior mystics and sorcerers wield the strange power of the warp to aid their allies and destroy their foes. Harnessing this force is not without risk, however, and with the smallest mistake, the effort can spell doom for all nearby.

Some models have the **PSYKER** keyword. In the Psychic phase, **PSYKERS** can attempt to manifest psychic powers and deny enemy psychic powers.

Start your Psychic phase by selecting one eligible **PSYKER** unit from your army that is on the battlefield. **PSYKER** units that Fell Back this turn (other than Titanic units) are not eligible. If you have no eligible **PSYKER** units from your army on the battlefield, and no other rules that need to be resolved in the Psychic phase, the Psychic phase ends.

Once you have selected an eligible **PSYKER** unit from your army, you can attempt to manifest one or more psychic powers with it. After you have finished manifesting all of this unit's psychic powers that you want to, you can then select another eligible **PSYKER** unit from your army to attempt to manifest psychic powers with, and so on, until you have done so with as many of your eligible **PSYKER** units as you wish.

No unit can be selected to manifest psychic powers more than once in each Psychic phase. Once you have no eligible **PSYKER** units on the battlefield that you wish to attempt to manifest psychic powers with, your Psychic phase ends and you progress to the Shooting phase.

- Select a **PSYKER** in your army to manifest its psychic powers.
- Select another **PSYKER** in your army to manifest its psychic powers.
- Once all your **PSYKERS** have manifested psychic powers, progress to the Shooting phase (pg 84).

PSYCHIC POWERS

All **PSYKERS** know the *Smite* psychic power (pg 84). Some know other powers instead of, or in addition to, *Smite* – the unit's datasheets and other supplementary rules you are using will make it clear which powers each **PSYKER** knows. Each psychic power has a warp charge value – the higher this is, the more difficult it is to manifest the psychic power. A **PSYKER** unit generates their powers before the battle.

- All **PSYKERS** know *Smite*.
- **PSYKERS** will know additional psychic powers, as described on their datasheets.

MANIFESTING PSYCHIC POWERS

When you select a **PSYKER** unit to manifest psychic powers, you select one psychic power that unit knows and attempt to manifest it. With the exception of *Smite*, you cannot attempt to manifest the same psychic power more than once in the same battle round, even with different **PSYKER** units.

To manifest the psychic power, you must first pass a Psychic test. The opposing player can then select one of their **PSYKER** units that is within 24" of the **PSYKER** unit attempting to manifest the power and attempt to deny that power before its effects are resolved by passing a Deny the Witch test.

So long as the Psychic test was successful and the psychic power was not denied by a successful Deny the Witch test, the psychic power is successfully manifested and its effects, which will be described in the power itself, are then resolved. If the **PSYKER** unit can attempt to manifest more than one psychic power in its Psychic phase, you can then attempt to manifest those, one at a time, as described above. The number of psychic powers each **PSYKER** unit can attempt to manifest in its Psychic phase is listed on its datasheet.

- Select psychic power.
- You cannot select the same psychic power more than once per battle round, unless that power is *Smite*.
- Attempt to manifest the psychic power by taking a Psychic test.
- The opponent can attempt to deny the psychic power by taking a Deny the Witch test.
- If successfully manifested, resolve the psychic power's effects.
- Select another psychic power.

PSYCHIC TESTS

When a **PSYKER** unit attempts to manifest a psychic power, you must take a Psychic test for that unit by rolling 2D6. If the total is equal to or greater than that power's warp charge value, the Psychic test is passed. If you roll a double 1 or a double 6 when taking a Psychic test, that unit immediately suffers Perils of the Warp.

- **Psychic test:** Passed if 2D6 equals or exceeds psychic power's warp charge.
- If double 1 or double 6 rolled, **PSYKER** suffers Perils of the Warp.

DENY THE WITCH

When a **PSYKER** unit attempts to deny a psychic power, you must take a Deny the Witch test for that unit by rolling 2D6. If the total is greater than the result of the Psychic test, the Deny the Witch test is passed and the psychic power is denied. Only one attempt can be made to deny a psychic power. If a **PSYKER** unit can attempt to deny more than one psychic power in a psychic phase, this will be listed on its datasheet.

- **Deny the Witch:** Passed if 2D6 exceeds result of the opposing **PSYKER**'s Psychic test.
- Only one attempt can be made to deny each psychic power.

SMITE

Smite has a warp charge value of 5. Add 1 to the warp charge value of this psychic power for each other attempt that has been made to manifest this power by a unit from your army in this phase, whether that attempt was successful or not. If manifested, the closest enemy unit within 18" of and visible to the psyker suffers D3 mortal wounds (pg 88). If the result of the Psychic test was 11 or more, that unit suffers D6 mortal wounds instead.

- **Warp Charge 5:** A Psychic test of 5+ is required to manifest *Smite*.
- Warp charge increases by 1 for each other attempt to manifest *Smite* made in this phase.
- If manifested, closest visible enemy unit in 18" suffers D3 mortal wounds.
- If manifested with a Psychic test result of 11+, enemy instead suffers D6 mortal wounds.

PERILS OF THE WARP

When a **PSYKER** unit suffers Perils of the Warp, it suffers D3 mortal wounds. If a **PSYKER** unit is destroyed by Perils of the Warp while attempting to manifest a psychic power, that power automatically fails to manifest. If a **PSYKER** unit is destroyed by Perils of the Warp, then just before removing the last model in that unit, every unit within 6" of it immediately suffers D3 mortal wounds

- **Perils of the Warp:** The **PSYKER** unit manifesting the power suffers D3 mortal wounds.
- If **PSYKER** unit is destroyed, the psychic power fails to manifest.
- If **PSYKER** unit destroyed, every other unit within 6" suffers D3 mortal wounds.

SHOOTING PHASE

Guns thunder and shrapnel falls from the sky. Muzzle flare shines through the gloom in bursts, beams of las-fire illuminate the fog of war, and spent ammunition cartridges are left discarded across the battlefield.

Start your Shooting phase by selecting one eligible unit from your army to shoot with. An eligible unit is one that has one or more models equipped with ranged weapons. Units that Advanced this turn, and units that Fell Back (other than Titanic units) this turn are not eligible. If you have no eligible units, your Shooting phase ends. After you have shot with one of your eligible units, you can then select another of your eligible units to shoot with, and so on, until you have shot with as many of your units as you wish.

When you select a unit to shoot with, you select targets and resolve attacks with any or all ranged weapons that models in that unit are equipped with (each ranged weapon can only be shot once per phase). The ranged weapons that models in a unit are equipped with are detailed on its datasheet.

No unit can be selected to shoot with more than once in each Shooting phase. Once all your eligible units that you wish to shoot with have done so, your Shooting phase ends and you progress to the Charge phase.

- Select a unit from your army to shoot with.
- When a unit shoots, select targets then resolve attacks with any or all ranged weapons that models in that unit are equipped with.
- Select another unit from your army to shoot with.
- Once you have shot with all your units, progress to the Charge phase (pg 88).

SELECT TARGETS

When a unit shoots, you must select the target unit(s) for all of the ranged weapons its models are making attacks with before any attacks are resolved. If a model has more than one ranged weapon, it can shoot all of them at the same target, or it can split the weapons between different enemy units. Similarly, if a unit has more than one model, they can shoot at the same or different targets. In either case, when you select a target unit you must declare which weapons will target that unit before any attacks are resolved. If any of these weapons has more than one profile that you must choose between, you must also declare which profile is being used.

Only enemy units can be chosen as the target for an attack. In order to target an enemy unit, at least one model in that unit must be within range (i.e. within the distance of the Range characteristic) of the weapon being used and be visible to the shooting model. If unsure, get a look from behind the firing model to see if any part of the target is visible. For the purposes of determining visibility, a model can see through other models in its unit. If there are no eligible targets for a weapon then that weapon cannot shoot. If this is the case for all of a unit's ranged weapons, then that unit is not eligible to shoot with.

If you have selected more than one target for your unit to shoot at, you must resolve all the attacks against one target before moving on to the next target. If your unit is shooting more than one ranged weapon at a target, and those weapons have different characteristics profiles, then after you have resolved attacks with one of those weapons you must, if any other weapons with the same characteristics profile are also being shot at that unit, resolve those attacks before resolving any attacks against the target unit with a weapon that has a different characteristics profile.

Note that so long as at least one model in the target unit was visible to the shooting model and in range of its weapon when that unit was selected as the target, that weapon's attacks are always made against the target unit, even if no models in the target unit remain visible to or in range of it when you come to resolve them (this can happen because of models being destroyed and removed from the battlefield as the result of resolving the shots with other weapons in the shooting model's unit first).

- Select targets for all weapons before any attacks are resolved.
- At least one model in the target unit must be visible to the attacking model and within range of the attacking weapon.
- If a unit targets multiple units, all attacks against one unit must be resolved before resolving attacks against the next.
- If a unit shoots with multiple weapons, all attacks made with weapons that have the same profile must be resolved before resolving attacks with the next.

__Example:__ James selects a squad of Chaos Space Marines to shoot with. The unit has ten models: one is equipped with a lascannon, one with a meltagun and eight with boltguns. When the unit is selected to shoot, James splits their attacks as follows: the lascannon targets an enemy vehicle unit, while the meltagun and all the boltguns target an enemy infantry unit. All the weapons are in range of their respective units and both targets are visible to all firing models. James resolves the attacks against the infantry unit first, beginning by choosing to shoot with the boltguns. After all the boltgun attacks have been resolved, James then resolves the meltagun attack. Having resolved all the attacks against the infantry unit, James can then resolve the lascannon attack against the vehicle unit.

LOCKED IN COMBAT

Models cannot make attacks with ranged weapons while their unit is within Engagement Range of any enemy models (pg 74). Models also cannot target enemy units within Engagement Range of any other units from your army – the risk of hitting your own troops is too great.

- Units cannot shoot while they are within Engagement Range of any enemy units.
- Units cannot shoot at targets within Engagement Range of any friendly units.

NUMBER OF ATTACKS

When a model shoots a ranged weapon, it will make a number of attacks. You make one hit roll for each attack being made (see Making Attacks, page 87).

The number of attacks that a model makes with a ranged weapon is equal to the number written on that weapon's profile after its type. For example, a model shooting an 'Assault 1' weapon can make one attack with that weapon; a model firing a 'Heavy 3' weapon can make three attacks, and so on.

- All of a ranged weapon's attacks must be made against the same target unit.
- Number of attacks = number after weapon's type.

BIG GUNS NEVER TIRE

A **VEHICLE** or **MONSTER** model can make attacks with ranged weapons even when its unit is within Engagement Range of enemy units, but it can only make such attacks against enemy units that it is within Engagement Range of. In such circumstances, **VEHICLE** and **MONSTER** models can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit. Note that if a **VEHICLE** or **MONSTER** unit has more than one ranged weapon, you can still choose to target units that are not within Engagement Range of the firing model's unit, but they will only be able to make the attacks with that weapon if all enemy units within Engagement Range of the firing model's unit have been destroyed when you come to resolve those attacks. In addition, when a **VEHICLE** or **MONSTER** model shoots a Heavy weapon, subtract 1 from the hit rolls when resolving that weapon's attacks while any enemy units are within Engagement Range of that model's unit.

- **MONSTERS** and **VEHICLES** can shoot ranged weapons even if within Engagement Range of enemy units.
- **MONSTERS** and **VEHICLES** can target other units, but cannot resolve these attacks while any enemy models remain within their Engagement Range.
- Subtract 1 from hit rolls made when **MONSTERS** and **VEHICLES** shoot Heavy weapons while any enemy units remain within their Engagement Range.

LOOK OUT, SIR

Models cannot target a unit that contains any **CHARACTER** models with a Wounds characteristic of 9 or less with a ranged weapon while that unit is within 3" of any other friendly **VEHICLE** or **MONSTER** unit, or while it is within 3" of any other friendly units that have 3 or more models, unless that **CHARACTER** unit is both visible to the firing model and it is the closest enemy unit to the firing model – the maelstrom of battle makes it difficult to pick out such individuals. Ignore other enemy **CHARACTER** models with a Wounds characteristics of 9 or less when determining if the target is the closest enemy unit to the firing model.

- Cannot shoot at an enemy **CHARACTER** with 9 or less wounds while it is within 3" of a friendly unit (**MONSTER**, **VEHICLE** or unit of 3+ models) unless it is the closest target.

RANGED WEAPON TYPES

There are five types of ranged weapon: Assault, Heavy, Rapid Fire, Grenade and Pistol. A weapon's type can impact the number of attacks it can make (see page 85). In addition, each type of ranged weapon also has an additional rule that, depending upon the situation, might affect the accuracy of the weapon or when it can be fired. These are as follows:

ASSAULT

Assault weapons fire so rapidly or indiscriminately that they can be shot from the hip as warriors dash forwards into combat.

If a unit includes any models equipped with Assault weapons, that unit is still eligible to shoot with in your Shooting phase even if it has Advanced this turn, but you can only resolve attacks using those Assault weapons when you select that unit to shoot with. If a model shoots an Assault weapon in the same turn in which its unit has Advanced, subtract 1 from hit rolls when resolving that weapon's attacks.

- Can be shot even if firing model's unit Advanced.
- Subtract 1 from hit rolls if the firing model's unit Advanced.

HEAVY

Heavy weapons are amongst the biggest guns on the battlefield, but they require bracing to fire at full effect and are unwieldy to bring to bear at close quarters.

