Alternate 40k Rules

An unofficial set of rules dedicated to all the fans of 40k. These rules are in no way associated with Games Workshop or its affiliates and are free for public use.

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Disclaimer: Alternate 40k Rules is Unofficial and is entirely created for fan use. Alternate 40k Rules is entirely free and exists solely for the use of the dedicated fans to the game and is entirely IP Compliant with GW's IP restrictions. These IP restrictions update frequently, but as of our latest check it complies.

Alternate 40k Core Rule Book

Introduction

The purpose of this FREE fan made and unofficial rule book is to create a stable and balanced set of hybrid rules that bridges the play style of modern and classic editions. There are some homebrew rules and some other rules borrowed from other editions as well. The purpose is to create a fair system where players can enjoy a balanced game and not deal with the power creep of a sales driven game. Many hours of number crunching, and play testing are going into this, and this document is subject to updates as the gaming community contributes to its development. Please send any questions or feedback to alternate40krules@gmail.com and I will be happy to assist in any way I can. This is our final draft we are polishing to give you the best experience possible. An entire year and 2000-man hours went into just the rough draft of the Core Rule Book and every Codex, and as I am compiling a better and cleaner format for this rulebook, we have over 4600 man hours and every codex released or nearly ready for release!

Q&A type notes will be in purple, and can generally be ignored for getting familiar with these rules.

Optional Rules for advanced game play are in Dark Blue. These can be used to get into an excellent narrative game. Be sure to agree on whether you are using these or not for your game before building your army.

Designer Notes will be listed in Green and are to help pass intent of rules along in case you ever run into a grey area. These can be generally ignored for getting familiar with these rules. Ultimately, try to find the spirit of the rules to guide your decision in a conflicting area, but if you can't agree use a die roll. Please reach out to us afterwards so I can update the Core Rule Book with the appropriate clarifiers.

Recaps are listed at the end of each section for brief summaries in the event that you just need a quick reminder during the game.

Building a Force

To play each side will need n Army. To create one, you will need to reference one of the Codexes for a specific army and use the following guidelines:

Army Organization. Each Codex offers a variety of army wide rule altering formation. Any datasheet with a required keyword for this will be highlighted in Blue on the right side. An example is Colonel Iron Hand Straken, who must be fielded as part of a Catachan Jungle Fighters army. Your entire force must be from the same Army Organization.

If playing an Apocalypse game, just make each force its own Army as needed to field all of the models you want. So long as each side has the same point value, the number of teams contributing to it do not matter. Slot numbers do not matter. Please see the Apocalypse Rule Book for further references once it is available.

1-2 HQ Slots: You must have at least one HQ slot, and this model or independent character in the group may act as the Warlord. You must have one Warlord to field an army. You cannot have more than two slots for normal games. Unused HQ Slots can be used to upgrade a terrain piece to a Tower.

2-6 Troop Slots: You must have at least two Troop Choices in your army. You may take up to six of them, but this serves a viable range of core units that are needed to maintain a strategic battlefield presence. Unused Troop Slots may be used to upgrade a Terrain Piece to a Building or add a level to an existing Building. These can stack. You may also convert an existing Building to a Grove of Trees.

0-* Advisors Slots: You may purchase up to three Advisor Choices for each Troop Slot purchased. These models are specialist and minor characters that can augment a unit to perform better or in a more specialized role. After a certain point it no longer is cost effective to stack the abilities, but feel free to experiment with a wide range of combinations to see what you can come up with to foil your opponent. These units count as part of the Slot they are taken with for Objective purposes.

0-3 Elite Slots: You may take up to three Elite Choices in your army. These are specialized units that are better soldiers or are hyper focused for specific goals or targets. Unused Elite Slots can be used to place an Obstacle like a Fence or Minefield.

0-3 Fast Attack Slots: You may take up to three Fast Attack Choices in your army. These are specialist based around speed that can be used to hold key points of a battlefield. Unused Fast Attack Slots can be used to place a Utility Terrain such as a River, Trench, or Road.

0-3 Heavy Support Slots: You may take up to three Heavy Support Choices in your army. These are either defensive gun platforms, battle tanks, or other very heavily armoured units that make up the center of your army. These units are tough to kill and generally can deal massive amounts of damage but are slow. Unused Heavy Support Slots can be used to upgrade an existing Terrain piece to a Fortified version of the Terrain piece.

0-2 Flyer Slots: You may take up to two Flyer Choices in your army. These models are dedicated aircraft that can be difficult to maneuver, but in turn are immune to most melee and are incredibly fast. These unused slots cannot modify the Terrain.

0-1* Fortification Slots: For every 1000 points, you may purchase a Fortification from your codex. This model replaces one Terrain Piece on the battlefield during your deployment inside your Deployment Zone. Fortifications have Weapon Arc limitations like Vehicles but are treated as Monsters for Wounds and being Wounded from rules such as Monsterbane. They do not use the Vehicle Damage Chart. *DESIGNERS NOTE: It is intended that Transport Capacity is only for parts of the model that cannot be accessed. Surfaces with defensive walls may be manned without using up this capacity as if it were Terrain. If a Fortification is destroyed, Embarked Units must Disembark and are Pinned.

0-1 Lord of War Slots: You may take up to one Lord of War Choice. Lords of War are massive models that vary wildly from gigantic monsters to mobile fortresses covered in guns and armoured plates. Others are colossal aircraft or skyscraper sized titans that roam the field scouring all life. These are very expensive models point wise and will always attract massive amounts of fire. Unused Lord of War Slots allow you to upgrade an existing Terrain piece to be Titanic.

0-* Dedicated Transport Slots: Dedicated Transport Choices do not take up a traditional slot and are instead considered to be part of the Slot it was purchased with for Objective Purposes. You may purchase a Dedicated Transport for any eligible Unit that can be embarked on it. In the case of a Slot containing multiple units like the Imperial Guard Infantry Platoon, each eligible unit may purchase a Dedicated Transport.

We recommend forming an army with a Warlord that will enhance one of the aspects of your army, a defensive force to hold your objectives and provide fire support, and an offensive force to claim or clean enemy objectives. After that if you still have points, you can build additional roles or further increase the capabilities of one of these army roles as you see fit. You may of course play a highly specialized army superbly fitted for one role, but you may struggle to achieve overall victory.

RECAP

- **You must have at least 1 HQ Slots in your army, but no more than 2.**
- **You must have at least 2 Troop Slots in your army, but no more than 6.**
- **You can have up to 3 Slots of each of the following: Elite, Fast Attack, Heavy Support.**
- **You can have up to 2 Flyer Slots.**
- **You can have up to 1 Lord of War Slots.**
- **You can have up to 1 Fortification for every 1000 points the game is set for.**
- **If playing Advanced Rules (not recommended for Tournaments for time's sake) you may swap out Terrain pre deployment.**

Points and Datasheets

Datasheets define a Unit's composition of models, each model's stat line, each model's Wargear, each model's rules, and upgrades the unit can take.

Each unit costs a set amount of points that determines its overall battlefield effectiveness. Optional War Gear, additional models, and rules can adjust this cost as you specialize them for different roles in your army. Each Datasheet entry will specify the initial cost of the unit and any additional cost increases, or deductions based on gear selected for them.

Power Ratings are not a thing in this edition, as they are wildly inaccurate and fail to balance the game in any way whatsoever.

Upgrades purchased this way will clarify if the cost is per model or per unit. If multiple models can or have to purchase the upgrade, it will clarify by saying +# points/model if it is a unit that can vary in size. The below example is what a Beastmen Horde looks like for Chaos Undivided under their Troop selection:

Here we see the Datasheet for the unit and each model the Datasheet may contain.

This is the statline for each model

This is the cost for the minmum unit composition and base wargear. It demonstrates the maximum capacity the unit may contain as well.

Upgrades for specific models or the entire unit will be defined here.

Here we see the Wargear that each model is equipped with by default. Frequently leaders of units will have different Wargear.

Here each keyword and rule for each model is listed.

Special Wargear that is rarely listed outside of this unit will be defined here.

Special Upgrades will define what they give here. In this case, Marks of Chaos are so common they are listed in the beginning of the Chaos Book to save on space.

Letters that have no +# points are default wargear or are purchas-ed as an upgrade package in the Spcial Wargear Upgrades section.

Beastmen Horde	**M WS BS S T W I A Ld Sv**	**Points: 83**
Champion Beastman	6 4+ 4+ 4 4 1 3 2 6 5+ 6 4+ 4+ 4 4 1 3 1 5 5+	**Composition:** **1 Champion** **9-29 Beastmen**
Wargear Champion: Autopistol Brutal Weapon Beastman: Autopistol Brutal Weapon	**Options** May take up to 20 more Beastmen for +8 points each Champion may swap Autopistol for P Any model may swap Brutal Weapon for M The entire unit may take up to one of each G The entire unit may take one B	**Rules** Champion: Character Infantry Beastman: Infantry
Special Wargear:	**Special Wargear Upgrades:** B Mark of Khorne +4 points per model B Mark of Nurgle +5 points per model B Mark of Slaanesh +3 points per model B Mark of Tzeentch +4 points per model	

Selection	Name	Range	S	AP	Rules
P	Autopistol	12	3	-	Pistol 1
P +2 points	Bolt Pistol	12	4	5+	Pistol 1
M	Brutal Weapon	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +8 points	Great Weapon	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane
G +1 point per model	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G +2 points per model	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Unit Composition

Most Datasheets include several types of models. Usually, but not always, there is a unit leadership model referred to collectively as a Champion. While some armies like Chaos call their Champions Champion, most Imperial Codexes call these Sergeants, and even more variations in the other Codexes. The Champion typically boasts A and Ld+1 and has access to additional Wargear. They are also Characters, which have the following additional benefits:

- They may Issue Challenges or Accept Challenges (see Melee Phase).
- On a Natural 6+ To Hit, they may choose the target model of their Attack instead of the Defending Player. This is done before the To Wound or Penetrate roll.

The following is a brief overview of how the Stat Line for models work:

- M – Movement. The maximum movement a model can move in the Movement Phase. The average Infantry model moves 6 and the average Tank moves 10.

- WS – Weapon Skill. Rolling the number shown or higher equals a Hit with a Melee Attack. Lower is better because it means more chances of a Hit! A natural 1 will always fail, regardless of modifiers. An average model has a 4+ while Tanks typically have a 5+.
- BS – Ballistic Skill. Rolling the number shown or higher equals a Hit with a Range Attack. Lower is better because it means more chances of a Hit! A natural 1 will always fail, regardless of modifiers. An average model has a 4+.
- S – Strength. How hard the model hits in Melee, which dictates To Wound or Penetrate rolls. The average human is 3 while your average Tank is 6.
- T – Toughness. How hard the model is To Wound from Ranged or Melee Attacks. The average human is 3. Vehicles use Armour Facings, with weaker facings averaging at 10. See Vehicles in the Shooting phase for more details.
- W – Wounds. How many lethal wounds a model can sustain before it is destroyed. Your average soldier has 1, while hardened generals typically have 5 and your average tank has 12!
- I – Initiative. Initiative determines how fast a model reacts in Melee during Ongoing Combat. The higher the number the faster they react! The typical human has 3 while Tanks have 1.
- A – Attacks. The number of Melee Attacks a model may make. This can be enhanced by special Wargear. Your average human has 1, your grizzled general has 3 or 4, and your average Tank has 3.
- Ld – Leadership. This number determines your unit's moral and teamwork capabilities. Your typical soldier has 7 while their Champion like a Sergeant has an 8.
- Sv – Armour Save. This Save represents the quality and coverage of the armour they are wearing or are made out of. Rolling equal to or higher means the lethal injury is avoided! Your typical horde like trooper has a 5+ or 6+, your well-equipped soldiers tend to have a 4+, and heavy troopers have a 3+.

