

WARHAMMER 40,000 CORE RULES

Warhammer 40,000 puts you in command of an army of mighty warriors and war machines as you battle for supremacy in the grim darkness of the far future. These pages contain the core rules for playing games with your Citadel miniatures, and are designed to be used with the essential rules that come packaged with your Warhammer 40,000 models.

CONTENTS

Rules Key	2
Basic Rules	3
Datasheets	7
The Battle Round	9
Command Phase	9
Movement Phase	10
Move Units	10
Reinforcements	11
Transports	12
Aircraft	13
Psychic Phase	14
Shooting Phase	15
Ranged Weapon Types	17
Making Attacks	18
Charge Phase	19
Charges	19
Heroic Interventions	20
Fight Phase	21
Morale Phase	23
Morale Tests	23
Unit Coherency Checks	23
Missions	24
Only War	25



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 select either the Only War mission (pg 25) or a mission pack. You will find mission packs for open play, matched play and narrative play in the Warhammer 40,000 Core Book. 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 rulebook, 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 page 24.

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 (defined opposite) in your army. 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 7-8.

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.

*For 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**.*

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.

- **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:** A group of models from the same datasheet.
- Friendly models = all models in the same army.
- Enemy models = all models in your opponent's army.
- Friendly units = all units in the same army.
- Enemy units = all units in opponent's army.

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!

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 10), but they can also be moved in the Charge phase (pg 19) and the Fight phase (pg 21).

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 in the Warhammer 40,000 Core Book.

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.

Hints and Tips – Wobbly Models

Sometimes you may find that a particular terrain feature makes it hard for you to place a model exactly where you want. If you delicately balance a model in place, it is very likely to fall as soon as someone nudges the table, leaving your painted model damaged or even broken. In cases like this, provided it is still physically possible to place the model in the desired location, you may find it helps to leave a model in a safer position, so long as both players agree and know its 'actual' location. If, later on, an enemy model is shooting the model, you will have to hold it back in place so they can check visibility.

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.

Hints and Tips – Dice Rolling

In a game of Warhammer 40,000 you and your opponent will be rolling, and in some cases re-rolling, lots of dice. It is good practice to always make sure your opponent knows what you are rolling dice for, and what abilities and rules are in effect that enable you to make any re-rolls.

Many gamers roll their dice somewhere on the battlefield, but some roll their dice elsewhere, such as in a dice tray. Wherever you roll your dice, make sure you roll the dice where your opponent can see the results too. If a dice is rolled 'out of bounds' (i.e. it rolls off of your battlefield, out of your dice tray or ends up on the floor), then it is very common to ignore the result of that dice and roll it again. Rolling an 'out of bounds' dice again doesn't count as having 're-rolled' the dice.

If a dice does not lie flat on your battlefield after it has been thrown, it is called a cocked dice. Some players use a house rule that unless a dice is flat after it has been rolled, or unless you can balance another dice on top of a cocked dice without it sliding off, it must be rolled again. It is more common for players to roll the dice again only if they can't be sure of the result. In either case, rolling a cocked dice again doesn't count as having 're-rolled' the dice.

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 18) made by a model in your army, or it was destroyed because it fled the battlefield (pg 23), or it was destroyed by a mortal wound (pg 19) 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. A condensed version of a model's datasheet can be found in its construction guide – this contains less information than the full version, but will still let you get your unit on the field straight away.

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 '0' 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 '0' 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 '0' 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 '0' 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

In the condensed datasheets, weapons are given a number that corresponds to annotated pictures of the miniature, rather than being named. 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. These types are denoted by symbols on the condensed datasheet.



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.

FULL DATASHEET

1 ASSAULT INTERCESSOR SQUAD

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Assault Intercessor	6"	3+	3+	4	4	2	2	7	3+
1	Assault Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+

If this unit contains 6 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	12"	Pistol 1	7	-3	1	-
Supercharge	12"	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, then 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



2

Assault Intercessors are amongst the most widespread close support units in a Chapter's arsenal. Firing explosive salvos 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.