When an **INFANTRY** model shoots a Heavy weapon, subtract 1 from the hit rolls when resolving that weapon's attacks if the firing model's unit has moved for any reason this turn (e.g. it made a Normal Move (pg 79) this turn).

- Subtract 1 from hit rolls if firing model is **INFANTRY** and its unit has moved this turn.

RAPID FIRE

Rapid fire weapons are versatile armaments capable of aimed single shots at long range or controlled bursts of fire at close quarters.

When a model shoots a Rapid Fire weapon, double the number of attacks it makes if its target is within half the weapon's range.

- Double number of attacks made if target is within half range.

GRENADE

Grenades are handheld explosive devices that a warrior throws at the enemy while their squad mates provide covering fire.

When a unit shoots, one model that is equipped with a Grenade in that unit can resolve attacks with it instead of shooting any other weapons.

- Only one model can use a Grenade when its unit shoots.

PISTOL

Due to their compact size, pistols can even be used in melee to shoot at point-blank range.

A model can make attacks with a Pistol even when its unit is within Engagement Range of enemy units, but it must target an enemy unit that is within Engagement Range of its own unit when it does so. In such circumstances, the model can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.

When a model equipped with both a Pistol and another type of ranged weapon (e.g. a Pistol and a Rapid Fire weapon) shoots, it can either shoot with its Pistol(s) or with its other ranged weapons. Choose which it will fire (Pistols or non-Pistols) before selecting targets.

- Can be shot even if firing model's unit is within Engagement Range of enemy unit.
- Cannot be shot alongside any other type of weapon.

BLAST WEAPONS

Some weapons have 'Blast' listed in their profile's abilities. These are referred to as Blast weapons. In addition to the normal rules, the following rules apply to Blast weapons:

1. If a Blast weapon targets a unit that has between 6 and 10 models, it always makes a minimum of 3 attacks. So if, when determining how many attacks are made with that weapon, the dice rolled results in less than 3 attacks being made, make 3 attacks instead. For example, if a Grenade D6 weapon with the Blast rule targets a unit that has 6 or more models, and you roll a 2 to determine how many attacks are made, that roll is counted as being a 3 and that weapon makes three attacks against that unit.

2. When a Blast weapon targets a unit that has 11 or more models, do not roll dice to randomly determine how many attacks are made – instead, make the maximum possible number of attacks. For example, if a Grenade D6 weapon with the Blast rule targets a unit that has 11 or more models, that weapon makes six attacks against that unit.

Blast weapons can never be used to make attacks against a unit that is within Engagement Range of the firing model's unit, even if the weapon has the Pistol type or if the firing model is a **VEHICLE** or a **MONSTER** – firing high-explosives at point-blank range is simply unwise.

- **Blast Weapons:** Minimum three attacks against units with 6+ models. Always make maximum number of attacks against units with 11+ models.
- Can never be used to attack units within the firing unit's Engagement Range.

MAKING ATTACKS

Attacks are made using ranged or melee weapons. Attacks can be made one at a time, or, in some cases, you can roll for multiple attacks together. The following sequence is used to make attacks one at a time:

1. HIT ROLL

When a model makes an attack, make one hit roll for that attack by rolling one D6. If the result of the hit roll is equal to or greater than the attacking model's Ballistic Skill (BS) characteristic (if the attack is being made with a ranged weapon) or its Weapon Skill (WS) characteristic (if the attack is being made with a melee weapon), then that attack scores one hit against the target unit. If not, the attack fails and the attack sequence ends.

If an attack is made with a weapon that has an ability that says it 'automatically hits the target', no hit roll is made – that attack simply scores one hit on the target unit. An unmodified hit roll of 6 always scores a hit, and an unmodified hit roll of 1 always fails. A hit roll can never be modified by more than -1 or +1. This means that if, after all the cumulative modifiers to a hit roll have been calculated, the total modifier would be -2 or worse, it is changed to be -1. Similarly, if, after all the cumulative modifiers to a hit roll have been calculated, the total modifier would be +2 or better, it is changed to be +1.

2. WOUND ROLL

Each time an attack scores a hit against a target unit, make a wound roll for that attack by rolling one D6 to see if that attack successfully wounds the target. The result required is determined by comparing the attacking weapon's Strength (S) characteristic with the target's Toughness (T) characteristic, as shown on the following table:

WOUND ROLL

ATTACKER'S STRENGTH vs TARGET'S TOUGHNESS	D6 RESULT REQUIRED
Is the Strength **TWICE (or more)** than the Toughness	2+
Is the Strength **GREATER** than the Toughness	3+
Is the Strength **EQUAL** to the Toughness	4+
Is the Strength **LOWER** than the Toughness	5+
Is the Strength **HALF (or less)** than the Toughness	6+

If the result of the wound roll is less than the required number, the attack fails and the attack sequence ends. An unmodified wound roll of 6 always successfully wounds the target, and an unmodified wound roll of 1 always fails. A wound roll can never be modified by more than -1 or +1. This means that if, after all the cumulative modifiers to a wound roll have been calculated, the total modifier would be -2 or worse, it is changed to be -1. Similarly, if, after all the cumulative modifiers to a wound roll have been calculated, the total modifier would be +2 or better, it is changed to be +1.

3. ALLOCATE ATTACK

If an attack successfully wounds the target unit, the player commanding the target unit allocates that attack to one model in the target unit (this can be to any model in the unit and does not have to be allocated to a model that is within range of, or visible to, the attacking model). If a model in the target unit has already lost any wounds or has already had attacks allocated to it this phase, the attack must be allocated to that model.

4. SAVING THROW

The player commanding the target unit then makes one saving throw by rolling one D6 and modifying the roll by the Armour Penetration (AP) characteristic of the weapon that the attack was made with. For example, if the weapon has an AP of -1, then 1 is subtracted from the saving throw roll. If the result is equal to, or greater than, the Save (Sv) characteristic of the model the attack was allocated to, then the saving throw is successful and the attack sequence ends. If the result is less than the model's Save characteristic, then the saving throw fails and the model suffers damage. An unmodified roll of 1 always fails.

5. INFLICT DAMAGE

The damage inflicted is equal to the Damage (D) characteristic of the weapon making the attack. A model loses one wound for each point of damage it suffers. If a model's wounds are reduced to 0 or less, it is destroyed and removed from play. If a model loses several wounds from an attack and is destroyed, any excess damage inflicted by that attack is lost and has no effect.

- **Hit roll (ranged weapon):** Roll one D6; hit scored if result equals or beats attacking model's BS. Otherwise attack fails.
- **Hit roll (melee weapon):** Roll one D6; hit scored if result equals or beats attacking model's WS. Otherwise attack fails.
- **Wound roll:** Roll one D6 and compare attack's S with target's T on table to the left. Target wounded if score equals or beats the required result. Otherwise attack fails.
- **Allocate attack:** Player commanding target unit selects one model in that unit. If a model in the unit has already lost wounds, or has already had attacks allocated to it this phase, they must select that model.
- **Saving throw:** Roll one D6 and modify by the attack's AP. If result less than the Sv of the selected model, the saving throw is failed and it suffers damage. Otherwise attack is saved.
- **Inflict damage:** The selected model loses a number of wounds equal to the attack's D.
- If a model is destroyed by an attack, any excess damage inflicted by that attack is lost.
- Unmodified hit rolls, wound rolls and saving throws of 1 always fail.
- Unmodified hit rolls and wound rolls of 6 always succeed.
- Hit and wound rolls cannot be modified by more than -1 or +1.

INVULNERABLE SAVES

Some models have an invulnerable save. Each time an attack is allocated to a model with an invulnerable save, you can choose to use either its normal Save (Sv) characteristic or its invulnerable save, but not both. If a model has more than one invulnerable save, it can only use one of them – choose which it will use. If you use a model's invulnerable save, it is never modified by a weapon's Armour Penetration value.

- **Invulnerable save:** Saving throw that is never modified by attacking weapon's AP.
- A model with an invulnerable save can use it instead of its normal Sv.

MORTAL WOUNDS

Some attacks inflict mortal wounds – these are so powerful that no armour or force field can withstand their fury. Each mortal wound inflicts 1 point of damage on the target unit, and they are always applied one at a time. Do not make a wound roll or saving throw (including invulnerable saves) against a mortal wound – just allocate it as you would any other attack and inflict damage to a model in the target unit as described above. Unlike damage inflicted by normal attacks, excess damage from mortal wounds is not lost. Instead, keep allocating damage to another model in the target unit until either all the damage has been allocated or the target unit is destroyed.

If an attack inflicts mortal wounds in addition to the normal damage, resolve the normal damage first. If an attack inflicts mortal wounds in addition to the normal damage, but the normal damage is subsequently saved, the target unit still suffers the mortal wounds, as described above. If an ability modifies the damage inflicted by a weapon, and that weapon can inflict mortal wounds in addition to the normal damage, the modifier does not apply to any mortal wounds that are inflicted (unless the rule specifically states otherwise).

- Each mortal wound inflicted on a unit causes one model in the unit to lose one wound.
- No saving throws can be made against mortal wounds.
- Mortal wounds inflicted by attacks in addition to normal damage always apply, even if normal damage saved.

IGNORING WOUNDS

Some models have rules that give them a chance to ignore wounds. If a model has more than one such rule, you can only use one of those rules each time the model loses a wound (including wounds lost due to mortal wounds).

- A model can only use one rule to attempt to ignore each wound suffered.

CHARGE PHASE

Warriors hurl themselves into battle to slay with blade, hammer and claw. Strident war cries and frantic screams echo through the whirling smoke as the moment of cataclysmic violence draws near.

The Charge phase is split into two steps. First you charge with your units. Then your opponent performs Heroic Interventions.

1. CHARGES
2. HEROIC INTERVENTIONS

1. CHARGES

Start your Charge phase by selecting one eligible unit from your army that you want to charge, and declare a charge with it. An eligible unit is one that is within 12" of any enemy units at the start of the Charge phase. Units that have Advanced or Fallen Back this battle round, and units that start the Charge phase within Engagement Range of any enemy units, are not eligible units. If you have no eligible units from your army that you wish to charge with on the battlefield, progress to the Heroic Interventions step of the Charge phase. After you have finished charging with one of your units, you can then select another unit from your army to do so, and so on, until you have done so with as many of your units as you wish.

No unit can be selected to charge more than once in each Charge phase. Once all of your eligible units that you wish to charge with (if any) have declared a charge and have done so, progress to the Heroic Interventions step of the Charge phase.

- Select a unit from your army to charge with.
- Charge with that unit (see below).
- Select another unit from your army to charge with.
- Once all your units have charged, progress to the Heroic Interventions step (pg 89).

CHARGING WITH A UNIT

Once you have chosen an eligible unit to declare a charge with, you must select one or more enemy units within 12" of it as the targets of its charge. The target(s) of this charge do not need to be visible to the charging unit. You then make a charge roll for your unit by rolling 2D6. This is the maximum number of inches each model in the charging unit can now be moved if they can make the charge move. To make a charge move, the unit's charge roll must be sufficient that it is able to end that move in unit coherency (pg 74)

and within Engagement Range (pg 74) of every unit that was a target of its charge, without moving within Engagement Range of any enemy units that were not a target of its charge. If this is possible, then the charge is successful and the models in the unit make a charge move so as to fulfil the above conditions. If this is impossible, the charge fails and no models in the charging unit move this phase.

- Declare targets of the charge (must be within 12").
- Charge roll = 2D6".
- If insufficient to move charging unit into Engagement Range of all targets, charge fails.
- If charge successful, models make their charge move.
- Cannot make a charge move within Engagement Range of any unit that was not the target of the charge.

2. HEROIC INTERVENTIONS

Your opponent can now select an eligible **CHARACTER** unit from their army to perform a Heroic Intervention (see below). An eligible **CHARACTER** unit is one that is not within Engagement Range of any enemy units, but is within 3" horizontally and 5" vertically of an enemy unit. After they have finished performing a Heroic Intervention with a **CHARACTER** unit, they can then select another eligible **CHARACTER** unit from their army to do so, and so on, until they have done so with as many of their units as they wish. If your opponent has no eligible **CHARACTER** units, the Charge phase ends.

No unit can perform more than one Heroic Intervention in each enemy Charge phase. A unit can never perform a Heroic Intervention in their own Charge phase. Once all of your opponent's eligible **CHARACTER** units have performed Heroic Interventions that they want to, your Charge phase ends and you progress to the Fight phase.

- Select one **CHARACTER** unit to perform a Heroic Intervention.
- Cannot perform a Heroic Intervention if any enemy units are in Engagement Range.
- Must be an enemy unit within 3" horizontal and 5" vertical to perform a Heroic Intervention.
- Select another **CHARACTER** unit to perform a Heroic Intervention.
- Once all your **CHARACTER** units have performed Heroic Interventions, progress to the Fight phase (pg 90).

PERFORMING A HEROIC INTERVENTION

When a unit performs a Heroic Intervention, you can move each model in that unit up to 3" – this is a Heroic Intervention move. Each model in the unit must finish its Heroic Intervention move closer to the closest enemy model. Remember that a unit must finish any type of move in unit coherency (pg 74).

- **Heroic Intervention:** Move up to 3".
- Must end closer to the closest enemy model.

CHARGING OVER TERRAIN

Unless stated otherwise, a model can be moved over a terrain feature when it makes a charge move, but not through it (so models can't move through a wall, or pass through a tree, but can climb up or over them).