Weapons

Weapons are of course heavily used in this game. They vary from the humble but reliable Lasgun to the mighty cannons of Imperial Titans. The following is a breakdown of the weapon Stat Line.

- Selection. This makes locating the category of the Wargear easier and tells you the point cost for swapping or adding it as dictated by the Datasheet. Some units can have dozens of choices and need clarification.
- Name. The name of the Weapon or Wargear selection.
- Range. This is how many inches away a target must be to declare your attacks against them. If it says Melee, you must be in Base Contact with the target or part of the same Melee and be within 1" of a friendly base that is in Base Contact with the target.
- S – Strength. This is just like S for a model but applies to attacks with that weapon instead. Your average rifle has 3 while your average anti-tank weapon has 8.
- AP – Armour Piercing. If a weapon with AP#+ is equal to or lower than your Sv#+ it negates your Armour Save! For example, if your Guardsman has a Sv5+ a Boltgun with AP5+ and a Heavy Bolter with AP4+ negate the Guardsman's Armour Save. A Heavy Stubber with AP6+ or a Lasgun with AP- do not. This is referred to as a Hard Armour Save system as opposed to a Progressive Armour Save System as seen in modern editions.

- Rules. This section defines the Rules the weapon follows. There will be a Rule# such as Pistol 1 or Rapid Fire 1, and then possible additional rules that specialize the weapon. +

**Designer Note: It is intended for models to use any size base that ever released with their sculpt or a size officially made afterwards. No player should be forced to damage their models.*

RECAP

- **Datasheets dictate the minimum amount of models and their Wargear that come into the field for the base point cost.**
- **Weapons and special Wargear will be defined here for your quick reference.**
- **Rules are defined here as well.**
- **Upgrades and additional models can be purchased as explained by the Datasheet.**

Setting up the Battlefield

Setting up a playing field that is balanced is important. For most games we recommend a 4'x6' table or similar dimension. Games smaller than 1500 points should probably use a 4'x4' table, and games bigger than 3000 points should probably reach lengths of 4'x8' or even bigger! So long as the Deployment Zones are 24" apart you can make whatever table fit your needs. The main goal in size is that anything short of a pure horde of maximum infantry sizes should not fill every nook and cranny of the board with models. While aesthetically cool, it prevents tactical maneuvering and turns into a weird mash of grinding attrition with no flexibility on either side. We also recommend setting up a small terrain feature for every 1'x1' section. Feel free to connect them or use a larger one by touching at meeting points in these rough 1'x1' sections. It does not need to be centered. Feel free to theme the terrain to your army, maybe a bit heavier in the building side for a Hive World themed Imperial army, or fortifications for a trench warfare army. It is recommended to mostly place Trees and Buildings, combined with the expenditure of unused Slots the game can get rather terrain heavy otherwise.

Before rolling for initiative, have a player roll a d6. On a 4+ Night Rules are in effect. This means during Battle Round 1 (Turn 1 for both players) that models further away than 12" automatically have a 4+ Cover Save. Be aware that this can circumvented by certain unit war gear or special rules, so be careful about deploying soft units in the open if you are going second.

Initiative

To determine who will go first, roll off with a d6 each. Reroll ties. Highest player gets to determine who goes (or team goes) first and who goes second. Keep in mind that this will greatly impact the opening stages of the game, and there are major tradeoffs to consider.

The player who goes first will get to pick their table edge. The players will then alternate modifying Terrain with unused slots (see page 2) or placing purchased Fortifications and Buildings one at a time, starting with the Player who won the initiative. The first player will then deploy their entire army except Infiltrators or units being held in Reserve for other reasons. These models are set aside for the second player to be aware of. In addition, the first player is not allowed to score any Objectives during the first round or declare charges. The ability to shoot first in Warhammer 40k is very, very powerful.

As second player, you will find some pros are worth not shooting first. First and foremost, while you do not get to pick your deployment zone, you do get to see where all or most of your opposing models are. This allows you to place effective counter measures in your favour. Also, while you do not get to shoot first, you do get to claim Objectives and declare Charges on Turn 1. If an opponent gets too aggressive Turn 1, you may find yourself getting very easy charges that could turn the game before it even takes off! This forces first player to play carefully and reserved or risk suffering massive casualties, a counter to being able to do Turn 0 damage.

Deployment

Deployment is straight forward. We removed many of the unnecessary complications that did add new feels to the game but were utterly pointless and very restrictive in practice, not to mention difficult to map out sometimes. Roll a d6 and consult below:

D6

1-3: Dawn of War. Deploy longwise with the longest table edge being the center of your deployment zone up to 12" from the middle line all the way to your table edge (assuming for 4' deep tables, adjust as needed to be capable of a minimum distance of 24" from each other).

4-6: Attrition: Deploy with the short side of the table in the center of your Deployment Zone up to 24" from the center line all the way to your table edge (assuming for 4' deep tables, adjust as needed to be capable of a minimum distance of 24" from each other).

Your typical Deployment Zone for Dawn of War will be 6'x12" or 4'x24" for Attrition.

Next Roll Objectives. These can be found in the Objective Section. After this is complete First Player deploys their forces.

Post Deployment Steps

After both forces have deployed, the first player places one Infiltrator unit. The second player then does likewise, alternating back and forth until all Infiltrators are placed. This step may frequently be skipped as neither side may have taken Infiltrators. Infiltrators must be placed at least 12" from enemy models, and can be placed anywhere on the table, even in the Enemy Deployment Zone!

Then the first player may move all units with the Scout rule up to 12". The Defending player may then do likewise. These do not alternate like Infiltrator. The reason behind this is that Infiltrators must be further than 12" from enemy models when deployed, and mass amounts could prevent other players from being able to place theirs at all, whereas Scouts do not prevent models from being placed. Scouts also make great counters for Infiltrators or getting a forward position secured because they do not have to stay the minimum of 12" away from enemy models!

After this is all complete you are ready to start battle! Rules will be presented in order of most likely to occur to help things flow smoother.

RECAP

- **Roll for Initiative. Highest Player gets to pick who goes First or Second.**
- **1st Player picks their side of the table.**
- **Alternate modifying Terrain with unused Organization Slots.**
- **1st Player deploys their army, forgoing Turn 1 Objectives and Charges.**
- **2nd Player deploys their army, forgoing Turn 0 Shooting. A Phrase that means damage happening before the other player gets to take a turn in the game.**
- **Infiltrators are placed in alternating order.**
- **Scouts are moved.**

Battle Rounds and Turns

A Battle Round is simply the First Player's turn and the Second Player's turn. A turn is broken into several stages to keep the game structured and easier to follow.

Turn Order:

1. Command Phase
2. Movement Phase
3. Psychic Phase
4. Shooting Phase
5. Assault Phase
6. End Phase

Command Phase. The First thing that happens is all Aura's and True Aura's you have cast end and are now eligible to be used again at will. Next, attempt to rally any Fleeing troops by doing a leadership test. To do so, roll 2d6 and attempt to get equal to or below the Ld trait of the unit. If you pass, they rally and can operate as normal. If not, they continue to fall back at their base movement towards your deployment edge of the field. This is considered a Compulsory Move, meaning it is a mandatory movement that must be completed and is performed during the Command Phase instead of the Movement Phase. While Fleeing the unit is still eligible to shoot or cast spells if able, but they cannot declare charges. If they are charged, they will stand and fight like normal and are no longer considered to be Fleeing.

You then roll for new Objectives to replace old ones that were completed. You are allowed to reroll each Objective once per each of your Command Phases, including new ones you just received. You cannot have duplicate Objective results, though they may have the same goal (such as 11 and 31, both are technically two different objectives but have the same goal). Reroll duplicates as many times as you have to, and these rerolls do not count against your optional reroll.

Any other moves that are listed as Compulsory Moves are completed in this phase as well, but they are rare, and certain affects may say they happen in a Command Phase. Mostly it is just ends Auras you cast previously and rally your fleeing units.

RECAP

- **Auras that have been used by your models end in your Command Phase and can be cast again at will.**
- **Troops that are fleeing attempt to rally.**

Movement Phase. In this phase nominate one unit at a time to move up to its maximum movement until all of your units have been nominated. Movement across open space is unhindered. Moving through Rough Terrain such as rivers, quicksand, or other hindrances cost double movement to get through. Moving through Dangerous Terrain such as minefields or lava flats causes you to roll a d6 per model for a Dangerous Terrain Test. For each 1 rolled, the unit suffers a mortal wound. It is important to note that Mortal Wounds do not allow any save or Feel No Pain test to be taken and are distributed as the Owner sees fit within the normal restraints. Impassable Terrain such as Lava Flows or Chasms cannot be entered.

During Terrain Setup, players should discuss what Terrain is Impassable, Difficult, and/or Dangerous.

A unit with multiple models must ensure that all of its models remain within a certain distance of each other to be considered in Unit Coherency. Any unit whose models are not within the appropriate range of each other are considered Out of Coherency and must spend all available movement following the most direct route possible before doing any other movement. Infantry and Monstrous Infantry units must maintain a distance of at least 2” to another model in their unit or they break Coherency. Monster and Vehicle Units must remain in at least 6” of another model from the same unit. High Altitude Flyers and Titanic units must remain in at least 12” of another model from the same unit. Models in Base Contact because of Melee ignore this.

Many models have special movement rules such as Flying. Flyers ignore terrain and vertical distance for moving purposes. If the models cannot be safely positioned on top of a terrain piece they have to move or land elsewhere. The safety of the model is paramount and can be assumed to be in a precarious space only if the other players agree it is ok. It is advised to avoid having too many models not in exact place at once to make things easier to remember.

Some models have the High Altitude rule. These models must move their minimum movement of 20” in a straight line during each of their movement phases and make a single turn of up to 90 degrees at the end of that movement. Unlike normal models, these can opt to move off any table edge and enter Reserves. The next turn they can move in from your Deployment Zone after circling back to safer skies. Most players find it easier for them to circle the edge of the battlefield, but if there is a priority target you may find the need to push through the middle and potentially fly off the table next turn.
At the end of any movement phase after Turn 1, you may deploy units from Reserve.

Any model in Reserve may choose to deploy by moving in from your center table edge in your Deployment Zone instead of the abilities that placed them in Reserves. They still cannot deploy Turn 1 this way, but they may Declare Charges on the turn they enter from Reserves in this fashion. This allows

some armies that are Deepstrike heavy to act in a defensive fashion against difficult foes and some abilities like the Necron Teleporters to not doom your forces due to unfortunate circumstances. Please note that you do not advance units in the movement phase per modern editions. This will be done in the Shooting phase like 7th and previous editions that had rules for it.

