WARHAMMER 40,000
4TH EDITION SRD

OBJECTIVE

The following document is sourced from the Warhammer 40,000 4th Edition Core Rule book. This document directly quotes the essential text of the book after removing all superfluous commentary in order to be a more useful tool for those needing a rules reference.

This is version 0.1

RULES INTRODUCTION

OVERVIEW

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 (the Core Rules).

Additional sections on Characters, Unit Types, a Universal Special Rules directory, Force Organization, Mission Types add additional detail to the game and round out the Complete Rules.

Lastly, sections on Special Missions, Battle Missions, Raid Missions, Breakthrough Missions, Campaigns, Combat Patrols, and Killteams add additional content in the form of Supplementary Rules.

REQUIRED MATERIALS

The following will be required to play a game of Warhammer 40,000 4th Edition;

- The Core Rules (optionally: the Complete Rules)
- Two or more players
- A selection of miniatures for all players
- A firm, level surface to play on, ideally 6' x 4' in size
- A selection of terrain, such as hills, walls, ruined buildings, wreckage, jungle or woods
- The relevant Codex books for the miniatures in use
- A measuring device, such as a ruler or retractable tape measure marked in inches
- Six-sided dice, 20 should suffice, and optionally a Scatter Die
- A pen and paper for recordkeeping

DICE ROLLS

All dice rolls in Warhammer 40,000 use a standard six-sided die (shortened to "D6" henceforth).

Roll D6

Roll a D6 and compare the face value to the target number.

Roll XD6

Roll a number of D6 equal to X and sum the face values to obtain the result.

Roll D6*X

Roll a D6, then multiply the face value by X to obtain the result.

Roll D3

Roll a D6, then divide by 2. Round this result up to the nearest whole number to obtain the result.

Scatter Dice

If a speciality Scatter Die is not available, use a D6. Roll the D6 and compare the face value to the chart below to obtain the result (relative to the attacker).

D6	Result of Scatter Die
1	Hits past target
2	Hits to right of target
3	Hits ahead target
4	Hits to left of target
5	Direct Hit
6	Direct Hit

Re-rolls

When a rule calls for a re-roll, pick up the D6 to be re-rolled and roll them again. The new face value is always the final result, even if it is worse than the first. No single die can be re-rolled more than once regardless of the source of the re-roll.

The Most Important Rule

Have fun while playing, and try to ensure the other player(s) are also having fun by being an agreeable opponent.

MODELS

OVERVIEW
The miniatures used to play the game are referred to as models in the rules text. Each model is an individual playing piece with its own capabilities. When the term "model" is used in the rules it applies to both Non-Vehicle and Vehicle models. If the term "Non-Vehicle Model" is used the rule only applies to Non-Vehicle Models, and likewise for Vehicle Models.

Non-Vehicle Models
Non-vehicle models are the most common in the game and use a standard profile as described in the Characteristics Section (see page xx).

Vehicle Models
Includes all vehicles that enclose the crew. Small vehicles such as Bikes are not included and are dealt with as Non-Vehicle Models.

BASE & HEIGHT GUIDELINES
The following are conventions that affect all models used in a game of Warhammer 40,000 4th Edition.

Bases
Non-Vehicle Models on bases occupy the area of their base for the purpose of all rules, even if limbs or other elements overhang. Vehicle Models and Non-Vehicle Models that have no base use the area occupied by the model's main body or hull instead.

Model Height
There are three broad height bands into which all models fall. These height bands also are used to define terrain features. Height is only used during the Shooting Phase when determining Line of Sight and Target Priority.

Size 1
Used for a selection of miniatures deemed significantly smaller than standard for models.

Size 2
Standard Targets, every model not indicated to be in either of the other two categories.

Size 3
Used for Monstrous Creatures and Vehicles.

UNITS

OVERVIEW

Models fight in loose groups of the same type of model, referred to as a Unit. All models in a Unit must stay together in what is known as Unit Coherency. A Unit where you cannot form an imaginary chain of links no larger than 2" from base to base of each model has broken Unit Coherency.

All rules in the Movement, Shooting, Assault, and Morale Sections are written with respect to Infantry Units. Exceptions for other Unit Types are detailed on

The number of models in a Unit at the beginning of a game is known as the Unit's Starting Strength.

