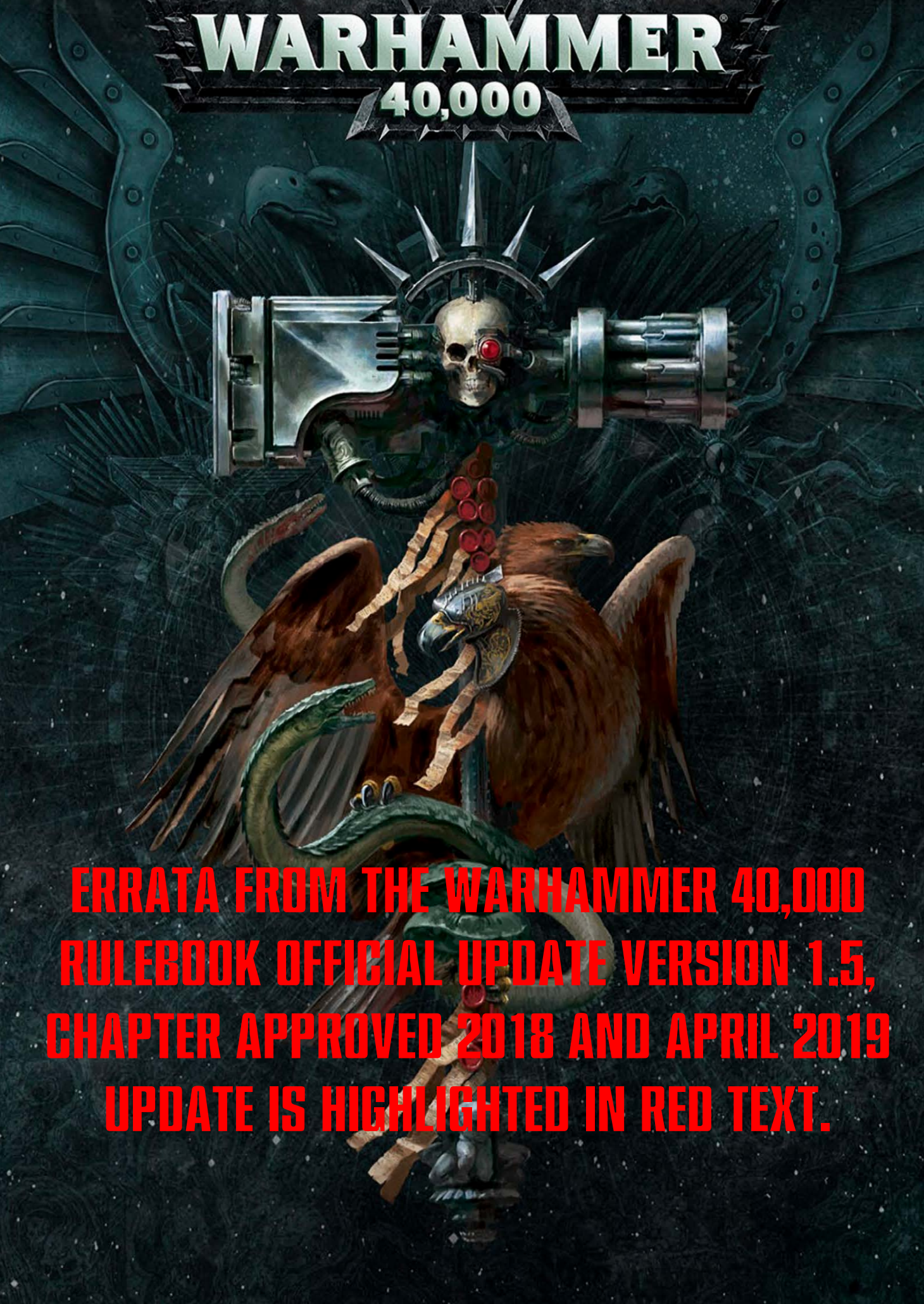


WARHAMMER[®]

40,000



**ERRATA FROM THE WARHAMMER 40,000
RULEBOOK OFFICIAL UPDATE VERSION 1.5,
CHAPTER APPROVED 2018 AND APRIL 2019
UPDATE IS HIGHLIGHTED IN RED TEXT.**

IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR



THERE IS ONLY WAR



Identify your target.
Concentrate your fire on it to
the exclusion of all else. When
it is destroyed, choose another
target. That is the way to
secure victory!

- *The Tactica Imperium*

DATASHEETS

The warriors, monsters and war machines that fight for control of the galaxy are incredibly diverse, each with their own style of waging war. Each unit has a datasheet that lists the characteristics, wargear and abilities of the models in that unit – here we explain what some of it means, while the core rules (over the page) explain how it's all used in the game.

1. Unit Name

Models move and fight in units, which can have one or more models. Here you'll find the name of the unit.

2. Battlefield Role

This is typically used when making a Battle-forged army (pg 240).

3. Power Rating

The higher this is, the more powerful the unit! You can determine the Power Level of your entire army by adding up the Power Ratings of all the units in your army.

4. Profiles

These contain the following characteristics that tell you how mighty the models in the unit are:

Move (M): This is the speed at which a model moves across the battlefield.

Weapon Skill (WS): This tells you a model's skill at hand-to-hand fighting. If a model has a Weapon Skill of '-' it is unable to fight in melee and cannot make close combat attacks at all.

Ballistic Skill (BS): This shows how accurate a model is when shooting

with ranged weapons. If a model has a Ballistic Skill of '-' it has no proficiency with ranged weapons and cannot make shooting attacks at all.

Strength (S): This indicates how strong a model is and how likely it is to inflict damage in hand-to-hand combat.

Toughness (T): This reflects the model's resilience against physical harm.

Wounds (W): Wounds show how much damage a model can sustain before it succumbs to its injuries.

1

LORD OF CONTAGION

2

3

4 PROFILES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lord of Contagion	4"	2+	2+	4	5	6	4	9	2+

5 UNIT COMPOSITION

A Lord of Contagion is a single model.

6 WARGEAR

A Lord of Contagion is armed with a plaguereaper.

7 ABILITIES

Disgustingly Resilient (pg 17)

Nurgle's Gift: All DEATH GUARD models within 7" of a Lord of Contagion are surrounded by a deadly aura of plague and disease. Roll a dice for each enemy unit that is within 1" of such a model at the start of your turn. On a roll of 4+, that unit suffers a mortal wound.

Cataphractii Armour: A Lord of Contagion has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this model Advances.

Teleport Strike: When you set up a Lord of Contagion during deployment, he can be set up in a teleportarium chamber instead of being placed on the battlefield. If he does so, he can use a teleport strike to arrive on the battlefield at the end of any of your Movement phases; when he does so set him up anywhere that is more than 9" from any enemy models.

8 WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plaguereaper	Melee	Melee	+2	-3	3	Plague Weapon (pg 17)

9 FACTION KEYWORDS

CHAOS, NURGLE, HERETIC ASTARTES, DEATH GUARD

KEYWORDS

INFANTRY, TERMINATOR, CHARACTER, LORD OF CONTAGION

Attacks (A): This tells you how many times a model can strike blows in hand-to-hand combat.

Leadership (Ld): This reveals how courageous, determined or self-controlled a model is.

Save (Sv): This indicates the protection a model's armour gives.

5. Unit Composition

This tells you what models are in the unit.

6. Wargear

This covers the basic weapons and equipment the models are armed with.

7. Abilities

Many units have exciting special abilities that are not covered by the core rules; these will be described here.

8. Weapons

The weapons that a unit comes equipped with are described using a set of characteristics as follows:

Range: How far the weapon can shoot. Weapons with a range of 'Melee' can only be used in hand-to-hand combat. All other weapons are referred to as ranged weapons.

Type: These are all explained under the Shooting and Fight phases of the core rules.

Strength (S): How likely the weapon is to inflict damage. If a weapon's Strength lists 'User', it is equal to the wielder's current Strength. If a weapon lists a modifier such as '+1' or 'x2', you should modify the user's current Strength characteristic as shown to determine the weapon's Strength. For example, if a weapon's Strength was 'x2', and the user had a Strength characteristic of 6, that weapon has Strength 12.

Armour Penetration (AP): How good it is at getting through armour.

Damage (D): The amount of damage inflicted by a successful hit.

Other weapons, for example those a unit may take as an optional choice, are typically described elsewhere, such as in a codex.

9. Keywords

All datasheets have a list of keywords, sometimes separated into Faction keywords and other keywords. The former can be used as a guide to help decide which models to include in your army, but otherwise both sets of keywords are functionally the same. Sometimes a rule will say that it applies to models that have a specific keyword. For example, a rule might say that it applies to 'all **ADEPTUS ASTARTES** models'. This means it would only apply to models that have the Adeptus Astartes keyword on their datasheet.

MODIFYING CHARACTERISTICS

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

You may also encounter abilities and rules that modify a characteristic. All modifiers are cumulative, though you should apply any multiplication or division to the characteristic (rounding fractions up) before applying any addition or subtraction.

You may encounter a characteristic that is a random value instead of a number. For example, a Move characteristic might be 2D6", or an Attacks value might be D6. When a unit with a random Move characteristic is selected to move, determine the entire unit's move distance by rolling the indicated number of dice (pg 176). For all other characteristics, roll to determine the value on an individual – per-model – basis each time the unit makes attacks, inflicts damage, and so on. Note that, regardless of the source, characteristics of '-' can never be modified, and the Strength, Toughness and Leadership characteristics of a model can never be modified below 1.

WARHAMMER 40,000 CODEXES

So now you know what a datasheet is and how it works – in conjunction with the core rules that follow (plus your Citadel Miniatures, battlefield, dice and tape measure, of course!), you've got everything you need to start playing games of Warhammer 40,000 and dive into epic battle.

But where do you find datasheets? Well, when you buy a box of Citadel Miniatures they'll be in the box with them, and they are also present in codexes. A codex is the ultimate resource for your chosen army (or armies!), containing datasheets for all the miniatures that are part of a particular Faction. But that's not all – in codexes you'll also find army-specific special rules that reflect the character of the army, exciting Warlord Traits, Stratagems, wargear, and even unique relics.

Each codex is also filled with a wealth of inspirational background material, organisational information, stunning art and miniatures photography, colour guides and heraldry, all of which provide context for how a Faction works in the Warhammer 40,000 universe. Head over to games-workshop.com to find out more.



CORE RULES

Warhammer 40,000 puts you in command of a force of mighty warriors and war machines. The core rules on these pages contain everything you need to know in order to use your Citadel Miniatures collection to wage glorious battle across the war-torn galaxy.

MODELS & DATASHEETS

The rules and characteristics for all models, and some terrain features, are presented on datasheets, which you will need in order to use the models in battle.

UNITS

Models move and fight in units, made up of one or more models. A unit must be set up and finish any sort of move as a group, with every model within 2" horizontally, and 6" vertically, of at least one other model from their unit: this is called unit coherency. If anything causes a unit to become split up during a battle, it must re-establish its unit coherency the next time it moves.

TOOLS OF WAR

In order to fight a battle, you will require a tape measure and some dice.

Distances in Warhammer 40,000 are measured in inches (") between the closest points of the bases of the models you're measuring to and from. If a model does not have a base, such is the case with many vehicles, measure to and from the closest point of that model's hull instead. You can measure distances whenever you wish.

Warhammer 40,000 uses six-sided dice, sometimes abbreviated to D6. Some rules refer to 2D6, 3D6 and so on – in such cases, roll that many D6s and add the results together. If a rule requires you to roll a D3, roll a dice and halve the total. When halving any dice roll, round fractions up before applying modifiers (if any) to the result. All modifiers are cumulative. If a rule requires a dice roll of, for example, 3 or more, this is often abbreviated to 3+.

THE BATTLE ROUND

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

1. MOVEMENT PHASE

Move any units that are capable of doing so.

2. PSYCHIC PHASE

Psykers can use powerful mental abilities.

3. SHOOTING PHASE

Your units may shoot enemy units.

4. CHARGE PHASE

Your units may move into close combat against enemy units.

5. FIGHT PHASE

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

6. MORALE PHASE

Test the courage of depleted units.

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



1. MOVEMENT PHASE

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

Start your Movement phase by picking one of your units and moving each model in that unit until you've moved all the models you want to. You can then pick another unit to move, until you have moved as many of your units as you wish. No model can be moved more than once in each Movement phase. **No part of a model or its base can be set up or moved over the edge of the battlefield.**

Moving

A model can be moved in any direction, to a distance, in inches, equal to or less than the Move characteristic on its datasheet. No part of the model's base (or hull) can move further than this. It cannot be moved through other models or through terrain features such as walls, but can be moved vertically in order to climb or traverse any scenery.

If the datasheet for a model says it can FLY, then during the Movement phase it can move across models as if they were not there, and when moving across terrain features, vertical distance is not counted against the total it can move (i.e. moving vertically is free for this model in the Movement phase). If the datasheet for a model says it can FLY, then during the Charge phase it can move across models (other than BULDINGS) as if they were not there.

Minimum Move

Some models that can FLY have a Move characteristic consisting of two values. The first is the model's minimum speed – in the Movement phase, all parts of the model's base must end the move at least that far from where they started. The second is its maximum speed – no part of the model's base can be moved further than this. If a model cannot make its minimum move, or is forced to move off the battlefield because of its minimum speed, it is destroyed and removed from the battlefield – the model has either stalled and crashed or been forced to abandon the battle.

Enemy Models

All models in the same army are friendly models. Models controlled by an opposing player are enemy models. When you move a model in the Movement phase, it may not be moved within 1" of any enemy models.

Falling Back

Units starting the Movement phase within 1" of an enemy unit can either remain stationary or Fall Back. If you choose to Fall Back, the unit must end its move more than 1" away from all enemy units. If a unit Falls Back, it cannot Advance (see below), or charge (pg 182) later that turn. A unit that Falls Back also cannot shoot later that turn unless it can FLY.

Advancing

When you pick a unit to move in the Movement phase, you can declare that it will Advance. Roll a dice and add the result to the Move characteristics of all models in the unit for that Movement phase. A unit that Advances can't shoot or charge later that turn.

Aircraft

If a unit can FLY and it has a minimum Move characteristic (or if it has a damage table on its datasheet that includes any minimum Move characteristics), that unit gains the AIRCRAFT keyword.

Whenever a model makes any kind of move, it can be moved within 1" of enemy AIRCRAFT, and it can be moved across such models (and their bases) as if they were not there, but it cannot end the move on top of another model (or its base), and it cannot end the move within 1" of any enemy units.

If, when a unit is selected to move in the Movement phase, the only enemy units that are within 1" of it are AIRCRAFT, then it can still make a move (i.e. it does not have to Fall Back in order to move).

WOBBLY MODEL SYNDROME

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

REINFORCEMENTS

Many units have the ability to be set up on the battlefield mid-turn, sometimes by using teleporters, grav chutes or other, more esoteric means. Typically, this happens at the end of the Movement phase, but it can also happen during other phases. Units that are set up in this manner cannot move or Advance further during the turn they arrive – their entire Movement phase is used in deploying to the battlefield – but they can otherwise act normally (shoot, charge, etc.) for the rest of their turn. Units that arrive as reinforcements count as having moved in their Movement phase for all rules purposes, such as shooting Heavy weapons (pg 180). Any unit that has not arrived on the battlefield by the end of the battle counts as having been destroyed.

RE-ROLLS

Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. If a rule allows you to re-roll a result that was made by adding several dice together (e.g. 2D6, 3D6, etc.) then, unless otherwise stated, you must roll all of those dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers (if any) are applied.

ROLL-OFFS

Some rules instruct players to roll off. To do so, both players roll a D6, and whoever scores highest wins the roll-off. In the case of a tie, both players re-roll their D6; this is the only time players can re-roll a re-roll – if the second and subsequent rolls are also tied, keep on rolling until a winner is decided.

SEQUENCING

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

2. PSYCHIC PHASE

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

PSYCHIC SEQUENCE

1. Choose psyker and power
2. Make Psychic test
3. Enemy takes Deny the Witch test
4. Resolve psychic power

1. Choose Psyker and Power

Some models are noted as being a **PSYKER** on their datasheet. Psykers can manifest their otherworldly abilities and attempt to deny enemy sorceries. The powers a psyker knows, and the number of powers they can attempt to manifest or deny each Psychic phase, are detailed on their datasheet.

Psychic Powers

Unless stated otherwise, all psykers know the *Smite* psychic power, listed below. Some know other powers instead of, or in addition to, *Smite* – the model's datasheets and other supplementary rules you are using will make it clear which powers each psyker knows. If a psyker generates their powers before the battle, do so immediately before either player starts to deploy their army.

Smite

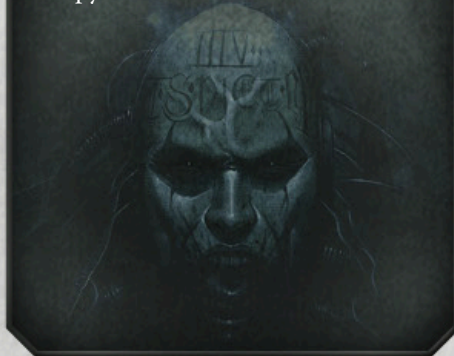
Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10, the target suffers D6 mortal wounds instead.

2. Make Psychic Test

A psyker can attempt to manifest a psychic power they know by taking a Psychic test. To do so, roll 2D6. If the total is equal to or greater than that power's warp charge value, the power is successfully manifested. A psyker cannot attempt to manifest the same psychic power more than once in a turn.

Perils of the Warp

If you roll a double 1 or a double 6 when taking a Psychic test, the psyker immediately suffers Perils of the Warp. The psyker suffers D3 mortal wounds as the forces of the Daemon-haunted warp claw at their mind. If the psyker is slain by Perils of the Warp, the power they were attempting to manifest automatically fails and each unit within 6" immediately suffers D3 mortal wounds, as the psyker is dragged into the warp or else detonates in a burst of empyric feedback.



3. Deny the Witch Tests

A psyker can attempt to resist a psychic power that has been manifested by an enemy model within 24" by taking a Deny the Witch test – this takes place immediately, even though it is not your turn. To do so, roll 2D6. If the total is greater than the result of the Psychic test that manifested the power, it has been resisted and its effects are negated. Only one attempt to deny each successfully manifested psychic power can be made each turn, regardless of the number of psykers you have within 24" of the enemy model manifesting the psychic power.

4. Resolve Psychic Power

So long as the Psychic test was successful, the psyker did not die as a result of the Perils of the Warp, and the attempt was not thwarted by a Deny the Witch test, then you may resolve the effect of the psychic power, which will be described in the power itself.

3. SHOOTING PHASE

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

SHOOTING SEQUENCE

1. Choose unit to shoot with
2. Choose targets
3. Choose ranged weapon
4. Resolve attacks

- Make hit roll
- Make wound roll
- Enemy allocates wound
- Enemy makes saving throw
- Inflict damage

1. Choose Unit to Shoot With

In your Shooting phase you can shoot with models armed with ranged weapons. First, you must pick one of your units to shoot with. You may not pick a unit that Advanced or Fell Back this turn, or a unit that is within 1" of an enemy unit. **Unless otherwise noted, each model in the unit attacks with all of the ranged weapons it is armed with – if a model in the firing unit has any weapons that can only be used once per battle, you can choose whether or not the model will fire that weapon.** After all of the unit's models have fired, you can choose another unit to shoot with, until all eligible units that you want to shoot with have done so.

2. Choose Targets

Having chosen a shooting unit, you must pick the target unit, or units, for the attacks. In order to target an enemy unit, a model from that unit must be within the Range of the weapon being used (as listed on its profile) and be visible to the shooting model. If unsure, stoop down and get a look from behind the shooting model to see if any part of the target is visible. For the purposes of determining visibility, a model can see through other models in its own unit.

Models cannot target enemy units that are within 1" of friendly models – the risk of hitting your own troops is too great.

3. Choose Ranged Weapon

The weapons a model has are listed on its datasheet. If a model has several weapons, it can shoot all of them at the same target, or it can shoot each at a different enemy unit. Similarly, if a unit contains more than one model, they can shoot at the same, or different targets as you choose. **In either case, at the same time that you choose targets for the shooting units attacks, you must declare how you will split the shooting units shots; then resolve all the shots against one target before moving on to the next.**

Number of Attacks

Each time a model shoots a ranged weapon, it will make a number of attacks. You roll one dice for each attack being made. The number of attacks a model can make with a weapon, and therefore the number of dice you can roll, is found on the weapon's profile, along with the weapon's type. A weapon's type can impact the number of attacks it can make (see overleaf).

Characters

Some models are noted as being a **CHARACTER** on their datasheet. These heroes, officers, prophets and warlords are powerful individuals that can have a great impact on the course of a battle. The swirling maelstrom of the battlefield can make it difficult to pick out such individuals as targets, however. A **CHARACTER** can only be chosen as a target in the Shooting phase if they are the closest visible enemy unit to the model that is shooting. This does not apply to **CHARACTERS** with a Wounds characteristic of 10 or more, due to their sheer size.

FAST DICE ROLLING

The rules for resolving attacks (pg 181) have been written assuming you will make them one at a time. However, it is possible to speed up your battles by rolling the dice for similar attacks together. In order to make several attacks at once, all of the attacks must have the same Ballistic Skill (if it's a shooting attack) or the same Weapon Skill (if it's a close combat attack). They must also have the same Strength, Armour Penetration and Damage characteristics, and they must be directed at the same unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls. Your opponent can then allocate the wounds one at a time, making the saving throws and suffering damage each time as appropriate. Remember, if the target unit contains a model that has already lost any wounds, they must allocate further wounds to this model until either it is slain, or all the wounds have been saved or resolved.

AURA ABILITIES

Some units – usually **CHARACTERS** – have abilities that affect certain models within a given range. Unless the ability in question says otherwise, a model with a rule like this is always within range of the effect.

For example, a Lord of Contagion has the Nurgle's Gift ability, which affects all **DEATH GUARD** models within 7" of him. As the Lord of Contagion is also a **DEATH GUARD** model, he benefits from this ability as well.



THE MOST IMPORTANT RULE

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

Weapon Types

There are five types of ranged weapon: Assault, Heavy, Rapid Fire, Grenade and Pistol. A model shooting one of these weapons can make a number of attacks equal to the number written on its profile after its type. For example, a model firing an 'Assault 1' weapon can make 1 attack with that weapon; a model firing a 'Heavy 3' weapon can make 3 attacks, etc.

If a weapon has more than one attack, it must make all of its attacks against the same target unit.

Each type of ranged weapon also has an additional rule that, depending upon the situation, might affect the accuracy of the weapon or when it can be fired. These are as follows:

ASSAULT

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

A model with an Assault weapon can fire it even if it Advanced earlier that turn. If it does so, you must subtract 1 from any hit rolls made when firing that weapon this turn.

HEAVY

Heavy weapons are the biggest and deadliest guns on the battlefield, but require reloading, careful set-up or bracing to fire at full effect.

If a model with a Heavy weapon moved in its preceding Movement phase, you must subtract 1 from any hit rolls made when firing that weapon this turn.

RAPID FIRE

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

A model firing a Rapid Fire weapon doubles the number of attacks it makes if its target is within half the weapon's maximum range.

GRENADE

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

Each time a unit shoots, a single model in the unit that is equipped with Grenades may throw one instead of firing any other weapon.

PISTOL

Pistols are carried one-handed and can even be used in a melee to shoot at point-blank range. Many warriors carry one as a sidearm, alongside their primary weapon.

A model can fire a Pistol even if there are enemy units within 1" of its own unit, but it must target the closest enemy unit. In such circumstances, the model can shoot its Pistol even if other friendly units are within 1" of the same enemy unit.

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

AS OUR BODIES ARE ARMoured WITH ADAMANT,
OUR SOULS ARE PROTECTED WITH LOYALTY.

AS OUR BOLTERS ARE CHARGED WITH DEATH FOR THE EMPEROR'S
ENEMIES, OUR THOUGHTS ARE CHARGED WITH WISDOM.

AS OUR RANKS ADVANCE, SO DOES OUR DEVOTION,
FOR ARE WE NOT THE SPACE MARINES?

ARE WE NOT THE CHOSEN OF THE EMPEROR,
HIS LOYAL SERVANTS UNTO DEATH?

4. Resolve Attacks

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

- 1. Hit Roll:** Each time a model makes an attack, roll a dice. If the roll is equal to or greater than the attacking model's Ballistic Skill characteristic, then it scores a hit with the weapon it is using. If not, the attack fails and the attack sequence ends. A roll of 1 always fails, irrespective of any modifiers that may apply.
- 2. Wound Roll:** If an attack scores a hit, you will then need to roll another dice to see if the attack successfully wounds the target. The roll required is determined by comparing the attacking weapon's Strength characteristic with the target's Toughness characteristic, as shown on the following table:

WOUND ROLL	
ATTACK'S STRENGTH VS TARGET'S TOUGHNESS	D6 ROLL REQUIRED
Is the Strength TWICE (or more) than the Toughness?	2+
Is the Strength GREATER than the Toughness?	3+
Is the Strength EQUAL to the Toughness?	4+
Is the Strength LOWER than the Toughness?	5+
Is the Strength HALF (or less) than the Toughness?	6+

If the roll is less than the required number, the attack fails and the attack sequence ends. A roll of 1 always fails, irrespective of any modifiers that may apply.

- 3. Allocate Wound:** If an attack successfully wounds the target, the player commanding the target unit allocates the wound to any model in the unit (the chosen model does not have to be within range or visible to the attacking unit). If a model in the target unit has already lost any wounds, the damage must be allocated to that model.

- 4. Saving Throw:** The player commanding the target unit then makes a saving throw by rolling a dice and modifying the roll by the Armour Penetration characteristic of the weapon that caused the damage. For example, if the weapon has an Armour Penetration of -1, then 1 is subtracted from the saving throw roll. If the result is equal to, or greater than, the Save characteristic of the model the wound was allocated to, then the damage is prevented and the attack sequence ends. If the result is less than the model's Save characteristic, then the saving throw fails and the model suffers damage. A roll of 1 always fails, irrespective of any modifiers that may apply.

- 5. Inflict Damage:** The damage inflicted is equal to the Damage characteristic of the weapon used in the attack. A model loses one wound for each point of damage it suffers. If a model's wounds are reduced to 0, it is either slain or destroyed and removed from play. If a model loses several wounds from a single attack and is destroyed, any excess damage inflicted by that attack is lost and has no effect.



Invulnerable Saves

Some models possess supernatural reflexes or are protected by force fields that grant them an invulnerable save. Each time a wound is allocated to a model with an invulnerable save, you can choose to use either its normal Save characteristic or its invulnerable save, but not both. If a model has more than one invulnerable save, it can only use one of them – choose which it will use. If you use a model's invulnerable save, it is never modified by a weapon's Armour Penetration value.

Ignoring Wounds

Some units have abilities that allow them to ignore the damage suffered each time it loses a wound (e.g. *Disgustingly Realient*, *The Flesh is Weak* and *Tenacious Survivor*). If a model has more than one such ability, you can only use one of those abilities each time the model loses a wound.

Terrain and Cover

The battlefields of the far future are littered with terrain features such as ruins, craters and twisted corpses. Models can take shelter within such terrain features to gain protection against incoming weapons' fire.

If a unit is entirely on or within any terrain feature, add 1 to its models' saving throws against shooting attacks to represent the cover received from the terrain (invulnerable saves are unaffected). Units gain no benefit from cover in the Fight phase (pg 182).

Mortal Wounds

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

4. CHARGE PHASE

Warriors hurl themselves into battle to slay with blade, hammer and claw.

