

RULES INTRODUCTION

What you hold in your hands tells you all about how to fight battles based in the Warhammer 40,000 universe, providing the core rules needed to play the game. It gives some of the background about the Warhammer 40,000 universe.

This section of the Warhammer 40,000 book details the rules of the game, the nuts and bolts of how things move and fight on the battlefield. It is not necessary to master all the rules to begin playing. If you've never played a game like Warhammer 40,000 before, we recommend starting with the basic Infantry rules (up to page XX) and then progressing to the rules for different unit types.

Few games of Warhammer 40,000, especially if you are just starting out, will involve all of the rules given over the following sections. Our advice is to have a quick look through the rules once. You don't have to read every word, just get an idea of what's going on and where different rules can be found. After that, the best idea is to get stuck in and play a few games! As you come across situations you're not sure how to deal with, look up the relevant section and read the rules as you

are playing. In particular, the sections on Characteristics, The Turn, The Movement Phase, The Shooting Phase, The Assault Phase and Morale contain all the basic rules you need to play. It's also worth looking back over the rules from time to time to make sure things really do work the way you think they do.

By starting this way you'll find that you pick up the core rules in a few sessions and will be able to play most games with just the information on the reference sheet at the back of the book. As you introduce other elements into your games, such as heroic characters, heavily armoured tanks and rampaging Monstrous Creatures, read through the appropriate rules and refer to them while playing.

WHAT YOU WILL NEED

As well as the Warhammer 40,000 book, there are a few other things you will need. For a start, you'll need another player, a selection of miniatures to represent your forces and a battlefield for them to fight over. Any firm, level surface will do, such as a tabletop or an area of floor – most kitchen tables will do fine. It's a good idea to protect the table from scratches and chips with a blanket or cloth. Most players use a 6' x 4' gaming board made from chipboard on top of the table to extend their playing area.

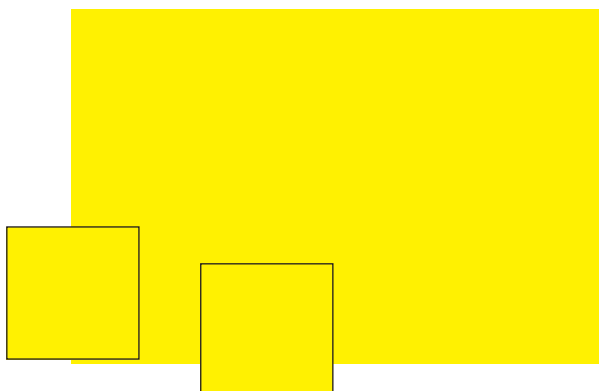
To complete your battlefield you should try to obtain some terrain, such as hills, walls, ruined buildings, wreckage, jungle or woods. Terrain, whether you made it yourself or bought it, adds realism to your battles and gives armies something to fight over or use as much needed cover from enemy fire. You can find out more about armies and battlefields in the Organising a Battle section of this book.

The Codex books give the specialised rules and army lists for the different opposing forces of the 41st millennium and are designed to work in conjunction with the Warhammer 40,000 rule book.

As well as players, armies, rules, a battlefield and terrain there are a few other things you'll need when playing. For troop movement, etc, you will need at least one measuring device marked in inches (such as a ruler or retractable tape

WHAT YOU NEED

- This rule book
- An opponent
- Two armies and relative Codex books
- A gaming surface
- Terrain pieces
- A few normal dice and a Scatter dice
- A tape measure, ruler or other measuring device (in inches)
- Templates and Blast Markers
- Pen and paper



measure). You will also need some ordinary six-sided dice, a Scatter dice and a set of Templates and Blast Markers. Finally, a pen and some paper can be handy for noting down damage to vehicles, casualties on units and other details that may crop up during a game.

Dice

There are lots of occasions in Warhammer 40,000 when you have to roll dice to see how the actions of your models turn out – how effective their shooting is, what damage they've done to a vehicle, how far they fall back from enemy fire, and so on. All of the dice rolls in Warhammer 40,000 use a standard six-sided dice (usually shortened to 'D6'). Sometimes, you may have to modify the result of the dice roll. This is noted as D6 plus or minus a number, such as D6+1 or D6-2. Roll the dice and add or subtract the number to or from the score to get the final result. For example, D6+2 means roll a dice and add 2 to the score, giving a total of between 3 and 8.

You may also be told to roll a number of dice in one go, which is written as 2D6, 3D6, and so on. Roll the indicated number of dice and add the scores together, so a 2D6 roll is two dice rolled and added together for a score of between 2-12, 3D6 adds together the scores of three dice for a total of 3-18 and so on. Another method sometimes used is to multiply the score of a dice by a certain amount. Therefore, D6x5 means roll a D6 and multiply it by 5, giving a total between 5 and 30.

Sometimes a combination of these methods may be used, such as 2D6+5 giving a score of between 7 and 17, or 3D6-3 which will total 0-15.

In rare circumstances you may be told to roll a D3. Since there's no such thing as a three-sided dice, use the following method for determining a score between 1 and 3. Roll a D6 and halve the score, rounding up. Thus 1 or 2=1, 3 or 4=2 and 5 or 6=3.

Scatter Dice

A few weapons are fairly random in their accuracy and require you to roll a Games Workshop Scatter dice to determine where they land. The Scatter dice is marked on four sides with an arrow, and on two sides with a special 'HIT' symbol. Simply roll the Scatter dice near the target point – if an arrow is rolled this shows which direction the shot has deviated in. If a HIT symbol is rolled this means the shot is bang on target. Some weapons may scatter automatically, with no chance of a direct hit, in which case you will find a small arrow on the HIT side to determine the direction.

Although a Scatter dice is the best way to determine random direction, you can achieve a similar result by using a D6. Put this book flat on the table with the arrow marked 1 on the diagram facing in the direction you want the weapon to fire. Roll a D6 and on a score of 5 or 6 the hit lands on target. If you roll 1, 2, 3 or 4 then the shot scatters, as shown. This method isn't as random as a Scatter dice but suffices in most circumstances.

Re-rolls

In some situations the rules allow you a 're-roll' of the dice. This is exactly as it sounds – pick up the dice you wish to re-roll and roll them again. The second score counts, even if it means a worse result than the first, and no single dice can be re-rolled more than once regardless of the source of the re-roll.

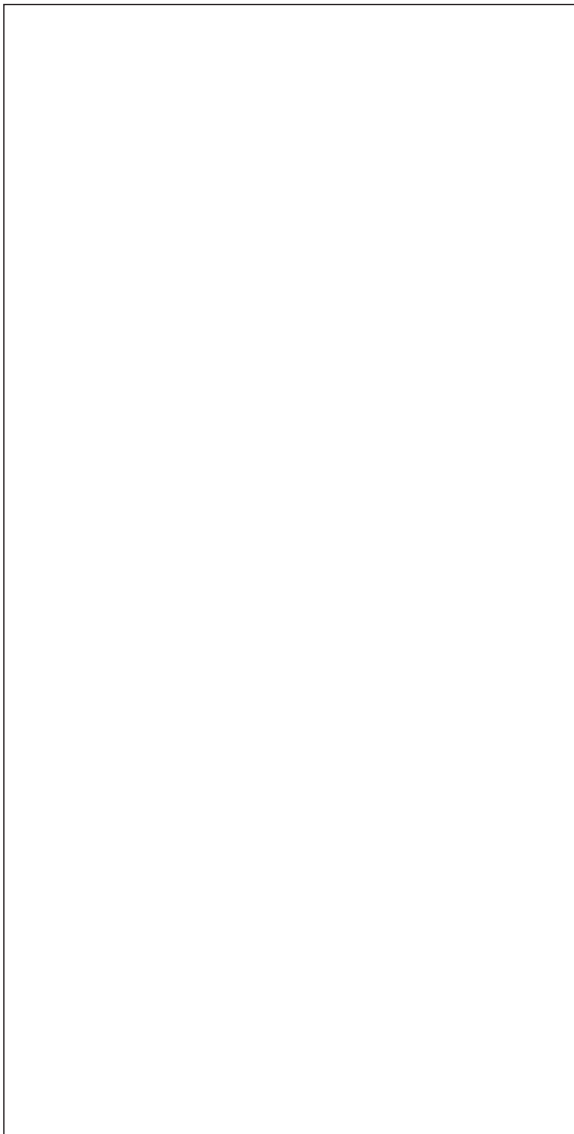
Roll-off

If the rules require players to roll-off, this simply means that each player rolls a dice and the player that scores the highest result wins the roll-off. If the players roll the same result, the dice must be rolled again until they show a different result.

Templates and Blast Markers

Templates represent great gouts of flame or sprays of acid. To use a template weapon, place the template with the small end touching the base of the model firing the weapon, and the wide end covering as many models as possible in the target unit. Any models whose bases are wholly or partially covered by the template are hit by the weapon.

Blast markers are round in shape and represent explosions from missiles, shells, etc. There are two types of blast marker, referred to as Blast (3" diameter) and Large Blast (5" diameter). Place the blast marker so that the small hole in its centre is directly over its target. Any models whose bases are wholly or partially covered by the blast marker are hit by the weapon.



THE MOST IMPORTANT RULE!

Remember, you're playing to enjoy a challenging battle with friends, where having fun and keeping to the spirit of the game is more important than winning at any cost.

Warhammer 40,000 is an involving game, with many different races, weapons, and endless possibilities. In a game of this size and level of complexity there are bound to be certain occasions where a particular situation lies outside the rules as they are written. Warhammer 40,000 players should feel free to improvise where necessary, resolving such situations in a friendly and mutually agreed manner, and evolving the game far beyond the published rules if they wish.

When you come across a situation in a battle that is not covered fully by the rules, be prepared to interpret a rule or come up with a suitable house rule for yourselves.

When a situation of contention arises, players should agree on a fair and reasonable solution and get on with the game as quickly as possible. The most common way of resolving any disputes is for a player to roll a D6 to see whose interpretation applies in that instance. On the roll of 1-3 player A may decide, on a 4-6 player B may decide.

After the game has finished, sit down and discuss what happened with your opponent and see if you can both reach an agreement in case the same situation ever arises again (this is called a 'house rule').

Additional help and clarifications can be found on the Games Workshop website at:

<http://www.games-workshop.com>



MODELS AND UNITS

MODELS

The Citadel miniatures used to play Warhammer 40,000 are simply referred to as models in the rules that follow. Each model is an individual playing piece with its own capabilities. It is convenient to define different types of models for ease of description throughout the rules.

There are two very general types of models: vehicle and non-vehicle models.

- Non-vehicle Models

This category includes an enormous variety of troops ranging from Gretchin, the small, weak slaves of the Orks, to noble Space Marines, to Wraithlords, mighty Eldar constructs containing the souls of the dead. Non-vehicle models are the most common in the game and all use a standard profile described in the Characteristics section (see page 12).

- Vehicle Models

Needless to say, this includes all large vehicles. Smaller machines, such as bikes, are not counted as vehicles, and instead they are dealt with as part of the equipment of their rider. All vehicles will have a profile described in the Vehicles section (see page 58).

When you see the term 'model' used in the rules, it will apply to both non-vehicle and vehicle models, otherwise the terms 'non-vehicle model' or 'vehicle model' will be used.

Models will sometimes fight individually. This is commonly the case with powerful tanks or experienced army commanders. Normally, though, a number of models are combined in a group, called a 'unit'. The different types of unit are detailed in the Units section.

BASES

Games Workshop miniatures are normally supplied with a plastic base, which they must be mounted on before they can be used in the game.

Measuring Distances

A model is considered to occupy the area of its base, so when measuring distances use the closest point of the base as your reference point. For models supplied without a base (like some large vehicles) use the model's hull/body instead.

UNITS

Warhammer 40,000 allows you to fight battles with armies of creatures and supporting units of tanks and guns. It is up to you as general of your forces to find the best way to use your vehicles and infantry to achieve victory. Of course, soldiers tend to band together to fight in squads, teams, sections, etc – individual warriors do not normally go wandering off on their own for obvious reasons! In Warhammer 40,000, we represent the way that real infantry fight by grouping them together into units.

Units of warriors fight in loose groups with gaps between each model. This gives the troopers the freedom to move over difficult terrain quickly, and enables them to take advantage of such things as minor folds in the ground, scrub, and other small features, to shelter from enemy fire. Similarly, artillery batteries consist of the guns and the crew that fire them, vehicle squadrons are made up of a number of vehicles and so on. The different elements of the unit have to stay together to remain an effective fighting force. This is detailed more fully in the Movement section.

A unit will usually consist of several models that fight as a group, but it can also be a single, very large and/or powerful model, such as a battle tank, a monstrous alien creature or a lone hero. In the rules that follow, all of these things are referred to as 'units'. In order to make it easier to learn the core rules the sections covering Movement, Shooting, Assault and Morale are written with respect to Infantry units, because these are by far the most common unit type in the game. The other unit types are explained in later sections, covering specific rules for Jetbikes, Monstrous Creatures and so forth. The main unit types for non-vehicle models are as follows.

INFANTRY

Infantry units include all types of foot soldiers, whether human or alien. A typical unit of infantry is between five and ten models strong but are often much larger. In rare cases, an infantry unit may comprise of only a single model. Infantry are fairly slow moving, but can cross almost any terrain (given enough time) and make the best use of cover to avoid enemy fire. Infantry are the most common and dependable units in Warhammer 40,000 and the bulk of the core rules are concerned with them.

JUMP INFANTRY

Jump infantry are equipped with jump packs, jet packs, sometimes wings, teleport devices or other means of moving quickly over short distances. They commonly take advantage of these by dropping onto the battlefield in the midst of the enemy – heroically or foolishly depending on your perspective. Jump infantry can move like normal infantry or activate their jump device to make a high-speed move, combining some of the best elements of both mounted and ordinary infantry. Jump infantry tend to be a rare and valuable commodity in most armies.

BEASTS & CAVALRY

Consisting of particularly vicious hunting animals or a rider with a living mount, beasts and cavalry are able to swiftly carry the battle to the enemy. Beasts and cavalry have a profile like other infantry, but are able to make use of a special faster move when they assault an enemy unit.

These units tend to be powerful in open terrain where they have room to manoeuvre, and move like infantry in denser areas, such as woods or buildings. Beast and cavalry units are typically quite rare and small in numbers. Note that riders may not dismount during the game and that cavalry models have a combined characteristic profile that factors in both the beast and rider.

BIKES AND JETBIKES

These units are riders mounted on a variety of conventional bikes or jetbikes. They are capable of moving really quickly, and will often have weapon systems mounted on their bikes. Their only major weakness is the risk of crashing when moving through difficult terrain. Both types of bike manoeuvre much faster than infantry and jetbikes are able to glide over obstructions, such as buildings, without being slowed. Bike and jetbike units normally are made of relatively few models.

MONSTROUS CREATURES

Some creatures are just too big to fit into the ordinary infantry unit category. These are towering giants that are capable of crushing a tank – like the Tyranid Carnifex, a creature bioengineered and evolved especially to become a living battering ram. While Monstrous Creatures use many of the Infantry rules, their size and destructive capability make them closer to vehicles in other respects. A Monstrous Creature unit will usually consist of a single model.

ARTILLERY

These units represent large weapons and their crews, the gun models themselves being large enough to be treated as small vehicles. Artillery units count as infantry in all respects, but when they are fired at, hits can be scored on the guns or the crew and the guns themselves have vehicle-like characteristics.

VEHICLES

Vehicle units include all kinds of war machines. Space Marine Land Raider tanks, Rhino personnel carriers, Dreadnoughts and Ork Wartraks all fall into this category. Most vehicles can move more rapidly than infantry but need to stick to open ground to avoid getting bogged down. Vehicle units are represented by single models, in the case of tanks and other large vehicles, or as a group of one to three smaller vehicles. Vehicle crew members – the drivers, commanders and gunners – are assumed to be an integral part of their machine, and if their vehicle is destroyed they are considered to be lost along with it.

Example miniature scans

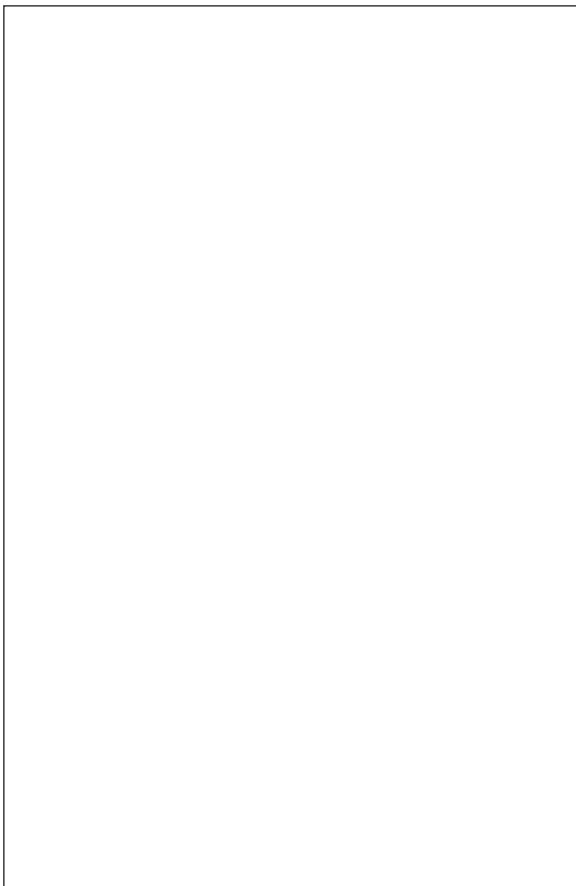
CHARACTERISTICS

In Warhammer 40,000, there are many different types of warriors, ranging from the mighty Space Marines to the brutal Orks, the agile Eldar to the dreaded Tyranids. To represent the different abilities of these creatures in the game, there are nine categories that describe the various aspects of their physical and mental make-up. These are called Characteristics.

All characteristics are measured on a scale of 0 to 10. The higher the value of a characteristic, the better it is, except for Saves.

Some piece of wargear or special rules may modify positively or negatively a model's Characteristics, but it is important to understand from the beginning that no modifier may raise any characteristic above 10 or lower it below 0. Saves can be at best modified to 2+.

The characteristics are: Weapon Skill (WS), Ballistic Skill (BS), Strength (S), Toughness (T), Wounds (W), Initiative (I), Attacks (A), Leadership (Ld) and Armour Save (Sv).



WEAPON SKILL (WS)

Defines how skilled and vicious a creature is with his weapons in close combat. The higher the score, the more likely the warrior will land blows on a close combat opponent. An average human soldier has WS3, while a genetically-enhanced Space Marine will have WS4 or even WS5.

BALLISTIC SKILL (BS)

Shows how accurate a creature is with ranged attacks, such as guns, rockets or energy weapons. The higher this score is, the easier a creature finds it to hit when it shoots at something. Some monsters have natural weapons that can be used at range (they may be able to spit venom, for example) and their BS is used to determine whether they hit or not.

STRENGTH (S)

Shows how physically strong a creature is. An exceptionally puny creature may have a Strength of 1, a deadly Wraithlord has S10 and most humans have S3. Strength tells us how hard a creature can hit in close combat or how easily it can hurt an enemy.

TOUGHNESS (T)

This measures a creature's ability to resist physical damage and pain, and includes such factors as the thickness of its flesh, hide or skin. The tougher a creature, the better it can survive enemy blows or shots. A human is T3, while a lumbering Ork is T4.

WOUNDS (W)

Shows how much damage a creature can take before it either dies or is so badly hurt it can't fight any more. Most man-sized creatures have only a single Wound. Heroes and large monsters are often able to withstand several injuries that would slay a lesser creature, and so have a Wounds value of 2, 3, 4 or even more.

INITIATIVE (I)

Indicates how alert a creature is and how quickly it reacts. In close combat, faster creatures gain a massive advantage over slower ones because they get to strike first.

ATTACKS (A)

Indicates the number of Attacks a creature makes during close combat. Most creatures only attack once, although some warriors of exceptional skill or monsters can strike several times. The number of Attacks a creature makes may be increased if it has the added impetus of assaulting into its foes or is fighting using two weapons, for example.

LEADERSHIP (Ld)

A creature with a high Leadership value is courageous, steadfast, and well-trained.

A creature with a low value is temperamental, unpredictable and cowardly. Creatures with high Leadership can lead others, inspiring them on to greater feats of valour.

ARMOUR SAVE (Sv)

A creature's Armour Saving Throw (often shortened to 'Armour Save', or even 'Save') gives it a chance of avoiding harm when it is struck or shot. Most creatures have an Armour Save based on what kind of armour they are wearing, so this characteristic may be improved if they are equipped with better armour. Other creatures may receive a natural Saving throw from having a thick hide or chitinous shell.

VEHICLE CHARACTERISTICS

Set in the far future, the Warhammer 40,000 universe is home to all sorts of tanks, war machines and other combat vehicles, both human built and alien. To reflect the many differences between creatures of flesh and blood and constructs of steel and iron, vehicles have many different rules and their own set of characteristics. Vehicle characteristics are described in more detail in the Vehicles section (see page XX).

ZERO LEVEL CHARACTERISTICS

Some creatures have been given a '0' for certain characteristics, which means that they have no ability whatsoever in that field. This usually applies to creatures unable to use missile weapons, and so they have a BS of 0, but it might equally apply to other characteristics too (eg, a defenceless model will have no Attacks whatsoever).

If a model has WS 0, all close combat attacks directed against it will hit automatically.

CHARACTERISTIC PROFILES

Each model in Warhammer 40,000 has a profile that lists the value of its characteristics. In the Codex books, you will find profiles for many races and creatures.

Below are the profiles for a Tyranid Termagant and a Space Marine of the Imperium:

	WS	BS	S	T	W	I	A	Ld	Sv
Termagant	3	3	3	3	1	4	1	5	6+
Space Marine	4	4	4	4	1	4	1	8	3+

As you can see, both are similar in some respects. They have the same Initiative value which means they are equally quick in close combat. Both creatures have 1 Wound and 1 Attack, which is the norm for man-sized creatures. When it comes to BS and WS, S and T, however, the Space Marine is superior to the Termagant.

The Space Marine's Ballistic Skill of 4 and Weapon Skill of 4 mean the Space Marine will hit more often in shooting and close combat. The greater Strength value gives the Space Marine a better chance of injuring or killing the Termagant in hand-to-hand combat. Space Marines are extremely robust, with their high Toughness meaning they are better than ordinary humans in surviving damage inflicted on them. The Space Marine has a Leadership of 8, which is slightly higher than the average Leadership for most warriors. Termagants are feral predators that can be easily confused without the telepathic control of the larger Tyranid organisms, and so have a low Leadership of 5. The Space Marine's thicker armour gives him another marked advantage over the Termagant, as most shots or blows that hit the Space Marine are deflected on a D6 roll of 3 or more. The Termagant instead needs a roll of 6 to be saved by its chitinous armour plates.

Obviously, Termagants are no match for Space Marines when fighting one to one but, as Termagants are usually found in large numbers they can be challenging opponents, even for Space Marines.

CHARACTERISTICS MODIFIERS

Occasionally a special rule or a piece of wargear will modify a characteristic value, most often a model's Strength, by adding to it (+1, +2, etc.) or even multiplying it (x2, x3, etc.).

If a model has a combination of rules or wargear that both add to and multiply one of its characteristics, first multiply the basic value and then add the extra points. For example, if a model with Strength 4 has both '+1 Strength' and 'double Strength' its final Strength will be 9 (4x2=8, 8+1=9).

POINTS VALUES

Generally, you'll find characteristic profiles come alongside with one other piece of information – the points value per model. This represents the relative battlefield value of the creature in question. Points values are an abstract calculation which take into account a huge number of different factors including characteristics, different races' overall strengths and weaknesses, basic weapons, unit size, rarity and so forth.

For comparison, a Space Marine is worth 15 points, and a Termagant is 7 points. This means Space Marines can be outnumbered by Termagants by two to one and still have a roughly even chance of winning.

CHARACTERISTICS TESTS

During a battle, a model might have to take a test on one of its characteristics, most normally its Strength, Toughness or Initiative (armour saves are taken more often, but they work in a different way, as explained on page XX).

In order to pass the test, the model has to roll a D6 and score equal to or lower than the value of the characteristic involved. Note that if a 6 is rolled, then the model will automatically fail the test regardless of the characteristic's value and of any other modifier that might apply, and conversely a 1 is always a success.

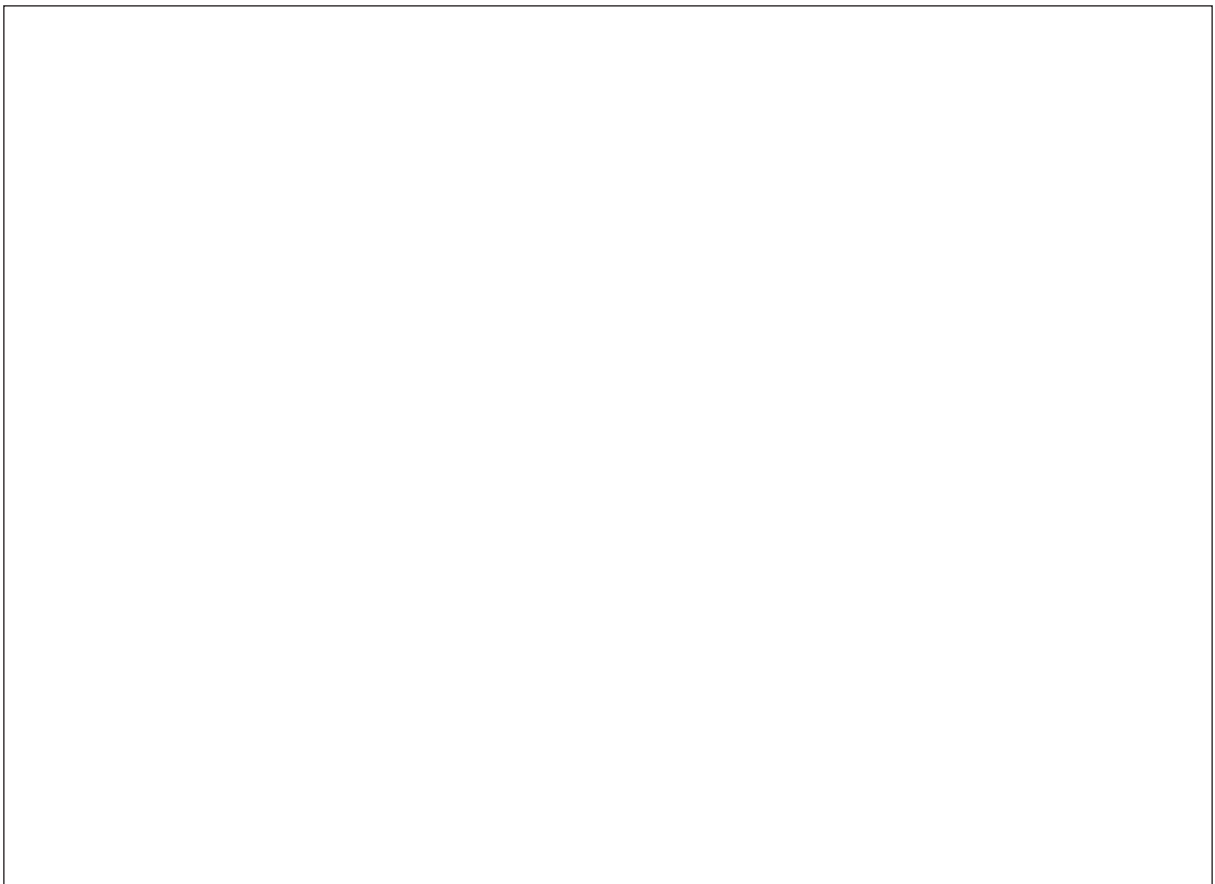
If a model has to take a test for a characteristic that has a value of 0 on its profile, it will automatically fail the test.

LEADERSHIP TESTS

Tests that are made against the Leadership characteristic of a model are done differently to other tests. In the case of a Leadership test, roll 2D6. If the result is equal to or less than the model's Leadership value, the test has been passed.

Modifiers may apply to the Leadership characteristic in particularly trying circumstances, eg, -1 if the unit is below half its starting strength.

If a unit includes models with different Leadership values, always use the one with the highest Leadership value.



THE TURN

A game of Warhammer 40,000 is unlike games such as chess or draughts, where you only move a single piece at a time. A tremendous amount of action takes place in a battle: squads are constantly manoeuvring and shooting, tanks rumble into action and artillery roars overhead in a torrential downpour of destruction.

The game represents the whole ebb and flow of battle but, in order to determine its outcome, players alternate taking turns moving and fighting with their units. So, in a battle, player A will move and fight with his forces first, then player B will move and fight, and then player A will move and fight again and so on until the end of the game.

During his turn, the player can move and fight with all of his units if he wishes. For convenience, the actions of moving, shooting and fighting are dealt with one after the other. This means you move all models you want to first, and then you shoot with any who can, and so on. This process helps everyone to keep track of what is going on and makes it easier to know when one player's actions are over and their opponent can start taking his turn.

GAME TURNS AND PLAYER TURNS

In a complete game turn, both players get a player turn, during which they perform their actions in the appropriate phases – the Movement, Shooting and Assault phases to be precise. Exactly what happens in each phase is described later. Hence one game turn will comprise two player turns. Whenever a rule uses the word “turn”, both in this rule book and in the Codexes, it means “player turn”, otherwise it will clearly state “Game Turn”.

WHO GETS THE FIRST TURN?

Which player gets the first turn of the game can be determined in a number of different ways. Normally, both players roll a D6 and the player with the highest score can decide to take the first or second turn. Normally, the kind of Mission you are fighting will specify how this is decided. For example, missions like ambushes or sneak attacks may say that the attacking side will get the first turn.

Fighting all sorts of different Missions is covered in more detail in the Organising a Battle section at the end of the rules.

GAME END AND VICTORY

A battle can end in a number of ways. One of the most common is playing a pre-set number of game turns, ensuring an equal number of player turns

for each player. Alternatively, the number of game turns being fought might be random, possibly determined by a dice throw. However, in some kind of missions, players might be able to win a ‘sudden death’ victory that ends the game immediately – for example, if they destroy the power generator they win straight away. You could also decide to end a battle at a pre-set time if you only have a limited amount of time to play in. Once the game is finished, the players determine who has won, as instructed by the Mission they are playing (see the Organising a battle section). For now it is enough to know that Warhammer 40,000 Missions normally revolve around capturing tactical objectives and/or inflicting damage upon the enemy.

TURN SEQUENCE EXCEPTIONS

There are times when a player performs actions when it is not their turn, such as fighting in an assault, for example. It may also be convenient to interrupt a player's turn because of some event occurring, like a booby trap being triggered. The thing to remember is that after the interruption, the turn sequence always continues as normal.

TURN SUMMARY

1 The Movement Phase

The player can move any of his units that are capable of doing so. See the Movement rules for more details of how to move your forces.

2 The Shooting Phase

The player can shoot with any of his units that can see an enemy. See the Shooting rules for more details about how to resolve this.

3 The Assault Phase

The player can move any of his units to assault the enemy if they are close enough. Assaults are bloody, desperate affairs where units are fighting in close combat. This means that both forces can fight in an Assault phase, but only the player whose turn it is can move into an assault. The Assault rules will tell you more about them.

THE MOVEMENT PHASE

The Movement phase is your chance to move your units around the battlefield. For example, you can send them into the attack, move them into cover, retreat from a superior foe or sweep around an enemy's vulnerable side or rear.

Although the Movement phase is the easiest to perform, it's probably the most tactically important. For the time being we'll just explain how warriors on foot move, as they are by far the most common units in the game. Vehicles, jump infantry, bikes and certain other units move in different ways to represent their greater mobility, and these will be discussed in detail later.

MOVEMENT PHASE SUMMARY

1. Choose a unit to move.
2. Move any or all of the models in the unit up to their maximum move distance.
3. Repeat the above until movement is complete.

In his turn, a player may move all or some of his units up to their maximum movement distance. Once a unit has completed all of its movement, the player selects another unit and moves that one, and so on, until the player has moved all of the units he wishes to move.

Note that a player doesn't have to move all (or indeed any) of his units. A unit that doesn't move is often more effective at shooting, as we will explain later in the rules. Once you have started moving a unit, you must finish its move before you start to move another unit, and you may not go back and change the move already made by a previous unit.