UNIT TYPES SUMMARY

Infantry

Includes all foot soldiers, human or alien. A typical Unit of Infantry is between 5-10 models. A Unit of Infantry may be as few as 1 model, or as many as 20.

Jump Infantry

Includes all models equipped with jump packs, jet packs, wings, teleport devices, and other means of moving quickly over short distances. A typical Unit of Jump Infantry is between 5-10 models.

Beasts & Cavalry

Includes hunting animals and riders with a mount. A typical Unit of Beasts & Cavalry is between 1-6 models. Riders may not dismount during the game, and cavalry models have a combined Characteristic Profile for both the mount and rider.

Bikes & Jetbikes

Includes all riders with small vehicles that use Non-Vehicle Model Characteristics. A typical Unit of Bikes & Jetbikes is between 3-5 models. Riders may not dismount during the game, and Biker & Jetbiker models have a combined Characteristic Profile for both the vehicle and rider.

Monstrous Creatures

Includes Size 3 models that are not Vehicle Models, such as giant alien beasts or certain demonic entities. A typical unit of Monstrous Creatures is 1 model.

Artillery

Includes large weapons and their crews, weapons large enough to be removed separately in addition to crew casualties. A typical Unit of Artillery is 1 model, plus crew.

Vehicles

Includes all Vehicle Models. Typically consists of a single Size 3 model. Crew members (drivers, commanders, and gunners) are assumed to be an integral part of the model, and if their Vehicle is destroyed they are lost along with it.

CHARACTERISTICS

OVERVIEW

All models have a listing of values known as Characteristics Profile. The profile differs between Vehicle Models and Non-Vehicle Models. This section is only concerned with the Characteristics of Non-Vehicle Models.

THE CHARACTERISTICS PROFILE

The Characteristics Profile looks like this:

	WS	BS	S	T	W	I	A	Ld	Sv
Name	X	X	X	X	X	X	X	X	X+

THE CHARACTERISTICS

All Characteristics are measured from 0-10, where higher is better except for Saves. Models with a Zero Level Characteristic may not test this Characteristic.

Weapon Skill (WS)

Skill in close combat. A Normal Human has WS3.

Ballistic Skill (BS)

Accuracy with ranged attacks. A Normal Human has BS3.

Strength (S)

How hard an attack from this model hits. A Normal Human has S3.

Toughness (T)

The higher this Characteristic, the better it can survive shots or blows. A Normal Human has T3.

Wounds (W)

How much damage a model can take before it can no longer fight. A Normal Human has W1.

Initiative (I)

Used in close combat to determine which models strike first. A Normal Human has I3.

Attacks (A)

The normal number of attacks a model makes during close combat. A Normal Human has A1.

Leadership (Ld)

Used in a Leadership Test, typically concerns Morale and Directed Fire. Tested by rolling 2D6, succeeding if the result is less than the Characteristic of the model. A Normal Human has Ld7.

Save (Sv)

The chance to avoid damage when struck or shot, based on armor or natural defenses like chitinous hide. When tested, the roll is a success when the face value of the die is equal or greater to the Characteristic. A Normal Human has Sv5+.

Points Values

The cost to include this model in an Army List for a game of Warhammer 40,000 4th Edition.

Movement

All models move 6" unless otherwise specified.

VEHICLE CHARACTERISTICS

OVERVIEW

Vehicles have Characteristics that define how powerful they are in a similar way that Non-Vehicle Models do. However, as Vehicles do not fight in the same way their Characteristics are different.

THE VEHICLE CHARACTERISTICS PROFILE

The Vehicle Characteristics Profile looks like this:

	Type	FA	SA	RA	WS	BS	S	I	A
Name	X	X	X	X	X	X	X	X	X

THE CHARACTERISTICS

Unlike with Non-Vehicle Models the ranges can exceed the range of 0-10. Models with a Zero Level Characteristic may not test this Characteristic.

Type

Special rules for vehicle subtypes can be found on page xx.

Armor

Separate Armor values are given for the FRONT (FA), SIDES (SA), and REAR (RA) of each Vehicle Model. The values range from 10-14 and are used according to the side of the Vehicle Model being attacked.

