

ONLY WAR™

THE GAME MASTER'S KIT



WARHAMMER
40,000
ROLEPLAY

TEST DIFFICULTY

Difficulty	Modifier
Trivial	+60
Elementary	+50
Simple	+40
Easy	+30
Routine	+20
Ordinary	+10
Challenging	+0
Difficult	-10
Hard	-20
Very Hard	-30
Arduous	-40
Punishing	-50
Hellish	-60

HIT LOCATIONS

Roll	Location
01-10	Head
11-20	Right Arm
21-30	Left Arm
31-70	Body
71-85	Right Leg
86-00	Left Leg

CRITICAL TABLES

Energy	(page 258 to 259)
Explosive	(page 260 to 261)
Impact	(page 262 to 263)
Rending	(page 264 to 265)

COVER TYPES

Cover Type	AP
Light Wood, Armour-glas, Light Metal	4
Heavy Wood, Flakboard, Sandbags, Ice	8
Rockcrete, Iron, Stone	16
Plasteel, Armaplas	32



ABRIDGED RANGED WEAPONS

Las Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Las pistol	Pistol	30m	S/2/-	1d10+2 E	0	30	Half	Reliable
Las Carbine	Basic	75m	S/2/-	1d10+3 E	0	60	Half	Reliable
M36 Lasgun	Basic	100m	S/3/-	1d10+3 E	0	60	Full	Reliable
Long Las	Basic	150m	S/-/-	1d10+3 E	1	40	Full	Accurate, Reliable, Felling (4)
Triplex Pattern Lasgun	Basic	100m	S/3 /-	1d10+3 E	0	30	Full	—
Bullpup Lasgun	Basic	90m	S/2/-	1d10+3 E	0	60	Full	Reliable
Hot-shot Laspistol	Pistol	20m	S/2/-	1d10+4 E	7	40	2 Full	—
Hot-shot Lasgun	Basic	60m	S/3/-	1d10+4 E	7	30	2 Full	—
Man Portable Lascannon	Heavy	300m	S/-/-	5d10+10 E	10	5	2 Full	Proven (3)
M41 Multi-laser	Heavy	150m	-/-/5	2d10+10 E	2	100	2 Full	Reliable

Solid Projectile Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Autopistol	Pistol	30m	S/-/6	1d10+2 I	0	18	Full	—
Stub Automatic	Pistol	30m	S/3/-	1d10+3 I	0	9	Full	—
Stub Revolver	Pistol	30m	S/-/-	1d10+3 I	0	6	2 Full	Reliable
Hand Cannon	Pistol	35m	S/-/-	1d10+4 I	2	5	2 Full	—
Sniper Rifle	Basic	200m	S/-/-	1d10+4 I	3	20	Full	Accurate, Reliable
Autogun	Basic	100m	S/3/10	1d10+3 I	0	30	Full	—
Shotgun (Pump-Action)	Basic	30m	S/-/-	1d10+3 I	0	12	2 Full	Scatter
Shotgun	Basic	30m	S/-/-	1d10+4 I	0	8	2 Full	Scatter
Combat Shotgun	Basic	30m	S/3/-	1d10+4 I	0	18	Full	Scatter
Ripper Gun	Heavy	30m	S/-/6	1d10+8 I	0	48	2 Full	Ogryn-Proof, Scatter
Heavy Stubber	Heavy	100m	-/-/8	1d10+4 I	3	75	2 Full	Ogryn-Proof
M34 Autocannon	Heavy	300m	S/3/-	3d10+8 I	6	20	2 Full	Ogryn-Proof, Reliable
Battle Cannon	Vehicle	750m	S/-/-	3d10+10 X	8	12	3 Full	Blast (10), Concussive (3), Reliable
Demolisher Cannon	Vehicle	50m	S/-/-	4d10+20 X	10	2	Full	Blast (10), Concussive (3)
Vanquisher Cannon	Vehicle	900m	S/-/-	3d10+10 X	16	6	2 Full	Accurate
Earthshaker Cannon	Vehicle	3,500m	S/-/-	4d10+10 X	8	1	Full	Blast (10+1d10), Concussive (5), Indirect (5)