MOVEMENT DISTANCE

Infantry on foot move up to six inches (6") in the Movement phase. This represents most creatures moving at a run but stopping several times to scan the surrounding landscape for enemies, communicate with their commanders, etc. Even warriors who are moving in a part of the battlefield where no enemies may be apparent move 6". This is because your units lack your own god-like knowledge that there is no enemy around.

A model may not move into/through the space occupied by a friendly model (which is represented by its base or by its hull) or through a gap between friendly models that is smaller than its own base size. A model cannot be placed so that it touches an enemy model during the Movement and Shooting phases – this is only possible in an assault during the Assault phase. To keep this distinction clear, a model may not move within 1" of an enemy model without assaulting it.

Different movement distances in a Unit

All models in a unit move at the speed of the slowest model.

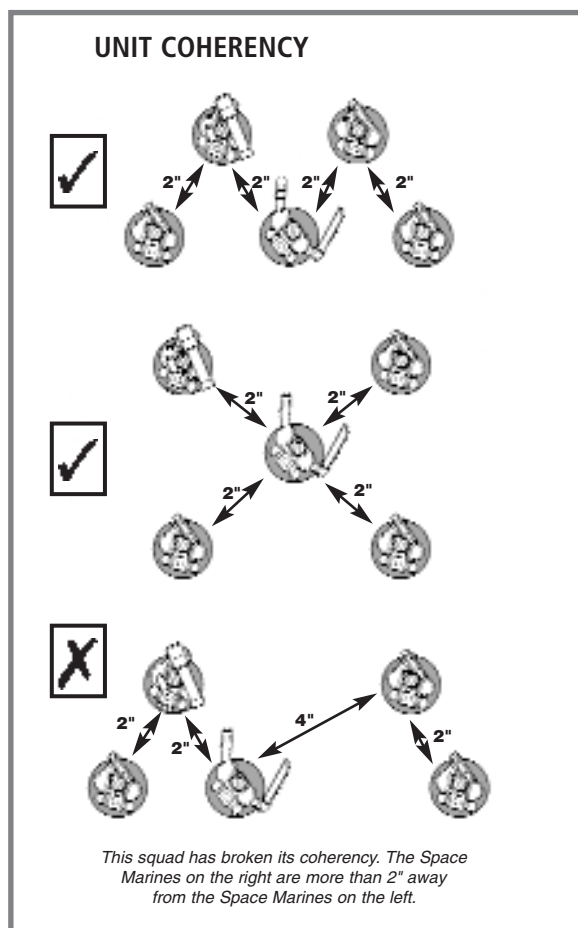
MAINTAINING UNIT COHERENCY

As mentioned before, units are normally groups of models operating together on the tabletop. They fight in a loose formation with gaps between each model. This gives the individual troopers freedom to move quickly over difficult terrain, and enables them to disperse somewhat to take advantage of cover.

When you are moving a unit, the individual models in it can move up to their maximum movement distance – remember that units have to stick together, otherwise individual models become scattered as the unit loses its cohesion as a fighting force. So, once a unit has finished moving, the models in it must form an imaginary chain where the distance between one model and the next is no more than 2". We call this UNIT COHERENCY.

During the course of a game, it's possible a unit will get broken up and lose unit coherency, usually because it takes casualties. When this happens the following rule applies:

If a unit is broken up for any reason, the models in it must be moved to restore unit coherency in the next Movement phase. If they cannot do so, the unit may not shoot or launch an assault until it is in a coherent formation again. If the unit cannot move for some reason in its next turn (because they are pinned down by a barrage or sniper fire, for example), then they must move to restore unit coherency as soon as they have the opportunity.



TURNING & FACING

As you move models in a unit they can turn around by any amount, without any penalty, to the distance they are able to cover. Infantry models can be turned to face their targets in the Shooting phase, so don't worry about which way they are pointing at the end of their Movement phase (although dramatically facing off against their foes is traditional).

RANDOM & COMPULSORY

MOVEMENT

Sometimes, a unit will be specified as being subject to random movement and/or be forced to move in a certain way. Most commonly this will be D6" or 2D6" of additional movement and/or moving directly towards the closest enemy. Unless covered otherwise in the special rules for the unit, such movement is subject to all the normal penalties for moving through difficult and dangerous terrain. A unit using random movement slowed by difficult terrain halves the distance rolled (rounding up), unless specified otherwise.

MOVING & CLOSE COMBAT

Units already engaged in close combat with the enemy may not move during the Movement phase.

TERRAIN

The galaxy is a vast place with millions of different worlds: ice worlds, desert worlds, hive worlds, feral worlds and many other exotic types of battlefield – if you can imagine it, then it probably exists somewhere. The terrain covering these worlds can vary from broad, empty plains to sky-scraping towers of plexiglass and plasteel, from verdant jungles to icy peaks or baking hot deserts. One factor is common to all of them – they have areas seemingly designed to make it difficult to wage war.

Of course, areas that provide cover from which warriors can fight or which present an obstacle to the enemy are vital in war, and these are destined to become the bloodiest battlefields. How to represent terrain on the battlefield is discussed later. For now, we're going to discuss terrain only in relation to how infantry moves through it.

TERRAIN TYPES

Terrain provides useful cover from enemy fire, but can also impede the movement of your units. Troops can be disorientated or physically slowed by the need to push through or climb over entanglements and obstructions. There are three general classes of terrain: clear, difficult and impassable.

- Clear terrain can be moved across without any penalty, and generally covers most of the battlefield.
- Difficult terrain slows down models wishing to move through it, and can sometimes be dangerous to models passing through it.
- Impassable terrain prevents all movement through it.

Guidelines on Categorising Terrain

It is a relatively simple matter to classify terrain within these three categories, and it is important that you and your opponent agree what class of terrain each feature falls into before starting your game.

- Clear terrain includes open areas, such as fields, moorland, grass, deserts, ash wastes and gentle hills. This could be embellished with the odd tree, shrub or cactus (or alien equivalents) for visual appeal.
- Difficult terrain includes areas of jungle, woods, forest, ruins, brush and scrub, rocky outcrops, boggy ground, marshes, low walls, hedges, fences, railings, steep hills, streams and other shallow

water (as well as terrain features that combine several of these types, such as a ruin surrounded by woods). If the terrain feature includes hazards, such as booby traps, carnivorous plants, toxic vents, erupting geysers and the like, then it may be additionally categorised as dangerous.

- Impassable terrain includes deep water, lava flows, steep rocky cliffs, intact buildings, and friendly and enemy models.

You will notice that buildings appear in more than one category. Building models with roof and walls attached can be difficult to position models on. In these circumstances it is best to categorise them as impassable. If the roof lifts off, or models can be safely balanced on top, then they could be categorised as difficult. It is quite possible that a very large building could be classed differently in different locations, most of it counting as ruins and therefore difficult, whilst an intact tower at its corner counts may be counted as impassable terrain.

Area Terrain

Sometimes a terrain feature has clearly marked borders, like in the case of a crater, a fence or an intact building. At other times, however, this might be slightly more complex, like in the case of marshes, woods, ruins and other types of rough going area. In reality a wood might be a tangled, overgrown mass of foliage, without a clear edge. If it is represented like this on your table top, then it will be very difficult to position models on it with any degree of precision (or safety), and it would be difficult to decide if the models are inside or outside the terrain feature. What is important for the clarity of the game is where the boundary of the terrain feature is, as these pieces of area terrain normally count as difficult terrain. This is where we need to introduce the concept of area terrain. You can show the boundary of a piece of area terrain by using a flat baseboard, an outline of lichen or sand, or by painting a slightly different colour on your gaming board. Within this boundary are then normally placed trees, rocks, sections of ruins, etc., as appropriate for the type of terrain you are representing.

In all cases, you should discuss all such terrain features with your opponent before the game and agree exactly what everything counts as and where boundaries of terrain features lie. When the game is underway, it will be harder to discuss it quite so dispassionately...

AREA TERRAIN 3D DIAGRAM!

Dangerous Terrain

As mentioned previously, some terrain features will be dangerous to move through. This is represented by the Dangerous Terrain test. Roll a D6 for every model that has moved through the Dangerous Terrain as part of its move. A roll of 1 indicates that the model suffers a wound, with no armour or cover saves allowed (wounds and saves are explained in the Shooting phase).

Impassable Terrain

Models may not be placed in impassable terrain unless the models concerned have a special rule in their profile granting them an exception, like being able to fly above the terrain, or both players agree to it.

Moving through difficult Terrain

During a game of Warhammer 40,000, there can be two slightly different cases of units moving through difficult terrain.

If any of the models in a unit start their move inside difficult terrain, the unit is affected by the terrain and must take a Difficult Terrain test. This is done by rolling two D6 and selecting the highest. – this is the maximum distance in inches that all of the models in the unit (not only the ones in difficult terrain!) may move that turn.

If a unit starts its move outside difficult terrain and the player wants any of the models in the unit to enter or move through difficult terrain as part of their move, the unit must take a Difficult Terrain test as described above. If the distance rolled is too short for the models to even reach the difficult terrain, then they can move until they reach the terrain stopping in base contact with it.

If you take the Difficult Terrain test, you are never compelled to move the models, considering you may not have rolled enough movement to make it worth moving at all. However, if you roll the dice, the unit is still considered as having moved for the purposes of firing, as detailed in the Shooting rules.

DIFFICULT TERRAIN

THE SHOOTING PHASE

In the Shooting phase, you have the opportunity to fire at the enemy with your forces. As the two sides engage each other at a distance, the guns thunder ceaselessly and there is an almost constant exchange of fire between foes.

In a Warhammer 40,000 battle, we split the firing up so that each player's force fires during their own turn. This keeps shooting simple to work out and keeps the game moving at a good pace. During the Shooting phase, each of your units may fire. You can choose any of your units to shoot with, but you must complete all the firing by one unit before you move onto the next.

SHOOTING PHASE SUMMARY

1. Choose a unit to shoot with.
2. Resolve the shooting process (below) for the chosen unit.
3. Repeat the above for another unit until all shooting is complete.

Every model in a unit can shoot – infantry can fire with just one weapon each, but other unit types (like vehicles) may be able to fire more than one weapon per model, as detailed later.

The whole unit has to fire all of its weaponry at a single opposing unit of your choice – you may not split fire between two or more target units.

The shooting process can be summarised in six steps, as shown on right. Once you've completed this sequence with one of your units, select another and begin at Step 1 again. Once you have completed Steps 1 to 6 for each unit in your army, you've finished shooting and can go on to the Assault phase. The rules for the Shooting phase also include details on Weapons later in the section.

THE SHOOTING PROCESS

1. Check line of sight and choose a target for the selected unit. Models in the unit that can see at least one enemy in the target unit may open fire.
2. Check range. Measure if the target is within range of the weaponry of your firing models.
3. Roll to hit. Roll a D6 for each shot fired. The model's BS determines what score they must equal or beat to hit their target.
4. Roll to wound. For each shot that hits, roll again to see if it wounds the target. The score needed is determined by comparing the Strength of the firing weapons with the Toughness of the target.
5. Allocate Wounds. The owner of the target unit allocates the wounds on the unit's visible models
6. Take Saving Throws. Each wounding hit may be cancelled by making a Saving throw. Saving throws derive from the armour worn, or any special Invulnerable Saving throws, or from being in cover.
7. Remove casualties. The wounds that have not been saved cause the target unit to

RUN!

In their Shooting phase units may choose not to fire and run instead, immediately moving D6" inches (a rather popular choice for units that do not have ranged weaponry!).

Running movement is not affected by difficult terrain – it is always a flat D6" (but models running through dangerous terrain must test as normal).

Units that run cannot assault in the following Assault phase.

CHECK LINE OF SIGHT & CHOOSE A TARGET

A firing unit can choose a single enemy unit as its target, but before this is declared, the player must ensure the models in his unit can see the target they wish to shoot at.

Obviously, models can't draw a bead on their target if there is a hill, a building, or some other large and solid object blocking their line of sight. In some cases this will be obvious, as the target will be completely visible or completely out of sight, but in other cases, it will be difficult to tell if line of sight is blocked or not, so players will have to stoop over the table for a model's eye view.

Line of sight must be traced from the eyes of the firing model to any part of the body of at least one of the models in the target unit (including the torso, head, arms and legs, but excluding tails, wings, etc.). Sometimes, all that may be visible of a model is the barrel of a weapon, an antenna or some other minor part that does not belong to the model's body. In these cases, the line of sight is considered blocked. This rule is intended to ensure that players don't get penalised for having impressive banners, blades, gun barrels, etc.

If the players are not sure or cannot agree if a model can be seen by the firer, we suggest the use of the Most Important Rule – roll a dice for the firing model. On a 4+ the target is visible, on 3 or less it is not.

A firing unit can only select an enemy unit as a target if at least one model in the firing unit can see at least one model in the target unit.

Intervening models and units

All models, friends and enemies, block the line of sight of the firer.

In addition, if a model is partially obscured by friendly or enemy models, it cannot be targeted and count as not visible. This means that firing models are not allowed to shoot through the gaps between the members of an intervening unit.

This is because, in case of friends, your warriors would be afraid of hitting their comrades. In case of enemies, their aim is distracted by the more immediate threat of the intervening enemy, which is both closer and obstructing their sight.

Firers may of course shoot over intervening models and units, if they are tall enough or high up on some terrain piece so that their line of sight is completely clear of any models (as usual, check these models' line of sight by taking a good look

from behind their head, and 'see what they see').

There are however a few exceptions to the rules given above, namely:

- **Own unit:** Firing models can always shoot through members of their own unit (just as if they were not there), as in reality they would be trained to take up firing positions to maximise their own squad's firepower.

- **Covering fire:** A unit can always shoot through an intervening unit that is partially obscuring a target if it is impossible for all of the the firing models' weapons to hurt the intervening unit. This happens quite often, for example when firing against enemy models sheltering next to a tank with weapons that cannot hurt the tank itself.

- **Shoot the big one!** A unit may always choose to fire against a visible enemy Vehicle or Monstrous Creature that is partially obscured by models that are not Vehicles or Monstrous Creatures. This represents the unit targeting a large, threatening enemy unit with their anti-tank weapons, willingly firing over the heads of intervening troops in their attempt to bring down the incoming behemoth.

Which models can fire?

All models in the firing unit that can see at least one model in the target unit, without any intervening models or units, may fire.

A player may choose not to fire with some of its models if he prefers (as some models may have one-shot weapons, for example), and this must be declared now.

The models that do fire are from now on defined as 'the firing models', or simply 'the firers'.

LINE OF SIGHT

CHECK RANGE

All weapons have a maximum effective range, which is the furthest distance they can shoot. If a target is beyond this maximum range, the shot misses automatically. This is why you have to choose your target before measuring the range. Here are some examples of weapon ranges:

Weapon	Maximum Range
Laspistol	12"
Boltgun	24"
Autocannon	48"

When you're checking range, simply measure from each firer to the nearest visible model in the target unit.

Any firing model that is found to be in range of at least one visible model in the target unit is in range of the entire target unit (as warriors are moving and bullets do not suddenly stop in mid-air), and will have a chance of scoring a hit, as described opposite.

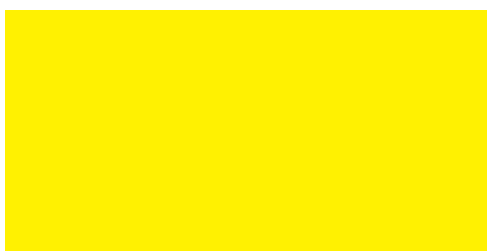
Any model in the firing unit that is found to be out of range of at least one visible model in the target unit misses automatically.

CHECK RANGE

MOVING & SHOOTING

Whether a unit has moved or not can make a big difference to its firing. If the warriors hold a position, take up firing stances and aim at their targets properly, they can hit targets further away than if they are firing on the move. In fact some weapons are so heavy that they can only be used if their firers halt to brace themselves. This is explained in more detail in the Weapons section later, but for the time being it's enough to know that moving can make a difference to a unit's shooting.

The most important thing to understand is that the whole unit counts as moving if ANY of its models moved in the Movement phase.



Fast rolling vs. different weapons: When a unit fires, all of its weapons are fired simultaneously, so you must roll all of its To Hit dice together. Sometimes there will be different weapons firing, or firers with different BS in the same unit, in which case the player should use different coloured dice for them so that they can be picked out. For example, a squad may include several bolters, a plasma gun and a lascannon, in which case you could use white dice for bolter shots, a green dice for the plasma gun and a red dice for the lascannon. Alternatively, you can simply make separate dice rolls for different weapons or shooters, as long as it is clear which dice rolls represent which shots.



ROLL TO HIT

To determine if the firing models have hit their target, roll a D6 for each shot that is in range. Normally troopers will only get to fire one shot each. However, some creatures or weapons are capable of firing more than once, as we'll explain in more detail later. The dice score needed to hit will depend on how accurate the firers are (as shown by their Ballistic Skill characteristic, or BS). The chart below shows the minimum D6 roll needed to score a hit.

Firer's BS	1	2	3	4	5
Score to hit	6	5	4	3	2

For example, if the shooters are a unit of five Space Marines with a BS of 4, you would roll five dice and each roll of a 3 or more would score a hit.

To hit rolls are easy to remember if you just subtract the BS of the shooter from 7. This will give you the number you need to hit, eg, a model with a BS 2 needs 5 or more ($7 - 2 = 5$) on a D6 to hit. As you can see, the minimum dice roll needed to hit is always at least 2. There is normally no such thing as an automatic hit and, for models with a BS of up to 5, a roll of a 1 always misses.

BALLISTIC SKILL OF 6 OR BETTER

Very rarely a model may have a BS of 6 or even more. If a model has a BS of 6 or higher, it gains a re-roll whenever it rolls a 1 to hit with ranged attacks. The second roll has normally a lower chance of hitting, and the number needed is given in the chart below in *italics* after the slash.

Firer's BS	6	7	8	9	10
Score to hit	2/6	2/5	2/4	2/3	2/2

For example, a model with BS 7 fires a shot with its plasma pistol. It rolls a 1 and so it can re-roll the dice (and conveniently the weapon does not Get Hot!). This time, however it won't hit on a 2, but rather on a 5 (and a second one would mean its weapon has overheated).

If a model has a special rule that already confers it a re-roll to hit (like a master-crafted weapon, for example), then that re-roll takes precedence and the chances to hit on the re-roll are the same as the first shot, regardless of the firer's BS.

Hitting your target is not always enough to put it out of action. Some targets can take quite a bit of damage before they are destroyed, while some hits will not always cause appreciable damage. A hit might result in nothing more than a superficial graze or flesh wound.

Note that N on the chart means the hit has no effect. A target with the Toughness indicated cannot be harmed by a hit of such puny strength.

Example: a Space Marine armed with a boltgun shoots at an Ork and hits him. A boltgun has a Strength of 4 and the Ork has a Toughness of 4. Referring to the chart, a score of 4 or more is needed to convert the hit into damage. If the dice roll is 4 or more, the Ork takes a wound.

MULTIPLE TOUGHNESS

To keep things simple, roll to wound using the Toughness characteristic that is in the majority in the target unit. If no majority exists, use the lowest in the unit.

Consult the chart below. Cross-reference the weapon's Strength (S) with the target's Toughness (T). The number indicated is the minimum score on a D6 needed to convert the hit into a wound. As with shooting, roll the dice together and, once again, you should use different coloured dice to pick out weapons with different Strengths or roll them separately.

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ALLOCATE WOUNDS

Once the number of wounds caused by the firing unit have been determined, the player controlling the target unit decides which models have been wounded.

The player must allocate one wound on each model in the target unit before he can allocate a second wound on the same model.

Note that even models that are completely out of sight and/or out of range of all of the firers (including those behind intervening models) can be wounded. This may look slightly strange, but it represents the fact that the real action on the battlefield is not as static as our models are. In reality the warriors, both the firers and the targets, would be moving around and real bullets have a nasty habit of ricocheting or simply going through covering terrain!

Once all models in the target unit have one wound allocated to them, the process is repeated and the player must allocate a second wound on all models in the target unit before he can allocate a third wound on a model, and so on, until all wounds from the firing unit have been allocated.

We find that the best way of doing this is to literally pick up the dice that have scored wounds and place them next to the models that they have wounded.

ALLOCATING WOUNDS

TAKE SAVING THROWS

Before he removes any models as casualties, the owning player can test to see whether his troops avoid being wounded because the shot is stopped or deflected by the target's armour or more arcane protection, or by an intervening piece of terrain.

Armour saving throws

Most troops wear some sort of protective clothing or armour, even if it's only a helmet! If a model is wearing armour, it is allowed a further dice roll to see if the armour stops them being wounded. This is called an Armour Saving Throw (Sv), which is normally included in the model's own profile.

To see if armour successfully stops damage, roll a D6 for each wound the model has suffered from incoming fire and compare the results to the model's Sv characteristic. If the dice result is equal to or higher than the model's Sv, the wound is stopped. If the result is lower than the Sv, the armour fails to protect its wearer and the model suffers a wound.

The following table shows how the minimum D6 score required varies between three sample types of armour:

Armour Type	Sv
Ork body armour	6
Imperial Guard flak armour	5
Space Marine power armour	3

Example: a Space Marine wearing power armour is hit and wounded. The Space Marine is entitled to a Saving throw of 3, so a D6 is rolled resulting in a score of 5. The damage is therefore saved, and the model is unharmed – the shot bounces harmlessly off his power armour.

Armour piercing weapons

Some powerful weapons are quite capable of punching through even the thickest types of armour. This is shown by a weapon having an Armour Piercing value, usually referred to as AP. Nearly all weapons have an Armour Piercing value. Some sample AP ratings for different weapons are shown below.

WeaponAP

Boltgun 5

Heavy bolter 4

Lascannon 2

The lower the rating the better, because it indicates the Armour Save the weapon can ignore. A weapon shown as 'AP –' has no Armour Piercing value and always allows the target an Armour Save.

- If the weapon's Armour Piercing value is equal to or lower than the model's Armour Save then it is sufficiently powerful to punch straight through the armour and the target gets no save at all. The armour is ineffective against the shot.

- If the weapon's Armour Piercing value is higher than the armour, then the target can attempt to save as normal.

Example: a heavy bolter has an Armour Piercing rating of 4 so Saves of 4+, 5+ or 6+ are ignored. A bolter with an Armour Piercing rating of 5 can pierce armour which has a Save of 5+ or 6+. A lascannon with its Armour Piercing value of 2 ignores armour which has a Save of 2+, 3+, 4+, 5+ or 6+!

Invulnerable saves

Some creatures or entities are protected by more than mere physical armour. They may be shielded by force fields, enwrapped by mystic energies or have an alien metabolism that can shrug off hits that would put holes in a battle tank. Models like these are called Invulnerable, and always get their Saving throw, even if the Armour Piercing value of the weapons hitting them would normally defeat their armour. Even if a hit normally ignores Armour Saves, an invulnerable model gets to try to make a Saving throw as normal.

Cover saving throws

When the air is full of bullets and shrapnel, some good solid cover to lurk behind is always welcome. A position in cover shields troops against flying debris, shots, blasts and shrapnel, enabling them to get their heads down or crawl amongst rocks and (hopefully) avoid harm. Because of this, units in or behind cover get a Cover Saving throw or a Saving throw from their own armour, whichever is better. The great thing about Cover Saving throws is that they are not affected by the Armour Piercing value of the attacking weapon, so troops in cover will normally get a Saving throw regardless of what's firing at them.

What counts as Cover?

Cover is basically anything troops can hide in or behind. A soft obstacle (like a hedge) that would hide soldiers behind it, but would not physically stop enemy shots, confers a 5+ save; bunkers and other fortifications confer a 3+ save; anything else confers a 4+ save. If a unit is firing past tanks or other models their weapons cannot hurt (see 'Covering fire' on page XX), the intervening models offer a 4+ cover saving throw.

More detail can be found in the Cover Chart below.

COVER CHART

Cover Type	Save
High Grass/Crops Bushes Hedges/Fences/Railings	5+
Logs/Pipes Crates/Barrels Hill crests Woods/Jungles Wreckage/Craters Rubble/ Rocks Ruins/Walls Buildings Trenches/gun pits/tank traps Emplacements/Sandbags Wrecks Other models*	4+
Bunkers Fortified buildings	3+

**In cases of 'Covering fire'.*

When do models count as in Cover?

When the firer's line of sight crosses over any piece of terrain so that the target model is partially obscured from the point of view of the firer, the target model receives the Cover Save shown below.

Area terrain and cover

- **Models inside area terrain:** Target models whose bases are at least partially inside area terrain always count as in cover, regardless of the direction the shot is coming from. This represents their increased chance of diving into a piece of covering terrain.

- **Firing through area terrain:** If a model fires through a piece of area terrain, the target receives the cover from the intervening area terrain, even if it is completely visible to the firer. Note that this does not apply if the shots go over the area terrain rather than through it (see page xx).

- **Firing out of area terrain:** Models that are inside area terrain and are firing out may fire through up to 2" of the area terrain they are occupying without conferring a cover save to the target.

AREA TERRAIN COVER

Units Partially In Cover

Sometimes, a unit will only be partially in cover, which means that some of its models are in or behind cover and some are in the open.

First work out how many models are completely visible (i.e. they have no cover) from the point of view of the majority of the firing models that are

within range of the unit. Such models are said to be Exposed to enemy fire. The other models in the squad, which are in cover from the majority of the firers in range, are said to be In cover. Remember that models whose bases are at least partially within area terrain are always In cover.

Models that are completely out of sight of all of the firers are not counted in either category, and they cannot be hit.

PARTIALLY IN COVER

TAKE COVER! – PINNING

Under fire, sometimes warriors may decide that they rather keep their heads down and stay alive a little longer while they wait for reinforcements to catch up.

After the enemy has rolled to hit and wound against your unit, you can declare that your models are taking cover and become Pinned. To represent this, mark that the unit is Pinned by placing a suitable marker next to the unit (you may alternatively want to lay down the models, carefully!). The unit can do nothing in its following turn, but its models receive a +1 to their cover saving throws as long as they are Pinned. If the unit is not in cover, it receives a 6+ cover save. At the end of their following turn, the marker is removed and the unit is free to act as normal from then on.

Note that whilst Pinned the unit may do nothing of its own volition, but will react normally when affected by enemy actions (for example, it will take Morale tests as normal). If assaulted or if it must fall back, the unit immediately returns to normal.

If there are more target models in cover than there are Exposed models, then the entire unit is deemed to be in cover and all the models in the unit may take Cover Saves. If this is not the case, then the entire unit is Exposed and none of the models in the unit may make Cover Saves.

Maximum save

Some models gain additional benefits from rules that may increase any of their Save by +1 or +2. However, all saves (Armour, Cover and Invulnerable Saves) may never be improved above 2+. A roll of 1 always fails.

More than one save

Sometimes, a creature will have a normal Armour Save and a separate Invulnerable Armour Save – a good example is a Space Marine Chaplain who is protected by both power armour and a Rosarius generated force field. As if this wasn't enough they might be in cover as well. In these cases, the owning player can choose which save to attempt before rolling the dice, but the model still only gets to make one Saving throw.

For example, if the Chaplain described above was standing in a fortified building and was wounded by an AP3 weapon his power armour would be of no use, as the shot's AP is equal to or lower than his Armour Save. The force field grants a 4+ Invulnerable Save. However, the fortified building grants a 3+ Cover Save. Neither of these saves is affected by the AP of the weapon so the Chaplain uses the Cover Save to give him the best chance of surviving.

Sometimes a unit will contain models with a mix of different Armour Saves and Invulnerable Saves. This complex situation is explained on page XX.

REMOVE CASUALTIES

The models that fail their save (and those that have no save at all, or whose save is cancelled by the weapon that hit them) suffer what is normally referred to as an "unsaved wound". Models that have a single Wound on their profile and suffer one unsaved wound are immediately removed. Casualties are not necessarily dead – they may be merely knocked unconscious or incapacitated in some way. In any case, they are no longer fit to participate in the battle.

If a model carrying a more powerful weapon is killed and removed, we can safely assume that either he was the only one trained to use the weapon or that the weapon itself has been damaged and is now useless to other members of the unit.

DIAGRAMMATIC EXAMPLE: A Space Marine squad is made of five models: two Space Marines armed with bolters, one carrying a meltagun, one carrying a missile launcher and one Veteran Sergeant (which is armed with a bolt pistol and a power fist and also has a different profile from the rest of the squad). They are hit by a volley from a nearby enemy squad and suffer eleven wounds (nine wounds from weapons with low AP and two from weapons that pierce their power armour (a plasma gun, for example).

This amounts to two wounds per model, plus a single spare wound. The controlling player allocates the two plasma gun wounds and the spare wound on a normal Space Marine armed with a bolter (he's trying to minimise the damage...) and two of the other wounds on each of the other models. He then proceeds to take saves for each model individually.

WE'RE JUST NUMBERS! – REMOVING CASUALTIES AND UNIT COHERENCY

After taking all saves and establishing which models should be removed, the controlling player may remove another model in the unit in place of any of the models killed, as long as the two models are exactly the same in gaming terms.

For 'exactly the same' we mean models with the same profile, rules and wargear.

This simulates the troopers stepping in to replace their fallen comrades and, more importantly, speeds up the game and allows the player to try to keep the unit in coherency.

Models with more than one wound

Especially tough and heroic individuals like Space Marine commanders or horrendous alien monstrosities, such as Tyranid Hive Tyrants, can sustain more damage than ordinary troopers and keep on fighting. To show this, they have more than one Wound on their characteristics profile.

When a model like this suffers an unsaved wound, it loses one Wound. Once a model has lost all of its Wounds, it is removed as a casualty (so a creature with 3 Wounds would only be killed after it had been wounded three times). Keep track of how many Wounds a creature has left on a piece of scrap paper, or by placing a dice or marker next to the model.

Instant death

Even though a creature might have multiple Wounds, there are plenty of weapons in the 41st millennium that are powerful enough to kill it instantly. If a model suffers an unsaved wound from an attack that has a Strength value of double its Toughness value or greater, it is killed outright and removed as a casualty. It can be imagined it is vapourised, burned to a pile of ash, blasted limb from limb or otherwise mortally slain in a suitably graphic fashion.

Example: a Space Marine Captain is Toughness 4 and has 3 Wounds. Ordinarily, he could survive being wounded twice before he was removed as a casualty on the third wound suffered. However, if he were to have the misfortune to be wounded by a krak missile (Strength 8 – normally used for knocking out battle tanks), he would become a casualty immediately because the missile's Strength is double his Toughness – he just isn't that tough!

Note that some models can gain improvements to their Toughness by using wargear items like bikes, Chaos Marks, etc. When it comes to Instant Death, such bonuses do not count! (ie, riding a bike won't save you from being obliterated by a lascannon blast). This is identified by two values being shown on the Toughness characteristic of a model's stat line, one of which is in brackets. The lower value is used for Instant Death calculations.

Units of multiple-wound models

When a unit contains several multiple-Wound models, and those models take wounds, you must remove whole multiple-Wound models from the unit as casualties where possible – wounds may not be 'spread around' to avoid removing models. Effectively, all of the unsaved wounds caused on the unit are piled onto the same model until it dies, then onto the next until it dies too, and so on. Therefore any excess wounds are recorded on a single model in the unit, the last to suffer wounds.

For example: a unit of ten Ogryns (which have three Wounds per model) suffer 8 unsaved wounds. The player removes two models to absorb the first 6 wounds and then marks the leftover 2 wounds on one of the eight models that are left.

When models in this kind of unit are hit by weaponry with enough Strength to cause instant death, the player cannot remove the one wounded model in order to get rid of leftover wounds, but must remove whole healthy models first.

For example: the same unit of Ogryns above is later hit and wounded by a single lascannon shot (strong enough to cause instant death!). The player removes an unwounded Ogryn, leaving six unwounded models and one that still carries the two wounds from the previous volley.

Removing casualties diagram?

WEAPONS

By the 41st millennium, warfare has spawned innumerable weapons, ranging in capability from the simple but efficient laspistol to the barely controllable energies of the plasma cannon. In this section we will be describing how characteristics and special rules reflect the differences between different weapons.