CHARGE SEQUENCE

1. Choose unit to charge with
2. Choose targets
3. Enemy resolves Overwatch
4. Roll 2D6 and make charge move

1. Choose Unit to Charge With

Any of your units within 12" of the enemy in your Charge phase can make a charge move. You may not choose a unit that Advanced or Fell Back this turn, nor one that started the Charge phase within 1" of an enemy.

2. Choose Targets

Once you have chosen an eligible unit, select one or more enemy units within 12" of them as the target(s) of the charge. Each target unit can then attempt to fire Overwatch.

3. Overwatch

Each time a charge is declared against a unit, the target unit can immediately fire Overwatch at the would-be attacker. A target unit can potentially fire Overwatch several times a turn, though it cannot fire if there are any enemy models within 1" of it. Overwatch is resolved like a normal shooting attack (albeit one resolved in the enemy's Charge phase) and uses all the normal rules except that a 6 is always required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any modifiers.

4. Make Charge Move

After any Overwatch has been resolved, roll 2D6. Each model in the charging unit can move up to this number of inches – this is their charge distance this turn. The first model you move must finish within 1" of an enemy model from one of the target units. No models in the charging unit can move within 1" of an enemy unit that was not a target of its charge. If this is impossible, the charge fails and no models in the charging unit move this phase. Once you've moved all the models in the charging unit, choose another eligible unit and repeat the above procedure until all eligible units that you want to make charge moves have done so. No unit can be selected to charge more than once in each Charge phase.

Heroic Intervention

After the enemy has completed all of their charge moves, any of your **CHARACTERS** that are within 3" of an enemy unit may perform a Heroic Intervention. Any that do so can move up to 3", so long as they end the move closer to the nearest enemy model.

5. FIGHT PHASE

Carnage engulfs the battlefield as the warring armies tear each other apart.

FIGHT SEQUENCE

1. Choose unit to fight with
2. Pile in up to 3"
3. Choose targets
4. Choose melee weapon
5. Resolve close combat attacks
 - Make hit roll
 - Make wound roll
 - Enemy allocates wound
 - Enemy makes saving throw
 - Inflict damage
6. Consolidate up to 3"

1. Choose Unit to Fight With

Any unit that charged or has models within 1" of an enemy unit can be chosen to fight in the Fight phase. This includes all units, not just those controlled by the player whose turn it is. All units that charged this turn fight first. The player whose turn it is picks the order in which these units fight. After all charging units have fought, the players alternate choosing eligible units to fight with (starting with the player whose turn it is) until all eligible units on both sides have fought once each. No unit can be selected to fight more than once in each Fight phase. If one player runs out of eligible units, the other player completes all of their remaining fights, one unit after another. A fight is resolved in the following steps:

2. Pile In

You may move each model in the unit up to 3" – this move can be in any direction so long as the model ends the move closer to the nearest enemy model.

3. Choose Targets

First, you must pick the target unit, or units, for the attacks. To target an enemy unit, the attacking model must either be within 1" of that unit, or within 1" of another model from its own unit that is itself within 1" of that enemy unit. This represents the unit fighting in two ranks. Models that charged this turn can only target enemy units that they charged in the previous phase.

If a model can make more than one close combat attack (see right), it can split them between eligible target units as you wish. Similarly if a unit contains more than one model, each can target a different enemy unit. **In either case, at the same time that you choose targets for the units close combat attacks, you must declare how you will split the units close combat attacks; then resolve all attacks against one target before moving on to the next.**

Number of Attacks

The number of close combat attacks a model makes against its target is determined by its Attacks characteristic. You roll one dice for each close combat attack being made. For example, if a model has an Attacks characteristic of 2, it can make 2 close combat attacks and you can therefore roll 2 dice.

4. Choose Melee Weapon

Each time a model makes a close combat attack, it uses a melee weapon – the weapons a model is equipped with are described on its datasheet. **In addition to their other weapons, all models are assumed to be equipped with a close combat weapon, which has the following profile:**

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

If a model has more than one melee weapon, choose which it will use before rolling the dice. If a model has more than one melee weapon and can make several close combat attacks, it can split its attacks between these weapons however you wish – declare how you will divide the attacks before any dice are rolled.

5. Resolve Close Combat Attacks

Close combat attacks can be made one at a time, or in some cases you can roll the dice for a number of attacks together. The attack sequence for making close combat attacks is identical to that used for shooting attacks (pg 181) except you use the model's Weapon Skill characteristic instead of its Ballistic Skill to make hit rolls.

6. Consolidate

You may move each model in the unit up to 3" – this move can be in any direction so long as the model ends the move closer to the nearest enemy model.

6. MORALE PHASE

Even the bravest heart may quail when the horrors of battle take their toll.

In the Morale phase, starting with the player whose turn it is, players must take Morale tests for units from their army that have had models slain during the turn.

To take a Morale test, roll a dice and add the number of models from the unit that have been slain this turn. If the result of the Morale test exceeds the highest Leadership characteristic in the unit, the test is failed. For each point that the test is failed by, one model in that unit must flee and is removed from play. You choose which models flee from the units you command.

TRANSPORTS

Some models are noted as being a **TRANSPORT** on their datasheet – these vehicles ferry warriors to the front line, providing them with speed and protection. The following rules describe how units can embark and disembark from transports, and how they are used to move their passengers across the battlefield. Note that a unit cannot both embark and disembark in the same turn.

Transport Capacity: All transports have a transport capacity listed on their datasheet. This determines how many friendly models, and of what type, they can carry. A model's transport capacity can never be exceeded.

When you set up a transport, units can start the battle embarked within it instead of being set up separately – declare what units are embarked inside the transport when you set it up.

Embark: **If all models in a unit end their move within 3" of a friendly transport in the Movement phase, they can embark within it.** Remove the unit from the battlefield and place it to one side – it is now embarked inside the transport.

Embarked units cannot normally do anything or be affected in any way whilst they are embarked. Unless specifically stated, abilities that affect other units within a certain range have no effect whilst the unit that has the ability is embarked.

If a transport is destroyed, any units embarked within it immediately disembark (see below) before the transport model is removed, but you must then roll one dice for each model you just set up on the battlefield. For each roll of 1, a model that disembarked (your choice) is slain. **Units cannot declare a charge during the same turn that they disembarked from a destroyed transport.**

Disembark: Any unit that begins its Movement phase embarked within a transport can disembark before the transport moves. When a unit disembarks, set it up on the battlefield so that all of its models are within 3" of the transport and not within 1" of any enemy models – any disembarking model that cannot be set up in this way is slain.

Units that disembark can then act normally (move, shoot, charge, fight, etc.) during the remainder of their turn. Note though, that even if you don't move disembarking units further in your Movement phase, they still count as having moved for any rules purposes, such as shooting Heavy weapons (pg 180).

EXAMPLE TURN

On these pages you will find an example turn of Warhammer 40,000. All six phases of a player's turn are described. In the examples shown below, it is the Death Guard player's turn, and we join the battle just as they are about to launch an assault upon a force of Space Marines.

1. MOVEMENT PHASE

The Death Guard player starts by moving their unit of Plague Marines. They have a Move characteristic of 5", and so are moved as close as possible towards the Space Marines.

The Death Guard player then moves their Malignant Plaguecaster, and decides this model should Advance...



2. PSYCHIC PHASE

The Death Guard only has a single psyker – the Malignant Plaguecaster. This model attempts to manifest the Smite power.

The Death Guard player takes a Psychic test by rolling 2D6, and scores a total of 6. This is greater than the power's warp charge value of 5, so the test is passed.

$$3 + 3 = 6$$

The closest enemy unit are the Intercessors. They suffer D3 mortal wounds. The Death Guard player rolls a 5, which means the Intercessor Squad loses 3 wounds, enough to kill one Intercessor and wound another.

$$5 \div 2 \text{ rounds to } 3$$



3. SHOOTING PHASE

The Death Guard player selects the unit of Plague Marines to shoot with. The Plague Marines will shoot with their boltguns, while the Plague Champion will throw a krak grenade.

The targets are 6" away, which is within range of the Plague Marines' **boltguns**. These are Rapid Fire 1 weapons, and so each fires twice at half range or less. The Death Guard player therefore rolls 8 dice to see if the shots hit. The Plague Marines' Ballistic Skill is 3+, so 6 shots hit and the others miss.



The Death Guard player then makes a wound roll for each hit. A **boltgun's** Strength of 4 equals the target's Toughness of 4, meaning a roll of 4+ is required to successfully wound the target. The Death Guard player rolls for each shot, four of which are successful. The Space Marine player will now need to make a saving throw for each.



One of the rolls is less than the Intercessor's Save characteristic of 3+, so the wound is allocated to the wounded Intercessor. A **boltgun** inflicts 1 point of damage on this model, which removes its last wound and it is slain. The other wounds are saved and bounce off the Space Marines' power armour.



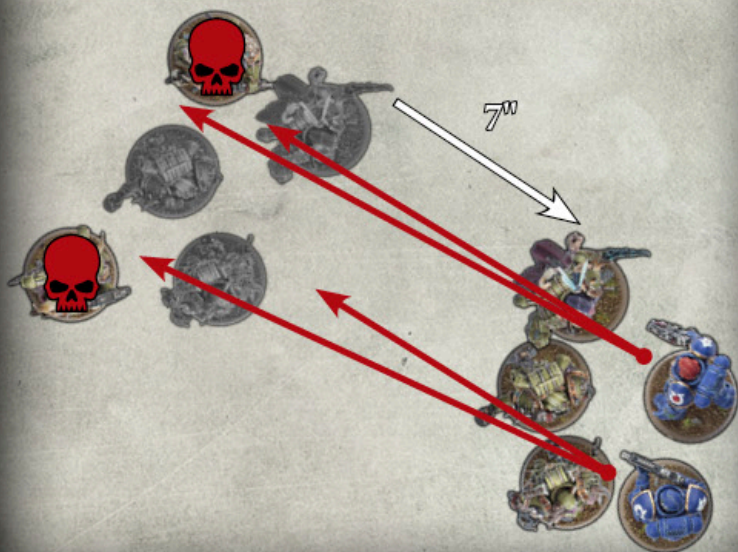
4. CHARGE PHASE

The Death Guard player chooses the Plague Marines to charge the Intercessors.

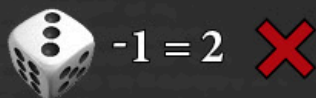
The Space Marine player fires Overwatch and makes 4 hit rolls. Models only hit on 6s when firing Overwatch, however both hits go on to wound, and then both saving throws are failed – two models are slain!



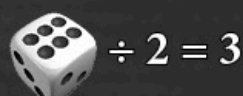
After resolving Overwatch, the Death Guard player rolls 2D6, scoring 7. The Plague Marines can charge 7" – enough to move within 1" of the Intercessors.



The Plague Champion then throws a **krak grenade**, which hits. This grenade has a Strength of 6, which wounds the Intercessors on a roll of 3+ as its Strength is greater than the Intercessors' Toughness. The Space Marine player then rolls a 3 for their saving throw, but must subtract 1 from the roll because the **krak grenade** has an AP characteristic of -1. The final result of 2 fails to protect the Space Marines.



A **krak grenade** inflicts D3 damage; the Death Guard player rolls a 6, inflicting 3 points of damage. This causes an Intercessor to lose both its wounds. As it is slain by this attack, the other point of damage is discarded and has no effect.



5. FIGHT PHASE

Units that charged always resolve their fights first. In this case, that means the Plague Marines unit fights first.

They start by piling in, each model moving up to 3" closer to the nearest model. All are now within 1" of an enemy.

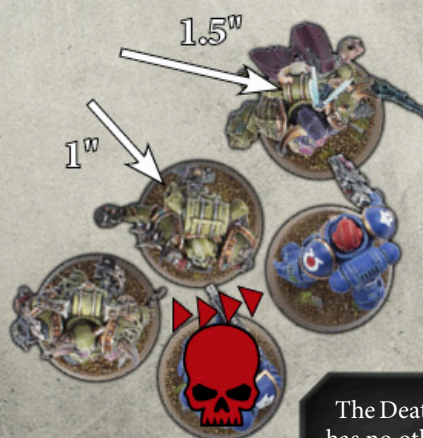


The Plague Marines will use their plague knives to make their close combat attacks against the Intercessor unit, but the Plague Champion, who has an Attacks characteristic of 2, chooses to make 1 close combat attack using his **plague sword**, and 1 using his **power fist**. The Death Guard player rolls 2 hit rolls for the plague knives (rolling a 3 and a 5), 1 for the **plague sword** (rolling a 3), and 1 for the **power fist** (rolling a 2).



Plague sword Power fist

The Plague Marines and the Plague Champion both have a Weapon Skill characteristic of 3+, so the attack made with the **power fist** misses, but all the others hit. After wound rolls and saving throws are taken, another Intercessor has been slain. The Plague Marine unit then **consolidates** ▶▶▶▶, one of its models moving closer to the nearest enemy model.



The Death Guard player has no other units that can fight, so the Space Marine unit fights, slaying a single Plague Marine in return.

6. MORALE PHASE

Both the Plague Marine unit and the Intercessors have suffered casualties during the turn, and so both have to take a Morale test.

The Death Guard player goes first, rolling a 6. Three Plague Marines died this turn, so 3 is added to the roll, for a total of 9. This exceeds the highest Leadership in the unit by 1 (the Plague Champion has a Leadership characteristic of 8), so 1 of the remaining models flees the battlefield.

The Space Marine player then takes a Morale test for the Intercessors, rolling a 3. When the number of casualties is added they have a total of 7. This is less than the unit's highest Leadership of 8 – the test is passed and no models flee.

The Death Guard turn is now complete, and the Space Marine player can now start their turn.

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

- Scriptorus Munificentus



FIGHTING A BATTLE

THE MISSION

Before you can wage war in a game of Warhammer 40,000, you must select a mission. The core rules include a single mission – Only War – which is ideal to get the action started quickly. Others can be found elsewhere in this book, in other books, or you could play a mission of your own creation. If you and your opponent can't agree on which mission to play, both players should roll a dice, re-rolling ties, and whoever rolls the highest decides on the mission.

Unless the mission you are playing instructs you otherwise, you should then feel free to create an exciting battlefield using any terrain features from your collection that you wish. In general, we recommend having one or two features in each 2' by 2' area. Don't worry if your battlefield doesn't match these requirements, but keep in mind that playing on very small or very large battlefields, or ones that are either a barren wasteland or filled to overflowing with terrain features, may give an advantage to one side or the other.

THE BATTLEFIELD

In the far future, battles are fought across an infinite variety of strange and alien planets where no land is left untouched by the blight of war. Crystal moons, derelict space hulks, carnivorous death worlds and nightmarish Daemon worlds are just a few of the fantastical landscapes that can be recreated whenever you play a game of Warhammer 40,000.

A battlefield can be any surface upon which the models can stand – a dining table, for example, or the floor. We typically assume a battlefield is 6' by 4' (although some missions will state other dimensions), but it should always be large enough to accommodate all your models – if it is not, simply increase the size of the battlefield.



BATTLEZONES & EXPANSIONS

If you are battling in a specific battlezone, or if you are using a particular expansion, there might be additional rules pertaining to setting up the battlefield, and special rules that alter how some terrain interacts with your warriors. Bear these in mind when creating your battlefield.

THE WARLORD

Once you have mustered your army, nominate one of your models to be your Warlord (this cannot be a model with the Fortifications Battlefield Role).

If your Warlord is a **CHARACTER**, it can use a Warlord Trait – a preferred tactic or personal ability that marks them out amongst their peers. Immediately before either player starts to deploy their army, you can roll on the Warlord Trait table here to determine what Warlord Trait your Warlord has. Alternatively, choose the trait that most suits your Warlord's temperament or style of war.

WARLORD TRAITS

D3 WARLORD TRAIT

- | | |
|---|--|
| 1 | Legendary Fighter: If this Warlord charges in the Charge phase, add 1 to their Attacks characteristic until the end of the ensuing Fight phase. |
| 2 | Inspiring Leader: Friendly units within 6" of this Warlord can add 1 to their Leadership characteristic. |
| 3 | Tenacious Survivor: Roll a dice each time this Warlord loses a wound. On a 6, the Warlord shrugs off the damage and does not lose the wound. |

ONLY WAR

The time has come to prove your worth as the greatest warlord in the galaxy! All that stands between you and ultimate glory is an enemy army bent upon your destruction.

THE ARMIES

In order to play this mission, you must first muster an army from the miniatures in your collection. You can include any models in your army.

Sometimes you may find that you do not have enough models to field a minimum-sized unit (this can be found on each unit's datasheet); if this is the case, you can still include one unit of that type in your army with as many models as you have available.

THE BATTLEFIELD

Create the battlefield and set up terrain. The players must then place objective markers to represent sites of tactical or strategic import that one or both armies are attempting to secure. Objective markers can be represented by any suitable marker or piece of terrain. Each player must place two objective markers anywhere on the battlefield, so long as they are each at least 10" away from any other objective marker. We suggest taking turns to place these, starting with whichever player wins a roll-off. A player controls an objective marker if there are more models from their army within 3" of it than there are enemy models (measure to the centre of the marker).

PRIMARY OBJECTIVES

Before setting up their armies, both players roll off. The player who rolls higher then rolls on the primary objectives table (see right) to determine which are used during the mission.

DEPLOYMENT

Once the victory conditions have been determined, the player who did not roll on the primary objectives table then divides the battlefield into two equal-sized halves. Their opponent then decides which half is their own deployment zone, and which half is the other player's deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. Models must be set up in their own deployment zone, more than 12" from the enemy deployment zone. Continue setting up units until both players have set up all the units in their army, or you have run out of room to set up more units.

POWER LEVEL

Before battle begins, determine each army's Power Level by adding together the Power Ratings of all the units set up in that army; whichever player has the lowest is the Underdog. If both have the same Power Level, the player who assigned the deployment zones is the Underdog.

If the difference between the Power Levels of the two armies is 10 to 19, the Underdog receives one Command re-roll; if the difference is 20 to 29, the Underdog receives two Command re-rolls, and so on. Each Command re-roll can be used once, at any point during the battle, to re-roll a single dice.

FIRST TURN

The Underdog chooses who has the first turn.

BATTLE LENGTH

The battle lasts for five battle rounds, or until one army has slain all of its foes.

VICTORY CONDITIONS

If one army has slain all of its foes, it immediately wins a major victory. Otherwise, at the end of the battle, the player who has the most victory points wins a major victory. If both players have the same number of victory points at the end of the battle, the Underdog wins a minor victory.

PRIMARY OBJECTIVES

D3 VICTORY CONDITIONS

- | | |
|---|--|
| 1 | Slay and Secure: At the end of the battle, each objective marker is worth 2 victory points to the player who controls it. Players also earn D3 victory points if the opposing army's Warlord was slain during the battle. |
| 2 | Ancient Relic: At the start of the first battle round, but before the first turn begins, randomly select one objective marker; remove the other objective markers from the battlefield. At the end of the battle, the remaining objective marker is worth 6 victory points to the player who controls it. |
| 3 | Domination: At the end of each turn, each objective marker is worth 1 victory point to the player who controls it. Keep a running score from turn to turn. |

TEAM GAMES

Warhammer 40,000 battles are conventionally fought between two players, but battling it out with three or more lends the game a different dynamic and ensures that no one has to sit out. Of course, the real joy of team games is the social aspect, and you'll discover true camaraderie with your fellow gamers over salvoes of good-natured banter aimed across the battlefield, making it clear that this gaming style is fun for friend and foe alike.

It couldn't be easier to play a team game. Once all players have assembled with their armies, simply split into two teams – how you divide the players is entirely up to you. Having done so, select one model on each team to be their Warlord and then play the battle exactly as you normally would, using the same rules but replacing terms like 'player' and 'opponent' with 'team' or 'opposing team'.

WAR WITHOUT END

No form of war is unknown in the galaxy. On these pages you will find three examples of open play missions – **Annihilation**, **Hold at all Costs** and **Death or Glory** – that you can use to start waging war right away. You will also find a few ideas below to spark your imagination for other open play battles; you should feel free to use these hooks as the basis of your battles, or simply create ones of your own.

- An elite force strikes behind enemy lines to assassinate the foe's commanders.
- An evil ritual is nearing completion – fight to prevent its culmination, or bring about its fruition.
- A group of sappers attempts to sabotage a mighty war machine or fortress before it, and its terribly powerful weapons, become fully operational.
- A convoy is ambushed – how many of its vital supplies can it escape with?
- You and your opponent(s) are trying to reach a powerful relic; use your fastest units to race across the long battlefield and be first to claim the prize!
- As you signal the attack, your own allies suddenly reveal their traitorous intent and open fire upon your lines. Can you rally to wage a war on two fronts and prevail?
- Your enemy believes their position unassailable. Lead the forlorn attempt to create a breach and bring victory!
- A band of operatives must silence sentries and enable their army's approach.
- A priceless piece of archeotech is lost within these war-torn ruins – your forces must be the ones to discover its location and take it back to your headquarters.
- A beleaguered army must hold out long enough for reinforcements to relieve them.
- You have been entrusted with the life of a dignitary – you must escort them safely across the war zone.
- Snipers and close-quarters fighters come into their own in a claustrophobic battle through the ruins of a fallen hive city.
- After months of fighting, the enemy army is on the verge of routing. Break their morale and victory will be assured.



ANNIHILATION

Two warlords face each other, intent on destroying all that stand before them. Each must attempt to annihilate their opponent, whilst minimising their own losses.

THE ARMIES

In order to play this mission, you must first muster an army from the miniatures in your collection. You can include any models in your army, but this mission works especially well when both armies have a roughly equal Power Level.

THE BATTLEFIELD

Create the battlefield and set up terrain.

DEPLOYMENT

Once the battlefield has been created, the players roll off. The player who rolled highest divides the battlefield into two equal-sized halves. Then, the player who rolled lowest chooses a half to be their deployment zone; the opposite half is their opponent's deployment zone. The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. Models must be set up in their own deployment zone, more than 12" from the enemy deployment zone. Continue setting up units until both players have set up all the units in their army, or you have run out of room to set up more units.

FIRST TURN

The player who finished setting up their army first can choose whether to have the first or second turn.

BATTLE LENGTH

The battle lasts for five battle rounds, or until one army has slain all of its foes.

VICTORY CONDITIONS

If one army has slain all of its foes, it immediately wins a major victory. Otherwise, at the end of the battle, the player who has the most models remaining wins a minor victory.

HOLD AT ALL COSTS

The battlefield lies at a crossing of key strategic importance. A defending army stands ready to hold it at all costs in the face of a superior foe that surrounds them.

THE ARMIES

In order to play this mission, you must first muster an army from the miniatures in your collection. You can include any models in your army, but this mission works especially well when the Power Level of one army is between a third higher and double that of the other. In this mission, the player whose army has the higher Power Level is the Attacker; their opponent is the Defender.

THE BATTLEFIELD

Create the battlefield and set up terrain. The centre of the battlefield should contain at least one terrain feature, such as a hill, a building or a large ruin that the Defender's units can begin the battle holding.

DEPLOYMENT

Once the battlefield has been created, the Defender sets up their entire army anywhere that is within 18" of the centre of the battlefield. The Attacker then sets up their entire army anywhere that is more than 12" from any enemy model.

FIRST TURN

The players should roll off, and whoever rolls highest can choose whether to have the first or second turn.

BATTLE LENGTH

The battle lasts for five battle rounds, or until one army has slain all of its foes.

VICTORY CONDITIONS

If one army has slain all of its foes, it immediately wins a major victory. Otherwise, at the end of the battle, the player whose model is closest to the centre of the battlefield wins a major victory.

DEATH OR GLORY

An outnumbered army faces inevitable defeat, but if they sell their lives dearly, and even a single warrior survives, they will have earned a heroic death.

THE ARMIES

In order to play this mission, you must first muster an army from the miniatures in your collection. You can include any models in your army, but this mission works especially well when the Power Level of one army is at least twice that of the other. In this mission, the player whose army has the higher Power Level is the Attacker, and their opponent is the Defender.

THE BATTLEFIELD

Create the battlefield and set up terrain.

DEPLOYMENT

Once the battlefield has been created, the players should roll off. The player who rolled lowest chooses a half to be their deployment zone; the opposite half is their opponent's deployment zone. The Attacker sets up their entire army first, and the Defender sets up their entire army second. Models must be set up in their own deployment zone, more than 12" from the enemy deployment zone.

FIRST TURN

The Defender can choose whether to have the first or second turn.

BATTLE LENGTH

The battle lasts for five battle rounds, or until one army has slain all of its foes.

VICTORY CONDITIONS

If one army has slain all of its foes, it immediately wins a major victory. Otherwise, at the end of the battle, the Defender wins a heroic victory if they have even a single model remaining on the battlefield.

NARRATIVE PLAY MISSION RULES

Most narrative play missions use one or more additional special rules to better represent the different tactics and strategies used by attackers and defenders. Some of the more in-depth mission special rules are collected below and referenced by the missions that appear later in this section.

CONCEALED DEPLOYMENT

In some battles, commanders have had time to conceal the positions of their forces from the enemy.

If a mission uses Concealed Deployment, the Defender will need a set-up marker for each unit in their army that they intend to start the battle deployed on the battlefield. You do not need any markers for units that will start the battle embarked on a **TRANSPORT**, only a marker for the transport itself. Each marker needs to be distinct (for example by having a different number) so it can correspond to a specific unit. The Defender must write down which unit each marker represents and keep this information secret from his opponent.

When the Defender deploys their army, they set up the markers instead of their models. Once the Defender has set up all their markers, the Attacker deploys all their forces. Once this has been done, the Defender then reveals which marker corresponds to which unit, setting up the appropriate models as they do so. The first model in each unit must be placed exactly where the unit's set-up marker was placed, and the entire unit must be set up wholly within the player's own deployment zone.

DAWN RAID

Cunning commanders may attack under cover of darkness to conceal their advance from the foe.

If your mission uses Dawn Raid, both players must subtract 1 from all hit rolls made in the Shooting phase during the first battle round of the game.

PRELIMINARY BOMBARDMENT

In a major offensive, the attacker will often launch a heavy bombardment prior to the main attack.

If your mission uses Preliminary Bombardment, then at the start of the first battle round, but before the first turn begins, the Attacker should roll a dice for each enemy unit that is on the battlefield (do not roll for units that are embarked inside **TRANSPORTS**). On a roll of 6, that unit has been hit by a Preliminary Bombardment; that unit suffers D6 mortal wounds. **INFANTRY** units that are hit by a Preliminary Bombardment can choose to go to ground before the damage is determined – if they do, they only suffer D3 mortal wounds, but cannot take any actions during their first turn.

RANDOM BATTLE LENGTH

War is rarely predictable, and the time available to achieve your objectives is never certain.

If your mission uses Random Battle Length, at the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.



RESERVES

Reserves are forces which are not directly present at the start of an engagement but are available as reinforcements during battle.

If a mission uses Reserves, it will detail which units in your army start the game in Reserve – these units are not deployed with the rest of your army.

The mission will usually state when the units placed in Reserve arrive on the battlefield – this is typically at the end of a particular Movement phase. If the mission does not specify when units arrive, roll for each unit at the end of your second Movement phase (and at the end of each of your Movement phases thereafter) – this is called a Reserve roll. On a 3+, the unit being rolled for arrives from Reserve. Note that if a unit placed into Reserve is embarked within a **TRANSPORT**, they will arrive when their transport does, not separately (if rolling, make a single roll for the transport and the units embarked in it).

The mission will explain how and where to set up units when they arrive from Reserve – typically within a short distance of a specified edge of the battlefield.

SENTRIES

Many commanders use sentries to guard vital locations and raise the alarm if intruders are spotted.

If your mission uses Sentries, the Defender will need one extra unit to act as their Sentries. Unless otherwise stated, this unit should have the Troops Battlefield Role, contain up to 10 models and have a Power Rating of 10 or less. The Sentries' Power Rating is excluded when you are calculating the total Power Level of your army.