RECAP

- **Models may move up to their M value in inches.**
- **Difficult Terrain cost twice as much in inches to move through.**
- **Dangerous Terrain forces you to make a Dangerous Terrain Test.**
- **Impassable Terrain cannot be entered unless you have flying or similar ability.**
- **Advancing happens in the Shooting phase in Alternate 40k Rules.**

Psychic Phase: The Psychic Phase is where sorcerers cast their dark arts and defiant spell casters block spells in duals of the arcane arts. To cast a power, nominate a unit or model with Psychic abilities. Roll 2d6 and add the model's Psychic Mastery Level #. If they tie or exceed the Cast value of the spell it is successful. If not, it fails. For each 1 you roll, the Caster suffers a Mortal Wound. If it is a unit with a collective psychic ability, the unit instead suffers a Mortal Wound distributed like Shooting. If you roll double 6's the spell is cast with Irresistible Force and cannot be stopped by Deny the Witch (unless the Deny the Witch is double 6's) and is cast successfully. Double 1's always fails, in addition to suffering two Mortal Wounds (one for each 1 rolled).

A Psychic model or unit may cast one spell for each Psychic Mastery Level they have, but can only Cast each spell it knows up to once per friendly Psychic Phase.

You may attempt to Deny the Witch once per Psychic unit/model per Psychic Phase. To do so you must be within 18" of the Caster or the Target and declare you are Denying the Witch before your opponent attempts to manifest a power, but after it is announced. You do not require Line of Sight. Roll 2d6 and add your Psychic Mastery Level # to the result. If you tie or roll higher the power is treated as having failed. Please note that some units can Deny the Witch but do not have a Psychic Mastery. Treat these tests as Psychic Mastery 0.

A Psychic model or unit may only attempt to Deny the Witch once per Psychic Phase, regardless of their Psychic Mastery.

You do not suffer Mortal Wounds from results of 1s while Denying the Witch, but double 1's still automatically fail, and double 6's always succeed.
Psychic Spells are either attacks that operate like shooting or cause a self-explanatory effect. See the spell for more details.

RECAP

- **Cast Spells by rolling 2d6+Psychic Mastery Level #.**
- **A model may Cast as many spells per Psychic Phase up to its Psychic Mastery Level #, but cannot cast the same one more than once per Psychic Phase.**
- **Deny the Witch may be attempted by each model/unit once per Psychic Phase.**
- **1's To Cast cause Mortal Wounds to the Caster.**
- **Double 6's automatically succeed and can only be Denied by double 6's.**

Shooting Phase. The Shooting Phase is where many armies will make their mark. The shooting phase offers two options for a unit. They can either shoot their weapons, or advance.
Advancing is done by rolling 1d6 and moving up to that many inches, ignoring Terrain penalties but still taking Dangerous Terrain tests if applicable. If you advance you may not Shoot or Charge this turn.
Shooting has a lot more variables than Melee. Weapons will fire by one of two methods, either by firing a number of shots rolling equal to or better than the model's BS or by using a template to determine the number of hits scored. All targets for all weapons are declared before rolling To Hit or To Scatter.

Most weapons simply fire by rolling a d6 for each shot allowed, trying to match their model's Ballistic Skill or better. For example, a Guardsman has a BS4+, meaning that when this model shoots each 4, 5, or 6 To Hit is successful. A 1, 2, or 3 misses.
Sometimes an ability may allow dice to be rerolled or add and subtract results. A model can never receive better than a grand total of +1 or -1 to hit after all modifiers are applied. Any further penalty or bonus is capped to the +1 or -1. A dice can never be rerolled more than once.
A natural 1 always fails on a To Hit roll.

Template weapons come into two categories: Flame Throwers or Blasts.
the narrow tip of either the Flame or Hellstorm template to the muzzle of the weapon. It may pivot any way within the arc of the weapon (see Vehicles for more details). Any model that is underneath is Hit.
An important clarification is that a model firing a Flame Thrower may overlap itself without causing any hits on itself but may not touch any friendly model. If the template cannot be set down without hitting a friendly it may not fire. Flame Thrower templates also ignore Cover Saves.
Blast weapons are your traditional explosives brought to the field. These can range anywhere from 3" to 10" templates, a multi ringed 15", and the Apocalyptic Barrage template that has 5 over lapping 5" templates connected. To fire one of these weapons, pick a target model within weapon range. Note that some have a minimum range, meaning they are unable to target models closer than that. Place the Blast Template centered on the model, or in the event of a vehicle target the center of the armour facing applicable for the situation (see vehicles for more details). Roll a scatter die and 2d6. A direct hit is on 2 of the 6 facings of the scatter die and this means the template does not move. If an arrow is rolled, move the template that many inches in the direction shown minus the following from the chart based on the shooter's BS. Like Flame Throwers, these templates cannot be intentionally placed on ally models, but they can scatter from inaccurate shooting, so do not fire to close!

BS:	Number of inches reduced on scatter:
2+	5”
3+	4”
4+	3”
5+	2”
6+	1”

If the center hole ends up off the table, the shot is considered a total miss. This sounds complicated but uses the same system as older editions of 40k veteran players may be used to. We kept the simpler BS and WS stats from 8th and 9th as we like the ease of reading, but scatter works like it used to.

In addition, Blast weapons explode on the highest level when firing at models in high terrain. If you fire a Battle Cannon at a second story window and miss the building completely, the round will go far off into the distance and have no bearing on the current battlefield, though admittedly someone else’s day just got ruined several kilometers away. Indirect fire weapons that are also Blast do not suffer this penalty, they are lobbing in from above already and are going to hit the ground nearby regardless of poor accuracy. In this event, the center hole of the template determines what level the template hits. If any Terrain is underneath it, the highest habitable level by models is struck. See Buildings for more details about damaged levels.

Blast Weapons that are targeting a Vehicle or Titanic Vehicle use the armour facing based on the target model’s perspective using 90-degree arcs. The Blast template is then centered on that facing, regardless of if that part of the model is visible to the shooter or is out of range. This simplifies template placement and play testing has shown more complicated rules only slow the game down and do not make any noticeable impact to game play or believability.

Snap Shots are exceptions most notably when firing overwatch or when an Infantry is firing a Heavy weapon and moving. Snap shots only ever hit on 6+ and cannot receive bonuses or penalties to hit but is allowed rerolls. For moving and shooting, Titanic, Vehicles, Monsters, and Monstrous Infantry are not penalized by the heavy weapon rule. Snapshots also occur anytime a model is pinned or has a weapon disabled. Snap Shots can also affect Melee, such as a failed Fear tests, but this is far more rare.

Template weapons operate differently when firing Snap Shots. They cannot score more than 1 hit per target model per weapon. Meaning an area effect cannon cannot machine gun a charging Chaos Space Marine if it is the only model present. Per usual, Snap Shots only hit on 6s. If the chart says the Leman Russ Battle Tank gets 3d6 for its 5” Blast Battle Cannon, roll 3d6, with each 6 counting as a hit up to the maximum number of models that are present. If there are multiple models with Templates in the same unit, resolve each To Hit roll separately.

Snap Shots are also considered to always be in the optimum range for their special rules such as Melta or Rapid Fire. Weapons that have a longer minimum range then what can reach the unit may not fire Snap Shots at the unit. An example would be a Self-Propelled Gun with a Griffon Heavy Mortar cannot fire at targets wholly within 12”.

Template:	Dice and special effects:
Flame	D3 automatic hits, they do not roll to hit.
Hellstorm	2d3 automatic hits, they do not roll to hit.
3” Blast	1d6
5” Blast	3d6
7” Blast	5d6
10” Blast	7d6
15” Blast	10d6. Use the first Value printed for S, AP, and rules.
Apocalypse Barrage	15d6

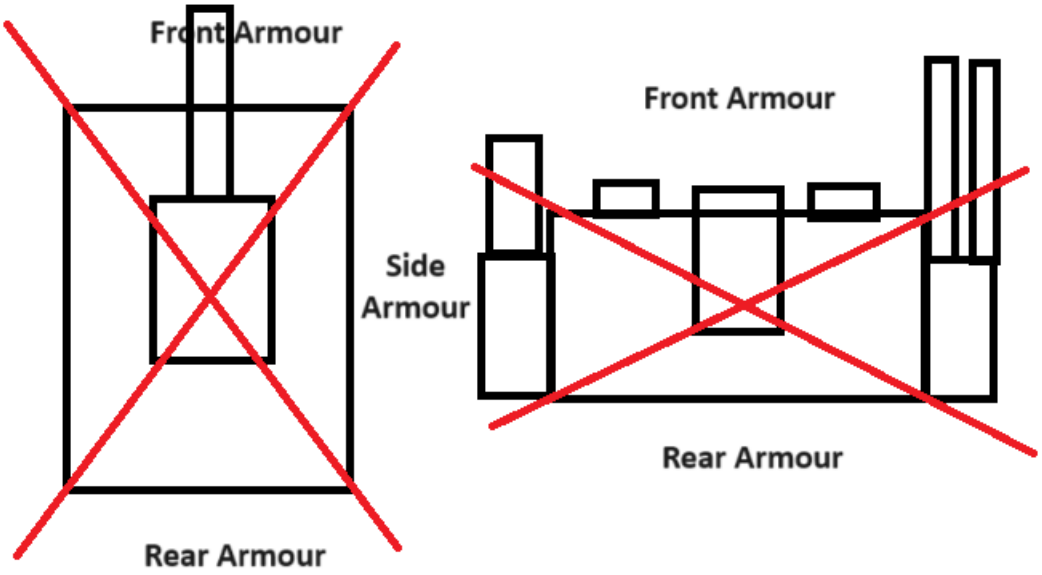
Blast weapons may fire Snap Shots at High Altitude Flyers, but Indirect Fire weapons may never target High Altitude Flyers.

Rolling to Wound or Penetrate

After hits have been determined, compare the Strength of the weapon to the target’s Toughness or Armour Facing. If you have the same Strength as the Toughness, you wound on a 4+. If your Strength is higher, you wound on a 3+. If it is double or more then the target’s Toughness you wound on a 2+. A 1 always fails in every situation. On the converse, if the target’s Toughness is greater than your Strength it wounds on a 5+. And in the event the Toughness is double or more than your Strength it wounds on a 6+.

If the target is a Vehicle or Titanic Vehicle, use the armour facing based on the defending model’s perspective for which facing it is on, using arcs from the Defending Vehicle’s perspective. To calculate these, draw them from corner to corner of the main body. In the event an extreme scatter causes the model to hit itself with a Blast weapon, resolve the hit on the front armour regardless of where it landed. Wider Vehicles like Dreadnoughts have a more prominent Front Facing, while longer Vehicles like the Malcador have a more prominent Side Facing.

For odd tanks like Eldar Falcons, make an imaginary box for the front sweeping pieces to square it up better.



If the target has an Armour Facing, instead of rolling to wound per normal roll a d6 and add the strength of the weapon. If you tie the Armour Value, you cause a Glancing Hit. If you beat the Armour Value, you cause a Penetrating Hit and make a roll on the Vehicle Damage or Titanic Vehicle Damage table based on the Defender's unit type. More details surrounding this are in the Vehicle rules. It is important to note that a natural 6 to penetrate will always at least cause a Glancing Hit, even if it does not match the Armour Value. If multiple Armour-facing values are present use the majority value you are in. If a majority does not exist, resolve against the Side Armour of the unit.

Defending units use the majority Toughness or Armor Facing unless a specific model is being targeted by another rule such as Sniper or a Character rolling a 6 To Hit.

Any Ability that allows you to Reroll To Wound also works on To Penetrate rolls.

Defenses from Shooting

The most common defense from successful wounds are Saves. Armour Saves, Cover Saves, and Invulnerability Saves are the most common forms of Save. Feel No Pains, Going to Ground, or being Pinned also offer forms of damage mitigation. You may make only one Save versus an attack. Also note that 1s always fail no matter what. Independent Characters can also intervene and screen troops with their defenses in heroic bravery or thirst for glory.