Every weapon has a profile which consists of several elements:

Name	Maximum Range	Strength	Armour Piercing	Type
Bolter	24"	4	5	Rapid Fire

NAME

Some weapons have several names, depending upon which race is using them. The one given will be the most common.

MAXIMUM RANGE

Ranges are all given in inches. If the weapon's range is given as 'Template' then the weapon fires using the teardrop-shaped Flamer template (the exact method is explained later). If the weapon has a 'G' next to its range then the weapon can be fired at targets out of sight by means of the gunners guessing the range – these are called

Barrage Weapons. Barrage weapons may have two ranges (for example, G12"-48") – in this case the first number is the minimum range for the weapon, the second is the maximum.

STRENGTH

As explained in the Shooting rules, when rolling to wound for shooting hits, you use the weapon's Strength rather than the firer's.

ARMOUR PIERCING (AP)

This value shows how good the weapon is at punching through armour. The lower the number, the better the weapon is at piercing armour, cancelling the target's Armour Save. See the Shooting rules for more on Armour Saves and AP values.

TYPE

All weapons are classified as either Rapid Fire, Pistol, Assault or Heavy. These rules (below) are a measure of the weapon portability and affect the way weapons can be fired in relation with the model's movement during that turn's Movement phase.

Some weapons may be able to fire in different ways, representing different power settings or different types of ammo. Where this is the case, there will be a separate line in the weapon's profile for each.

Some weapons such as storm bolters and multi-lasers fire multiple shots. Where this is the case the number of shots a weapon fires is noted after its type. For example, a multi-laser fires three shots in each Shooting phase so its type is noted as Heavy 3.

ADDITIONAL CHARACTERISTICS

In addition to its type, a weapon may have some additional characteristics that define the way they work. These are added to the weapon type in its profile, and include things like Gets Hot! or Blast. A weapon may have any number of these characteristics in addition to its type.

FIRING A RAPID FIRE WEAPON

Stationary



Up to 12"

**THIS NEEDS
CHANGING**

Maximum range = 1 shot



Moving



Up to 12"

When a model carrying a rapid fire weapon remains stationary it can fire multiple shots up to 12" but only one shot up to its maximum range. If the model moves then it can only fire one shot up to a range of 12"

Stationary



Maximum range of weapon

An assault weapon can always shoot the number of times indicated and up to its maximum range regardless of whether the model using it moved or not.

Moving



Maximum range of weapon

Stationary



Shoots up to maximum range of weapon



Moving



May not shoot

If a model with a heavy weapon remains stationary it can fire up to the maximum range of the weapon. If the model moved, however, it cannot shoot that turn.

WEAPON TYPES

Rapid Fire Weapons

Weapons which are self-loading and carry a reasonable load of ammunition are called rapid fire weapons. These are very common and usually come in the form of semi-automatic rifles or similar. Their versatility means they can be fired effectively 'from the hip' when a squad is advancing, spraying shots into the enemy whenever they present themselves, or instead used for aimed single shots, engaging targets at greater distances.

A model armed with a rapid fire weapon can shoot twice at targets up to 12" away.

If a model has not moved, it may instead fire once at targets over 12" away, up to its maximum range.

Models that wish to assault into close combat in the Assault phase may not shoot with rapid fire weapons in the Shooting phase.

Example	Range	S	AP	Type
Bolter	24"	4	5	Rapid Fire

Assault Weapons

Assault weapons are fired by warriors as they assault forward into the attack. They either fire so rapidly or are so indiscriminate that you don't have to do much more than point and shoot. For example, a flamer is a weapon which fires a fan-shaped gout of burning fuel, so it's just as accurate whether you are moving and firing or not. This means they are very good for moving and assaulting things... hence the name!

Assault weapons shoot the number of times indicated – whether you move or not and regardless of range.

Models carrying assault weapons can fire them in the Shooting phase and still assault into close combat in the Assault phase.

Example	Range	S	AP	Type
Big Shoota	36"	5	5	Assault 3

Pistol Weapons

Pistol weapons are light enough to be carried and fired one-handed. As pistols often have a less powerful charge, their range is limited. On the plus side, they are handy enough to allow a trooper to fight in close combat with a combination of a pistol and sword, axe or other close combat weapon.

All pistols are effectively Assault 1 weapons with a range of 12" (unless differently specified in their profile). In addition a pistol counts as a close combat weapon in the Assault phase.

Example	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol

Heavy Weapons

These are heavy, man-portable weapons, such as missile launchers or lighter weapons, that require reloading between each shot, careful set-up or bracing against their considerable recoil.

If a unit moves then it cannot shoot heavy weapons – they either move or shoot, but not both (remember that even if the model armed with the heavy weapon doesn't move, it still can't fire if other members of its unit move). When shooting, heavy weapons always fire the number of times indicated regardless of range. They are very good for laying down long range supporting fire or taking out tanks and such like. Units that fire heavy weapons in the Shooting phase may not assault into close combat in the Assault phase.

Example	Range	S	AP	Type
Lascannon	48"	9	2	Heavy 1

Ordnance Weapons

Ordnance weapons are so huge and powerful that they cannot be physically carried by infantry, but must be mounted onto a vehicle or be built into the structure of a bunker or fortress. Their rules are covered in the Vehicle section on page XX.

Example	Range	S	AP	Type
Battle Cannon	72"	8	3	Ordnance 1, Large Blast

ADDITIONAL WEAPON CHARACTERISTICS

Some guns rattle off a burst of shots, which means they can hit multiple targets; others may fire a single blast of energy or a shell that explodes on impact and can kill several enemies at once. Some weapons are so massive that they can only be mounted on vehicles and are so powerful they can destroy not only the target but anything around it as well. These extra weapon characteristics are represented by additional rules that are added to a weapon's type, a list of which is presented below.

Blast

Blast weapons fire shells, missiles or bolts of energy that explode on impact, potentially injuring several victims with the shock waves and shrapnel. They pose less of a threat to a well-dispersed unit, but can wreak havoc among closely packed ranks of warriors.

When firing a Blast weapon, models do not roll to hit, instead just pick one enemy model visible to the firer and place the Blast marker over its base (or hull, if it is a vehicle). You may not place the marker so that any part of any of your own models is even grazed by it, including the firing vehicle! If the model firing the blast weapon is part of a unit that is firing, the blast weapon must be of course simultaneously fired at the same enemy target.

Next, check if the shot has landed on target. If the hole at the centre of the marker is beyond the weapon's maximum range to the target, the shot is an automatic miss and has no effect.

If the target is in range, the large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot may not land exactly where it was intended to. Roll the Scatter dice and a D6 to see where the shot lands. If the Scatter dice rolls a HIT symbol the shot lands on target. If an arrow is rolled, the marker is shifted in the direction shown by the arrow the number of inches indicated on the dice. If the Blast weapon was fired by a model that moved in that turn's Movement phase, then roll two dice to determine the distance scattered and pick the highest result. Note that it is possible and absolutely fine for a scattering shot to land beyond the weapon's range and line of sight, representing the chance of ricochets, the missile blasting through cover and other random chance. In these cases hits are worked out as normal, and can hit models out of range and sight (or even your own troops or models locked in combat).

If the shot scatters so that the hole in the centre of the marker is outside the table's edge, the shot is discarded.

Once the final position of the blast marker has been determined, take a good look at the blast marker from above – all models whose bases are completely or partially covered by the blast marker are hit.

Once the number of hits inflicted on the unit have been worked out, the firer rolls to wound as normal and then the controlling player may allocate these wounds on any model in the unit, not just the ones under the marker.

Example	Range	S	AP	Type
Missile Launcher (frag)	48"	4	5	Heavy 1, Blast

Large Blasts

There are two sizes of Blast marker: the normal one (3" radius) and the large one (5" radius). This is clearly indicated in the weapon's profile. They use exactly the same rules.



Multiple Blasts

If a unit is firing multiple blast weapons (for example, four Space Marine Devastators fire four frag missiles at an enemy unit), they are all fired together in a salvo, with one Blast marker placed for each weapon firing.

First pick the weapon in the unit that is closest to the target and measure the range. If the target is in range, place the Blast marker on it and roll for any potential scatter as described above.

Once the first marker is placed, roll a Scatter dice for each other Blast weapon fired by the unit. If an arrow is rolled, place the marker in the direction indicated so that its edge is touching the edge of the first marker placed. If a hit is rolled, the firing player may place the marker so that its

edge is touching the edge of any of the Blast markers in the salvo that have already been placed.

Once all of the markers are in place, work out the number of hits scored on the target, add any other hits caused by other weapons in the firing unit (like the bolters of the other Space Marines in the example above), and then roll to wound as normal.

MULTIPLE
BLAST WEAPONS

Gets Hot

'Gets Hot!' represents the penchant of certain unstable weapons for overloading and badly singeing their user. If you roll a 1 to hit, the weapon has overheated and injured the model firing it. The model must make an Armour Save or it suffers a wound. Weapons on vehicles are not affected by overheating.

Example	Range	S	AP	Type
Plasma gun	24"	7	2	Rapid Fire, Gets Hot!

Template

These are particularly indiscriminate short-ranged devices, such as flame throwers, which affect a broad, cone-shaped area represented by a template. They are indicated by having the word 'Template' for their range characteristic instead of a number.

Instead of rolling to hit, simply place the template so that its narrow end is touching the base of the model firing it and the rest of the template covers as many models as possible in the target unit without covering any friends. Against vehicles, the template must be placed to cover as much of the vehicle as possible without also touching a friendly model.

Any models fully or partially under the template are hit. Against vehicles use the direction of the firer to determine which armour facing is attacked. Because template weapons bathe the area in burning fuel, baneful energies or something equally dangerous, Cover Saves are ignored when resolving wounds, even by models inside area terrain! As with blast weapons, wounds inflicted by template weapons do not have to be allocated on the models actually covered by the template, but can be allocated to any model in the unit.

Example	Range	S	AP	Type
Flamer	Template	4	5	Assault 1

Multiple Template Weapons

If a unit is firing multiple template weapons, determine the number of hits caused by each of them one at a time, then roll to wound and finally allocate the wounds on the target unit.



Pinning

Coming under attack from some weapons can be sudden and shocking, making troopers throw themselves flat and hug cover rather than risk being hit. This is usually due to momentary confusion about where they're being attacked from. Sniper fire, barrages, etc, are the most common.

If an enemy unit with pinning weapons scores any unsaved wounds against a non-vehicle unit, the target must immediately take a Leadership test. When taking this test, the unit suffers a -1 modifier to its Leadership if it is below half strength (i.e. it has less than half the number of models it started the game with).

If the unit fails the test, it is immediately Pinned (as described to page XX). As long as the tests are passed, a unit may be called upon to take multiple Pinning tests in a single turn, but if a unit is already Pinned, no further tests are taken.

Twin-linked

Weapons are sometimes linked to fire together in order to increase the chances of scoring a hit through the crude expedient of blasting more shots at the target.

To represent the fusillade of fire from a twin-linked weapon you may re-roll the dice to hit if they miss. Twin-linked weapons don't get more shots than normal ones, but you get a better chance of hitting with them. Another advantage of twin-linked weapons is that they only count as a single weapon being fired (see Example 2 below).

Twin-Linked Template Weapons

Twin-linked template weapons are fired like normal template weapons, but they can re-roll the dice to wound. Against vehicles, you may re-roll the Armour Penetration dice instead.

Example 1: A Space Marine Land Raider is firing its twin-linked heavy bolters at an enemy. It gets three shots (as heavy bolters are Heavy 3) and may re-roll any To Hit dice which don't score a 3 or higher – a hit for a Space Marine's BS of 4 – because the weapons are twin-linked.

Example 2: A Space Marine Dreadnought with a missile launcher and a twin-linked lascannon can fire both weapons and still move, as it is allowed to shoot with two weapons and the twin-linked lascannon only counts as one weapon.

Barrage

Certain weapons launch their shells high up into the air so that they plunge down upon their target, passing over any intervening obstacles en route. Weapons like these fire by the crew guessing the range to the target point and hoping the round lands close enough to inflict harm. Their greatest advantage lies in their ability to fire at targets that are out of sight.

Barrage weapons are identified by having a G before their range, like in the example below.

Requiring careful set up and a complex firing procedure, all Barrage weapons are Heavy weapons. Barrage weapons always use blast markers and consequently follow the same rules for blast weapons, with the following exceptions:

- Barrage weapons do not need line of sight to the target, however, when firing at a target they cannot see, always roll two dice for the scatter distance and pick the highest result. Any unit suffering unsaved wounds by a barrage weapon that is out of sight must immediately take a Pinning test (see Pinning weapons).
- To determine if a unit wounded by a barrage weapon is allowed a cover save, always work this out from the centre of the marker, instead than from the point of view of the firing model. Remember however that models in area terrain get their Cover save regardless of the direction the shot is coming from.
- Some Barrage weapons have minimum ranges as well as maximum ranges. If the centre of the marker is placed by the firer within the minimum range (before rolling for scatter), the shot misses automatically and is removed, just as if it was above the maximum range.

Example	Range	S	AP	Type
Mortar	G48"	4	6	Heavy 1, Blast

Multiple Barrages

If a unit has more than one barrage weapon they are all fired together in a salvo, using the same procedure described for multiple blasts.

Rending

Rending weapons fire a hail of shots so focussed they can literally chew through flesh, bone and armour alike. Against non-vehicle models, any roll to wound of 6 with a rending weapon automatically causes a wound, regardless of the target's Toughness, and counts as AP2. Against vehicles, an Armour Penetration roll of 6 allows a further D3 to be rolled, with the result added to the total score.

Example	Range	S	AP	Type
Assault cannon	24"	6	4	Heavy 4, Rending

Sniper

These deadly weapons can be used to pick out a target's weak or vulnerable points.

Sniper hits wound on a roll of 4+, regardless of the victim's Toughness.

In addition, all Sniper weapons are Pinning and Rending as well.

Against vehicles, Sniper Weapons simply roll 2D6 for armour penetration (no modifiers apply, including their rending bonus), representing their chances of successfully hitting exposed crew, vision ports, fuel or ammo storage, etc.

Example	Range	S	AP	Type
Sniper rifle	36"	X	6	Heavy 1, Sniper

Melta

Melta weapons are devastating short-ranged 'heat rays'.

Melta weapons roll an extra D6 when rolling to penetrate vehicles' Armour Value at half range or under. See the Vehicles rules later for more details on armour penetration.

Example	Range	S	AP	Type
Meltagun	12"	8	1	Assault 1, Melta

Lance

These weapons fire a coherent, focused beam that can bore through any armour, regardless of its thickness. Due to their unique nature, Lance Weapons count vehicle Armour Values higher than 12 as 12.

Example	Range	S	AP	Type
Bright lance	36"	8	2	Heavy 1, Lance

THE ASSAULT PHASE

While firepower alone may be enough to drive an enemy back from open ground or lightly held positions, shifting a determined foe from a fortified bunker or ruined settlement will need sterner measures.

In an assault, troops storm forward, screaming their battle cries, eager to strike at their foes with knives, claws, bayonets or gun butts in a desperate close combat.

ASSAULT PHASE SUMMARY

1. Resolve assaults

1. Pick a unit.
2. Declare which enemy unit it is going to assault.
3. Move the assaulting unit.
4. Repeat the above until all assaulting units have moved.

2. Resolve combats

1. Pick a combat.
2. Fight Close Combat. Troops fight in close combat. Models roll to hit, wound and take Saving throws as required in Initiative order.
3. Determine Assault Results. Total up wounds inflicted. The side which inflicted the most wounds overall in the combat is the winner.
4. Loser Checks Morale. The loser has to pass a Morale check or fall back. If the loser passes the test go to step 6.
5. Breaking-off and Consolidation. Units falling back from close combat must test to see if they successfully break off, if they fail they are destroyed. The winners may then consolidate, to either engage a new foe or reorder their ranks.
6. Pile In. If units are still locked in close combat, then any models not in base-to-base contact are moved 6" towards the enemy to continue the fight next turn.
7. Repeat until all combats have been resolved.

DECLARE ASSAULTS

In his own Assault phase, a player can declare an assault with any of his units that he believes are within assault range of an enemy unit (avoiding obstructions such as impassable terrain, friendly units and other enemy units they do not wish to contact). Assault range is 6" unless specified otherwise. A unit assaults at the speed of the slowest model.

Units that are already in close combat, that are falling back (see page 48) or that are Pinned (see page 32) may not assault.

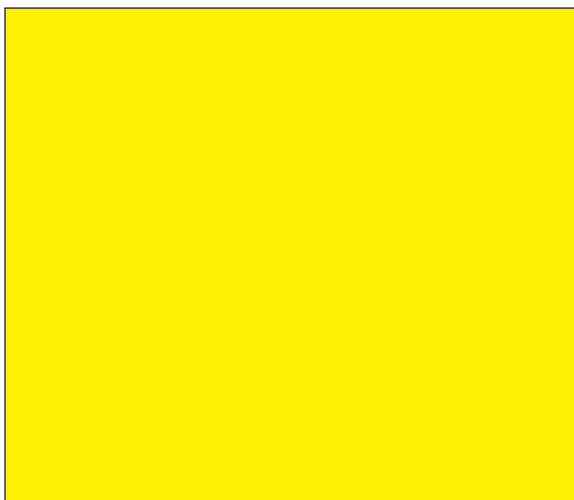
Shooting and Assaulting

A unit that fired in the Shooting phase of the current turn may only declare an assault against the unit it shot at.

An infantry unit that chose to run or that shot with rapid fire weapons or heavy weapons in that turn's Shooting phase may not assault at all.

Assaulting multiple enemy units

A unit may assault multiple enemy units, but only if the assaulting unit can reach them all without losing unit coherency. Select one unit as the primary target and move to engage that one first as detailed opposite. If the unit fired in the Shooting phase it must start its assault by engaging the unit it shot at.



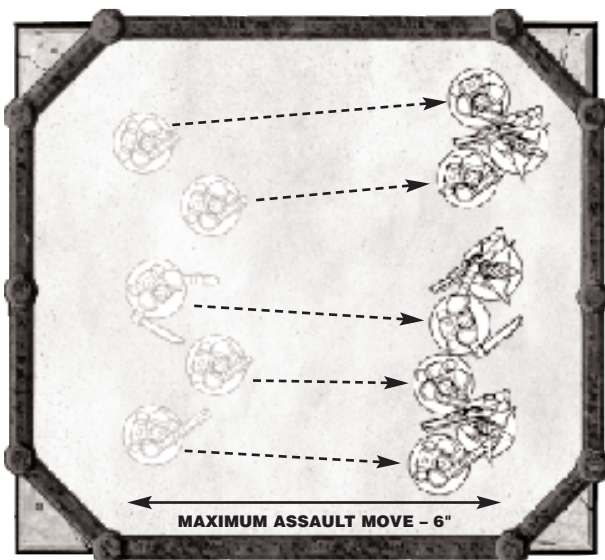
MOVE ASSAULTING UNITS

Assaulting units must now move into close combat with the unit (or units) they have declared assaults against. Assaulting units must attempt to engage as many opposing models as possible with as many of their models that can reach the fight – no holding back!

All the models in an assaulting unit make their Assault move subject to the same rules as in the Movement phase, but may be moved within 1" of enemy models they are assaulting. In particular this means that assaulting models may not move through friendly or enemy models, may not pass through gaps narrower than their base diameter, and may not move to within 1" of enemy models from any unit they are not assaulting.

Models assaulting into, out of or through difficult or dangerous terrain will be affected in the same way as models moving through it in the Movement phase and may cause them to fail to reach their intended target. It is worth pointing out that if a model stopped 1" away from the enemy in the Movement or Shooting phase, it will be able to Assault such model even if the unit rolls a double 1 on its difficult terrain test.

A player must move all the models in each assaulting unit before moving on to the next unit. The assaulting player decides the sequence in which his units will move.



Moving Assaulting models

Start each assault by moving a single model from the assaulting unit. The model selected must be the one that can reach the enemy by using the least amount of its available movement (going around impassable terrain, friendly models and enemy models in units that it is not assaulting).

Move the model into contact with the nearest enemy model in the unit being assaulted, using the shortest possible route (remember to roll for difficult terrain if necessary). If this model is found not to be within the Assault move distance to the enemy, that assault does not happen and no model is moved.

If the enemy is within range, then the assault move continues. After the first model in the unit has been moved, you can move the others in any sequence you desire.

There are some constraints on their movement though:

- The most important one is that each model must end its assault move in coherency with another model in its own unit that has already moved.
- If possible, the model must move by the shortest route available into contact with any enemy model within reach that is not already in base-to-base contact with an assaulting model.
- If there are no such models in reach, then the model must move by the shortest route available into contact with an enemy model that is already in base-to-base contact with one or more assaulting models.
- If a model cannot reach any enemy models, it must try to move within 2" of one of its unit's models that is already in base contact with an enemy.
- If this is impossible, then the assaulting model must simply maintain unit coherency.

If you follow this sequence you will end up with all the models in the assaulting unit in unit coherency, having engaged as many enemy models as possible with as many assaulting models as possible.

Once a model is in base-to-base contact, or within 2" of a model from its own unit in base-to-base contact, with an enemy model it is said to be **ENGAGED** (as in engaged in close combat). The unit that the models belong to is then said to be **LOCKED** (as in locked in close combat).

FIGHTING A CLOSE COMBAT

How good creatures are in close combat depends almost entirely on their physical characteristics, in other words how fast, strong, tough and ferocious they are. Armour remains useful for warding off blows and shots, but ranged weaponry becomes a secondary consideration – the best gun in the galaxy won't help if your opponent is bashing your brains out with a rock!

In close combat, both players' models fight. Attacks in close combat work like shots in shooting – each attack that hits has a chance to wound. The wounded model gets a chance to save, and if it fails is (generally) removed as a casualty. How many blows are struck and who strikes first is detailed below.

There may be several separate assaults being fought simultaneously in different parts of the battlefield. If this is the case, the player whose turn it is can choose what order to resolve the combats in, completing each combat before moving on to the next combat.

Who can fight?

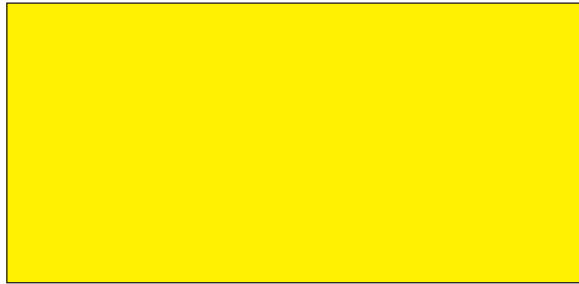
Close combat is a swirling mêlée of troops leaping, spinning, hacking and slashing at one another. As well as fighting hand-to-hand, warriors will be firing at point blank range at any target that presents itself. The following models in a locked unit are said to be engaged in combat and can fight at full effect:

- Models in base-to-base contact with an enemy model.
- Models within 2" of a friendly model of the same unit, which itself is in base-to-base contact with an enemy model.

These are the members of the unit that can attack the enemy. This is worked out at the start of the fight, and the models that are engaged at the start of the fight will attack, even if when it is their turn to attack, they are no longer in base contact with an enemy or within 2" of a model in their unit in base-to-base contact with an enemy. This represents the dynamic nature of combat, where warriors move about looking for enemies to engage. If it is proving difficult to remember which models were engaged at the start of the fight, it is a good idea to lie down models that are killed during a fight and then remove all the casualties after all engaged models have attacked.

All engaged models fight with their full number of attacks and count the benefits of any special close combat attack forms they have. The remaining models in their units are locked, which means they cannot attack, but they can be hit by the enemy and are subject to the outcome of a close combat. They may pile in later to help their comrades.





Who strikes first?

It's all in the reflexes when it comes to close combat – slow, lumbering opponents can be quickly dispatched by a faster and more agile foe. Unfortunately, many cumbersome opponents, such as Orks, are tough enough to be able to withstand a vicious pummelling and still come back for more.

In close combat, a model's Initiative characteristic determines who fights first. Work your way down the Initiative scores in the combat, starting with the highest and going down to the lowest. Models make their attacks when their Initiative "step" is reached, assuming they haven't already been killed by a model with a higher Initiative. If both sides have models with the same Initiative, their attacks are made simultaneously.

For example, a squad of Space Marines (Initiative 4) including a Veteran Sergeant with power fist (Initiative 1) is assaulted by a brood of Genestealers (Initiative 6) and a Carnifex (Initiative 2). The Genestealers strike first at Initiative 6, followed by the Space Marines at 4, then the Carnifex at 2 and the sergeant striking last at Initiative 1.

Assaulting through cover

Troops who are assaulting enemies through cover are at a massive disadvantage. They are subject to deadly salvos of close range fire as they slowly struggle to get to grips with their foe and can be suddenly ambushed by enemies that are ready for them.

To represent the disadvantage of assaulting an enemy whilst moving into, out of or through cover, if an assaulting unit had to take a Difficult or Dangerous Terrain test during their Assault move, all of its models have their Initiative lowered to 1 for that turn's close combat. Remember that assaulting models must move as directly as possible towards their targets – no going around obstacles to avoid the Difficult Terrain test!

If the enemy unit was already locked in combat from a previous turn, or it was Pinned, this penalty does not apply, as the warriors were not set to receive the charge, and the unit assaulting through cover fights at its normal Initiative.

GRENADES

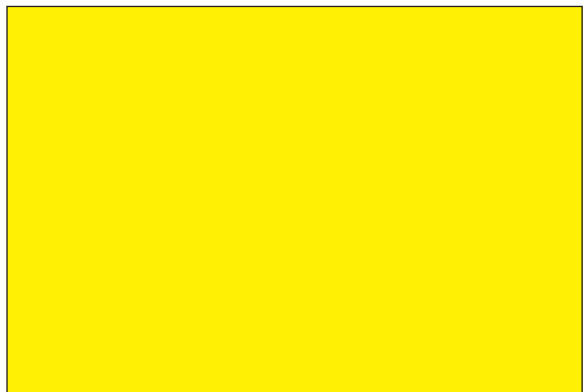
Grenades in Warhammer 40,000 are generally used as part of an assault. A well-placed barrage of grenades can help immeasurably in the vital last few seconds it takes to overrun an enemy and come to grips. What follows are some of the most common types of grenades used in assault. Any actual damage done by the grenade is assumed to be taken into account in the unit's attacks in close combat, but the unit using them gains the added benefit shown.

Assault Grenades (e. g. frag grenades, plasma grenades, etc.)

Assault grenades, like the ubiquitous fragmentation grenades or the more subtle Eldar plasma grenades can be thrown at opponents in cover to force them to keep their heads down during an assault. The lethal storm of shrapnel (or the delayed plasma blast) from these grenades will drive opponents further under cover for a few precious moments, allowing the attackers more time to close in. If the majority of the models in an assaulting unit have assault grenades, the effects of cover on close combat are negated, so the attackers use their normal Initiative.

Defensive Grenades (e. g. photon grenades, etc.)

The Tau employ photon grenades, a defensive grenade which blinds and disorients their attackers with multi-spectral light and a sonic burst. Models assaulting against units equipped with defense grenades gain no Assault Bonus extra attacks (see below) when assaulting, but can still employ any special close combat attacks they gain when



When it is their Initiative “step”, all of the engaged models with that Initiative value must Attack. They will do so even if they are no longer engaged due to casualty removal – all that matters is that they were engaged at the start of that turn’s combat.

+1 Assault Bonus: Engaged models who assaulted that turn get +1 Attack on their normal profile for that turn only

Example 1: A unit of five Space Marines with bolters would roll five D6 for their attacks in close combat. If they were assaulting they would roll ten D6

Example 2: A unit of six Hormagaunts with scything talons (two close combat weapons) would roll twelve D6 for their attacks (1 attack +1 for two weapons). If they were assaulting they would roll eighteen D6 (1 Attack +1 each for assaulting +1 for two weapons = 3 each).

To determine whether hits are scored roll a D6 for each Attack a model gets to make. The dice roll needed to score a hit on your enemy depends on the relative Weapon Skills of the attackers and their targets. Compare the WS of the attacking model with the WS of their target model and consult the To Hit chart to find the minimum score needed on a D6 to hit. Attacks should be rolled together where the same To Hit roll is needed, as this saves time and speeds up the game. In the example above, the Space Marine player would therefore roll all of his ten attacks together.

A few units in Warhammer 40,000 contain models with different Weapon Skill values. Attacks against such units are resolved using the Weapon Skill of the majority of the engaged models. If there is no majority Weapon Skill, use the lowest Weapon Skill of the models engaged.

When the models attack, they calculate their own To Hit values based on their individual Weapon Skill. So, when the Grots and Slaver mentioned above attack their enemies, the Grots' To Hit value will be based on a comparison of their WS2 against the enemy's WS.

and the Slaver on a comparison of his WS4 and the enemy's Ws.

[illegible]

Rolling to wound

Not all of the attacks that find a mark will harm the enemy. They may be parried at the last moment or merely inflict a graze or flesh wound. As with shooting, once you have scored a hit with an attack you must roll again to see if you score a wound and incapacitate your foe. Consult the chart below, cross-referencing the attacker's Strength characteristic (S) with the defender's Toughness (T). The chart indicates the minimum value on a D6 roll required to inflict a wound. In almost all cases, when rolling to wound in close combat, use the Strength on the attacker's profile regardless of what weapon they are using. Some close combat weapons may give the attacker a Strength bonus – this is explained in Special Close Combat Attacks.

In a unit containing models with different Strength values, roll their attacks separately (they'll quite often have different Initiative characteristics too).

For example, in a unit containing Grots and an Ork Slaver, the Grots' attacks are made with their puny Strength of 2, but the Slaver's attacks use his more normal Strength of 3.

Note that N on the chart means the hit has no effect. A target with the Toughness indicated cannot be harmed by a hit of such puny strength.

[illegible]

MULTIPLE TOUGHNESS

Quite rarely, a unit will contain models that have different Toughness characteristics.

To keep things simple, roll to wound using the Toughness characteristic that is in the majority in the target unit. If no majority exists, use the lowest in the unit.

Allocating wounds

We assume that each warrior is contributing his shots and blows to the swirling combat going on. After determining the number of wounds inflicted against a unit at a particular Initiative "step", these wounds are allocated against the target unit by the controlling player, exactly like the fire of a single enemy unit during the shooting phase (as described in 'allocating wounds' on page XX).

This means that all of the models in the target unit can be hit, including those that are not engaged! This represents the fact that they are rushing forward to replace their comrades that fall under the blows of the enemy. Indeed it is a good tactic to allocate wounds on models that are not engaged, as it will often allow your engaged models to survive long enough to attack! Remember to use different coloured dice or otherwise mark out the wounds that have different special rules attached to them (like those of very high Strength or those that ignore armour saves), as you would do in the Shooting phase.

Taking saves

Models struck and wounded in close combat can attempt Armour Saves to avoid becoming casualties. Models usually get to save regardless of the attacker's Strength, but some especially monstrous creatures and powerful close combat weapons will punch straight through armour.

Cover does not provide protection in close combat as it does against shooting. This means that models do not get Cover Saves against any attacks made in the Close Combat phase.

Remember that models are allowed to make Invulnerable Saving throws even if Armour Saving throws would not normally be allowed. If the rules for a weapon or attack states that no Armour Save is allowed then only an Invulnerable Save may be made. Some especially exotic attacks may even ignore Invulnerable Saves (but not necessarily Armour Saves), and where this is the case it is noted in the appropriate Codex book.

Removing casualties

All the rules for removing shooting casualties apply in close combat.

If a model becomes a casualty before it has an opportunity to attack, then it may not strike back. When striking blows simultaneously, you may find it more convenient to resolve one side's attacks and simply lay wounded models on their side to remind you that they have yet to attack back.

REMOVING CASUALTIES

DETERMINE ASSAULT RESULTS

Assaults are usually decisive, one side or the other quickly gaining the upper hand and forcing back their foe. Numbers and leadership can keep a side in the fight, but the casualties each side inflicts are usually the most telling factor. To decide who has won the combat, total up the number of wounds inflicted by each side. The side that causes the most is the winner, the other side is the loser and may be forced back if they fail a Morale check. Note that wounds which have been negated by Armour Saves do not count, nor do wounds in excess of a model's Wounds characteristic, only the wounds actually suffered by enemy models (including all of the Wounds lost by models that have suffered instant death).

If both sides score the same number of wounds, the combat is drawn and continues next turn.