A model can be moved over terrain features that are 1" or less in height as if they were not there – any vertical distance up and/or down that they would have to make to traverse such terrain features is ignored. A model can be moved vertically in order to climb up, down and over any terrain features that are higher than this, counting the vertical distance up and/or down as part of its charge move. Models cannot finish a charge move mid-climb – if it is not possible to make a charge move as a result, the charge fails.

- Models can make a move freely over terrain features 1" or less in height.
- Models cannot move through taller terrain features, but can climb up and down them.

FLYING WHEN CHARGING

If a unit's datasheet has the **FLY** keyword, then when it makes a charge move, its models can be moved across other models (and their bases) as if they were not there, but they must move over terrain features (including **BUILDING** units) like any other model. A model that can **FLY** cannot finish any move on top of another model.

- **FLY** models can move over other models when they make a charge move.
- **FLY** models move over terrain (including **BUILDINGS**) like any other model when they make a charge move.

OVERWATCH

Certain rules enable units to fire Overwatch at an enemy unit before it can charge. If an enemy unit declares a charge that targets one or more units from your army that have such a rule, each of those units can fire Overwatch before the charge roll is made. A unit cannot fire Overwatch if there are any enemy units within Engagement Range of it. Overwatch is resolved like a normal shooting attack (albeit one resolved in the Charge phase) and uses all the normal rules, except that an unmodified hit roll of 6 is always required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any hit roll modifiers. In addition, when a model fires Overwatch, it does so at the charging unit. Any rule that states the unit cannot be targeted unless it is the closest target (e.g. Look Out, Sir) does not apply when firing Overwatch.

- **Overwatch:** Before charge roll made, all charge targets that can fire Overwatch can do so.
- Can never fire Overwatch while enemy units are in Engagement Range.
- When firing Overwatch, shoot with unit, but attacks only hit on unmodified 6s.

FIGHT PHASE

Carnage engulfs the battlefield as the warring armies meet head-on. Fangs and claws crunch through bone. Blades ring like hammer on anvil. Blood spurts and flesh tears as hate-filled foes tear one another apart.

Starting with the player whose turn is not taking place, the players must alternate selecting an eligible unit from their army and fighting with it (see right). An eligible unit is one that is within Engagement Range of an enemy unit and/or made a charge move in the same turn. If neither player has any eligible units to fight with, the Fight phase ends.

No unit can fight more than once in the Fight phase. If all of one player's eligible units have fought, the opposing player can then fight with their remaining eligible units, one at a time. Note that after an enemy unit has fought and finished its Consolidation move, it might be that previously ineligible units now qualify as such – these units can then be selected to fight with. Once all eligible units have fought, the Fight phase ends and you progress to the Morale phase.

- Starting with your opponent, alternate selecting units to fight with.
- When a unit fights, it piles in, then it makes close combat attacks, then it consolidates.
- If one player has no more units left to fight with, their opponent then fights with their remaining units, one at a time.
- Once all units have fought, progress to the Morale phase (pg 92).

CHARGING UNITS FIGHT FIRST

Units that made a charge move this turn fight first in the Fight phase. This means that units that did not make a charge move this turn cannot be selected to fight until after all units that did make a charge move have fought.

- Units that made a charge move this turn fight before all other units.

FIGHT

When you select a unit to fight, it first piles in, then the models in the unit must make close combat attacks, and then the unit consolidates.

PILE IN

When a unit piles in, you can move each model in that unit up to 3" – this is a pile-in move. Each model in the unit must finish its pile-in move closer to the closest enemy model. A model that is already touching an enemy model cannot move, but still counts as having piled in. Remember that a unit must finish any type of move in unit coherency (pg 74).

- **Pile in:** Move up to 3".
- Must end closer to the closest enemy model.

MAKE CLOSE COMBAT ATTACKS

When a unit makes its close combat attacks, before resolving those attacks you must first determine which models can fight and how many attacks they will make, then you select the target unit(s) for all of the attacks those models will make and declare what melee weapons those attacks will be made with.

Which Models Fight

When a unit makes close combat attacks, only the models in that unit that are either within Engagement Range (pg 74) of an enemy unit, or that are within ½" of another model from their own unit that is itself within ½" of an enemy unit, can fight.

- A model can fight if it is in Engagement Range of an enemy unit.
- A model can fight if it is within ½" of another model from their own unit that is within ½" of an enemy unit.

Number of Attacks

When a model fights, it will make a number of attacks. You make one hit roll for each attack being made (see Making Attacks, page 87).

The number of attacks a model makes is determined by its Attacks (A) characteristic, which can be found on its datasheet. For example, if a model has an A of 2, it can make two attacks.

- Number of attacks made by each model that can fight = A.

Select Targets

Before you resolve any attacks, you must first select the target unit(s) for all of the attacks. Attacks made by models in units that made a charge move this turn can only target enemy units that their unit declared a charge against, or that performed a Heroic Intervention this turn. In order to target an enemy unit, an attacking model must either be within Engagement Range of that unit, or within ½" of another model in its own unit that is itself within ½" of that enemy unit.

If a model can make more than one attack, it can make all of them against the same target, or it can split them between different enemy units. Similarly, if a unit has more than one model, each model can make their attacks at the same, or different targets. In either case, declare which attacks will target which unit(s) before any attacks are resolved, and resolve all of the attacks against one target before moving onto the next.

If there are no viable targets (because all enemy units are beyond Engagement Range etc.) then that unit cannot make close combat attacks, but it can still consolidate (see opposite).

- If the attacking unit made a charge move this turn, its models can only target units it declared a charge against this turn, or units that performed a Heroic Intervention this turn.
- Select targets for all attacks, before any attacks are resolved.
- If a unit targets multiple units, all attacks against one unit must be resolved before resolving attacks against the next.

Select Weapon

When a model makes a close combat attack, it must do so using a melee weapon (i.e. a weapon that has the 'Melee' type). The weapons a model is equipped with are described on its datasheet. If a model is not equipped with any melee weapons, or if it cannot make an attack with any of the melee weapons it is equipped with, then that model makes its attacks using a close combat weapon, which has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Close combat weapon	Melee	Melee	User	0	1

If a model has more than one melee weapon, select which it will use before resolving any attacks. If a model has more than one melee weapon and can make several attacks, it can split them between these weapons however you wish – declare which attacks are being made with which weapons before any attacks are resolved. If the selected weapon has more than one profile that you must choose between, you must declare which profile is being used at the same time. Different attacks made with such a weapon can be made using different profiles if you wish.

If your unit is making attacks with more than one melee weapon against a unit, and those weapons have different characteristics profiles, then after you have resolved an attack with one of those weapons you must, if any other weapons with the same characteristics profile are also being used to make attacks against that unit, resolve those attacks before resolving any attacks against the target with a weapon that has a different characteristics profile. Note that all the attacks you have declared are always resolved against the target unit even if, when you come to resolve an individual attack, no models in the target unit remain in range (this can happen because of models being destroyed and removed from the battlefield as the result of resolving other attacks made by the attacking model's unit first).

- Each close combat attack is made with a melee weapon.
- A model makes attacks using the close combat weapon profile if it has no other melee weapons.
- If a unit attacks with multiple weapons, all attacks made with weapons that have the same profile must be resolved before resolving attacks with the next.

CONSOLIDATE

When a unit consolidates, you can move each model in the unit up to 3" – this is a consolidation move. Each model must finish its consolidation move closer to the closest enemy model. A model that is already touching an enemy model cannot move, but still counts as having consolidated. Remember that a unit must finish any type of move in unit coherency (pg 74).

- **Consolidate:** Move up to 3".
- Must end closer to the closest enemy model.

Example: *James selects a unit of Chaos Terminators to fight. After the models have piled in, James makes attacks with his unit. This unit consists of five models that are in Engagement Range of an enemy unit. One of James' models has an Attacks characteristic of 3 and is equipped with a lightning claw. The other four models each have an Attacks characteristic of 2, and two are equipped with power fists and two are equipped with lightning claws. The Chaos Terminators are only in Engagement Range with one enemy unit; therefore they make seven attacks against that unit using the lightning claws, and four using power fists. James resolves the attacks made using power fists first, and once they have all been resolved, James then resolves the attacks made using the lightning claws. After all of the unit's attacks have been resolved, the Terminators then consolidate.*

MORALE PHASE

Even the bravest heart may quail when the horrors of battle take their toll. With peril looming on all sides and comrades falling one by one, only the heroic, the monstrous or the hopelessly insane will stand their ground.

The Morale phase is split into two steps. First you take Morale tests for your units. Then you remove any out-of-coherency models.

1. MORALE TESTS
2. UNIT COHERENCY CHECKS

1. MORALE TESTS

Starting with the player whose turn is taking place, the players must alternate selecting a unit from their army that has had models destroyed this turn and taking a Morale test for it. If no units on the battlefield need to take a Morale test, progress to the Unit Coherency Checks step of the Morale phase.

A unit only needs to take one Morale test in each phase. If one player has finished taking Morale tests for all the units from their army that have had models destroyed this turn, the opposing player then takes all their remaining Morale tests, one at a time. Once all Morale tests have been taken (if any), progress to the Unit Coherency Checks step of the Morale phase.

- Players alternate taking Morale tests for units from their army that have suffered casualties this turn.
- If one player has no more units left to take Morale tests, their opponent then takes Morale tests for their remaining units, one at a time.
- Once all units have taken Morale tests, progress to the Unit Coherency Checks step (see opposite).

MORALE TESTS

To take a Morale test, roll one D6 and add the number of models from the unit that have been destroyed this turn. If the result is equal to or less than the highest Leadership (Ld) characteristic in the unit, the Morale test is passed and nothing else happens. An unmodified roll of 1 also always results in a passed Morale test, irrespective of the total result. In any other case, the Morale test is failed, one model flees that unit, and you must then take Combat Attrition tests for the remaining models in the unit (see opposite). You decide which model from your unit flees – that model is removed from play and counts as having been destroyed, but it never triggers any rules that are used when a model is destroyed.

- **Morale test** = D6 + number of models destroyed this turn.
- Unmodified roll of 1 always a success (no models flee).
- If Morale test exceeds unit's Ld, one model flees and other models must take Combat Attrition tests.

COMBAT ATTRITION TESTS

If a unit fails a Morale test, then after the first model has fled the unit, you must take Combat Attrition tests. To do so, roll one D6 for each remaining model in that unit, subtracting 1 from the result if the unit is below Half-strength (pg 75); for each result of 1, one additional model flees that unit. You decide which models from your unit flee – those models are removed from play and count as having been destroyed, but they never trigger any rules that are used when a model is destroyed.

- **Combat Attrition tests:** Roll one D6 for each remaining model in unit; for each 1, one additional model flees.
- Subtract 1 from Combat Attrition tests if unit is below Half-strength.

Example: *In the Morale phase, Stu needs to take a Morale test for his unit of Skitarii Rangers. This unit started the battle with ten models and it is led by a Ranger Alpha, with a Leadership characteristic of 7. Five models were destroyed in this unit this turn, so Stu rolls one D6, getting a 4, and adds 5 to the result. The result of 9 is greater than the unit's Leadership characteristic, so their Morale test is failed and one model in the unit flees and is removed. Stu now needs to take Combat Attrition tests for the remaining four models in his unit. Stu rolls a 1, a 2, a 5 and a 6. As the unit is now below Half-strength, he subtracts 1 from each of these dice rolls. The final results mean that two additional models flee the unit and are also removed.*

2. UNIT COHERENCY CHECKS

Each player must now remove models, one at a time, from any of the units in their armies that are no longer in unit coherency, as defined on page 74, until only a single group of models from the unit remains in play and in unit coherency. The models removed count as having been destroyed, but they never trigger any rules that are used when a model is destroyed. Models removed because of this do not cause their unit to take another Morale test.

- Remove models from units in your army that are not in unit coherency (pg 74).
- Once all out of coherency models have been removed (if any), the Morale phase ends.
- The player's turn then ends and, unless the battle ends, the next player's turn begins (pg 78).

ACTIONS

Occasionally defeating the enemy through skill at arms is not enough, and your warriors must accomplish some vital battlefield tasks to secure victory. From searching for missing archeotech or activating a series of power generators, to completing a blasphemous ritual to the Dark Gods, these tasks are many and varied.

PERFORMING ACTIONS

Some rules let a unit perform an action; this represents the units doing all manner of things, ranging from raising a banner, arming or dismantling traps, searching an objective site, hacking into a data terminal and so on.

Each action will specify when a unit can start to perform it, when it is completed, and any other conditions that must be satisfied (for example, some actions can only be attempted by units that are at specific locations on the battlefield). You can declare a unit from your army will start to perform an action provided there are no enemy units within Engagement Range of it (excluding **AIRCRAFT**) and it did not Advance or Fall Back this turn. **AIRCRAFT** units and units with the Fortifications Battlefield Role cannot perform actions. A unit can only attempt to perform one action per battle round, and the same action cannot be started by more than one unit from your army in the same battle round.

If a unit is destroyed, makes a Normal Move, Advances, Falls Back, attempts to manifest a psychic power, declares a charge, performs a Heroic Intervention or makes any attacks with ranged weapons after it has started to perform an action but before that action is completed, that action is failed. Otherwise, that action is successfully completed. A **CHARACTER** unit cannot use any aura abilities while it is performing an action (if the action is failed, their aura abilities immediately take effect again).