Armour Saves, also known as Sv on Datasheets for units, represents the natural armour a creature has or a suit of protective gear. Unlike certain editions, you either get the save or you do not. To determine if the Armour Save is applicable, compare the AP of the weapon to the save. The lower the Armour Piercing value, the less saves will be allowed. For example, a Boltgun has an AP5+. This means anything

with a Sv5+ or Sv6+ does not get their Armour Save versus this weapon. However, a model with a Sv4+ or even better gets its full save as the round is not adequate to break through.

Cover Saves are the second most common save in Warhammer 40k. This is usually caused by intervening models or terrain but can be granted by special abilities as well. As a rule of thumb, if it says you get a Cover Save it will be a 4+. Cover Saves are not affected by AP of weapons and do not work against melee attacks. If a model is 50% or more obscured from the weapon being fired at it, it benefits from the best Cover Save available in between the two models. Heavily fortified buildings like bunkers grant a 3+ and small fence rows and tank obstacles grant a 5+. All intervening models grant 4+, regardless of their saves or abilities. If a unit is partially out of cover, those models MUST take the wounds first before rest of the Base Unit can. Independent Characters may still Intervene like normal. Cover Saves can have as many modifiers applied to them as possible, but cannot get better than a 3+ (meaning a 2+ or lower is not allowed).

*Designer's Note: Interactions with Cover Bonuses for several armies can get army wide 2+ Cover Saves. In order to make it possible to contend with these forces, the Cover Save has been capped at 3+.

Invulnerability Saves are usually granted by energy forcefields but can also be provided by magic or extremely fast reflexes from superhuman models. Like Cover Saves, Invulnerability Saves are not affected by AP and are only able to be ignored by certain weapons and very reliable. Invulnerability Saves can be used from any attack source, including Melee.

Feel No Pain is a supplemental rule and is not a Save. After failing a Save, a model with Feel No Pain may attempt a Feel No Pain test. It is not affected by the AP of weapons and applies universally to all damage sources outside of Mortal Wounds and Destroyer weapons. Feel No Pain Auras cannot be granted to Vehicles unless otherwise specified.

A unit being shot at can choose to go to ground after seeing the wound roll results but before rolling Saves. If they are in the open, they gain a 6+ cover save. If they are in cover, they gain -1 (Improves by 1) to their cover save (to a maximum of 3+). A Natural 1 always fails in any die roll. A unit that has gone to ground is considered Pinned. Unlike previous editions, monsters and vehicles can choose to Go To Ground as well. The military term for this is Button Up where they seal hatches and view ports or in the case of monster curl into a defensive ball. For ease of use it is all considered going to ground in these rules. A unit that has been Pinned gains this -1 (Improves by 1) or 6+ Cover Save bonus even though they did not willing Go to Ground. There are penalties for Going to Ground or being Pinned. See Pinned for more details.

After Wound rolls have been made, the Defender must allocate any successful Wounds to the targeted unit. Once a wound has been assigned to a Model in the unit, all Wounds must be assigned to that Model until it is destroyed. *All models of the exact same name on a Datasheet must compile wounds onto the same name model of the Defender's choice. This model will take all Wounds the unit receives until it is destroyed, and then the process starts again.* Most infantry are single Wound Models that will die quickly and so this must not be declared. Other units like Space Marines have two Wounds each and

it matters more, because if a special weapon model takes a Wound, it must now receive all Wounds until Destroyed except for the ones being taken on the Champion or Independent Characters.

Separate Model Types that are part of the unit such as a Space Marine Sergeant may opt to Save a number of Wounds equal to its remaining Wounds per phase to defend the unit. If this model is wounded, it does not have to receive all additional wounds as it is not the main unit composition. Even if Saves cannot be made, you can still declare where the Wounds will land as if you had failed all your Save rolls. If the Base Unit is wiped out, all remaining wounds, even if the model(s) have declared the maximum saves for the unit, are now passed to them to continue making saves until all Wounds Received have been saved or failed.

Independent Characters and multi Model Type listed Datasheets, like Sergeants, or Imperial Guard Heavy Weapon Teams may intervene to take wounds for the rank and file of the unit. Each phase, they may declare they are making a number of Saves up to their remaining number of Wounds to try and shield the squad from the worse of the incoming fire or melee. Note that a model in a Challenge cannot benefit from or declare Wounds for another model in any phase.

Weapon Types

There are many weapon types available to your units. They are all broken down by a rule followed by a number dictating how many shots it gets. We recommend rolling same weapon profiles in mass from one unit to save time. One unit nominates to shoot, and all models must resolve shooting before moving on to the next unit. Some models have more than one shooting weapon equipped. Vehicles and Monsters may use all available weapons, and Infantry and Monstrous Infantry models individually may choose to fire all Pistols, a Grenade, or all other types equipped.

Rapid Fire is the most common. Most weapons are Rapid Fire 1, meaning that you get one shot. If the target is within half range, you get to double the number of shots the weapon makes. A Boltgun can get up to two shots, and a Stormbolter with Rapid Fire 2 can get up to 4!

Assault weapons are very versatile because they can still declare charges after firing in the same turn. These are hip fire weapons that don't require as much accuracy or as long to put their payload on target as more traditional weapons.

Heavy weapons are very limited but tend to have greater range. Heavy weapons when carried by infantry can only fire Snap Shots when moving and shooting in the same turn. Vehicles, Monsters, and Monstrous Infantry are not affected by this penalty.

Pistol weapons are treated exactly like Assault weapons, except that infantry can also fire them in a melee they are involved in during their Shooting Phase. This makes them one of the most versatile weapons in the game and an excellent addition to any close quarter units. Pistols also hit on a 5+ when performing Overwatch, instead of the usual 6+. Other forms of Snap Shot still only Hit on 6+.

Grenade weapons are short ranged thrown explosives. One model in a unit may use a grenade profile in place of other shooting weapons. If the unit is equipped with multiple types of grenades, they may

nominate a model per grenade to throw in place of using other shooting weapons this phase. Non-Blast Grenades may be used to make a single attack in Melee instead of fighting normally. Any number of Models in the same unit equipped with the same Grenade Profile may make melee attacks with that profile.

RECAP

- **Units may Advance or Shoot in the Shooting Phase. Advancing and some weapon types can disqualify Charges in the Assault Phase.**
- **Snap Shots hit on 6+. Template weapons grant multiple dice.**
- **You must pick one of the following for your Save: Armour, Cover, or Invulnerability.**
- **Feel No Pains stack with Saves.**
- **You can Go to Ground to become Pinned for a better Cover Save.**

Assault Phase

At the start of the Assault Phase, the player whose turn it is nominates each of their eligible units to charge. When doing so, they must choose one or more enemy units within 12" to charge.
A unit is usually eligible to charge if they have have only fired Asssault #, Pistol #, or Grenade # weapons and have not Advanced.

After charges are declared, but before they are rolled to determine if they succeed or not, targeted units may fire Overwatch. Overwatch shots are Snap Shots made against the Charging unit targeting the defending unit as they hastily fire weapons and prepare for hand-to-hand combat.

Each weapon may only target one unit when firing overwatch. A template weapon or multi-shot weapon cannot designate attack rolls against multiple units.

Weapons with Pinning that succeed during Overwatch inflict the Pinning test immediately rather than at the end of the phase.

After Overwatch is done, roll 2d6 for each charging unit and resolve their Charge one at a time. The result of the 2d6 is how far they can move in inches. If at least one model can not make base contact with the target, they do not move as the unit realizes either the futility of the attempt or is suppressed by the Overwatch fire. This can cause some congestion and other Charges that would have succeeded to fail. Plan accordingly and move each unit in an order that minimizes this risk. No model in the Charging unit can move further then the result of the Charging dice. Weapons with Pinning or rules that include Pinning like Ordnance or Sniper #+ that succeed during Overwatch inflict the Pinning Test immediately instead of at the end of the phase like normal. This is an exception to the normal Pinning Rules.

When charging and/or charging with a model that does not have a base, treat contact with the model as Base Contact.

Once a model has made base contact with an enemy model from a Charge it is Locked in Melee and cannot move. You may move models not in base contact as you wish, so long as you get the maximum number of models in Base Contact as possible. After Chargers have moved into base contact, the defending unit must move each model up to 3” to engage in base-to-base contact if it is possible and the model is not already Locked in Melee.

The Player whose Turn it is nominates one Melee at a time until they have all participated. A Melee consists of a series of units with at least one Model Locked in Combat with one or more units in the Melee. They may be resolved in any order the Player chooses.

After nominating a Melee, the player whose turn it is may nominate an Independent Character or Character to issue a Challenge. The other player may nominate an Independent Character or Character to accept the Challenge. During this Challenge no other models may intervene in any way except to cast Auras and non-damaging spells. If the Active Player does not issue a Challenge the other player may do so.

If a Challenge is issued and is not matched, the non-Challenging player must nominate an Independent Character or Character to sit out as they sulk behind the ranks of their allies. They may still take Wounds and Saves but may not attack this turn. Independent Characters by themselves cannot be Challenged or Issue Challenges.

Each model in base contact or within 1” of a friendly model in base contact with an enemy model may make Melee Attacks. Chargers fight first on the turn they Charged. If a unit Charges through Terrain or models inside of Terrain, they instead perform a Disorganized Charge and fight at Initiative 0 this phase. This 0 cannot be modified in any way. Units that have at least one model with Grenade # ignore the penalty of Charging a unit in Terrain.

When a unit is first nominated to start fighting, each model makes a further 3” Consolidation Move if it is not in base contact. Do your best to get as many models as possible to fight but you may find in some cases there is not enough room because of terrain or other factors. Models may not engage additional enemy units not engaged in melee, but they can move to base contact with other units involved in the same melee. The only way to join a melee is by charging or being charged. Sometimes you can get a massive gridlock that takes up massive portions of the entire field in one melee maelstrom!

After Chargers fight (if they are not Disorganized) it is Initiative order to determine who goes next. If the opposing units have an ability that makes them count as charging or have the same initiative, they fight simultaneously. Any unit locked in Melee is no longer considered to be Pinned or have Gone to Ground. Like with Shooting, Melee uses WS to determine a model’s quality of hitting. Only Melee weapons are used in this phase, no pistols, or other ranged weapons. All Attacks must have their targets declared before rolling To Hit with the nominated Unit.

Some weapons may have a range and a melee profile. In these instances, just use the Melee profile. If a model has multiple Melee weapons equipped, select one to use all of your Attacks with. You may then

make one additional attack with each additional Melee weapon. Special rules that grant additional attacks, such as Extra Attack, may allow for more than one additional attack with an additional Melee weapon.

Hit, wound, and Penetration Rolls work the same in Melee as they do in Shooting. Any Ability that allows you to Reroll To Wound also works on To Penetrate rolls just like with Ranged Attacks.

In addition, if models are in Base Contact with a Vehicle they may choose to make no attacks and move to get somewhere else in Base Contact with the same Vehicle. They move up to their M value, and cannot get in Base Contact with any additional models or leave Base Contact with any other models. This allows units to forgo attacks to attack a weaker Armour Facing in subsequent Melees.

After all units involved in a single Melee clump have fought, calculate all wounds suffered on both armies. The army that suffered more heavily has lost combat and is in danger of fleeing! Each losing unit tests Ld with a penalty of how much they lost by. For example, if a unit of Chaos Cultists suffers 8 Wounds and the unit of Space Wolves Tactical Marines suffered 3, the Chaos Cultist have to take a Ld test at -5!. It is important to note that all loses are accumulative on both sides. If the Chaos Cultist also had a unit of Nurglings with them that did 0 damage, the Chaos army still loses by 5 and both units must test Ld-5. Had the Nurglings done 1 damage, the Chaos units would only be testing at -4.