Of course, if one side destroys the enemy it wins automatically, even if it sustained more casualties than the opposition!

LOSER CHECKS MORALE

Units that lose a close combat must take a Morale check to hold their ground. If they pass, the unit holds its ground and fights on – basically the combat is drawn and no further account is made of the unit's defeat (apart from some good-natured taunting by the winner!). If they fail, they must abandon the fight and perform a Fall Back move. Morale checks and the Fall Back rules are fully covered in the Morale section (see page XX).

SWEEPING ADVANCES

When a unit falls back from combat, the victors make a Sweeping Advance, attempting to cut down the retreating enemies.

If the victor has models still engaged in combat with other units that are not falling back, the victors do not get a chance to execute a sweeping advance and the retreating enemy falls back safely.

The falling back unit and the winning unit compare their Initiative characteristic + the roll of a D6. For Initiative values, always count the Initiative characteristic from the creature's profile without any modifiers. In a unit with mixed Initiative characteristics, count the majority value, or the lowest if there is no majority. Some troops, as detailed in their entries, are not allowed to sweeping advance – in such cases the enemy always manage to disengage safely.

- If the winner's total is equal or greater they catch the fleeing enemy with a sweeping advance. The falling back unit is destroyed. We assume that the already demoralised foe is comprehensively scattered, ripped apart and sent packing, its members left either dead, wounded, and captured, or at best fleeing and hiding. The destroyed unit(s) is removed immediately. Unless differently specified, no Save or other special rule that normally reduces the damage suffered can save the unit at this stage; for them the battle is over and they can take no further useful part in the fighting.
- If the falling back unit's total is higher, they break off from the combat successfully. Make a Fall Back move for the losing unit. The winners can now consolidate as detailed below.

CONSOLIDATION

If all of the units engaged in close combat with the victors of a close combat fall back or are destroyed, so that the victors are no longer locked in combat with any enemy, the victorious units may Consolidate. This means that they may move

up to D6" in any direction, as the sudden victory may leave the warriors flat-footed and dumbfounded or raring to storm onward according to the vagaries of fate.

Units making a Consolidate move are not slowed by difficult terrain and do not trigger Dangerous Terrain tests.

The Consolidation move may be used to contact enemy models and engage them in combat, but only if the enemy units are not already locked in close combat. If the enemy is already locked in combat, the consolidating unit cannot enter the existing fight, confused by the swirling melee of friends and foes.

When a unit consolidates into a fresh enemy, it must try and engage the enemies in the same way described for an assaulting unit. The ensuing combat will then be resolved in the following turn, and treated exactly like a combat that is continuing after a draw (this means that the consolidating unit does not get an Assault Bonus, for example).

Note: Sometimes a losing unit will only fall back a short distance from a combat and it is perfectly possible for a consolidating unit to move straight back into contact with such slow-footed foes (or indeed with another falling back enemy). The falling back unit will react to this in the same way as to a normal assault – see 'Assaulted While Falling Back' in the Morale section (see page XX).

'PILE IN' MOVES

After the combat has been resolved, including sweeping advances, fall backs and consolidations, models in units that are locked, but which are not themselves engaged in combat, **MUST** move up to 6" in an attempt to contact enemy that were in the same combat. This follows the same rules as moving assaulting models, but is not slowed by difficult terrain and does not trigger Dangerous Terrain tests.

When making Pile In moves, the player whose turn it currently is moves first. A Pile In move may not be used to contact enemy units that are not currently involved in the assault. Once a unit is locked in combat it may only make Pile In moves and may not move in the Movement phase.

If, for some reason (mass carnage usually), the Pile In moves of the combatants are insufficient to allow them to get any models engaged, the assault comes to an end. Both sides may make Consolidation moves instead.

SHOOTING INTO & OUT OF CLOSE COMBAT

Models belonging to units locked in combat may not fire weapons in the Shooting phase. Their attention is completely taken by the swirling mêlée. Likewise, while especially twisted and soulless commanders may wish their warriors to fire indiscriminately into the middle of close combats in the hopes of hitting the enemy, this is not permitted. The events in a close combat move too quickly and the warriors themselves will be understandably hesitant about firing on their comrades (they may end up in the same straits soon enough after all).

Locked models may not normally become casualties due to shooting. While Blast markers and templates may not be placed such that they cover any models locked in combat, they may end up there after scattering and will then affect friend and foe. Units that are locked in close combat do not have to take Morale and Pinning tests caused by shooting; they are considered to be much too focused on fighting to be worried about being shot at!

MULTIPLE COMBATS

Attacking

When a unit is engaged with more than one enemy unit, all such units are said to be involved in a multiple combat. In a multiple fight:

- Models that at the beginning of the fight were engaged with a single enemy unit must attack that unit.
- Models that at the beginning of the fight were engaged with more than one enemy unit may split their attacks freely between those enemy units. Declare how they are splitting their attacks before rolling to hit.

Assault results

When determining assault results in a multiple combat, total up the number of wounds inflicted by each side to determine which side is the winner. All the units on the losing side have to check their Morale. Each winning unit that can sweeping advance makes a single roll and compares its total to the total of each of the enemy units it was engaged with; any it equals or beats are destroyed. Remember that winning units can only sweeping advance and consolidate if all of the units they were locked with have fallen back or were destroyed. At the end of the Assault Phase, all units that were involved in a multiple combat must make Pile-in moves towards enemies that were originally in the same combat.

MULTIPLE COMBATS

SPECIAL CLOSE COMBAT WEAPONS

Even though high-powered lasers and plasma weapons scour the battlefields of the 41st millennium, close combat remains commonplace – sieges, city fighting, boarding actions and tunnel warfare are noted more for the ferocity of the fighting than any strategic nuances. Seasoned warriors will often bear a deadly array of clubs, knives and frag grenades for close-quarter fighting. Assault troops will be even more ably equipped, taking pistols, swords and deadly power weapons into battle with them.

Some common close combat weapons are listed in the chart opposite.

SPECIAL CLOSE COMBAT WEAPONS

Close combat weapons (swords, axes, pistols etc)

There is a bewildering array of close combat weapons, all of which confer no particular bonus to the combatants. However, if the model is equipped with two or more close combat weapons (this will be specified in the model's wargear description) it gains one additional close combat attack.

Remember that in close combat pistols count as simple close combat weapons, so the Strength and AP of the pistol itself are ignored.

Power weapons

A power weapon (typically a sword or axe, but sometimes a glaive, halberd, mace, etc.) is sheathed in the lethal haze of a disruptive energy field, eating through armour, flesh and bone with ease. Power weapons cancel the Armour Save of models wounded by them. Some very rare power weapons may even give a Strength bonus or have other additional special rules, as detailed in the appropriate army Codex.

Lightning claws

Lightning claws consist of a number of blades, each a mini-power weapon, extending from a housing on the back of the hand, and are commonly used as matched pairs. A lightning claw is a power weapon and it allows the wielder to re-roll any failed To Wound roll. However, other close combat weapons cannot be used together with a lightning claw and therefore only a second lightning claw can provide an additional close combat weapon attack bonus for a model equipped with one.

Power fists

A power fist (sometimes also referred to as "power claw") is a powered, armoured gauntlet surrounded by a disruptive energy field. It counts as a power weapon and it doubles the user's Strength (up to a maximum of 10).

A power fist is slow and cumbersome to use, so strikes with a power fist are always delivered at Initiative 1 (ignore any bonuses from special rules, other wargear, etc.).

In addition, other close combat weapons cannot be used together with a power fist and therefore only a second power fist (or equivalent, like a thunder hammer) can provide an additional close combat weapon attack bonus for a model equipped with one.

Thunder hammers

Thunder hammers release a tremendous blast of energy when they strike. A thunder hammer counts as a power fist, with the addition that any model that suffers an unsaved wound from it, but is not killed, is knocked reeling and will attack with an Initiative of 1 in the next Assault phase. Vehicles hit by a thunder hammer automatically suffer a 'Crew Shaken' result, after which rolls for armour penetration are made as normal (see page XX).

Witchblades

These psychically attuned weapons are often carried by Eldar psykers. They inflict wounds on a roll of 2+, regardless of the target's Toughness, though Armour Saves are taken as normal. Against vehicles, the wielder of a witchblade counts his Strength as 9.

Rending weapons

A well-placed blow from a rending weapon can rip apart any armour. This works exactly the same as for Rending ranged weapons (see page XX).

Poisoned weapons

Poisoned weapons range from blades daubed in venom to hypodermic claws.

They do not rely on a comparison of Strength and Toughness to wound – they always wound on a fixed number, normally a 4+. Some venoms are so lethal that the merest drop can kill – these may wound on a 3+, or even 2+ (as described in the appropriate Codex). However, if the Strength of the model wielding the poisoned weapon is equal or higher than the opponent's Toughness, the attacker uses the normal Wound chart, but can re-roll failed rolls to wound!

More than one special combat weapon

A model might be equipped with more than one type of special close combat weapon, like a power fist and a power weapon, for example. When it is their turn to attack, such models can choose which special weapon to use that turn, counting the other as a normal close combat weapon instead. For example, in the case of the example above, the player can decide that the model either strikes at normal Initiative and Strength with the power weapon, using the power fist as an additional close combat weapon (+1 Attack), or strike with the power fist at double Strength, but at Initiative 1 and with no extra Attacks because of the power fist's special rules.

MORALE

It's a fortunate commander who can rely on his troops always performing fearlessly. In the chaos and confusion of battle, troops can easily become demoralised, disorientated or simply terrified by the violence unleashed against them.

To represent this element of the unknown, your units of troops have to check to see if their morale holds under certain circumstances. As you will have already gathered, certain events will require that your troops take a Morale check, and a unit in particularly dire straits may be forced to take several Morale checks in a single turn.

Note that Leadership tests are used for other functions in Warhammer 40,000, such as using Psychic powers. Morale checks are a very specific kind of Leadership test.

MORALE CHECKS

Morale represents the grit, determination, élan or (sometimes) plain stupidity of warriors in action. Like all other Leadership-based tests, Morale checks are taken by rolling 2D6 and comparing the total score to the unit's Leadership value. If the score is equal to or under the unit's Leadership value, the test is passed and the unit does not suffer any ill effects – their nerve has held. However, if the score rolled is higher, then the test is failed and the unit will immediately fall back, as described below.

Some units have special rules pertaining to Morale checks that are detailed in the appropriate Codex. For example, some particularly fanatical units may be immune to the effects of morale. Some units automatically pass Morale checks, while others automatically pass all Leadership tests. This is a subtle, but important difference, eg, units that automatically pass Morale checks will still have to test for Pinning.

Morale check modifiers

Certain circumstances can make Morale checks harder for a unit to pass. This is represented by applying Leadership modifiers to Morale checks, which can reduce the unit's Leadership value by -1, -2 or sometimes even more, as described later in the different types of Morale checks.

Below half strength

The most common of these modifiers represents the fact that a unit that has already suffered heavy casualties will be more inclined to give way than a unit that is at full strength. Consequently, in all Morale checks listed below, the unit's Leadership is modified by -1 if the unit is below half strength (i.e. the unit has fewer than half the number of models remaining than it had it when the battle started).

Insane Heroism!

Occasionally, warriors will refuse to retreat even when faced with impossible odds or particularly harrowing experiences. Sometimes you can push someone just too far!

A score of double one on the 2D6 always indicates a unit has passed its Morale check, regardless of modifiers.

Taking morale checks

Units normally have to take a Morale check in the following situations:

A) Casualties

A unit losing 25% or more of its models during a single phase of the turn must pass a Morale check at the end of that phase, with the appropriate modifiers, or else it will fall back.

A unit that is already falling back or is locked in close combat does not have to take this test.

Example: A unit of five troops suffers two casualties from enemy shooting, so it takes a Morale check, which it promptly passes. Next turn, the unit, now three strong, suffers another casualty, so it takes another Morale check, this time at -1 Leadership for being below 50% of starting strength.

B) Tank Shock

Units that are overrun by an enemy tank may wisely decide it's time to abandon their position and fall back. If a tank reaches an enemy unit's position then the unit must take a Morale check, with the appropriate modifier, to see whether or not it falls back. For a fuller explanation of how Tank Shock works, see the Vehicle rules on page XX.

C) Friends Falling Back

Little is more unnerving than seeing one's comrades retreating. If a falling back unit moves through friendly squads, first resolve their fall back move and then take a Morale test for every friendly unit they moved through. If they pass, they continue to fight on. If they fail, they are infected by the panic of their comrades and begin to fall back. A unit that is already falling back or is locked in close combat does not have to take this test.

D) Losing an Assault

Units that lose a close combat (ie, they suffer more wounds than they inflict) must pass a Morale check at the end of the Assault phase, with the appropriate modifiers to hold their ground. If they fail, they must fall back.

On top of the normal -1 for being below half strength, units taking this type of Morale Check have their Leadership modified by an extra -1 Ld for each Wound their side has lost the combat by.

Example: An Imperial Guard squad has lost an assault. They would normally require a 7 or less to pass the Leadership test, but since they are below half strength (-1) and have lost the fight by a difference of 2 Wounds (-2), they now require a 4 or less in order to hold their ground.

NO RETREAT!

It's not uncommon for units to be immune to Morale checks for losing a close combat, or to automatically pass them for some reason. They may be Fearless, subject to a vow, a walker (which is a type of vehicle, see page xx), or be affected by some other special rule. When such units lose a close combat, they are in danger of being dragged down or overrun despite their determination to hang on.

These units do not take a Morale test and will not fall back. Instead, each of these units suffer a number of wounds (allocated as normal) based on how heavily their side is outnumbered by the opposition, as shown below:

1 Wound if the losing side is outnumbered by its opponents.

2 Wounds if the losing side is outnumbered 2:1 or more.

3 Wounds if the losing side is outnumbered 3:1 or more.

And so on, suffering for example 10 Wounds if outnumbered 10:1 or more.

Armour and Invulnerable saving throws can be taken against these wounds as normal. Walkers suffer glancing hits instead of wounds.

To determine if a side is outnumbered, simply count the number of models left locked in the fight on either side (just after calculating which side has won the fight, but before taking any Morale tests), keeping in mind the following exceptions:

- Each Walker and Monstrous Creature counts as 10 models.
- Other models with more than one Wound on their profile count as a number of models equal to the Wounds value shown on their profile.

For example, after all blows are struck, a Fearless unit of three models has lost the fight against a unit that is fourteen models strong. The Fearless unit does not have to take a Morale test, but it immediately suffers four wounds, as it is outnumbered more than four to one (just short of five to one!).

FALL BACK!

A fall back is a fighting withdrawal, not an out-and-out rout. Sometimes a fighting retreat in the face of overwhelming odds is the only option left. A withdrawal can give troops the chance to retire to a stronger position, to regroup and mount a fresh attack, or hold back the approaching enemy.

Units make a Fall Back move immediately upon failing a Morale test, and then instead of moving in each subsequent Movement phase until the unit regroups, is destroyed or leaves the table.

Normally, units fall back 2D6". Each model in the unit falls back directly towards their own table edge (i.e. the one the player is standing or sitting behind). If playing a mission where there is no clear 'own' table edge, models fall back towards the closest table edge instead.

Falling back through difficult terrain

Fall Back moves are not slowed by difficult terrain, but tests for dangerous terrain are taken as normal.

Falling back through friends

Falling back models may move through friendly models, madly scampering over their comrades. If their move would end on top of friendly models, continue to move them until they are clear, placing them in base contact with the friendly model they would have been on top of.

FALLING BACK

Falling back through enemies or impassable terrain

If a model's Fall Back move takes it into contact with impassable terrain, the table edge or any enemy model, the falling back model is removed (when a unit is falling back from a lost combat, enemies that were locked in that fight are ignored and can be moved through). As this is worked out model by model, sometimes it may cause some of the models in a falling back unit to be destroyed, while others continue to run, as shown in the diagram. This does not necessarily represent that the models removed are being killed, but it may just mean that their nerve breaks completely and they throw their weapon down and surrender or disperse and run for the hills.

Firing while falling back

Troops who are falling back may not Go to ground and automatically pass Pinning tests.

Troops who are falling back may continue to shoot, but are obviously moving. They may of course choose to run instead of firing, but if they do so it must be towards the closest tabled edge, subject to all the rules for Fall Back moves.

FALLING BACK

INTO ENEMY

Assaults while falling back

A falling back unit may not launch assaults.

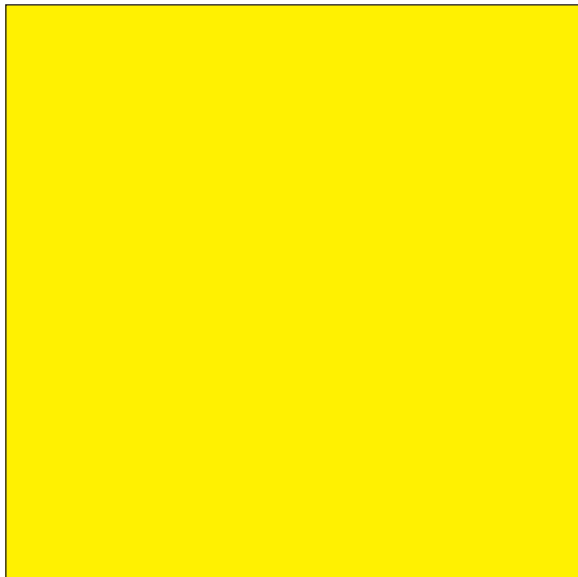
A unit that is assaulted, or consolidated into, whilst falling back must immediately execute another fall back move in an attempt to avoid contact, before any assaulting or consolidating models are moved.

If the unit moves far enough for the enemy not to be able to reach it, it is safe. If the unit fails to move out of reach, it is scattered and destroyed.

In either case, assaulting models are not moved at all (and may not launch another assault that turn), while consolidating models must finish their consolidation towards the final position of the falling back unit.

Morale while falling back

Troops who are falling back automatically pass Morale checks, except those to regroup (see below).



REGROUPING

Just because a unit falls back doesn't mean it is out of the fight. Courageous officers will try to inspire their troops to rally. Warriors might regain their composure or their will to fight, perhaps out of a sense of honour, duty or sheer bloody-mindedness.

A unit falling back can attempt to regroup by taking a Regroup test in the Movement phase just before it is its turn to move.

This is a special type of Morale test, which falling back units can attempt only if:

1. The unit is not below half strength.
2. There are no enemies within 6".

When testing for regrouping, the Leadership of the falling back unit is modified by the following factors:

+1 If no enemy units are visible.

+1 If the majority of the falling back unit is inside area terrain.

If the unit successfully passes its Leadership test, it stops falling back and regroups. The unit can immediately move up to 3" (this move is unaffected by difficult terrain, but dangerous terrain test are taken as normal), trying to regain unit coherency if possible.

Once a unit has regrouped, it cannot otherwise move during that Movement phase, but otherwise it behaves as normal. For example, it can shoot (though it always counts as moving on the turn it regroups) or run, and it can even launch an assault if it gets the chance.

If the unit fails its Leadership test, (or cannot regroup because of the restrictions given above), then it must immediately continue to fall back.

CHARACTERS

Veteran warriors, brilliant officers, possessed prophets and ferocious war-leaders can inspire the troops to great feats of heroism (or fiendish bravery as the case may be) and are often quicker, stronger and more powerful in combat. In Warhammer 40,000 these kinds of powerful individuals are called Characters.

CHARACTER TYPES

There are two kinds of characters:

- Independent characters are represented by individual models, which fight as units in their own right. One of the most useful abilities of independent characters is to join other units in battle, so that they can move in to bolster the battle line where the fighting is fiercest. If a model is an independent character, it will have its own entry in the appropriate Codex, and its rules

will also clearly state that the model is an independent character. Various Codexes may include other models that only ever fight as units of one model, but these are not independent characters.

- Upgrade characters are fielded as part of units from the start of the game, representing a squad leader or unit champion. They do not have an entry of their own and are effectively just another trooper in their unit, with enhanced characteristics and/or a wider selection of weapons and wargear choices.

CHARACTERS AS LEADERS

One advantage of a character (of both types) being part of a unit is that any Leadership taken by the unit as a whole are taking using the character's Leadership value, if it is superior to the unit's.

INDEPENDENT CHARACTERS

The Movement phase

Independent characters follow the Movement rules for models of their type, be it infantry, jump infantry or beasts/cavalry. In addition, independent characters can move through difficult terrain more quickly and safely than ordinary troops. All independent characters have the Move Through Cover and Skilled Rider special rules (see pages 75). This advantage does not extend to vehicles they may be travelling in.

Of course independent characters never need to take Last Man Standing tests, as they are used to fighting heroically on their own.

INDEPENDENT CHARACTERS JOINING & LEAVING UNITS

Independent characters are allowed to move freely around the battlefield, but they can also temporarily join other units.

They cannot, however, join vehicle squadrons (see the vehicles section) and units that always consist of a single model (like most vehicles and monstrous creatures), except that they can join other independent characters to form a powerful multi-character unit!

- In order to join a unit, an independent character simply has to either start the game or move to within the 2" coherency distance of a friendly unit during his Movement phase. If the character moves to within 2" of more than one unit, the player must declare which unit it is joining. If a character does not intend to join a unit, it must remain more than 2" away from it at the end of the Movement phase, this is to make clear to the opponent if the character has joined the unit or not. Note that after a character joins a unit, that unit may no longer move (otherwise the character would get to move twice).

- While an independent character is part of a unit, he must obey the usual Coherency rules. The combined unit moves and assaults at the speed of the slowest model while they stay together.

- An independent character can leave a unit during the Movement phase by moving out of coherency distance with it.

- An independent character may not join or leave a unit during the Shooting and Assault phases – once shots are fired or assaults are launched it is too late to join in or duck out!

- An independent character may not join or leave a unit while it is falling back – he must wait until the unit has regrouped.

Special Rules

When an independent character joins a unit, it might have different special rules from those of the unit. Unless specified in the rule itself (like in the Stubborn special rule), the unit's special rules are not conferred upon the independent character, and the independent character's special rules are not conferred upon the unit. In some cases though, the independent character or the unit may lose their special rules as a result of the independent character joining the

unit. For example, if an independent character that does not have the Infiltrate special rule joins a unit of Infiltrators during deployment, the unit loses the Infiltrate rule. Such exceptions are addressed case by case in the Universal Special Rules section.

Retinues

Some independent characters are able to lead a special unit into battle called a 'retinue', 'bodyguard' or similar. Where this is the case it is specified in their Codex book entry.

If an independent character is fielded with such a unit, he may not leave them while they remain alive. Should the unit be destroyed, the independent character may once again move normally between units.



The Shooting phase

Shooting At Independent characters

In the heat of battle it is often hard to distinguish individuals, and even harder to pick them out as specific targets. Independent characters that have joined a unit are considered part of that unit and so may not be picked out as targets. If the unit they have joined is hit, the controlling player can choose to allocate hits against the characters just as with the other members of the unit. This is a risky tactic, because although independent characters are often better protected than normal troopers, they are also worth a lot more to the player.

Independent characters that have not joined a unit can be targeted as normal, being separate units. Independent characters that are Monstrous Creatures can always be picked out as separate targets, unless they've joined a unit of monstrous creatures or a unit with special rules that offer them protection.

Independent characters Shooting

All independent characters shoot just like ordinary troopers, although in many cases they will have better Ballistic Skills or exotic weaponry that sets them apart. If they have joined a unit, either roll for them separately or use different coloured dice to differentiate their shooting (note that they must still fire at the same target as the unit they have joined).

The Assault phase

An independent character on his own can assault into close combat if within range of the enemy in the Assault phase, as normal.

If a unit including an independent character assaults into close combat, the independent character assaults too as it is part of the unit. When the attacks are resolved, however, independent characters are always treated as a separate single-model unit (as described in the Multiple Combats paragraphs on page XX), even if they are part of a unit. This is to make them stand out in the fight, as it befit such heroic individuals, and it means that they have to be in base contact with the enemy to be able to attack and that they can be targeted separately by models that are engaged with them! Once all attacks have been resolved, these independent characters are once again treated as normal members of the unit they have joined (from Morale tests onwards).

CHARACTERS IN COMBAT

SPECIAL CHARACTERS

In the Codex books, you'll find characters you can field as part of your army. As with squads of troops you can choose for your army, the character's profile tells you how tough he is and what weapons and armour he can have. It is left to you to name your heroes, and follow their illustrious careers across bloody battlefields.

Nonetheless, the 41st millennium is filled with famous characters renowned as legendary heroes or infamous villains – these unique individuals, which stand out from normal characters because they have a personal name and not just a title, are called 'special characters'. Special characters are highly skilled and dangerous heroes who have incredible traits or skills that make them particularly valuable to an army.

For example, Commissar Yarrick is without doubt the most respected Imperial Guard Commissar of the 41st millennium, his inspiring presence securing the world of Armageddon against two massive Ork invasions within the space of fifty years. An army led by him can expect great benefits in terms of morale and leadership. On the other hand, Khârn the Betrayer, an Exalted Champion of the Dark Gods, is a mad butcher and slaughterer of men with no thought for anything other than personal combat (at which, it must be granted, he excels).

Unique

The one thing all special characters have in common is that they are unique, so the player may not include multiples of them in an army (no armies can include three Marneus Calgar, for example!).

PSYKERS AND PSYCHIC POWERS

Some individuals are known as Psykers, characters capable of tapping the power of the Warp and manipulating its energies in terrifying ways. Some can send bolts of lightning arcing from their fingertips while others can hurl aside tanks with the powers of their mind, or rip their foes asunder with but a glance. However, in order to wield such power they risk eternal damnation, for the Warp is a nightmare realm inhabited by all manner of fell entities and daemons that can ravage the mind and body of the incautious Psyker.

Some army lists include characters who are Psykers, and who are allowed to use psychic powers. Psychic powers vary from race to race, so the effect of each power and when it may be used is included in their special rules. The rules below tell you how the Psyker can use his powers, and what can happen to him if things go wrong.

It requires intense concentration and inner calm for a Psyker to use his power, which is not always easy to attain in the midst of a firefight! In order to use one of his powers the Psyker must make a Psychic test, which is a Leadership test taken on the psyker model's very own Leadership (he cannot use that of a character in the unit, for example...).

If he fails, then his concentration has been broken and he cannot use the power that turn. A pass means the power may be used as described in the special rules for the Psyker in his Codex.

Unless specified otherwise in its special rules, a model may use a single psychic power per player turn.

Also, unless specified otherwise in the power's description, psychic abilities are subject to the usual Shooting rules, so the Psyker must be able to see the target, it cannot run and use a psychic power, all attacks must be directed against a single target unit, etc. This is because Psykers find it hard to pinpoint the mind of an opponent with any clarity in the heat of combat; generally they all blur and merge in a confusing swirl.

While most psychic powers are used instead of shooting, there are a number of other psychic powers that may take effect in other phases, as specified in their description.

Perils of the Warp

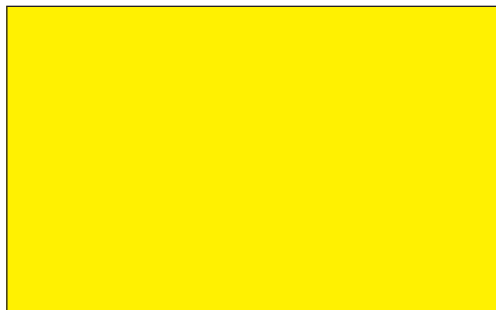
In order to use their psychic powers a Psyker must draw deeply upon the power of the Warp – a very risky and dangerous thing to do, for the Warp is inhabited by hostile entities that can attack an unwary Psyker during the few moments that he draws upon its power. To represent the dangers of the Warp, if a Psyker rolls a 2 or a 12 when taking the Leadership test to use a psychic power, he is attacked. The Psyker automatically suffers a wound with no armour or cover saves allowed – a Warp creature has attacked the Psyker's soul! So powerful is this Daemonic attack that successful Invulnerable saves against this wound must be re-rolled! Note that on a Leadership test roll of a 2 the psychic power still works, even though the Psyker has been wounded or killed.

FORCE WEAPONS

Force weapons are potent psychic weapons only used by trained Psykers. They have the same effects as power weapons, but also confer to the wielder one additional psychic power that can instantly extinguish the life force of any opponent.

Roll to hit and wound as normal, allowing any Invulnerable Saving throws the victim might have. The Psyker may then take a Psychic test to use the weapon's power against any one opponent that suffered an unsaved wound by the weapon in that player turn. The normal rules for using psychic powers apply, and remember that a Psyker may not normally take more than a single psychic test per turn.

If the test is passed, the enemy model suffers Instant Death, regardless of its Toughness value. This power has no effect against vehicles, models that are immune to Instant Death and any other model that does not have a Wounds value.



CITY RUINS

The extra height and multiple levels of city ruins may throw up a few rules questions during a Warhammer 40,000 battle, such as how unit coherency and blast marker weaponswork. These two pages clarify these issues.

The guidelines in this section are all based on the height and area of the plastic Warhammer 40,000 buildings. They will work just as well with buildings of your own creation, so long as their dimensions are roughly similar.

CITY RUIN MODELS

City ruins are area terrain.

It is therefore important to agree the area of a model counted as a city ruin – its 'footprint' – as there are some specific rules attached to area terrain and players need to know if their troops are inside or out. Remember, agreeing on the building's exact footprint before the game begins is always worthwhile.

City Ruins with bases

A City Ruin may be mounted on a base, decorated with rubble, collapsed walls and other debris, in which case the base defines the extent of the area terrain.

City Ruins without bases

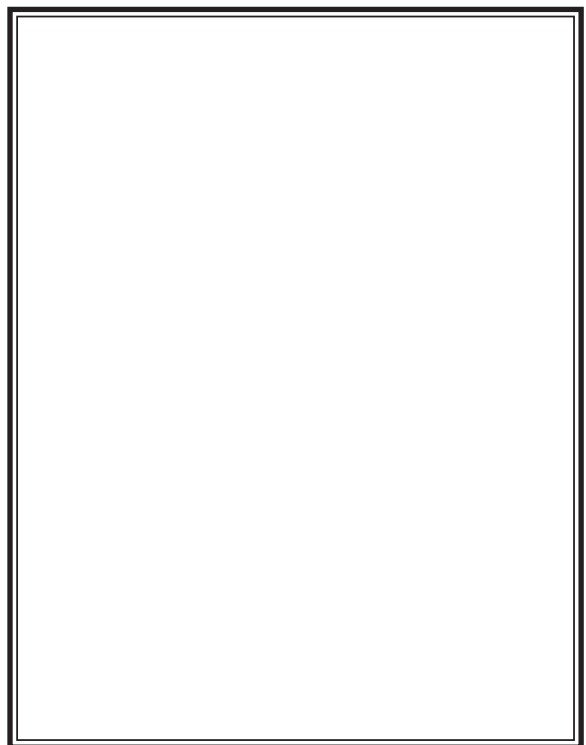
If the model has not been mounted on a base, units can freely move around it, but will have to take difficult terrain tests if they move through its walls or if they climb on the upper floors.

It is worth noting that models occupying the upper floors do get a 4+ cover save, in the same way as models that are fired at through the ruin, because the city ruin is area terrain.

MEASURING DISTANCES

Often while measuring weapon ranges you will need to measure between two models at different heights. Simply measure the distance from base to base as normal, holding your tape measure or range ruler at an angle as necessary. The distance is measured from base to base, even if models are on different levels.

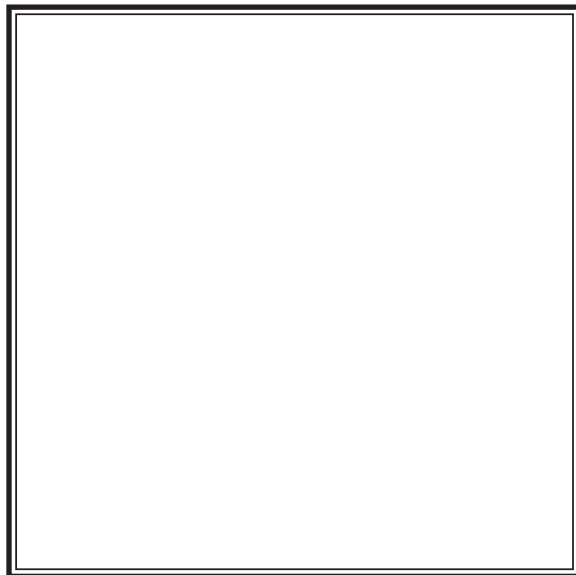
The distance between the Space Marine and the Ork is 11".