- **Action:** A task a unit is attempting to perform.
- Started and completed as specified by the action itself.
- A unit cannot start to perform an action while in Engagement Range with an enemy unit.
- A unit cannot start to perform an action if it Advanced or Fell back this turn.
- **AIRCRAFT** and Fortifications cannot perform actions.
- **CHARACTERS** cannot use Aura abilities while performing actions.
- Action failed if unit is destroyed or if it makes a Normal Move, Advances, Falls Back, manifests psychic power, shoots, charges or performs a Heroic Intervention.

PERFORMING PSYCHIC ACTIONS

Some mission rules and objectives require a unit to perform a psychic action; this represents a psyker performing all manner of things, ranging from scrying the future, reading the minds of enemy leaders, calming the tides of the warp, enacting a daemonic rite and so on.

A **PSYKER** unit from your army can attempt to perform a psychic action in its Psychic phase instead of attempting to manifest any psychic powers. A **PSYKER** unit cannot attempt to perform a psychic action if it has Fallen Back this turn, or if it is also attempting to perform another action. A **PSYKER** unit can only attempt to perform one psychic action a battle round.

To perform a psychic action with a **PSYKER** unit, you must first pass a Psychic test in the same manner as if it were attempting to manifest a psychic power. If the result of the Psychic test is a double 1 or a double 6, the **PSYKER** unit attempting the psychic action immediately suffers Perils of the Warp (if the **PSYKER** unit is destroyed as a result, the psychic action automatically fails). The opposing player can then select one of their **PSYKER** units that is within 24" of the **PSYKER** unit attempting to perform the psychic action and attempt to deny that action in the same manner as if it were attempting to deny a psychic power, by passing a Deny the Witch test.

- **Psychic action**: A psychic task a **PSYKER** unit can attempt to perform.
- A unit cannot perform a psychic action if it Fell Back this turn.
- **PSYKER** can attempt to perform one psychic action instead of attempting to manifest any psychic powers.
- To perform a psychic action, must pass a Psychic test (pg 83).
- If double 1 or double 6 rolled, **PSYKER** suffers Perils of the Warp.
- If opponent has a **PSYKER** within 24" of your **PSYKER**, they can attempt to deny the psychic action by taking a Deny the Witch test (pg 83).

STRATAGEMS

Command points can also be spent during a battle to use Stratagems. Players can always use the Stratagems opposite. Many more Stratagems can be found in Codexes and other publications.

When you use a Stratagem, reduce your CP total by the appropriate amount. If you do not have enough CPs for a specific Stratagem, you cannot use it. Unless otherwise noted, you can use the same Stratagem multiple times during the course of a battle, but you cannot use the same Stratagem more than once in the same phase (for the purposes of this rule, Stratagems that have identical names, but that appear in different publications, are still considered to be the same Stratagem). This does not affect Stratagems that are not used during a phase, such as those used 'before the battle' or 'at the end of the battle round'.

- To use a Stratagem you must pay the CPs specified.
- The same Stratagem cannot be used more than once during the same phase.
- Stratagems not used during a battle round are exempt from this limit.

USING STRATAGEMS WITH UNBOUND ARMIES

Battle-forging your army is the easiest way to gain CPs with which to utilise Stratagems, but if your army is Unbound it is still possible to gain CPs by some other means (such as via a mission rule) that can then be spent during the battle to utilise Stratagems in exactly the same way as a player commanding a Battle-forged army would.

Alternatively, if both players have Unbound armies, but they both still wish to incorporate Stratagems into their game when they are mustering their army, then we recommend they agree beforehand on how many CPs each player will start with.

- Unbound armies do not start with CPs, but can gain them via abilities and other rules.
- If an Unbound army gains CPs, they can spend them to use Stratagems.



COMMAND RE-ROLL 1CP

Core Stratagem

Use this Stratagem after you have made a hit roll, a wound roll, a damage roll, a saving throw, an Advance roll, a charge roll, a Psychic test, a Deny the Witch test or you have rolled the dice to determine the number of attacks made by a weapon. Re-roll that roll, test or saving throw.

CUT THEM DOWN 1CP

Core Stratagem

Use this Stratagem when an enemy unit Falls Back, before any models in that unit are moved. Roll one D6 for each model from your army that is within Engagement Range of that enemy unit; for each result of 6, that enemy unit suffers 1 mortal wound.

DESPERATE BREAKOUT 2CP

Core Stratagem

Use this Stratagem in your Movement phase. Select one unit from your army that has not been selected to move this phase and which is in Engagement Range with at least one enemy unit. Roll one D6 for each model in that unit; for each result of 1, one model in that unit of your choice is destroyed. Assuming that unit was not destroyed, it can now attempt to Fall Back, and when doing so its models can be moved across enemy models as if they were not there. Any model in that unit that ends its Fall Back move within Engagement Range of any enemy model is destroyed. Assuming the unit is not destroyed, it cannot do anything else this turn (i.e. it cannot attempt to manifest psychic powers, shoot, declare a charge, be selected to fight etc.), even if it has a rule that would allow it to do so after Falling Back.

EMERGENCY DISEMBARKATION 1CP

Core Stratagem

Use this Stratagem when a **TRANSPORT** model from your army is destroyed. All units that are embarked within that model can be set up wholly within 6" of the destroyed model when they disembark instead of the normal 3" before the model itself is removed from the battlefield. These units are not affected by the destroyed model's Explodes ability (or equivalent) – instead you must roll one D6 for each model you just set up on the battlefield. Instead of one model that disembarked (your choice) being destroyed for each roll of 1, one model that disembarked (your choice) is destroyed for each roll of 1 or 2. Units cannot declare a charge (pg 88) or perform a Heroic Intervention (pg 89) in the same turn that they disembarked from a destroyed **TRANSPORT** model.

FIRE OVERWATCH 1CP

Core Stratagem

Use this Stratagem after an enemy unit has declared a charge against one or more units from your army. One of the units that was chosen as the target of that charge can fire Overwatch (pg 89) before the charge roll is made.

COUNTER-OFFENSIVE 2CP

Core Stratagem

Use this Stratagem after an enemy unit has fought in this turn. Select one of your own eligible units and fight with it next.

INSANE BRAVERY 2CP

Core Stratagem

Use this Stratagem before you take a Morale test for a unit in your army. That test is automatically passed (do not roll any dice). You can only use this Stratagem once per battle.

STRATEGIC RESERVES

A wise commander does not necessarily commit all their troops to the attack, making sure to keep additional forces held in reserve to reinforce wavering battle lines or exploit a weakness in the enemy's.

Strategic Reserves are forces that one or both sides have chosen not to deploy at the start of the battle. These rules explain how to place units into Strategic Reserves, as well as how and when they arrive on the battlefield.

Note that these rules do not apply to units that are using other rules that enable them to start the battle in a location other than the battlefield. Such units are not placed in Strategic Reserves and they are instead set up as described by their own rules.

PLACING UNITS INTO STRATEGIC RESERVES

You can only place units into Strategic Reserves if your army is Battle-forged (see the Warhammer 40,000 Core Book).

Unless otherwise stated, before the battle, you can select one or more units from your army to be placed in Strategic Reserves. You must pay Command points (CPs) to place your units into Strategic Reserves; the number of CPs required depends on the combined Power Ratings of all the units you wish to place into Strategic Reserves (including those embarked within **TRANSPORT** models that are themselves placed into Strategic Reserves), as shown in the table below. If you do not have enough CPs for your current band, you must reduce the number of units you wish to place into Strategic Reserves until you do have sufficient CPs.

STRATEGIC RESERVES

COMBINED POWER RATING OF UNITS PLACED INTO STRATEGIC RESERVES	CPs TO PLACE INTO STRATEGIC RESERVES
1-9	1
10-19	2
20-29	3
30-39	4
40-49	5
etc.	etc.

- **Strategic Reserves**: Units that are not deployed at the start of the battle.
- Only Battle-forged armies can use Strategic Reserves.
- Must pay CPs to place units into Strategic Reserves.

ARRIVING FROM STRATEGIC RESERVES

Units that are placed in Strategic Reserves are 'Strategic Reserve units', and can arrive later in the battle during the Reinforcements step of any of your Movement phases (pg 79) except your first (i.e. Strategic Reserve units cannot arrive in the first battle round).

- Strategic Reserve units arrive in the Reinforcements step of Movement phase.
- Strategic Reserve units cannot arrive in the first battle round.

SETTING UP STRATEGIC RESERVE UNITS

Where on the battlefield a Strategic Reserve unit is set up when it arrives depends on the battle round in which the unit arrives, as described below.

Starting from the second battle round, Strategic Reserve units that arrive can be set up wholly within 6" of any battlefield edge other than the enemy's battlefield edge, but no model can be set up within the enemy's deployment zone. Starting from the third battle round, Strategic Reserve units that arrive can be set up wholly within 6" of any battlefield edge other than the enemy's battlefield edge.

In any case, Strategic Reserve units cannot be set up within 9" of any enemy models. The only exception to this is if they are being set up within 1" of their own battlefield edge and wholly within their own deployment zone, in which case they can be set up within 9" (and even within Engagement Range) of enemy models. If a unit is set up within Engagement Range of any enemy models, it counts as having made a charge move this turn (Overwatch attacks cannot be made against this unit), and until the end of the turn it can target any unit it is within Engagement Range of with close combat attacks, even though it hasn't declared a charge this turn.

If a model is so large that it cannot physically be set up wholly within 6" of a battlefield edge (i.e. the smallest dimension of that model is greater than 6"), it must be set up so that it is touching your battlefield edge. During the turn in which such a model is set up on the battlefield, that model's unit cannot do any of the following: make a Normal Move, Advance, Fall Back, Remain Stationary; attempt to manifest or deny psychic powers; make any attacks with ranged weapons; declare a charge; perform a Heroic Intervention; perform any actions or psychic actions.

All the rules that apply to your Reinforcement units when they are set up also apply to your Strategic Reserve units when they are set up, as described in the Reinforcements step of the Movement phase (pg 79). For example, Strategic Reserve units cannot make a Normal Move, nor can they Advance, Fall Back or Remain Stationary in the turn they arrive for any reason – but they can otherwise act normally (shoot, charge, fight etc.). Models in units that arrived from Strategic Reserves also count as having moved a distance in inches equal to their Move (M) characteristic in the Movement phase they arrive.

- Battle round 1 = no Strategic Reserves.
- Battle round 2 = set up wholly within 6" of any battlefield edge (not enemy battlefield edge or in enemy deployment zone).
- Battle round 3+ = set up wholly within 6" of any battlefield edge (not enemy battlefield edge).
- Cannot be set up within 9" of enemy models.
- Strategic Reserve units cannot make a Normal Move, Advance or Fall Back this turn.
- Strategic Reserve units always count as having moved this turn.
- Any Strategic Reserve unit not set up on the battlefield by the end of the battle counts as destroyed.

AIRCRAFT AND STRATEGIC RESERVES

Whenever an **AIRCRAFT** model arrives from Strategic Reserves, you can choose to set it up anywhere on the battlefield that is more than 9" from any enemy models, facing any direction, instead of setting it up wholly within 6" of a particular battlefield edge. **AIRCRAFT** models can never declare a charge in the turn they arrive from Strategic Reserves, but otherwise follow all the normal rules for models arriving from Strategic Reserves.

If you have a Battle-forged army, **AIRCRAFT** units from your army can, in your Movement phase, move off the edge of the battlefield (assuming it has sufficient Move for any part of its base (or hull) to touch the edge of the battlefield). If an **AIRCRAFT** unit does so, it is placed into Strategic Reserves. Similarly, if you have an **AIRCRAFT** unit with a minimum Move characteristic that cannot make its minimum move, or is forced to move off the battlefield because of its minimum move, then it is placed into Strategic Reserves. In either case, placing the **AIRCRAFT** (and any units currently embarked within them) into Strategic Reserves in this manner does not cost any CPs and the unit can be set back up on the battlefield in your next turn, as described in Setting Up Strategic Reserve Units.

- **AIRCRAFT** can be set up anywhere on the battlefield that is more than 9" from the enemy when they arrive from Strategic Reserves.
- If army is Battle-forged, **AIRCRAFT** can move off battlefield edge and be placed into Strategic Reserves.
- If army is Battle-forged, and an **AIRCRAFT** cannot make its minimum move, it is placed into Strategic Reserves.
- **AIRCRAFT** can arrive from Strategic Reserves in the next turn.

TERRAIN FEATURES

This section provides rules for using a range of terrain features that can transform your gaming table into an interactive, thematic battlefield set in the 41st Millennium. These rules help to bring your battlefield to life and introduce a new tactical dimension to your games.

Before the battle begins, you and your opponent will need to create the battlefield by setting up several terrain features from your collection. You can find some examples of created battlefields in the Warhammer 40,000 Core Book.

TERRAIN CATEGORIES

There are four categories of terrain features: Hills, Obstacles, Area Terrain, and Buildings. Some terrain features have a datasheet and/or terrain traits (see below) that will describe additional rules that apply, but the rules below always apply for these categories of terrain. Certain models receive the benefits of cover from some terrain features. The benefits gained depend on the terrain traits that the terrain feature in question has (if it has none, then no benefits are gained).

- Each terrain feature belongs to one the following categories: Hills, Obstacles, Area Terrain or Buildings.
- Some models can gain the benefits of cover from some Terrain features (see terrain traits).

HILLS

Hills, whether free-standing or modelled into the battlefield itself, are raised areas that offer troops on top of them commanding views of fire. Hills are always considered to be part of the battlefield itself rather than a terrain feature, and so models on top of them do not typically receive any additional benefits. Models can move over Hills following the normal rules for movement. A model on or behind a Hill uses the normal rules for determining if another model is visible to it, or if it is visible to another model. Hills cannot be chosen as the target of an attack.