One unit being annihilated can cause others to lose heart and flee! If you roll higher than your adjusted Leadership score the unit immediately begins to fall back to your table edge 2d6". Enemy units may pursue 2d6 or choose to refrain by passing a Ld test, determined before the distance is rolled. If they fail, they must pursue 2d6 as their adrenaline gets the better of orders. If the Pursuers catch the Fleeing unit or units, they reengage in base contact and are once again in a Melee clump, ready for next turn to resume fighting. Fleeing units fall back towards their largest deployment zone table boundary. Fearless and We Shall Know No Fear models do not test for fleeing allies as they automatically pass Ld Tests for Rallying.

Determining if a unit is caught while Fleeing can be tricky, so we have simplified the process.

- The Fleeing unit(s) move 2d6" towards the closest point on their Table Edge in their Deployment Zone. They will move around Impassable Terrain or Terrain requiring them to spend more movement going vertical as opposed to going around. During this Movement they will move through friendly and enemy models, but not end in their space. Back them up to be 1" away. Vehicles may choose to face their Rear or Front directly towards the table edge they are fleeing to as perpendicular as possible.
- Pursuing unit(s) move back into Base Contact if they rolled equal to or higher than the Fleeing unit(s). If Pursuing multiple units, they always try to catch the slowest one. If they roll less than the Fleeing unit, they stay the difference away in inches. For example if a unit Flees 7" and the Pursuers only roll a 5, they will move to be no closer than 2" to catch them. In extreme instances, Pursuing units may even move away from Fleeing units. Pursuing Vehicles may choose to face their Front or Rear directly towards the unit they are trying to Pursue.

- If a Fleeing unit moves off of a Table Edge during the 2d6" Flee or M value during subsequent Command Phases, the are destroyed. Units cannot choose to leave the Table willingly (except High Altitude models).
- If Pursuers leave the table going after Fleeing units, they go into a temporary Reserve. Leave a model to mark the point of the board they left on. When it's the end of their next Movement Phase they MUST reenter the battlefield from that point as if they had Outflank.
- If Tanks, Monsters, or Titanic models Flee through Terrain or a unit (friend or foe), inflict 1 Auto Hit at their base S. Displace affected models from their final position when possible, keeping them 1" away from the crushing force. The AP is – for this Auto Hit.

It is important to note that extra Wounds assigned to a slain unit are lost and do not count towards the Combat Resolution, but Challenge Wounds that are extra do still count, as the loser is made a very messy and concerning example of in front of their comrades. Side effect damage such as an exploding vehicles contribute to this final tally.

If all enemy units are wiped out that a unit was locked in Melee with instead, they may move 3" as they prepare for what is coming next.

RECAP

- **Units Declare Charges.**
- **Targeted units may fire Overwatch.**
- **Chargers move 2d6".**
- **Fighting happens with Chargers first and then Initiative Order.**
- **Combat Resolution is calculated by comparing the number of Wounds inflicted on both sides. Losing units take Ld Tests – how much they lost by.**
- **Fleeing units move toward the closest point of their center Deployment Zone edge.**
- **Units that Pursue move after them or roll to restrain before the distance roll is performed by the Fleeing unit(s).**
- **Tanks, Monsters, and Titanic models crush units and Terrain they pass through.**

End Phase

The End Phase is simply a cleanup phase. Remove casualty models from the field, confirm victory points achieved by both sides, and assess if anything was missed. After this it is the next players turn, or to see if the game ends.

If it is the end of Battle Round 5, roll a d6. On a 4+ the game continues. Otherwise, the game ends.
If it is the end of Battle Round 6, roll a d6. On a 4+ the game continues. Otherwise, the game ends.
If it is the end of Battle Round 7, roll a d6. On a 4+ the game continues and roll a further d6. On an additional 4+ Battle Round 8 will have Night Fighting rules. This gives the last round a final twist to keep the game alive for the few units that are remaining. The game will never go past 8 Battle Rounds.
This is intended to keep the game's end from being unknown, forcing a player to have to balance tactics and speed throughout the course of the entire game.

RECAP

- **Victory Points are calculated at the end of each Player Turn from Objectives Completed. It is possible to score an Objective during an Opponent's Turn.**
- **The game will have a variable length, anywhere from 5-8 Battle Rounds.**
- **There may be Night Fighting Rules in Round 8.**

Unit Types:
There are multiple types of units, and each have their own unique rules that define what they are and what they can do on the battlefield. From the lowly Cultist to the towering titans of the Imperium, each has a role to play that the other cannot perform.

Fortifications are placed during the Terrain modification step of Battlefield Setup. They may only be placed in your Deployment Zone and replace one existing piece of Terrain.

Infantry models are the only type of model that can claim objectives. They tend to have 25mm or 32mm bases, but they can also be mounted on steeds or bikes for extra mobility and protection. They do not lose the benefits of being Infantry. Bikes or Steed mounted Infantry must roll a Dangerous Terrain test every time they enter or move in a Terrain Feature that is not a Hill. They also may not climb buildings or other Terrain Pieces other than a Hill. In addition, Bike and Steed mounted infantry may not board transports.

Independent Characters that are Infantry can join Infantry or Monstrous Infantry units.

Monstrous Infantry generally have base sizes 40mm to 50mm. They bridge the gap between Monsters and Infantry. Monstrous Infantry can fire any weapon while in Melee with a -1 To Hit and +1 To Scatter so long as they do not hit friendly models with Templates per the Template rules. They may even fire out of Melee all together! Monsterbane weapons must reroll failed To Wound rolls against Monstrous Infantry.

Independent characters that are Monstrous Infantry can choose to join Infantry or Monstrous Infantry.

Monsters are the organic version of tanks. Monsters tend to boast high Toughness stats and good melee. Monsters are more susceptible to medium weapons than Vehicles, but do not suffer penalties or permanent side effects like Vehicles do. The Monsterbane rule adds 1 extra wound suffered to the Monster if they fail their saves and other defensive rolls if any. Monsters may not climb on terrain other than Hills. Monsters can fire any weapon in Melee with a -1 To Hit and +1 To Scatter so long as they do not hit friendly models with Templates per the Template rules and may even fire out of Melee all together!

A Monster may move through Occupiable Terrain that is not a solid Wall. If they do so, they inflict an Auto Hit at their base S with AP- against the Terrain, and the Terrain inflicts a Auto Hit at S equal to its T with AP- against the Monster.

Independent Characters that are Monsters may join Monstrous Infantry or Monster units.

Titanic Monsters are towering monstrosities that are very hard to take down. They operate like normal monsters but immediately remove any non-Titanic terrain they move into. Titanic Monsters are always considered to have remained stationary for the purposes of firing weapons that normally cannot be moved and fired like Ordnance and are Fearless. All Melee attacks from these monsters are AP2+ unless it is using a weapon. Tanks and Titanic units are the only models that do not suffer -1 To Hit or +1 To Scatter for shooting while engaged in Melee.

Vehicles have a unique stat line different from everyone else. They have Front Armour (FA), Side Armour (SA), and Rear Armour (RA). Instead of performing a To Wound Roll, an attacker performs a Penetration Roll. To penetrate a vehicle, roll a d6 and add the Strength of the Shooting weapon or Melee attack as appropriate. If it ties or rolls a 6 and is still under the Armour Value, it suffers a Glancing Hit. Glancing Hits deal 1 damage like all other attacks in the game, and the Vehicle may make its Armour Save or other save if applicable. If the amount exceeds the Armour Value, the Vehicle suffers a Penetration. The Vehicle may not make an Armour Save regardless of AP on the attack but may still make other Saves. Vehicles also may not climb on terrain that are not Hills, but can attempt to pass through occupiable terrain. If they do so inflict 1 hit at the Strength of the Vehicle on the Terrain. Then roll a d6. On a 1 the Vehicle becomes stuck for the rest of the game facing the direction it was traveling (it can be moving backwards if declared beforehand). A Repair ability that can restore secondary damage such as Crew Stun or Immobilize can remove this Terrain Immobilization.

If these saves fail, roll a d6 and consult the following chart. Note that AP1+ gives a +1 to the result, AP- gives a -2 to the result, and if the vehicle is Open Topped the result gains +2. These can stack.

D6:	Result:
-1-3	Crew Shaken: A randomized weapon may only perform Snap Shots for a full Battle Round, ending in the phase it started in on the same player's next turn. The Vehicle suffers 1 additional Wound.
4	Crew Stunned: The vehicle only Moves, Advances, Charges, and Flees at half speed for a full Battle Round, ending in the phase it started in on the same player's next turn this was inflicted. The Vehicle suffers 1 additional Wound. This effect can stack, rounding down movement allowed to the nearest whole number until it hits 0. Once at 0 the vehicle can no longer move at all, including pivoting.
5	Immobilized: The Vehicle permanently Moves, Advances, Charges, and Flees at half speed for the rest of the game. This effect can stack, rounding down to the nearest whole number until it hits 0. Once at 0 the vehicle can no longer move at all, including pivoting. The Vehicle suffers 2 additional Wounds.
6+	Weapon Destroyed: A randomized weapon is destroyed for the rest of the game. The Vehicle suffers 2 additional Wounds. Primary weapons are instead disabled as per the Weapon Disabled result.

If a Vehicle is destroyed roll a d6. On a 6+ the Vehicle explodes in a d6" radius, dealing a S User AP- hit to all models within range of the closest part of the model. Then remove the Vehicle from the Table like normal. If it does not explode the Vehicle becomes a piece of Wreckage Terrain.

In Melee, a unit strikes the facing of the Vehicle they are fighting if it is not a Combat Walker. They may forgo all of their attacks to stay in base contact and move up to their full M value to get on a weaker side for future phases.

Wreckage Terrain has T7 and W10 with Sv-. Wreckage can be pushed by Monsters or Vehicles with Melee Weapons at half speed as if they were moving through Difficult Terrain.

Vehicles may also have limited arcs of fire. Hull mounted weapons may only fire in a 90 degree arc from the facing they are mounted on. Sponson weapons can vary from 90 degrees to 180 degrees of firing arcs. Turrets have 270 degrees to 360 degrees of firing arcs available to them. Pintle weapons are considered to be 360 degrees, and firing points for embarked units are considered to be 90 degrees unless otherwise stated.

Combat Walkers always use FA in Melee unless their M is reduced to 0. At M0 they are always struck in the RA by Melee attacks. Combat Walkers can fire any weapon in Melee with a -1 To Hit and +1 To Scatter so long as they do not hit friendly models with Templates per the Template rules, including firing out of Melee all together

Tanks and Titanic units are the only models that do not suffer -1 To Hit or +1 To Scatter for shooting while engaged in Melee, and Infantry cannot Shoot at all unless they are Pistols.

Titanic Vehicles are mobile fortresses that are awesome centerpieces to any collection. Titanic Vehicles operate like normal Vehicles but are Fearless, may move and fire weapons that normally cannot be move and fired like Ordnance, and all Melee attacks are considered to be AP2+ unless using a weapon. Like Titanic Monsters, any non-Titanic terrain moved into or over by one of these models is immediately destroyed. Lastly, Titanic Vehicles use a different Damage Chart.