The mission rules will detail where Sentries are set up, but it should be noted that each Sentry model moves and acts as a separate, individual unit throughout the battle. At the start of each of the Defender's Movement phases, both players roll a dice for each Sentry model, in an order chosen by the Defender. The player who rolled the highest can move the model the distance indicated on their dice in any direction (a Sentry cannot Advance as part of this move). If the rolls are tied, the Sentry does not move.

At the start of the game, all is quiet and the alarm has yet to be sounded, but it is raised if any of the following occur:

- A model from the Attacker's army fires a ranged weapon or manifests a psychic power.
- A model from the Attacking player's army attacks a Sentry in the Fight phase but fails to kill them. Note that Sentries cannot fire Overwatch until after the alarm is raised.
- A model from the Attacking player's army is spotted by a Sentry. An enemy unit is spotted if it is within a certain range of any Sentry at the end of any Movement phase (irrespective of whether or not that unit is visible to the Sentry). The spotting range depends upon the Power Rating of the Attacker's unit, as detailed below:

POWER RATING	SPOTTED WITHIN
5 or less	3"
6-10	6"
11-19	9"
20 or more	12"

If the alarm is raised during the Attacker's turn, their turn ends after the action that raised the alarm has been completed. If the alarm is raised during the Defender's turn, the Defender immediately starts a new turn in which they can typically set up response forces or reinforcements; this will be detailed in the mission itself. In either case, the Sentries are now under full control of the Defender.

SUSTAINED ASSAULT

Occasionally, an army will possess overwhelming superiority in numbers, with wave upon wave of its troops hurling themselves forward.

If your mission uses Sustained Assault, any of the Attacker's units that are destroyed can be brought back into play later in the battle, to represent their almost limitless supply of reinforcements. At the end of each of the Attacker's Movement phases, roll a dice for each of their destroyed units, adding 2 to the result if that unit has the Troops Battlefield Role. On a 4+, immediately set up that unit within 6" of a battlefield edge – the mission will specify which.

The Attacker can also, at the end of any of their turns, remove any of their units from the battlefield that have a quarter or less of their starting number of models (or, in the case of single-model units, a quarter or less of its starting number of wounds). This unit then counts as having been destroyed for all purposes, and so can be brought back into play later as described above.



CRUCIBLE OF WAR

MEAT GRINDER

The enemy forces arrayed against you are the last stubborn defenders of this war zone, grimly holding out despite being overwhelmingly outnumbered. You have been committed to lead an all-out attack to annihilate them in their entirety. Friendly casualties are of no concern – no enemy must survive!

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but if their army is Battle-forged (pg 240) they will also be able to use the appropriate Stratagems included with this mission. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker and their opponent should be the Defender. Otherwise the players can roll off to decide.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. The Defender's deployment zone should contain several defensible pieces of terrain, such as ruins or obstacles, from which they can make their defiant last stand. The Attacker's deployment zone should be more sparse by comparison, to better represent the no man's land they are crossing.

DEPLOYMENT

After terrain has been set up, the players then deploy their armies using the Concealed Deployment rules (pg 194). None of the Defender's units can use abilities that allow them to arrive on the battlefield mid-battle – such units must be set up on the battlefield during deployment, using the Concealed Deployment rules.

PRELIMINARY BOMBARDMENT

Once both sides have been set up, the Attacker launches a Preliminary Bombardment (pg 194).

FIRST TURN

The Attacker rolls a dice. On a 1, 2 or 3, the Attacker has the first turn, and on a 4, 5 or 6, the Defender has the first turn.

SUSTAINED ASSAULT

The Attacker can use the Sustained Assault rules (pg 195) to represent their overwhelming superiority in numbers. Each time one of the Attacker's replacement units arrives, set up the models in that unit within 6" of the Attacker's battlefield edge.

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 194) to determine how long the battle lasts.

VICTORY CONDITIONS

If at the end of the battle the Defender has any models remaining on the battlefield, they win a major victory. Any other result is a major victory for the Attacker.

Defender's Battlefield Edge

Defender's Deployment Zone

12"

Attacker's Deployment Zone

Attacker's Battlefield Edge

STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

1CP

SUSTAINED BOMBARDMENT

Attacker Stratagem

Use this Stratagem immediately before rolling to see if a unit is hit by your Preliminary Bombardment. Roll 3 dice instead of 1.

1CP

DECOYS

Defender Stratagem

Use this Stratagem immediately before placing your set-up markers. You can place two extra set-up markers as decoys. When a decoy is revealed, simply remove the marker.

1CP

SPIES

Attacker Stratagem

Use this Stratagem immediately after the Defender has finished placing their set-up markers. Select one of the markers – the Defender must reveal which unit is hiding there and immediately set the unit up (the first model in that unit must be set up on the marker as normal).

1CP

FOXHOLES

Defender Stratagem

Use this Stratagem when one of your **INFANTRY** units is hit by a Preliminary Bombardment, but before the number of hits is determined. Halve the number of hits (rounding up) suffered by that unit.

2CP

OUTFLANKING REINFORCEMENTS

Attacker Stratagem

Use this Stratagem when a replacement unit arrives on the battlefield. That unit can be set up anywhere within 6" of any battlefield edge other than the Defender's battlefield edge.

1CP

TRAPS

Defender Stratagem

Use this Stratagem when a replacement unit arrives on the battlefield. Roll a dice for each model in that unit – for each roll of 6, one model in that unit is slain (controlling player's choice).



CRUCIBLE OF WAR

AMBUSH!

Under cover of darkness, the attacker's forces have prepared a deadly trap and are even now lying in wait for a convoy of enemy reserves heading for the front line. They hope to catch their foe unawares and destroy them utterly before they can escape or mount a retaliatory counter-strike.

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but this mission works especially well with ground-based armies that contain few, if any, units that can **FLY**. If a player's army is Battle-forged (pg 240) they will also be able to use the appropriate Stratagems included with this mission. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker and their opponent should be the Defender. Otherwise the players can roll off to decide.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. The Defender's deployment zone represents a thoroughfare leading towards the front line and should be exposed. The Attacker's deployment zone should be covered in dense terrain such as woods or ruins, making it a perfect ambush site.

DEPLOYMENT

After terrain has been set up, the players set up their armies using the Concealed Deployment rules (pg 194). However, for this mission, the roles are reversed; the Attacker uses set-up markers to deploy their army first, and the Defender then sets up as normal.

FIRST TURN

The Attacker has the first turn.

DAWN RAID

This mission uses the Dawn Raid rules (pg 194).

ESCAPE ROUTE

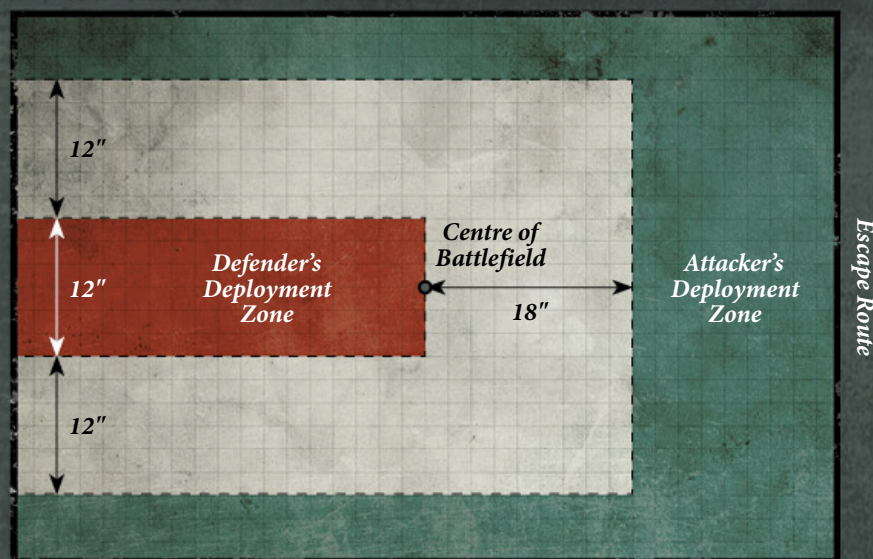
The Defender's units can move off the battlefield edge labelled 'Escape Route' so long as all of their models are able to make it off the board in the same phase. Any that do so have escaped the ambush – they are removed from the battlefield and take no further part in the battle.

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 194) to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the battle, add up the Power Ratings of all the Defender's escaped units (see Escape Route, above) and compare this to the Power Level of their army (count the entire unit's Power Rating, even if only a single model escaped). If the combined Power Rating of the escaped units is one third or more of the army's Power Level, the Defender wins a major victory. Any other result is a major victory for the Attacker.



STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

1+CP

NIGHT RAIDER

Attacker Stratagem

Use this Stratagem immediately after deployment. For each Command Point you spend, the Dawn Raid rules apply for one additional battle round. For example, if the Attacker uses 2 Command Points on this Stratagem, both players must subtract 1 from all hit rolls made in the Shooting phase during the first three battle rounds of the game.

1CP

SPECTRUM- ENHANCEMENT WARGEAR

Attacker Stratagem

Select one of your own units immediately before it makes its shooting attacks. That unit can shoot without penalties from Dawn Raid this phase.

3CP

PRELIMINARY BOMBARDMENT

Attacker Stratagem

Use this Stratagem immediately after both sides have deployed. You can launch a Preliminary Bombardment (pg 194).

1CP

THE TABLES TURNED

Defender Stratagem

Use this Stratagem immediately after both sides have deployed, but before the first turn begins. The Defender rolls a dice – on a 6, they get the first turn instead.

2CP

RETURN FIRE

Defender Stratagem

Use this Stratagem at the end of your opponent's first Shooting phase. Select a unit in your army that was the target of at least one shooting attack; that unit can make a shooting attack at the enemy as if it were your own Shooting phase.

1CP

IRON DISCIPLINE

Defender Stratagem

Use this Stratagem after the Attacker has resolved a Preliminary Bombardment. Roll a dice for each of your units that went to ground; on a 2+ they can act normally during their first turn.



CRUCIBLE OF WAR

PATROL

You have been detailed to patrol no man's land and drive off any enemy forces encountered. Additional forces are near at hand to secure victory, but be warned – the enemy have their own reserves and will attempt to do the same to you.

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but if their army is Battle-forged (pg 240) they will also be able to use the appropriate Stratagems included with this mission. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Level of one of the armies is a third or more higher than the opposing army's Power Level, then the player whose army has the higher Power Level should be the Attacker and their opponent should be the Defender. Otherwise the players can roll off to decide.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. Ruined buildings and craters litter the battlefield, the fallout from months of conflict.

DEPLOYMENT

After terrain has been set up, the Defender sets up three of their units wholly within their deployment zone – one of these units must have the Troops Battlefield Role. The Attacker then selects three of their units to serve as their patrol and sets them up wholly within their deployment zone – one of these units must have the Troops Battlefield Role. All other units arrive later in the battle using the Reserves rules (pg 194).

FIRST TURN

Both players roll a dice, rolling again in the case of a tie. The player who rolls highest chooses who has the first turn.

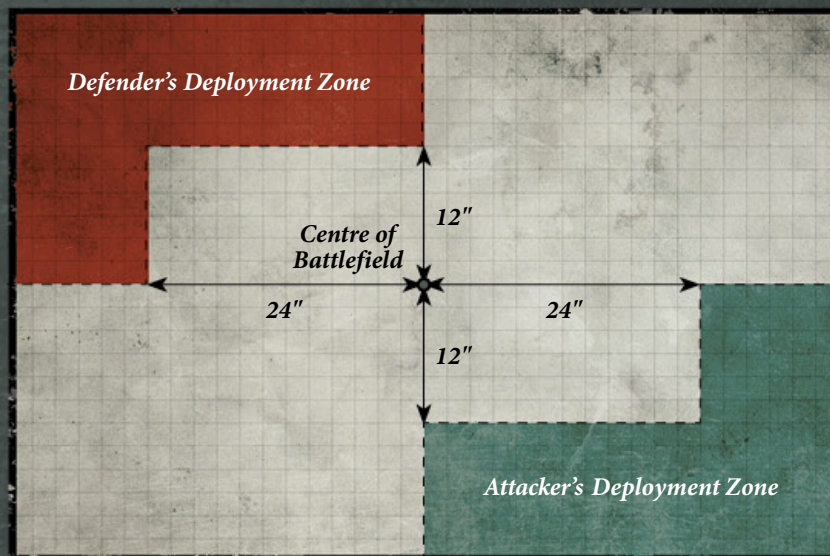
DRAWN TO BATTLE

Starting from the second battle round, each player makes a roll for each of their units in Reserve at the end of their Movement phase. Attacking units arrive on a 4+, while Defending units arrive on a 3+. Units automatically arrive at the end of a player's fourth Movement phase if they have not already done so.

When a unit arrives, set it up anywhere within 6" of the controlling player's battlefield edge.



Defender's Battlefield Edge



Attacker's Battlefield Edge

STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

2CP

ENCIRCLING REINFORCEMENTS

Attacker Stratagem

Use this Stratagem when one of your units arrives from Reserve. That unit can be set up anywhere within 6" of any battlefield edge other than the Defender's battlefield edge.

1CP

RAPID REINFORCEMENTS

Defender Stratagem

Use this Stratagem immediately before making a Reserve roll. The unit being rolled for automatically arrives – there is no need to make the Reserve roll.

2CP

SIGNAL THE ATTACK

Attacker Stratagem

Use this Stratagem at the end of your Movement phase, before making any Reserve rolls. Until the end of the turn you can add 1 to every Reserve roll you make.

1-2CP

DELAYED RESERVES

Defender Stratagem

Use this Stratagem immediately before your opponent makes a Reserve roll. If you spend 1 CP, your opponent must subtract 1 from the roll, but if you spend 2 CPs, they must subtract 2 instead.

2CP

PATROL IN FORCE

Attacker Stratagem

Use this Stratagem after the Defender has deployed their patrol. You can set up one additional unit during deployment – this unit must have the Troops Battlefield Role.

2CP

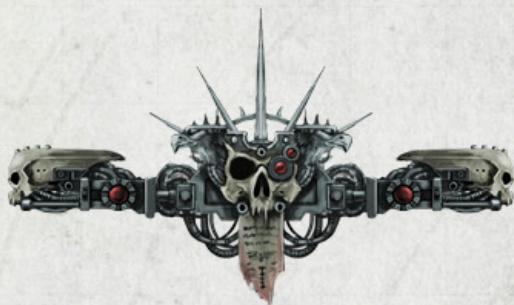
HOME ADVANTAGE

Defender Stratagem

Use this Stratagem immediately before rolling to determine who will have the first turn. You can roll two dice instead of one, and choose the highest result.

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 194) to determine how long the battle lasts.



VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points wins a major victory. If both players have the same number of victory points, the game is a draw. Each player scores 1 victory point for each enemy unit that is destroyed (any unit not on the battlefield at the end of the game counts as having been destroyed).

'MERCY IS A WORD FOR TRAITORS AND COWARDS. IT IS A WORD FOR HERETICS. LET ALL WHO SPEAK IT BE STRUNG UP BY THEIR DUPLICITOUS TONGUES'

- Confessor Belithael of the Dark Angels



CRUCIBLE OF WAR

BLITZ

The war progresses and the offensive is pushing the enemy back all along the front. However, the foe has mustered a strong defence at a vital crossing, and thus far, all attempts to break through their lines have failed. You must attempt to smash the defenders aside and drive deep into enemy territory.

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but this mission works especially well with ground-based armies that contain few, if any, units that can **FLY**. If a player's army is Battle-forged (pg 240), they will also be able to use the appropriate Stratagems included with this mission. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker and their opponent should be the Defender. Otherwise the players can roll off to decide.



THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. The battlefield represents a well-defended and fortified position which the attackers are trying to break through. The Defender's Front Line and Second Line deployment zones should both feature plenty of dense terrain features, such as ruins, to shelter within, or even a series of obstacles, defence lines, razor wire and other defences with the potential to halt the Attacker's advance. The Attacker's deployment zone, by contrast, is a carefully prepared killing field, with relatively little cover available.

DEPLOYMENT

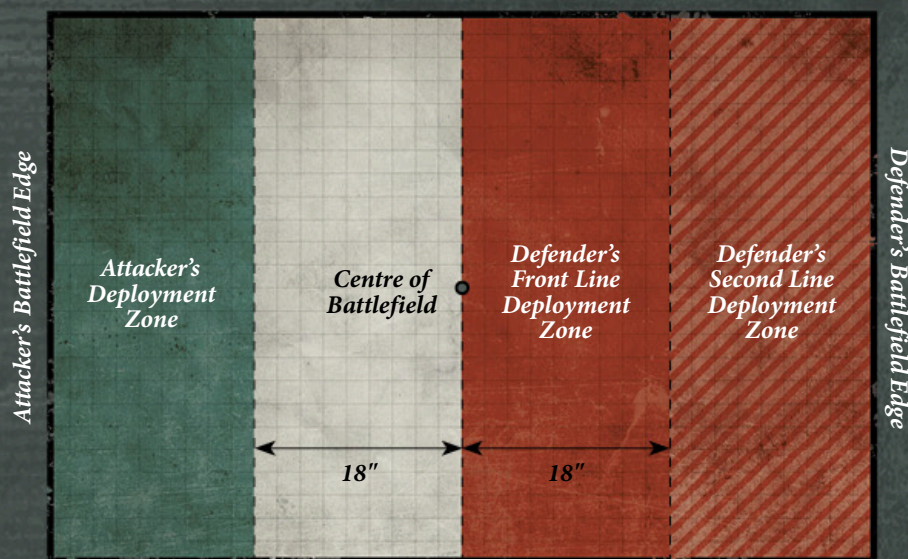
After terrain has been set up, the players set up their armies using the Concealed Deployment rules (pg 194). The Defender must attempt to place an equal number of set-up markers in their Front Line and Second Line deployment zones.

PRELIMINARY BOMBARDMENT

Once both sides have been set up, the Attacker launches a Preliminary Bombardment (pg 194).

FIRST TURN

The Attacker has the first turn.



STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

1CP

HEAVY BOMBARDMENT

Attacker Stratagem

Use this Stratagem immediately before rolling to see if a unit is hit by your Preliminary Bombardment. The unit being rolled for is hit on a 4+ instead of only a 6.

2CP

DUG-IN DEFENCES

Defender Stratagem

Use this Stratagem immediately after setting up one of your units. Until that unit moves (for any reason) you can add 1 to that unit's saving throws against all shooting attacks.

1CP

COVER GROUND

Attacker Stratagem

Use this Stratagem immediately before a unit rolls for its Advance distance – you count as having rolled a 6.

1CP

PROXIMITY MINES

Defender Stratagem

Use this Stratagem the first time an enemy unit moves into or through your Front Line deployment zone. Roll a dice for each model in that unit – for each roll of 6, one model in that unit is slain (controlling player's choice).

2CP

FORCED MARCH

Attacker Stratagem

Use this Stratagem when a replacement unit arrives on the battlefield. That unit can be set up anywhere within the Attacker's deployment zone that is more than 9" away from any enemy model.

1CP

DECOYS

Defender Stratagem

Use this Stratagem immediately before placing your set-up markers. You can place two extra set-up markers as decoys. When a decoy is revealed, simply remove the marker.

SUSTAINED ASSAULT

The Attacker uses the Sustained Assault rules (pg 195) to represent their overwhelming superiority in numbers. Each time one of the Attacker's replacement units arrives, set up the unit wholly within 6" of the Attacker's battlefield edge. The Attacker must attempt to bring on units if they can – there can be no holding back.

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 194) to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points wins a major victory. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Break Through: The Attacker scores 1 victory point for each of their units with at least one model completely within the Defender's Front Line deployment zone at the end of the battle. They score 2 victory points instead for each of their units with at least one model completely within the Defender's Second Line deployment zone at the end of the battle.

Destroy any Approach: Each time one of the Attacker's units is destroyed, the Defender scores 1 victory point.

CRUCIBLE OF WAR

SABOTAGE

The attacker is leading a force on a surprise raid deep in enemy territory. Their mission is to sneak past the sentries guarding an important installation and plant explosives to destroy it. The defender's main forces are on high alert, however, and should the alarm be raised, they will respond with deadly force.

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but this mission works especially well with armies that have a Power Level of 50 to 100, and which do not include many (or any!) **VEHICLES** or **MONSTERS**. If a player's army is Battle-forged (pg 240), they will also be able to use the appropriate Stratagems included with this mission. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker and their opponent should be the Defender. Otherwise the players can roll off to decide. The Defender will need an additional unit to act as their Sentries (pg 195).

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. The Defender's deployment zone needs to include an objective marker or a suitable piece of scenery that is wholly within 12" of the centre of the battlefield to represent the target of the Sabotage (called the Objective)

DEPLOYMENT

After terrain has been set up, the Defender sets up their Sentries. At least half of the Sentries must be

placed within 12" of the centre of the battlefield, but the remainder can be placed anywhere in the Defender's deployment zone. **The Attacker then sets up as many of their units as they wish wholly within their deployment zone.** All remaining units for both sides are placed in Reserve; they will arrive during the battle as described opposite.

FIRST TURN

The Attacker has the first turn.

ATTACKER'S RESERVES

The Attacker is allowed to bring on any Reserve units that they wish to at the end of each of their Movement phases. When a unit arrives from Reserve, they must be set up within 6" of their battlefield edge.

DEFENDER'S RESERVES

The Defender is allowed to bring on any Reserve units at the end of any of their Movement phases after the alarm has been sounded. On the first turn after the alarm is sounded, the Defender must roll a dice before bringing on a Reserve unit; it will only arrive on a roll of 3+. In subsequent turns, no roll is required. All models in the unit must be deployed wholly within 6" of one of the Defender's two battlefield edges, and with all models more than 9" from any enemy models.



STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

1CP

SILENCED WEAPONS

Attacker Stratagem

Use this Stratagem when one of your units makes a shooting attack, immediately before the attack is resolved. The alarm is only sounded if the target of the shooting attack loses one or more wounds, but is not slain.

1CP

CAMOUFLAGE

Attacker Stratagem

Use this Stratagem when one of your units is set up during deployment. Halve that unit's Power Rating when working out the distance at which it can be spotted by Sentries.

1CP

EXTRA EXPLOSIVES

Attacker Stratagem

Use this Stratagem after a unit has made a Sabotage attempt. That unit can make one additional Sabotage attempt during the game (it cannot make another Sabotage attempt this turn, however).

2CP

SENSORS

Defender Stratagem

Use this Stratagem after you have set up your Sentries on the battlefield. All Sentries can add 3" to the distances at which they will spot an enemy model.

1CP

CUT THE WIRES

Defender Stratagem

Use this Stratagem if any of your units are within 3" of the Objective at the end of the game. Reduce the number of Sabotage attempts that have been made by 1, to a minimum of 0 attempts.

2CP

EXTRA SENTRIES

Defender Stratagem

Use this Stratagem immediately before setting up your Sentries. Two units can be set up as Sentries rather than only one unit.



SABOTAGE

Units from the Attacker's army can make a Sabotage attempt if they are within 3" of the Objective at the end of any of their turns. An individual unit cannot attempt to Sabotage the Objective more than once during the battle, but any number of different units from the Attacker's army can do so. **VEHICLES** and **MONSTERS** cannot make Sabotage attempts.

Keep track of the number of Sabotage attempts that are made over the course of the mission. When the battle ends, the Attacker rolls a dice, adding the number of Sabotage attempts to the result. If the score is 7 or more, the Objective is destroyed in a massive explosion!

Proximity Alert: The alarm is automatically sounded from the end of the turn in which the first Sabotage attempt is made, even if no Sentries are left on the battlefield.

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 194) to determine how long the battle lasts.

VICTORY CONDITIONS

If the Objective is destroyed (see Sabotage), the Attacker wins a major victory. Otherwise, the Defender wins a major victory.



CRUCIBLE OF WAR

RESCUE

A spy has narrowly evaded capture by the foe, but they are still trapped behind enemy lines. Your orders are to locate the spy, and then escort them from the battlefield before enemy reinforcements arrive to overwhelm your rescue force.

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but this mission works especially well with armies that have a Power Level of 50 to 100, and which do not include many (or any!) **VEHICLES** or **MONSTERS**. If a player's army is Battle-forged (pg 240), they will also be able to use the appropriate Stratagems included with this mission.

Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker and their opponent should be the Defender. Otherwise the players can roll off to decide. The Attacker will need a single **INFANTRY** model with a Wounds characteristic of no more than 4 to represent the Spy. The Defender will need an additional unit to act as their Sentries (pg 195).

THE SPY

The Spy model is not included in the Attacker's Battle-forged army, and does not contribute to the Attacking army's Power Level. It is treated as a unit consisting of a single model, that can only be attacked by enemy models if it is the closest target.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. Once all the terrain has been set up, the players take it in turns, starting with the Attacker, to pick a piece of terrain in the Defender's deployment zone in which the Spy may be hiding, until a total of six terrain pieces have been chosen (alternatively, players can place six objective markers).

DEPLOYMENT

After terrain has been set up, the Defender sets up a unit of Sentries (pg 195). At least a third of the Sentries must be placed within 12" of the centre of the battlefield, but the remainder can be placed anywhere in the Defender's deployment zone. **The Attacker then sets up as many of their units as they wish wholly within their deployment zone.** All remaining units for both sides are placed in Reserve; they will arrive during the battle as described below.

FIRST TURN

The Attacker has the first turn.

ATTACKER'S RESERVES

The Attacker is allowed to bring on any Reserve units that they wish to at the end of each of their Movement phases. When a unit arrives from Reserve, they must be set up within 6" of their battlefield edge.

Defender's Battlefield Edge

Defender's Deployment Zone

Centre of Battlefield

12"

Attacker's Deployment Zone

Attacker's Battlefield Edge

STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

1CP

SILENCED WEAPONS

Attacker Stratagem

Use this Stratagem when one of your units makes a shooting attack, immediately before the attack is resolved. The alarm is only sounded if the target of the shooting attack loses one or more wounds, but is not slain.

2CP

SENSORS

Defender Stratagem

Use this Stratagem after you have set up your Sentries on the battlefield. All Sentries can add 3" to the distances at which they will spot an enemy model.

2CP

NIGHT RAID

Attacker Stratagem

Use this Stratagem after both sides have deployed. The Dawn Raid rules (pg 194) are used in this mission and the spotting range for all Sentries is halved during the first battle round.

3CP

RAPID RESPONSE

Defender Stratagem

Use this Stratagem before rolling to see if a Reserve unit arrives on the turn after the alarm is sounded. The unit automatically arrives without the dice being rolled, and can arrive within 6" of any battlefield edge other than the Attacker's.

1CP

SCAN FOR DISTRESS BEACONS

Attacker Stratagem

Use this Stratagem at the end of your Movement phase if a model is within 12" of one of the pieces of terrain that may contain the Spy that has yet to be investigated. On a 6, you have found the Spy and it is placed using the rules below.

2CP

EXTRA SENTRIES

Defender Stratagem

Use this Stratagem immediately before setting up your Sentries. Two units can be set up as Sentries rather than only one unit.

DEFENDER'S RESERVES

The Defender is allowed to bring on any Reserve units at the end of any of their Movement phases after the alarm has been sounded. On the first turn after the alarm is sounded, the Defender must roll a dice before bringing on a Reserve unit; it will only arrive on a roll of 4+. In subsequent turns, no roll is required. All models in the unit must be deployed wholly within 6" of the Defender's battlefield edge, and with all models more than 9" from any enemy models.