UNIT COHERENCY

It is possible that models may end up spread across several levels of a city ruin. When this happens the models in the unit maintain unit coherency as long as any part of the body or head of a model on a lower level is within 2" of the base or feet of a model that is higher up. This means that, for example, you could measure up 2" from the head of a model on one level to the base or feet of the model on the next level up, and so on.

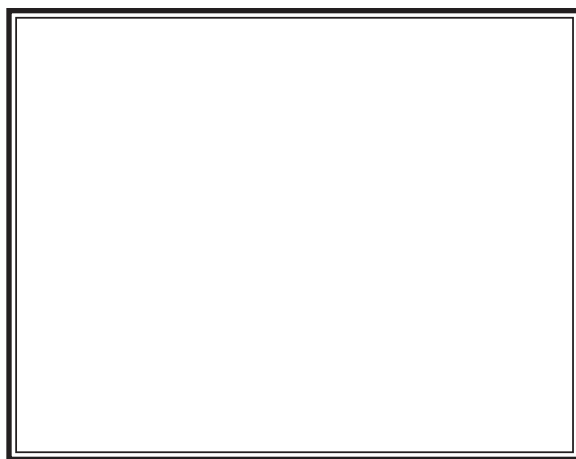
This unit of Space Marines is in coherency.



MOVEMENT

When moving up and down City Ruins, it is important that models do not end their move suspended in mid-air. To avoid this, after making a Difficult Terrain test, any 'spare' vertical movement is disregarded – models never end their move halfway between levels. Horizontal movement is unaffected.

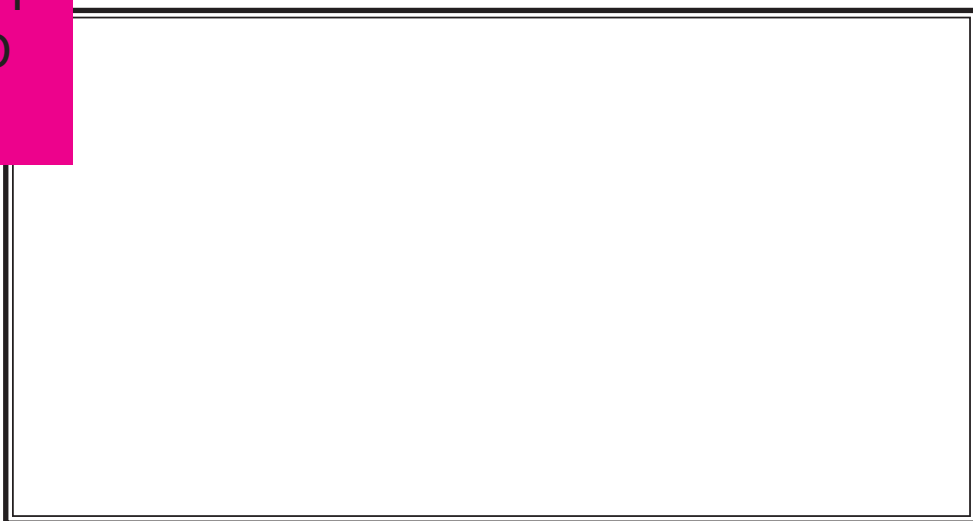
In the case of the Citadel Warhammer 40,000 buildings, each level is 3" tall. This means that if a 1 or 2 is rolled, a model may not make any vertical movement (but may still move horizontally). If a 3, 4 or 5 is rolled, the next level will be reached. Should the result of the Difficult Terrain roll be a 6, the model will be able to climb two levels



This Space Marine's Difficult Terrain roll results in him moving one level up and 5" horizontally through the city ruin.

USE CITY RUIN WITH BASE AND RUBBLE

In this instance, the Space Marine may not move vertically, but may move 2" horizontally.

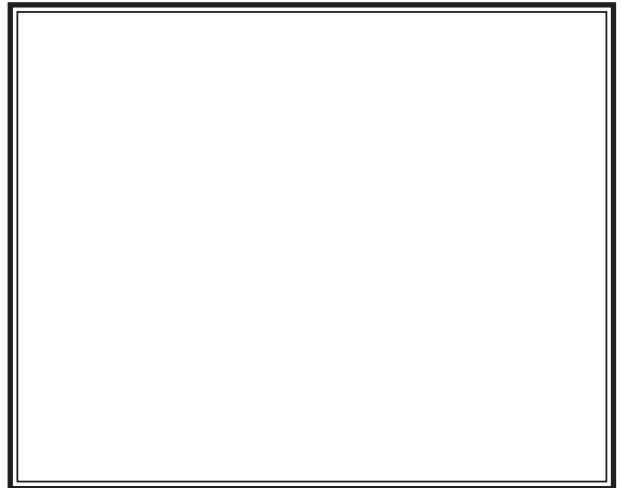


TEMPLATE & BLAST WEAPONS

When firing template or blast weapons at models in a city ruin, it can be tricky to physically place the marker/template over the models in question. The best way to gauge which models are actually under the template is to simply hold the marker/template above the entire building, and look down through it. This is illustrated here.

The method for placing templates and markers over buildings requires a degree of trust between players, who must be honest and cooperative when determining which models are affected when intervening floors obscure the view.

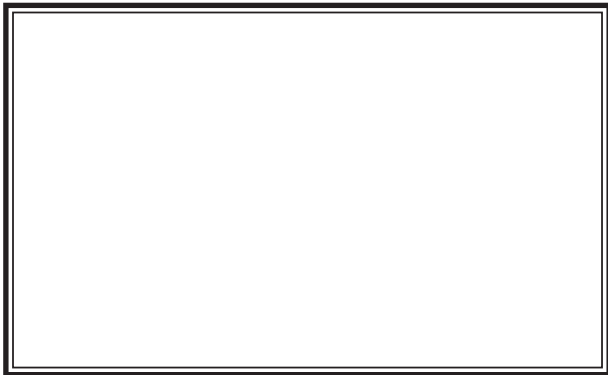
Remember that once you have used the marker/template to work out how many models are hit, casualties can be removed from anywhere in the squad, including models completely out of the firer's sight.



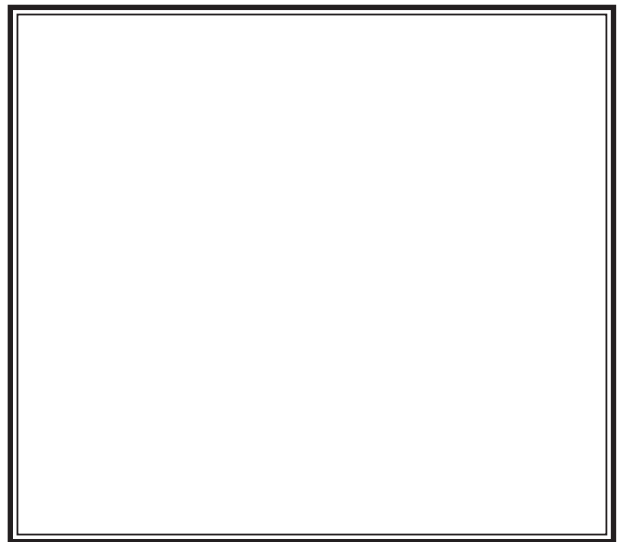
It is easiest to hold markers/templates above the building.

BLAST WEAPONS

When firing a weapon with a blast marker into a city ruin, declare which floor you are aiming at, and continue as normal. If a blast weapon scatters, its effect still only applies to models on the level declared as the target.



The Imperial Guard player declares that he is targeting the Orks on the ground level. The shot scatters, and although there are still models under the marker, none are on the level declared as the target.



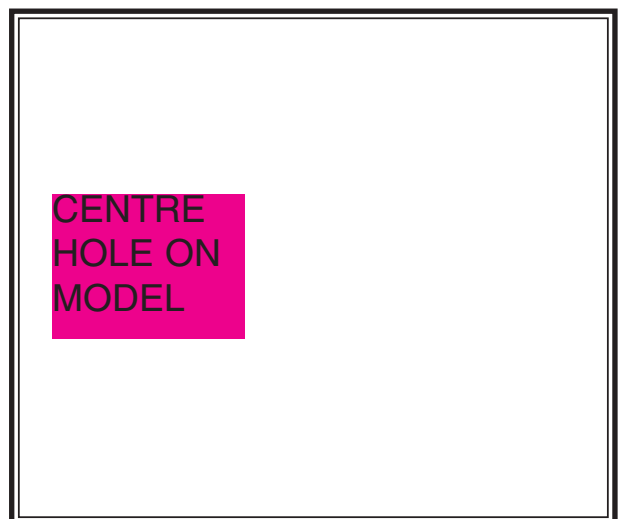
The Space Marine player has declared that he is targeting the Orks on the ground level, and so those on the higher levels are unaffected, even though they are beneath the marker.

BARRAGE WEAPONS

Barrage weapons work by lobbing munitions high into the air, bringing death to the enemy from above. The advantage of these indirect fire weapons is that they can engage targets beyond the limited lines of sight available to troops fighting in a city. The disadvantage is that they explode the moment they strike a structure, meaning warriors can shelter deep within the ruin.

Barrage weapons always strike the highest level the hole in the centre of the marker touches. Only models on this level and under the template are actually hit.

In this example, a unit of Eldar Guardians has been hit by a Space Marine Whirlwind. Although the Space Marine player cannot target the models on the ground level because the Whirlwind's attack only affects enemies on the higher level, as this is the level the hole in the centre of the template first strikes. Remember that, as the ruin is area terrain, the Eldar still receive a Cover Save.



TEMPLATE WEAPONS & CITY RUINS

When targeting a unit in a city ruin, a template weapon, such as a flamer, may only affect models under the template on a single level. This can be on the same level as the firer, or one level higher or lower. Which level is being targeted is declared before placing the template.

A skimmer equipped with a template weapon may target any single level you wish.

The Space Marine on the ground floor of this city ruin is firing his flamer at the Orks. The template is held above the ruins. Although all Orks are under the template, the ground floor is declared as the target and therefore only two are hit. Note that the three orcs on the top level are not a valid target as they are too high up.

THREE ORKS
ON TOP LEVEL

ASSAULTS

The same principle as described for unit coherency is used to determine which models are engaged in an assault. Models' bases must actually be touching to count as in base-to-base contact.

The Orks and the Space Marines are engaged in combat, including all the models on the upper level. The Chaplain on the upper floor, however, is an independent character so it cannot fight as it needs to be in base-to-base contact with an enemy to be engaged.

UNIT TYPES

As you will have seen in the descriptions of unit types earlier, the armies of the 41st millennium are remarkably diverse and include many specialist unit types. In this section, you will find the rules for each of these unit types, namely **Monstrous Creatures, Artillery, Jump Infantry, Bikes and Jetbikes, Beasts and Cavalry.**

Except for the rules detailed in this section for each unit type (for each of the different phases of the turn), these units follow the rules for infantry.

Note that Vehicles are also a different unit type, but they are so vastly different that they have an entire section of the rules devoted to them.

MONSTROUS CREATURES

Some creatures are terrifying monsters that tower over their opponents and are capable of hurling tanks out of their path and of slaying a score of men with a single sweep of an arm. Greater Daemons, Eldar Avatars and the feared Tyranid Carnifex count amongst their number.

Movement

All Monstrous Creatures have the Move Trough Cover universal special rule.

Shooting

Monstrous Creatures can fire up to two weapons a turn instead of a single one. They must of course fire both at the same enemy target.

All Monstrous Creatures have the Relentless universal special rule.

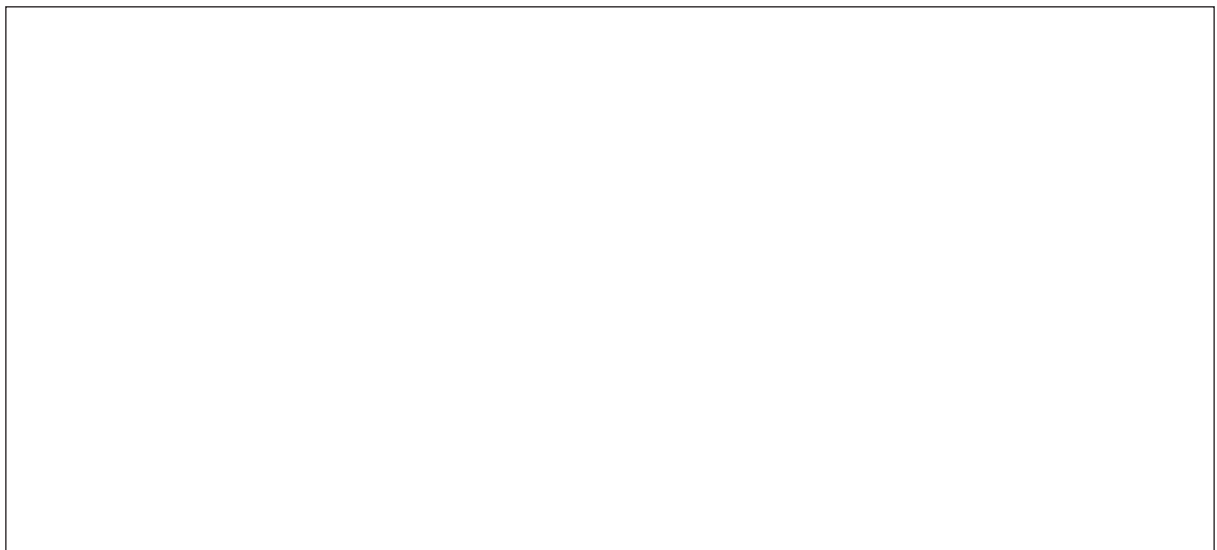
Unless otherwise specified in their special rules, Monstrous Creatures are so large and cumbersome that they cannot be Pinned, voluntarily or otherwise.

Assault

A Monstrous Creature is so huge and powerful that its attacks make a mockery of armour – foes wounded by Monstrous Creatures are hideously mangled and crushed.

All wounds inflicted in close combat by a monstrous creature ignore Armour Saves, just like those from a power weapon.

Unless otherwise specified, Monstrous Creatures roll an additional D6 for armour penetration (2D6 + Strength) when attacking a vehicle in close combat.



JUMP INFANTRY

Some special troops use devices that allow them to move at great speed across the battlefield, making them especially good at assaulting enemy troops and outflanking enemy positions. The Space Marines use jump packs, which utilise high powered controlled bursts from turbines to make bounding leaps across the field of battle, jumping over terrain with ease. Other races tend to have their own particular versions, such as Orks (whose Stormboyz use rudimentary screaming jets to close with the enemy) and Eldar, whose Swooping Hawks soar elegantly on light wings supported by gravitic motors. Sometimes the technology will be more exotic, such as that used by Eldar Warp Spiders, who utilise short-ranged teleport devices for a similar effect.

Movement

Jump infantry can use their jump packs (or equivalent) and move up to 12" in the Movement phase. This is optional and they can choose to move as normal infantry if they wish. When using jump packs, movement is not reduced for difficult terrain, and jump pack equipped models can move over all other models and all terrain freely. However, if they end their move in difficult terrain, they must take a Dangerous Terrain test.

All Jump infantry units may enter the battle by Deep Strike, as explained on page XX.

Fall back moves

Jump infantry fall back 3D6", as they will always use their packs. They move over any terrain and models when falling back, but if they end their move in difficult terrain they will still have to take a Dangerous Terrain test, and if they end their move in impassable terrain (including other models) they are destroyed.

Shooting

As normal infantry.

Assault

Jump infantry assault 6" like normal infantry. This move is slowed by difficult terrain in the same way as other infantry, because the unit always covers the last few yards of an assault on foot.

JET PACKS

Some Jump Infantry are equipped with a special type of jump pack, referred to as a jet pack. The most frequent users of this technology are the Tau. Jet packs are designed to provide stable firing platforms rather than a means of getting into close combat. Jet packs differ from jump packs in the following ways:

In the Movement phase, they only move 6" when using their packs, but are allowed to move 6" in the Assault phase even if they don't assault. This allows them to put more distance between themselves and the enemy.

In the Shooting phase, models with jet packs can move and then fire rapid fire weapons and heavy weapons counting as stationary, and are even allowed to assault into close combat in the same turn they fired them.

BIKES

Troops mounted on bikes excel at hit-and-run attacks. They are able to use their high speed to strike deep into enemy territory, complete their mission and escape before an enemy is able to react. A skilled commander will recognise the benefit of having bikes at his disposal, and is able to use them for advanced reconnaissance, as well as to outflank a slower enemy. Indeed, in open ground, bikes are easily capable of outrunning all but the fastest vehicles. Riding through heavy terrain can be somewhat dangerous however, but many riders take great pride in their superior driving skills and daring. These warriors are often regarded as dangerously hot-headed risk-takers, but their effectiveness cannot be denied.

Additional protection

Bikes are large, solid constructions, and are often fitted with protective armour and shields to deflect and absorb incoming fire. Bike riders benefit from the protection offered by their bike, which increases their Toughness characteristic by 1. Note that this increase does not affect the model's Toughness when adjudicating Instant Death (see page XX).

Movement

Bikes can move up to 12" in the Movement phase. Bikes are not slowed down by difficult terrain. However, each model entering or moving through difficult terrain must take a Dangerous Terrain test (see page XX).

All bikes can use the Turbo Boosters special rule.

Fall back moves

As bikes are so fast moving, they fall back 3D6", rather than 2D6". This move is not slowed down by difficult terrain, but treats all difficult terrain as Dangerous.

Shooting

Each bike in a unit may fire with one weapon for each rider on the bike. Thus a Space Marine attack bike with a driver and passenger in sidecar can fire with two weapons.

All Bikes have the Relentless universal special rule.

Bikes may not run in the shooting phase.

Assault

Bike assault moves are not slowed down by difficult terrain. However, each model entering or moving through difficult terrain, or assaulting an enemy who is standing in difficult terrain or behind an obstacle, must take a Dangerous Terrain test (see page XX).

JETBIKES

Jetbikes are powered by highly advanced anti-gravitational technology that allows them to hover a few metres above the ground and make powered boosts over obstacles. They are ideal for making raids on unsuspecting enemies, able to strike without warning from behind dense terrain, before using their superior speed and handling to escape.

Jetbikes are treated as bikes, with the following exceptions.

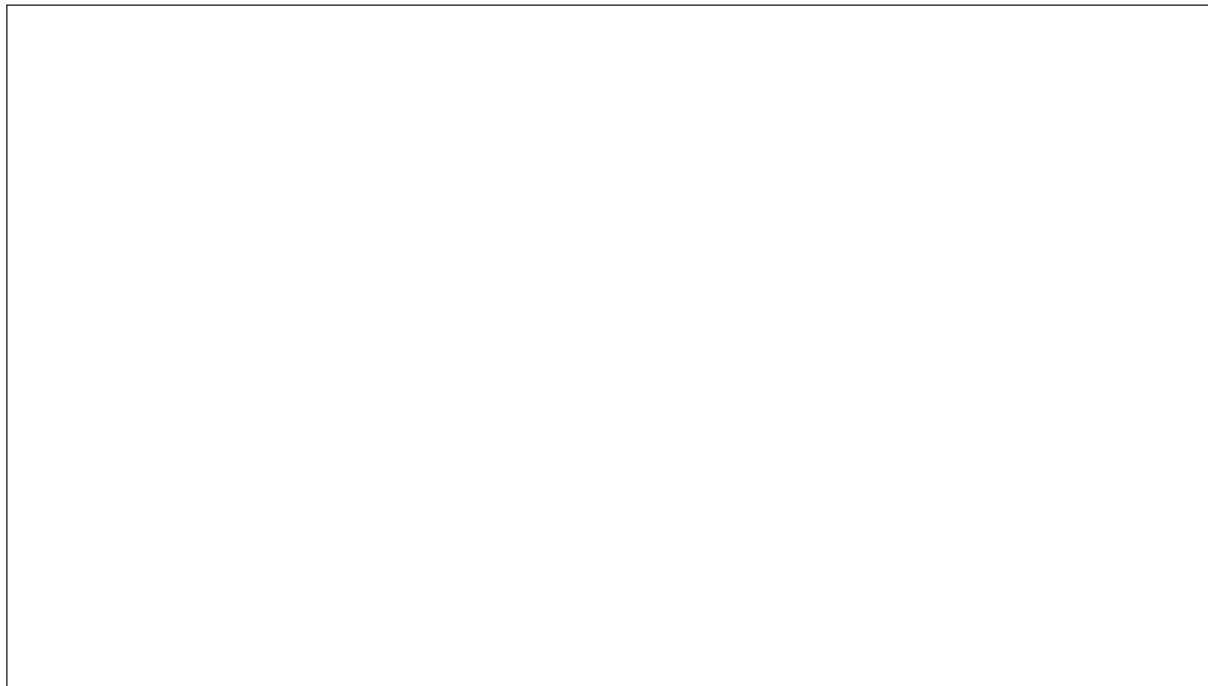
- In the Movement phase, Jetbikes can move over all other models and all terrain freely. However, if they begin or end their move in difficult terrain, they must take a Dangerous Terrain test. They may not end their move over models or other impassable terrain.
- In the Assault phase, Jetbikes are treated like normal bikes when assaulting, as they are assumed to be close to the ground in order to initiate combat.

- When falling back, Jetbikes move over any terrain and models, but if they end their move in difficult terrain they will still have to take a Dangerous Terrain test, and if they end their move in impassable terrain (including other models) they are destroyed.

Eldar Jetbikes

The Eldar are the undisputed masters of anti-grav technology, and their jetbikes are a swift moving force that is justifiably feared by any who have faced them.

All Eldar jetbikes (including, of course, Dark Eldar ones) are always allowed to move 6" in the Assault phase, even if they don't assault. When Eldar jetbikes move in the Assault phase and do not assault, then they treat difficult terrain just as jetbikes do in the Movement phase.



BEASTS & CAVALRY

As well as squads of warriors fighting on foot, and the armoured bulk of vehicles, many armies of the 41st millennium make use of fearsome predators and beasts, such as Warp Beasts and gigantic wolves, to augment their forces. Other warriors ride to battle on horses, grunting boar-like monstrosities, daemonic steeds and countless other strange creatures. These two Unit Types are referred to as Beasts if they have no rider, or as Cavalry if they do. They both, however, follow the same rules, given in this section.

When closing on their enemies, they are able to move at far greater speeds than warriors on foot, and as such are able to launch deadly charges and counter charges. Their speed also allows them to quickly react to the movements of their enemies, allowing them to rapidly redeploy to where they are most needed.

Movement

Beasts and cavalry move like infantry.

Fall back moves

Beasts and cavalry fall back 3D6" due to their speed and are slowed down by difficult terrain just like infantry.

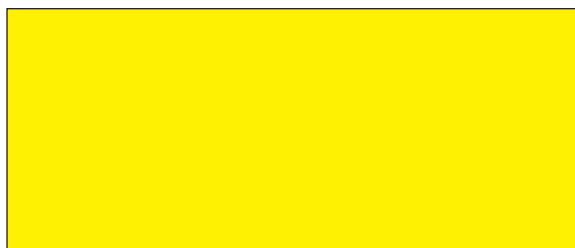
Shooting

Beasts and cavalry are capable of making a faster move if they concentrate on moving, and do not take time to fire their weapons. They may run like infantry, and they also have the Fleet special rule, which allows them to charge after running, as described in the Universal Special Rules section (see page 74).

Although beasts generally do not shoot, cavalry frequently can. They follow the same rules as infantry when they do so.

Assault

Beasts and cavalry are capable of making an especially fast assault to charge their enemies. When assaulting they move 12". They are slowed by difficult terrain – roll for the distance they can move just as you would for infantry, but double the result of the highest scoring dice. Otherwise they assault exactly as infantry would.

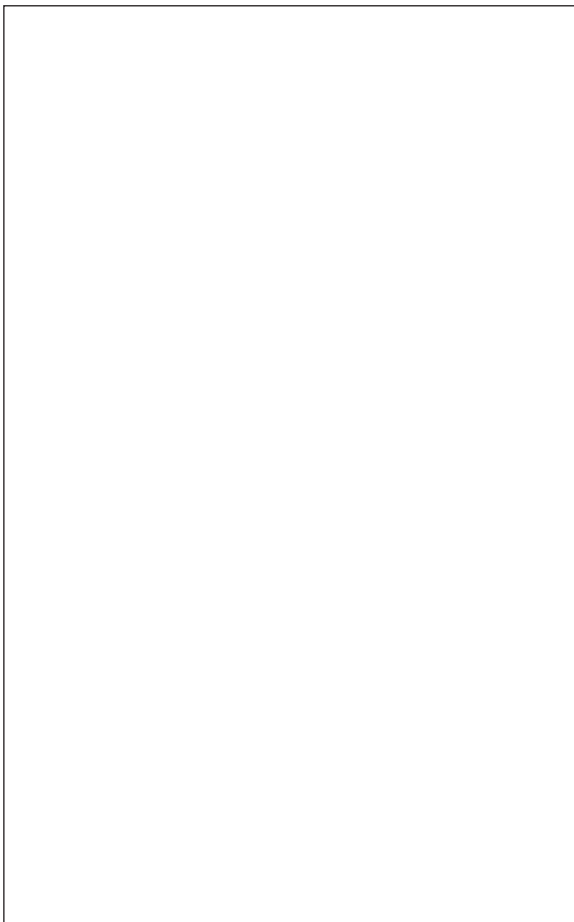


ARTILLERY

Some weapons are so large and powerful that a single man could not hope to carry or operate them by himself. These weapons are more usually seen mounted on vehicles or as part of bunker emplacements, but they are sometimes utilised by infantry artillery teams, particularly on battlefields where the terrain might not be suitable for vehicles. Sometimes, these mighty artillery weapons are mounted on tracks or wheels and operate under their own engines, or in the case of some races, on highly advanced anti-grav platforms, as they are simply too heavy to lug across a battlefield.

The unit

Artillery units consists of a number of crewmen models and the gun models themselves. These units are quite complex as they include some vehicle models and some infantry models. The gun models are treated as vehicles with an Armour Rating of 10 (see the vehicles section). Any penetrating or glancing hit will destroy a gun – there is no need to roll on the Vehicle Damage table. If all the crewmen models are killed, the guns are immediately removed as well.



Movement

Artillery units are slowed by difficult terrain like infantry, but gun models must also take Dangerous Terrain tests when they pass through it. There must be at least one crewman per gun to allow the unit to move – if there are fewer than this, then the unit may not move.

Shooting

In order to fire each gun in an artillery unit, there must be at least one different crewman within 2" of each gun firing. Artillery crewmen may never fire any other weapons as long as the unit still contains any gun models. Unless firing barrage weapons, there must be a line of sight to the target from both a gun model and a crewman within 2" of it. Ranges are measured from the gun model.

Artillery units may not run.

When firing against an artillery unit, roll for each hit inflicted: on a 1-4 a gun is hit, on a 5-6 a crewman is hit. Roll to wound the crewmen and to penetrate the guns' armour separately.

If an artillery unit is Pinned, this has no additional protective effect on the unit's guns.

Assault

Artillery units may not launch assaults if they still have any gun models with them.

If they are assaulted, the fight is resolved as normal and the enemy models roll to hit as normal against the crew's Weapon Skill while both crew and gun models are engaged. If only gun models are engaged, the enemies hit the guns automatically and resolve their hits only against the gun models. Engaged crew models can of course fight back, but the guns do not.

Morale and Fall back moves

If an artillery unit does not have one crewman per remaining gun model and is forced to fall back, the gun models without crewmen are abandoned and immediately removed. The rest of the unit then falls back as normal.

If an artillery unit is forced to fall back from close combat and the enemy is free to make a sweeping advance, then the artillery unit automatically loses the Initiative roll and is caught and destroyed by the victor.

VEHICLES

The first part of this section presents the rules common to all vehicles. Each of the vehicle types has a separate entry at the back of the vehicle section, listing their unique rules and the exceptions to the normal vehicle rules (walkers being by far the most different).

VEHICLE CHARACTERISTICS

Vehicles have characteristics that define how powerful they are in a similar way that troops do. However, as vehicles do not fight in the same way as creatures of flesh and blood their characteristics are different. Vehicle characteristics are as follows:

Name	Type	Front	Side	Rear	BS
		Armour	Armour	Armour	
Leman Russ	Tank	14	12	10	3

Type

Vehicles come in all sorts of different types, some are faster than others while some are able to fly or walk instead of driving along on wheels or tracks. The different types are Fast, Tank, Open-topped, Skimmer and Walker. These traits can be combined to define, for example, a Fast Skimmer or an Open-topped Walker, in which case the vehicle has all of the rules for all of its types.

Armour Value

The Armour Value of a vehicle tells you how hard it is to damage. Vehicles have separate Armour Values to represent their protection on their front, sides and rear. Armour Values typically range from 10 to 14, depending on which side of the vehicle is being attacked, usually with the lightest armour on the rear to represent vulnerable fuel tanks, engine compartments, etc.

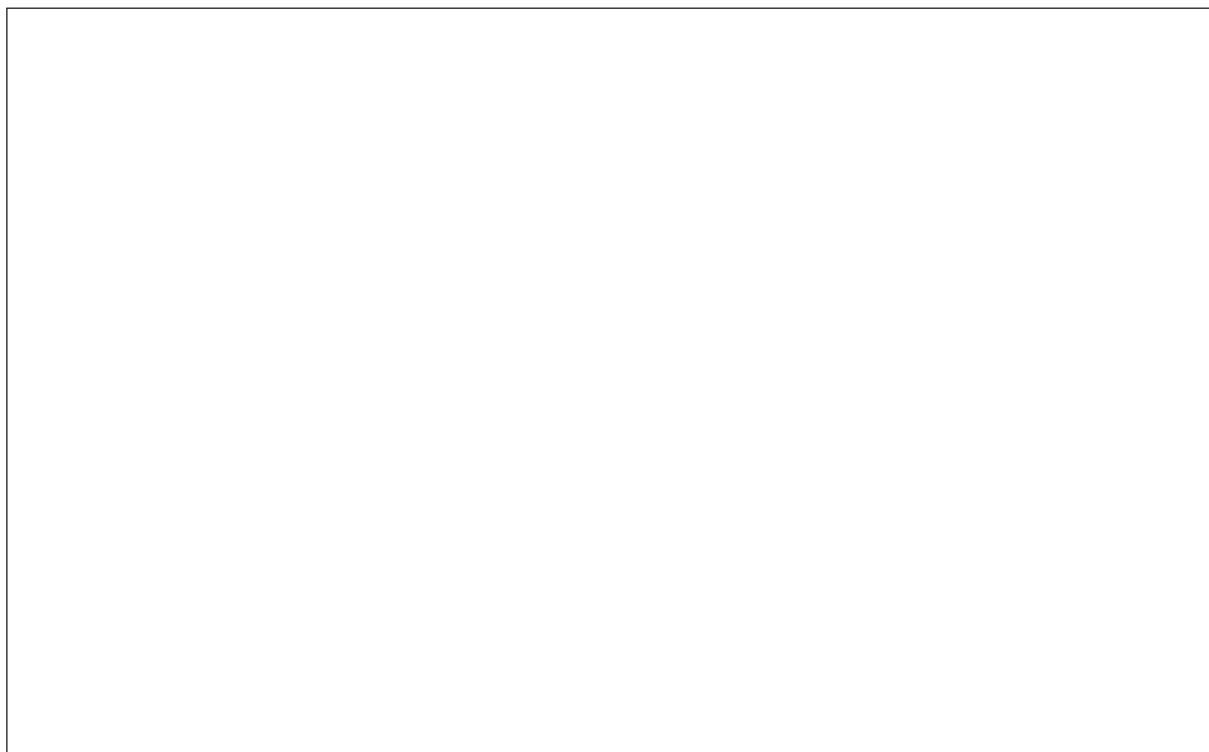
Ballistic Skill

Vehicles have a BS value just like troops and it represents the accuracy of the crew as they blast away at their enemy with the vehicle's weapons.

Vehicles and measuring ranges

As vehicle models normally do not have a base, the normal rule of measuring ranges to/from a model's base cannot be used. Therefore, for all vehicles (including skimmers that do have a base), measure ranges to/from their hull.