Bolt Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Bolt Pistol	Pistol	30m	S/2/-	1d10+5 X	4	8	Full	Tearing
Boltgun	Basic	100m	S/3/-	1d10+5 X	4	24	Full	Tearing
Storm Bolter	Basic	90m	S/2/4	1d10+5 X	4	60	Full	Storm, Tearing
Heavy Bolter	Heavy	150m	-/-/6	1d10+8 X	5	60	Full	Tearing

Melta Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Inferno Pistol	Pistol	10m	S/-/-	2d10+10 E	12	3	Full	Melta
Meltagun	Basic	20m	S/-/-	2d10+10 E	12	5	Full	Melta
Multi-melta	Heavy	60m	S/-/-	2d10+16 E	12	12	Full	Melta, Blast (1)

Plasma Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Plasma Pistol	Pistol	30m	S/2/-	1d10+6 E	6	10	3 Full	Maximal, Overheat
Plasma Gun	Basic	90m	S/2/-	1d10+7 E	6	40	5 Full	Maximal, Overheat
Plasma Cannon	Heavy	120m	S/-/-	2d10+10 E	8	16	5 Full	Blast (1), Maximal, Overheat

Flame Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Hand Flamer	Pistol	10m	S/-/-	1d10+4 E	2	2	2 Full	Flame, Spray
Flamer	Basic	20m	S/-/-	1d10+4 E	2	6	2 Full	Flame, Spray
Heavy Flamer	Heavy	30m	S/-/-	1d10+5 E	4	10	2 Full	Flame, Spray
Inferno Cannon	Vehicle	50m	S/-/-	2d10+15 E	8	50	—	Flame, Spray

Launcher Weapons

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special
Grenade Launcher	Basic	60m	S/-/-	†	†	6	2 Full	†
Hellstrike Missiles	Vehicle	300m	S/-/-	3d10+7 X	7	1	N/A	Blast (5)
Hunter-Killer Missile	Vehicle	350m	S/-/-	3d10+6 X	6	1	N/A	—
Missile Launcher	Heavy	300m	S/-/-	†	†	1	Full	†
Mortar	Heavy	50-300m	S/-/-	†	†	1	Full	Inaccurate, Indirect (2)†

COMBAT ACTIONS

Action	Type	Subtype(s)	Description
Aim	Half/Full	Concentration	+10 (Half) or +20 (Full) to character's next attack.
All Out Attack	Full	Attack, Melee	Give up that Round's Evasion Reaction to gain +30 WS.
Brace Heavy Weapon	Half	Miscellaneous	Ready a Heavy weapon to fire.
Called Shot	Full	Attack, Concentration, Ranged or Melee	Attack a specific location on a target with a -20 to WS or BS.
Charge	Full	Attack, Melee, Movement	Must move at least 4 metres, +20 to WS.
Defensive Stance	Full	Concentration, Melee	Gain an additional Reaction. Opponents suffer -20 WS.
Delay	Half	Miscellaneous	May take any Half Action before character's next Turn.
Disengage	Full	Movement	Break from melee without incurring a free attack.
Evasion	Reaction	Movement/Melee	Used with either the Dodge (Movement) or Parry (Melee) Skill to avoid incoming attacks.
Feint	Half	Melee	Opposed WS Test, if character wins his next attack cannot be Dodged or Parried.
Focus Power	Varies	Varies	Use a Psychic Power.
Full Auto Burst	Half	Attack, Ranged	-10 BS, one hit for every Degree of Success.
Grapple	Half/Full	Attack, Melee	Affect a Grappled opponent or escape from a Grapple.
Guarded Action	Half	Concentration, Melee/Ranged	-10 to WS or BS, +10 to all Evasion Tests until start of next Turn.
Jump or Leap	Full	Movement	Jump vertically or leap horizontally.
Knock Down	Half	Attack, Melee	Try to knock an opponent to the ground.
Lightning Attack	Half	Attack, Melee	-10 WS, one hit for every Degree of Success.
Manoeuvre	Half	Melee, Movement	Opposed Test, if character wins move enemy 1 metre.
Move	Half/Full	Movement	Move up to Ag Bonus as Half Action or twice Ag Bonus as Full Action.
Overwatch	Full	Attack, Concentration, Ranged	Shoot a target coming into a set kill zone.
Ready	Half	Miscellaneous	Ready a weapon or an item.
Reload	Varies	Miscellaneous	Reload a ranged weapon.
Run	Full	Movement	Move six times Ag Bonus, enemies get -20 BS and +20 WS to hit character whilst running.
Semi-Auto Burst	Half	Attack, Ranged	+0 BS, additional hit for every two additional Degrees of Success.
Stand	Half	Movement	To stand up from being knocked over/prone.
Standard Attack	Half	Attack, Melee or Ranged	+10 to WS or BS, make one melee or ranged attack.
Stun	Full	Attack, Melee	Try to Stun an opponent.
Suppressing Fire	Full	Attack, Ranged	Force opponents to take cover, -20 BS.
Swift Attack	Half	Attack, Melee	+0 WS, additional hit for every two additional Degrees of Success.
Tactical Advance	Full	Concentration, Movement	Move from cover to cover.
Use a Skill	Varies	Miscellaneous	Character may use a skill.