FINDING THE SPY

Roll a dice the first time one of the Attacker's models finishes a move within 3" of a piece of terrain (or marker) that may contain the Spy. On a roll of 6, or if this is the last place the Spy could be, the model representing the Spy is set up by the Attacker within 3" of the terrain, more than 1" from any enemy models. If this is impossible, the Spy is slain and the Attacker loses the battle immediately.

The Spy cannot move in the Movement phase in which it is discovered. In addition, the alarm is automatically sounded at the end of the turn in which the Spy is discovered, even if no Sentries are left on the battlefield.

BATTLE LENGTH

The players should use the Random Battle Length rules (pg 194) to determine how long the battle lasts.

VICTORY CONDITIONS

If the Spy has been discovered and is still alive at the end of the game, the Attacker wins the battle. Otherwise the Defender wins the battle.

HISTORICAL BATTLES

The galaxy is replete with heroic deeds and legendary battles. With a little imagination, you can recreate these battles with your armies on the tabletop and find out if history will repeat itself, or if your command can alter the course of fate.

After reading about a specific battle, many players become inspired and wish to incorporate similar themes into their own games. Some players may even take their inspiration a step further, wanting to replicate not just the flavour of the battle that inspired them, but recreate the conflict exactly. Such 'historical' battles offer many unique and rewarding challenges.

There are myriad ways to approach recreating a historical battle. There is no right or wrong method, and players should experiment to find what works best for them. Unlike a pick-up-and-play match against a regular opponent, replaying a historical battle takes some degree of planning. How much depends on the scale and detail of the battle you are trying to bring to life. In some cases, there will already be an Echoes of War mission that represents the event. Effectively a ready-made historical battle, these narrative missions feature all you need to recreate the clash on the tabletop. We have provided one here as an example – Ambush at Dhorak Pass – including a brief summary of the events (below) and the mission that recreates it (right).

Conversely, if a battle is recounted in less detail, further research and perhaps a little innovation is called for. If there is no mission for the battle you wish to enact, you may want to make up your own rules. You could adapt an existing mission to better suit your needs or devise one completely from scratch. Read the source material again and study any artwork, both of which can give you glimpses into the circumstances of the battle. Look for any details that can be translated to the tabletop, such as mentions of the different types of units that were present, or of the heroes that led them into battle, the strategies they used, the terrain they fought over, and so on. The more you discover and translate into your rules, the more authentic and enjoyable your game will be. Inventing rules, army lists and a modelled battlefield for a historical re-fight is all part of the fun!



THE AMBUSH AT DHORAK PASS

The Cadian Dhorak front was beginning to crumble beneath the onslaught of relentless Chaos attacks. Yet this was Cadia – a fortress world as well prepared for war as any in the Imperium, honed by battles uncounted. Reinforcements were already en route – with tank columns of the Cadian 309th Armoured Regiment leading companies of the 822nd Infantry – 'The Sureshots' – to the aid of their beleaguered comrades. They did not make it. Waiting for them on the supply route was a carefully laid Alpha Legion ambush. Designed to deny Imperial reinforcements at the most critical junctures of the final battles, such ambushes had been set up all across the multiple fronts. Under cover of the unnatural darkness of violent warp storms, the Alpha Legion had laid a characteristically effective trap behind the Dhorak front. A series of quake-mines across the path stalled the lead Imperial

forces, their own wrecked vehicles blocking their route. Then, with perfect timing, hidden Chaos troops rose from concealment to lay down a deadly crossfire upon both flanks. In this way, the undersized strike force whittled down the Imperial forces' superior numbers. Cadians are born to fight, however. Under barked commands from their Commissar, they began to coolly lay down return fire while attempting to fall back in good order. Commissar Odoski knew he needed to extract himself from the immediate ambush, and that if he could set his firing line then his superior numbers and armour could make his foe pay for their daring. Unfortunately, this played right into the Alpha Legion's plan. Summoned Daemons materialized amidst the Cadians' rear ranks, and for the first time, panic began to set in amongst the battle-hardened Astra Militarum. In a few short moments,

only smoking wrecks and cruelly hewn corpses were left at the crossroads, the only sound the crackle of flames and a last few vox calls from the Dhorak front – still calling for aid that would never arrive.



ECHOES OF WAR

AMBUSH AT DHORAK PASS

The final battles of Cadia were marked not just by the terrible onslaught of Abaddon's assaults, but also by innumerable synchronised ambushes. The action at the Dhorak Pass crossroads is an example of how the smaller Alpha Legion strikes could eliminate larger Imperial forces.

THE MISSION

This mission is a variation of the Ambush! mission (pg 198). Select the armies and create the battlefield as described below, but otherwise use all the rules as listed in the Ambush! mission, along with the additional rules and modifications detailed here.

THE ARMIES

The Defender commands an Astra Militarum army; the Cadian 309th Armoured and 822nd Infantry under the Command of Commissar Odoski. The Attacker commands Alpha Legion Chaos Space Marines and a host of their Daemon allies. The Cadian forces outnumber the Alpha Legion forces.

THE BATTLEFIELD

Use the deployment map and set up terrain as shown below to create the Dhorak Pass battlefield.

DAEMONIC AMBUSH

The Alpha Legion player's **DAEMON** units are not set up during deployment, but will arrive later during the battle. At the end of the Alpha Legion player's third Movement phase, they set up all of their **DAEMON** units anywhere on the battlefield more than 9" from any enemy model.

UNNATURAL DARKNESS

Do not use the Dawn Raid rules. Instead, use all the rules from Battlezone: Night Fight (pg 252) to better reflect the darkness caused by the warp storms.

BLOCKED ROUTE

The wrecks in the middle of the battlefield have blocked the road. Models cannot move through or over them and must move around them.

QUAKE-MINES

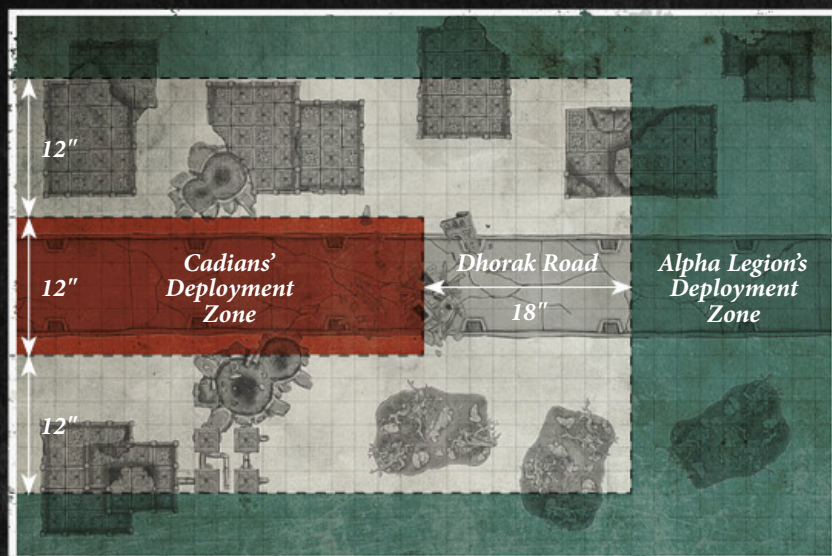
Roll a dice each time an **ASTRA MILITARUM** unit Advances along the Dhorak Road (see map) – on a 1 it triggers quake-mines buried by the Alpha Legion and immediately suffers D6 mortal wounds.

THE SURESHOTS

To represent their disciplined firing lines, the Cadian player can re-roll any hit rolls of 1 in the Shooting phase for any of their **INFANTRY** units that remained stationary in their preceding Movement phase.

COMMISSAR ODOSKI

If Commissar Odoski exits the battlefield (see Escape Route, pg 198) then the battle immediately ends and the Cadian player wins a major victory.



Escape Route – Towards Dhorak Front



'COLONEL DAGOSTIN,
THE MUNITORIUM
MUST REGRETFULLY
DENY YOUR REQUEST
FOR REINFORCEMENT
AT THIS TIME. LET
FAITH AND PIETY
BOLSTER YOUR RANKS
IN THEIR PLACE. THE
EMPEROR EXPECTS.'

- Munitorium missive,
War Zone: Narthossus

MATCHED PLAY

Armies come in all shapes and sizes, with unique strengths and weaknesses, but to test a general's mettle as a commander, there needs to be a level playing field. This is the goal of matched play.

Matched play games give you the option to fight battles with armies that are intentionally balanced against one another, allowing you to test not only your tactical skill on the battlefield, but also your strategic ability to choose an army that can defeat all opponents!

There are several ways to choose an army for matched play games. Typically, you and your opponent will build an army to an agreed points limit, but you could instead, for example, build armies that have a set number of units. Alternatively, you could use the Wounds characteristic or the Power Rating of each unit, either setting an upper limit for each unit or a fixed total for both armies. These are just a few examples of ways you can organise an army for matched play games – you and your opponent can use any system you like, as long as you both agree.

Forging an army for matched play is a more detailed process than it is for open and narrative play games. Firstly, it involves a conversation between you and your opponent in which you decide on the parameters of the battle. Whatever your chosen method of army selection, there will be some calculations to make as you select your forces to your agreed limits. Finally, you will need to organise your army into Detachments, as all matched play games use the Battle-forged army rules (pg 240). This is very straightforward and a fun process in its own right. It also means that, in matched play games, the game has essentially started before the first miniature is set up on the battlefield. Your knowledge of the units available to you and the wargear they use will be pivotal in this army-selection process, and knowledge of your opponent's force can be just as important.



Which combinations of units work best may not be obvious at first, but once you've played a few games, you will find the balance that works best for you.

When using Battle-forged armies, most Detachments will grant you Command Points (pg 242). These grant access to Stratagems, powerful tools that you can use to turn the tide of battle.

This section includes six Eternal War and six Maelstrom of War missions, which are designed to be played as part of matched play battles – the former use fixed ways of scoring victory points, the latter use dynamic Tactical Objectives which reflect changing orders. Unlike the missions presented in the narrative play section, where either the attacker or defender might have a slight advantage, in matched play missions both players share the same goal, providing them with an even chance of achieving victory.

There are several benefits to matched play. A battle between armies that are equally balanced makes for a decisive test of your strategic acumen, and the outcome of such a clash will always be hard to predict. Once you have settled on

an army configuration, you essentially have a pick-up-and-play force that you can bring to any table, against any opponent, and there's no need to agree on the setting and story of a battle as you would in a narrative play game. Matched play is ideal for school leagues and tournaments, as it provides clear guidelines on the size and strength of the armies taking part, as well as ensuring that all battles are as fair as they can be. Also, putting limits on an army makes it easier to control how long a game will last, and as such, matched play is perfect for a quick game in your local hobby store. Some tournaments or events apply extra rules which may affect the armies you can choose, creating new challenges for players. For example, they might limit Battle-forged armies to three Detachments, or introduce exclusive new Detachments for you to use.

The following pages offer more details on assembling matched play armies and playing matched play battles. But however enjoyable it is to design a perfect army, a true general will only be satisfied after their force has sallied forth and proven its worth on the battlefield. Matched play beckons – and glory awaits!



'TWIST YOUR ENEMY'S DEEDS. RENDER HIS VICTORIES YOUR OWN. WEAVE ABOUT HIM THE STRANDS OF FATE AND PROVIDENCE UNTIL, WITH BUT A TWITCH OF HIS STRINGS, YOU COMPEL YOUR PUPPET TO LIE, TO KILL, AND EVEN SACRIFICE HIS OWN LIFE, IN FURTHERANCE OF THE WILL OF TZEENTCH.'

*- Ezorath Qu'rastis,
Sorcerer of the
Thousand Sons*



CHOOSE ARMIES

The rules presented here are designed so that the opposing armies used in a matched play game have as equal a chance of winning as possible. Mustering an army for matched play is therefore a more detailed affair than it is for open play or narrative play style gaming.

When choosing an army for a matched play game, your army must be Battle-forged (pg 240) and its total points value cannot exceed the limit set for your game.

ARMY FACTION

All of the units in a matched play army, with the exception of those that are **UNALIGNED**, must have at least one Faction keyword in common (e.g. **IMPERIUM** or **CHAOS**), even though they may be in different Detachments.

POINTS LIMIT

In a matched play game, you will need to determine with your opponent the points limit for your game. Usually, both players will use the same limit, but this does not need to be the case.

To use a points limit, you will need to reference the points values, which are found in a number of Warhammer 40,000 publications, such as codexes. In these you will find the points costs for every model and weapon described in that book. Simply add up the points values of all the models and weapons in your army, and make sure the total does not exceed the agreed limit for the game.

REINFORCEMENT POINTS

Sometimes a psychic power or ability will allow you to add units to your army, or replace units that have been destroyed. One of the most common examples of such an ability might allow you to summon a unit of **DAEMONS** to the battlefield. In a matched play game, you must set aside some of your points in order to use these units. The points you set aside are called your reinforcement points, and need to be recorded on your army roster (see below).

Each time a unit is added to an army during battle, you must first subtract the number of points the unit would cost from your pool of reinforcement points. If there are not enough points in the pool to pay for the unit, you must either decrease the size of the unit (down to the minimum unit size) or the number of upgrades until you have enough points for it, or decide not to use it after all. If you decide not to use the unit, then the ability or psychic power that allowed you to take it in the first place is still considered to have been used, even though no unit actually arrived.

ARMY ROSTER

Once you have picked your army, record the details of it on a piece of paper (called your army roster). The roster must include the units in your army, details of the upgrades they have, and must also say which unit in the army will be the army's Warlord.

ORGANISED EVENTS

If you are using matched play for an organised event such as a tournament, we suggest using the table below. As well as a helpful guide to the size of the battlefield and game length, the number of Detachments each player can take in their army is restricted, as is the number of times a player's army can include a particular datasheet. Of course, if you are organising such an event, you should feel free to modify these guidelines to better suit your event's own needs, schedule, etc. You can only include the same datasheet in a Battle-forged army up to a maximum number of times, depending upon the points limit for that game, as described below.

ORGANISED EVENT GUIDELINES

POINTS LIMIT	NUMBER OF DETACHMENTS	NUMBER OF TIMES EACH DATASHEET CAN BE INCLUDED*	BATTLEFIELD SIZE	GAME LENGTH
Up to 1,000	Up to 2 per army	Up to 2 per army	4' x 4'	Up to 2 hours
1,001-2,000	Up to 3 per army	Up to 3 per army	6' x 4'	2 to 3 hours
2,001-3,000	Up to 4 per army	Up to 4 per army	8' x 4'	3 or more hours

* This does not apply to units with the Troops or Dedicated Transport Battlefield Role, nor does it apply to any units that are added to your army during the battle that cost reinforcement points.



CHOOSE MISSION

The only thing that remains to be done is to choose the mission you will use for the game. We have included two sets of matched play missions in this book: six Eternal War missions, and six Maelstrom of War missions. Each set has been devised to present different tactical challenges.

Matched play games use missions. You can simply agree with your opponent which set of matched play missions you wish to use, or you can roll off, and whoever rolls highest can choose which set to use.

Most matched play missions come in sets of six. Having picked the set you wish to use, you can either select one of the six missions, or roll a dice to randomly select one by using the appropriate table:

ETERNAL WAR TABLE

DG	MISSION
1	Retrieval Mission (pg 218)
2	No Mercy (pg 219)
3	The Scouring (pg 220)
4	Big Guns Never Tire (pg 221)
5	Secure and Control (pg 222)
6	The Relic (pg 223)

MAELSTROM OF WAR TABLE

DG	MISSION
1	Cleanse and Capture (pg 230)
2	Contact Lost (pg 231)
3	Tactical Escalation (pg 232)
4	Spoils of War (pg 233)
5	Cloak and Shadows (pg 234)
6	Deadlock (pg 235)

OBJECTIVE MARKERS

Many missions use objective markers – these represent sites of tactical or strategic import that both sides are attempting to secure. These can be represented by any appropriate markers, pieces of terrain or spare models that you have available, but nicely modelled bespoke ones are the most satisfying to use on your battlefield. When measuring distances involving objective markers, always measure to and from the centre of the marker.

SUDDEN DEATH

Generally a game will not finish before the agreed turn limit. However, it is possible to achieve a 'sudden death' victory in the following circumstances:

1. If one player concedes the battle, the game ends immediately and a crushing victory goes to their opponent.
2. If at the end of any turn after the first battle round, one player has no models on the battlefield, the game ends immediately and their opponent automatically wins a crushing victory. When determining if a player has any units on the battlefield, do not include any units with the Flyer Battlefield Role – these units cannot operate within a combat airspace indefinitely and they cannot hold territory without ground support. Furthermore, do not include any units with the Fortification Battlefield Role unless they have a unit embarked inside – even the most formidable bastion requires a garrison if it is to pose a threat.

MATCHED PLAY MISSION RULES

Please see overleaf for all current Matched Play Mission Rules, correct as of Chapter Approved 2018 and the April 2019 Update.

MATCHED PLAY MISSION RULES

The following rules apply to all matched play games. Also note the following is all errata.

Battle Brothers

All of the units in each Detachment in your Battle-forged army must have at least one Faction keyword in common. In addition, this keyword cannot be **CHAOS**, **IMPERIUM**, **AELDARI**, **YNNARI** or **TYRANIDS**, unless the Detachment in question is a Fortification Network. This has no effect on your Army Faction.

Boots on the Ground

When determining which player controls an objective marker, exclude all units that have the **Flyer Battlefield Role** – these units can never control objective markers.

Limits of Command

You cannot use the **Command Re-roll Stratagem** to affect Mission dice rolls. Mission dice rolls include any dice rolls that are made before the battle begins (such as those that determine who chooses deployment zones or who gets the first turn), those that must be made at the end of a battle round (such as rolls that determine if the battle ends) or any rolls that determine how many victory points are awarded to a player.

Psychic Focus

With the exception of *Smite*, each psychic power can be attempted only once per turn, rather than once per psyker per turn. In addition, unless the psyker attempting to manifest *Smite* has either the **Brotherhood of Psykers** (see *Codex: Grey Knights*) or the **Brotherhood of Sorcerers** ability (see *Codex: Thousand Sons*), you must add 1 to the warp charge value of *Smite* for each attempt (whether successful or not) that has been made to manifest *Smite* during a given Psychic phase, to a maximum warp charge value of 11.

For example, if an **ORK** psyker attempts to manifest *Smite* during a Psychic phase in which two other psykers have already attempted to manifest *Smite*, then the warp charge value of *Smite* is 7 for that attempt (note that if the psykers psychic test is more than 10, it still inflicts D6 mortal wounds instead of D3 as normal).

Tactical Reserves

Instead of being set up on the battlefield during deployment, many units have the ability to be set up on teleportariums, in high orbit, in ambush, etc., in order to arrive on the battlefield mid-game as reinforcements. When setting up your army during deployment for a matched play game, at least half the total number of units in your army must be set up on the battlefield, and the combined points value of all the units you set up on the battlefield during deployment (including those that are embarked aboard Transports that are set up on the battlefield) must be at least half of your army's total points value, even if every unit in your army has an ability that would allow them to be set up elsewhere.

Furthermore, in matched play games, units that are not placed on the battlefield during deployment in order to arrive on the battle mid-game as reinforcements cannot arrive on the battlefield during the first battle round.

Finally, any unit that has not arrived on the battlefield by the end of the third battle round in a matched play game counts as having been destroyed.

Strategic Discipline

The same Stratagem cannot be used by the same player more than once during any single phase. This does not affect Stratagems that are not used during a phase, such as those used before the battle begins or at the end of a battle round.

Understrength Support

Understrength units can only be included in Auxiliary Support Detachments.

Targeting Characters

An enemy **CHARACTER** with a Wounds characteristic of less than 10 can only be chosen as a target in the Shooting phase if it is both visible to the firing model and it is the closest enemy unit to the firing model. Ignore other enemy **CHARACTERS** with a Wounds characteristic of less than 10 when determining if the target is the closest enemy unit to the firing model. This means that if any other enemy units (excluding other **CHARACTERS** with a Wounds characteristic of less than 10) are closer, whether they are visible or not, then the enemy **CHARACTER** cannot be targeted.

Tactical Restraint

There are several Warlord Traits, Relics, psychic powers and abilities that give you a chance to gain or refund Command Points. Each player can only gain or have refunded a total of 1 Command Point per battle round as the result of such rules, regardless of the source, and Command Points that are spent on Stratagems that are not used during a battle round, such as those that are used before the battle, can never be refunded.

The limit of gaining or refunding 1 Command Point per battle round does not apply to the **Moment Shackle** or the **Seven-fold Chant** abilities, or to the **Player of the Twilight Warlord Trait** – in these cases, the ability/Warlord Trait can refund or gain the player more than 1 Command Point if the Stratagem used cost 2 or more Command Points to use, but once any Command Points have been gained as a result of the rule, neither it, nor any similar rule, can be used to gain any more Command Points until the next battle round. Also note that this does not apply to Command Points that are gained or refunded as specifically instructed on Stratagems (e.g. **Feeder Tendrils** and **Agents of Vect**).

Bolter Discipline

All **ADEPTUS ASTARTES**, **HERETIC ASTARTES** and **FALLEN** models gain this ability.

Instead of following the normal rules for **Rapid Fire** weapons, models in this unit firing **Rapid Fire** bolt weapons make double the number of attacks if any of the following apply:

- The firing model's target is within half the weapons maximum range.
- The firing model is **INFANTRY** and every model in its unit remained stationary in your previous Movement phase.
- The firing model is a **TERMINATOR**, **BIKER**, **CENTURION**, **DREADNOUGHT** or **HELBREUTE**.

For the purposes of this ability, a **Rapid Fire** bolt weapon is any weapon with the **Rapid Fire** type whose profile includes the word **bolt** (e.g. boltgun, bolt rifle, storm bolter, combi-bolter, hurricane bolter, inferno boltgun, etc.). This also applies when firing the boltgun profile of combi-weapons (including the bolt weapon profile of Relics such as **Blood Song** and the **Lions Wrath**) and when firing relics that replace a **Rapid Fire** bolt weapon, so long as the relic is also a **Rapid Fire** weapon (e.g. **Primarchs Wrath** and **Fury of Deimos**). The **Gauntlets of Ultramar** and the **Talon of Horus** are also **Rapid Fire** bolt weapons, as is the guardian spear used by **Deathwatch Watch Masters**.

Prepared Positions

The player who has the second turn in the first battle round has access to the following Stratagem:

2CP

PREPARED POSITIONS

Stratagem

Use this Stratagem at the start of the first battle round, before the first turn begins. Until the end of the first turn, all units from your army – other than **TITANIC** units, **AIRCRAFT** units and units with the **Fortification** or **Flyer Battlefield Roles** – that are wholly within your deployment zone receive the benefit of cover, even while they are not entirely on or in a terrain feature. A unit that is already receiving the benefit of cover gains no additional benefit from this Stratagem.



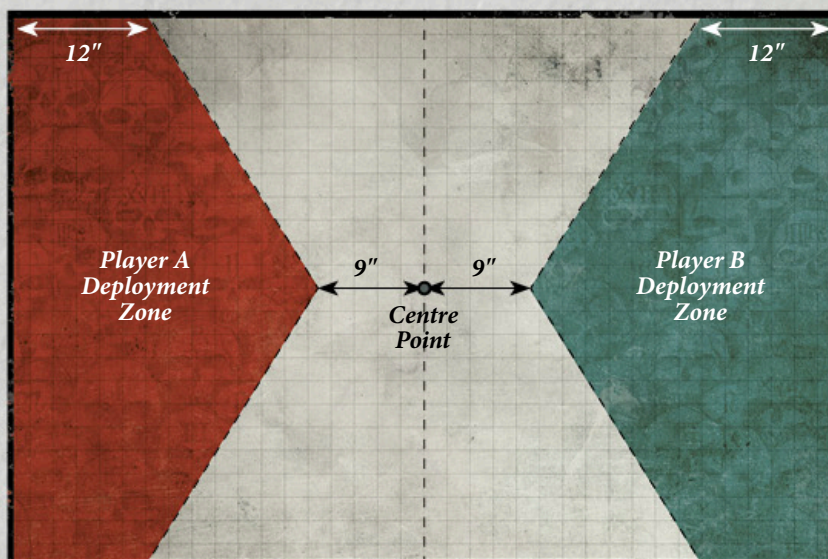
STANDARD DEPLOYMENT MAPS

These six standard deployment maps are referenced in the matched play missions in this section. When playing matched play missions, you must randomly select one of these deployment maps. To do so, one of the players simply rolls a D6 – you then use the deployment map that corresponds to the result. The mission will typically say which player makes this roll – if not, it is made by the youngest player.

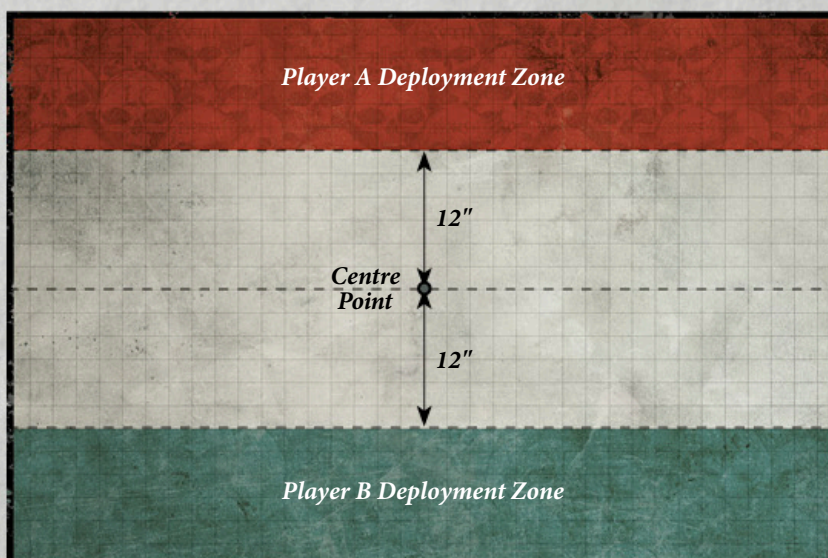


WE STAND AGAINST THE
RISING TIDE OF CHAOS.
NONE SHALL MOVE US,
OR LAY US LOW. OUR
FOES SHALL BATTER
THEMSELVES BLOODY
AGAINST THE FORTRESS
OF OUR CONTEMPT, AND
GRIND THEIR BONES
TO POWDER UPON THE
RAMPARTS OF OUR
DISDAIN. AND WHEN
THEY ARE NAUGHT BUT
DUST UPON THE WIND,
WE WILL REMAIN?