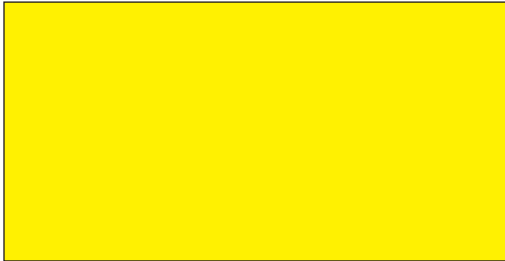
There is however a notable exception, that of vehicle's weaponry. When firing a vehicle's weapons, ranges are measured from the muzzle of the firing weapon, whilst line of sight is measured from the weapon mounting point and along its barrel.



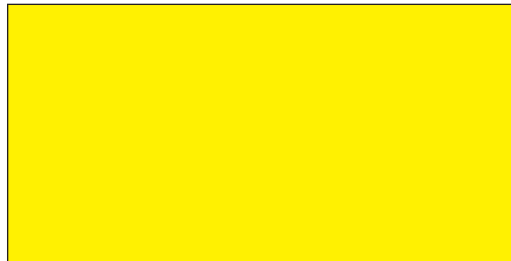
VEHICLE TYPES

Tanks

Tanks are a common sight on the battlefields of the 41st millennium. Most races field some kind of heavily armed and armoured vehicle, from the huge and lumbering Leman Russ battle tanks of the Imperial Guard, to the sleek and sophisticated grav-tanks of the Eldar. Tanks are often fitted for multi-role capability, which will commonly include troop transportation, tank-hunting and infantry support.

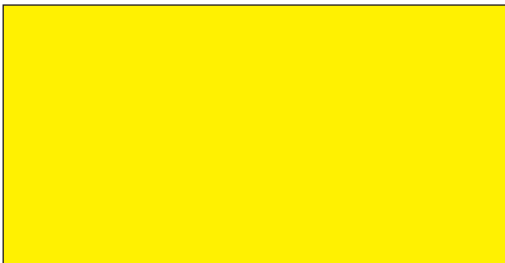


wheels, tracks or legs, some advanced machines are fitted with jets or anti-gravity drives that enable them to swoop and hover a few metres above the battlefield. This is not true flight, but rather a limited version of it. Often skimmers will also be categorised as Fast but this is not always the case.



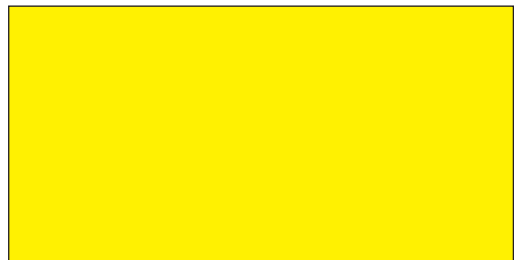
Open-Topped Vehicles

Some vehicles are not fully enclosed, but expose their crews to a hostile universe. There are many reasons for this – to give reconnaissance units a good field of vision, make embarking and disembarking passengers easier, or it may simply be impractical to enclose the crew. While crews and embarked passengers on open-topped vehicles have more freedom of movement and better arcs of vision, the lack of an enclosed crew space inevitably means that they and their vehicle are more vulnerable to incoming fire.



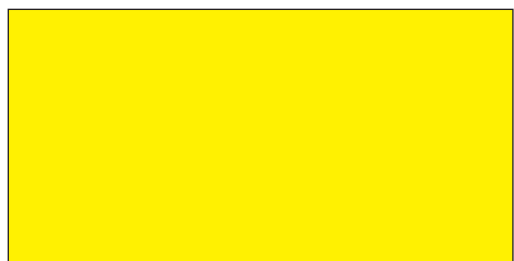
Walkers

On any battlefield, there are places where conventional vehicles cannot go – built-up areas, dense forests, narrow tunnels, and so on. For this reason, many armies use vehicles that are propelled by two, or sometimes more, mechanical legs. These vehicles are usually capable of carrying as many weapon systems as a tank on a significantly smaller and lighter chassis. They combine the armour and weaponry of a tank with the manoeuvrability of an infantryman.



Fast Vehicles

Most of the fastest vehicles on the battlefield are skimmers, such as Space Marine Land Speeders. These are able to avoid terrain which would slow down conventional vehicles. However, a few wheeled or tracked vehicles are also capable of high speeds and are classed as Fast Vehicles, mostly due to either their light weight or extremely powerful engines.



Skimmers

While most vehicles travel across the ground on

VEHICLES AND MOVEMENT

Many armoured vehicles are fitted with powerful engines, allowing them to cover open ground more quickly than infantry, ensuring that their mighty guns can get to where they are needed on the battlefield.

Unless differently specified, vehicles can either remain stationary or move at one of two different speeds – Combat Speed and Cruising Speed.

The speed at which a vehicle moves influences the amount of weapons it may fire and how easy a target the vehicle will be if assaulted, as described later.

A vehicle moves at Combat Speed if it moves up to 6". This represents the vehicle advancing slowly in order to keep firing, albeit with a reduced firepower.

A vehicle moves at Cruising Speed if it moves more than 6" and up to 12". This represents the vehicle concentrating on moving as fast as possible without firing its guns.

Moving a maximum of 12" may seem relatively slow for a vehicle, but it represents a cross-country speed rather than moving flat out on a road.

Whilst moving, vehicles can turn any number of times as they move, just like any other model. Vehicles turn by pivoting on the spot about their centre-point, rather than 'wheeling' round. Turning does not reduce the vehicle's move. This means that a vehicle may combine forward and reverse movement in the same turn providing it does not exceed its maximum move. Pivoting on the spot alone does not count as moving, so a vehicle that only pivots in the Movement phase counts as Stationary (however, immobilised vehicles may not turn either).

Vehicles, as normal, may not move over friendly models.

Terrain effects

Vehicles that move out of, into or through difficult terrain risk becoming stuck, bogged down or something similar.

Vehicles moving through difficult terrain must make a Dangerous Terrain test. Note that when discussing terrain it is perfectly permissible for the players to agree that some terrain is difficult, dangerous or impassable to vehicle units, but not to non-vehicle units.

Dangerous terrain tests for vehicles

These tests are taken whenever a vehicle attempts to enter difficult terrain or to move through or out of it. If the test is failed the vehicle halts immediately. If it was attempting to enter difficult terrain it stops just outside. If a vehicle has moved up to 6" the test is taken on a single D6, otherwise it is taken on two D6. If any dice rolls a 1 the test is failed and the vehicle suffers an Immobilised damage result (see page XX), while a 2-6 means it can carry on moving. If both dice roll a 1 the vehicle is tipped over or irretrievably bogged down and suffers a destroyed (wrecked) damage result (see page XX). It follows then that a vehicle cannot be destroyed by a Dangerous Terrain test unless it attempts to move across difficult ground at high speed.

ROADS

Vehicles – with the exception of walkers and skimmers – that follow a road for their entire Movement phase (including entering along it if coming from reserve) may move up to double their maximum speed, but only if they do not do anything else that turn. They do not gain this benefit if any of the following apply: Difficult Terrain tests, shooting, embark or disembark passengers, or the use of any vehicle upgrades (such as smoke launchers or searchlights). In essence, the vehicle must concentrate on moving down the road and nothing else.

VEHICLES AND SHOOTING

Many vehicles, particularly tanks, are able to bear massive weapons that are easily capable of smashing apart bunkers, annihilating enemy troops and making smoking wrecks of other vehicles. In terms of destructive power, vehicles are amongst the most powerful tools in a commander's arsenal. Nevertheless, some vehicles will need to sacrifice their speed in order to fully utilise their immense firepower, thus requiring careful tactical forethought for effective use.

When a vehicle fires, it normally uses its own BS characteristic (representing the BS of the crew) and shoots like other units – all its weapons must fire at a single target unit.

Moving and shooting vehicle weaponry

All Vehicles have the Relentless universal special rule (see page xx), which means that vehicle-mounted rapid fire and heavy weapons always count as stationary, even if the vehicle moves.

How many weapons a vehicle can fire in the Shooting phase depends on how fast it has moved in that turn's Movement phase (of course, vehicles cannot Run).

The vehicle's move during the Movement phase affects the amount and type of weapons it can fire in that same turn's Shooting phase, as follows:

- Vehicles that remained stationary may fire all of their weapons (remember that turning on the spot does not count as moving).
- Vehicles that moved at Combat Speed may fire a single weapon.
- Vehicles that moved at Cruising Speed may not fire.

There are a few exceptions to the rules above, namely Ordnance, Ordnance Barrage, Defensive and Optional weapons.

Defensive weapons

Any vehicle weapons of Strength 4 or less are classified as 'defensive' weapons.

A vehicle that moved at Combat Speed, can fire all of its defensive weapons on top of the single weapon it is allowed to fire.

Optional Weapons

Some vehicles have, among the Options of their entry, the possibility of buying additional weapons, such as one-shot missiles and pintle-mounted guns. Firing one of these additional

weapons counts as firing one of the vehicle's normal weapons (unless they are defensive weapons, see above).

Ordnance weapons

Firing a massive Ordnance weapon requires the attention of all the gunners of the vehicle, so if a vehicle fires an Ordnance weapon, it may fire no other weapons that turn (including defensive weapons!).

Ordnance Barrage weapons

Ordnance barrage weapons require the firing tank to be completely stationary, as the gunners carefully calculate the firing trajectory, consequently, only vehicles that remained stationary may fire an Ordnance Barrage weapon (and may of course fire no other weapons that turn, including defensive ones).

Just like normal barrages, ordnance barrages from vehicles that are out of sight count as pinning weapons, but Ordnance barrages are even more terrifying than normal barrages – units suffering hits from an ordnance barrage must pass a Leadership test with a -1 Leadership modifier to avoid being pinned.

Vehicle weapons' Line of sight

Just like infantry, vehicles need to be able to draw a line of sight to their targets in order to shoot at them. When firing a vehicle's weapons, if the weapon is free to swivel around on its mounting, the player should point them against the target and then trace the line of sight directly from the weapon's mounting and along its barrel, and see if the shot will be blocked by terrain or models.

Shooting against vehicles

When a unit fires at a vehicle it must be able to see its hull or turret (ignoring the vehicle's gun barrels, antennas, decorative banner poles, etc.). As the whole unit must fire at the same target, often this means that some of their weapons can't damage the target vehicle, so we assume that the other members of the squad are giving covering fire, bringing forward ammunition for heavy weapons or simply keeping their heads down.

If the target vehicle is found to be in range, roll to hit as normal. If any hits are scored, roll for each to see if they penetrate the vehicle's Armour Value, as explained later.

WEAPONS GLUED IN PLACE

Occasionally some of these weapons, or even an entire turret, might have been glued in place, so that they cannot actually rotate.

If this is the case, refer to the vehicle's entry, where each weapon has been classified as either turret-mounted, pintle-mounted (also bolt-mounted), sponson-mounted or hull-mounted. The following guidelines help in determining how much any type of weapon should be able to rotate.

- Turret-mounted weapons should rotate 360° with the entire turret.
- Pintle-mounted (or bolt-mounted) weapons should rotate 360°.
- Sponson-mounted weapons vary greatly, as some can cover the full 180° of the flank they are mounted on, while others are more limited. This is obvious from the shape of the sponson itself.
- Hull-mounted weapons, can fire in a 45° arc from their mounting point (see diagram).

In all cases, always assume that guns can swivel or rotate freely (vertically as well as horizontally!), even if the model cannot physically do that!

ARC OF FIRE 1

ARC OF FIRE 2

ARC OF FIRE 3

LINE OF SIGHT

Vehicle facing and armour values

Not all vehicles are equally armoured. Some massive tanks are protected by countless layers of reinforced adamantium and ceramite plates, while other lighter vehicles rely more on their speed to avoid incoming fire. As such, each different type of vehicle will have different Armour Values, representing not just the thickness and slope of its armour, but also how difficult a target it is because of its size and speed, how tough and numerous its crew are, and so on. Armour Values for individual vehicles also vary depending on which facing of the vehicle the shot comes from – its front, sides, or rear, as explained in the diagram.

ARMOUR VALUES

If a firing squad has members in two different facings of a target vehicle (some models in the Front and some in the Side, for example), shots are resolved against the facing that the majority of the firers are in (do not count models that cannot hurt the vehicle, of course).

Armour penetration

Hitting a vehicle is no guarantee that you will actually damage it. Once a hit has been scored on a vehicle, roll a D6 and add the weapon's Strength characteristic to it, comparing this total against the Armour Value of the appropriate facing of the vehicle.

- If the total is less than the vehicle's Armour Value, the shot has no effect.
- If the total is equal to the vehicle's Armour Value, the shot causes a glancing hit.
- If the total is greater than the vehicle's Armour Value, the shot scores a penetrating hit.

Example: A lascannon shot hits the front of a Space Marine Predator with an Armour Value of 13. Rolling a D6, the player scores a 4, and adds this to the lascannon's Strength of 9, for a total of 13. Because this equals the Armour Value of the Predator, the shot inflicts a glancing hit.

Blast Markers against Vehicles

Weapons that use Blast markers need some additional clarifications when fired at vehicles. When firing one of these weapons, place the marker with the hole over any part of the vehicle's hull and then roll the scatter and other dice as normal.

If the marker scatters so that it's not over the vehicle at all, then obviously the vehicle is not affected. But if the marker ends over the vehicle, it makes a big difference if the hole in the centre of the marker is over the vehicle or not:

- The centre of the Blast marker ends over the vehicle's hull.

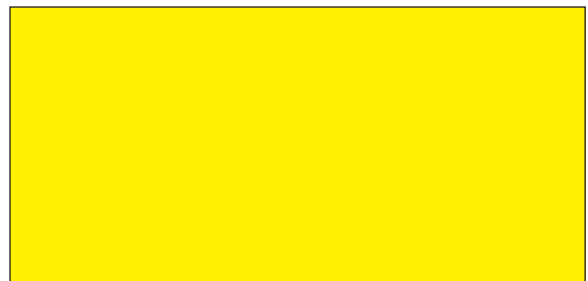
In this case the shell/missile has hit the vehicle and exploded on it. The armour penetration roll is resolved against the armour value facing the firer, regardless of the position of the marker, using the full Strength of the weapon.

- The centre of the Blast marker ends outside the vehicle, but part of the marker covers the vehicle's hull.

In this case the shell/missile has missed the vehicle, and only some shrapnel clanks against the vehicle's armour. The armour penetration roll is resolved against the armour value facing the centre of the marker, regardless of the position of the firer, using only half the Strength of the weapon (rounding down).

Ordnance Weapons and Armour Penetration

Ordnance weapons fire shells with such a powerful charge that they can smash through armour or hit with such force that the target vehicle's crew are turned to mush. When you roll to penetrate a vehicle's armour with an ordnance weapon, you get to roll two D6 instead of one, and pick the highest result.



Damage rolls

A hit on a vehicle can have a variety of results. A vehicle's armour could be completely pierced, yet merely result in giving the crew a nasty shock. Alternatively, a lucky shot could detonate ammunition held within the vehicle, resulting in an explosion of titanic proportions. If a vehicle's armour is breached, you need to determine what damage is caused. Roll a D6 for each shot that glanced or penetrated the vehicle's armour, apply any modifiers that apply (they are all cumulative) and look up the result on the Damage table below.

'AP 1' Weapons

Some weapons are so destructively powerful that they can penetrate a vehicle's heavily armoured hull with ease. If an AP 1 weapon, such as a multi-melta, scores a glancing or penetrating hit, add a modifier of +1 to the roll on the Vehicle Damage table.

'AP -' Weapons

While some weapons are especially good at cutting through heavily armoured targets, other lack the penetrating power to destroy a vehicle easily. Penetrating and glancing hits inflicted by a weapon shown as 'AP-' suffer a modifier of -1 to the roll on the Vehicle Damage table.

Damage results

Crew Shaken

The vehicle is rocked by the attack, but no serious damage is sustained, and the crew decides that it is time to quickly relocate. The vehicle may not shoot in its next Shooting phase.

Crew Stunned

The vehicle is seriously knocked about by the attack, scrambling targeting information and temporarily losing control. The vehicle may not move in its next Movement phase or shoot in its next Shooting phase.

Note: Additional Stunned and Shaken results are not cumulative, so if a vehicle is shaken three times it is still only unable to fire in its next Shooting phase, not its next three Shooting phases.

Damaged – Weapon Destroyed

One of the vehicle's weapons is ripped off by the force of the attack. One of the vehicle's weapons (chosen by the attacker) is destroyed. If a vehicle has no weapons left, treat this result as an Immobilised result instead. This can include vehicle upgrades that function as weapons, such as pintle-mounted storm bolters or Hunter-Killer missiles.

Damaged – Immobilised

The vehicle has taken a hit that has crippled a wheel, track, grav plate, jet or leg. It may not move for the rest of the game. An immobilised vehicle may not turn in place but its turret (if it has one) may continue to rotate to select targets, and other weapons retain their normal arc of fire. Further 'Immobilised' results count as 'Weapon destroyed' instead.

Note: A vehicle that suffers any Damaged result when it has no weapons left and is already immobilised, counts the result as a 'Destroyed – Wrecked' result instead.

Destroyed – Wrecked.

The attack critically damages the vehicle. The vehicle is destroyed. The model is left in place (we suggest you mark it as destroyed with a marker, like blackened cotton wool) and becomes a wreck.

Destroyed – Explodes!

The vehicle is destroyed, as its fuel and ammo detonate, ripping it apart in a spectacular explosion. Flaming debris is scattered D6" in every direction, measured from the vehicle's edges. Models in range suffer a Strength 3, AP- hit, but other vehicles struck by this flaming debris are unaffected. The vehicle is then removed and should be replaced with an area of difficult ground representing scattered wreckage or a crater.

Note: Vehicle drivers, gunners and other crew are considered killed if their vehicle is destroyed (either result).

DAMAGE TABLE

D6	Result
1 or less	Crew shaken
2	Crew stunned
3	Damaged – Weapon destroyed
4	Damaged – Immobilised
5	Destroyed – Wrecked.
6 or more	Destroyed – Explodes!

Modifiers:

Glancing hit	-2
Hit by 'AP-' weapon	-1
Hit by 'AP1' weapon	+1
Target is Open-topped	+1

Wrecks

Unless stated otherwise, a wrecked vehicle should be marked with some cotton wool smoke and flames and left on the table. It continues to block line of sight as if it were intact but counts as both difficult and dangerous terrain, and provides a Cover Save.

Vehicles and Cover - Obscured targets

Vehicles do not benefit from cover in the same way as infantry – their sheer size and bulk mean they cannot take advantage of cover as well as infantry and other smaller, more agile troops. They can however position themselves in such a way as to make it harder for the enemy to hit them in a vulnerable location. The difference from the way cover works for non-vehicle models is represented by the following exceptions to the normal rules for cover:

- At least 50% of the facing of the vehicle that is being targeted (i.e. its front, side or rear) needs to be hidden by intervening terrain from the point of view of the firer for the vehicle to claim to be in cover. If this is the case, the vehicle is said to be Obscured (or “hull down”). If a squad is firing against a vehicle, the vehicle is Obscured only if it is Obscured from the majority of the firing models (do not count models that cannot hurt the vehicle, of course).
- Vehicles are not Obscured simply for being inside area terrain. The 50% rule given above takes precedence.
- Vehicles cannot be Pinned, voluntarily or otherwise.

If the target is Obscured and suffers a glancing or penetrating hit, it may take a save against it, exactly like a non-vehicle model would do against a wound (for example, a save of 5+ for a hedge, 4+ for a building, 3+ for a bunker, and so on). If the save is passed, the hit is discarded and no roll is made on the vehicle Damage chart.

If a Special rule or a piece of wargear confers to a vehicle the ability of being Obscured even if in the open, this counts as a 5+ cover save, unless differently specified.

It may rarely happen that the firing unit cannot see 100% of the facing they are in (Front, Side or Rear), but they can still see another facing of the target vehicle (see diagram). In this case they may take the shot against the facing they can see, but to represent such an extremely angled shot, the vehicle receives a 3+ cover save.

VEHICLES IN COVER

SMOKE LAUNCHERS

Some vehicles have small launchers mounted onto them that carry smoke assaults (or a more sophisticated equivalent in the case of some alien vehicles). These are used to temporarily hide the vehicle behind concealing clouds of smoke especially if it is moving out into the open.

Once per game, after completing its move, a vehicle with smoke launchers can trigger them (it doesn't matter how far it moved). Place some cotton wool or other suitable marker on or around the vehicle to show it is obscured. The vehicle may not fire any of its weapons in the same turn as it used its smoke launchers, but will count as obscured in the next enemy Shooting phase, receiving a 5+ cover save.

After the enemy's Shooting phase, the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if its crew are shaken or stunned.

It is worth pointing out that some armies might use different versions of smoke launchers, which have slightly different rules. As normal, the rules in the Codex take precedence.



VEHICLES AND ASSAULTS

Vehicles can be both very dangerous and very vulnerable at close quarters. On one hand, massively armoured vehicles can scatter infantry before them, as no one in their right mind would wish to be caught beneath the tracks of an eighty tonne tank bearing down on them! On the other hand, a stationary vehicle can often be very easily destroyed, as individuals clamber over it, attaching all manner of grenades and shooting into vision slits.

Assaulting vehicles

Infantry can pose a grave risk to vehicles if they get close enough. With the right weapons, troopers can wreck a vehicle by shooting through vision slits, planting explosives on fuel tanks, tearing open hatches to attack crew members or committing some other equally imaginative act of mayhem.

Launching an Assault

A unit can assault a vehicle in the Assault phase. The assault move is conducted just the same as when assaulting other enemy units. Individual models can only assault the facing of the vehicle they were in at the start of their assault. As normal, all engaged models will attack.

Rolling to hit against vehicles

As the vehicle has no WS, the roll to hit score needed depends on the speed of the target, as follows:

ASSAULTING
VEHICLES

Target	D6 roll needed
Attacking a vehicle that is immobilised or was stationary in its previous turn:	Automatic hit
Attacking a vehicle that moved at Combat Speed in its previous turn	4+
Attacking a vehicle that moved at Cruising Speed in its previous turn	6

Armour Penetration in Close Combat

Armour Penetration is worked out as normal (D6 + the Strength of the attacker). Note that this means few troops can actually harm vehicles, as even the lightest combat vehicle has an Armour Value of 10.

Combat Results

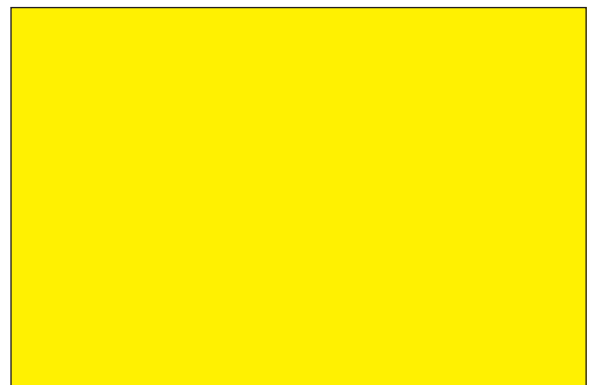
Whilst vehicles can be assaulted, they cannot be locked in close combat.

At the conclusion of a round of close combat against a vehicle with no WS characteristic there is no combat result, and so there are no sweeping advances, no pile-in and no consolidation moves. The vehicle and the enemy are free to simply move away on future turns.

Successive turns

If a vehicle that has been assaulted, and has survived, does not move at all in its successive Movement phase, enemy models will still be in base contact with it during its Shooting and Assault phase. Enemy models that are in base contact with a vehicle with no WS are not classed as Locked, and can therefore be shot at during the Shooting phase (just bear in mind that Blast markers may scatter!).

Enemies that are still in base contact with a vehicle in its own Assault phase, may attack it again, in the same way as they did in their own turn (this includes all models that would count as engaged in a normal assault).



GRENADES

A well-placed grenade can often achieve a kill on a vehicle. Specialist tank hunting troops are frequently equipped with melta bombs – fusion based bombs which can reduce a battle tank to a burnt-out wreck in milliseconds, or krak grenades, a special type of grenade designed to implode, shattering armour and (hopefully) stopping vehicles in their tracks.

Grenades have to be clamped or placed so as to inflict enough damage, so each model using them can only make one attack, regardless of the number of Attacks on their profile. Grenades can also be used in a Death or Glory attack.

Against vehicles, grenades have the following Armour Penetration:

Defensive grenades	4+D6
Assault grenades	5+D6
Krak grenades	6+D6
Melta bombs	8+2D6

VEHICLES AND MORALE

Vehicles never take Morale checks for any reason, whether they are clanking great behemoths or arrow-quick attack craft. It is assumed that in all cases the vehicle's crew has unshakeable faith in both their vehicle, and you as their supreme commander. Any occasional lapses that do occur are represented by shaken and stunned crew damage results.

VEHICLES IN A UNIT – SQUADRONS

Most vehicles fight as individual units and are represented as a single model. However, some small vehicles, like Imperial Guard Sentinels and Eldar Vypers, operate in units of more than one vehicle, usually referred to as squadrons, with up to three vehicles in each squadron.

Movement Phase

When a squadron of vehicles moves, all mobile squadron members have to move at the same speed (i.e. they all move at Combat Speed or at Cruising Speed). All the vehicles have to maintain coherency, just like ordinary troops, but vehicles in a squadron need only to remain within 4" of each other to be in coherency, rather than within 2".

If any of the vehicles in the squadron are immobilised or stunned for any reason when it's the squadron turn to move, the rest of the squadron must remain within 4" of them, or choose to abandon them. Any vehicles that are abandoned are left behind and are destroyed, turning instantly into wreck. It is assumed their crews flee rather than acting as sitting ducks and blow their vehicles up to stop the enemy from capturing them!

Shooting Phase

When shooting, a squadron of vehicles fires all of its available weaponry at a single enemy unit. Vehicles cannot shoot through members of their own unit like non-vehicle models can.

The number of weapons that can be fired by each vehicle in the squadron depends on the movement of the vehicle itself in the previous turn, as some vehicles may be Immobilised, while others may be moving (while still retaining unit coherency).

When a squadron of vehicles is fired at, any hits are distributed evenly amongst the vehicles, in the same way as wounds are allocated to a non-vehicle unit. Once all of the hits have been distributed, roll to penetrate the vehicles' armour and make any Damage rolls as appropriate.

For example, a Space Marine fires its heavy bolter at a squadron of two Vypers, and scores three hits. The player controlling the Vypers allocates two hits on one Vyper of his choice and one on the other Vyper.

Assault Phase

When engaged in close combat, enemy units must treat each member of a vehicle squadron as if it was a separate unit. Use the movement of individual vehicles to determine how hard they are to hit, to reflect the vulnerability of immobilised and stunned vehicles within the squadron.

TRANSPORT VEHICLES

Some vehicles can carry infantry across the battlefield, and the advantages of being able to move a squad rapidly from one area to another under the protection of armour plate is obvious. The danger comes if the transport itself is destroyed before its passengers disembark, as they could become smoking corpses, burned alive inside the exploding vehicle.

These vehicles are defined as transports, and have several additional characteristics: Transport Capacity, Fire Points and Access Points.

Passenger Capacity

Each transport vehicle has a maximum passenger capacity, which can never be exceeded. A transport may carry a single infantry unit or any number of Independent Characters (as long as they count as infantry), up to a total of models equal to the vehicle's transport capacity. The entire unit must be embarked on a transport if any part of it is – a unit may never be spread across multiple transport vehicles.

Only models whose unit type is 'infantry' may embark in transports, unless the transporting vehicle's rules specify otherwise.

Some larger infantry models may count as more than one model for the purposes of taking up a transport's capacity, and this will be specified in the transporting vehicle's rules (for example, each Space Marine Terminator counts as two models).

Sometimes, there will be constraints on which types of models can embark on a particular vehicle, and this will be specified in the vehicle's entry. Space Marine Terminators, for example, cannot embark on a Rhino or Razorback, although they may be transported by a Land Raider.

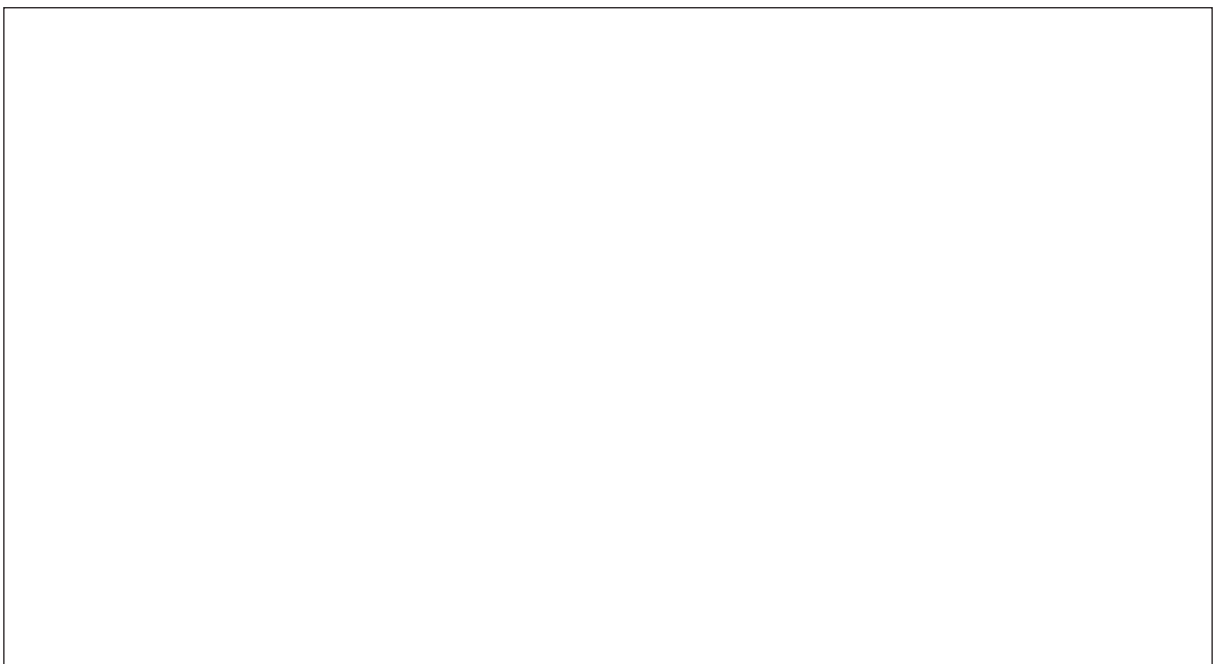
Fire Points

Each transport vehicle may have a number of fire points defined in its entry. A fire point is a hatch or gun slit from which one or more passengers inside the vehicle can fire (or use a psychic power). The number of models that can fire from each fire point is specified in the vehicle's entry, and the other transported models may not fire. Ranges and line of sight are measured from the fire point itself.

Models firing from a vehicle count as moving if the vehicle moves, and may not fire at all if the vehicle moved faster than 12" that turn.

Access Points

Each vehicle capable of carrying passengers will have a number of 'access points' defined in its entry. These are the doors, ramps and hatches that passengers use to get in and out of the vehicle. Models can embark or disembark within 2" of an access point.



Embarking and disembarking

Models can only voluntarily embark or disembark in the Movement phase, and may not voluntarily embark and disembark in the same player turn. However, they may embark and then be forced to disembark if their transport is destroyed.

Embarking

A unit can embark onto a vehicle by moving each model to within 2" of its access points in the Movement phase. The whole unit must be able to embark or none of them can. If some models are out of range, the unit may not embark. When the unit embarks, it is removed from the table and placed aside, making a note or otherwise marking that the unit is being transported (we find that placing one of the unit's models on top of the transport works best!). If any of the models in the transport have abilities that function within a certain range, this range is measured from the vehicle's hull.

- If the vehicle moved before its passengers got aboard, then it may not move any further (including making any turns).
- If the vehicle has not moved before its passengers got aboard, then it can move as normal.

Disembarking

A unit that begins its Movement phase aboard a vehicle can disembark either before or after the vehicle has moved. When the unit disembarks, each model must be deployed within 2" of one of the vehicle's access points, and within unit coherency. They cannot disembark within 1" of an enemy model. If compelled to disembark (e.g. because of the vehicle being destroyed), any models that cannot disembark because there is no

room for them to disembark into are removed from play as casualties.