5 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+

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

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



6

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.

CONDENSED DATASHEET

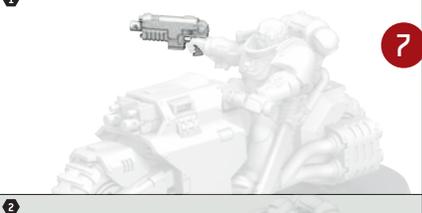
1 OUTRIDERS

OUTRIDERS | SPACE MARINES: INCURSORES | EXCURSORES | SPACE MARINES: STAFFETTE
 スペースマリーン: フライマリス・アウトライダー | 星际战士重型摩托小队

Model	M	WS	BS	S	T	W	A	Ld	Sv
Outrider	14"	3+	3+	4	5	4	2	7	3+
Outrider Sergeant	14"	3+	3+	4	5	4	3	8	3+

2

Ability	Value	Modifier	Other
1	18"	1	4 -1 1
2	30"	2	4 -1 1
3			-1 1



7

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).

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 '6*' 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.

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 in the Warhammer 40,000 Core Book.

- 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 in the Warhammer 40,000 Core Book.

- **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 (pg 10).

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 right). If a unit is within Engagement Range (pg 4) 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 right). 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 4). 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 11].

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 4).

- **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 14].

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**.

DISSEMBARK

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 6), 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 19) or perform a Heroic Intervention (pg 20) 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 11), 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 in the Warhammer 40,000 Core Book.

- **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 4) 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 20), piles in (pg 21) or consolidates (pg 22), 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 15).

PSYCHIC POWERS

All **PSYKERS** know the *Smite* psychic power (pg 15). 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. The same **PSYKER** unit cannot attempt to manifest *Smite* more than once during the same battle round.

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 19). 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 19].

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.

For 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 4). 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 18).

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 with a Wounds characteristic of 10 or more, 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** or **VEHICLE** with 10 or more wounds, or a 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 17). 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 10) 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 (pg 18). 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 opposite. 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 20).

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 4)

and within Engagement Range (pg 4) 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 21).

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 4).

- **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 below). 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 23).

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 4).

- **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 4) 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 18).

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 4).

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

***For 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 6); 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.

***For 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 4, 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 4).
- 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 9).

MISSIONS

Before you can wage war in a game of Warhammer 40,000, you must first select a mission. The basic rules include a single mission – Only War – that is ideal to get the action started quickly. Others can be found in other books, or you could play a mission of your own creation. If you and your opponent can't agree which mission to play, the players must roll off, and the winner decides.

MISSION INSTRUCTIONS

All missions include a set of instructions that describe how a battle is fought. These should be followed in order, and will typically include the following steps:

1. Muster Armies

Each mission will guide players on what size armies they should muster, and may include further rules that could affect how you pick your armies.

2. Read Mission Briefing

Each mission has a description of the circumstances of the battle, and what the mission's Primary Objectives are (this will tell you how to secure victory). Some missions may also include one or more special rules. These cover unique situations, or abilities that can be used in the battle.

3. Create the Battlefield

Each mission will include details of the size of battlefield that you will need. Each mission will also instruct you if any terrain features or objective markers must be set up, and will provide details of where to set them up. Otherwise, it is assumed you are using the guidelines in the Warhammer 40,000 Core Book to create your battlefield. If you are using a battlefield that is a different size or shape, you will need to adjust distances, and the location of deployment zones, objective markers and terrain features, in an appropriate way.

4. Deploy Forces

Each mission includes a deployment map that shows where each player can set up the models in their army (called the army's deployment zone), and will list any restrictions that apply to setting up.

5. Determine First Turn

Each mission will tell you how to determine which player has the first turn.