- Hills considered to be part of the battlefield rather than a terrain feature.
- Models move over Hills using normal rules for movement.
- Models use normal rules to determine if model behind a Hill is visible.
- Hills cannot be attacked.

OBSTACLES

Obstacles include Barricades, Ruined Walls and other battlefield debris that your models have to move over or around. Models can move up, over and down Obstacles following the normal rules for movement. A model on or behind an Obstacle uses the normal rules for determining if another model is visible to it, or if it is visible to another model. Obstacles cannot be chosen as the target of an attack.

An **INFANTRY**, **BEAST** or **SWARM** model receives the benefits of cover from an Obstacle while it is within 3" of that terrain feature unless, when you resolve an attack that targets that model's unit, you can draw straight lines, 1mm in thickness, to every part of that model's base from a single point on the attacking model's base (or hull) without any of those lines passing over or through any part of this terrain feature.

- Models move over Obstacles using normal rules for movement.
- Models use normal rules to determine if model behind an Obstacle is visible.
- Obstacles cannot be attacked.
- **INFANTRY**, **BEASTS** and **SWARM** models receive the benefits of cover while within 3", unless a straight line can be drawn from the attacker to all parts of the target model without it passing over or through this terrain feature.

AREA TERRAIN

Area Terrain can include Ruins, Woods, Craters and other terrain features that models can move into and through. Each time an Area Terrain feature is set up on the battlefield, both players must agree upon the footprint of that terrain feature – that is, the boundary of the terrain feature at ground level. This is essential to define so that players know when a model is wholly on or within that terrain feature, and when it is not. For some Area Terrain features, their footprint will be obvious, especially if the terrain feature has a base or some other well defined boundary, but if not, then agree with your opponent what the footprint is. Models can move up, over and down Area Terrain following the normal rules for movement. A model on or behind Area Terrain uses the normal rules for determining if another model is visible to it, or if it is visible to another model. Area Terrain cannot be chosen as the target of an attack (but units within them can).

INFANTRY, **BEAST** and **SWARM** models receive the benefits of cover from Area Terrain features while they are within it.

- Area Terrain has a footprint.
- Footprint = boundary of terrain feature at ground level.
- Models move over Area Terrain using normal rules for movement.
- Models use normal rules to determine if model behind Area Terrain is visible.
- Area Terrain cannot be attacked.
- **INFANTRY**, **BEAST** and **SWARM** models receive the benefits of cover while they are within it.

BUILDINGS

Buildings are typically units with the Fortification Battlefield Role and the **BUILDING** keyword, and that are part of a player's army. You can find out more about Battlefield Roles in the Warhammer 40,000 Core Book. A model on or behind a Building uses the normal rules for determining if another model is visible to it, or if it is visible to another model. Each Building has a datasheet, and unless otherwise noted is either a friendly unit or an enemy unit (meaning that models cannot be moved across them, but they can be chosen as the target of an attack).

- Buildings are considered to be units, rather than terrain features.
- Models cannot move across Buildings.
- Models use normal rules to determine if model behind a Building is visible.
- Enemy Buildings can be attacked.



TERRAIN TRAITS

Each terrain feature can have one or more terrain traits, each of which bestows additional rules. Once the battlefield has been created, both players must agree which terrain traits apply to which terrain features.

Defensible

If every model in an **INFANTRY** unit is on or in an Area Terrain feature with this trait, then it can either Hold Steady or it can Set to Defend (see below) when an enemy unit declares a charge against it.

If every model in an **INFANTRY** unit is within 3" of an Obstacle terrain feature with this trait, then it can either Hold Steady or it can Set to Defend (see below) when an enemy unit declares a charge against it if, were you to draw a straight line, 1mm in thickness, between the closest parts of the bases (or hulls) of the two closest models in the two units, that line would pass over or through that terrain feature.

A unit cannot Hold Steady or Set to Defend while it is within Engagement Range of any enemy units.

If a unit Holds Steady, any Overwatch (pg 89) attacks made by that unit this phase will score hits on rolls of 5+. If a unit Sets to Defend, it cannot fire Overwatch this phase, but you add 1 to hit rolls when resolving attacks made with melee weapons by models in that unit until the end of the next Fight phase.

- **INFANTRY** units can Hold Steady or Set to Defend (if no enemy within Engagement Range).
- **Hold Steady:** Overwatch attacks hit on 5+.
- **Set to Defend:** Cannot fire Overwatch but add 1 to hit rolls in next Fight phase.

Defence Line

If an enemy unit is within 1" of this terrain feature, you can still make a charge move against it so long as the charging unit ends its charge move touching that terrain feature and within 2" of the target unit. Units are eligible to fight, and models can make attacks with melee weapons, if their target is on the opposite side of this terrain feature and within 2".

- Can make a charge move against a unit within 1" of this terrain feature.
- Can fight if within 2" of enemy.

Breachable

INFANTRY, **BEASTS** and **SWARM** units can move through the walls, girders, chains and foliage of this terrain feature without impediment.

- **INFANTRY**, **BEAST** and **SWARM** models can move through walls, girders, chains and foliage.

Difficult Ground

If a unit makes a Normal Move, Advances, Falls Back or it makes a charge move, and any of its models wish to move over any part of this terrain feature, subtract 2" from the maximum distance that every model in that unit can move (to a minimum of 0), even if every part of this terrain feature is 1" or less in height. This penalty does not apply if every model in the moving unit can **FLY**.

- Subtract 2" when making a Normal Move, Advance, Fall Back or charge move over this terrain feature (unless moving unit can **FLY**).

Dense Cover

If this terrain feature is at least 3" in height, then subtract 1 from the hit roll when resolving an attack with a ranged weapon unless you can draw straight lines, 1mm in thickness, to every part of at least one model's base (or hull) in the target unit from a single point on the attacking model's base (or hull) without any of those lines passing over or through any part of any terrain feature with this trait. Models that are on or within an Area Terrain feature with this trait do not suffer this penalty if the only terrain feature these lines pass over or through is the terrain feature that the attacking model is on or within. Models within 3" of an Obstacle terrain feature with this trait do not suffer this penalty if the only terrain feature these lines pass over or through is the terrain feature that the attacking model is within 3" of. The height of a terrain feature is measured from the highest point on that terrain feature.

Models do not suffer this penalty to their hit rolls when making an attack with a ranged weapon that targets an **AIRCRAFT** unit, or a unit that includes any models with a Wounds (W) characteristic of 18 or more, even if this terrain feature is between it and the firing model (note that the reverse is not true).

- Subtract 1 from hit rolls made for ranged weapons if at least 3" tall.
- Does not apply to models that are only shooting through their own terrain feature.
- No penalty when shooting at **AIRCRAFT** and units with W characteristic of 18+.

Unstable Position

Models cannot be set up or end a move on top of this terrain feature (they can move up, over and down this terrain feature, but they cannot end a move on top of it).

- Cannot be set up or end a move on top of this terrain feature.

Exposed Position

Models never receive the benefits of cover while they are on top of this terrain feature, but they can gain the benefits of cover while they are behind it.

- Models do not receive benefits of cover while on top of this terrain feature.

Obscuring

If this terrain feature is at least 5" in height, then models cannot see through or over this terrain feature. This means that one model is not visible to another if you cannot draw a straight line, 1mm in thickness, between them without it passing through or over any part of this terrain feature. The height of a terrain feature is measured from the highest point on that terrain feature.

Models that are on or within this terrain feature can be seen and targeted normally. **AIRCRAFT** models, and models with a Wounds (W) characteristic of 18 or more, are visible and can be targeted even if this terrain feature is in-between it and the firing model (note that the reverse is not true).

- Blocks visibility if at least 5" tall.
- Models on or within can see and be seen normally.
- **AIRCRAFT** and models with W characteristic of 18+ can be seen normally.

Light Cover

When an attack made with a ranged weapon wounds a model that is receiving the benefits of cover from this terrain feature, add 1 to the saving throw made against that attack (invulnerable saving throws are not affected).

- +1 to saving throws against ranged weapons.
- Invulnerable saving throws unaffected.

Heavy Cover

When an attack made with a melee weapon wounds a model that is receiving the benefits of cover from this terrain feature, add 1 to the saving throw made against that attack unless the model making the attack made a charge move this turn (invulnerable saving throws are not affected).

- +1 to saving throws against melee weapons unless model has made a charge move this turn.
- Invulnerable saving throws unaffected.

Scalable

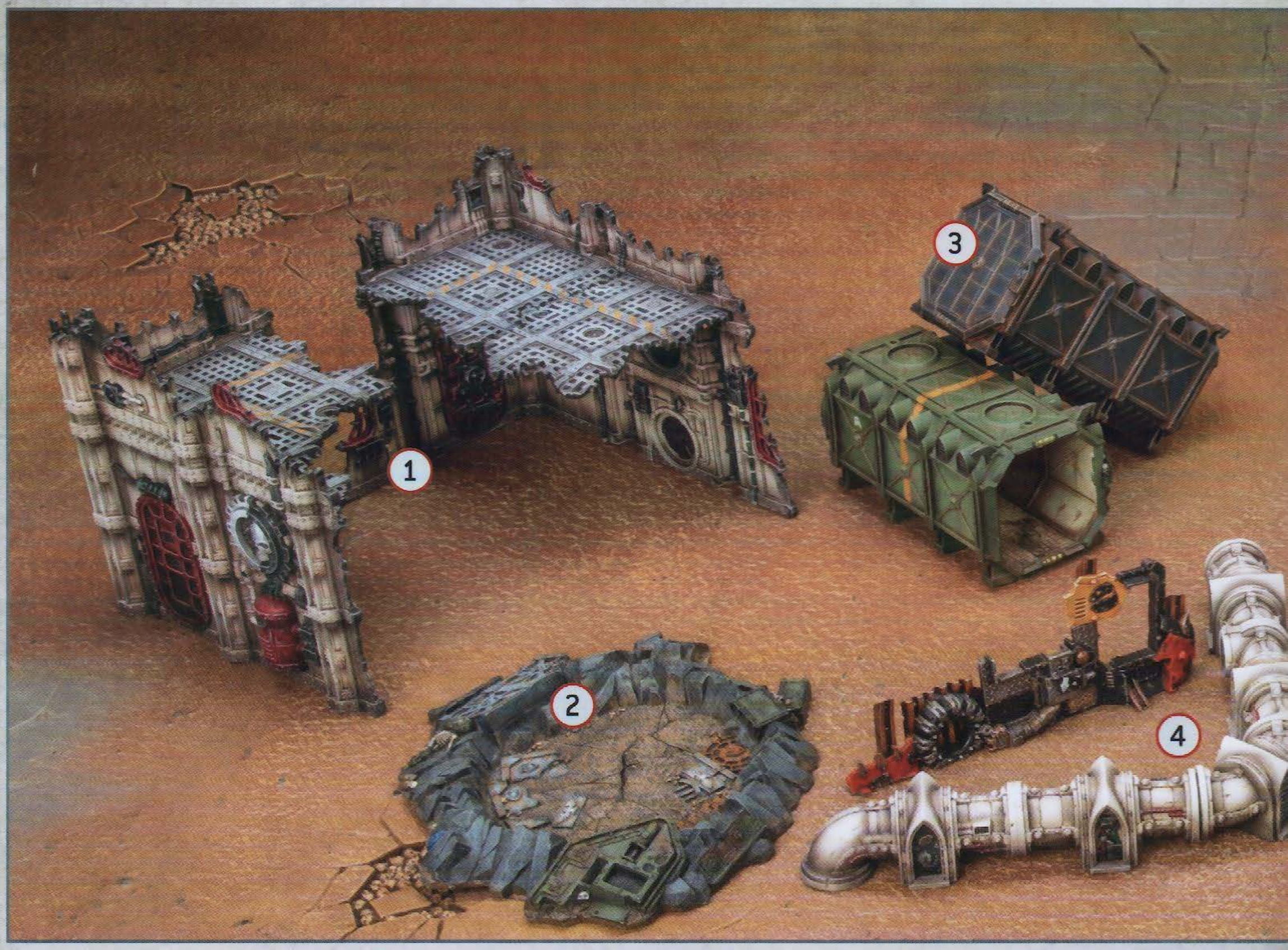
Only **INFANTRY**, **BEASTS** and **SWARM** models, and models that can **FLY**, can be set up or end a move on top of an Obstacles terrain feature with this trait. Only **INFANTRY**, **BEASTS** and **SWARM** models, and models that can Fly, can be set up or end a move on the upper floors of an Area Terrain feature with this trait (other models can be set up or end a move on the ground floor). **INFANTRY**, **BEASTS** and **SWARM** models can move through the floors, ceilings, and gantries of this terrain feature without impediment.

- Only **INFANTRY**, **BEAST**, **SWARM** and **FLY** models can be set up or end a move on top of this terrain feature (excluding ground floor).
- **INFANTRY**, **BEAST** and **SWARM** models can move through the floors, ceilings and gantries.

Inspiring

Add 1 to the Leadership (Ld) characteristic of units while they are wholly within 6" of this terrain feature. If this terrain feature lists any keywords in brackets, then this bonus only applies to units that have that keyword.

- +1 Ld if wholly within 6".



COMMON TERRAIN FEATURES

The following terrain categories (pg 98-99) and terrain traits (pg 100-101) apply to some of the most common terrain features on the battlefields of the 41st Millennium.