When hit by a shot or blow, roll 1D6 + Strength (of the blow or shot). Compare this result against the Armor value of the facing struck then determine the result according to this chart:

	Result of Hit
>ARMOR	Penetrating Hit
=ARMOR	Glancing Hit
<ARMOR	No Effect

Weapon Skill (WS)

Same as Non-Vehicle Models.

Ballistic Skill (BS)

Same as Non-Vehicle Models.

Strength (S)

Same as Non-Vehicle Models.

Initiative (I)

Same as Non-Vehicle Models.

Attacks (A)

Same as Non-Vehicle Models.

Transport Capacity

Indicates how many human-sized infantry can be carried by the Vehicle Model.

Fire Points

If the Vehicle Model is not Open-Topped, indicates how many passengers can fire their weapons while inside the Vehicle model when being transported.

Access Points

Indicates where Non-Vehicle Models can embark and disembark from.

THE TURN

OVERVIEW

During the course of a game of Warhammer 40,000 4th Edition players alternate taking turns moving and fighting with their Units. During a Turn the player can move and fight with all his units if he wishes. The actions of moving, shooting, and fighting are dealt with one after another.

THE GAME TURN

During each Battle Round of a game of Warhammer 40.000 4th Edition each player gets a Turn and performs their actions in each Phase – Movement, Shooting, and Assault. There are as many Turns in a Battle Round as there are players. All players roll a D6 at the start of the Battle Round and complete their Turns in descending order.

The Turn Summary

1) The Movement Phase

The player can move any of his Units that are capable of doing so.

2) The Shooting Phase

The player can shoot with any of his Units that are capable of doing so.

3) The Assault Phase

The player can move any of his Units to assault enemies that are close enough to do so, fighting in close combat. Both forces fight during the Assault Phase but only the player with the active turn can move into an Assault.

ENDING THE GAME

Most games have a limit of six Battle Rounds. However, in some Mission Types a player might be able to achieve a victory condition that ends the game immediately. Alternatively, a game may be D6 Battle Rounds long, or end when one player concedes, or after a set time has elapsed. Mission Types will be used for the purposes of Scoring to determine a winner and may be read in detail on page xx.

THE MOVEMENT PHASE

OVERVIEW

In his turn a player may move some or all of his units up to their maximum Movement distance. Once one 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 the Units he wishes to move.

THE MOVEMENT PHASE

The normal Movement of Infantry models is 6". A model may neither move into nor through a gap between friendly models smaller than its own base size.

A model cannot be placed so that it is within base-to-base contact with an enemy model, and must remain at least 1" apart during the Movement Phase. All models in a Unit move at the speed of the slowest model.

If one model in a Unit moves during this Phase, all members of the Unit are considered to have moved.

The Movement Phase Summary

1) Chose Unit
The player selects any Unit that has not yet moved this Turn.

2) Move Unit
The player moves any or all models in the unit up to their maximum move distance.

3) Repeat
The player can move any of his Units to assault enemies that are close enough to do so, fighting in close combat. Both forces fight during the Assault Phase but only the player with the active turn can move into an Assault.

UNIT COHERENCY

As discussed on page xx. If Unit Coherency is broken (usually due to taking casualties), the models in the unit must be moved to restore Unit Coherency in the next Movement Phase. Until they do so the unit may not shoot or launch and assault.

If the Unit cannot move for some reason in its next Turn (e.g. Due to being pinned by shooting), then they must move to restore Unit Coherency as soon as they are able.

TURNING & FACING

As models are moved they can turn by any amount without penalty, to the maximum distance they a re able to cover. Infantry can be turned to face their targets during the Shooting Phase and are not penalized for their facing during the Movement Phase.

RANDOM & COMPULSORY MOVEMENT

Some Units are subject to random or compulsory movement. Most commonly this is D6 inches or 2D6 inches and/or moving towards the closest enemy. Unless otherwise specified in special rules for the Unit normal penalties for moving through Difficult or Dangerous Terrain. A Unit using Random Movement slowed by Difficult Terrain halves the distance rolled (rounding up) unless otherwise specified.

TERRAIN

OVERVIEW

A table should be properly prepared by use of terrain features in order to make it difficult to wage war, increasing the complexity and interest of a battle. Terrain affects the rules in all three Phases.