- If the vehicle has already moved (including making any turns), the transported models may disembark, but not move any further in that movement phase. Once the models have disembarked, the vehicle may not move any further (including making any turns). After disembarking, these models may shoot (counting as moving), but may not assault.
- If the vehicle has not yet moved, then the transported models may disembark and move as normal, the vehicle can then move as normal. The disembarked models may shoot (counting as moving), and may assault as normal.

Independent Characters Embarking and Disembarking

In their Movement phase, any number of Independent Characters may join a unit that is embarking or is already embarked in a vehicle by simply embarking into it (as long as there is enough space left). Also a unit may join Independent Characters that are embarking/embarked in a vehicle by embarking. When inside a vehicle containing a unit Independent Characters automatically join it.

The unit and the Independent Characters may in a later Movement phase disembark together as a single unit, or separate by either the unit or the characters disembarking while the others remain onboard. If they disembark before the vehicle moves, they must be deployed in unit coherency, but then the Independent Characters are free to leave the unit as they move, as normal.

EMBARKING 1

EMBARKING 2

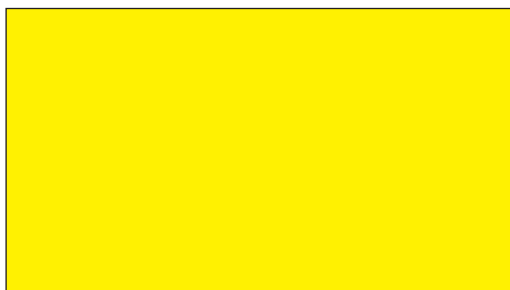
DISEMBARKING 1

DISEMBARKING 2

DEDICATED TRANSPORTS

Sometimes a unit entry in a Codex book will include a transport option, allowing a vehicle to be selected together with the unit. These transport vehicles are known as Dedicated Transports. Their great advantage is that they do not use up a slot of the Force Organisation Chart, but they are normally lightly armed and armoured. Other heavier, more powerful vehicles may also have a transport capacity, but such vehicles are chosen separately and occupy a Force Organisation chart slot of their own (for example, the mighty Space Marine Land Raiders).

The only limitation of a dedicated transport is that when it is deployed it can only carry the unit it was selected with (plus any independent characters). After the game begins, it can then transport any friendly infantry unit, subject to transport capacity and other special exclusions, as explained in the vehicle's entry (it might not be able to transport terminators, for example).



Effects of damage results on passengers

Crew Shaken

Passengers may not shoot from within the vehicle in their next Shooting phase, but are otherwise unaffected.

Crew Stunned

Passengers may not disembark in the next Movement phase and may not shoot from within the vehicle in their next Shooting phase.

Weapon destroyed and Immobilised

These results have no effect on passengers.

Destroyed – Wrecked

The passengers must immediately disembark and then take a pinning test.

Destroyed – Explodes!

Each passenger suffers a Strength 4 AP– hit. The surviving passengers must immediately disembark and then take a pinning test.

Note: if their transport is destroyed (either result) the disembarked passengers may be shot at by other enemy units and may be assaulted as normal, including by the unit that fired at their transport!

TANKS

Tanks are by far the most common type of vehicle found on the battlefields of the 41st Millenium, where their heavy armour and great firepower are an invaluable asset for any army.

Tanks follow the normal rules for vehicles, with the additions and exceptions given below.

Tank Shock!

Tanks may decide to use their mass as a weapon, driving right into and through densely packed enemies (this is an exception to the rule that enemy models count as impassable terrain). This often throws the enemy battle line into disarray, as having some monstrous metal behemoth coming straight at you is unnerving for anybody.

When moving a tank, the player can declare that the vehicle is going to attempt to make a 'Tank shock' attack.

Remember that friendly models count as impassable terrain, so a Tank Shock cannot be attempted if friendly models are in the way. Also, Tank Shock cannot be attempted against enemy units that are locked in combat, as the risk of harming friends in the swirling melee is too high.

To make this kind of attack, first turn the vehicle on the spot in the direction you intend to move it and declare how many inches the vehicle is going to move. Once the vehicle has been 'aimed' and the speed declared, move the vehicle forward until it comes into contact with an enemy unit or it reaches the distance declared – no other changes of direction are allowed.

If no enemy unit is reached, just move the vehicle and no special attack takes place.

If an enemy non-vehicle unit is reached, they must take a Morale check and will immediately fall back if they fail it. If the test is passed they will simply let the tank move through their unit, as if they were not there.

Regardless of the result of the test, the vehicle keeps moving, possibly Tank Shocking more enemy units until it reaches its final position.

If some enemy models in the enemy unit would end up underneath the vehicle when it reaches its final position (it makes no difference whether the unit is falling back or not), these models must be moved out of the way by the shortest distance, leaving a distance of at least 1" between them and the vehicle and maintaining unit coherency, as shown in the diagram.

TANK SHOCK

DEATH OR GLORY!

If a non-vehicle unit that has been attacked by Tank Shock passes its test and does not fall back, one of its models that are in the vehicle's path can stand and attempt to destroy it rather than move out of the way (this is potentially a rather suicidal thing to do!). The model nominated for this heroic duty gets one attack at the vehicle as it heads towards him.

The models can make a single attack against the incoming Tank. Even if the weapon used is Assault 3, or the model is normally allowed more than one Attack, only one attack is ever resolved in this instance. The attack can be either a shot from a weapon carried by the model, or a single close combat attack using any weapon carried, including grenades (such as krak grenades, melta bombs, etc.). Whatever form it takes, the attack hits automatically, so resolve the hit against the vehicle's front armour immediately.

If the model successfully manages to stun, destroy or immobilise the vehicle, then it grinds to a halt directly in front of the heroic individual.

However, if the attack fails to stop the vehicle, then the Tank Shock continues as normal, and the brave (but perhaps rather foolish) glory merchant is crushed by the vehicle grinding over him – the model is removed, regardless of Wounds or saves (invulnerable or not), or any other cunning way of staying alive they can think of.

Ramming

Ramming is a rather desperate manoeuvre and means that the Tank must concentrate on moving at top speed towards one enemy vehicle. This means that it may not shoot in that turn's Shooting phase, making it an attractive choice for vehicles that have no armament left, or are shaken. Ramming is executed exactly like a Tank Shock move, except that the tank must always move as fast as it can.

Note that non-vehicle units in the way of a ramming tank are Tank Shocked as normal.

If the Ramming tank comes into contact with an enemy vehicle, the players resolve the collision as follows.

Both vehicles immediately suffer a hit against the armour side where the other vehicle has impacted (so the ramming vehicle always uses its Front Armour).

The Strength of the hit inflicted is calculated as follows:

- Each point of armour above 10 on the impact point: +1
- Each full 3" moved by the ramming vehicle before impact: +1
- Tank: +1

RAMMING

For example: a Land Raider is ramming an enemy Chimera, hitting it in the side. The Land Raider has a frontal armour of 14 (4 points over 10, for a total of +4), has moved 10" before reaching the Chimera (for an extra +3) and is a Tank (+1). The Chimera suffers a Strength 8 hit against its side armour. At the same time the Land Raider suffers a Strength 4 hit against its frontal armour (+0 for the Chimera's side armour of 10, +3 for the Land Raider's own speed and +1 because the Chimera is a Tank).

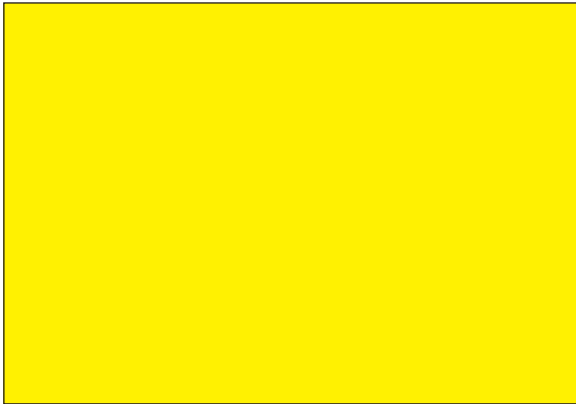
If the vehicle that is being rammed is not removed, the ramming move is brought to a halt. However, if the rammed vehicle is removed because it suffers a Destroyed – Explodes! damage result, the tank can continue its move, until it reaches another vehicle (which it rams again!) or its maximum move distance,

OPEN-TOPPED VEHICLES

Some vehicles are much less armoured than tanks. This makes them excellent at transporting troops, but it also means they are more vulnerable to damage because of their lightweight construction and the fact that their crew is exposed to enemy fire.

A typical example of an open-topped vehicle is an Ork Trukk or War Buggy.

Open-topped vehicles follow the normal rules for vehicles, with the additions and exceptions given below.



Transport open-topped vehicles

Open-topped vehicles do not have specific fire points. Instead, all passengers of an open-topped vehicle may fire, measuring range and line of sight from the hull of the vehicle.

Open-topped vehicles do not have specific access points. Models can embark or disembark within 2" of any point of the vehicle.

Passengers of open-topped vehicles may assault as normal, even if the vehicle has moved before their disembarkation. This makes them excellent assault troops.

As it is much easier to bail out from an open topped transport, the Strength of hits inflicted on passengers of exploding open topped transports is one point lower than it would be in a normal transport (i.e. Strength 3).

Damage rolls against open-topped vehicles

Whenever a Damage roll is made against an open-topped vehicle, add +1 to the result.

FAST VEHICLES

Some vehicles are markedly faster than the more ponderous tanks, because of the combination of their lighter construction and more powerful engines.

Fast vehicles follow the normal rules for vehicles, with the additions and exceptions given below.

Moving fast vehicles

Fast Vehicles are capable of a third level of speed, called Flat Out. A Fast vehicle going Flat Out moves more than 12" and up to 18". This represents the vehicle moving at top speed, without firing its guns (in the same way as a non-fast vehicle would when moving at Cruising Speed).

Fast vehicles firing

Fast vehicles may move and fire more effectively than other types of vehicles.

Fast vehicles that move at Combat Speed may fire all of their weapons (exactly like a stationary non-fast vehicle), including Ordnance Barrage weapons.

Fast vehicles that move at Cruising Speed may fire a single weapon (plus all defensive weapons, just like a non-fast vehicle moving at Combat Speed).

Fast vehicles moving Flat Out may fire no weapons.

Assaulting fast vehicles

Fast vehicles that moved Flat Out in the previous turn and are not immobilised are hit on a 6 in assaults (exactly as if moving at Cruising Speed).

Transport fast vehicles

Passengers may not embark onto or disembark from a Fast vehicle if it has moved or is going to move Flat Out in that Movement phase.



SKIMMERS

Some highly advanced vehicles are fitted with anti-gravity drives that allow them to skim swiftly over rough terrain and intervening troops to launch unexpected attacks.

Skimmers follow the normal rules for vehicles, with the additions and exceptions given below.

Moving Skimmers

Skimmers can move over models, both friendly and enemy, but they cannot end their move on top of them.

Skimmers can move over all terrain, ignoring all penalties for Difficult Terrain and tests for Dangerous Terrain. If a Skimmer ends its move over Difficult or Dangerous terrain, it must take Dangerous Terrain tests as normal for vehicles moving through it. Skimmers can even end their move over impassable terrain if it is possible to actually place the model on top of it, taking tests as per Difficult Terrain.

Shooting against skimmers

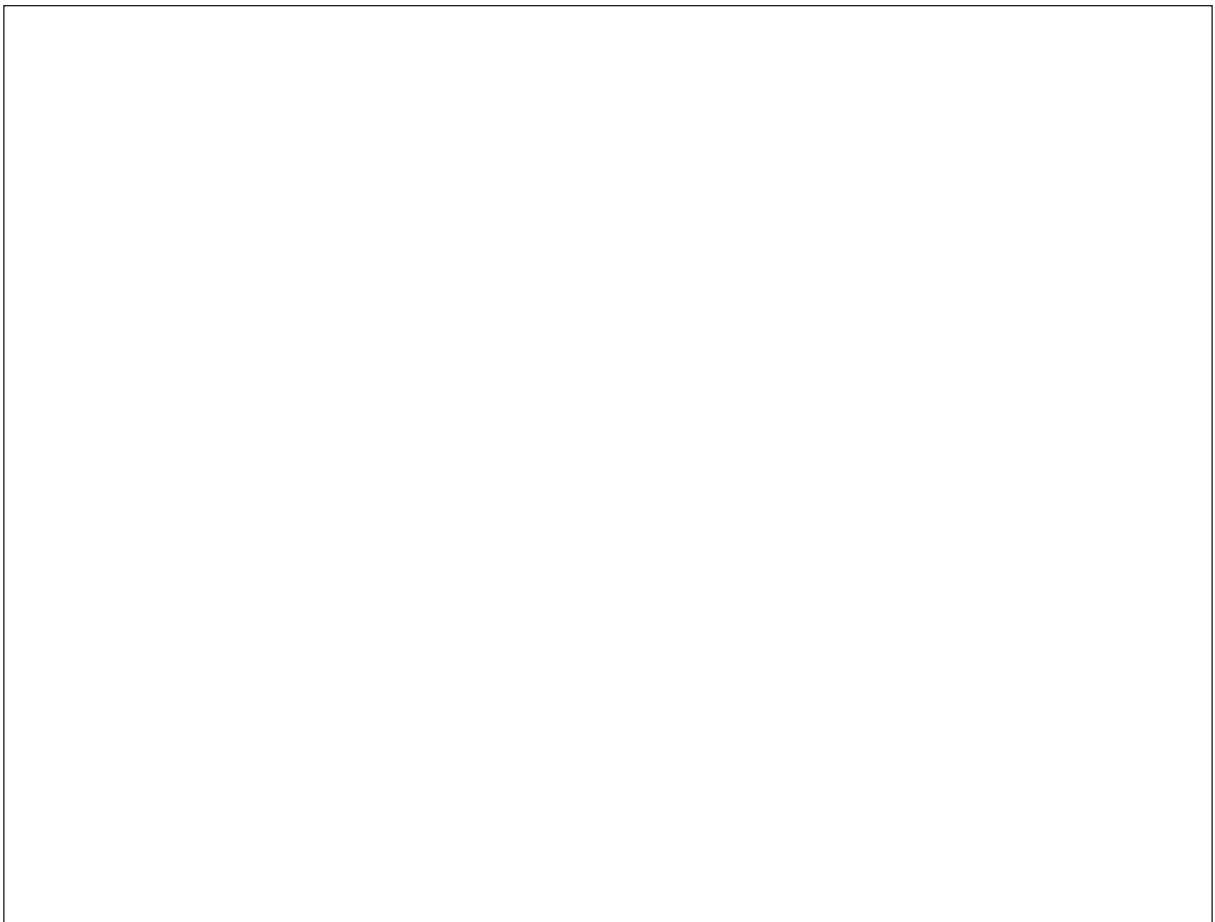
Skimmers moving at high speed are very difficult to hit squarely because they are more agile than other vehicles, and most shots are more likely to 'wing' them instead.

A Skimmer that is not immobilised and has moved at Cruising Speed or Flat Out in its last Movement phase counts as Obscured (receiving a cover save of 5+) when fired at.

On the other hand, having your engines stall when flying at high speed has its consequences, so a Skimmer that is Immobilised immediately crashes and is Destroyed (Wrecked) if it moved at Cruising Speed or Flat Out in its last turn. Otherwise it makes a forced landing and remains immobilised for the rest of the game, no longer counting as a skimmer.

Assaulting skimmers

A skimmer that is not immobilised always counts as moving at Cruising Speed in its previous turn, so the attackers normally need 6s to hit all non-immobilised Skimmers.



WALKERS

Walkers are the most bizarre and different type of vehicles. Instead of wheels or tracks they have mechanical limbs that allow them to stride forwards, ploughing through densely packed terrain with ease in order to bring their weapons to bear.

Additional characteristics

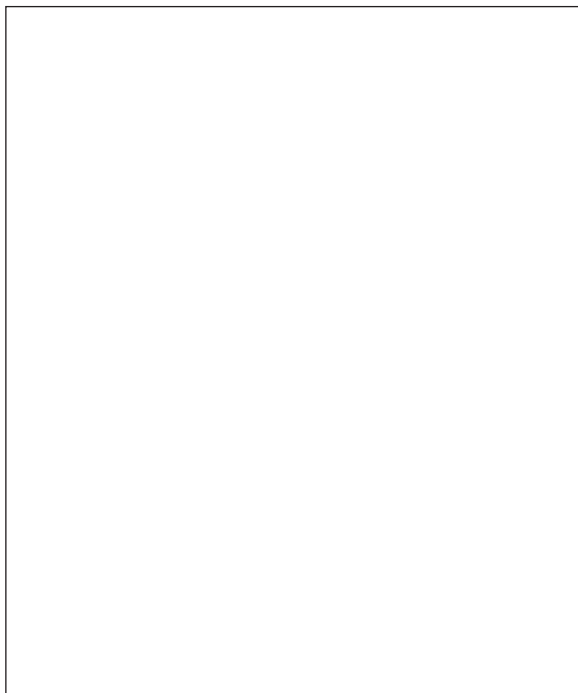
Walkers also have a Weapon Skill, Strength, Initiative and Attacks value, representing their ability in close combat and reaction speed, in the same way as they would for non-vehicle models. The profile for a Walker looks like this:

Armour

Name		Type		WS	BS
S	F	S	R	I	A
Dreadnought		Walker		4	4
6	12	12	10	4	2

Measuring ranges

If a walker has a base, measure ranges and distances to/from its base, as you would for an infantry model. If a walker does not have a base (like the Chaos Defiler), measure to/from its hull (including its legs and other limbs), as normal for vehicles. The process of firing the walker's own weapons makes exception to this, as explained below.



Moving walkers

Other vehicles can only move in the Movement phase, but walkers can move in both the Movement phase and the Assault phase just as infantry can, and they may even Run in the Shooting phase.

Walkers move in exactly the same way as infantry, so they can move up to 6" in the Movement phase and assault up to 6" in the Assault phase if the enemy are within range.

Differently from infantry, however, a walker has a facing, which influences where it can fire (see below) and its Armour value when fired at. It is therefore important to position the walker facing the right way during movement. Remember though that simply pivoting on the spot does not count as moving.

Difficult terrain affects walkers just as it does infantry. Difficult terrain counts as dangerous terrain for walkers only if it would do so for infantry. If walkers fail a Dangerous Terrain test, they are immobilised.

Walkers shooting

As Walkers can only move up to 6" in the Movement phase, they will either be Stationary and fire all of their weapons or move at Combat Speed and fire one weapon. They can alternatively choose not to fire any weapon and run instead, but this would prevent them from assaulting in the ensuing Assault phase.

When firing a walker's weapon, measure the range from the weapon itself and line of sight from the mounting point of the weapon and along its barrel, as normal for vehicles.

As weapons are normally glued in place, assume that weapons mounted on the walker's hull can swivel 45° as normal, while those mounted on its shoulders/arms are treated like those mounted on sponsons.

Shooting at walkers

When firing at a walker, work out which of its Armour Values to use like you would for any other vehicle, based on the position of its body. Walkers that are locked in combat cannot be shot at.

Walkers and Assault

Walkers assault and fight in close combat using all of the rules for infantry.

However, any hits scored against them must roll for armour penetration and damage as for a vehicle. This means that while a walker is quite capable of tearing apart its enemies in close combat, only the specially armed (or monstrously powerful) will have any hope of destroying a walker up close. Models fighting a walker always fight against its front armour, as the walker is not a static target and rampages through the mêlée, turning to face its enemies.

Grenades and melta bombs can be used against a walker. A model will only manage to score a hit with a grenade against a walker on a roll of 6. However, if a walker is already stunned or immobilised at the start of the Assault phase, then they attempt to hit based on the normal comparison of WS. Remember that models using grenades against vehicles can only ever make one attack.

Immobilised and stunned walkers fight in close combat with one less attack than normal (down to a minimum of 1), but otherwise attack normally, no matter how many Immobilised and Stunned results they have suffered.

Shaken damage results do not affect the way a walker fights in close combat.

Each roll made on the Vehicle Damage chart against a walker counts as a single wound for the purposes of working out who won the combat.

Defeated walkers do not take Morale Checks, so the only way to win a close combat involving a walker is to destroy it. However, heavily outnumbered walkers may take additional

damage as their enemies scramble all over them – see the No Retreat rule for details (page XX).

Walkers may only make sweeping advances, pile-in and consolidation moves if they are not stunned or immobilised.

Ramming Walkers

If a Walker is rammed by a Tank, it can choose to either brace itself for the impact, making sure the collision is resolved as normal, or it can attempt a Death or Glory attack in the same way as non-vehicle units. If it chooses to do this and its attack fails to stop the rammer, the walker will lose its balance and be bowled over by the impact, counting as being hit in its rear armour in the ensuing collision, regardless of its facing.

DREADNOUGHT CLOSE COMBAT WEAPONS

Walkers are often armed with enormous close combat weapons – hammers, wrecking balls, claws, etc. A Dreadnought close combat weapon is a power weapon and doubles the walker's Strength in close combat (up to a maximum of 10).

If the walker suffers a Weapon destroyed result and the player chooses the close combat weapon, the walker loses the bonuses conferred by the Dreadnought close combat weapon.

If a walker is armed with two or more close combat weapons, it gains one bonus attack for each additional weapon over the first. If one of its additional weapons is destroyed, one bonus attack is lost.

VEHICLES' MOVING & SHOOTING SUMMARY CHART

Vehicle Type	Stationary	Combat Speed	Cruising Speed	Flat Out
All (except Fast & Walkers)	All Weapons	1 Weapon*	No Weapons	N/A
Fast	All Weapons	All Weapons	1 Weapon*	No Weapons
Walker	All Weapons	1 Weapon*	N/A	N/A

*plus all defensive weapons.

UNIVERSAL SPECIAL RULES

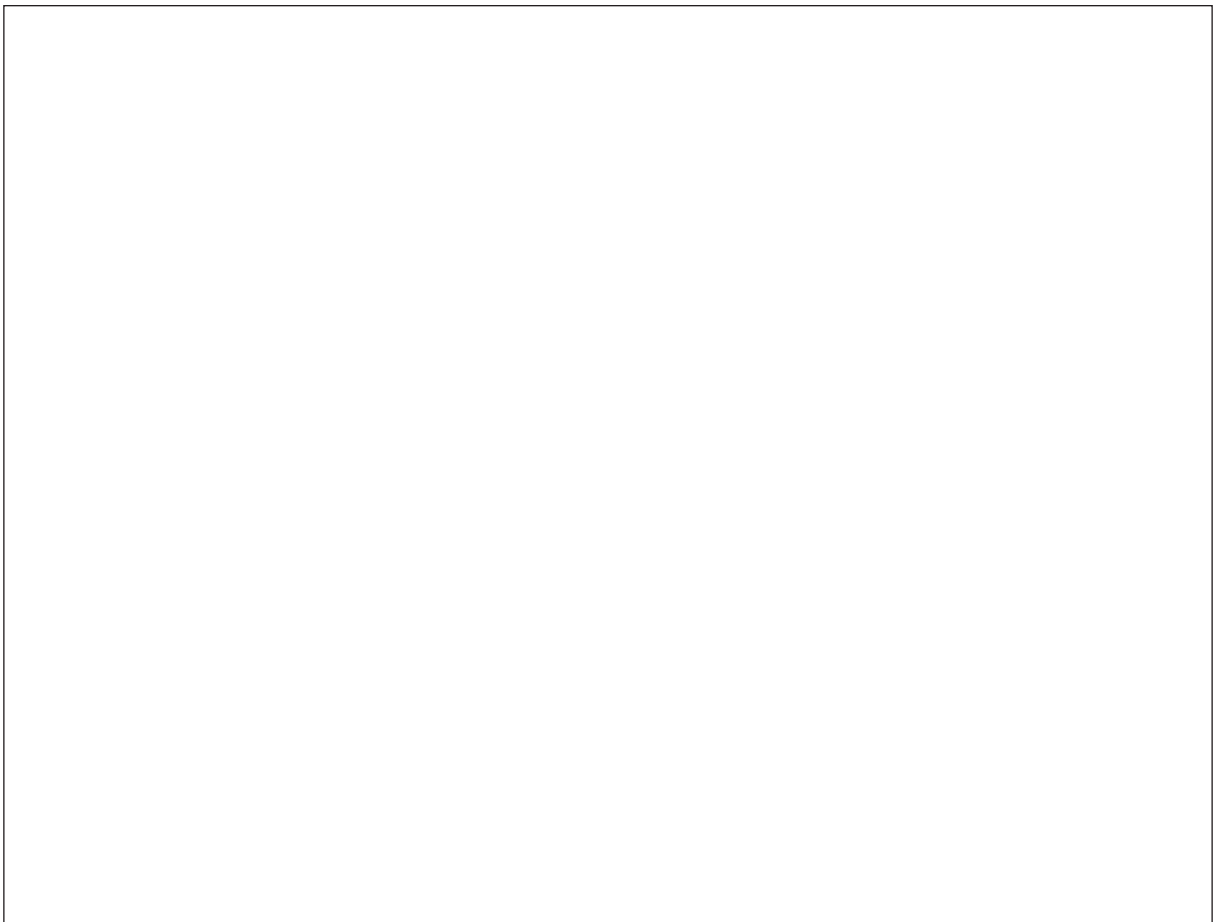
As the number of Warhammer 40,000 armies has increased through the years, it has become apparent that there are a large number of special rules that are not specific to just a single army, and that these universal special rules really belong here in the Warhammer 40,000 rule book.

As this is just a summary, if any of the Codexes include one of these special rules and the rule is different, the one in the Codex takes precedence (and this represents how the general special rule applies to that specific race).

The Special Rules marked with an asterisk (*) are automatically lost by an independent character joining a unit that does not have the same special rule. These rules are also lost by a unit that is joined by an independent character that does not have the same special rule.

COUNTER-ATTACK *

Troops with this skill believe that attack is always the best form of defence. If assaulted, they will spring forward themselves and counter-attack the enemy. To represent this, unengaged models from a unit that has been assaulted (or consolidated into) by the enemy must move up to 6" to get into base-to-base contact with the enemy. Treat the counter-attack as a pile-in move, which is executed after the assaulting units have been moved, but before rolling to hit.



ETERNAL WARRIOR

The model is immune to the effects of the Instant Death rule.

FEARLESS

Fearless troops automatically pass all Morale and Pinning test they are required to take. This special rule is gained by any independent character joining a Fearless unit. Also, as long as a Fearless character stays inside a non-Fearless unit, he loses this special rule.

FEEL NO PAIN

Some warriors are so blood-frenzied or tough that they can ignore injuries that would incapacitate even a battle-hardened Space Marine. If a model with this ability suffers an unsaved wound, roll a dice. On a 1, 2 or 3, take the wound as normal (removing the model if it loses its final wound). On a 4, 5 or 6, the injury is ignored and the model continues fighting. This ability cannot be used against weapons that inflict Instant Death (by having a high enough Strength or a special rule to that effect; even if the model is an Eternal Warrior) or against close combat weapons that allow no Armour Save (such as power fists, power swords, Dreadnought close combat weapons, rending attacks that roll a 6, etc).

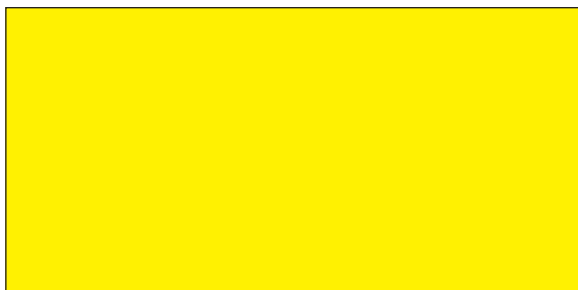
FLEET *

There are many variants of this rule: Fleet of Foot, Fleet of Claw, even Fleet of Hoof. Title aside, all models with these abilities are treated similarly.

A unit with this rule may assault normally even if it has Run in the Shooting phase.

FURIOUS CHARGE

Models with this skill are known for the wild ferocity of their assaults. In a player turn in which they assaulted into close combat they add +1 to both their Initiative and Strength characteristics when resolving the fight. This ability does not affect sweeping advances.



HIT & RUN*

Models with this ability may choose to leave close combat at the end of the Assault phase. The unit using the Hit & Run ability must take an Initiative test. If the test is failed nothing happens and the models remain locked in the fight. If the test is passed, the unit breaks from combat and immediately moves up to 3D6" in a straight line in any direction, ignoring the units they are locked with. This move may not be used to move into contact with any enemy models. The break-off move is not subject to sweeping advance, but the enemy can consolidate normally.

INFILTRATE *

In the right circumstances, stealthy troops have the ability to work their way into a forward position on the battlefield.

Units with this special rule are deployed last, after all other units (friends and foe) have been deployed. If both sides have infiltrators, roll a dice to determine who goes first and alternate deploying these units. Infiltrators may be set up anywhere on the table that is more than 12" from an enemy unit, if no deployed enemy unit can draw a line of sight to them. Alternatively, they may be set up anywhere on the table that is more than 18" from an enemy unit, even if they can be seen.

If a unit with this ability is deployed inside a transport vehicle, it cannot Infiltrate.

MOVE THROUGH COVER *

Some units of infantry are especially adept at moving through difficult terrain. Accordingly, roll an extra D6 when rolling to move through difficult terrain. In most circumstances this will mean that they roll three D6 and pick the dice with the highest score.

NIGHT VISION/ACUTE SENSES

Warriors in certain parts of the galaxy have developed nocturnal tendencies by fighting in perpetual night, or perhaps carry equipment that gives them such abilities. When the Night Fighting mission special rule is in use, such models may choose to re-roll the test to determine how far they can see, but must abide by the new result.

Characters with this rule confer it onto any unit they join, as long as they are part of the unit. Units with this rule confer it onto any characters joining them, as long as they are part of the unit.

PREFERRED ENEMY

Some warriors are able to predict the moves of the enemies they are used to fighting. In close combat, they have developed special techniques that enable them to counter such enemies more effectively. Such troops can always re-roll their rolls to hit in close combat against their designated preferred enemy. This ability does not work when attacking vehicles without a Weapon Skill characteristic or enemies with a WS of 0.

RELENTLESS

Unlike common infantry, some powerful warriors like Monstrous Creatures, Jet packers, Bikers and all Vehicles can advance while firing their heavy weapons at full capacity. Relentless models can fire rapid fire weapons and heavy weapons counting as stationary even if they moved in the previous Movement phase, and are also allowed to assault in the same turn they fired them. Note that a Relentless independent character may still abide to the assaulting limitations of the unit it has joined, if the unit is not Relentless itself.

SCOUTS*

Scouts are used to reconnoitre ahead and are always in the vanguard of the army. To represent this, after both sides have deployed (including Infiltrators), but before the first player begins his first turn, any Scouts may make a normal move. This is done exactly as in their Movement phase, except that units of Bikes may not use their turbo-boosters special ability for their Scout move. During this move, however, Scouts must remain more than 12" away from any enemy.

If both sides have Scouts, roll a dice to determine who goes first and alternate moving these units.

If a unit with this ability is deployed inside a dedicated transport vehicle, it confers the Scout ability to the transport.

SKILLED RIDER

The model may re-roll the dice for failed Dangerous Terrain tests.

SLOW AND PURPOSEFUL

Models with this special rule are Relentless (see above). However, they always count as moving through difficult terrain.

STEALTH

The ability to make maximum use of available cover has saved many a warrior from discovery and death. The unit's Cover Save is improved by +1 if they are in cover.

STUBBORN

Stubborn resistance against impossible odds is a feature of some races. When taking Morale tests, Stubborn units always ignore the negative Leadership modifiers listed in this book.

Independent Characters that are Stubborn confer the ability onto any unit that they join.

SWARMS

Swarms represent creatures that are too puny to be an individual threat on the battlefield, but when operating as a sea of dozens of creatures they can destroy much larger enemies. All Swarms have the Stealth and Vulnerable to Blasts/Templates special rules.