1. RUINS

The galaxy is littered with the shattered remains of once proud cities.

Terrain Category: Area Terrain
Terrain Traits: Scalable, Breachable, Light Cover, Defensible, Obscuring

2. CRATERS

Many battlefields bear the scars of heavy and sustained bombardment.

Terrain Category: Area Terrain
Terrain Traits: Light Cover, Difficult Ground

3. ARMOURED CONTAINERS

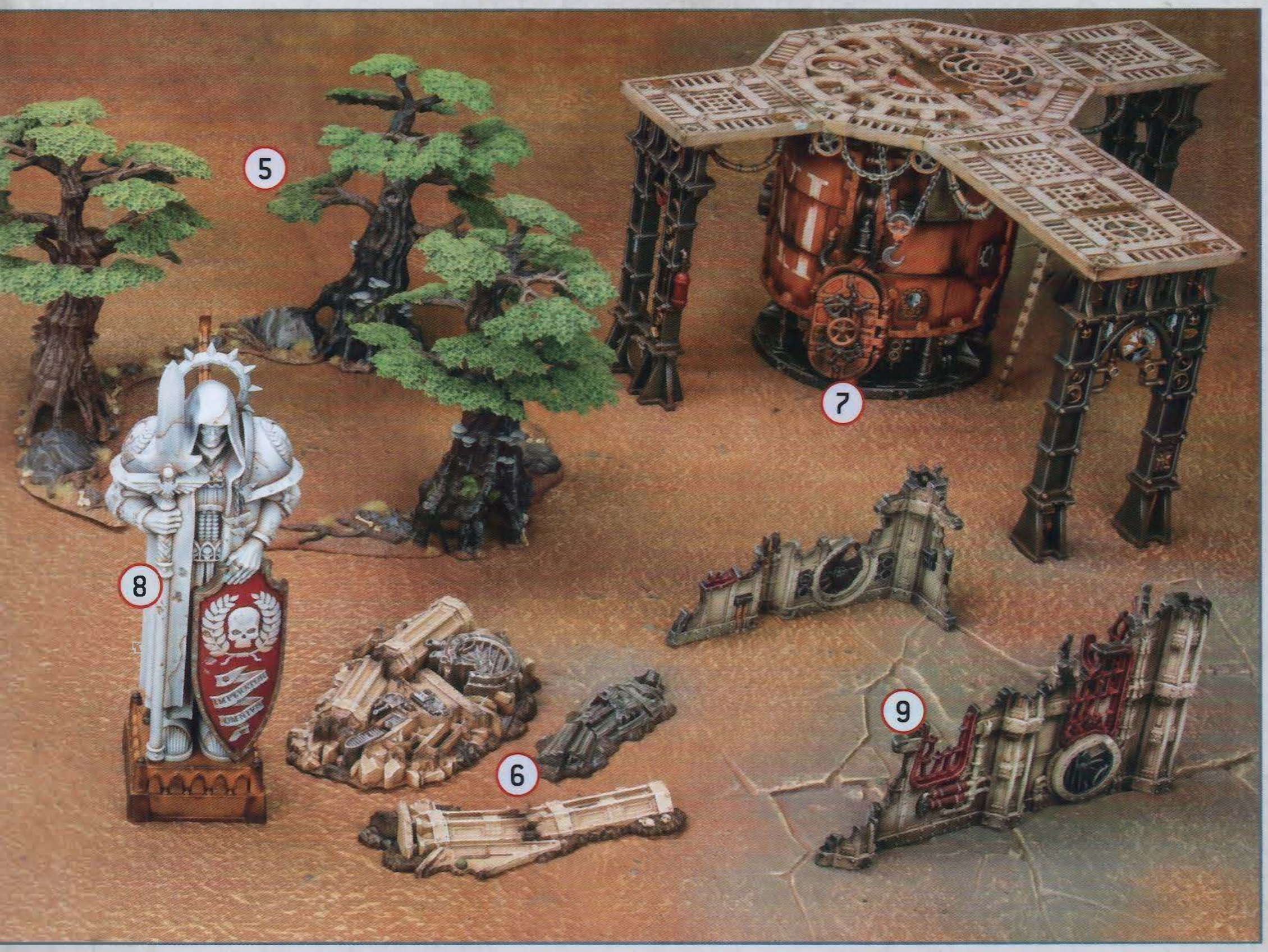
These vast steel containers are built strong to protect the cargo within.

Terrain Category: Obstacles
Terrain Traits: Light Cover, Scalable, Exposed Position

4. BARRICADES AND FUEL PIPES

Makeshift but effective defence lines make an excellent position from which to repel the enemy.

Terrain Category: Obstacles
Terrain Traits: Defence Line, Light Cover, Heavy Cover, Defensible, Unstable Position, Difficult Ground



5. WOODS

Twisted woodlands and alien flora grow on many a corpse-strewn battlefield.

Terrain Category: Area Terrain
Terrain Traits: Dense Cover, Breachable, Defensible, Difficult Ground

6. BATTLEFIELD DEBRIS

Scorched rubble and the detritus of war litter the battlefield of the 41st Millennium.

Terrain Category: Obstacles
Terrain Traits: Exposed Position

7. INDUSTRIAL STRUCTURE

Sectors Mechanicus are a common sight, their gantries thrumming with automated industry.

Terrain Category: Area Terrain
Terrain Traits: Scalable, Breachable, Dense Cover, Defensible

8. IMPERIAL STATUARY

The heroes of the Imperium are often immortalised in stone effigies to stand sentinel over the galaxy.

Terrain Category: Obstacles
Terrain Traits: Light Cover, Unstable Position, Inspiring (IMPERIUM)

9. RUINED WALLS

The broken walls of destroyed buildings provide invaluable cover to troops.

Terrain Category: Obstacles
Terrain Traits: Defence Line, Breachable, Dense Cover, Defensible, Unstable Position

OBJECTIVE MARKERS

Many missions use objective markers. On this page you will find details on how to use objective markers, and how your forces can control them during the battle.

OBJECTIVE MARKERS

Many missions use objective markers – these represent sites of tactical or strategic import that both sides are attempting to secure. If a battle has any objective markers, then the mission will say where they are located on the battlefield. These can be represented using any suitable marker, but we recommend using round markers that are 40mm in diameter.

When setting objective markers up on the battlefield, always place them so they are centred on the point specified by the mission. When measuring distances to and from objective markers, always measure to and from the closest part of that objective marker.

A model is in range of an objective marker if it is within 3" horizontally and 5" vertically of that objective marker.

Unless otherwise noted, a player controls an objective marker while they have more models within range of it than their opponent does. A model can only be counted towards controlling one objective marker per turn – if one of your models could be counted towards controlling more than one objective marker, you must select which one they are counted towards that turn. **AIRCRAFT** units and units with the Fortifications Battlefield Role can never control objective markers – exclude these units when determining which player controls an objective marker.

- **Objective marker:** 40mm round marker
- Model in range of objective marker if within 3" horizontally and 5" vertically.
- Objective marker controlled by player with most models in range.
- **AIRCRAFT** and Fortifications cannot control objective markers.



The locations of objective markers on the battlefield are typically shown on the deployment map of the mission being played, and are represented by the icon to the left.

OBJECTIVE SECURED

Some units have an ability called Objective Secured. A player controls an objective marker if they have any models with this ability within range of that objective marker, even if there are more enemy models within range of that objective marker. If an enemy model within range of an objective marker also has this ability (or a similar ability), then the objective marker is controlled by the player who has the most models within range of that objective marker as normal.

- **Objective Secured:** Player controls objective marker if any of their models in range have this ability.

RARE RULES

The rules in this section describe some of the more uncommon advanced rules, as well as rare situations that arise when one uncommon rule interacts with another, and how to resolve them.

BENEFITS OF COVER WHEN NOT IN TERRAIN

Sometimes a rule will tell you that a model or unit gains the benefit of cover, even while they are not entirely on or in a terrain feature. If a model or unit is under the effects of such a rule, and that rule does not specify what the benefits of cover are, when resolving an attack that model is assumed to be entirely on or within a terrain feature with the Light Cover terrain trait (pg 101) for all rules purposes. This means that when an attack made with a ranged weapon wounds a model under the effect of this rule, add 1 to the saving throw made against that attack (invulnerable saving throws are not affected).

If a model or unit has a rule that only applies while it is receiving the benefits of cover, then that rule will apply while that model or unit is under the effects of any rule that states it gains the benefit of cover even while they are not entirely on or within a terrain feature.

- Benefit of cover even when not in terrain = Light Cover.
- +1 to saving throws against ranged weapons.
- Invulnerable saving throws unaffected.

IGNORING THE BENEFITS OF COVER

Some rules allow a weapon or model to ignore the benefits that a target might otherwise receive from being on or in a terrain feature.

If a rule says that the target 'does not receive the benefit of cover to its saving throw', then, when resolving an attack with that rule, the models in the target unit ignore all benefits received from terrain traits that improve its saving throw (e.g. Light Cover, Heavy Cover).

If a rule says that the target 'does not receive the benefits of cover that impose penalties on hit rolls', then, when resolving an attack with that rule, models in the target unit ignore all benefits received from terrain traits that impose penalties on hit rolls (e.g. Dense Cover).

If a rule says that the target unit 'does not receive the benefit of cover', without specifying what benefits are ignored, then, when resolving an attack with that rule, models in the target unit ignore all benefits received from all terrain traits, including those that improve its saving throws, impose penalties on hit rolls and so on (e.g. Light Cover, Heavy Cover). Note that rules that say that the target unit 'does not receive the benefit of cover' do not enable a model or weapon with that rule to target a unit that would not normally be visible due to terrain features with the Obscuring trait (pg 101).

- Does not receive the benefit of cover to saving throws = ignore Light Cover and Heavy Cover.
- Does not receive the benefits of cover that imposes a penalty on hit rolls = ignore Dense Cover.
- Does not receive the benefits of cover = ignore Light Cover, Heavy Cover, Dense Cover etc.

IMPROVING THE BENEFITS OF COVER

Some models have abilities that improve the bonus a model receives to its saving throw when it is receiving the benefit of cover – for example, 'add 2 instead of 1 to saving throws for models in this unit while it is receiving the benefit of cover'. If a model or unit with such a rule is receiving the benefits of cover from a terrain feature with the Light Cover or Heavy Cover trait, then this rule is applied as written. If that model or unit is receiving the benefits of cover from any other terrain features with any other terrain traits, you instead add 1 to its saving throws, in addition to any other benefits of cover that are gained from those terrain features. In either case, invulnerable saves are unaffected.

- Add 2 to saving throws instead of 1 if receiving benefits from Light Cover or Heavy Cover terrain features.
- Add 1 to saving throws if receiving benefits from any other terrain features.

UNITS OF PSYKERS

If a unit has more than one model with the **PSYKER** keyword, you must select one of those models each time its unit attempts to manifest or deny a psychic power, before you take the Psychic test or Deny the Witch test. Measure the distance and check visibility using the model you selected.

Manifesting and Denying with Non-Psykers

Sometimes a rule will allow a model that is not a **PSYKER** to attempt to manifest or deny a psychic power. When resolving such abilities, it does so using the rules on pages 83-84 exactly as if it were a **PSYKER**, and is affected by rules that modify Psychic tests or Deny the Witch tests, but it is not a **PSYKER** for any other rules purposes.

- **Units of PSYKERS:** When attempting to manifest or deny a psychic power, first select one model in the unit to measure range and visibility from.

SHOOT AGAIN

Some rules allow units (or sometimes models or weapons) to shoot again in the Shooting phase, or shoot 'as if it were the Shooting phase'. Such rules cannot be used on a unit unless it is eligible to shoot at the time when that rule is used.

When a unit shoots again, any models in that unit that have already shot with any of the weapons they are equipped with earlier in that phase can shoot with those weapons one additional time. When a model shoots again, that model can shoot with any weapons it is equipped with that it has already shot with earlier in that phase one additional time. When a model can shoot with a specific weapon again, that model can shoot with it one additional time if it has already shot with it earlier in that phase.

If a rule allows a unit, model or weapon to shoot again, then it must completely resolve its first shooting attack before resolving the

second. This can be at a different target. If a rule is used to make a unit shoot again at the end of the Shooting phase, the phase does not end until after all these rules have been resolved.

- Rules that allow a unit to shoot again can only be used on eligible units.
- Must completely resolve first shooting attack before starting the second.
- Can target different unit(s).
- Shooting phase does not end until after all units that are shooting again have done so.

NON-SHOOTING ABILITIES

Some models and units have abilities that can be used instead of shooting with that model or unit. Such abilities can only be used in your Shooting phase, but can be used even if your unit has no ranged weapons, or if it Advanced or Fell Back this turn, and such abilities can be used even while the unit is within Engagement Range of any enemy units.

- Abilities used 'instead of shooting' can be used in your Shooting phase.
- Such abilities can be used even if unit Advanced, Fell Back or is in Engagement Range of enemy.

ALWAYS FIGHT FIRST/LAST

Some rules allow a unit from your army to always fight first in the Fight phase, even if they didn't make a charge move this turn. If the enemy has units that have charged, or that have similar rules, then alternate selecting units to fight with from amongst these units, starting with the player whose turn is taking place.

Similarly, some rules say that a certain unit cannot be selected to fight in the Fight phase until after all other eligible units have done so. If both players have units that cannot fight until after all other units have done so, then the players alternate selecting which of those units to fight with, starting with the player whose turn is taking place.