TERRAIN TYPES

Through classification of the terrain pieces used on a battlefield (said classification agreed upon prior to game start with all players) interest and complexity is added. Different classifications of Terrain add different conditions.

Clear Terrain

Terrain that can be moved across without penalty. Open areas of the battlefield representing fields, moors, grass, deserts, and gentle hills. Embellishments such as the occasional tree, shrub, or cactus may act as embellishment to Clear Terrain.

Difficult Terrain

Terrain that slows down models wishing to move through it. Sections of jungle, woods, forest, ruins and open buildings, brush and scrub, rocky outcrops, bogs, marshes, low walls, hedges, steep hills, shallow water, or combinations of these examples.

When moving a Unit into, through, or out of Difficult Terrain the Unit must roll 2D6 and take the highest face value as their Movement in inches.

Dangerous Terrain

As Difficult Terrain. When moving a Unit through Dangerous Terrain roll 1D6 per model. For each face value of 1 a model suffers a Wound with no Save.

Impassible Terrain

Terrain that may not be moved across, unless the model's profile grants an exception (e.g. Fly). Deep rivers or lakes, lava flows, fully enclosed buildings, or cliffs.

Area Terrain

When preparing terrain, determine the Size (1-3) and dimensions of the feature in advance of a game between players. It is important to note where a forest/ruins/etc. begins for the purposes of other rules, and whether or not a model is too large to take advantage of the Terrain or not. Players should always determine these traits in advance of a game.

MOVING UP & DOWN

When a Unit is moved it can travel up and/or down the same distance as it moves along, subject to a Difficult Terrain roll. For example, if a unit moves 6" into a building it may also place models up to 6" higher within that building, such as on an upper floor or roof.

THE SHOOTING PHASE

OVERVIEW

During the Shooting Phase any or all of a player's Units may fire, but each Unit must complete shooting before moving on to the next.

Every model in a Unit may shoot, but Infantry can only fire one weapon each. Others like Vehicle Models may be able to fire more than one weapon per model. Individual models within a Unit can chose not to shoot.

The whole Unit has to fire its weaponry at a single opposing Unit – you may not split fire between two or more target Units.

Once the Shooting Phase is complete the player moves on to their Assault Phase.

Shooting Phase Summary

1) Chose a Unit
Select a Unit from your army that is able to make a Shooting Attack.

2) Resolve the Shooting Process
For the chosen Unit, resolve the Shooting Process.

3) Repeat
Return to Step 1 and repeat until Shooting is complete.

THE SHOOTING PROCESS

1) Choose a target
Select an enemy Unit for the currently selected Unit to fire at. Your Unit may only fire at the nearest enemy Unit unless;

- The Shooting Unit succeeds at a Ld Test to target a different Unit.
- The nearest enemy Unit has all models engaged in close combat.
- The nearest enemy Unit is Falling Back.
- The next nearest enemy Unit is Size 3, which may be targeted instead without a Ld Test.

2) Line of Sight (LOS) & Range
Check if the enemy Unit is within the listed Range of the Unit's weapon(s), if not those attacks miss automatically.

Get down to eye level of the table and see if you can draw a firing line from your Unit to the targeted Unit. If not the attack fails automatically. Additionally:

- Infantry models from the Shooting Unit's army do not block LOS.
- All Size 3 models (including wrecks) block LOS.
- All models locked in close combat block Line of Sight.
- All individual models in a Unit must have LOS in order for them to fire.
- Units further than 6" within Area Terrain may not be targeted.
- Units may Shoot targets behind, or deeper than 6" into Area Terrain if they have a higher elevation, such as from a cliff or building.

3) Roll to Hit
For all models within the Unit able to Shoot at the target after the previous steps, roll a D6 per shot and compare to a target number equal to 7 – BS. There is normally no such thing as an automatic hit, and a roll of 1 always misses.

Roll all To-Hit dice together. If firing multiple different weapons, roll them separately or use dice of a different colour to represent the different weapon's shots.

4) Roll to Wound
For all successful Hits, compare the Weapon's Strength against the target's Toughness according to the table below. The number indicated is the minimum face value on a D6 needed for the Hit to Wound the target. Results of N mean the hit has no effect.