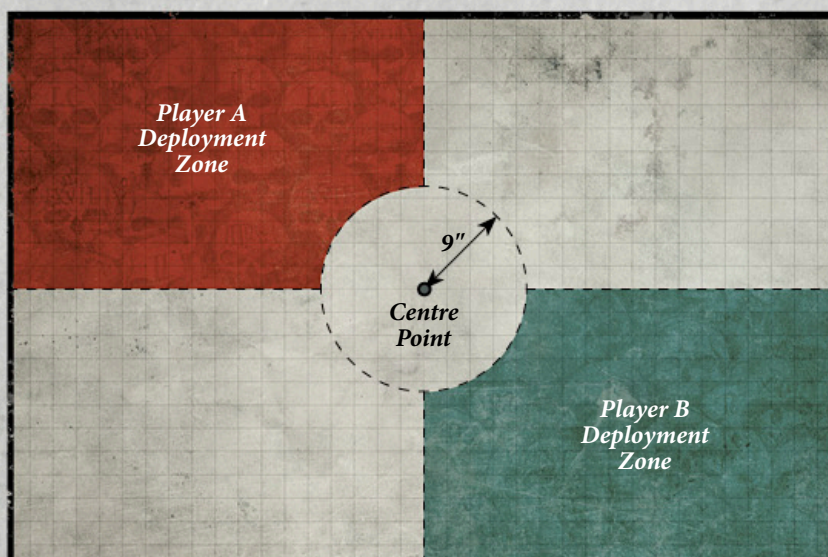
- Captain Lydoro,
Imperial Fists 4th Company



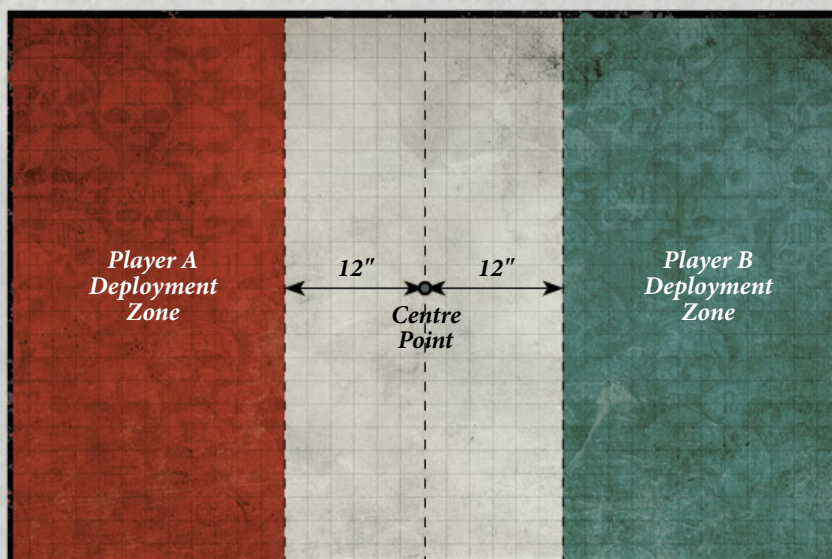
1. SPEARHEAD ASSAULT



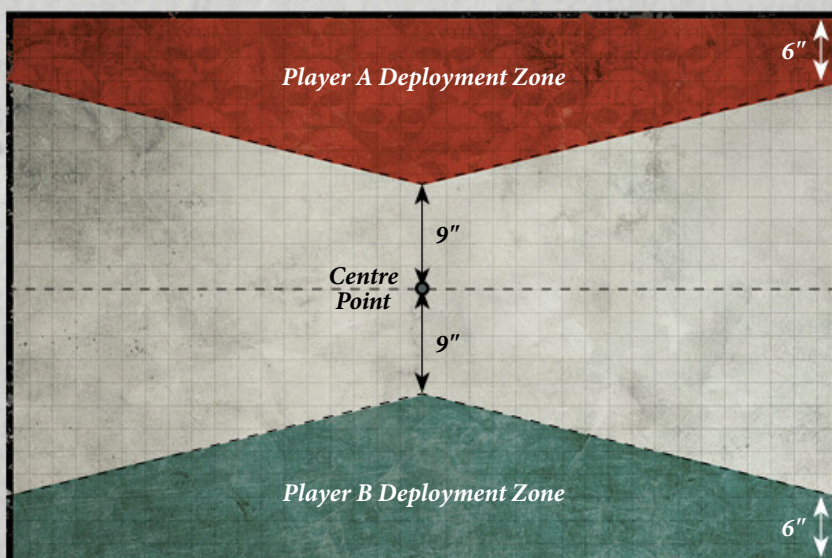
2. DAWN OF WAR



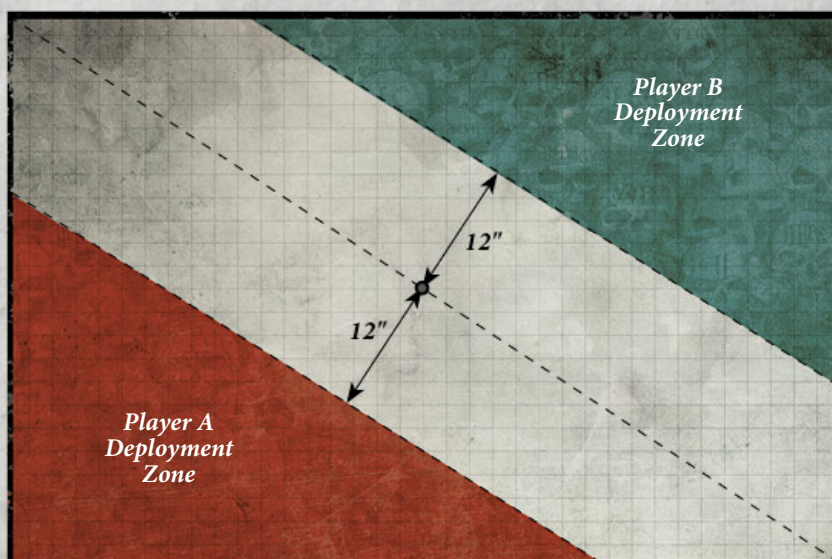
3. SEARCH AND DESTROY



4. HAMMER AND ANVIL



5. FRONT-LINE ASSAULT

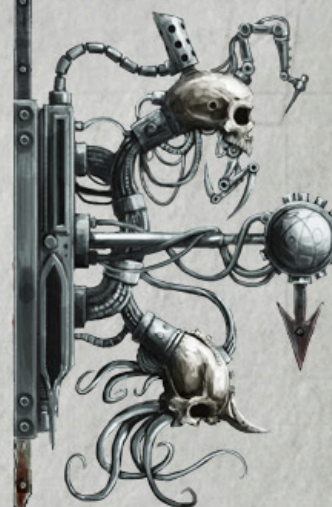


6. VANGUARD STRIKE



'LET THE BLOOD FLOW
IN A CRIMSON TIDE.
LET IT POUR THROUGH
THEIR MEAGER FANES
AND DROWN THEIR
PRATING PRIESTS. LET
IT SWEEP AWAY THE
CORPSE-EMPEROR'S
PITIFUL ARMIES AND
SUBMERGE HIS ROTTING
WORLDS IN AN OCEAN
OF GORE. SO DEMANDS
MIGHTY KHORNE, AND
SO SHALL IT BE!'

- Ghadrax the Annihilator,
Champion of Khorne



ETERNAL WAR

RETRIEVAL MISSION

+++
ACROSS THE VASTNESS
OF SPACE, ALIEN RACES
PLOT THE DETHRONING
OF THE EMPEROR
AND THE DOWNFALL
OF HUMANITY. THIS
IS THE IMPERIUM'S
CALL TO ARMS AND
NOTHING SHALL STAND
IN THE WAY OF ITS
RIGHTEOUS CRUSADE.
+++

The battlefield is strewn with discarded equipment, supplies and other detritus of war that, for various reasons, you wish to recover. You must fight off the enemy while scouring the field to retrieve as many of these vital objectives as you can.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players set up 4 objective markers; the players should roll off and, starting with whoever rolls highest, the players alternate placing these objective markers until all 4 have been set up. The objective markers can be located anywhere on the battlefield, as long as the centre of each is more than 12" from the centre of any other objective marker and 6" from the edge of the battlefield.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Take and Hold: At the end of the game, each objective marker is worth 3 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

DEPLOYMENT

The player who placed the fourth objective marker determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. **A player's models must be set up wholly within their own deployment zone.**

Continue setting up units until both sides have set up their army.



ETERNAL WAR NO MERCY

In a harsh and war-torn galaxy, there are many battles where there is only one goal – find your enemy, crush them utterly and take away their means to mount further resistance. Your mission is simple: kill as many enemy units as you can!

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain.

DEPLOYMENT

The players roll off – whoever rolls highest determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. **A player's models must be set up wholly within their own deployment zone.** Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

No Quarter Given: Each player scores 1 victory point for each enemy unit that is destroyed.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point. This is in addition to the 1 victory point you score for each destroyed enemy unit.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++

ACROSS THE VOID OF SPACE, MEN LIVE AS THEY HAVE LIVED FOR MILLENNIA UPON THE SAND, ROCK AND SOIL OF WORLDS BATHED IN THE LIGHT OF ALIEN SUNS. SO IS HUMANITY'S SEED CAST FAR AND WIDE BEYOND THE KNOWLEDGE OF MAN, TO THRIVE BITTERLY IN THE DARKNESS, TO TAKE ROOT AND CLING WITH ROBUST AND SAVAGE DETERMINATION.

+++



ETERNAL WAR

THE SCOURING

Both sides are sweeping through the area, tasking recon units to identify sites of strategic import. However, not all sites are of equal worth – victory will go to the player who can secure the most valuable sites and cripple the enemy's ability to locate others.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players set up 6 objective markers; the players should roll off and, starting with whoever rolls highest, the players alternate placing these objective markers until all 6 have been set up. The objective markers can be located anywhere on the battlefield, as long as the centre of each is more than 12" from the centre of any other objective marker and 6" from the edge of the battlefield.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. **A player's models must be set up wholly within their own deployment zone.** Continue setting up units until both sides have set up their army.

After all units have been set up, randomly select one of the objective markers, however you wish, to be the Superior objective marker, and a different objective marker to be the Inferior objective marker (see Take and Hold, right).

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Take and Hold: At the end of the game, each objective marker is worth a number of victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does. The Superior objective marker is worth 4 victory points, whilst the Inferior objective marker is only worth 1 victory point. All other objective markers are worth 2 victory points.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++
THOUGH WE MAY
KNOW THE BITTER
TEARS OF DEFEAT,
WE TRUST IN THE
EMPEROR'S VICTORY.
+++

ETERNAL WAR

BIG GUNS NEVER TIRE

Both sides are attempting to secure a foothold in no man's land, spearheading the attack with overwhelming firepower. For the attack to be successful, your big guns must take up key positions on the battlefield and crush the enemy's heaviest weaponry.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players set up 4 objective markers; the players should roll off and, starting with whoever rolls highest, the players alternate placing these objective markers until all 4 have been set up. The objective markers can be located anywhere on the battlefield, as long as the centre of each is more than 12" from the centre of any other objective marker and 6" from the edge of the battlefield.

DEPLOYMENT

The player who placed the fourth objective marker determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone. The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. **A player's models must be set up wholly within their own deployment zone.** Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Key Positions: At the end of the game, each objective marker is worth 3 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent. However, if only one player has models from a Heavy Support unit within 3" of the centre of an objective marker, they control it regardless of the number of nearby enemy models.

Destroy the Big Guns: At the end of the game, each player receives 1 victory point for each enemy Heavy Support unit that has been completely destroyed.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point. Should the Warlord be a Heavy Support unit, this is in addition to the 1 victory point you score from Destroy the Big Guns.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



+++
GUNS AND WARRIORS
ARE USEFUL BUT IT IS
OUR INDOMITABLE
WILL THAT PROMISES
THE ULTIMATE
VICTORY.
+++

ETERNAL WAR

SECURE AND CONTROL

Both sides are attempting to capture the enemy base of operations or other similarly vital objective whilst defending their own. Success on the battlefield will require you to split your army into offensive and defensive forces.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain.

DEPLOYMENT

The players roll off – whoever rolls highest determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

Then, starting with the player who chose their deployment zone, each player sets up a single objective marker anywhere in their own deployment zone – the centre of an objective marker cannot be within 6" of any edge of the battlefield.

The players then alternate deploying their units, one at a time, starting with the player who set up their objective marker last. **A player's models must be set up wholly within their own deployment zone.** Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Take and Hold: At the end of the game, each objective marker is worth 3 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++
SUCCESS IS MEASURED
IN BLOOD; YOURS OR
YOUR ENEMY'S.
+++



ETERNAL WAR

THE RELIC

Both sides are attempting to recover a valuable relic from the front lines. It might be vital battle plans or maps, an item of spiritual significance or some other irreplaceable artefact that must be recovered – no matter the cost.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain, then place a single objective marker at the centre of the battlefield to represent the Relic.



DEPLOYMENT

The players roll off – whoever rolls highest determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. **A player's models must be set up wholly within their own deployment zone.** Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the battle, if a model from a player's army is carrying the Relic (see below), then that player wins a major victory. If the Relic is not being carried, then the player with a model closest to the Relic wins a minor victory. If both players have models equally close to the Relic, then the battle ends in a draw.

THE RELIC

An **INFANTRY** model can carry the Relic by moving into contact with it – that model then automatically picks it up. From that point, the Relic remains with the model (move the Relic with the model to show this) until it is dropped, which only happens if the model is slain or flees. A model with the Relic cannot embark in a **TRANSPORT**, leave the battlefield, or move further than 9" in any single phase for any reason.

+++

ALL HAIL THE MARTYRS! ON
THEIR BLOOD IS OUR IMPERIUM
FOUNDED, IN THEIR REMEMBRANCE
DO WE HONOUR OURSELVES.

+++

TACTICAL OBJECTIVES

War is unpredictable and fluid. Strategic objectives and tactical priorities can change at a moment's notice, and targets of military insignificance can transform into ones of vital importance without warning. A good battlefield commander must be dynamic and flexible, prepared to take advantage of an opportunity, and ever able to adapt their battleplan to react to a change of orders from above.

USING TACTICAL OBJECTIVES

A mission will tell you if it uses Tactical Objectives – they are most commonly used by Maelstrom of War missions. If it does, you will need to place 6 objective markers on the battlefield after setting up terrain, but before deploying any units. The objective markers should be individually numbered 1 through 6. These represent potential sites of tactical or strategic import that one or both sides might be called upon to secure. After terrain has been set up, the players should roll off. Starting with whoever rolled highest, the players then alternate placing these objective markers until all 6 have been set up. Each can be placed anywhere on the battlefield, as long as its centre is more than 12" from the centre of any other objective marker and more than 6" from the battlefield edge. **Unless otherwise stated, a player controls an objective marker if they have more models within 3" of the centre of it than their opponent.**

GENERATING TACTICAL OBJECTIVES

The mission will tell you how many Tactical Objectives you should generate at the start of each of your turns.

To generate a Tactical Objective, roll two dice, one after the other: the first dice represents tens, and the second represents digits, giving you a result between 11 and 66. Consult the Tactical Objectives on the following pages and write the corresponding result down. Note that unless the mission states otherwise, the results are not secret; both players should be able to see what Tactical Objectives the other has.

If you own a deck of Tactical Objective cards, you can instead generate your Tactical Objectives by shuffling the deck and drawing the top card. The cards you have drawn should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.

Note that, whilst there are several Tactical Objectives with the same name, they are all uniquely numbered. When

generating Tactical Objectives, keep a note of the numbers you rolled during the game – if you roll the same numbered Tactical Objective during the same game, roll again until a different number is generated.

Tactical Objectives that have been generated are said to be active until they are either achieved or discarded.

STRATAGEMS

If the mission uses Tactical Objectives, a player can use Command Points (CPs) to use the following bonus Stratagem:

2CP

NEW ORDERS

Stratagem

Use this Stratagem after generating your Tactical Objectives at the start of your turn. Immediately discard a Tactical Objective and generate a new one.

ACHIEVING TACTICAL OBJECTIVES

At the end of every turn (yours and the enemy's), you must check to see if you have achieved any of your active Tactical Objectives – the descriptions will tell you how and when they are achieved and how many victory points are scored for achieving them. If you can achieve a Tactical Objective at the end of a turn, you must immediately score the victory points for it – you cannot choose not to do so. Players can achieve any number of their Tactical Objectives in the same turn.

Many Tactical Objectives require a player to control an objective marker. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does.

DISCARDING TACTICAL OBJECTIVES

Once a Tactical Objective has been achieved, it is discarded. After the achieved Tactical Objectives (if any) have been discarded, the player whose turn it is can select one of their remaining active Tactical Objectives and choose to discard it – this scores no victory points. Discarded Tactical Objectives cease being active and you cannot generate or achieve these objectives for the remainder of the game.

11**SECURE OBJECTIVE 1****Capture and Control**

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 1 at the end of your turn.

12**SECURE OBJECTIVE 2****Capture and Control**

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 2 at the end of your turn.

13**SECURE OBJECTIVE 3****Capture and Control**

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 3 at the end of your turn.

14**SECURE OBJECTIVE 4****Capture and Control**

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 4 at the end of your turn.

15**SECURE OBJECTIVE 5****Capture and Control**

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 5 at the end of your turn.

16**SECURE OBJECTIVE 6****Capture and Control**

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 6 at the end of your turn.

21**SECURE OBJECTIVE 1****Take and Hold**

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 1 at the end of your turn.

22**SECURE OBJECTIVE 2****Take and Hold**

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 2 at the end of your turn.

23**SECURE OBJECTIVE 3****Take and Hold**

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 3 at the end of your turn.

24**SECURE OBJECTIVE 4****Take and Hold**

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 4 at the end of your turn.

25**SECURE OBJECTIVE 5****Take and Hold**

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 5 at the end of your turn.

26**SECURE OBJECTIVE 6****Take and Hold**

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

Score 1 victory point if you control objective marker 6 at the end of your turn.

31**DEFEND OBJECTIVE 1***Storm and Defend*

You are charged with the defence of a key objective. It must not be permitted to fall into enemy hands.

Score 2 victory points if you control objective marker 1 at the end of two consecutive turns.

32**DEFEND OBJECTIVE 2***Storm and Defend*

You are charged with the defence of a key objective. It must not be permitted to fall into enemy hands.

Score 2 victory points if you control objective marker 2 at the end of two consecutive turns.

33**DEFEND OBJECTIVE 3***Storm and Defend*

You are charged with the defence of a key objective. It must not be permitted to fall into enemy hands.

Score 2 victory points if you control objective marker 3 at the end of two consecutive turns.

34**DEFEND OBJECTIVE 4***Storm and Defend*

You are charged with the defence of a key objective. It must not be permitted to fall into enemy hands.

Score 2 victory points if you control objective marker 4 at the end of two consecutive turns.

35**DEFEND OBJECTIVE 5***Storm and Defend*

You are charged with the defence of a key objective. It must not be permitted to fall into enemy hands.

Score 2 victory points if you control objective marker 5 at the end of two consecutive turns.

36**DEFEND OBJECTIVE 6***Storm and Defend*

You are charged with the defence of a key objective. It must not be permitted to fall into enemy hands.

Score 2 victory points if you control objective marker 6 at the end of two consecutive turns.

41**ADVANCE***Seize Ground*

You must advance swiftly into no man's land to prevent your opponent seizing the battlefield.

Score 1 victory point if no unit from your army is within your deployment zone at the end of your turn.

42**BEHIND ENEMY LINES***Seize Ground*

Break through the foe's army and cut off their lines of escape.

Score 1 victory point if you have at least one unit completely within the enemy's deployment zone at the end of your turn. If you have at least three units within your opponent's deployment zone at the end of your turn, score D3 victory points instead.

43**HOLD THE LINE***Seize Ground*

It is critical that no foe breaks through your defences. Maintain a strong rearguard to protect your supply lines.

Score 1 victory point if you have at least three units completely within your deployment zone, and your opponent has no models within your deployment zone, at the end of your turn. This objective cannot be achieved on your first turn.

44**MISSION CRITICAL OBJECTIVE***Seize Ground*

This area is of extreme importance. You are to lead an immediate all-out assault to capture it.

When this Tactical Objective is generated, roll a D6. Score 1 victory point if you control the corresponding objective marker. If the corresponding objective marker was controlled by your opponent at the start of your turn and you control it at the end of your turn, score D3 victory points instead.

45**SUPREMACY***Seize Ground*

The battleground is won one yard at a time. Continue to establish a strong military presence in the area.

Score D3 victory points if you control any three objective markers at the end of your turn.

46**DOMINATION***Seize Ground*

Dominate the field of battle. Storm every site of tactical import and leave the foe with no place to hide.

Score D3+3 victory points if you control every objective marker on the battlefield at the end of your turn.

51**OVERWHELMING FIREPOWER***Purge*

A show of strength is required. Scour the enemy from the face of the battlefield with the use of extreme firepower.

Score 1 victory point if an enemy unit was destroyed during the Shooting phase of your turn. If 3 or more enemy units were destroyed during the Shooting phase of your turn, score D3 victory points instead.

52**BLOOD AND GUTS***Purge*

Close with the foe and engage them in hand-to-hand combat. Show them no quarter, no mercy.

Score 1 victory point if an enemy unit was destroyed during the Fight phase of this turn. If 3 or more enemy units were destroyed during the Fight phase of this turn, score D3 victory points instead.

53**NO PRISONERS***Purge*

Exterminate your enemy, show them no mercy.

Score 1 victory point if an enemy unit was destroyed during your turn. If between 3 and 5 enemy units were destroyed during your turn, score D3 victory points instead. If 6 or more enemy units were destroyed during your turn, score D3+3 victory points instead.

54**AREA DENIAL***Purge*

It is critical that this area is dominated. No enemy vanguard or guerilla units can be allowed to disrupt our plans.

Score 1 victory point if there are no enemy models within 6" of the centre of the battlefield at the end of your turn. If there are no enemy models within 12" of the centre of the battlefield at the end of your turn, score D3 victory points instead.

55**PSYCHOLOGICAL WARFARE***Purge*

Break the enemy's morale, make your foes tremble before you.

Score 1 victory point if your opponent failed a Morale test during this turn. If your opponent failed 3 or more Morale tests, score D3 victory points instead.

56**MASTER THE WARP***Purge*

Desperate times call for desperate measures – harness the power of the warp to defeat your foes.

Score 1 victory point if you manifested or denied a psychic power during this turn. If you manifested or denied 3 or more psychic powers, score D3 victory points instead.

61**KINGSLAYER***Annihilation*

The enemy commander is a powerful and effective leader and should be slain as quickly as possible.

Score D3 victory points if your opponent's Warlord has been destroyed during this or any previous turn.

62**WITCH HUNTER***Annihilation*

The presence of enemy psykers can no longer be tolerated. Eliminate them with extreme prejudice.

Score 1 victory point if at least one enemy **PSYKER** unit was destroyed during this turn.

63**SCOUR THE SKIES***Annihilation*

It is vital to maintain air superiority.

Score 1 victory point if at least one enemy unit that can **FLY** was destroyed during this turn.

64**ASSASSINATE***Annihilation*

The enemy looks to their champions for courage. Identify and assassinate them.

Score 1 victory point if at least one enemy **CHARACTER** was destroyed during this turn. If 3 or more enemy **CHARACTERS** were destroyed during this turn, score D3 victory points instead.

65**BIG GAME HUNTER***Annihilation*

The larger the foe, the greater the glory...

Score 1 victory point if at least one enemy unit with a Wounds characteristic of 10 or more was destroyed during this turn. If at least one enemy unit with a Wounds characteristic of 20 or more was destroyed this turn, score D3 victory points instead.

66**PRIORITY ORDERS RECEIVED***Priority Order*

This mission is of the utmost importance, and cannot be entrusted to anyone else.

When this Tactical Objective is generated, immediately generate a bonus Tactical Objective – this does not count towards the number of Active Tactical Objectives you currently have in play. Your Warlord is the only unit that can be used to achieve the bonus Tactical Objective – they must be the only unit used to control an objective marker, the unit that destroys the last model in an enemy unit, and so on. If you achieve this, you score both the number of victory points stated on the bonus Tactical Objective and an additional 3 victory points. If this Tactical Objective is discarded, so too is the bonus Tactical Objective.

MAELSTROM OF WAR

CLEANSE AND CAPTURE

The evidence of war can be clearly seen all across the battlefield as the wounded cry for aid and vital resources are at risk of falling into enemy hands. Search for and recover these artefacts at all costs and eliminate any enemy forces that dare oppose you.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players should place 6 objective markers, as detailed on page 226.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. **A player's models must be set up wholly within their own deployment zone.** Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.



VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. In addition to achieving Tactical Objectives, victory points are achieved for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



BETWEEN THE STARS
THE ANCIENT UNSEEN
ENEMIES OF MANKIND
WAIT AND HUNGER.
EVERY VOYAGE INTO
THE NOTHING IS A
CONFRONTATION WITH
HORROR, WITH THE
IMPLACABLE THINGS OF
THE WARP, AND WITH
MAN'S INNERMOST FEAR.

MAELSTROM OF WAR

CONTACT LOST

All contact with command has been lost and the enemy are doubtless advancing towards your position. Secure sites of tactical import to re-establish communications with all due haste and engage any hostile forces encountered with extreme prejudice.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players should place 6 objective markers, as detailed on page 226.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. **A player's models must be set up wholly within their own deployment zone.** Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. Each player generates 1 Tactical Objective at the start of their first turn. In subsequent turns, if a player has fewer than 6 active Tactical Objectives, they must generate 1 Tactical Objective for each objective marker they control (to a maximum of 6 active Tactical Objectives).

STRATAGEMS

In this mission, players can use Command Points (CPs) to use the following Stratagem:

3CP

TEMPORARY COMMS UPLINK

Stratagem

Provided you have fewer than 6 active Tactical Objectives, you can use this Stratagem to immediately generate 1 extra Tactical Objective.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. In addition to achieving Tactical Objectives, victory points are achieved for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



+++
IN AN HOUR OF
DARKNESS A BLIND MAN
IS THE BEST GUIDE. IN
AN AGE OF INSANITY
LOOK TO THE MADMAN
TO SHOW THE WAY
+++

MAELSTROM OF WAR

TACTICAL ESCALATION

What began as a simple raid has long since escalated into full-blown battle, as both sides commit more and more forces to the fray. With every moment that passes, more combatants engage the enemy and another mission-critical target is identified.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players should place 6 objective markers, as detailed on page 226.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. **A player's models must be set up wholly within their own deployment zone.** Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer active Tactical Objectives than the current battle round number, they must generate Tactical Objectives until they have a number equal to the current battle round number.

TACTICAL PRIORITY

At the start of the first battle round, but before the first turn begins, each player nominates a single Tactical Objective type (e.g. Take and Hold). You score an additional victory point for each Tactical Objective of that type you achieve. However, you lose a victory point each time you discard a Tactical Objective of that type.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. In addition to achieving Tactical Objectives, victory points are achieved for the following:

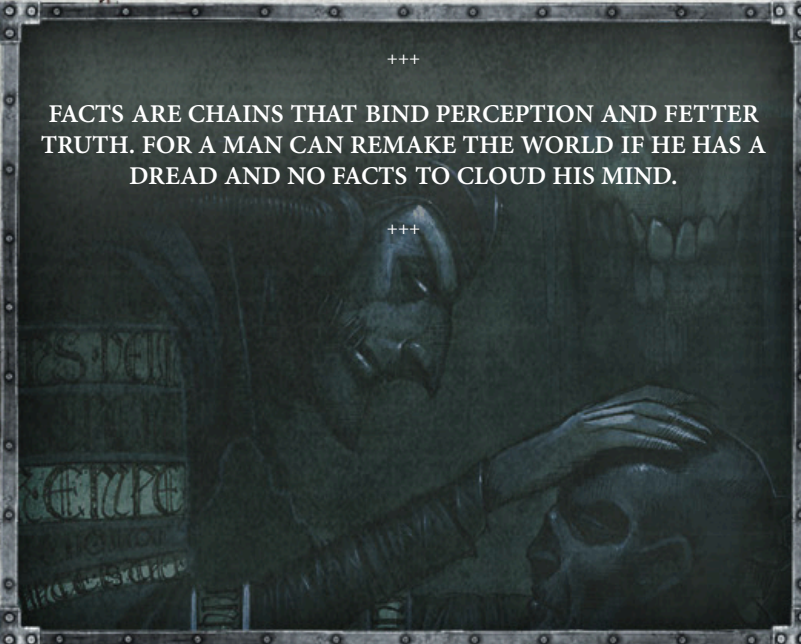
Mission Priorities: If, at the end of the game, one player has achieved more Tactical Objectives of their nominated type (see Tactical Priority, above) than their opponent has of their own nominated type, that player receives 1 additional victory point.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

+++
FACTS ARE CHAINS THAT BIND PERCEPTION AND FETTER TRUTH. FOR A MAN CAN REMAKE THE WORLD IF HE HAS A DREAD AND NO FACTS TO CLOUD HIS MIND.
+++



MAELSTROM OF WAR

SPOILS OF WAR

A vital resupply convoy has been intercepted and its cargo lost in the deserted ground of no man's land. You must reclaim these spoils of war before the enemy can reach them, whilst inflicting as much damage upon the foe as possible.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players should place 6 objective markers, as detailed on page 226.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. **A player's models must be set up wholly within their own deployment zone.** Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

PRECIOUS CARGO

In this mission, both players can achieve any active Tactical Objective titled 'Secure Objective X', where X is a number between 1 and 6, regardless of which player generated it. In addition, these Tactical Objectives can only be discarded when achieved.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. In addition to achieving Tactical Objectives, victory points are achieved for the following:

Steal the Loot: If, at the end of the game, one player has achieved more 'Secure Objective X' Tactical Objectives (see Precious Cargo, above) than their opponent has, that player receives 1 additional victory point.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.