Accurate: Additional +10 to hit when used with an Aim Action, Accurate Basic weapons may do additional damage.

Balanced: +10 to Parry Skill when using this weapon.

Blast (X): All within the weapon's blast radius in metres are hit. Roll Hit Location and Damage individually for each person affected.

Concussive (X): Target must pass Toughness Test with penalty equal to 10 times (X) or be Stunned. Target is possibly knocked down.

Corrosive: Permanently reduces Armour Points in hit location by 1d10. Excess AP Damage is dealt as Damage to character.

Crippling (X): Weapon cripples the target until the end of the encounters. Crippled characters take (X) Damage when performing more than a Half Action.

Defensive: +15 to Parry, -10 to hit.

Felling (X): Weapon reduces a target's Unnatural Toughness bonus by (X) when calculating damage from this weapon.

Flame: Target must make an Agility Test or be set on fire.

Flexible: This weapon cannot be parried.

Force: Normal weapon unless wielded by a psyker, see page 170.

Hallucinogenic (X): This weapon induces hallucinations, see page 170.

Haywire (X): Weapon generates a field that troubles the machine spirits of technology. See page 170 for details.

Inaccurate: Weapon gains no bonus from Aiming.

Indirect (X): Weapon may be fired at targets out of line of sight. Shots scatter based on a multiple of (X), see page 171.

Lance: Weapon increases its penetration by DoS on attack.

Maximal: Weapon has a second, more powerful, fire setting.

Melta: Weapon doubles its Pen when firing at Short Range.

Ogryn-Proof: May be used by Ogryn characters.

Overheats: Roll of 91 or more to hit causes Overheat, see page 172.

Power Field: When Parrying (or being Parried by) a weapon that lacks this quality, there is a 75% chance of destroying the opponent's weapon.

Primitive (X): Weapon's damage dice never count as rolling higher than (X).

Proven (X): Weapon's damage dice never count as rolling lower than (X).

Razor Sharp: If the attack roll results in three or more Degrees of Success, double the weapon's Penetration.

Recharge: Can only fire every-other Round.

Reliable: Weapon only Jams on unmodified roll of 00. Weapons that do not roll to hit do not Jam.

Sanctified: This weapon deals Holy damage, which has certain effects on Daemonic and warp creatures.

Scatter: At Point Blank Range, weapon gains +10 to hit and deals +3 damage. At Short Range, weapon gains +10 to hit. Any longer ranges, weapon suffers -3 damage.

Shocking: If weapon causes Damage, make **Challenging (+0) Toughness Test** or be Stunned for Rounds equal to DoF.

Smoke (X): Creates smoke screen with diameter equal to (X) metres lasting 1d10+10 Rounds.