TANK HUNTERS

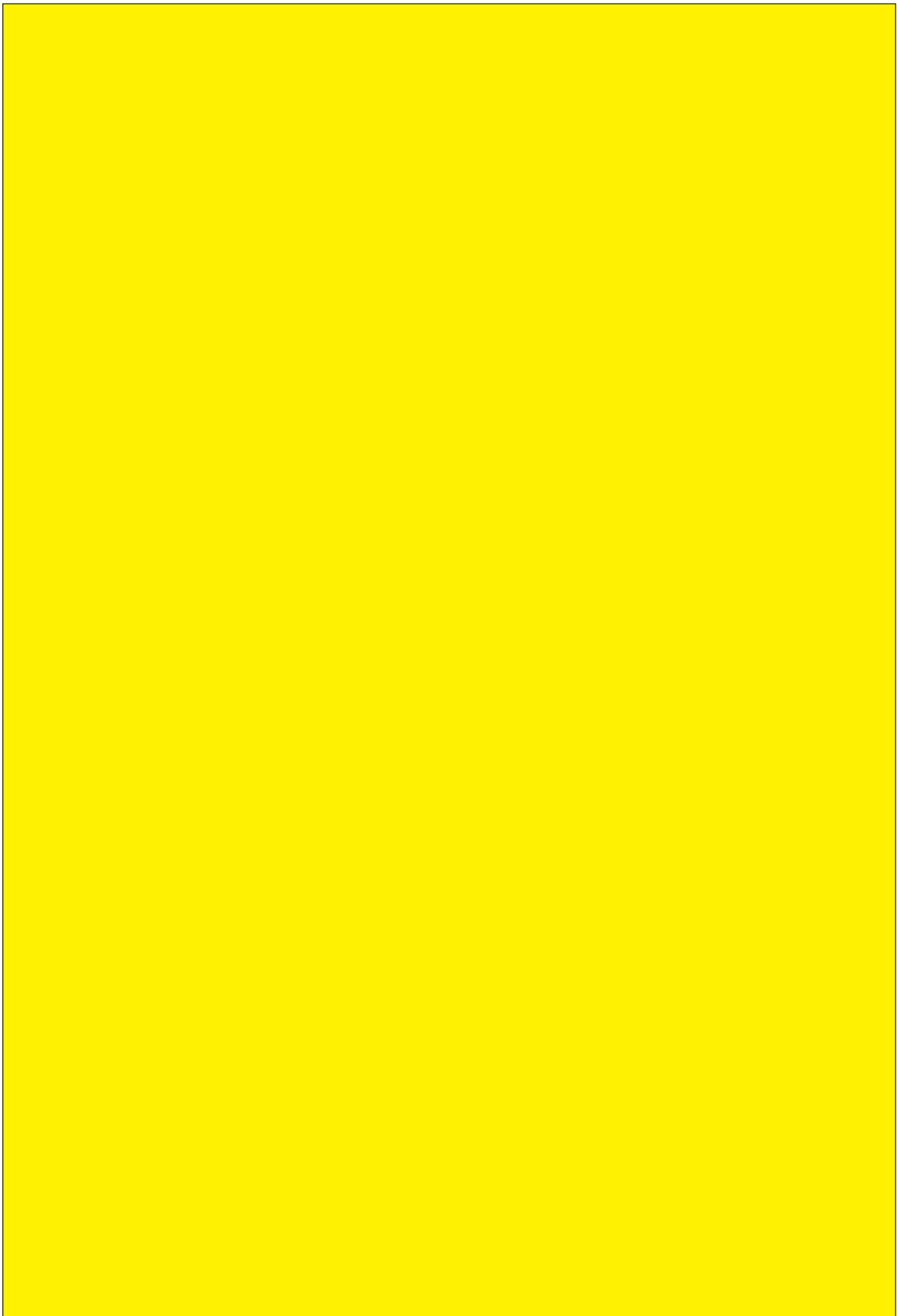
Tank Hunters are especially skilled at finding and exploiting weaknesses in the armour of enemy vehicles. They add +1 to their Armour Penetration rolls whenever they hit a vehicle (both at a range and in close combat), and automatically pass Morale checks caused by Tank Shock.

TURBO-BOOSTERS*

Units mounted on bikes and jetbikes may utilise turbo-boosters to move at extreme speed. When using their turbo-boosters they may move up to 24" in the Movement phase. Controlling their bike at such speeds takes all their concentration and skill, however, so they may not move through difficult terrain, shoot, launch assaults or move in any other phase in the same turn. In the following enemy Shooting phase, the bike benefits from a Cover Save of 3+ to represent the difficulty of hitting such fast-moving targets. A unit using turbo-boosters must end its move at least 18" away from its starting position to claim this Cover Save, as it relies on flat-out speed.

VULNERABLE TO BLASTS/TEMPLATES

Some units are especially vulnerable to blast weapons and template weapons. If the unit is a vehicle, then each hit counts as two hits.



ORGANISING A BATTLE

Now that you've learnt the rules for moving, shooting and fighting with your army, we'll look at how to organise a game of Warhammer 40,000, including how to choose your forces, how to set up the battlefield and how to select a mission

ORGANISING A BATTLE

- 1 Agree points limit & choose forces
- 2 Prepare the Battlefield
- 3 Select a Mission
- 4 Deploy Forces
- 5 Start the game!

AGREE POINTS LIMIT & CHOOSE FORCES

A game of Warhammer 40,000 can use as many models as you can collect. The army lists included in the Warhammer 40,000 Codex books specify the precise characteristics and abilities of each troop type, detail how many you can use and provide a points value for each. The better a combatant is, the more points it will cost. Normally a soldier will have a basic cost, which is then increased if you upgrade his equipment or abilities.

The most popular approach to playing a game of Warhammer 40,000 involves both you and your opponent selecting forces to a previously agreed points limit. A limit of 1,500 points per side produces a well-balanced game that can be concluded in a few hours.

As you build up your armies and enter the ranks of the veteran gamer, you will no doubt crave opportunities to get your entire figure collection onto the battlefield and play with bigger points values. Don't be in a mad rush to play huge points limit games – it is far better to start small and gain familiarity with the rules rather than trying to master everything at once. You will inevitably make mistakes in your first few games, so it is better to play a number of small, quick games to learn the ropes before moving up to a full-size game.

The first thing players need to when arranging a game is to decide what points limit they are going to use. For example, they may agree to play a 1,000 points game, in which case the total value of all models in each player force must come to 1,000 or less (it will often be a few points short, but it still counts as a 1,000 game).

Forces organisation

Once they have agreed a points limit, the players will pick their forces using the Codex book of the army they have chosen and collected. As detailed in each army Codex, all the forces you can use are categorised broadly by categories that tell you something about the role the troops in question play in the army. These roles are: HQ, Elite, Troops, Fast Attack and Heavy Support.

HQ:

A Headquarters unit might be a single heroic commander or powerful monster. These models are amongst the most powerful in the game, as leaders will generally have access to more special equipment than everyone else. They are not invincible, but can provide a powerful spearhead for an attacking army, and a strong core for a defensive one. Every army will contain at least one Headquarters unit to command it.

Elites:

An Elite unit will normally be a powerful but expensive option. Elite choices are often the best soldiers an army has to offer, but there are never enough of them. In some cases they will be specialists, while at other times they will be more experienced versions of the regular rank and file soldiers.

Troops:

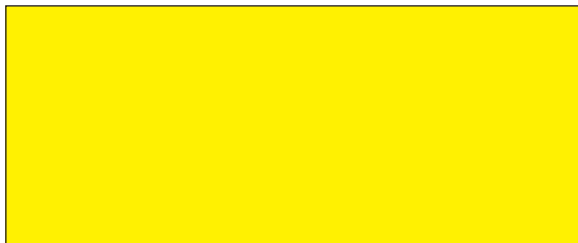
Troops represent the most commonly available soldiers in an army. This does not mean they are poor fighters though; the category includes such troops as Space Marines and Tyranid Genestealers, both formidable adversaries. These are the warriors that make up the bulk of an army and, as such, every army will have at least two such units. These units main tactical role is that of consolidating the gains of the army, defending the objectives that have been taken by the more specialised units.

Fast Attack:

Fast Attack units are generally (surprise, surprise!) faster than their comrades and are masters at manoeuvre. Often they will be responsible for reconnaissance and scouting, while at other times they will be specialist assault troops relying on speed to strike at the heart of the enemy.

Heavy Support:

Heavy Support units are literally the big guns of the army. In this section you will find the heaviest items of equipment and the toughest creatures. However, these units are also often the most expensive in points, so an over-reliance on them could see you being heavily outnumbered.



Force Organisation Chart

The minimum and maximum numbers of each of these types of unit are detailed on a Force Organisation chart. One box on the chart allows you to make one selection from that part of your army list. Dark boxes are compulsory selections. As you can see from the Force Organisation chart opposite, which is used for all Standard Missions (i.e. those presented in this section of the rule book, see later), you will always have to take at least one Headquarters selection and two Troops selections. These compulsory choices ensure that whatever else you select, your force will have a core within it that is representative of that army. This is rarely a disadvantage and many players often use the maximum number of Troops selections.

Sometimes a single choice on the Force Organisation chart will allow you to select more than one unit. This will always be explained in the appropriate Codex so be sure to read it carefully.

FORCE ORGANISATION CHART – STANDARD MISSIONS

COMPULSORY

1 HQ

2 Troops

OPTIONAL

0-1 HQ

0-4 Troops

0-3 Elites

0-3 Fast Attack

0-3 Heavy Support

Multiple Detachment Games

As your collection of miniatures grows, the urge to use them all at once will become hard to resist. Above a total 2,500 points, the Force Organisation chart deliberately becomes a real limiting factor. The chart allows you to build the minimum sized force that can reasonably be expected to complete a mission. On a larger scale, an army will consist of many such detachments, each performing separate missions. If you want to play an especially large game then, as well as agreeing a points limit, you should also agree a maximum number of detachments. Each detachment will be a separate army, using its own Force Organisation chart.

Alternatively, if you prefer a more free-form gaming experience, you might want to explore the Apocalypse expansion that deals with large and multi-player games.

Non-standard Missions

Players may of course make up their own Missions, varying the way units are deployed, the victory conditions, the terrain, or even adding their own Mission Special Rules to represent fog, artillery barrages and so on. They may also decide to vary the Force Organisation chart, to represent different forces, more suitable to their Missions. They may want to change the compulsory/optional units, or increase, decrease or remove altogether one kind of unit (no Heavy Support and two compulsory Fast Attack units representing a rapid insertion force, for example).

More examples of non-Standard Missions can be found later in this rule-book or in other Warhammer 40,000 supplements.

PREPARE THE BATTLEFIELD

The gaming surface

All Standard Missions are designed to be played on a 6'x4' gaming surface, with each player sitting behind one of the long table edges (referred to as "his own" table edge). The concept of 'own' table edge is important, because when units fall back, they will always fall back towards 'their own table edge' (we assume this is in the direction of their base of operations), in other words, towards the player himself! The remaining two edges of the gaming surface are referred to as the two 'short table edges', which do not belong to any player.

Setting up terrain

Setting up a well-modelled, interesting battlefield will enhance the enjoyment that you get from playing a game of Warhammer 40,000. Many players will collect several armies before considering the possibility of investing some time and effort in producing good terrain. This is a shame, as a new set-up for your games can breathe fresh life into the most heavily used armies and missions. Adapting your tactics from fighting in rolling woodland to capturing ruined buildings is both challenging and fun.

It is best if the players place the terrain together, ensuring that the set-up is acceptable to them both. Alternatively, you may ask a third person to set up the terrain in a fair and balanced spread. A third common way of setting up the terrain is for the player hosting the game (or arriving first at the club) to set the terrain up, and for the other player to automatically win the roll to choose who is going to deploy first (see missions). In tournament play, terrain will normally be pre-set by the organisers.

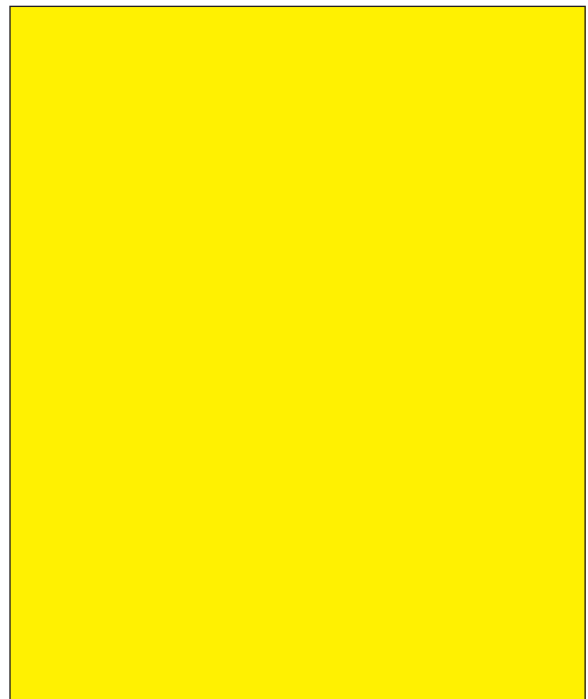
How much terrain

As a general rule, in Warhammer 40,000 the more terrain the better the gaming experience. If you use too little terrain, games will be short and not very satisfactory, with too much advantage going to the player who gets to shoot first. For a balanced game, where close combat troops have a chance to get into contact with the enemy without being completely blown away in a couple of turns, we expect that about a quarter of the total playing surface should have terrain on it. The assumption here is that if terrain pieces are roughly 12" by 12", then six are needed to fulfil the 25% terrain recommendation on a standard 6'x4' table (these dimensions are approximate and under no circumstances should terrain features, such as woods, be uniformly square, as irregular features look much better!).

In your terrain collection there should be a good mixture of types. An equal division between terrain which interferes with line of sight and provides cover (such as woods or ruins), terrain which provides cover, but does not block line of sight (such as scrubland and low rubble) and terrain which blocks line of sight but provides little cover (such as gentle hills or ash waste dunes) makes for good tactical play, although this is entirely subject to the players' preferences. You may want to build terrain with this in mind.

Terrain sets

Knowing that you need a certain amount of terrain to populate your gaming table means that you can build terrain 'sets', representing a particular planet or warzone. This could be as simple as a number of hills with rubble-strewn slopes, reminiscent of the quarries so beloved of low budget science fiction film-makers, or as complex as the domes of an Eldar craftworld. As long as you avoid building terrain guaranteed to give you a tactical advantage, you should get plenty of use out of each 'set' of terrain. The effect is analogous to building a movie set. Terrain pieces should convey some character and add possibilities to any game played using them. A player who builds distinctive terrain that makes for a fun game will find himself in much demand for games, and deserves as much kudos for his trouble as a player with a particularly well-painted army.



Examples of board setups

SELECT A MISSION

The three missions described here are called Standard missions, and are the most common way Warhammer 40,000 battles are played. They are relatively simple, and because they do not require an army that is designed specifically towards a single style of play, they all use the standard Force Organisation chart.

You can either agree with your opponent which mission to play, or roll D6 and consult the table below:

STANDARD MISSIONS CHART

D6 Roll	Mission
1-2	Recon
3-4	Take and Hold
5-6	Total Annihilation

Mission special rules

All Standard Missions use the following Mission Special Rules, presented on page XX: Reserves, Deep Strike, Random Game Length.

Scoring units

Normally a campaigning army employs the squads making up the bulk of its fighting force to dig in and consolidate any territorial gains, while the most specialised units forge ahead to engage the enemy with lightning-fast assaults and massive armoured trusts.

The concept of scoring units is central to two of the Standard Missions, which are won or lost by capturing and holding more objectives than the enemy, and only scoring units may do that.

An army's scoring units are all the units that come from its **Troops** allowance. There are only three exceptions when a unit of Troops does not count as scoring:

- if it is falling back at the end of the game
- if it is a vehicle
- if it has a special rule specifying it never counts as scoring.

1) RECON

The battlefield is strewn with discarded equipment, wounded comrades, 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 secure as many of these vital objectives as you can.

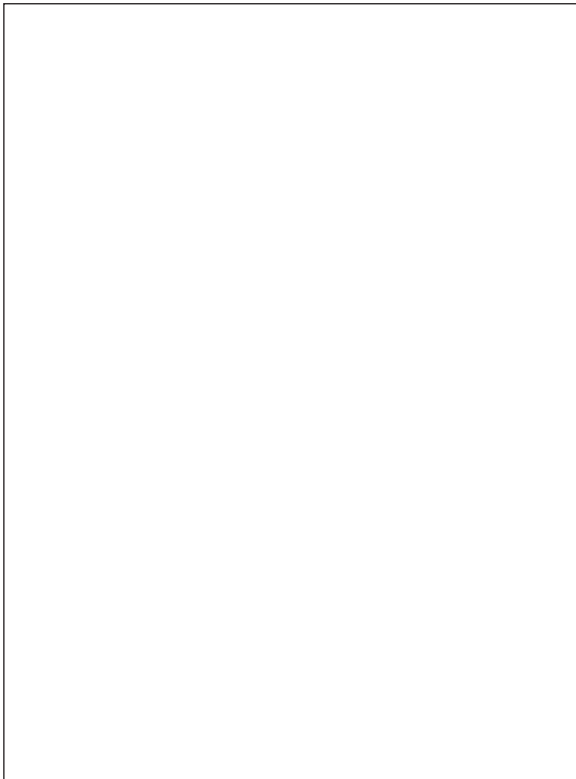
Objective:

The players must first determine the position of D3+2 objectives. The winner of a roll-off chooses a point on the table to be an objective (by placing a counter on it, choosing a detail of a terrain feature, or any other method that is as clear). Then the opponent does the same, and the players alternate choosing a point on the table to be an objective until the position of all of the objectives has been determined. An objective may not be positioned in impassable terrain, nor within 12" of a table edge or another objective.

After positioning the objectives, deployment of the forces begins, as described in the next section (Deploy Forces).

At the end of the game you control an objective if there is at least one of your scoring units, and no enemy scoring units, within 3" of it.

The player controlling the most objectives wins. If they control the same number of objectives, the game is a draw.



2) TAKE AND HOLD

Both sides are attempting to punch through enemy lines to capture the enemy base of operations or another similarly vital objective whilst defending their own.

Objective:

As part of deploying his army (see next section – Deploy Forces) each player must choose a point in his own deployment zone to be an objective (with a marker, a detail on terrain, etc.). This may not be in impassable terrain or within 24" of the other objective.

At the end of the game you control an objective if there is at least one of your scoring units, and no enemy scoring units, within 3" of it.

The player controlling the most objectives wins. If they both control one or none, the game is a draw.



3) TOTAL ANNIHILATION

Some battles are fought with only one objective – find your enemy, crush him utterly and take away his means to mount further resistance.

Objective:

At the end of the game, each player receives a variable number of 'kill points' for each enemy unit that has been completely destroyed or is falling back.

Units from the Elites, Fast Attack and Heavy Support sections are worth 2 kill points each, while units from the HQ section are worth 3 kill points each, and units from the Troops section are worth 1 kill point each. Dedicated transports are always the same as the unit they are selected with.

The player with the highest total of kill points wins. If the players have the same total, the game is a draw.

DEPLOY FORCES

Sometimes battles occur between forces that have been in place for weeks, carefully preparing their positions, while at other times a skirmish between patrols escalates into a major engagement, with reserves pouring from other sectors.

You can either agree with your opponent which Deployment type to use for your armies, or roll D6 and consult the table below:

DEPLOYMENT CHART

D6 Roll	Deployment type
1-2	Spearhead
3-4	Pitched Battle
5-6	Dawn of War

Own table edge

The notion of 'own table edge' is very important, as it determines in which direction units will fall back and is related to many Mission objectives and the Reserves rules. This is the table edge the player is sitting (or standing!) behind, and is clearly marked in each deployment type's map.

A note on secrecy

Players may at any time ask to see their opponent's force roster. In other words, there are no secrets – players should concentrate on outmanoeuvring the enemy rather than trying to spring on them an unsuspected trump card!

Infiltrators and Scouts

In all three type of Deployment, the sequence is the same. First the players deploy as described in the Deployment, then they deploy their unit with the Infiltrate special rule, and finally move their units with the Scouts special rule.

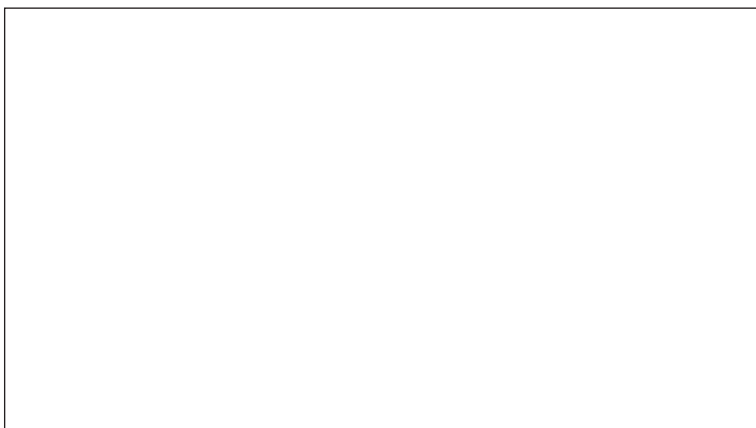
SPEARHEAD – Table Quarters

Both armies have penetrated deep into no man's land, trying to flank the enemy, when contact is made and battle erupts.

The table is divided into four quarters, formed by drawing horizontal and vertical lines through the centre point. A 6'x4' table would have four 3'x2' quarters.

The players roll-off, and then the winner deploys his force in any one table quarter, more than 12" from the centre point. His opponent then does the same in the opposite table quarter.

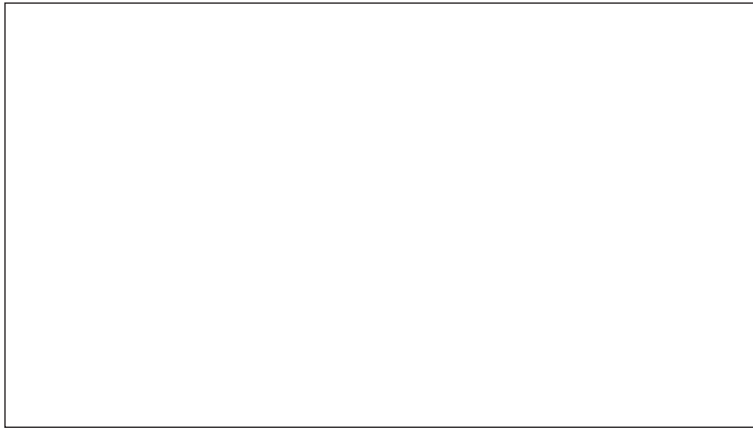
Start the game! Once deployment has finished, the player that won the initial roll-off starts Game Turn 1 with his first player turn.



PITCHED BATTLE – Long Table Edges

In the most classic of engagements, the two opposing forces form up in their battle formations and advance head-to-head against each other, guns blazing.

The table is divided into two halves, formed by drawing a horizontal line through the middle of the short table edges. A 6'x4' table would have two 6'x2' halves.



The players roll-off, and then the winner deploys his force in one of the two halves, more than 12" from the table's middle line. His opponent then does the same in the opposite half.

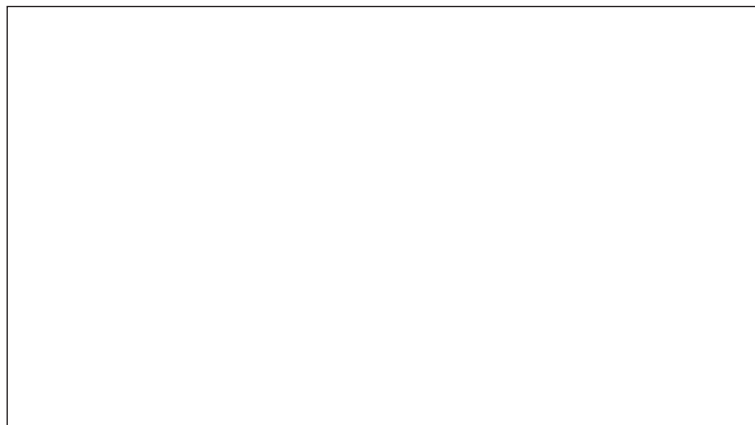
Start the game! Once deployment has finished, the player that won the initial roll-off starts Game Turn 1 with his first player turn.

DAWN OF WAR – Table Halves

A night-time clash of patrols rapidly escalate into a major engagement as the sun rises and both sides call in more and more reinforcements.

The table is divided into two halves, like in a Pitched Battle (see above).

The players roll-off, and then the winner can deploy up to two units from his Troops selection and one unit from his HQ section in one of the two halves, more than 12" from any enemy. His opponent can then do the same in the opposite half.



Units of Troops and HQ that can Infiltrate can be deployed as normal for this rule, as long as at the end of deployment the player still has a maximum of one HQ and two Troops on the table.

Start the game! Once deployment has finished, the player that won the initial roll-off starts Game Turn 1 with his first player turn.

All units that were not deployed, and have not been placed in Reserve, can enter the game by moving onto the table from their own table edge in the Movement phase of their first player turn.

During Game Turn 1 the Night Fighting mission special rules are in effect.

MISSION SPECIAL RULES

The Mission Special Rules listed here are used in Standard Missions, and are examples of the kind of special rules that players may want to invent when designing their own missions.

Deep strike

Some units are allowed to enter play via tunnelling, teleportation, flying, or some other extraordinary means. Where this is the case it will be noted in their special rules. Some units always have the option; others only have the option in missions where the Deep Strike special rule is in force (like all Standard Missions). If you wish to use this option then the units in question begin the game in reserve – it does not matter whether the Reserves special rule is in force for the mission. Roll for arrival of these units as specified in the Reserves rules and then deploy them as follows.

First place one model from the unit anywhere on the table, in the position you would like the unit to arrive, and roll the Scatter dice. If you roll a HIT the model stays where it is, but if an arrow is shown this determines the direction the model is scattered in. If a scatter occurs, roll 2D6" to see how far the model scatters. Once this is done, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the original model in a circle around it. When the first circle is complete, a further circle should be placed with each model touching the circle inside it. Each circle should include as many models as will fit.

Models arriving via Deep Strike treat all difficult terrain as dangerous terrain and may not move further in that Movement phase other than to disembark from a Deep striking transport vehicle. They may fire or run as normal in the ensuing Shooting phase, counting as having moved (moved 12" in case of Vehicles). Being disrupted by their Deep Strike move, however, they may not mount any Assault in the turn they arrive, unless differently specified in their special rules.

Deep Strike Mishaps

Teleporting or dropping onto a crowded battlefield may prove extremely dangerous, as one may arrive miles away from the intended objective or even inside solid rock! If any of the models in a Deep Striking unit cannot be deployed because it would be outside the table, on top of impassable terrain, on top of a friendly model, or on top or within 1" of an enemy model, something has gone wrong. The controlling player must roll on the Deep Strike Mishap table below and apply the results.

DEEP STRIKE MISHAP TABLE

D6 Effect

- | | |
|-----|--|
| 1 | Terrible incident. Teleporting troops are lost in the Warp; Deep Striking Jump Infantry are shot down with their transport, or some other suitably dramatic event occurs. The entire unit is destroyed! |
| 2-3 | Major miscalculation. The unit has not made it to the battlefield, or it has been sent to a completely different sector. The unit is removed and does not take part in the battle, but only counts as a unit below half strength at the end of the game. |
| 4-6 | Minor miscalculation. The coordinates were only slightly inaccurate. The opponent may deploy the unit anywhere on the table (including inside difficult terrain, which of course counts as dangerous for Deep Striking units!), in a valid Deep Strike formation, but without rolling for scatter. |

Night fighting

It is much harder to accurately identify enemy units at night; warriors must be sure of their targets before opening fire, and tend to be more cautious than normal. After selecting a target, but before a unit fires, a check needs to be made to see if the firers can clearly spot their target through the darkness. Roll 2D6 and multiply the result by 3, rolling once per unit only. This is the maximum range that any non-barrage weapon can be fired at. If the shooters have selected a target beyond this range they lose the right to fire, as they search the darkness for a target that never appears.

Normal barrage and ordnance barrage weapons may fire at unseen targets, but if they do, they add an extra D6 to the distance scattered.

Random game length

At the end of Game Turn 5, the player that had the last player turn rolls a dice. On a 3+ Game Turn 6 is played.

If this is the case, the player will roll another dice at the end of Game Turn 6, and this time on a 4+ the game does not end and Game Turn 7 is played. The game ends in any case at the end of Game Turn 7.

Reserves

Reserves are forces in the same sector as the troops on the battlefield who can be called in to reinforce them at relatively short notice.

Preparing Reserves

When deploying their army, players may choose not to deploy one or more of the units in their army and instead leave them in Reserve. Units in reserve will become available in later turns of the game.

During deployment, when declaring which units are left in Reserve, the player must clearly explain the organisation of his Reserves to the opponent.

First he must specify to the opponent if any of his Independent Characters left in Reserve are joining a unit (in which case they will be rolled for and will arrive together) or not (and will therefore count as a separate unit when rolling for Reserves).

Similarly, the player must specify if any transport vehicle in Reserve is carrying any of the infantry units and/or Independent Characters in Reserve or not (if they do, they will be rolled for and will arrive together). Remember that a Dedicated Transport can only be deployed, and consequently can only be kept in Reserve, empty or transporting the unit it was selected with (plus independent characters that joined it).

If units in reserve have the Deep Strike, Scout or Infiltrate special rule, the player must declare to the opponent whether they are going to enter from his own table edge or they are going to use their special rules to Deep Strike/outflank when they will become available (see Arriving from Reserve). This decision may not be changed later.

Rolling for Reserves

At the start of each Movement phase except the first, before moving any other unit, the player must roll a dice for each of his unit in reserve. Depending on the turn in question a certain result will mean that the unit has arrived (see Table below). For example, on turn 1 no reserves arrive, on turn 2 the player needs a 4+ for the unit to arrive, and so on until Turn 5, when any units left will arrive automatically (see the Reserves Table below).

RESERVES TABLE

Turn	Unit in Reserve arrives on:
Turn1	N/A
Turn2	4+
Turn3	3+
Turn4	2+
Turn5	Auto

Once all of the units have been rolled for, the player picks any one of the units arriving and deploys it. Then he picks another unit and deploys it, and so on until all of the arriving units are on the table. The player can then proceed to move his other units as normal.

Note: You must roll for reserves as soon as possible and must bring them onto the table as soon as they are available. You may not delay making the dice rolls or keep the reserves hanging around off-table until you decide you need them!

Arriving from Reserve

When a reserve unit arrives, it must move onto the table from the controlling player's own table edge (unless it's Deep Striking, Scouting or Infiltrating).

Deep Striking units arrive from reserve as described in the Deep Strike special rule.)

If units with the Scout or Infiltrate special rules have declared they are attempting to outflank, when they arrive from Reserve the controlling player rolls a dice: on a 1-2 the unit will come in from the short table edge on the player's left; on a 3-4 they will come from the right, on a 5-6 the player can choose left or right. Note that if such units are picked from their army list together with a dedicated transport, they may outflank with their transport, but if they do so they must move onto the table embarked in it.

If a unit that cannot normally move cannot be deployed (for example in case of Dawn of War), it must be kept in Reserve and will enter the game by Deep Strike (representing it being airdropped or teleported onto the battlefield).

Victory points

The winner of any Mission that ended in a draw on Objectives, is decided by calculating Victory Points (VPs).

VPs are gained by inflicting damage on enemy units, as follows.

Units Destroyed.

At the end of the game every unit that has been destroyed is worth to the opponent an amount of VPs equal to its points cost (including the cost of all its extra wargear or vehicle upgrades). Units that end the game Falling Back or off the battlefield for any reason count as destroyed.

For example, a 260 point Land Raider would be worth 260 VPs to the opponent if he managed to destroy it by the end of the game.

Units below half strength.

At the end of the game every enemy unit that is below half strength is worth to the opponent an amount of VPs equal to half its points cost

(including the cost of all its extra wargear or vehicle upgrades), rounded down.

In case of units that start the game as a single model (Independent Characters, Monstrous Creatures, etc.), they award half their points cost in VPs if they have suffered more than half the number of Wounds on their profile.

In case of vehicles, they award half their points cost in VPs if they are suffering from the effects of any Damaged result.

For example, a squad of Space Marines starts the game at 10 models strong (costing 190 points) and ends the game with only 4 models left. Such a squad is worth 95 VPs to the opponent.

Each player adds together all of the VPs he scored, then the two totals are compared to find the difference in VPs. A difference of 10% of the game's points limit counts as a victory, otherwise the game is a draw.

For example, in a 1,500 points game, you need to score 150 points more than the opponent to win.