+++

WE DO NOT HATE THE
ALIEN BECAUSE HE IS
DIFFERENT, WE HATE
THE ALIEN BECAUSE HE
HAS NAUGHT BUT HATE
IN HIS HEART FOR US.

+++

MAELSTROM OF WAR

CLOAK AND SHADOWS

Enemy patrols are operating in this area, searching the battlefield for some critical objectives. Scout the area under cover of darkness and discover their plans, but be sure not to reveal your own goals. If you can deny the enemy's objectives whilst achieving yours, victory will be assured.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players should place 6 objective markers, as detailed on page 226.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. **A player's models must be set up wholly within their own deployment zone.** Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3.

SECRET ORDERS

In this mission, players keep their Tactical Objectives secret from each other. Only reveal Tactical Objectives when achieving them.

COVER OF DARKNESS

When rolling to hit in the Shooting phase, subtract 1 from the roll if the target is more than 18" away.

STRATAGEMS

In this mission, players can use Command Points (CPs) to use the following additional Stratagem:

1CP

FLARES

Stratagem

Select an enemy unit. For the duration of your turn, your units can shoot at that unit without penalty from Cover of Darkness.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. In addition to achieving Tactical Objectives, victory points are achieved for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.

MAELSTROM OF WAR DEADLOCK

Months of bitter fighting have ended in a deadlock, but a fleeting opportunity has arisen for you to strike a devastating blow against the enemy to tip the balance of the war. Strike hard and fast, for with every moment you delay, your tactical options dwindle and the chance for victory slips away.

THE ARMIES

Each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield and set up terrain. Next, the players should place 6 objective markers, as detailed on page 226.

DEPLOYMENT

The player who placed the sixth objective marker determines which of the standard deployment maps is used in the battle (pg 216) and picks one of the deployment zones on the map for their army. Their opponent uses the other deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. **A player's models must be set up wholly within their own deployment zone.** Continue setting up units until both sides have set up their army.

FIRST TURN

The player who finished setting up their army first can choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of 6, they manage to seize the initiative, and they get the first turn instead!

TACTICAL OBJECTIVES

This mission uses Tactical Objectives. Each player generates 6 Tactical Objectives at the start of their first turn. In the second battle round, players may have 5 active Tactical Objectives, in the third battle round they may have 4, and so on. If a player has too many active Tactical Objectives at the start of their turn, they must discard Tactical Objectives until they have the correct number. If a player has fewer than the correct number of Tactical Objectives at the start of their turn, they must generate Tactical Objectives until they have the correct number.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time the game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

STRATEGIC DEADLOCK

From the start of the third battle round, the Command Point cost of all Stratagems used by players is doubled.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. In addition to achieving Tactical Objectives, victory points are achieved for the following:

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game. If two or more units from opposing forces are destroyed simultaneously, then both players get 1 victory point.

Linebreaker: If, at the end of the battle, you have at least one model within the enemy's deployment zone, you score 1 victory point.





ADVANCED RULES



‘Warriors of Ultramar. This is where we make our stand. If death is to be our fate, then we shall meet it with the Emperor’s word on our lips and his light in our eyes. If we must die, we will die; but we shall never yield.’

- *Marneus Calgar,*
Lord of Macragge





'When the people forget their duty, they are no longer human and become something less than beasts. They have no place in the bosom of Humanity nor in the heart of the Emperor. Let them die and be forgotten.'

- Prime Edicts of the Holy Synod of the Adeptus Ministorum

ADVANCED RULES

By now, you've scratched the surface of the many ways that you can enjoy the Warhammer 40,000 hobby. The missions that you have already seen are just the beginning – there are always new ways to play and battles to fight!

BATTLE-FORGED ARMIES

Battle-forged armies give you the opportunity to organise your models in a way that reflects the Factions of Warhammer 40,000 as they would be deployed. These battlefield organisations place restrictions on how you form your army, but in exchange provide powerful benefits.

BATTLEFIELD TERRAIN

The battlefield terrain rules describe many of the terrain features found upon your battlefields, from twisted woods and shattered ruins to makeshift barricades and the statues of mighty heroes. These rules help to bring your battlefield to life and introduce a new tactical dimension to your games, as both armies deploy and manoeuvre across the battlefield to take best advantage of the terrain.

THE BATTLEZONES

Battlezones offer an interesting and often dangerous twist to your games by introducing exciting environmental effects – the galaxy, after all, holds billions of alien worlds. Across myriad star systems, on battlefields of ice, lava, jungle and ash, armies engage in mortal conflict. A planet might be beset by radioactive dust storms, shrouded in perpetual darkness or be saturated with warp-stuff. Incorporating these effects into your games with the Battlezone rules is a great way to test the mettle of any commander.

Battlezone rules can be used to enhance any mission. They include additional rules and Stratagems that reflect a specific kind of battlefield, sometimes at a specific time. Battlezone rules usually have an equal chance of affecting both players, and simply choosing to fight your battle in a particular battlezone will present you with new tactical challenges.

EXPANSIONS

Warhammer 40,000 expansions provide new ways to use your collections, and allow you to tailor your tactics for battle across many theatres of war. The Warhammer 40,000 rules are but the tip of the iceberg in a wider hobby where you can fight massive battles with vast armies on each side, tense squad-focussed actions amidst the ruins of an Imperial city, or storm your enemy's lines with an orbital assault spearheaded by Drop Pods and Flyers – anything is possible!

This section will introduce four expansions: Planetstrike, Stronghold Assault, Cities of Death and Death from the Skies. Each of these examines a different exciting aspect of warfare in Warhammer 40,000 and modifies the core rules to better reflect that style of battle. Sometimes these changes are subtle; at other times they dramatically alter the way in which you can use your force on the battlefield. Expansions are great for all styles of play, whether bringing events from the background to life, or pitching your forces into new situations which will test your ability as a commander to the limit.

PLANETSTRIKE

Planetstrike is about planetary invasion – orbital bombardments rain down, hammering defenders as the attackers deploy their troops by dropship and teleport strike. Meanwhile, the defenders blaze away with mighty weapons from their fortifications and ready their elite troops to repel the invaders. The first blows of such a war can decide the fate of a world, and no quarter will be asked or given. The short introduction to Planetstrike later in this section provides rules to represent the conditions of this type of battle, as well as a Planetstrike mission, 'Planetfall', so you can get a taste of planetary invasion straight away.

CITIES OF DEATH

Vicious urban combat is best recreated using the Cities of Death expansion. Fighting a pitched battle across a barren plain is one thing, but a warlord finds a whole new set of challenges when fighting a battle through the war-torn streets of one of the galaxy's innumerable cities. Bitter, short-ranged fighting is the order of the day, with booby traps and snipers making every step into the unknown perilous. Amidst the tangled ruins and rubble, unassuming buildings might prove to hold valuable caches or medical supplies, while high ground is sought by both sides so they might command the battlefield. The overview of Cities of Death later in this section includes the rules you need to fight these claustrophobic battles, and a Cities of Death mission, 'Firesweep', so you can conduct urban warfare yourself.

STRONGHOLD ASSAULT

Stronghold Assault focusses on siege warfare. These gruelling battles are amongst the greatest attacker-versus-defender battles in the galaxy, with armies locked in combat in blood-soaked trenches, or throwing themselves against the walls of monolithic fortresses that bristle with automated weapons systems. The Stronghold Assault introduction includes rules for incorporating fortifications into your battles. It also includes the 'Bunker Assault' mission, which will test both warlords' siege-craft.

DEATH FROM THE SKIES

Aerial combat between squadrons of deadly aircraft lies at the heart of the Death from the Skies expansion. Bombers wreak havoc on undefended forces on the ground, even as agile fighter craft scramble to intercept them. Furious dogfights are fought above the battlefield, where daring pilots engage in duels that could decide the outcome of the war, for whoever can dominate the skies will surely secure victory on the ground. The introduction to Death from the Skies later in this section includes rules for adding a Dogfight phase to your Warhammer 40,000 battles, as well as the 'Tactical Strike' mission which you can use to earn your wings.

MULTIPLAYER BATTLES

The confusion of battle is only compounded when there are more than two warring parties. Each force finds enemies to either side, commanders strike temporary alliances that are broken almost as quickly as they are made, and the centre of the battlefield becomes a killing ground from which few will escape. Awareness of the forces arrayed against you is crucial, and a glory-hungry warlord who seizes the initiative may find the tables turned on them in an instant. This section presents a multiplayer mission, 'Carnage', alongside rules for fighting these chaotic battles.

CAMPAIGNS

Few wars end with a single battle, instead becoming brutal campaigns as warriors and war machines slaughter each other in a relentless and recurring clash of wills. In such contests are heroes born and legends made. Campaigns are an exciting and engaging way to enable players to fight a series of linked battles, adding new dimensions to your hobby. They are great for taking individual battles and giving them a significance that runs into the next game and even beyond, where victory and defeat have consequences for not just the battle, but the war.

You can make a campaign out of any of the missions presented in this book, those in other Warhammer 40,000 publications, or those of your own creation. This section introduces some principles about campaigns, and provides a few suggestions about how to play tree, matrix and map campaigns, alongside a few examples to get you started.

AND MUCH MORE...

As you can see, there's a wealth of missions and extra rules for you to get stuck into in this section, but that's not the end of it. There are always new rules, missions and expansions, so keep an eye on games-workshop.com for the latest releases. You may also find yourself inspired to write and fight your own missions – and we highly recommend it! The more you put into your hobby, the more rewards you will find waiting for you.



**'STRIVE, MY BROTHERS,
TO CAGE THE BEAST
WITHIN, FOR ITS
CRIMSON THIRST SHALL
MAKE MONSTERS OF
US ALL. YET KNOW
THAT, SHOULD EVER
THE BEAST BREAK FREE,
THE SHAME OF THAT
MOMENT CAN ONLY
BE SALVED THROUGH
THE UNMITIGATED
SLAUGHTER OF THE FOE'**

*- Veteran Sergeant Gabrian,
Blood Angels 6th Company*





BATTLE-FORGED ARMIES

All armies, from the contingents of the T'au to the warbands of the Orks, are – to a greater or lesser extent – structured forces. This section explains how you can organise your units into Detachments; a group of units that fight together and gain a strategic or tactical bonus for doing so.

If a mission you are playing instructs you to select a Battle-forged army, it means that you must organise all the units in your army into Detachments.

An army can include any number of Detachments and you can mix them together however you like. On pages 243–245, you will find several Detachments that can be used with any army, and more will be published in other sources.

To include a particular Detachment in your army, simply organise some or all of your units so that they fit within the restrictions and limitations detailed for that particular Detachment. A unit cannot belong to more than one Detachment, and you will often need to use additional information found on a unit's datasheet, such as Faction and Battlefield Role (see below and right) to determine where it fits in a Detachment.

Each Detachment may contain the following information:

Battlefield Role Slots: These show the number of units of each Battlefield Role (see right) that you must, or may, include in the Detachment.

Dedicated Transports: This details how many Dedicated Transport units the Detachment can include (if any).

Restrictions: This lists any restrictions that apply to the types of units you may include in the Detachment.

Command Benefits: This lists any bonuses that apply if you include this Detachment in your army.

FACTIONS

All units belong to one or more of the many Factions that fight for dominance across the galaxy. A unit's Faction is important when building a Battle-forged army because some Detachments require all units included in it to be from the same Faction. The Factions that a unit belongs to will be listed in the keywords section of its datasheet. For example, a Space Marine Captain has the **IMPERIUM** and **ADEPTUS ASTARTES** keywords, so belongs to both the Imperium and Adeptus Astartes Factions. This means that if a Space Marine Captain was part of a Detachment with the restriction that all units must be from the same Faction, all other units in that Detachment must either be from the Imperium Faction, or they must all be from the Adeptus Astartes Faction.



BATTLEFIELD ROLE

However you choose your army, all units have a Battlefield Role, which is typically shown as a symbol. Apart from providing a useful overview of the types of duties a unit is meant to perform, the role is also of importance when it comes to using Detachments. The most common Battlefield Roles are shown here.



HQ



Troops



Elites



Fast Attack



Heavy Support



Dedicated Transport



Flyer



Fortification



Lord of War



BATTLEFIELD ROLE SLOTS

This section of a Detachment's rules lists the minimum and maximum number of units in each Battlefield Role that you must or may include in the Detachment.

The icons on a Detachment are referred to as slots. Each slot will typically specify a single Battlefield Role. Each slot allows you to take one unit. Red icons are compulsory selections – you must take at least this many units of the appropriate Battlefield Role to include the Detachment in your army. Grey icons are optional selections – you can include up to this number of units with the appropriate Battlefield Role when including the Detachment in your army. Any further units of the same Battlefield Role will need to be taken in a different Detachment. **For example, in order to take a Battalion Detachment – which you can see on the facing page – you must select three units with the Troops Battlefield Role, and cannot include more than six Troops units in the Detachment.**

Occasionally, a Detachment slot will specify two or more Battlefield Roles, in which case any unit that has one of the specified roles may be taken in that slot. Rarely, a slot will not specify a Battlefield Role, in which case any type of unit can be taken, or it will specify a particular unit or units, in which case only those may be taken.

UNDERSTRENGTH UNITS

Each unit's datasheet will describe how many models make up that unit. Sometimes you may find that you do not have enough models to field a minimum-sized unit; if this is the case, you can still include one unit of that type in your army with as many models as you have available.

If you are using Power Ratings, you must still pay the Power Rating cost as if you had a minimum-sized unit, even though it contains fewer models. If you are using points, you only pay the points for the models you actually have in an understrength unit (and any wargear they are equipped with). An understrength unit still takes up the appropriate slot in a Detachment. If you are playing a matched play game, you can only include an understrength unit in an Auxiliary Support Detachment.

RESTRICTIONS

This section of a Detachment's rules lists any additional restrictions that apply to the units you can include as part of the Detachment. If a datasheet does not adhere to a particular restriction, it cannot be included as part of the Detachment. The most common restriction is that all of the units included in a Detachment must be from the same Faction.

COMMAND BENEFITS

This section of a Detachment's rules lists any bonuses that apply if you include the Detachment in your army. Typically, the inclusion of a Detachment will increase the total number of Command Points your army has available to spend on Stratagems.

COMMAND POINTS

When you build a Battle-forged army, it will have a number of Command Points. These can be spent to utilise Stratagems – each of which represents a strategic or tactical asset available to your army.

All Battle-forged armies start with 3 Command Points. The simplest way to accrue more Command Points is to take more Detachments – many of which increase your total number of Command Points.

You can spend Command Points to use a Stratagem before or during a battle. Each time you use a Stratagem, reduce your Command Points total by the appropriate amount. If you do not have enough Command Points for a specific Stratagem, you cannot use it. Unless otherwise noted, you can use the same Stratagem multiple times during the course of a battle.

The different Stratagems available to players depend on the mission they are playing. Players can always use the three Stratagems presented below, but some missions, battlezones and expansions may introduce additional Stratagems to your battles.

STRATAGEMS

If a player has a Battle-forged army, they may spend Command Points (CPs) to use the following Stratagems in any mission they play.

1CP

COMMAND RE-ROLL *Stratagem*

You can re-roll any single dice.

2CP

COUNTER-OFFENSIVE *Stratagem*

This Stratagem is used right after an enemy unit that charged has fought. Select one of your own eligible units and fight with it next.

2CP

INSANE BRAVERY *Stratagem*

You can automatically pass a single Morale test (this Stratagem must be used before taking the test).

PATROL DETACHMENT



Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: None.

BATTALION DETACHMENT

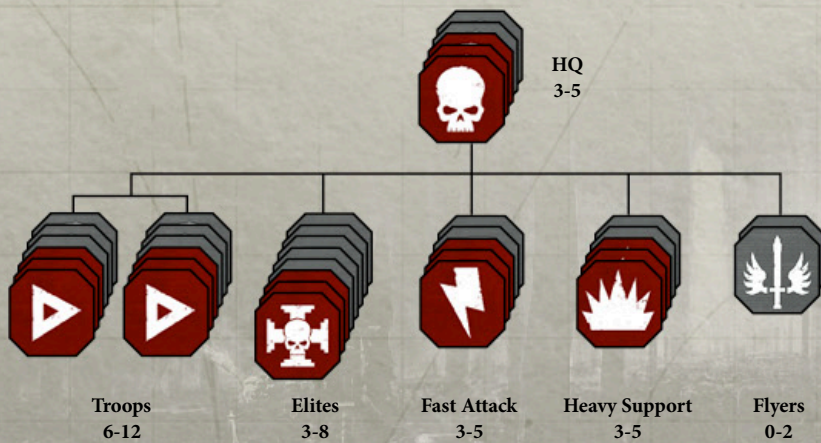


Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +5 Command Points.

BRIGADE DETACHMENT



Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +12 Command Points.

VANGUARD DETACHMENT



Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +1 Command Point.

SPEARHEAD DETACHMENT



Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +1 Command Point.

OUTRIDER DETACHMENT



Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +1 Command Point.

SUPREME COMMAND DETACHMENT





Dedicated Transports: May include 1 for each other choice.

Restrictions: All units must be from the same Faction.

Command Benefits: +1 Command Point.

SUPER-HEAVY DETACHMENT



3-5 Lords of War

Restrictions: All units must be from the same Faction.

Command Benefits: +3 Command Points.

AIR WING DETACHMENT



3-5 Flyers

Restrictions: All units must be from the same Faction.

Command Benefits: +1 Command Point.

SUPER-HEAVY AUXILIARY DETACHMENT



1 Lord of War

Restrictions: None.

Command Benefits: None.

FORTIFICATION NETWORK



1-3 Fortifications

Restrictions: None.

Command Benefits: None.

AUXILIARY SUPPORT DETACHMENT



Restrictions: This Detachment can only include a single unit.

Command Benefits: -1 Command Point. Note that unlike other Detachments, you lose 1 Command Point for each Auxiliary Support Detachment in your army. These are deducted from your total after adding up the bonuses from all other sources.

BATTLEFIELD TERRAIN

In this section, you will find expanded terrain rules. You do not need to use these rules to enjoy a battle – the rules for cover detailed in the core rules will suffice to shelter your warriors from incoming fire – but they will add a new dimension to your battlefield and help bring it to life.



WOODS

Twisted woodlands grow on many a corpse-strewn battlefield.

INFANTRY units that are entirely on the base of a wood receive the benefit of cover. If your wood is not on a base, discuss with your opponent what the boundary of the wood is before the battle begins. Other units only receive the benefit of cover if at least 50% of every model is obscured from the point of view of the shooting model.

Models are slowed when charging through woods. If, when a unit charges, one or more of its models move across a woods base, you must subtract 2" from the units charge distance.



RUINS

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

Only **INFANTRY**, **BEASTS**, **SWARMS** and units that can **FLY** can be set up or end their move on the upper floors of ruins (any unit can do so on the ground floor).

INFANTRY are assumed to be able to scale walls and traverse through windows, doors and portals readily. These models can therefore move through the floors and walls of a ruin without further impediment.

INFANTRY units that are entirely on or within a ruin receive the benefit of cover. Other units that are entirely on or within a ruin only receive the benefit of cover if at least 50% of every model is obscured from the point of view of the shooting model.

CRATERS

Many worlds bear the scars of heavy, sustained bombardment.

INFANTRY units that are entirely within a crater receive the benefit of cover.

Models are slowed when charging across craters. If, when a unit charges, one or more of its models have to move across a crater, you must subtract 2" from the units charge distance.



BARRICADES

Makeshift barricades make excellent defensive positions.

When a model targets an enemy **INFANTRY** unit that has all of its models within 1" of a barricade, the target unit receives the benefit of cover if the shooting model is closer to the barricade than it is to the target and the target is at least partially obscured from the point of view of the shooting model. In addition, enemy units can Fight across a barricade, even though the physical distance is sometimes more than 1". When resolving Fights between units on opposite sides of a barricade, units can be chosen to Fight and can make their attacks if the enemy is within 2" instead of the normal 1".



OBSTACLES

The advance of many armies has been thwarted by obstacles.

There are two kinds of obstacles: tank traps, which are obstacles to **VEHICLES** and **MONSTERS**, and tanglewire, which is an obstacle to everything else. Units are slowed when they attempt to move over obstacles. If, when a unit Advances or charges, one or more of its models move over an obstacle, you must halve the units Advance or charge distance, as appropriate (rounding up). **TITANIC** models are not slowed by obstacles.





IMPERIAL STATUARY

The heroes of the Imperium are immortalised in stone effigies.

When a model targets an enemy INFANTRY unit that has all of its models within 3" of Imperial Statuary, the target unit receives the benefit of cover if the shooting model is closer to the Imperial Statuary than it is to the target and the target is at least partially obscured from the point of view of the shooting model. In addition, IMPERIUM units add 1 to their Leadership characteristic whilst they are within 3" of any Imperial Statuary.



FUEL PIPES

Promethium and other explosive fuels are pumped across many worlds in armoured pipes.

Fuel pipes follow all the rules for barricades, with the following addition:

Roll a dice each time you make a saving throw of 7+ (usually a roll of 6, plus 1 for being in cover) for a model within 1" of a fuel pipe in the Shooting phase. On a 1, that shot has ruptured the pipe and caused a small explosion; the model's unit suffers a mortal wound.



BATTLESCAPE

The smoking hulls of tanks and the blasted remains of trees speak of the presence of mines or other, more dangerous, traps.

Battlescapes follow all the rules for woods, with the following addition:

Roll a dice each time a model Advances or charges across a battlescape; on a roll of 1, that model has triggered a mine and its unit suffers a mortal wound. Models that can FLY can still trigger mines, but only if they charge across battlescape.

HILLS

Hills and elevated positions are often key tactical locations.

Hills, whether free-standing or modelled into the battlefield itself, are raised areas that offer troops on top of them commanding views and fields of fire. Hills are always considered to be part of the battlefield rather than a terrain feature, and so models on top of them do not receive the benefits of cover. Some particularly large hills may block a model's visibility to a target unit, however, so get a model's-eye-view to see if this is ever the case.



SCRATCH-BUILT TERRAIN

Many hobbyists enjoy making their own terrain features from scratch (thus the term 'scratch-built terrain'). If you wish to incorporate such terrain features into your battlefields, you and your opponent will need to devise your own rules for them. Don't worry – this is very easy to do, especially if you use the rules presented on these pages as examples and inspiration. You could, for example, model your ruins on a scenic base, and agree that the base itself is simply an extension of the ruins and follows all the same rules. Perhaps you will create a river (presumably a

fantastical one filled with lava or acid) with entirely new rules, agreeing that the only models that can cross it safely are those that can **FLY**. Some players prefer to say that certain terrain features, such as giant rock formations or imposing sealed buildings, are simply impassable to any models – creating obstacles on the battlefield for armies to manoeuvre around. You could make up some truly exotic rules for your terrain, such as creating a portal to the warp through which Daemons can materialise throughout your battle. Anything goes, so long as all players agree that it sounds like fun!

BATTLEZONES

The galaxy is ablaze with war, and millions of planets shake to the tread of mighty armies. Some are once-verdant paradises reduced to mud-churned ruins, others are hellishly overpopulated industrial hive worlds, while many are utterly inimical to life.

So long as you and your opponent agree, any Warhammer 40,000 battle can use Battlezone rules. They are optional, but Battlezone rules allow you to recreate battles fought in all manner of otherworldly environments, such as in the depths of hive cities, on asteroids hurtling through space, or even amidst the madness of worlds lost to the

powers of Chaos. Each battlezone introduces new rules to your missions to represent the battlefield conditions of these varied worlds. They might change the core rules, for example by altering how psychic powers work. They can provide new rules for things like living terrain or tectonic activity, and may grant additional abilities to certain units.

Agree which, if any, Battlezone rules will be used when you are setting up the battlefield, before deployment. Three battlezones are presented here to help make sure that every battle you fight is different. You can find more battlezones in other Warhammer 40,000 publications, and if you feel inspired, you can always make your own!

BATTLEZONE: NIGHT FIGHT

Battles in low to zero visibility are a test for any general at the best of times. When the battlefield is obscured by darkness, howling ash storms, unnatural celestial phenomena or psychic obfuscation, it means enemies can be nearly invisible, reinforcements can be lost, and your objectives can become uncertain.

Low Visibility: When rolling to hit in the Shooting phase, apply the following penalties to your models depending on their distance from the target. If the target unit is exactly 12", 24", or 36" away, use the lesser penalty from the table.

DISTANCE	PENALTY
0-12"	No penalty
12-24"	Hit rolls have a -1 penalty
24-36"	Hit rolls have a -2 penalty
36"+	Hit rolls have a -3 penalty

Fog of War: If a unit arrives on the battlefield after the battle has begun (e.g. as the result of an ability on its datasheet or the Reserves rules), roll a dice the first time it does so. On a 1 or 2, it is delayed and cannot arrive this turn – it arrives in the following turn instead.

STRATAGEMS

In this battlezone, you and your opponent can both use Command Points (CPs) to use the following Stratagem:

1CP

LIGHT 'EM UP Stratagem

Select an enemy unit. For the duration of your turn, your units can shoot at that unit without penalties from Low Visibility.

Mysterious Objectives: If you are playing a mission with objective markers, any unit that moves within 3" of an objective marker, or is within 3" of an objective marker at the start of the first turn, must identify it. To do so, roll a dice and consult the following table. Each objective marker is only identified once.

D6 RESULT

- | | |
|---|---|
| 1 | Sabotaged!: The unit that identified this objective marker takes D3 mortal wounds. |
| 2 | Nothing of Note: This has no additional effect. |
| 3 | Grav-wave Generator: If you control this objective marker, any unit attempting to charge a friendly unit within 3" of this objective subtracts 2 from its charge move. |
| 4 | Targeting Relay: If you control this objective marker, friendly units within 3" of this objective re-roll hit rolls of 1 when shooting. |
| 5 | Scatterfield: If you control this objective marker, friendly units within 3" of this objective re-roll saving throw rolls of 1. |
| 6 | Fire Support: If you control this objective marker, roll a dice at the end of your Shooting phase. On a roll of 5+, choose an enemy unit within 36". That unit suffers D3 mortal wounds. |

BATTLEZONE: FIRE AND FURY

The armies clash under a burning sky – far above the conflict, a cataclysmic battle is taking place in orbit, and the casualties of that war descend in burning fragments to bombard the armies on the cracked earth. It is insanity to fight in these conditions, but you will not be found wanting!

Burning Skies: Units that can **FLY** must roll a dice each time they move in the Movement phase (roll after they have completed their move). On a roll of 1, they suffer D3 mortal wounds.

The Earth Cracks: All Move characteristics are halved for units that begin their turn with any models entirely within a terrain feature, and a unit that charges through such terrain must roll a dice. On a roll of 1, it suffers D3 mortal wounds. Units that can **FLY** are not affected.