Snare (X): The target must make an Agility Test with penalty equal to 10 times (X) or be immobilised. An immobilised target can attempt no other Actions except to try to escape the bonds. He can attempt to burst the bonds (a Strength Test) or wriggle free (an Agility Test) in his Turn. The target is considered helpless until he escapes.

Spray: Weapon projects 30-degree arc cone out to the weapon's range. Weapon does not roll to hit; all creatures in path must make Agility Test or be hit.

Storm: Doubles number of hits inflicted on target (and ammo expended).

Tearing: Roll one extra dice for Damage, take the best results.

Toxic: If weapon causes Damage, Test Toughness at -5 for every point of Damage taken, if failed take extra 1d10 Impact Damage (no reduction for armour or Toughness).

Twin-linked: Firer can either gain +10 to hit, or additional hit with one DoS.

Unbalanced: -10 when used to Parry.

Unreliable: Weapon jams on roll of 91 or higher.

Unwieldy: Cannot be used to Parry or make Lightning Attacks.

ABRIDGED MELEE WEAPONS

Chain Weapons

Name	Class	Range	Dam	Pen	Special
Chainsword	Melee	—	1d10+2 R	2	Tearing, Balanced
Eviscerator	Melee	—	2d10 R	9	Razor-Sharp, Tearing, Unwieldy

Power Weapons

Name	Class	Range	Dam	Pen	Special
Power Fist	Melee	—	2d10† E	9	Power Field, Unwieldy
Power Sword	Melee	—	1d10+5 E	5	Power Field, Balanced
Power Axe	Melee	—	1d10+7 E	7	Power Field, Unbalanced
Power Maul (High)	Melee	—	1d10+5 E	4	Power Field, Shocking
Power Maul (Low)	Melee	—	1d10 +1 E	2	Shocking
Omnissian Axe	Melee	—	1d10 +4 E	6	Power Field, Unbalanced

† Power Fists add the user's SB×2 to the Damage.

Force Weapons

Name	Class	Range	Dam	Pen	Special
Force Sword	Melee	—	1d10+1 R	2	Balanced, Force
Force Staff	Melee	—	1d10 I	2	Force

Low-Tech Weapons

Name	Class	Range	Dam	Pen	Special
Great Weapon	Melee	—	2d10 R	0	Ogryn-Proof, Unbalanced
Groxwhip	Melee	3m	1d10+3 R	0	Flexible, Tearing, Primitive (6)
Hunting Lance	Melee	—	2d10+3 X	7	Concussive (3)
Improvised	Melee	—	1d10–2 I	0	Ogryn-Proof, Primitive (7), Unbalanced
Knife	Melee/Thrown	5m	1d5 R	0	
Shields††	Melee	—	1d5 I	0	Defensive, Primitive (6)
Spear	Melee	—	1d10 R	0	Primitive (8)
Staff	Melee	—	1d10 I	0	Balanced, Primitive (7)
Sword	Melee	—	1d10 R	0	Balanced
Truncheon	Melee	—	1d10 I	0	Ogryn-Proof, Primitive (7)
Warhammer	Melee	—	1d10+2 I	1	Ogryn-Proof, Primitive (8)

†† Provides Armour 2 to the Body and Arm wielding the Shield.

COMBAT DIFFICULTY SUMMARY

Difficulty	Skill Modifier	Example
Easy	+30	Attacking a Surprised or Unaware target. Shooting a Massive target. Shooting a target at Point Blank Range.
Routine	+20	Attacking a Stunned opponent. Shooting an Enormous target.
Ordinary	+10	Melee attacks against a foe who is outnumbered two to one. Attacking a Prone opponent with a melee weapon. Attacking from higher ground. Shooting a Hunking target. Shooting a target at Short Range.
Challenging	+0	A Standard Attack. Any test whilst Fatigued.
Difficult	–10	Attacking or Dodging whilst in the mud or heavy rain. Shooting a target at Long Range. Shooting a Prone target. Shooting a Scrawny target. Shooting into melee combat. Dodging whilst Prone. Making an unarmed attack against an armed opponent.
Hard	–20	Melee attacks in darkness. Shooting at a target in fog, mist, shadow or smoke. Shooting a Puny target. Using a weapon without the correct Talent.
Very Hard	–30	Attacking or Dodging in deep snow. Firing a heavy weapon that has not been Braced. Shooting a target at Extreme range. Shooting at a target in darkness.