D6	result
-1 to 4	Suffer 1 additional Wound.
5	Mobility Damaged. The Vehicle only Moves, Advances, Charges, and Flees at half speed rounded down. If it ever hits 0 the vehicle is Immobilized like a standard vehicle. Suffer 2 additional Wounds.
6+	Weapon Disabled. Exactly like standard Vehicle Weapon Disabled. Suffer 2 additional Wounds. No weapon can be destroyed on a Titanic Vehicle.

If a Titanic Vehicle is destroyed, roll a d6. On a 6+ the vehicle explodes in a 2d6" radius dealing a S User AP2+ Hit to all models within range of the closest part of the Hull. Then remove the Titanic Vehicle from the Table like normal. If the Vehicle does not explode the Titanic Vehicle instead becomes a Titanic Wreckage Terrain.

Titanic Vehicles may also have limited arcs of fire. Hull mounted weapons may only fire in a 90 degree arc from the facing they are mounted on. Sponson weapons can vary from 90 degrees to 180 degrees of firing arcs. Turrets have 270 degrees to 360 degrees of firing arcs available to them. Pintle weapons are considered to be 360 degrees, and firing points for embarked units are considered to be 90 degrees. Tanks and Titanic units are the only models that do not suffer -1 To Hit or +1 To Scatter for shooting while engaged in Melee.

Swarms are rare and few but have a special ability to Clog the Barrels. When a Monstrous Infantry, Monster, or Vehicle model (including Titanic) is in base contact with a Swarm in Close Combat it may not fire any weapons to targets outside of its melee except for Flame Throwers. This means that some Blast Weapons may be unable to nominate a target because of overlapping with friendly models. Swarms cannot Clog the Barrels of Titanic models, as these weapons are to numerous or large caliber to hamper in any significant fashion. Swarms also take 1 extra wound when wounded by Blast or Flame weapons, as their volume filled space is obliterated by the area effect attack.

Objectives

While Warhammer 40k is all about glorious combat, epic duals, and destruction on a massive scale, the game is determined by randomized objectives. Veteran players may recognize the 6th and 7th edition style objectives. Having played since 4th edition, I massively have come to love this style of objective more. 5th edition was always a draw because it was all about who held the objectives on the last turn, which always ended on Battle Round 5 and would have at least one scoring model from each side next to each objective as everyone held back until the end. 8th and 9th players just build massive kill armies that are not flexible, and certain armies like Imperial Guard always bring massive amounts of scorable points to the field, while others like Custodes do not, making it for a very unbalanced game.

To place Objective Markers, alternate each player placing one, starting with the player who won Initiative. Each Objective Marker must be at least 12” from any other Objective Marker and 6” from the table edge. Units that can score objectives must have at least one model within 3”. If they are in range of multiple Objective Markers, they may only score one of the controlling player’s choice. If the enemy also has scoring models within range, the player with the most models is in control. If both sides are tied, then neither can score the Objective Marker this Turn. Number the objectives 1 through 6 starting with 1 as they are placed. Objective markers should be 60mm in size on base, but if they are all the same size, you may use a different size if all players agree.

Remember that the Player who goes first may not Score any Objective Points during their first turn. In addition, do not forget that you may discard one Objective during your Command Phase and that you cannot have duplicate d66 results. Reroll all duplicate d66s until you have three different objectives from the chart. Keep in mind some share the same goal such as 11, 21, and 31. This is a legal set of Objectives as they are different d66.

These objectives have been altered slight from 6th and 7th but are very similar. To determine your objective, roll a d66 and consult the following chart. To roll a d66, use 2d6. Nominate one to be the 10s side and 1 to be the single digit side. Different colour dice work well for this, or by nominating which

ever one is closer to you (or left) after the roll to be the 10s place. The goal is to encourage players to build flexible armies that are not hyper focused, though it is a risky playable option for those who hope to roll the objectives they need. Each Objective is worth 1 VP (Victory Point) unless stated otherwise. Slots are the selection made from the codex during army creation, including any attached Advisor and Dedicated Transport Slots.

D66:	Objective
11	At the end of your End Phase have control of Objective Marker 1.
12	At the end of your End Phase have control of Objective Marker 2.
13	At the end of your End Phase have control of Objective Marker 3.
14	At the end of your End Phase have control of Objective Marker 4.
15	At the end of your End Phase have control of Objective Marker 5.
16	At the end of your End Phase have control of Objective Marker 6.
21	At the end of your End Phase have control of Objective Marker 1.
22	At the end of your End Phase have control of Objective Marker 2.
23	At the end of your End Phase have control of Objective Marker 3.
24	At the end of your End Phase have control of Objective Marker 4.
25	At the end of your End Phase have control of Objective Marker 5.
26	At the end of your End Phase have control of Objective Marker 6.
31	At the end of your End Phase have control of Objective Marker 1.
32	At the end of your End Phase have control of Objective Marker 2.
33	At the end of your End Phase have control of Objective Marker 3.
34	At the end of your End Phase have control of Objective Marker 4.
35	At the end of your End Phase have control of Objective Marker 5.
36	At the end of your End Phase have control of Objective Marker 6.
41	Recon: Score an Objective Marker not in your deployment Zone at the end of your End Phase.
42	Behind Enemy Lines: Have at least 1 Objective Marker capable scoring Model inside the enemy Deployment Zone. Score D2 Victory Points if you have 3 or more scoring units in the enemy Deployment Zone.
43	Hold the Line: Have at least one Objective Marker scoring capable model in your Deployment Zone and no enemy Scoring capable units.
44	Ascendency: Score D2 Victory Points if you have control of at least 3 Objective Markers at the end of your End Phase.
45	Supremacy: Score D3 Victory Points if you control twice as many Objective Markers as your opponent at the end of your End Phase.
46	Domination: Score D3+3 Victory Points if you control every Objective Marker on the table at the end of your End Phase.
51	Overwhelming Fire Power: Remove an enemy Slot from the table during a Shooting Phase. Score D2 VP if you remove three or more Slots.
52	Blood and Guts: Remove an enemy Slot from the table during an Assault Phase. Score D2 VP if you remove three or more Slots.

53 No Prisoners: Remove an enemy Slot from the table during a turn. Score D3 VP if you remove 5 or more Slots.

54 Hungry for Glory: Issue a Challenge during an Assault Phase. Score D2 VP If you issue 3 or more challenges during an Assault Phase.

55 Psychological Warfare: Make an enemy unit fail a Pinning, Fear, or Morale test during a Turn. Score D2 VP if you cause 3 or more of these tests to fail.

56 Harness the Warp: Successfully cast a Spell during your Psychic Phase or Deny the Witch during the enemy Psychic Phase. Score D2 VP if you cast 3 or more spells or Deny 3 or more spells during one of these phases.

61 Kingslayer: Score D3 VP if your models or abilities slay the enemy Warlord. If it is already slain this Objective cannot be scored.

62 Witch Hunter: Kill an enemy Psyker during a turn. Score D2 VP instead if you kill 3 or more enemy Psykers during a turn. Multi-model Psyker units only count if the last model of the unit is destroyed.

63 Scour the Skies: Kill an enemy Flyer or High Altitude unit during a turn. Score D2 VP if you kill 3 or more enemy Flyer or High Altitude units during a turn.

64 Assassinate: Kill an enemy Independent Character during a turn. Score D2 VP if you kill 3 or more Independent Characters during a turn.

65 Demolitions: Destroy a piece of Terrain during a turn.

66 Big Game Hunter: Destroy an enemy Vehicle or Monster during a turn. Score D3 VP if you destroy a Titanic Vehicle or Titanic Monster.

Terrain

Terrain can be broken into a variety of categories that cover several common place features on the Tabletop. For normal battles, we recommend one basic Terrain piece for every 1'x1' of table. Alternate placing one each before determining sides or Initiative. After Initiative, but before Deployment, you may use unused slots to upgrade existing Terrain or to add new Terrain as appropriate. Alternate doing so one at a time starting with the Player who has been designated as the Attacker.

Any unit that declares a charge against an enemy unit manning cover suffers a Disorganized Charge, meaning they lose all charging bonuses if any and fight at Initiative 0 this Turn. If the charging unit has grenades equipped this is negated.

Terrain can be destroyed. See the entries for Toughness and Wound values. No Terrain has any kind of save but can benefit from cover because of intervening Terrain or models like normal.

As Building Terrain loses a number of Wounds equal to a level, the top habitable level becomes uninhabitable. Models on this floor must drop down a level. If they cannot drop down a level they must Force Disembark the building completely and are Pinned. Force Disembark from the building like a transport, moving up to their full movement from an edge of the Building and ignoring models for movement purposes. In addition, they must take a Dangerous Terrain test as they leap to safety. To do so roll a d6 for each model. Each 1 inflicts a Mortal Wound on the squad, roll for each model and consolidate Wounds if applicable. As each additional level is destroyed, count further levels down from

the top floor as Impassable Terrain. If any models cannot be legally placed, they are destroyed and removed from the field. Please note that if the unit was already involved in combat, they may be placed in Base Contact with the same unit they were in combat with prior to the building's destruction. This overrides the rule that they may not move at all once locked in Base Contact.

Other Terrain is removed as each feature accumulates enough Wounds to destroy it. These will be detailed in their description.

Buildings

The core basic Terrain pieces that are not trees should be buildings. We recommend starting with mostly one level buildings or Groves of Trees. You will find that ruins are easier to place models in. Buildings have 10 Wounds per floor and Toughness 7. These buildings provide a 4+ Cover Save.

Feel Free to get creative with these models. They can be Tyranid Hibernation Pods, Imperial Ruins, or anything else roughly building size. It is recommended that these models do not exceed 6"x6" unless being combined with the space from an adjacent 1'x1' square.

Fences

Fences include a large variety of low profile and low durability obstacles. These can be Wooden Fences, Hedge Rows, or other similar light walls. These provide a 5+ Cover Save and should not exceed 6" in length unless being combined with another Fence from an adjacent 1'x1'. Fences have Toughness 5 and 5 Wounds per section.

Fortifications

Fortification upgrades do not place Terrain. Instead, nominate a piece of Terrain and add +1 Toughness and +5 Wounds per floor if applicable. These can be represented by Bunkers, Carapace enforced Plant Life, or any other number of durable modifications. Trees gain T+1 only, but the entire grove placed gains the bonus.

Titanic Terrain

Titanic Terrain are epic center pieces that can take up massive sections of the field. These colossal pieces can be up to 12"x12" and combined with adjacent 1'x1' terrain to make them even bigger. The Titanic Terrain Modification adds +1 Toughness and +5 Wounds per floor if applicable.

These models can be epic Cathedrals, massive Lakes, Mazes of Trenches, or anything else you can come up with! Tree variants gain T+1 instead, but the whole grove gains it.

Towers

Towers are Terrain pieces that are very tall and have commanding view of the surrounding Terrain. A Tower should dominate all non-Titanic Terrain in height. These can be tall narrow buildings, giant trees with platforms attached, or anything else your imagination can come up with. These should be able to host models on at least the top level. Towers have 10 Wounds and Toughness 7 per level. These provide a 4+ Cover Save.

Trees

Trees rarely block line of sight completely, but provide a 4+ Cover Save for units being screened by them. Trees are Toughness 7 and have 1 Wound each. Distribute hits as if you were hitting a unit. There should be only 6”x6” of Terrain covered in Trees unless being combined with another Tree group in an adjacent 1’x1’ section. When removing trees, remove them starting with the closest one to the attacker and working further away as needed.