					TOUGHNESS					
	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	N	N	N	N	N	N
2	3+	4+	5+	5+	6+	N	N	N	N	N
3	2+	3+	4+	4+	6+	6+	N	N	N	N
4	2+	2+	3+	3+	5+	6+	6+	N	N	N
5	2+	2+	2+	2+	4+	5+	6+	6+	N	N
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	N
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

(Left axis label: STRENGTH)

For Units with models that have different Toughness, use the most common or else the lowest of no majority exists.

5) Saving Throws
For each Wound, make a Saving Throw according to the Unit's Sv Characteristic. If successful, the Wound is prevented. For multiple Sv values on a model the player choses one and only one to use.

Armor Piercing Weapons
If the Weapon has an Armor Piercing (AP) value equal to or lower than the target's Sv the armor is ineffective and the model gets no Saving Throw. If the AP value is higher the target makes a Saving Throw as normal.

Cover Saves
Cover is any Terrain a model can hide in or behind. If a Unit has more models within a piece of Area Terrain than without the entire Unit has a Cover Save. Cover Saves ignore Weapon AP.

Type	Save	Models Affected
Bushes, Fences	6+	Size 1-2
Crates, Pipes, Partially Within	5+	Size 1-3
Wrecks, Ruins, Trenches	4+	Size 2-3
Bunkers, Fortifications	3+	Size 2-3

Invulnerable Saves
Models with an Invulnerable Save in their Profile always make this Saving Throw, even if AP negates their normal Sv.

6) Remove Casualties
The target Unit's player chooses which models are removed once Wounds have been determined. Units with models with multiple wounds must allocate all Wounds to one model at a time.

When Weapon S is 2x Target T, multiple W models suffer Instant Death. Models with multiple W take their Saving Throws just like W1 models.

RANGED WEAPONS

OVERVIEW
Every weapon has a profile that consists of several elements, listed below.

Ranged Weapon Profile Summary

	Range	S	AP	Type
Name	X	X	X	X

Range
Listed in inches, measured from the edge of the base of a model.

Strength (S)
As on Characteristics Profile, but specific to the Ranged Weapon.

Armor Piercing Value (AP)
The lower the better. See page xx for rules on Saving Throws and AP.

Weapon Type (Type)
Describes special rules particular to the weapon.

RANGED WEAPON TYPES
The Ranged Weapon Types available and their effects are listed below. Ranged weapons may have multiple types, if so the rules for all Types apply equally unless otherwise specified (such as Twin-linked + Assault),

Rapid Fire
This weapon can shoot twice at targets up to 12" away, or else once up to maximum range if the model equipped with this weapon has not moved during the current Turn. This weapon cannot be fired during the Shooting Phase if the model's Unit is to Charge during the Assault Phase.

Pistol
This weapon can shoot once at targets up to 12" away, or else twice up to maximum range if the model equipped with this weapon has not moved during the current Turn. Units that fired this weapon once can make a Charge during the Assault phase, but cannot if it fired twice.

Assault (X)
This weapon fires (X) times, whether the model moves or not, and regardless of range. Units with this weapon cannot fire the weapon during the Shooting Phase and still Charge during the Assault Phase.

Heavy (X)
Models with this weapon can either move, or shoot, but not both. When shooting the weapon fires (X) times. Units with this weapon cannot make a Charge during the Assault Phase if the weapon fired during the Shooting Phase.

Ordinance (X)
Units that use this weapon during the Shooting Phase cannot Charge during the Assault Phase. Select a target and place the Large Blast Marker (5" diameter) such that the center mark does not exceed the weapon's Range. The center mark must be over a model. Roll a Scatter Die. If the result is not a Direct Hit, the center mark shifts 1D6 inches in the specified direction.

Blast
This weapon fires like all types other than Ordinance. Upon a successful hit with this weapon, place a Blast Marker (3" diameter) with the center mark on the target. For all other models with bases partially covered by the Blast Marker roll 1D6. For all results of 4+ those models are also hit. Some non-Ordinance weapons will note to use the Large Blast Marker.