If a unit is under the effects of both a rule that always lets it fight first in the Fight phase, and a rule that says it cannot be selected to fight until after all other units have done so, it instead fights as if neither rule is affecting it.

- If both players have models that fight first/last, alternate selecting units to fight, starting with player whose turn is taking place.
- If a unit can always fight first but must also fight last, it fights as if not affected by either rule.

FIGHTING WITH INDIVIDUAL MODELS

Normally units are selected to fight, but some rules instead specify that only one model in a unit can fight (or can fight again – see opposite). In these instances, that model is allowed to make a pile-in move, but must still be in unit coherency at the end of its move. It then makes a number of attacks with its melee weapons, as specified in the Make Close Combat Attacks section of the Fight phase (pg 90-91). Finally, that model can make a consolidate move, but must still be in unit coherency at the end of the move.

- Some rules enable an individual model in a unit to fight – such a model piles in, makes close combat attacks, then consolidates.
- Pile-in and consolidate moves must end in unit coherency.

FIGHT AGAIN

Some rules allow units to fight again in the Fight phase, or fight 'as if it were the Fight phase'. Such rules cannot be used on a unit unless it is eligible to fight at the time when that rule is used. Remember that a unit is only eligible to fight if it is within Engagement Range of an enemy unit, or if it made a charge move in the same turn. In addition, all the normal targeting rules apply to a unit that is using a rule to fight again (e.g. if the unit made a charge move this turn it can still only target enemy units it declared a charge against or that performed a Heroic Intervention).

If a rule allows a unit to fight again, then it will pile in, make close combat attacks and consolidate again. Treat each time a unit is selected to fight as a separate unit being selected to fight for all rules purposes. This means that after it has fought for the first time in a phase, your opponent can choose an eligible unit to fight with before you fight with your unit for a second time (you need not consecutively use both of the unit's opportunities to fight – unless of course there are no other eligible units to select to fight with). If such a unit charged this turn, it will still fight both times before any units that did not charge. Note that any rule that interrupts the normal sequence of who fights first can be used to fight in-between the unit's first and second fight.

If a rule is used to make a unit fight again at the end of the Fight phase, and the unit ends its consolidation move within Engagement Range of any enemy units that have not yet been selected to fight during this phase, those units are now eligible units and your opponent can fight with them before the phase ends.

- Rules that allow a unit to fight again can only be used on eligible units.
- Fight again = pile in, make close combat attacks and consolidate again.
- Each time a unit fights again it is treated as a separate unit being selected to fight.
- Fight phase does not end until every unit in Engagement Range that has not yet fought has done so.

ATTACKER'S PRIORITY

While resolving attacks, you'll occasionally find that two rules cannot both apply – for example, when an attacking model with an ability that enables it to always score a successful hit on a 2+ targets a model that has an ability that states it can only be hit on a 6+. When this happens, the attacking model's rules take precedence.

- If attacking model and target unit have conflicting rules, the attacking model's rule takes precedence.

MORALE PRIORITY

While resolving Morale tests, you'll occasionally find that two rules are in direct conflict and cannot both apply – for example, when a unit is being simultaneously affected by one rule that says it automatically passes Morale tests and another that says it automatically fails Morale tests. When this happens, rules that say a unit automatically passes a Morale test always take precedence over rules that say a Morale test is automatically failed. Similarly, rules that say no models flee from a unit always take precedence over rules that say that a number of additional models flee that unit.

- If a unit is affected by conflicting rules, those that automatically pass Morale tests or cause no models to flee take precedence.

RESURRECTED MODELS

Some rules resurrect or return models to their unit in the same turn they were destroyed. For the purposes of Morale tests, such models do not count as having been destroyed this turn – exclude them when determining if a unit has to take a Morale test, and when determining what to add to a D6 roll when taking a unit's Morale test.

- Exclude models that were destroyed and returned to a unit in the same turn for Morale test purposes.

EXPLODES

When destroyed, some models have an ability that gives them a chance to explode (or crash and burn, or lash out with death throes etc.) and inflict mortal wounds on nearby units. If a model has such an ability and is destroyed, then it is always the player controlling that model who rolls to see if it explodes (or similar), and it is always this player who rolls to see if nearby units suffer damage, and if they do, how much damage is inflicted.

- If a model could explode, controlling player rolls the D6.
- If a model explodes when destroyed, controlling player rolls to inflict damage on nearby units.

REPOSITIONED AND REPLACEMENT UNITS

Some rules enable units to teleport or else be repositioned and set back up on the battlefield. Other rules enable units to removed from the battlefield and be replaced by a new, full-strength unit, which is then set up on the battlefield. If a rule causes a unit to be removed from the battlefield and subsequently set back up, the following rules apply to it:

1. Rules that are triggered by or apply to units that are 'set up on the battlefield as Reinforcements' are also triggered by and apply to that unit when it is set up on the battlefield.
2. Models in units that arrived as Reinforcements count as having moved a distance in inches equal to their Move characteristic this Movement phase. If the unit has a minimum Move characteristic, it counts as having moved its maximum Move characteristic.
3. The unit cannot make a Normal Move, Advance, Fall Back or Remain Stationary that turn for any reason.
4. If that unit was within Engagement Range of an enemy unit when it was removed from the battlefield, it does not count as having Fallen Back when it is set back up on the battlefield.
5. If that unit Advanced this battle round, it still counts as having Advanced after it has been set back up on the battlefield.
6. Any destroyed models in that unit when it is removed are still destroyed when their unit is set back up on the battlefield. If they were destroyed this turn, they still count towards any Morale tests taken this turn.
7. Any models in that unit that have lost any wounds do not regain those wounds when they are removed, and will still have lost them when their unit is set back up on the battlefield.
8. Any rules that unit was being affected by when it was removed, and which would continue to affect it for a specific duration (from abilities, Stratagems, psychic powers, etc.) continue to affect that unit until such a point as they would normally have no longer applied. For example, a unit that was within range of an aura ability when it was removed would no longer be affected by that ability if it was set up outside of that aura's range, whereas a unit that was being affected by a psychic power that lasted until the end of that turn would still be affected by it until the end of that turn.

Note that points 5-8 do not apply to any unit that has been set up because it is replacing a destroyed unit (including units set up via a rule that instructs you to remove a unit then set it back up at its full starting strength). These rules represent new units joining the fight, rather than the existing units being repositioned on the battlefield.

RULES TERMS GLOSSARY

This glossary contains a number of terms that you will encounter within this book and in supplementary products, such as Codexes. These are intended to provide precise definitions to aid in resolving some of the more complex rules interactions that may arise, and players should feel under no onus to memorise this list.

Active player: The active player is the player whose turn is currently taking place.

Advances/Advanced: If a unit makes an Advance in its controller's Movement phase, until the start of that player's next Command phase, that unit, and every model in it, is said to have Advanced.

Against (an attack): When making an attack, if a saving throw is made, that saving throw is said to be made against that attack.

Armour saving throw: An armour saving throw is a saving throw made using a model's Save characteristic (pg 76).

Army: A player's army consists of every model in their army roster and any models added to it over the course of the battle.

Army Faction: An army's Army Faction is a single Faction keyword shared by every unit in that army.

Attack: An attack is either a ranged attack or melee attack depending on which type of weapon is used to make it.

Attack's characteristics: When resolving an attack made with a weapon, that attack is considered to have the same characteristics and abilities as that weapon. If any changes are made to the characteristics or abilities of an attack, those changes do not apply to the weapon it is made with, nor do they apply to any other attacks made with that weapon.

Attacker/Attacking unit: When resolving an attack, the model making the attack is the attacker and that model's unit is the attacking unit.

Attacking with a weapon: When resolving an attack made with a weapon by a model, that model is said to be attacking with that weapon.

Aura: A rule that is classified as an aura can affect multiple models or units that meet its criteria and are within a set distance of the model it is on (including that model itself). If a model is within range of multiple auras with the same name, it can only be affected by one of those rules at any one time (pg 76).

Automatically hit: If an attack automatically hits, the hit roll is automatically successful.

Automatically passes: See 'Automatically successful'.

Automatically successful: If a roll is automatically successful, do not roll any dice. If a hit roll is automatically successful, move straight to the wound roll. If a wound roll is automatically successful, move straight to the allocation of that attack. If a Morale test for a unit is automatically successful, no models flee and Combat Attrition tests are not taken for that unit. If the Combat Attrition tests taken for a unit are automatically successful, no models flee that unit as a result of those tests. Any rules that take effect on a particular dice result or roll result do not take effect if the roll they refer to is automatically successful.

Automatically wound: If an attack automatically wounds, the wound roll is automatically successful.

Battle round: Each battle round is made up of two turns, yours and your opponent's (pg 78).

Battle-forged CP bonus: In a player's Command phase, if their army is Battle-forged, they gain 1 Command point (pg 78).

Bearer: The bearer of a weapon, or a Relic that replaces a weapon, is the model that is equipped with it. The bearer of any other piece of wargear, or a Relic that does not replace a weapon, is the model that has it.

Can Fly: Refers to any model or unit that has the **FLY** keyword.

Improving WS, BS and Sv characteristics: When improving a WS, BS or Sv characteristic, subtract the appropriate amount from the number before the plus sign. For example, improving a WS of 3+ by 1 would result in a WS of 2+.

Reducing WS, BS and Sv characteristics: When reducing a WS, BS or Sv characteristic, add the appropriate amount to the number before the plus sign. For example, reducing a WS of 3+ by 1 would result in a WS of 4+.

Improving an AP characteristic: When improving an AP characteristic, subtract the appropriate amount from the characteristic. For example: improving an AP of -1 by 1 would result in an AP of -2; improving an AP of 0 by 1 would result in an AP of -1.

Reducing an AP characteristic: When reducing an AP characteristic, add the appropriate amount to the characteristic, to a maximum of 0. For example: reducing an AP of -1 by 1 would result in an AP of 0; reducing an AP of 0 by 1 would result in an AP of 0.

Improving an invulnerable save: When improving an invulnerable save, subtract the appropriate amount from the number before the plus sign. For example, improving an invulnerable save of 3+ by 1 would result in an invulnerable save of 2+.

Reducing an invulnerable save: When reducing an invulnerable save, add the appropriate amount to the number before the plus sign. For example, reducing an invulnerable save of 3+ by 1 would result in an invulnerable save of 4+.

Or better (WS, BS, Sv characteristics & invulnerable saves): When referring to the value of a WS, BS or Sv characteristic, or an invulnerable save, a better value is one with a lower number before the plus sign. For example, a WS of 2+ is better than a WS of 3+.

Or worse (WS, BS, Sv characteristics & invulnerable saves): When referring to the value of a WS, BS or Sv characteristic, or an invulnerable save, a worse value is one with a higher number before the plus sign. For example, a WS of 3+ is worse than a WS of 2+.

Or better (AP characteristics): When referring to the value of an AP characteristic, a better value is one with a higher number after the minus sign (note an AP of 0 can be considered to be an AP of -0). For example, an AP of -2 is better than an AP of -1, and an AP of -1 is better than an AP of 0.

Or worse (AP characteristics): When referring to the value of an AP characteristic, a worse value is one with a lower number after the minus sign (note an AP of 0 can be considered to be an AP of -0). For example, an AP of -1 is worse than an AP of -2, and an AP of 0 is worse than an AP of -1.

Casualties Suffered: When a rule refers to the casualties suffered by a unit, it is referring to the number of models that were destroyed.

Charging

Charge move: Move made in the Charge phase as part of a successful charge (pg 88).

Has charged: If a unit makes a charge move in a turn, until the end of that turn, that unit, and every model in it, is said to have charged.

Has been charged: If a unit was the target of a successful charge during a turn, until the end of that turn, that unit, and every model in it, is said to have been charged.

Close combat weapon: Default melee weapon that a model is equipped with if it has no other equipped melee weapons (pg 91).

Combat Attrition test: Dice roll made for a unit in the Morale phase to see how many models flee from that unit (pg 92).

Considered to be (dice roll): See 'Treated as (dice roll)'.

Consolidation move: 3" move that must end with the model closer to the closest enemy model (pg 91).

Controller: A unit or model's controller is the player whose army that unit or mocel is a part of.

Counts as (dice roll): See 'Treated as (dice roll)'.

CP: Command point.

D3: To roll a D3, roll one D6. Treat a roll of 1-2 as 1, 3-4 as 2, and 5-6 as 3. Any modifiers or rules that apply to the roll or to the dice result are applied to the final value, after the conversion (pg 75).

Damage roll: When determining a random Damage characteristic, the dice roll is called a damage roll.

Declaring a charge: When a player declares a charge with a unit, that unit is also said to be declaring a charge.

Deny the Witch test: 2D6 roll made in an attempt to prevent a psychic power from being manifested – must exceed the result of the roll made for that power's Psychic test (pg 83).

Detachment: When building a Battle-forged army, units are organised into Detachments using the Battlefield Roles shown on their datasheets.

Detachment Abilities: Detachment abilities are abilities gained by units in a Battle-forged **KEYWORD** Detachment. Detachment abilities are not gained by units in Auxiliary Support, Super-heavy Auxiliary and Fortification Detachments.

Detachment Rules: Detachment rules are ones that are available to a player for having a particular **KEYWORD** Detachment in their army. This keyword will be specified by the Detachment rules in question. Detachment rules can include Detachment abilities, Stratagems, Warlord Traits, Relics, and so on.

Dice Results

Dice result: A dice result is the value shown on a single dice, regardless of the number of dice that make up the roll, before any modifiers are applied.