Meteoroid Debris: In each of your Shooting phases, place three dice numbered 1, 2 and 3 anywhere on the battlefield, at least 12" apart. You then roll another dice; if the result matches the number of one of the dice, a flaming chunk of debris crashes into the battlefield at the corresponding dice's location and every unit within 6" of it suffers D3 mortal wounds. If the result doesn't match any placed dice, the debris has landed elsewhere on the planet this time.

WARLORD TRAIT

In this mission, your Warlord can choose the following Warlord Trait in place of any other:

Insane Bravado: This Warlord and any friendly units within 8" of them do not have to take Morale tests.

STRATAGEMS

In this battlezone, you and your opponent can both use Command Points (CPs) to use the following Stratagem:

2CP

ORBITAL BOMBARDMENT

Stratagem

In your Shooting phase, you may place six dice for Meteoroid Debris, rather than 3. The dice should be numbered 1, 2, 3, 4, 5 and 6.

BATTLEZONE: PSYCHIC MAELSTROM

On countless worlds, psykers unaware of the terrible danger are tapping into powers they cannot control. In extreme cases, a psyker is transformed into a ghastly conduit for the warp, infesting their planet with daemonic corruption while amplifying the psychic potential of all who fight there.

The Warp Overflows: **PSYKERS** add 2 to their Psychic and Deny the Witch tests.

Psychic Amplification: **PSYKERS** can attempt to manifest one extra psychic power in their psychic phase, and the range of all psychic powers (where they have a range) is doubled.

Mortal Peril: If you roll any double for a Psychic test, including a double 1 or double 6, the **PSYKER** suffers Terrors of the Warp (after resolving the psychic power, if it is successfully manifested). This counts as suffering Perils of the Warp, but instead of the usual rules, roll on the following table:

D6 RESULT

- | | |
|---|---|
| 1 | A Fate Worse Than Death: The psyker suffers 6 mortal wounds. If they are slain by this, your opponent may place a Chaos Spawn model, under their control, where the psyker was standing (or as close as possible). |
| 2 | Overload: The psyker suffers D3 mortal wounds. If they are slain by this, each unit within 6" suffers D3 mortal wounds. |
| 3 | A Door Closes: The psyker immediately forgets the psychic power that they were manifesting – they cannot manifest this power for the rest of the battle. |
| 4 | Timeslip: The psyker may immediately attempt to manifest an extra psychic power in this phase (even one they have already manifested). |
| 5 | Possession: Roll 2D6. If the total is greater than the psyker's Leadership characteristic, they are possessed and controlled by your opponent for the rest of the battle. |
| 6 | Transformation: Until your next Psychic phase, the psyker has a Strength characteristic of 10 and an invulnerable save of 2+. |

PLANETSTRIKE

The Planetstrike expansion allows your armies to battle to the death in a devastating planetary assault. In Planetstrike, players take specific roles – one is the attacker, attempting to wrest control of a planet, and the other is the defender, who will do everything to hold it.

Planetary invasions are swift and terrible affairs, characterised by deafening noise, earth-shattering explosions and the stench of death. Thousands of battle-hungry warriors plunge downwards upon trails of flame and vapour like vengeful angels, pouring from the drop-craft and low-orbiting spaceships that darken the skies above. Megatonnes of ordnance hammer down around these airborne warriors, the detonations so devastating that the skies themselves seem afire. Attack craft roar across the sky through lattices of ruby-red las-fire and rocket contrails, strafing any soldier who

dares stray into the open before screaming off through the flak to the next war zone. Pillars of ghostly light probe the skies, their colonnades all but transforming the battlefield into some vast and surreal shrine to the gods of war. The touch of these lights is certain death to any invader caught in their beams, and red-hot debris rains from the skies as batteries of anti-aircraft guns take their toll. Gigantic landers plummet from the heavens, shaking the ground with their impact before disgorging yet more warriors into the merciless meat grinder of a planetary assault.

Below the chaotic skies lies a war-torn landscape chewed up and spat out by the incessant bombardments that precede the invasion. The devastated mudscape is punctuated only by the ruined shells of once-proud buildings and



The defender constructs their garrison – mighty bastions and heavy emplacements bristling with enough firepower to cut down any invaders that dare set foot on the planet.

The attacker launches deadly firestorms from orbit before their forces drop directly into the heart of the fight to wrest the planet from the defender.

by inviolable strongholds that jut like tombstones from the tortured earth. The comparison is apt, for the doomed soldiers who defend these bastions from the storm of violence that threatens to consume them will emerge as corpses or not at all.

It is within this nightmarish and lethal crucible of battle that true heroes are forged into warriors of iron will and exceptional might who march grim-faced through barrages of shrapnel and fire without pause. It is these heroes who determine the fate of the planet, these heroes who defy the enemy to strike them down and tear the prize from their grip. Only the brave or the insane can hope to prosper. Empires have ever been built on the deeds of such dauntless individuals, and by their deeds they may also fall.

PLANETARY ASSAULT

Planetstrike is truly a war on all fronts, in which the enemy can appear at any time, from anywhere – especially from above! Will you play the Defender, setting up formidable fortifications and giving everything you’ve got to repel the invaders? Or will you play the Attacker, raining hellfire and damnation upon the foe before sending an army of your best troops to claim the smoking remains of their strongholds? Whether you choose to tear the planet from your opponent’s grasp or annihilate the invaders raining from the skies, your actions can determine the fate of an entire world.



Planetstrike missions use the following additional rules:

FIRESTORM ATTACK

The planetary invasion is preceded by a fierce firestorm.

The Attacker makes Firestorm Attacks at the start of the first battle round, but before the first turn begins; each mission will specify how many are made. The Attacker first places six dice numbered 1 through 6 on the battlefield, anywhere at least 9" apart. For each Firestorm Attack, roll one dice: every unit within 3" of the corresponding dice's location suffers D6 mortal wounds. **INFANTRY** units hit by a Firestorm Attack can choose to go to ground before the damage is rolled; if they do, they only suffer D3 mortal wounds, but cannot do anything during their first turn.

PLANETARY ASSAULT

The attacker's forces rain from the skies to assault the defenders.

In Planetstrike missions, the Attacker's units are not set up on the battlefield during deployment and instead start the game in Reserve. **INFANTRY** units and units that can **FLY** start the game in orbit, whilst other units start the game in a landing zone, just off one edge of the battlefield.

Roll a dice for each of your units still in Reserve at the end of each of your Movement phases (this is called a Reserve roll) – on a 3+ that unit arrives from Reserve. Note that if a unit placed in Reserve is embarked within a **TRANSPORT**, they will arrive when their transport does, not separately (if rolling, make a single roll for the transport and its embarked units).

If the unit arrived from orbit, place it anywhere on the battlefield more than 6" from any enemy model. If the unit arrived from a

landing zone, place it within 6" of the battlefield edge chosen as the Attacker's landing zone.

PLANETSTRIKE DEFENCES

The Defender can use the following rules for defences in Planetstrike:

BASTIONS

These shelter the Defender's forces as they repel invading armies.

Bastions cannot move for any reason, nor can they Fight. Enemy models automatically hit them in a Fight – do not make hit rolls. Each Bastion has a Toughness of 10, a Save of 3+, 20 Wounds, and is removed once it has lost all its wounds. Each has a Ballistic Skill of 5+ and is equipped with four heavy bolters (see right).

The Defender's **INFANTRY** units can garrison a Bastion, moving in and out of it in the same manner as a unit embarking or disembarking from a **TRANSPORT**. Up to 20 models can garrison a Bastion at any one time. Garrisoning units cannot normally do anything or be affected in any way, with the exception that they can still shoot in your Shooting phase. If the Bastion is destroyed, each unit garrisoning it must disembark, but the Defender must then roll a dice for each model just set up on the battlefield; for each roll of 1, 2 or 3, a model that disembarked (Defender's choice) is crushed by falling rubble and slain.

DEFENCE EMPLACEMENTS

Defence Emplacements are used to shoot down invading forces.

Defence Emplacements cannot move for any reason, nor can they Fight. Enemy models automatically hit them in a Fight – do not make hit rolls. Each Defence Emplacement has a Toughness of 7, a Save of 4+, 3 Wounds and is removed once it loses all of its wounds. Each Defence Emplacement has a Ballistic Skill of 5+ and is armed with either an

Icarus lascannon or a quad-gun (see below). Add 1 to the hit rolls when shooting one of these weapons at a unit that can **FLY**, or at a unit that arrived from orbit during the Attacker's previous turn. Subtract 1 when shooting at any other target.

WEAPON PROFILES

	R	TYPE	S	AP	D
Heavy bolter	36"	Heavy 3	5	-1	D6
Quad-gun	48"	Heavy 8	7	-1	1
Icarus lascannon	96"	Heavy 1	9	-3	1

PLANETSTRIKE STRATAGEMS

In Planetstrike games, players can use the following additional Stratagems, depending on whether they are the Attacker or the Defender:

2CP

SCORCHED SKIES

Attacker Stratagem

This Stratagem is used just before you resolve your Firestorm Attacks. You make D3 additional Firestorm Attacks.

1CP

RAPID DROP ASSAULT

Attacker Stratagem

This Stratagem is used before making any Reserve rolls at the start of your first turn. D3 units of your choice automatically arrive from Reserve.

1CP

TARGETING JAMMERS

Defender Stratagem

This Stratagem is used just before the Attacker resolves their Firestorm Attacks. You can move one of the Firestorm location dice up to 2D6" in any direction.

2CP

FORTIFIED STRONGHOLD

Defender Stratagem

This Stratagem is used before the Attacker resolves his Firestorm Attacks. Select a single Bastion. That Bastion has 25 Wounds instead of 20.

PLANETSTRIKE PLANETFALL

Invading forces orbit above, raining fire upon the foe, their landing parties inbound to take for themselves any fortresses still standing. The defender must weather the storm and repel the enemy, no matter the cost. The attacker must not rest until the world is theirs.

THE ARMIES

The players should first choose who is the Attacker and who is the Defender, then each selects a Battle-forged army. The Power Level of the Attacker's army should be greater than that of the Defender's.

THE BATTLEFIELD

The Defender creates the battlefield; they start by setting up any number of Fortifications (Bastions, Defence Emplacements, etc.). They then set up all other terrain on the battlefield however they choose. Once the Defender has created the battlefield, the Attacker chooses one battlefield edge to be their landing zone – this is where their non-orbital Reserves will arrive from.

Next, the Defender places 6 objective markers. One objective marker may be placed inside each Bastion. Any objective marker not placed in a Bastion must be placed anywhere on the battlefield so long as the centre of each is more than 6" from the centre of any other objective marker, any Bastion or any battlefield edge. If a Bastion containing an objective marker is destroyed during the game, the Defender must place the objective marker where the building used to be.

DEPLOYMENT

The Defender now sets up all of their units, anywhere on the battlefield. The Attacker's units do not start the game on the battlefield, but use the Planetary Assault rules (pg 256).

FIRESTORM ATTACK

The Attacker rolls a D3 and adds 1 to the result for each Bastion that is on the battlefield. The total is the number of Firestorm Attacks that the Attacker makes.

FIRST TURN

The Attacker has the first turn.

BATTLE LENGTH

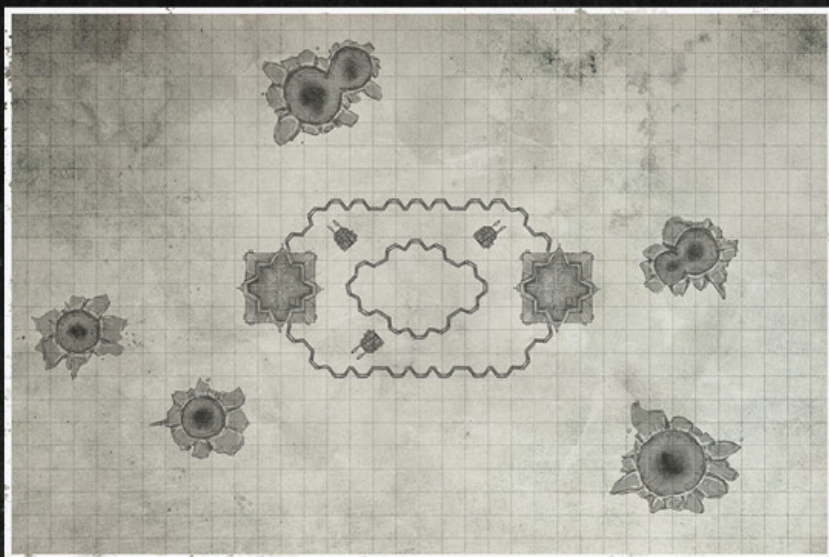
The game lasts for 6 battle rounds.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

Storm and Defend: At the end of the game, each objective marker is worth 3 victory points to the player who controls it. A player controls an objective marker if they have more models within 3" of the centre of it than their opponent does. If an objective marker is within a Bastion, count all the models within 3" of the building and all the models garrisoning it when determining who controls the objective marker.

Slay the Warlord: If the enemy Warlord has been slain during the battle, you score 1 victory point.



The battlefield shown here is an example of a classic set-up for a game of Planetstrike. The Defender has chosen to place his Fortifications in the centre of the battlefield so that, whichever direction the Attacker chooses to come from, they will be ready.

CITIES OF DEATH

In the nightmare of the far future, armies battle one another to annihilation amid the shattered ruins of vast corpse-strewn cities. The Cities of Death expansion allows both players to recreate the brutal, close-confines nature of urban warfare.

In a galaxy of war, cities make for the bloodiest of battlefields. Bombed from orbit, the blasted city ruins are overrun by hordes of slaving aliens or crushed to rubble beneath the footfalls of titanic war machines. Warriors engage in bitter close-quarters battles whilst mighty battle tanks smash through crumbling buildings, grinding bricks and bodies both beneath their treads. Victory will only be won by an army ruthless and determined enough to drive its enemy from every collapsed

building, root out and eradicate every firebase, and level every stronghold to deny even a single sniper a vantage point. Every building, staircase and hallway becomes a battleground fought over by dozens of warriors, no quarter given until the floor is carpeted with the bodies of the dead and the walls are blasted rubble.

Battle lines are drawn from one street corner to another and soldiers dart across shell-pocked roads. No man's land is watched over by merciless snipers waiting for the next fool to stray into their sights.

In these cramped confines, warriors fight on long after their ammunition is spent. With the butts of rifles and scavenged weapons, they bludgeon their foes to death, stabbing and hacking in a frenzy to survive. In such battles, combatants are at their most base and low, and no tactic is too desperate, no rule unbreakable to achieve victory. City fighting takes all the horrors of war and magnifies them. Territory is more important, lives are cheaper, and survival is all but impossible.



Ruined buildings conceal warriors who use their elevated position to gain an advantage over their foes, granting them a superior field of fire and making it harder for the enemy to find effective cover. Assault forces are sent forwards to flush out all such pockets of resistance. Darting from cover to cover, they launch desperate attacks with grenades and flamers to reduce the foe to blasted and charred corpses.

In Cities of Death, key locations are seized and pressed into service as makeshift bunkers, emergency field hospitals or command posts by generals desperate for any advantage. Any buildings that cannot be held are instead rigged with all manner of deadly traps.

Sometimes, a few loyal or well-trained soldiers must be counted on to turn the tide of a city battle. Few in number, such warriors cannot hope to hold ground for long periods against large numbers of enemies and must therefore engage in daring hit-and-run tactics, pinpoint strikes under cover of darkness, and even daring raids launched from labyrinthine sewer networks.



Even the most fast-moving armies can be forced to abandon their usual tactics as they become bogged down in blood-soaked building-to-building warfare.

Cities of Death missions use the following additional rules:

CITY RUINS

Unless they can **FLY**, **VEHICLES**, **MONSTERS** and **BIKES** can only end their move on the ground floor of ruins.

INFANTRY are assumed to be able to scale walls and traverse through windows, doors and portals readily. These models can therefore move through the floors and walls of a ruin without further impediment.

INFANTRY units that are on or behind a ruin receive the benefit of cover. **INFANTRY** units that do not move in their Movement phase are better able to make use of available cover in Cities of Death. Until they next move, you add 2 to their saving throws instead of only 1 against all shooting attacks. Other units only receive the benefit of cover if at least 50% of every model is actually obscured from the point of view of the shooting unit.



HEIGHT ADVANTAGE

In urban warfare, every soldier in a tall building is a sniper, raking fire onto those below. Combating foes with such a height advantage is high impossible.

A model gains a Height Advantage whilst occupying the upper levels of a city ruin and shooting at a unit that is either at street level or within a lower level of city ruins. To gain a Height Advantage, every model in the target unit must be on levels that are 3" or more below that of the firing model. If a model shoots with a Height Advantage, the target does not receive any of the benefits for being in cover.

STREETS AND ROADS

Forces can move quickly across streets and roads, but doing so often leaves them exposed to enemy fire.

You can move a model an extra 2" if it spends its entire Movement phase on a street or road (move a model an extra 4" instead if the unit Advances). This has no effect on units that can **FLY**.

FIRE IN THE HOLE

In the close confines or building-to-building warfare, grenades are especially effective.

In Cities of Death battles, re-roll all failed wound rolls made when a model throws a Grenade at a unit on or in ruins. Furthermore, if a Grenade makes a random number of attacks, that Grenade always makes the maximum number of attacks instead (e.g. a Grenade D6 profile would instead be treated as a Grenade 6 profile when thrown at a unit occupying ruins).

CITIES OF DEATH STRATAGEMS

In Cities of Death games, players can use the following additional Stratagems:

2CP

SEWER RATS

Stratagem

This Stratagem is used just before you set up an **INFANTRY** unit during deployment. Instead of setting up that unit on the battlefield, they are infiltrating the city's sewer network. At the end of any of your Movement phases, you can set the unit up anywhere on the battlefield at street level that is more than 9" from any enemy model and not in a city ruin.

1CP

MEDICAE FACILITY

Stratagem

This Stratagem is used after both sides have deployed, but before the first battle round begins. Nominate a single city ruin to house the Medicae Facility. Roll a dice each time a model loses a wound whilst occupying that city ruin; on a 6, the model has been healed by the medicae equipment and does not lose that wound.

1CP

BOOBY TRAPS

Stratagem

This Stratagem is used after both sides have deployed, but before the first battle round begins. Secretly nominate a single city ruin to house the Booby Traps and write this down – this cannot be a city ruin that is currently occupied by any models. The first time any model, moves into the city ruin, they trigger the Booby Traps and suffer D3 mortal wounds (D6 if they were Advancing).

1CP

DEATH IN THE STREETS

Stratagem

This Stratagem can be used when a unit with a Height Advantage shoots an enemy unit that is entirely at street level and not in cover. You can re-roll all failed hit and wound rolls when resolving shots at that enemy unit.

CITIES OF DEATH

FIRESWEEP

Both sides are moving forwards to occupy as much of the city as possible, conducting a room-to-room, building-to-building and street-to-street advance. Each force must attempt to claim as many buildings as they can, clearing the enemy as they move.

THE ARMIES

Both players select a Battle-forged army. Neither army can include any Fortifications.

THE BATTLEFIELD

Create the battlefield. Players must set up at least six city ruins, but should place more if they can. The streets and areas between the city ruins should be liberally littered with obstacles, barricades, wreckage and other detritus so that troops have some shelter as they dash from one building to another.

After terrain has been set up, the players must place 6 objective markers to denote the Critical city ruins they are attempting to claim (see Victory Conditions, opposite). The players should roll off and, starting with whoever rolled highest, alternate placing these objective markers until all 6 have been set up. The objective markers must each be located in a different city ruin.

DEPLOYMENT

The player who placed the sixth objective marker now picks one quarter of the battlefield, as shown on the map below, for their deployment zone, and their opponent uses the diagonally opposite quarter of the battlefield as their deployment zone. Next, players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up within their own deployment zone. Continue setting up units until both sides have set up their army.

POWER LEVEL

After both sides have deployed, determine each army's Power Level by adding the Power Ratings of all its units; whichever player has the lowest is the Underdog. If both have the same Power Level, the player who assigned the deployment zones is the Underdog. If the difference between the Power Levels of the two armies is 10 to 19, the Underdog receives 1 bonus CP; if the difference is 20 to 29, they receive 2 CPs and so on.

FIRST TURN

The player who completed setting up their army first can choose to take the first or second turn.

BATTLE LENGTH

The game lasts for 6 battle rounds.

VICTORY CONDITIONS

At the end of the game, the player controlling the most Critical city ruins earns a major victory. If both players control the same number, the Underdog scores a minor victory. A player controls a Critical city ruin if they have more models on or in that ruin than their opponent.

Player A's Battlefield Edge



Player B's Battlefield Edge

The battlefield shown here is an example of a classic set-up for a game of Cities of Death. The battlefield contains several city ruins through which infantry can fight and take cover, and exposed roads, across which the brave can attempt to cover ground.

STRONGHOLD ASSAULT

Across the galaxy, siege warfare is a way of life. In Stronghold Assault one player is the Attacker, throwing themselves against the walls of monolithic fortresses, and the other is the Defender, who will garrison every fortification, gun emplacement and blood-soaked trench to the last.

The galaxy's battlefields are punctuated with monolithic strongholds that reach towards the heavens, studded with enough weapon emplacements and firing ports to hold back entire armies. These fortifications are monuments to the unyielding nature of siege warfare. Many have endured centuries of unrelenting battle, and in their shadows, warriors beyond counting have been slain. Some have even withstood more than ten millennia of grinding war, sheltering troops as they unleash their own fury against the foe.

Nested within the grandest bastions are weapons of such terrible magnitude that they can annihilate the mightiest machines of war, or even cripple a battleship in low

orbit. These jutting fortresses do not stand alone in their endless vigil over the galaxy's battlefields – defence lines and trench networks protect and connect the bunkers and weapon towers at their heart.

However, even the most formidable series of fortifications are naught but walls and barricades without a garrison to defend them. Only when soldiers man battlements and operate weapon systems is a fortification's true defensive potential realised. Even a single squad of warriors can be

transformed into an unyielding foe when occupying a bunker, pouring down firepower upon their enemies with impunity, safe from all but the heaviest retaliation. It is no surprise, therefore, that commanders seek to control these unyielding bulwarks. Control of such assets can be the difference between victory and defeat. As such, they are never defended lightly, nor taken from the enemy without considerable losses.



Strongpoints are inevitably the strategic lynchpins of any occupying army's war effort, and thus become the prime objectives of any enemy attack. The aggressor will launch endless charges across no man's land, attempting to tear down these edifices and slay those sheltering within.



The armour and armaments of fortifications make them invaluable defensive assets. A fully garrisoned fortress can withstand both heavy bombardment and determined assault from a numerically superior foe, but should the walls fall, the defenders' hopes of victory often fall with it.

Many of the Imperium's countless fortresses have succumbed to war over the millennia, torn down in grinding sieges to piles of rubble or blasted by artillery bombardments into shattered ruins. However, for every mighty fortification that has been razed to the ground, a dozen have endured to stand proud – armoured monuments that are testament to the stubborn power and brutal majesty of Mankind.



Stronghold Assault missions use the following additional rules:

BIG GUNS NEVER TIRE

The attacker has brought along their heaviest ordnance to level the defences of the foe.

The Attacker's models can move and shoot Heavy weapons without incurring the -1 penalty to their hit rolls, but only when targeting a Bunker or a Fortress (see right).

DEMOLITIONS

The attacking troops are equipped with demolition tools and explosive charges to breach the enemy's defences.

Each time the Attacker makes a wound roll of 6+ for a model Fighting a Bunker or a Fortress, the structure suffers a mortal wound in addition to any other damage.

STRONGHOLD DEFENCES

The defenders await the onslaught of their enemy, secure in the protection offered by their fortifications and trenches.

The Defender can use the following rules for their defences in games of Stronghold Assault:

DEFENCE LINES

Defence Lines are trenches or armoured shield sections that provide troops with shelter.

INFANTRY models that are within 1" of a Defence Line and behind it, from the point of view of the firing unit, receive the benefit of cover. In addition, these models can take cover at any point during the enemy turn – as soon as they do so, improve their Save by 2 until the start of the enemy's next turn, but they can do nothing until then.

In addition, enemy units can fight across a Defence Line, even though the physical distance is sometimes

more than 1". When resolving Fights against units on opposite sides of a Defence Line, units can be chosen to Fight if the enemy is within 2", instead of the normal 1". In order to attack an enemy unit on the opposite side of a Defence Line, an attacking model must either be within 2" of that unit, or within 1" of another model from its own unit that is itself within 2" of that enemy unit. This represents the unit fighting in two ranks.

BUNKERS AND FORTRESSES

These fortifications are used to shelter the Defender's forces as they repel invading armies.

When the Defender creates their army, they can include as many Bunkers and Fortresses as they wish. Each is a single model that takes up a single Fortifications Battlefield Role slot in a Detachment. Bunkers have a Power Rating of 5, whilst Fortresses have a Power Rating of 15.

Bunkers and Fortresses cannot move for any reason, nor can they Fight. Enemy models automatically hit them in a Fight – do not make hit rolls. Each Bunker and Fortress has a Toughness of 10 and a Save of 3+. A Bunker has 15 Wounds and a Fortress has 30 – either is removed once destroyed. A Fortress has a Ballistic Skill of 5+ and is equipped with two Icarus lascannons, a missile silo and up to four heavy bolters (see right).

INFANTRY units can garrison a Bunker or a Fortress, moving in and out of it in the same manner as a unit embarking or disembarking from a TRANSPORT. Up to 20 models can garrison a Bunker at any one time, and up to 40 can garrison a Fortress. Garrisoned units cannot normally do anything or be affected in any way with the exception that they can still shoot in your Shooting phase. If the Bunker or Fortress is destroyed, each unit garrisoning it must disembark, but the controlling player must then

roll a dice for each model just set up on the battlefield; for each roll of 1, 2 or 3, a model that disembarked (controlling player's choice) is slain.

CAPTURED FORTRESS

An undefended stronghold is an asset for the attacker to capture and turn upon the foe.

At the start of most Stronghold Assault missions, Bunkers and Fortresses are under the control of the Defender. However, the Attacker can garrison any unoccupied building using the same rules. If they do so, the building immediately comes under their control. Buildings can potentially exchange hands several times over the course of the battle.

WEAPON PROFILES

	R	TYPE	S	AP	D
Heavy bolter	36"	Heavy 3	5	-1	1
Icarus lascannon	96"	Heavy 1	9	-3	D6
Missile silo*	96"	Heavy 3D6	4	0	1

*The missile silo cannot shoot enemy units that are within 18".

STRONGHOLD ASSAULT STRATAGEMS

In Stronghold Assault games, players can use the following additional Stratagems, depending on whether they are the Attacker or the Defender:

1CP

SAPPERS

Attacker Stratagem

This Stratagem is used just before one of your units Fights a Bunker or Fortress. You can add 1 to all wound rolls made for that unit that target a Bunker or Fortress this Fight phase.

1CP

ESCAPE HATCH

Defender Stratagem

This Stratagem is used when one of your Bunkers or Fortresses is destroyed. Garrisoning models are only slain on a roll of 1, instead of a roll of 1, 2 or 3.

STRONGHOLD ASSAULT

BUNKER ASSAULT

One side has withdrawn behind the shelter of unyielding bunkers, holding the advancing foe at arm's reach whilst calling down withering salvos of artillery strikes. The attacker must destroy or overwhelm the bunkers as quickly as possible, before the barrages pound them into oblivion.

THE ARMIES

The players should first choose who is the Attacker and who is the Defender, then each selects a Battle-forged army. The Power Level of the Attacker's army should be greater than that of the Defender's. The Defender must include at least one Fortification Network Detachment containing between 1 and 3 Bunkers and/or Fortresses, in any combination.