Gets Hot
When a model equipped with this weapon rolls a 1 To-Hit, roll a Saving Throw for that model. If failed, that model immediately takes a Wound. The chance of Gets Hot is equal to the number of shots fired (e.g. 2 shots, Gets Hot (1-2). Any successful hits still hit the target even if the weapon Gets Hot.

Twin-linked
When firing this weapon re-roll any misses up to two times.

Melta
When firing this weapon less than or equal to half of Range, roll an additional D6 and sum the result when checking Vehicle Armor Penetration.

Template
Modifies the Range of a weapon. Replaces Range with an 8" long teardrop-shaped template which measures from the edge of the shooting model's base. All models fully or partially within the Template are hit. The facing of Vehicles struck uses the direction the shooter is firing from. If a unit fires multiple Template weapons, resolve each one at a time. Twin-linked Template Weapons may re-roll To-Wound and/or Armor Penetration since they automatically hit.

Barrage
When firing this weapon the model does not have to check LOS, nor must they test Ld to fire at any other target. Barrage weapons may not intentionally target Models where the Blast template would partially cover models from their own army. Also counts as Pinning (see below).

Pinning
If the target of an attack by a Pinning weapon takes at least 1 Wound the target Unit must take a Ld Test. If failed, the Unit may not take any action until the following turn.

Sniper
Sniper weapons always make their To-Hit roll against 2+ regardless of the model's BS, and always Wound on 4+ regardless of shooter S or target T. Against Vehicles only, may roll 2D6+S for Armor Penetration.

Rending
Same as Melee Weapons of the same Type (see page xx).

Lance
Against attacks from this weapon Vehicle Armor is never counted higher than 12, regardless of the actual Vehicle Armor for that facing.

THE ASSAULT PHASE

OVERVIEW

The Assault Phase comprises two parts, Charges and Close Combat. The summary of both is as follows.

CHARGE & CLOSE COMBAT

Charge Summary

1) Chose a Unit

Select a Unit from your army that is eligible to Charge. Units that have fired Ranged Weapons in the Shooting Phase may be ineligible to Charge depending on the special rules of the weapons used.

2) Declare a Charge

For the chosen Unit, declare a Charge to your opponent. Units that are Falling Back or Pinned May not declare a Charge. You may not pre-measure movement at this stage.

3) Charge

Move the Unit forwards to the target up to their maximum Movement, beginning with the closest model. For all models that are unable to make base-to-base contact with an enemy model the Charge has failed and they may not fight in Close Combat.

If possible, each model must contact an enemy model that is not already in contact with a member of the same unit. When Charging, Unit Coherency must be maintained. Multiple enemy units may be Engaged if they are close enough to do so with a single Charge.

Once a model is within base-to-base contact an enemy model, or within Unit Coherency with at least one model from its own Unit that is in base-to-base contact with the enemy, the unit is Engaged, and all other models of that model are Locked in Close Combat. Terrain affects Charges like any normal movement. Models Engaged or Locked in Close Combat may not Shoot, nor be shot at during the Shooting Phase.

4) Repeat

Repeat until all Charging Units have been moved, then resolve Close Combat for all Units.

Close Combat Summary

1) Pick a Unit Engaged in Close Combat

Any models of a Unit that is Engaged in Close Combat may be selected to be resolved. The rest of the Unit must wait until later stages of Close Combat.

2) Fight

All Engaged models (from both armies) fight in Close Combat, beginning with the model(s) with the highest Initiative (I) and working down in descending order through all Engaged models in the Combat.

Models that are Charged while they are within Cover are treated as Initiative 10, as are attackers using Frag or Plasma grenades during their Charge. Models charging at units armed with Photon Grenades gain no bonus attacks from Charging but retain all other special rules for Attacks when Charging. Otherwise, the Charging models gain +1A.

When rolling To-Hit, compare the attacker's WS to the defender's WS on the Chart below to determine the target number to be rolled for a successful To-Hit.

		OPPONENT'S WEAPON SKILL									
		1	2	3	4	5	6	7	8	9	10
ATTACKER'S WEAPON SKILL	1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
	2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
	3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
	4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
	5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
	6	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
	7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
	8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
	9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
	10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

For Units with models that have different WS, resolve the minority model(s) separately.

3) Roll to Wound

Resolved identically to Shooting Attacks (see page xx). Remember to account for any bonuses from equipped Weapon Types.