WEAPON JAMS

On an unmodified roll of 96–00, the weapon jams. Full Action and BS Test to clear. Semi- and Full Auto Fire Jams on a 94–00.

TWO-WEAPON FIGHTING

Only one-handed weapons. Either make a single attack with either weapon (–20 for off-hand), or if you have the Two Weapon Wielder Talent, when making an Attack Action may make a second Attack Action for free with other weapon at –20 to each attack (drops to –10 with Ambidextrous Talent). If shooting with a gun in each hand, targets must be within 10m of each other.

USING WEAPONS WITHOUT TALENT

–20 penalty when using a weapon without the appropriate Talent. In the case of Flame weapons, targets receive +30 to Agility Test to avoid being hit.

UNARMED COMBAT

WS Test to hit (–20 if opponent armed), inflicts 1d5–3 I+SB damage. In addition, inflicting damage greater than or equal to your target's Toughness Bonus also inflicts 1 level of Fatigue.

DAMAGE

When a character has sustained Damage equal to their Wounds, all further Damage is Critical Damage. When Critical Damage is suffered, consult the relevant Critical Table (pages 258–265), determined by the type of Damage (Energy, Impact, Rending or Explosive) and the Hit Location of the attack, and apply the effect. All Critical Damage is cumulative.

FATIGUE

Can suffer a number Fatigue equal to TB. Fatigued characters suffer –10 penalty to all Tests. If you suffer more Fatigue than TB, fall unconscious for 10–TB minutes. Each hour of complete rest removes 1 level of Fatigue; after 8 hours, Fatigue is reduced to 0.

STUNNED

Stunned characters cannot take Actions (including Free Actions), and opponents receive +20 to hit them.

LIGHTLY DAMAGED

If Damage taken is equal or less than twice TB.

HEAVILY DAMAGED

If Damage taken is more than twice TB.

BLOOD LOSS

10% chance of death each Round unless the character receives medical attention.

WEAPON CRAFTSMANSHIP

Poor	–10 to hit. Weapon becomes Unreliable.
Good	+5 to hit.
Best	+10 to hit, +1 Damage.

STANDARD ATTACK

+10 to WS or BS. On a success, the target is hit once. Result of 96–00 on BS test indicates weapon has Jammed.

SEMI-AUTO AND SWIFT ATTACK

+0 to WS or BS, for every 2 additional DoS gain another hit, as indicated on Multiple Hits Table, or can be allocated to another target within 2m. Result of 94–00 on BS test indicates weapon has Jammed.

FULL-AUTO AND LIGHTNING ATTACK

–10 to WS or BS, for every DoS gain another hit, as indicated on Multiple Hits Table, or can be allocated to another target within 2m. Result of 94–00 on BS Test indicates weapon has Jammed.

OVERWATCH

Spend Full Action to establish a kill zone 45-degrees from your facing and up to the Range of the weapon. May spend subsequent Turns waiting for targets to enter the zone. Character may make Standard Attack, Full Auto Burst, or Semi-Auto Burst to shoot any targets entering the zone. In addition targets must make a **Challenging (+0) Pinning Test** or become Pinned. Overwatch may be maintained up to a character's WP Bonus in hours, or until making another Action or Reaction.

SUPPRESSIVE FIRE

Character can suppress an area 45-degrees from facing and up to half the Range of the weapon. Choose Semi-Auto or Full Auto Burst. Targets within this area must make a **Difficult (–10) Pinning Test** (for Semi-Auto Burst) or **Hard (–20) Pinning Test** (for Full Auto Burst) or become Pinned. Make attack with –20 additional penalty to determine if anyone in area has been hit, GM assigns hit to random target. Extra hits scored for every 2 Degrees of Success. Result of 94–00 on BS test indicates weapon has Jammed.