Roll result: A roll result is the final result of a roll, after any dice that make it up have been added together, before any modifiers are applied.

Total: A result is the final value of a dice roll after all modifiers have been applied.

Discard lowest/highest dice result: If multiple rules instruct the player to discard the lowest/highest dice result for a dice roll, the active player decides in what order those rules are resolved, and each of those rules takes effect one after the other.

Double: When making a dice roll, a double is a roll that includes any two dice of the same result.

Draw a line: When instructed to draw a line between two points, draw the imaginary straight line, 1mm wide, between those points.

Eligible target: When a model shoots with a ranged weapon, an eligible target is one that is not within Engagement Range of any units from your army, and has at least one model that is both within that weapon's range and visible to that model (unless otherwise specified).

End of the phase: Rules that specify that they take place at the end of a phase only take effect after any other actions that would take place in that phase have been completed. This means that it is not possible for a player to make use of any rules that would take place during a phase once an end of phase rule has taken effect.

Enemy: An enemy model or unit is one not in your army (pg 73).

Engagement Range: Engagement Range is 1" horizontally and 5" vertically (pg 74).

Equipment: A model's equipment includes all of the weapons it is equipped with and all of the wargear it has.

Fails to manifest: If a **PSYKER** does not successfully manifest a psychic power, they are said to have failed to manifest it.

Fell Back/Fallen Back: If a unit Falls Back in its controller's Movement phase, until the start of that player's next Command phase, that unit, and every model in it, is said to have Fallen Back.

Fights: When a unit fights, models in that unit pile in, make attacks, and consolidate (pg 90-91).

Friendly models/friendly units: Two models or units are considered friendly to one another if they are in the same army (pg 73).

Full wounds remaining: A model has its full wounds remaining if it has the same number of wounds remaining as its Wounds characteristic.

Half-strength: If the number of remaining models in a unit is less than half that unit's Starting Strength, that unit is said to be below Half-strength (pg 75).

Heroic Intervention: 3" move that must end with the model closer to the closest enemy model (pg 89).

Heroically Intervened: If a unit performs a Heroic Intervention in a turn, until the end of that turn, that unit, and every model in it, is said to have Heroically Intervened.

Highest dice result: If a rule refers to the highest dice result and a dice roll involves multiple dice, if more than one of those dice have the same value, and that value is the highest, the active player selects one of those dice to be the highest dice result.

Hits: If a hit is scored, the attack is said to have hit.

Ignoring wounds: If a rule states that a model does not lose a wound, it is classified as ignoring that wound. Each time a model would lose a wound, it cannot make use of more than one rule that would allow them to ignore that wound (pg 88).

Immediately: See 'When'.

In terrain: A model is in terrain if it is partially on or within a terrain feature. A unit is in terrain if any model in that unit is partially on or within a terrain feature.

Increasing the range of an aura: When increasing the range of an aura, the increase applies only to the initial range of the aura, and not any aura effects that it might bestow on the affected units.

Inspiring Leader: Warlord Trait available to all **WARLORDS**.

Invulnerable saving throw: An invulnerable saving throw is a saving throw made using a model's invulnerable save instead of its Save characteristic (pg 88).

Keyword: Units have keywords on their datasheets. If a rule specifies that it applies to a model/unit with a keyword, it only applies to a model/unit that matches that keyword (i.e. has it on its datasheet). Pluralisation of keywords does not affect their ability to be matched (pg 73).

KEYWORD Detachment: A **KEYWORD** Detachment is a Detachment in a Battle-forged army where every model in that Detachment shares that **KEYWORD**, not including any models that specify that they do not prevent a Detachment from gaining its Detachment rules.

Keywords – comma-separated list: A rule with a comma-separated list of keywords, or two keywords separated by the word 'or' (e.g. 'an **IMMORTALS, DEATHMARKS** or **LYCHGUARD** unit') matches a model or unit if any one of those keywords matches that model or unit (pg 73).

Keywords – multiples: A rule with multiple adjacent keywords (e.g. 'an **AELDARI GUARDIANS** unit') only matches a model or unit if that model or unit matches each of those keywords (pg 73).

Lowest dice result: If a rule refers to the lowest dice result and a dice roll involves multiple dice, if more than one of those dice have the same value, and that value is the lowest, the active player selects one of those dice to be the lowest dice result.

Maximum value: If a rule states that a random characteristic or dice roll has its maximum value, determine its value as if each dice that makes up that characteristic or dice roll was rolled and its result had the highest possible dice value (e.g. D3 becomes 3, 2D6 becomes 12 and 3+D3 becomes 6).

Melee attack: An attack made with a melee weapon is a melee attack.

Melee weapon: Weapons with a type of Melee are melee weapons.

Minimum Move: If a model has a Move characteristic that includes two values with an intervening dash, the lower number is its minimum Move characteristic and the higher number is its maximum Move characteristic. A maximum Move characteristic functions the same as a normal Move characteristic. If a model has a minimum Move characteristic, in its controller's Movement phase that model must move at least that distance. If it cannot, and the Strategic Reserves rules are not being used, that model is destroyed (pg 82).

Minimum value: If a rule states that a random characteristic or dice roll has its minimum value, determine its value as if each dice that makes up that characteristic or dice roll was rolled and its result had the lowest possible dice value (e.g. D6 becomes 1, 2D6 becomes 2 and 3+D3 becomes 4).

Model destroys a model: A model is considered to have been destroyed by another model when the former is destroyed by an attack made by the latter, as the result of a mortal wound inflicted by a rule that the latter is using, or as the result of any other rule the latter is using that explicitly states that an enemy model is outright destroyed.

Model destroys a unit: A model is considered to have destroyed a unit when that model destroys the last remaining model in that unit.

Model's phase/unit's phase: When a rule refers to a model's/unit's phase, that rule is referring to the relevant phase of that model's/unit's controller.

Model's type: A model's type refers to the name of the characteristic profile used by that model.

Modifying characteristics: Strength, Toughness, Attacks and Leadership characteristics can never be modified below 1. Characteristics with a value of '-' can never be modified (pg 77).

Morale test: Dice roll made in the Morale phase for each unit that has suffered casualties that turn. If unsuccessful, results in a Combat Attrition test for that unit (pg 92).

Mortal wounds: Saving throws of any kind cannot be made against damage inflicted by mortal wounds, although rules that allow models to ignore wounds can be used. Mortal wounds are applied one at a time and are not lost if a model in the unit is destroyed – continue to apply them until they are all resolved or the unit is destroyed (pg 88).

Nearest: When resolving a rule on a model or unit that refers to the nearest model or unit, measure from the former to the latter.

Non-KEYWORD: A rule that specifies a non-**KEYWORD** model or unit applies to a model or unit that does not have that **KEYWORD**. For example, if a rule refers to a non-**VEHICLE** unit, then it would only apply to a unit if that unit did not have the **VEHICLE** keyword.

Null characteristics: If a model has a Strength or Leadership characteristic of '-' and that characteristic is required to resolve a rule, use the model's Toughness characteristic instead. Note that the substituted characteristic cannot be modified (pg 77).

Objective marker: 40mm round marker used during certain missions. When measuring the range to an objective marker, measure to the closest point. A model can never count towards controlling more than one objective marker at the same time (pg 104).

Objective Secured: If one player has models with this ability in range of an objective marker and there are no enemy models with this ability in range of that marker, that player controls that marker (pg 104).

Out of coherency: Units that are not in unit coherency in the Morale phase are said to be out of coherency (pg 74).

Overwatch attack: Shooting attack made by a unit that was the target of a charge, made after all targets of that charge have been declared but before the Charge roll is made. If making a hit roll, requires an unmodified roll of 6 to score a successful hit (pg 89).

Pile-in move: 3" move that must end with the model closer to the closest enemy model (pg 90).

Psychic test: 2D6 roll made in an attempt to manifest a psychic power; the result must equal or exceed that power's warp charge value to be successful (pg 83).

Random characteristic: A random characteristic is one that involves a dice roll to determine its value, and is determined each time that characteristic is to be used (pg 77).

Ranged attack: An attack made with a ranged weapon is considered to be a ranged attack.

Ranged weapon: Weapons with a type of Rapid Fire, Assault, Heavy, Pistol or Grenade are considered to be ranged weapons.

Re-roll: When re-rolling a dice roll, all of the dice involved in that roll must be re-rolled. A dice can never be re-rolled more than once (pg 75).

Regaining wounds: When a model regains a number of wounds, it regains up to that number of lost wounds. This cannot cause the model to have more wounds remaining than it started the battle with.

Reinforcement unit: Any unit that starts the battle in a location other than on the battlefield, and is not embarked within a **TRANSPORT** unit that does start the battle on the battlefield, is considered to be a Reinforcement unit. Any Reinforcement units that have not been set up on the battlefield by the end of the battle count as destroyed (pg 80).

Remained Stationary: If a unit Remains Stationary in its controller's Movement phase, or its controller has not yet had a Movement phase, then, until such a point as any model in that unit moves for any reason, it is said to have Remained Stationary.

Removed from play: When a model is removed from play it is taken off the battlefield.

Resolving an attack: Resolving an attack is the same as making an attack.

Roll off: Both players roll one D6 – the player with the highest result wins. In the event of a tie, roll again (pg 75).

RP: Requisition point.

Setting up a Reinforcement unit: When a Reinforcement unit is set up on the battlefield in a turn, it cannot make a Normal Move, Advance, Fall Back or Remain Stationary that turn, and counts as having moved (pg 80).

Shoots: When a model shoots with a weapon, you make a number of attacks with that weapon as defined by its type. When a unit shoots, any or all of the models in that unit can shoot (pg 84).

Single target (model): When a model attacks with one or more ranged weapons, if all of the attacks made with those ranged weapons have the same target unit, that model is said to be shooting at a single target.

Single target (unit): When a unit is chosen to shoot with, if all of the models in that unit that are making attacks shoot at a single target, and that target is the same for all of those models, the chosen unit is said to be shooting at a single target.

Starting Strength: A unit's Starting Strength is the number of models in it at the point that it is added to your army (pg 75).

Successfully manifested: When attempting to manifest a psychic power, if the Psychic test was successful and there was no successful Deny the Witch test, then that power is said to be successfully manifested. Resolve its effects (pg 83).

Suffered casualties: If a unit has fewer models remaining than its Starting Strength, it is said to have suffered casualties.

Target: When resolving an attack, the target unit of that attack is also known as the target.

Target of a charge: When a player declares a charge with a unit, the target of that charge is said to have been declared as the target of a charge.

Transport capacity: A **TRANSPORT** model's transport capacity will specify how many and what types of models can embark within it. A unit cannot embark within a **TRANSPORT** model if this would cause that model to exceed this limit (pg 81).

Treated as (dice roll): When a dice result is treated as another value, any rules that would have taken effect as a result of that value had it been rolled will take effect.

Unit: A group of models from the same datasheet (pg 76-77).

Unit Characteristics

Modifying a unit's characteristic: When a rule modifies a unit's characteristic, it modifies that characteristic for every model in that unit.

Unit's Leadership characteristic: This is the value of the highest Leadership characteristic of any of the models in that unit.

Unit's Save characteristic: If a rule refers to a unit's Save characteristic, it refers to the most common Save characteristic amongst models in that unit. If two different Save characteristics are equally common amongst models in a unit, that unit's controller decides which of those characteristics constitutes that unit's Save characteristic for the purpose of such a rule. When a rule modifies a unit's Save characteristics, it modifies the Save characteristic of every model in that unit.

Unit's type: A unit's type is the name printed on its datasheet.

Unit coherency: The distance within which models in a unit must remain with each other. This is 2" horizontally and 5" vertically. Units must end any kind of move in unit coherency (pg 74).

Unit destroys a unit: A unit is considered to have destroyed another unit when a model in the former destroys the latter.

Unit within: A unit is within a specified distance if any model in that unit is within that distance (pg 74).

Unit's Engagement Range: A unit's Engagement Range is the area covered by the Engagement Range of all models in that unit (pg 74).

Unit's equipment: When a rule refers to a unit's equipment, it refers to all of the equipment of the models in that unit.

Visible: When resolving a rule on a model or unit that refers to a visible model or unit, the latter is visible if it is visible from the perspective of the former.

VP: Victory point.

Weapon abilities: Unless otherwise specified, the abilities listed on a weapon's profile take effect each time an attack is resolved using that weapon profile.

Weapon Types

Weapon's type: The weapon types are Assault, Heavy, Pistol, Rapid Fire, Melee and Grenade. Each weapon type has different rules associated with it.

Weapon's Type characteristic: A weapon's Type characteristic includes the weapon's type and, if it is a ranged weapon, the number of attacks it makes when the bearer shoots with it.

When: If a rule states that it takes place when a certain trigger occurs, unless otherwise specified, that rule takes effect before any others.

Whole unit within: A whole unit is within a specified distance if every model is within that distance (pg 74).

Wholly in terrain: A model is wholly in terrain if it is entirely on or within a terrain feature. A unit is wholly in terrain if every model in that unit is entirely on or within a terrain feature.

Wholly within: A model is wholly within a specified distance if every part of its base (or hull) is within that distance. A unit is wholly within if every model in that unit is wholly within (pg 74).

Within: A model is within a specified distance if any part of its base (or hull) is within that distance. A unit is within if any model in that unit is within (pg 74). When resolving a rule on a model or unit that refers to a model or unit being within a specified distance, measure the distance from the former to the latter.

Wounds: If a wound is successful, the attack is said to wound.