4) Saving Throws

Resolved identically to Shooting Attacks (see page xx). Remember to account for any bonuses from equipped Weapon Types.

6) Assault Results

If after Saving Throws are made one side is wiped out (a Massacre) it is the winner of the Assault, even if it took more casualties, and may consolidate. Otherwise compare which side inflicted more Wounds to determine a winner. If both sides inflicted the same number of Wounds combat is drawn and continues next Turn.

7) Loser Checks Morale

The loser of the Assault must make a Morale Test (see page xx). If passed, return to Step 1 and select a new Unit to resolve. Otherwise proceed to Step 8.

8) Breaking-off & Sweeping Advances

Both the loser and winner roll 1D6+Initiative. If the loser's result is greater than the winner's they break off from the Close Combat successfully and make a Fall Back move. Otherwise the winner make a Sweeping Advance, causing the loser's unit to be removed immediately from the board as they were Massacred in this Assault.

9) Consolidation

After winning Close Combat, the victor may move up to 3" in any direction to consolidate their position and recover and effective formation, or engage new opponents if any are within range. This movement may not be used to embark on a transport vehicle.

If the victor caused a Massacre they may move 1D6" instead. Consolidation movement does not trigger Dangerous Terrain tests, nor is it slowed by Difficult Terrain.

10) Pile-in Moves

At this step of the Assault Phase, models in Units that were Locked but not themselves Engaged must move up to 6" in an attempt to contact the same enemy their other members are engaged with. Both players must Pile-in, beginning with the player whose turn it is currently.

This is done the same as moving during a Charge, but does not trigger Terrain Tests (like Consolidation). If the results of the Pile-in does not see any models engaged both sides then Consolidate.

11) Return to Step 1

Return to Step 1 and resolve Close Combat for all Units that have not yet done so.

MELEE WEAPONS

OVERVIEW

Every weapon has a profile that consists of several elements, listed below.

Melee Weapon Profile Summary

	Range	S	AP	Type
Name	Melee	As Model	X	X

Range
All melee weapons have Melee range.

Strength (S)
Uses the model's S.

Armor Piercing Value (AP)
The lower the better. See page xx for rules on Saving Throws and AP.

Weapon Type (Type)
Describes special rules particular to the weapon.

MELEE WEAPON TYPES

The Melee Weapon Types available and their effects are listed below.

Close Combat Weapon (CCW)
Includes chainswords, axes, pistols, etc. Weapons of this type confer no bonus to S when used during the Assault Phase but do grant +1A during the Assault Phase. If a Plasma Pistol is used as a CCW it confers no bonus to S nor Armor Penetration advantages.

Heavy CCW
The maximum Sv of any target against this weapon is 4+, even if it would normally be better.

Power Weapon
Ignores the target Sv (but not Invulnerable Sv). When specified, grants a bonus to S or Wounds on a fixed value regardless of target T.

Lightning Claws
Ignores the target Sv (but not Invulnerable Sv), and may re-roll any failed To-Wound rolls once. For a single model equipped with two, +1A.

Force
Rolls To-Hit and To-Wound as normal, allowing any Invulnerable Sv. For any Wound inflicted (failed Sv), the model equipped with the Force Weapon makes a Psychic Test (see page xx). On success the target suffers Instant Death, regardless of remaining Wounds. Has no effect against targets without Wounds (Vehicles).

Power Fist/Claw
Doubles user's S (up to a maximum of S10), and hits ignore Sv (but not Invulnerable Sv). Models attacking with this weapon are always delivered at I1 and ignore any bonuses for special rules/cover/etc.

Thunder Hammer
This weapon counts as a Power Fist, but also causes any target Wounded but not killed to attack at Initiative 1 during the next Assault Phase. Vehicles struck always suffer the "Crew Shaken" effect in addition to any other results.

Witchblade
Attacks with this weapon always make their To-Wound roll against a fixed value of 2+. Armor Saves are made as normal. Against Vehicles only, additionally multiplies S*3, up to a maximum of S10.

Rending
All rolls To-Hit of 6 with this weapon results in an automatic Wound that ignores Sv (but not Invulnerable Sv). Against Vehicles only, roll an additional D6 if a result of 6 is obtained when testing Armor Penetration, summing the result of both rolls for the purposes of the test.