These can include a large variety of plant life or rock formations. Get creative with foam and see what you can come up with!

Utility Terrain

Utility Terrain is a flat feature terrain, or close to flat as you can get on a Tabletop. When placing a Utility Terrain, pick one of the following effects to represent it. The feature should not exceed 6” in length unless it is being combined with an adjacent 1’x1’. Utility Terrain is not Destroyed by Titanic units moving into contact with it like normal Terrain. They also cannot be destroyed by any kind of weapon like normal Terrain.

- Trench Line: A Trench line offers a 3+ Cover Save but should only be able to house nothing bigger than a Monstrous Infantry model. An easy way to represent a Trench that does not involved gouging holes in your table is to build up a partial wall where the dirt would be mounded. Trenches are Difficult Terrain, meaning it cost twice as much Movement to move through the area for non-Flying or non-High Altitude models. Non-Flying and non-High Altitude Vehicles risk being stuck when passing through by rolling a d6. On a 1 the Vehicle is Immobilized until the rest of the game and cannot Move, Advance, Charge, Flee, or Pivot!
- Water Feature: A Water Feature can be a River Segment, Flooded Trench, a Pond, or even joined with other 1’x1’ sections to create a small Lake. Water is Difficult Terrain, meaning it cost twice as much Movement to move through the area for non-Flying or non-High Altitude models. Non-Flying and non-High Altitude Vehicles risk being stuck when passing through by rolling a d6. On a 1 the Vehicle is Immobilized until the rest of the game and cannot Move, Advance, Charge, Flee, or Pivot!
- Road: A Road is 12” long and no more than 6” wide. Any non-Flying or non-High Altitude Mounted Infantry, Monster, Titanic Monster, Vehicle, or Titanic Vehicle moving its entire movement along the road gains +2M that also move on the Road. Like all Terrain this Road may be joined to other Roads from adjacent 1’x1’ sections to create a longer Road.
- Smoke Screen: Smoke Screens do not provide a 4+ Cover Save. Instead, they cause a -1 To Hit for any unit shooting through the Smoke. Unlike normal Terrain, a unit cannot man a Smoke Cloud, meaning any unit inside suffers the same penalty. In the event of Blast Weapons entering or shooting through the Smoke Screen, add +1 to the scatter result unless it is a direct hit. These can be burning wreckage, volcanic vents, or some other form of smokey and obscuring feature.
- Mine Fields: Mine Fields are an area denoted to contain mines. All non-Flyer or High Altitude models that move through this area must make Dangerous Terrain tests if the move through or end their movement in a Mine Field. This includes, Advancing, Charging, or Falling Back. If the model sits still in later turns, further test are not taken.

Terminology

AA – Weapons with AA ignore the -1 To Hit verses High Altitude models, gains +1 To Hit against Flyers and High Altitude. They also ignores the Cover Save Flyers and High Altitude models receive from Deepstriking.

Accurate – This weapon has +1 To Hit.

Aquatic – This model ignores the Difficult Terrain Penalty for moving through Water Terrain.

Armourbane – Roll 2d6 to penetrate Vehicles and Titanic Vehicles instead of 1d6.

Assault Ramp – Models Disembarking from a Transport with Assault Ramps may Declare Charges on the same turn they Disembark.

Aura – Auras usually affect the user model and a target unit, but will specify in the description. One unit cannot benefit from Auras of the same name at the same time, but may still benefit from Auras of different names with the same effect at the same time. Your Auras end and may be cast again in your Command Phase.

Auto Hit – An Auto Hit always succeeds in hitting the target, much like a Template does just for overlapping a model.

Auto Wound – An Auto Wound is an automatic successful Wound that has AP- that is distributed as shooting. Units still get their full Armour and Invulnerability Saves as well as Feel No Pain, but do not get Cover Saves from Auto Wounds.

Assault # – A unit may charge in the same turn they have fired only Assault, Pistol, or Grenade weapons.

Auxiliary – Auxiliary weapons can never have any Base Attacks assigned to them. They operate like an additional Melee Weapon with one Attack that may receive more from the Extra Attack rule only.

Blast Templates – There are many sizes of templates ranging from 3” diameter all the way up to 15” and the Apocalypse Barrage Template. Their rules are detailed in the Shooting Section.

Beam – After performing an Attack with this weapon, draw a 1” wide line between the weapon and the target. Roll 1d6 per model/terrain underneath the Beam, striking them on a 5+. Hits are allocated by the Defending player like normal.

Bodyguard – A model with Bodyguard may attempt to stop a Wound, Glance, or Penetration that gets through a Character or Independent Character’s Saves and Feel No Pains. For each Wound the Character or Independent Character would have suffered, the Bodyguard suffers that many Mortal Wounds instead on a roll of a 2+. On a 1, the Character or Independent Character suffers the Wounds like normal. Roll a d6 for each attack, failing to intervene on 1’s.

Bomb – To use a Bomb, select a target model you moved over in the Movement Phase. Apply the appropriate Template and roll the scatter die. Normally Flame Thrower Templates do not scatter, but this is an exception. Keep the tear drop tapered end pointed away and the round end pointed directly at the model using it. It will not rotate during scatter. Bomb Scattering works just like Blast weapons, where your BS score reduces the amount of inches it moves on the 2d6 like normal. A Direct Hit never scatters like normal.

Bulky – This model takes two Transport spaces. This includes Firing Ports when manning them.

Character – Characters may issue and accept Challenges. Characters also may choose which model is hit when they roll a natural 6 To Hit for both Range and Melee attacks.

Co-Axial – Coaxial weapons must be fired at the same target like Twin Linked weapons. Co-Axial weapons will be paired with another weapon. Select one weapon to shoot. If it scores at least 1 hit against the target, the second weapon may reroll misses or scatter dice.

Cohesion – All models in a unit must remain in Cohesion. If any models get out of Cohesion, the unit may only Move to meet each other halfway and may not perform any other Movement in the Movement Phase until they are in Cohesion again. If this is not enough, they must Advance in the Shooting Phase to do so. They may not Declare Charges while out of Cohesion.

Infantry, Monstrous Infantry, and Swarms must remain within 2" of at least one other model of their unit. Monsters and Vehicles must remain within 6" of at least one other model of their unit. High Altitude models, Titanic Monsters and Titanic Vehicles must remain within 12" of at least one other model of their unit. If a model is locked in Base Contact in Melee it ignores these requirements.

Combat Walker – Combat Walkers always use their FA for defense when in Melee unless their M value has been reduced to 0. When at M0, all Melee attacks are considered to strike its RA regardless of facing.

Concussion – If a Concussive weapon wounds the target, it suffers A-1 until the next Melee Phase of the Player's Turn who inflicted the Concussion. A model may never be reduced to less then A1.

Counterattack – At any point this model or its Melee instance is Charged, this model is also considered to be Charging this Phase. This means they will fight simultaneously with Chargers and benefit from any rules that are triggered when considered Charging.

Dangerous Terrain Test – For each model in the unit roll a d6. On a 1, the model suffers a Mortal Wound, consolidating Wounds if necessary for multi Wound models.

Deep Strike – Place the model with the highest leadership on the table (or pick one if they are the same) and roll to scatter, moving the model as if it were a blast template. BS does not reduce Deepstrike Scatter. Place all additional models in the unit around in base contact forming rings until they are all placed. Each ring must be completed before forming another one. If any model is overlapping impassable terrain or another model, move the unit the minimum distance necessary to get it 1" away from all other models and Impassable Terrain (Terrain they cannot be placed on). The entire unit is forced to Go to Ground and become Pinned. There is no Pinning test, so even units immune to Pinning or automatically passing still become Pinned.

Destroyer – A Destroyer weapon always Wounds and Penetrates on a 2+. It will never Glance. Wounds and Penetrations from a Destroyer weapon ignore Amour Saves, Cover Saves, Invulnerability Saves, and Feel No Pain. In addition, Titanic targets suffer +2 Damage for each Destroyer Wound inflicted, plus any additional sources such as Monsterbane or Vehicle Damage results.

Disembark – Units that Disembark move up to their full M value measured from one of the transport's access points, ignoring other models while doing so. If a unit is Force Disembarked, see Force Disembarked.

Fearless – Fearless units automatically pass Fear tests, Pinning Tests, and do not fall back when losing the combat round. If they fail Combat Resolution, for each point they fail the Ld test suffer one Auto Wound distributed as Shooting.

Feel No Pain – This test is taken after Saves are taken on a unit. Like a Save, it succeeds on the number printed or higher. Feel No Pains do not take place vs Destroyer Weapons, and cannot be granted to a Vehicle unit from an Aura source unless it specifies it can be granted to Vehicles.

Fleet – This model rolls 3d6 and picks the highest die roll when Advancing. All models in the unit must have Fleet to benefit from it.

Fire Ports – There are two types of Fire Ports. Standard Fire Ports have a facing like a Hull weapon and can be used by one model and their weapons. 360 Fire Ports can be fired in any direction. Bulky models take two Fire Ports in the same direction, and Very Bulky models take three! Only Embarked models may use Fire Ports.

Flame Throwers – Flame Throwers use non-scattering tear drop shaped templates to provide accurate mass hits in close quarters. See the Shooting Phase for more information.

Force Disembark – Units that are Embarked in a Building or Transport when it is Destroyed must Force Disembark. The models Disembark like normal but are Pinned. Note that this is not a Pinning test, so being immune to Pinning does not prevent this. In addition, roll a Dangerous Terrain test for each model in the unit.

Furious Charge – This model gains S+1 in a Melee Phase where it is considered to be Charging.

Gauss – A Gauss weapon inflicts an Auto Wound on a natural 6+ To Hit. Continue rolling to Wound or Penetrate as normal with the dice in the pool.

Gets Hot! – When rolling To Hit, all natural 1's cause 1 mortal wound to the bearer of the weapon. If using templates, roll a d6 for each template placed and suffer a mortal wound for each 1 rolled. Regardless if the bearer is slain, continue rolling To Wound or Penetrate like normal.

Grav – Grav weapons always wound Infantry, Monstrous Infantry, Monsters, Swarms, and Titanic Monsters on a 4+. Vehicles and Titanic Vehicles are Glanced on a 6+. Every Hit from a Grav weapon causes all Movement, Advances, Charges, and Fleeing to be reduced by 1" for each Hit until the same Player's Phase next Turn. This can reduce an M value to 0!

Grenade – One grenade of each weapon equipped may be thrown by a unit during the shooting phase by a model instead of that model using its weapons. Allows the unit to ignore the penalty for charging a unit in cover if at least one model in the unit is equipped with Grenades. Non-Blast Grenades can be used in place of all melee weapon by trading all attacks for a single attack, and unlike in the shooting phase, multiple models can use the same grenade in Melee. Auxiliary Weapons cannot be used with Grenades by the same model in Melee.

Haywire (#+) – Haywire will always Glance a Vehicle or Titanic Vehicle on a #+. A natural roll of a 6 to Penetrate, regardless of the Value, is always considered a Penetration.

Heavy # – Heavy weapons can only fire snap shots if they move on the turn they fire unless they are mounted to vehicles, monsters, Monstrous Infantry, or Titanic variants.

Heal – A model or unit with the Heal ability restores 1 Wound during their Command Phase, up to their starting Wound count. A model cannot benefit from Healing more than once per turn.