PINNING

Pinned targets have Half Action only, suffer –20 BS and must keep cover between them and the shooter. Test Willpower to recover at the end of the Turn, +30 if not shot at. If engaged in melee, the character automatically stops being Pinned.

MULTIPLE HITS FROM SEMI AND FULL AUTO FIRE

Location	Second	Third	Fourth	Fifth	Additional
Head	Head	Arm	Body	Arm	Body
Arm	Arm	Body	Head	Body	Arm
Body	Body	Arm	Head	Arm	Body
Leg	Leg	Body	Arm	Head	Body

VEHICLE HIT LOCATIONS

Roll	Location
01–20	Motive
21–60	Hull
61–80	Weapon
81–00	Turret

VEHICLE CRITICAL TABLES

Weapon	(page 276)
Motive	(page 277)
Turret	(page 278)
Hull	(page 279)

ABRIDGED ARMOUR

Name	Locations Covered	AP
Flak Helmet	Head	2
Flak Gauntlets	Arms	2
Light Flak Cloak	Arms, Body, Legs	2
Flak Vest	Body	3
Flak Cloak	Arms, Body, Legs	3
Flak Coat	Arms, Body	3
Imperial Guard Flak Armour	All	4
Carapace Helm	Head	4
Carapace Gauntlets	Arms	5
Carapace Greaves	Legs	5
Light Carapace	All	5
Carapace Chestplate	Body	6
Storm Trooper Carapace	All	6

MOVEMENT (METRES/ROUND)

AB	HALF MOVE	FULL MOVE	CHARGE	RUN
0	1/2	1	2	3
1	1	2	3	6
2	2	4	6	12
3	3	6	9	18
4	4	8	12	24
5	5	10	15	30
6	6	12	18	36
7	7	14	21	42
8	8	16	24	48
9	9	18	27	54
10	10	20	30	60

Amphibious:	Treats water just like open ground.
Bike:	Counts as Open-Topped, and can make Hit & Run attacks.
Command and Control:	+10 to Command and increases Command radius.
Daemonic Possession:	Has own Characteristics profile.
Damage Control:	May re-roll Righteous Fury crits suffered.
Enclosed:	Passengers cannot attack or be attacked from the outside.
Enhanced Motive:	Increases vehicle's movement by Tactical Speed.
Environmentally Sealed:	Sealed from outside. Contains life support system.
Extremely Volatile:	Twice as likely to explode from being on fire.
Immobile:	Cannot move on its own.
Improved C&C:	+20 to Command and increases Command radius.
Open-topped:	Passengers may be targeted by attacks and hit by blast and spray.
Orbital Deployment:	May be dropped onto a specific location from orbit.
Ponderous:	Cannot move twice Tactical Speed or use the Floor It! Action.
Ramshackle:	Always count as Lightly Damaged, but take double Damage from ramming and Righteous Fury
Reinforced Armour:	Halve all incoming Critical Damage.
Rugged:	+20 to all Repair Tests
Skimmer:	Hovers above the ground (see page 214).
Super-Heavy:	Count as Ponderous, and ignore difficult terrain.
Tracked Vehicle:	Moves on treads (see page 214).
Wheeled Vehicle:	Moves on wheels (see page 214).
Walker:	Carried on mechanical legs (see page 215).

VEHICLE ACTIONS

Action	Type	Subtype(s)	Description
Evasive Manoeuvring	Full	Concentration, Movement	Move Tactical Speed, enemies get –10 to hit vehicle for next Round for each DoS.
Floor it!	Full	Concentration, Movement	Move twice Tactical Speed plus an additional 5m per DoS, enemies get –20 to shoot at vehicle for next Round.
Hit & Run	Full	Attack, Melee, Movement	Move Tactical Speed and attack with –10 to WS. Then, move Tactical Speed again.
Jink	Reaction	Movement	Avoid incoming attack with penalty equal to size modifier.
Ram!	Full	Attack, Melee, Movement	Must move at least Tactical Speed, deal Damage equal to AP + 1d10.
Tactical Manoeuvring	Varies	Movement	Move Tactical Speed (Half), or twice Tactical Speed (Full), and turn 90 degrees.



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