Poisoned (X+)
Hits from this weapon always wound on (X+), regardless of attacker S or target T.

MORALE

OVERVIEW
All troops with a Ld Characteristic may be asked to take a Morale Check. This section details how and when to do so.

MORALE TEST
Roll 2D6 and compare to the highest Ld of any model in the unit. If it is less than or equal to this score the Unit has passed. Otherwise, the test is failed and the Unit must immediately Fall Back.

Morale Check Modifiers
Depending on casualties taken, a Unit may suffer negative modifiers to their Morale Test (detailed below). However, if the Unit rolls a score of 2 on the 2D6 they always pass the Morale Test regardless of any modifiers (Insane Heroism).

TIMING OF MORALE TESTS
Units take Morale Tests under the following circumstances:
   a) After models equal to 25% of the Unit's current model count are eliminated in a single Shooting Phase.
   b) After a Unit is defeated in close combat during the Assault Phase (see page xx).
   c) After an enemy unit performs a Tank Shock attack on the Unit (once the Vehicle has moved).

If a model or Unit has a special rule that causes them to automatically pass either Ld Tests or Morale Tests they do not have to test Morale at these times.

Shooting Casualties
Units that fail a Morale Test due to Shooting casualties must Fall Back. A Unit that is already falling back, is pinned, or is locked in close combat does not have to take this test.

If the Unit is below 50% of Starting Strength the Morale Test must be made as 2D6-1.

Losing an Assault
Units that fail a Morale Test due to losing an Assault must Fall Back. Apply only the highest applicable modifier from this list when making the Ld Test for Morale.

Modifier	Condition
-1	The Unit is below 50% of Starting Strength
-1	The losing side is outnumbered
-2	The losing side is outnumbered 2:1
-3	The losing side is outnumbered 3:1
-4	The losing side is outnumbered 4:1

When considering whether a Unit is outnumbered:
   - Vehicles with WS count as 10 models if they have FA of 12 or more, or as 5 models if 11 or less.
   - Monstrous Creatures count as 10 models.
   - Other models count-as as many models as they have Wounds.
   - Count all remaining models in the Unit(s) after casualties are removed, not only the Engaged models.

Tank Shock
If a Tank reaches a Unit's position during their Movement Phase, the Unit must make a Ld Test. The Ld test is made at 2D6-1 if the Unit's Starting Strength is below 50%. See page xx for details on Vehicles.

FALL BACK
A Fall Back move is a fighting withdrawal. Units make a Fall Back move upon failing a Morale Test and in each subsequent Movement Phase until the unit either regroups or leaves the table edge.

A normal Fall Back move is 2D6". The Unit always Falls Back towards the closest point of their player's table edge, or the base line where the unit deployed from if it came on the table from a different place. May be modified by Mission rules.

The Unit must maintain Unit Coherency when making a Fall Back move. If making a Fall Back move through Difficult Terrain the distance rolled is halved (rounding up).

Units that are making a Fall Back move may Shoot, but count as having moved for Ranged Weapon rules.

Units that are Assaulted while making a Fall Back move must check to regroup immediately (see below). No modifiers are ever applied to this process, and Units that would normally not be allowed to regroup are allowed to make the check. If successful the Unit regroups and fights in close combat normally. If failed, the unit is scattered and all models are removed.

If a Unit finds its Fall Back move blocked by impassible terrain and/or models (ignoring enemy models that have fought in close combat against the Unit in the current turn) the Unit may move around any obstruction in such a way as to get back to their base by the shortest route. If the Unit cannot perform a Fall Back move in any direction without doubling back the unit is destroyed and all models are removed.

REGROUPING
At the start of the Movement Phase after a Unit made a Fall Back move the Unit shall make a Ld Test (at +1 if no enemy units are in the Unit's LOS). If passed the Unit regroups successfully, but may not take any additional Movement that Turn, counting as if moved for the purposes of Weapon rules.

The Unit may make a Regrouping Test if and only if; it has at least 50% Starting Strength remaining, there are no enemy Units within 6", and the Unit is in coherency.

If a Unit fails to regroup before reaching a table edge, it is removed from play.