Hit and Run – During your Movement Phase, if you are Engaged in Melee this model or unit may roll an Initiative Test verses each opposing enemy unit's Initiative Test. This is performed by rolling 1d6 and adding the highest Initiative stat line value in the unit to the result. If the Hit and Run unit scores equal to or higher than the enemy, this unit may immediately breaks off the Engagement and may move normally. The unit may not Shoot or Charge on a Turn it Hit and Runs.

Ignores cover – The attacks made by this weapon ignore any Cover Saves for any unit this weapon Hits.

Independent Character and Characters - Characters may issue and accept Challenges. Characters also may choose which model is hit when making a natural roll of 6 To Hit for both Range and Melee. Independent Characters may also join units of the same model type from the following list;

Swarms, Infantry, Monstrous Infantry, Monsters, Vehicles, Titanic Monsters, Titanic Vehicles. Monstrous Infantry may also join Infantry as well, and Monster Independent Characters may join Monstrous Infantry. In all cases, Hits against the unit are resolved at the Unit's Toughness or Armour value so long as a Sniper or other ability that lets the player choose what model is being Hit is not in effect. Independent Characters may attempt to save against a number of Wounds equal to their current Wound value at the start of the Phase. There must be at least 2 models in the base unit per Independent Character joined to the unit. If at any point there are too few models remaining, immediately nominate as many Independent Characters as necessary to be no longer part of the unit.

Designer Note: In addition, at any point when this model does a form of Movement (Moving, Advancing, Charging, Falling Back, or Consolidating) or the beginning of a Phase, this model may join and/or leave a unit that it would be within coherency of and can legally join.

Indirect – An Indirect Fire weapons may fire at units it does not have line of sight to. An indirect fire weapon adds its BS to the amount scattered on the 2d6 for Blast weapons if the model does not have Line of Sight to the target instead of using the subtraction chart. A Direct Hit result will never scatter. If the model can draw a Line of Sight to the target, then the Indirect penalties do not apply. See Shooting and Blast Weapons in the Shooting Phase for more details.

Infiltrator – After deployment, you may place Infiltrators. Starting with the Player who is going first, Place one Infiltrator unit at least 12" from enemy models, then the second Player may do likewise if they have any. Continue alternating as necessary until all Infiltrators are placed.

Interceptor – All weapons on this model ignore the -1 To Hit models with High Altitude, gain a +1 To Hit models with Flying or High Altitude, and ignore the Cover Save Flying and High Altitude units gain from Deepstriking.

Lance – Attacks from this weapon treat Armour Facings as being no greater than 12. Any Armour Facing 12 or less is unaffected.

Linked – Linked weapons must all target the same unit when firing.

Melee Weapons – May only be used in close combat. If a model is equipped with multiple Melee weapons, it may use its full Attack value with one of them and make one additional attack with every other Melee weapon equipped.

Melta – When in half range, a weapon with Melta gains Armourbane and Monsterbane.

Monsterbane – A Monsterbane weapon inflicts +1 wound when successfully wounding a Monster or Building after saves and Feel No Pains (or Titanic Monster). Against Monstrous Infantry, the user must reroll failed To Wound rolls instead.

Night Vision – This model ignores the penalties for Night Fighting Rules.

Objective Secured – A model always claims an Objective Marker if it has this rule, even if it normally cannot claim Objectives or is outnumbered. If opposing units have Objective Secured, the side with the most models within range of the Objective Marker and have Objective Secured controls it.

One Use Only – Once used, the weapon or ability is expended and cannot be used again this game.

Ordnance – Ordnance Weapons are Pinning weapons. In addition, when rolling to Penetrate Vehicles or Titanic Vehicles you roll 2d6 and pick the highest d6 result instead of just 1d6 like normal. Discard the lowest d6.

Outflank – Models with Outflank may be held in Reserve. After turn one, at the end of any of your Movement Phase, you may deploy any number of Outflanking units as follows. Roll a d6. On a 1-2, they move onto the table from anywhere along the left side of the field, 3-4 the middle enemy deployment edge, 5-6 right side of the field. Outflanking units move their full M value from the point selected for them to come on from. Models arriving by Outflank may not Declare Charges the turn they arrive in this fashion.

Pinning – At the end of the Phase where a unit has suffered Wounds from a Pinning weapon, you must make a Ld Test minus the number of unsaved Pinning Wounds suffered. If the unit fails the test, they become Pinned!

- Units that are Pinned gain +1 cover save or 6+ Cover Save if they are in the open, cannot move, Advance, may only fire Snap Shots, and cannot declare charges or Cast spells. Pinned models may still cast Auras. They can Deny the Witch while Pinned. Cover Saves cannot improve past 3+.
- At the end of your next Movement Phase, roll a Ld test for them. If they pass, they rally and are no longer Pinned, but count as having moved during their turn for the purposes of Shooting. They may not Move in this Movement Phase. If they fail, they remain Pinned and test again at the end of your next Movement Phase.
- Units that are hit with a Pinning weapon during Overwatch because of a Declared Charge test immediately. If they fail, they Go to Ground before moving and automatically fail the Charge.

Pistol # – Pistols can be fired in close combat in your shooting phase and count as Assault weapons. These shots must target the unit they are engaged with. Pistols do not suffer the -1 To Hit when fired in Melee. Pistols also Overwatch on a 5+ instead of the usual 6+.

Poisoned (#+) – Poisoned weapons always wound Infantry, Monstrous Infantry, Monsters, and Titanic Monsters on a #+. They only ever will wound or Glance a Building or Vehicle and Titanic Vehicle on a 6+.

Psychicbane – This model may reroll failed To Wound rolls against models with a Psychic Mastery Level # rule.

Psychic Disruption – Units Hit by a Psychic Disruption weapon lose one ongoing Spell effect of the Defender's choosing.

Rapid Fire # – Rapid fire weapons double the number of attacks they get when they are within half their range.

Rending – On a natural 5+ To Wound or Glance, this attack ignores the Armour Save of the target. If a 5 would not Wound or Glance the target normally, it does nothing.

Repair – There are two generic repair abilities. One restores 1d3 Wounds to a target Vehicle. The other restores 1 Wound and allows you to roll a d6. On a 5+, you may restore one destroyed weapon, remove one disable from a weapon, step the mobility of the vehicle back up 1 step from its damaged reduced speed, or remove a Crew Shaken. A target model may only receive one Repair for restoring Wounds, but may receive as many 5+ (or better if available) Repair actions for weapons and mobilize results as the player wishes. This secondary effects that are Repaired to not restore the additional Wounds inflicted by the Penetration.

Scatter – If a Scatter weapon hits a target within half of its maximum range, add S+1 to the weapon profile for resolving the To Wound roll. This is in reference to Scatter Gun slang for Shotgun and like weapons. Not to be confused with Blast Weapons.

Scout – Units with Scout may move up to 12” after units and Infiltrators are deployed, but before the first turn. The Player winning Initiative moves all of their Scouts, followed by the second Player’s Scouts. These do not alternate like Infiltrators being placed.

Shock Assault – This model gains A+1 on the Melee Phase it is considered to be Charging.

Shroud – This model gains +1 to Cover Saves. If the model is in the open, it is always considered to have a 6+ Cover Save. If a unit Goes to Ground or is Pinned, they gain an additional +1 to a maximum of a 3+ Cover Save.

Slow – This weapon always fights at Initiative 0 regardless of charging or actual Initiative value.

Sniper (#+) – Sniper weapons may select the model is targeted by the attacks, instead of the defending player choosing the target. Snipers automatically wound Infantry, Monstrous Infantry, Monsters, Titanic Monsters, and Swarms on a #+, and are also Rending. Wounds caused by snipers also cause Pinning Tests. See Pinning Tests for more details. It is important to note that Sniper weapons can cause a wound on a multi wound model, forcing further wounds to consolidate to just that one model until it is dead. This is a good way to get around a tough model in a unit with high saves like a Storm Shield being used to screen other models.

Steady – This model may fire weapons and still charge later in the turn regardless of their type, but cannot exceed 8” in the distance Charged regardless of modifiers regardless if it fire weapons or not this Turn.

Stealth – This model gains +1 to Cover Saves to a maximum of 3+.

Stubborn – This model cannot have its Ld modified by friend or foe! It is also unaffected by how badly a unit loses Combat Resolution.

Tanks – Tanks do not suffer the -1 To Hit or +1 to Scatter for Template weapons when firing while engaged in Melee like other unit types. Please note Titanic models of all types are immune to this penalty.

Tesla – When rolling To Hit, a natural 6+ generates 2 additional hits that are added to the dice pool to wound the target.

Titanic – Titanic units do a lot, but as a brief recap they destroy all non-Titanic Terrain or non-Titanic Vehicle Wrecks they move into, may leave combat if they can legally move, always are considered sitting still for the purposes of firing weapons, and do not suffer the -1 To Hit or +1 To Scatter for template weapons when firing while engaged in Melee.

Transport # - Models may Embark OR Disembark in the Movement Phase from a friendly Transport by moving into base contact, or from the designated exit points in the Transport # description up to their maximum M value. When Disembarking, models may ignore other models for moving. If a Transport is Destroyed, all models are forced to Disembark and are Pinned, even if they are immune to Pinning Tests. All models Force Disembarked must make a Dangerous Terrain Test. Infantry take up one space, Bulky models take two, and Very Bulky take three. Any other model may not be Transported unless a special rule applies.

In some rare cases a unit of multiple models may each have Transport. These units may pool their Transport #, but if one is forced to Disembark its capacity, ALL of its counterparts are as well, even if it breaks Cohesion. All Disembarked models from this Transport Unit are forced to Go to Ground as if their Transport had been destroyed.

Very Bulky – This model takes up 3 transport spaces. This includes Firing Ports when manning them.

Void Shields # - Models with this rule have a number of Void Shields equal to #. While a model still has any void shields, treat all of its Armour Facings as 12. Each time a ranged attack Penetrates this Armour Facing, ignore the result and remove one Shield. Once all Shields have fallen, use the Vehicle's Armour Facings as normal.

- When an Attacking unit is declaring their shots against this model, they may choose which fires first instead of the usual Simultaneous Shooting. The enemy commander is able to fire a coordinated shooting to bring the Void Shields # down and then hit the more heavily armoured unit it is protecting.
- Against Ranged attacks that Penetrate this model once the Void Shields have fallen, this model has a 5+ Invulnerability Save.
- Against all ranged attacks that Glance this model, even if the Void Shields have fallen, this model has a 5+ Invulnerability Save.

Wreckage – A Vehicle or Titanic Vehicle that becomes Wrecked and is not removed from the table because of an Explosion or other reason remains as a new piece of terrain. Do not risk damage to the model, but it should be represented as destroyed to the best of your abilities such as removing a turret, laying it on its side, or if you can't do anything like that, face it backwards. It becomes a T7 terrain with a W# equal to its original Wound count. Excess Wound counts that caused its destruction are lost for simplicity. A Wreckage purchased with a Slot during deployment has W10.

BS Scatter Reduction Chart

BS:	Number of inches reduced on scatter:
2+	5"
3+	4"
4+	3"
5+	2"
6+	1"

Template Snap Shot Chart

Template:	Dice and special effects:
Flame	D3 automatic hits, they do not roll to hit.
Hellstorm	2d3 automatic hits, they do not roll to hit.
3" Blast	1d6
5" Blast	3d6
7" Blast	5d6
10" Blast	7d6
15" Blast	10d6. Use the first Value printed for S, AP, and rules.
Apocalypse Barrage	15d6

Blast weapons may fire Snap Shots at High Altitude Flyers, but Indirect Fire weapons may never target High Altitude Flyers.