THE BATTLEFIELD

The Defender creates a battlefield. They start by first setting up their Bunkers and Fortresses within their deployment zone. They then set up as many Defence Lines as they like. Then set up other terrain on the battlefield – we suggest a few ruins or craters.

DEPLOYMENT

After the battlefield has been created, the Defender sets up their army within their deployment zone. The Attacker then sets up their army wholly within their own deployment zone.

TARGETING AUGER

After both sides have deployed, the Defender selects one of their Bunkers or Fortresses to house the Targeting Auger. Whilst this Fortification is garrisoned by one of the Defender's units, they can direct an artillery strike at the start of each of their Shooting phases. To do so, place a marker (such as a dice or a coin) anywhere

on the battlefield. Your opponent can then move the marker D6" in any direction. After this is done, roll a dice for each unit (friend or foe) within 3" of the marker – on a 3+, that unit suffers D3 mortal wounds.

FIRST TURN

The Attacker has the first turn.

BATTLE LENGTH

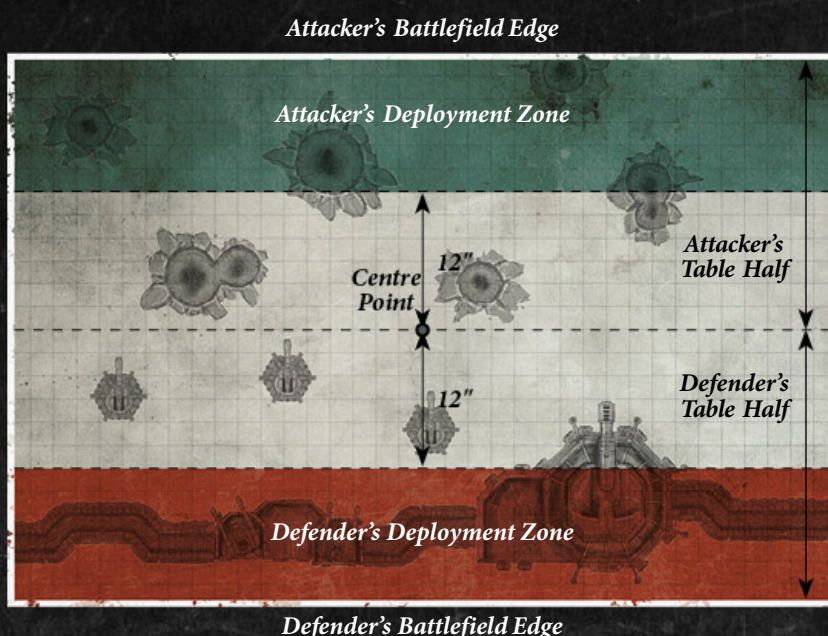
The game lasts for 6 battle rounds.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw. Victory points are achieved for the following:

No Quarter Given: Each player scores 1 victory point for each enemy unit that is destroyed.

Rubble and Ruin: The Attacker scores 3 victory points for each Bunker they destroy, and for each Bunker they have captured and still hold at the end of the game. The Defender scores 3 victory points for every other Bunker still on the battlefield at the end of the game. Each Fortress is instead worth 6 victory points.



The battlefield shown here is an example of a classic set-up for a game of Stronghold Assault.

When setting up the table, any Fortifications that are purchased as part of an army list must be placed wholly within their controlling player's table half.

DEATH FROM THE SKIES

Fire fills the skies as squadron after squadron of aircraft scream into battle. The Death from the Skies expansion allows players to recreate battles where squadrons of aircraft are critical to success and where skilled aces engage in fast-paced dogfights for dominance of the skies.

The clouds burn as squadrons of aircraft tear across the skies and engage in deadly combat. Even as mighty armies clash upon war-torn battlefields, so the skies above play host to battles of their own. Swift fighter wings dogfight furiously with one another, and ace pilots prey upon their victims with sublime skill. Squadrons of bombers thunder in through skies alive with flak, dropping ordnance into the swirling battle below. Meanwhile, attack craft punch through enemy fighter screens to strafe the foe and deliver warriors to the heart of battle. Everywhere, wise commanders seek to dominate the air, knowing that this will secure victory on the ground.

Wings of lightning-fast jet fighters hurtle through acid squalls or weave between the towers of megalithic cityscapes to blow enemy aircraft

out of the skies. As their land-bound comrades fight and die down below, these courageous pilots engage in adrenaline-charged aerial duels where a split second's hesitation means death.

All the while, flights of bombers thunder into cauldrons of fire to hammer shield generators, dark idols and super-heavy war engines with lethal ordnance. The destruction wrought by squadrons of heavy bombers obliterates such ground targets wholesale.

Even as this carnage is unleashed, aerial transports and gunships swoop from on high. Strafing runs shred infantry formations, gunning down bestial monsters and turning enemy tanks into fireballs, before disgorging hordes of battle-ready killers from their armoured holds.

Whether forging through sentient rust-cyclones or engaging winged Daemons in the starlit void of space, squadrons of aircraft rule the war-torn heavens.

Hurling into battle with guns spitting death, wings of combat aircraft fight their own war high above the blood-soaked battlefield.





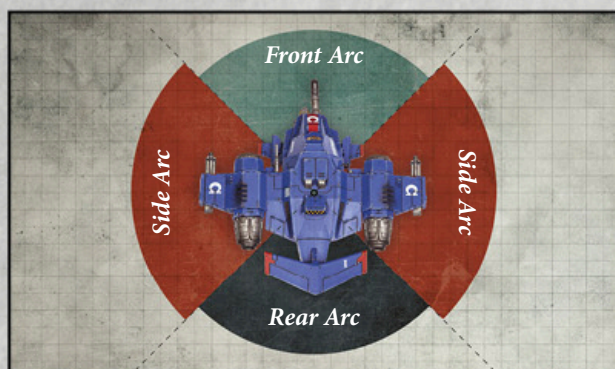
The first moments of a dogfight are crucial; pilots jockey for position, attempting to tail their quarry and line up for the kill shot. It is an aerial dance in which the slightest mistake can be fatal.

An aircraft may be forced to bug out, temporally leaving combat airspace, usually to shake off enemy fighters. Though it will avoid its own imminent destruction, its absence will be sorely felt on the battlefield, leaving its allies on the ground unprotected and at the mercy of deadly strafing fire and bombing runs until it can return, guns blazing, to wreak vengeance.

Death from the Skies missions use the following additional rules:

FLYERS

All Flyers – that is, units specifically with the Flyer Battlefield Role – can make use of the expanded Flyer rules below. For many of these rules, the Flyers' arcs will be important. Flyers have four 90° arcs: one front, one rear and two side arcs.



DOGFIGHT PHASE

Aircraft duel to the death in the burning skies above.

In Death from the Skies missions, Flyers can only target enemy Flyers with shooting attacks during the Dogfight phase. This is an extra phase introduced in each player's turn between their Movement and Psychic phases.

In the Dogfight phase, starting with the player whose turn it is, players alternate selecting one of their Flyers and then selecting an enemy Flyer as the target of their Dogfight. Your Flyer can immediately shoot with any of its weapons as if it were the Shooting phase. It can only shoot at the targeted Flyer, however, and cannot use Bombs and similar ordnance during the Dogfight phase. Furthermore, only those weapons that are in arc can shoot at the Flyer, such is the twisting and turning nature of Dogfights. Draw an imaginary line between the centre of your Flyer to the centre of the target Flyer to determine which of your weapons can be fired at that target; turret weapons can shoot in any direction, tail-mounted weapons can only shoot targets in the Flyer's rear arc and all other weapons can only shoot targets in the Flyer's front arc.

You will receive an additional modifier to your hit rolls depending on which of the target Flyer's arcs is facing the shooter, as follows:

- Rear (Tailing): +2 to all hit rolls.
- Front (Head-on Pass): +1 to all hit rolls.
- Side (Deflection Shot): No modifier.

Once your Flyer has resolved its shots, your opponent then chooses one of their Flyers to Dogfight, until all the Flyers that the players wish to Dogfight have done so.

Then move onto the Psychic phase as normal.

Flyers that shoot in the Dogfight phase can still shoot in their Shooting phase as normal, but remember that they can only target enemy Flyers in the Dogfight phase, so will need to shoot at ground-based targets instead.

LEAVING COMBAT AIRSPACE

Sometimes pilots are forced to overshoot their primary target and come around for another pass.

In an exception to the Minimum Move section of the core rules, Flyers can move off the edge of the battlefield – indeed, because of minimum moves, some may be forced to do so. These Flyers are said to have Left Combat Airspace. They can attempt to return to combat airspace at the end of their next Movement phase. To do so, roll a dice; on a 1 or 2, it has been delayed and does not arrive this turn, but you can roll again in your next turn. On a 3+, that Flyer arrives and is set up on the board as follows. Place the Flyer touching any battlefield edge facing any direction and move it directly forwards up to 6" (it cannot turn again). Flyers are always assumed to have moved their maximum distance when arriving on the battlefield in this manner.

Any Flyer that has Left Combat Airspace and has not re-entered it by the end of the game counts as destroyed for the purposes of any victory conditions.

DEATH FROM THE SKIES STRATAGEMS

In Death from the Skies games, players can use the following additional Stratagems:

1CP

EVASIVE MANOEUVRES

Stratagem

This Stratagem is used when one of your Flyers is targeted by an enemy Flyer in a Dogfight. You can re-roll all failed saving throws made for that Flyer this phase, but you must subtract 1 from any hit rolls made for it until the end of the current turn.

1-3CP

REFUEL, REARM, REPAIR

Stratagem

This Stratagem is used as soon as one of your Flyers Leaves Combat Airspace. If you spend 1 CP, the aircraft automatically re-enters combat airspace at the end of your next Movement phase – there is no need to roll a dice. If you spend 2 CPs, the aircraft also regains any weapons that are described as only being able to be used a limited number of times during a battle (bombs, etc.). If you spend 3 CPs, the aircraft also regains D3 wounds.

DEATH FROM THE SKIES

TACTICAL STRIKE

A window of opportunity has arisen for your bombers and ground-attack craft to strike at strategically vital ground targets. The attacker must strike fast, for the defender is even now scrambling fighters to intercept the attacking aircraft.

THE ARMIES

The players should first choose who is the Attacker and who is the Defender, then each selects a Battle-forged army. Both armies must include at least one Air Wing Detachment. We recommend that the Defender's army include a few Fortifications as well. The Power Level of the Attacker's army should be greater than that of the Defender's.

THE BATTLEFIELD

Create a battlefield using the deployment map below that is large enough to accommodate both armies. Next, set up terrain. The Defender's deployment zone should contain several defensible pieces of terrain, such as ruins, in which they can take shelter from the air raids.

The Defender then sets up 5 objective markers to denote the Attacker's Ground Objectives. These can be placed anywhere that is not in terrain, or anywhere on a Fortification with Wounds, but each must be at least 6" away from any other (measure to the centre of the objective marker).

DEPLOYMENT

The Defender sets up their army wholly within their deployment zone. The Attacker then sets up their army wholly within their deployment zone.

GROUND OBJECTIVE

The Attacker must target and destroy the Ground Objectives. If a marker is placed on a Fortification, that Ground Objective is destroyed when the Fortification is. Markers that are not on terrain represent underground targets; these have a Toughness of 6, a Save of 4+ and 10 Wounds (in a Fight, Ground Objectives are hit automatically – no hit dice is rolled).

BUNKER BUSTERS

The Attacker adds 1 to all hit and wound rolls made for their Flyers when targeting Ground Objectives.

FIRST TURN

The Attacker has the first turn.

BATTLE LENGTH

The game lasts for 6 battle rounds.

VICTORY CONDITIONS

If, at the end of the game, 4 or more Ground Objectives have been destroyed, the Attacker wins a major victory. If 2 or fewer have been destroyed, the Defender wins a major victory. If 3 have been destroyed, and the Power Level of the Attacker's army is at least 10 greater than that of the Defender's, the Defender wins a minor victory, otherwise the battle is a draw.



MULTIPLAYER BATTLES

The rules for Warhammer 40,000 are written for battles fought between two players, each commanding an army. However, it is equally enjoyable to play multiplayer games between three or more players, each striving separately to defeat their opponents!

In a multiplayer battle there can be as many sides as there are players! Each player must attempt to defeat all of their opponents, using any means at their disposal in order to achieve victory. It is very simple to play a multiplayer battle, and only requires a handful of minor modifications to the core rules, which are detailed below.

MISSIONS

Multiplayer battles are best fought using missions that are designed specifically for them, such as the multiplayer mission presented on the next page, called 'Carnage'. However, it is easy to modify many two-player missions for use in multiplayer games by following these guidelines:

THE ARMIES

To play a multiplayer battle, you must have three or more players. Each player then chooses an army; the models belonging to all of the other players are treated as enemy models.

BATTLE ROUNDS

Each battle round is split into three or more turns – one for each player. Unless otherwise stated, at the start of each battle round, players roll off. The player who rolls highest decides who takes the first turn in that battle round.

After the first player has finished their turn, the players who have not yet had a turn yet roll off. The player who rolls highest decides who will take the next turn in that battle round.

After that player has finished their turn, the remaining players roll again to see who takes the next turn, and so on, until all of the players have had a turn. Then, the battle round is over and a new one begins.

PSYCHIC PHASE

Only one player is allowed to attempt to resist a successfully manifested psychic power – if several players wish to do so, then the player whose turn is taking place can choose which one gets to make the attempt.

CHARGE PHASE

After a player has moved all their charging models, the other players can attempt to perform Heroic Interventions in an order decided by the player whose turn it is. An enemy **CHARACTER** can only perform a Heroic Intervention if it is within 3" of a model controlled by the player whose turn it is.

FIGHT PHASE

Any unit that has models within 1" of an enemy unit can Fight in this phase. Models can be used to attack any enemy models, not just those belonging to the player whose turn is taking place.

Units that charged this turn Fight first as normal. Then, the player whose turn it is chooses an order for all the players (including themselves) to select a unit to Fight with, before the next player chooses a unit. Continue going around in the same order until all eligible units that you want to Fight have done so. If one player completes all of their units' Fights first, or they don't have any units that can Fight, then the other players complete all of their remaining Fights, one unit

after another, in the same order. No unit can Fight more than once in each Fight phase.

MORALE PHASE

In the Morale phase, all players must take Morale tests for units from their army that have had models slain during the turn. The player whose turn it is tests first, and they then decide the order in which the other players will take their Morale tests.

MULTIPLAYER STRATAGEM

In multiplayer missions, each player can use Command Points (CPs) to use the following Stratagem:

1+CP

BRIBE Stratagem

You can use this Stratagem at any time to give any number of your remaining CPs to another player to bargain for a temporary ceasefire, alliance, betrayal, etc.

HINTS & TIPS

In a battle fought between three or more opponents, each general taking part must learn to be cunning! You must be able to set your foes against each other, form temporary alliances, and know when to stab someone in the back before they do the same thing to you. In other words, a successful general needs to be willing to use underhand ploys and tactics in order to win a battle!

MULTIPLAYER BATTLE

CARNAGE

Several armies converge on the same battlefield, each determined to capture it for themselves. Make whatever truces you must and betray whomever you wish, but be careful – when the battle is over, there can be only one victor.

THE ARMIES

In order to play this mission, you will need three or four players. Each must select a Battle-forged army.

THE BATTLEFIELD

Create a battlefield and set up terrain; as it will need to accommodate up to four armies, you might need to use a slightly larger battlefield than normal. Then, place a single objective marker in the centre of the battlefield.

DEPLOYMENT

The battlefield is divided into quarters. The players roll off; the winner chooses one of the quarters to be their deployment zone. Then, the remaining players roll off. The winner selects one of the other quarters to be their deployment zone, and so on, until all the players have a deployment zone.

The players then alternate deploying their units, one at a time, starting with the player who selected their deployment zone first, then the player who selected their deployment zone second, and so on. **Models must be set up wholly within their own deployment zone, more than 9" from the centre of the battlefield.**

Continue setting up units until all sides have set up their armies.

POWER LEVEL AND RANKING

After all sides have deployed, determine each army's Power Level by adding together the Power Ratings of all the units set up in that army. Then rank the armies from highest Power Level to lowest. If two have the same

Power Level, the players should roll off. Whoever wins has the higher rank.

FIRST TURN

The player with the lowest rank chooses who has the first turn during the first battle round. The player with the second lowest rank chooses who has the second turn during the first battle round, and so on.

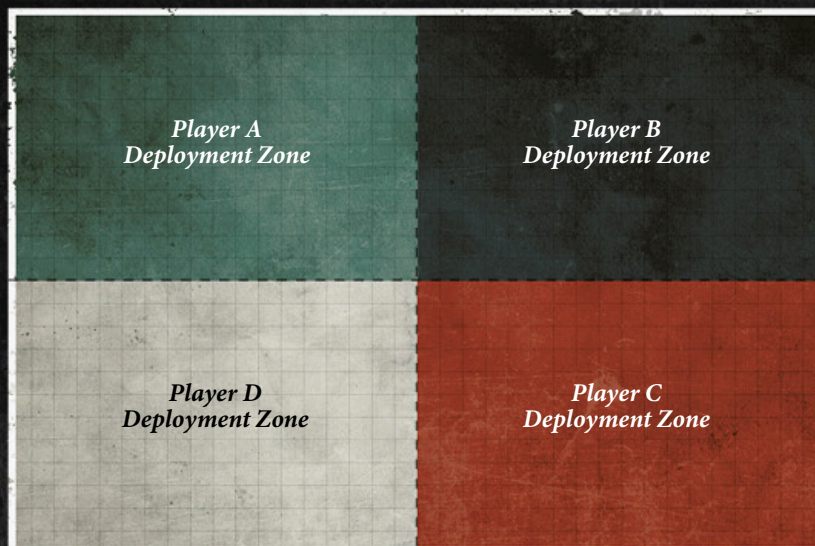
BATTLE LENGTH

The game lasts for 5 battle rounds.

VICTORY CONDITIONS

If one player's army has slain all of its foes, they win a major victory. Otherwise, the player who has the most victory points wins a major victory. If two or more players are tied for the highest number of victory points, the one with the lowest rank wins a minor victory. Victory points are achieved for the following:

Dominate the Field: At the end of each battle round, the objective marker is worth 1 victory point to the player who controls it – keep a running score from battle round to battle round. A player controls the objective marker if there are more models from their army within 3" of the centre of the marker than there are enemy models.



CAMPAIGNS

Taking you beyond one-off battles, campaigns can add a new dimension to your gaming, giving each victory and defeat greater meaning. Essentially, they tell a story that unfolds with every new engagement, where the result of each battle will be affected by the one before and influence the one after.

Once you fight a number of battles with your army, you're likely to find that a narrative develops out of the action on the battlefield. Perhaps one unit gains a reputation for surviving against the odds, or one of your Characters begins a bitter rivalry with one from an army they face regularly.

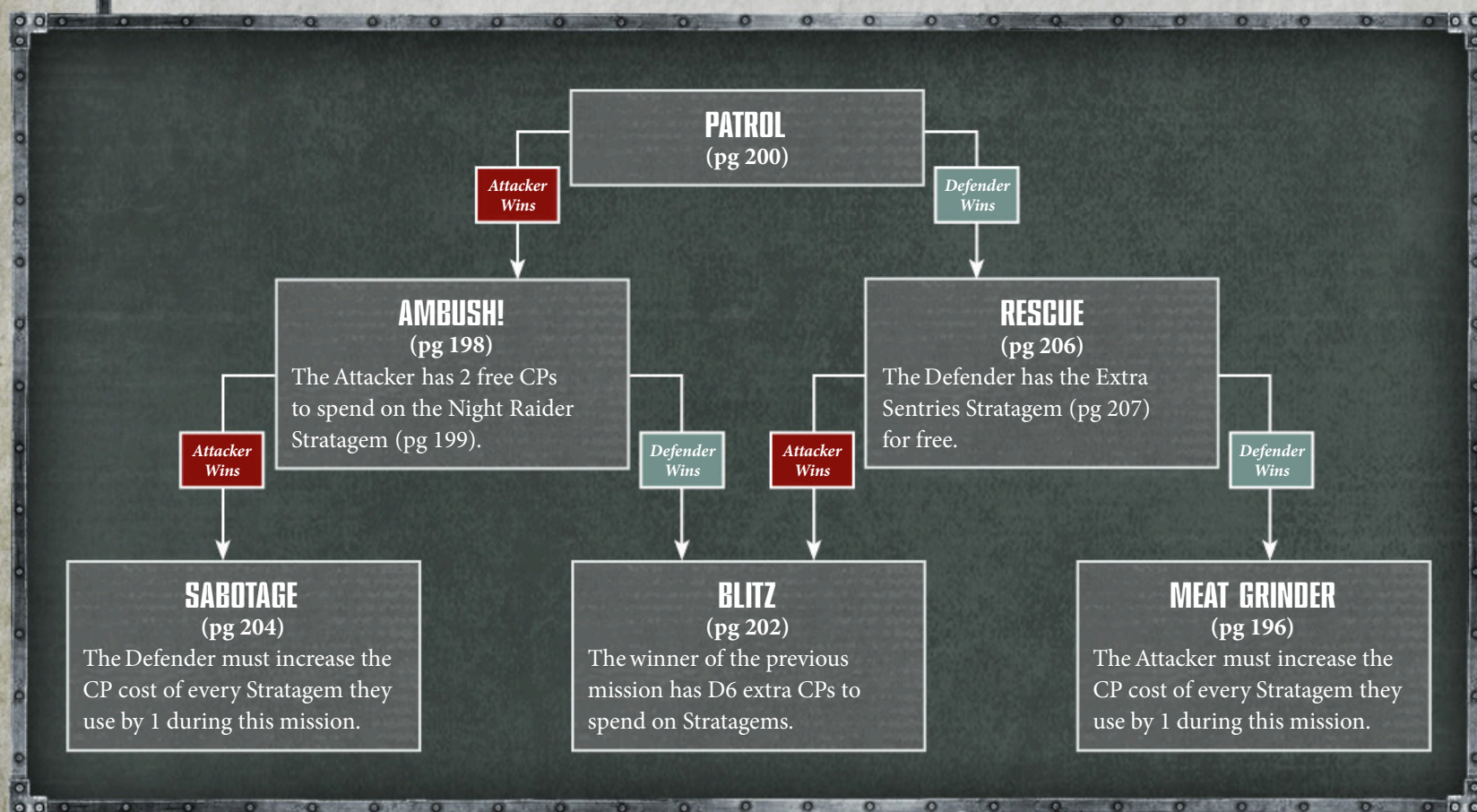
Campaigns are a great way of developing this natural narrative, providing it with a clearly defined structure and giving each battle you fight greater meaning. In essence, a campaign is simply a series of battles that are linked by a mechanism such as a map, flowchart or overarching story. Campaigns offer a style of gaming where armies gain battle honours and commanders hone their skills as the action progresses.

As you play and progress through the campaign, you will get to know and anticipate the strengths, weaknesses and strategies of your fellow players. Friendly rivalries abound, and are all part of the fun – as well as giving you the opportunity to capitalise on your victories, campaigns also allow you to seek retribution for your defeats!

A campaign can be as small or as extensive as you like. For instance, you could pitch your army against that of a friend and spend a day playing a short campaign that encompasses a skirmish, an epic main battle and a desperate last stand. Several friends could use a campaign as motivation for building their armies, where each week the players add a new unit to their forces and play again. There are many different types of campaign, but here are some examples of the most common kinds.

TREE CAMPAIGNS

Tree campaigns are a series of linked games, with the outcome of each one affecting the conditions of the next. For example, a simple tree campaign could consist of three battles (see below). In the first, one army is patrolling its territory (the defender), while the other must silence the patrols to gain the advantage (the attacker). If the attacking player wins the battle, the next mission sees them use this advantage to ambush the defender's forces. If the defender wins the first battle, the next mission is a rescue, as the attacker has to make a daring strike to retrieve the lone survivor of that



failed first mission. The result of the second battle will determine which mission is played next, and the winner of that mission wins the campaign!

MATRIX CAMPAIGNS

Matrix campaigns require forward planning, with each battle affected by the choices you make at the start. They give you the opportunity to outmanoeuvre your foe in a series of linked games, using guile to win the day, but the mechanics are quite simple. Each player secretly picks an option from a list before each battle – the different choices will come together on the matrix to determine which mission to use. Below is an example that you could use to decide not only the mission you play, but which player has managed to gain an advantage over their opponent. You could use this matrix multiple times in the same campaign, or design your own with your opponent for the engagements that you fight later in the campaign, with additional bonuses or penalties.

MAP CAMPAIGNS

Map campaigns provide a dynamic geographical setting for your battles which you can explore as the campaign progresses. Each player might start with their own territory, marked out on a grid or even a Realm of Battle board modelled to represent the contested world. As battles are won and lost, territory might be taken over, key assets might be seized, and empires carved out that will be forever remembered. The action might not be

restricted to battles – you can always write rules for supply lines, reinforcements, natural disasters and so on!

THE NEXT STEP

Once you have developed a taste for campaigning, you can make use of increasingly complex systems – some of these methods can be combined for an even more engaging experience. For example, you can incorporate a matrix into a map campaign and use your knowledge of the terrain to make the best strategic choices.

If you're new to campaigning, however, it's best to start small. While it's tempting to set your sights on conquering an entire star system, a set of linked battles with a manageable objective such as capturing an outpost is perfect. On the other hand, if you've already enjoyed battling your way through a few games, then dive straight into an epic narrative campaign. This is the perfect forum for unleashing your creative talents, and provides great motivation to finish painting those final units or even build a whole new tabletop battlefield replete with sturdy fortifications, outlandish flora and all the scars of a protracted and hard-fought war.

Campaigns can become great multiplayer battles where pacts are formed and armies expand as the sagas unfold. In fact, stories are at the heart of every successful campaign, and when combined with a sound framework and organisation, they provide the excitement and interest that keeps everyone motivated to win.

WARLORD A						
WARLORD B	WARLORD'S CHOICE	Advance	Hold	Reconnoitre	Flank	Reinforce
	Advance	Retrieval Mission (pg 218)	Blitz (pg 202) (Warlord B is the Attacker)	Patrol (pg 200) (Warlord B is the Attacker)	Ambush! (pg 198) (Warlord A is the Attacker)	No Mercy (pg 219)
	Hold	Blitz (pg 202) (Warlord A is the Attacker)	Deadlock (pg 235)	Cleanse and Capture (pg 230)	Meat Grinder (pg 196) (Warlord B is the Attacker)	Meat Grinder (pg 196) (Warlord A is the Attacker)
	Reconnoitre	Patrol (pg 200) (Warlord A is the Attacker)	Cleanse and Capture (pg 230)	Patrol (pg 200) (choose Attacker randomly)	The Scouring (pg 220)	Sabotage (pg 204) (Warlord B is the Attacker)
	Flank	Ambush! (pg 198) (Warlord B is the Attacker)	Meat Grinder (pg 196) (Warlord A is the Attacker)	The Scouring (pg 220)	Cloak and Shadows (pg 234)	Ambush! (pg 198) (Warlord B is the Attacker)
	Reinforce	No Mercy (pg 219)	Meat Grinder (pg 196) (Warlord B is the Attacker)	Sabotage (pg 204) (Warlord A is the Attacker)	Ambush! (pg 198) (Warlord A is the Attacker)	Tactical Escalation (pg 232)

For matrix campaigns, each warlord chooses their strategy in secret before revealing them simultaneously, and then cross-references their choices to determine which mission they will play. In this example, if Warlord A chose 'Hold' and Warlord B chose 'Flank', the two would play the Meat Grinder mission, with Warlord A as the Attacker.