6. Resolve Pre-battle Rules

Players should now resolve any pre-battle rules their army has (if any).

7. Begin the Battle

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

8. Ending the Battle

Each mission will tell you when the battle ends. This will typically be after a set number of battle rounds have been completed, or when one player has achieved a certain victory condition.

9. Determine Victor

Each mission will tell you what you need to do in order to win the game. If neither player manages to achieve a victory then the game is considered to be a draw.

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.

MISSION ONLY WAR

1. MUSTER ARMIES

In order to play this mission, you and your opponent must first each muster an army from the miniatures in your collection. Your armies can use any models from your collections that you wish. It is up to the players to agree how big their armies will be – there is no reason why the two armies need to be the same size, though if that is what the players want they should agree to this now. If this is your first game of Warhammer 40,000, we recommend each player grabs a small handful of units. The table below gives a rough guide of how long the battle should take based on the size of the armies used; note that this is the combined Power Level (see the Warhammer 40,000 Core Book) of both your and your opponent's army.

BATTLES		
BATTLE SIZE	SIZE OF ARMIES (Combined Power Levels)	BATTLE DURATION
Combat Patrol	50	Up to 1 hour
Incursion	100	Up to 2 hours
Strike Force	200	Up to 3 hours
Onslaught	300	Up to 4 hours

Once you have mustered your army, select one of your models to be your Warlord. That model gains the **WARLORD** keyword. If your **WARLORD** has the **CHARACTER** keyword, they will have a Warlord Trait, which you choose now. Any Warlord can have the Inspiring Leader Warlord Trait (see below). Alternative Warlord Traits can be found in other publications.

Inspiring Leader (Warlord Trait, Aura)

Add 1 to the Leadership characteristic of friendly units while they are within 6" of this **WARLORD**.

2. MISSION BRIEFING

The time has come to prove your worth as the greatest commander in the galaxy! All that stands between you and ultimate glory is an opposing force bent upon your destruction. Destroy the enemy army and secure strategic sites littered across the battlefield while stopping your foe from doing likewise.

Mission Objectives:

Slay the Warlord: A player scores 1 victory point if the enemy **WARLORD** is destroyed at the end of the battle.

Capture and Control: At the end of each player's Command phase, the player whose turn it is scores 1 victory point for each objective marker they currently control (see opposite for details of how to set up Objective Markers). Players control objective markers as described on page 24. In addition, if one player controls more objective markers than their opponent does at the end of the battle, they score 1 bonus victory point.

3. CREATE THE BATTLEFIELD

The players now create the battlefield and set up terrain features using the guidelines in the Warhammer 40,000 Core Book. 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/Incursion	44" x 30"
Strike Force	44" x 60"
Onslaught	44" x 90"

The players must then alternate setting up objective markers on the battlefield, starting with whichever player wins a roll-off (pg 6), until a total of four have been placed. Objective markers cannot be placed within 6" of any battlefield edge, or within 9" of any other objective markers.

4. DEPLOY FORCES

Once the battlefield has been created, the players must roll off again. The winner chooses one of the two deployment zones to be theirs. The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. Models must be set up wholly within their own deployment zone. Continue setting up units until both players have set up all the units in their army, or you have run out of room to set up more units. If one player has finished setting up their army, their opponent continues to set up the remaining units from their army.

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.

5. DETERMINE FIRST TURN

The players should roll off again, and the winner can choose to take the first or second turn.

6. RESOLVE PRE-BATTLE RULES

Players should now resolve any pre-battle rules their army has (if any).

7. BEGIN THE BATTLE

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

8. ENDING THE BATTLE

The battle ends when all of the models in one player's army have been destroyed, or once the fifth battle round has ended (whichever comes first).

9. DETERMINE VICTOR

If, at the end of the battle, one army has been destroyed, the player commanding the opposing army is the victor. Otherwise, the player with the most victory points is the victor (in the case of a tie, the battle is a draw).

