

HAMWARMER

24.5

v.0.4

A Dark Grim Future Wargame by Skerples
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INTRODUCTION

What's All This Then?

HamWarmer 24.5 is a cobbled-together 28mm wargame designed for casual play. It's based on various editions of Warhammer 40k, and assumes you're familiar with the setting, published rules, and general themes.

These rules are not perfect. They require a certain degree of flexibility and goodwill to function. If you want to obey the absolute letter, not the spirit, of rules, seek a different set of rules.

Most of the cool stuff is built into each Faction PDF.

Rolling Dice

HamWarmer 24.5 uses six-sided dice. In the rules, these are listed as d6. The rules may reference values derived from d6, such as 2d6 (roll 2 dice and add the results), 1d6+2 (roll 1 die and add 2 to the result), or d3 (roll 1 die and divide the result by 2, rounding up).

You may also need one Scatter Die. This is a six-sided die with arrows drawn on four of the six faces.

Rerolls

Some rules let you reroll one or more d6. During a battle, you must accept the second result, and you cannot reroll a die more than once.

Roll Off

Sometimes, you might be asked to roll off. All players roll 1d6 and compare results, rerolling duplicates. The highest value wins.

Rounding

When necessary, round up. 2.5 becomes 3 and 7.2 becomes 7.

Measuring

Players can measure distances on the battlefield at any time.

Many rules specify a 1" distance from enemy models. This also includes 5" vertically, but since this rarely comes up, it is only mentioned here.

Overriding Rules

Some units have special rules that contradict statements in the core rules. For example, Sniper units ignore restrictions on targeting Characters. In general, unit rules override core rules.

If two units have rules that contradict each other (e.g. two units say they fight first in the Fight phase, even if they did not charge), then Roll Off to determine which rule applies first, or come up with another mutually acceptable solution.

Line of Sight

To shoot at a target, a model must be able to see it. Try to crouch behind the model and see what it can see. If necessary, use a laser pointer. If any part of the unit's body or hull is visible, it is a valid target. Since this is always a controversial and time-consuming process, use of Placeholder Models is encouraged.

Friendly models in the same unit do not block Line of Sight, but other friendly or enemy models do. Antennae, wings, spikes, or decorations do not count for Line of Sight purposes.

Vehicles draw Line of Sight and generate Arcs of Fire from their weapons. Sponson and turret weapons must point at the target (approximately; be reasonable). Fixed vehicle weapons have a 90 degree arc of fire.

Placeholder Models

Before a game begins, players can nominate Placeholder Models. At any time, any player can substitute a model on the battlefield for a Placeholder Model of the same base size to check Line of Sight. All players must agree on the selection of Placeholder Models.

Vehicles, complex creatures, or unique conversions might not have easy substitutes. The player controlling such a model is encouraged to interpret rules and disputes in favour of their opponent.

Facing and Arcs of Fire

Units can only select targets in a 90 degree arc in front of them. Exact facing for Infantry is rarely important, but it should be tracked for Monstrous Creatures and Vehicles.

My Disclaimer

This work is entirely non-commercial. It is unprofessionally distributed, hastily made, entirely unofficial in every way, and completely free. If you discover an error or omission in these rules, laugh, make a note, and leave a comment so I can fix it later. Don't exploit it.

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TERMINOLOGY

Model Stats

Movement (M)

The number of inches a unit moves in the Movement phase (pg. 5).

Weapon Skill (WS)

Used to resolve hits in the Fight phase (pg. 8).

Ballistic Skill (BS)

Used to resolve hits in the Shooting phase (pg. 6).

Strength (S)

Used to resolve wounds in the Fight phase (pg. 8).

Toughness (T)

Used to resist damage.

Hit/Hull Points (HP)

The amount of damage a model can take before being removed.

Some units have damage tables, where a unit's other Stats change as it loses HP.

Attacks (A)

The base number of attacks a model makes in the Fight phase (pg. 8).

Leadership (Ld)

Used to pass Morale tests (pg. 9) and activate Psychic Powers (pg. 5).

Armour Save (Sv.)

Used to avoid HP loss.

Weapon Stats

Range

If the range is listed as "Melee", the weapon can only be used in the Fight phase (pg. 8).

Shots (SH)

The number of shots the weapon fires.

Strength (S)

Used to resolve wounds in the Shooting phase (pg. 6). "U" stands for the user's Strength score. A "-" indicates some special rule or ability.

Armour Penetration (AP)

Reduces the target's Armour Save.

Damage (D)

The amount of HP a weapon removes after successfully hitting and wounding.

Special Rules

Some weapons have special rules or restrictions. See pg. 7 for common rules. Other rules will be listed with the weapon.

If a weapon has multiple modes (indicated by "Choose:"), the weapon's mode must be selected before targets are declared.

Unit Type

Infantry

The default unit type. Units on bikes, hoverboards, etc. may also count as Infantry.

Character

Enemy characters cannot be targeted if they are within 3" of any other valid enemy unit. If a Character is within Line of Sight and is the closest enemy unit, they can be selected as a target.

Monstrous Creature

A big monster, small vehicle, or walker. Monstrous Creatures can shoot even if they are within 1" of an enemy model.

Vehicle

Vehicle facing is important. Vehicles can pivot up to 90 degrees after moving, but must otherwise move in a straight line. Vehicles can shoot even if they are within 1" of an enemy model.

Vehicles have different Toughness values depending on their facing. These are listed with the unit's rules.

Destroyed Vehicle models remain on the battlefield, acting as Terrain (pg. 5), unless the model is particularly inconveniently sized.

TERMINOLOGY

Unit Special Rules

Fearless

The unit automatically passes all Morale tests (pg. 9).

Fly

Flying units move in direct paths instead of climbing over terrain. They ignore Difficult Terrain (pg. 5).

Immobile

Once Deployed (pg. 4), The unit cannot move under any circumstances. Usually used for fortifications and fixed emplacements.

Transport

Transports have a Transport Capacity listed. This is the number of friendly Infantry models that can be transported. Other restrictions may be noted in a unit's rules.

Units can be Deployed (pg. 4) inside a Transport, either on the first turn or when entering from Reserves.

If a transport has a Special Deployment Mode (pg. 4), any unit inside deploys with it.

Embarking

A unit that ends its Move in the movement phase wholly within 3" of a friendly Transport can enter it. The unit and the Transport cannot be within 1" of any enemy models.

Inside A Transport

Remove models inside a Transport from the battlefield temporarily. Units inside a Transport cannot use abilities, shoot, or move separately unless otherwise noted.

Disembarking

A unit inside a Transport can be selected during the Movement phase. Deploy all models from the unit within 3" of the Transport and as close as possible to any doors or access points. No model can be deployed within 1" of an enemy model. This counts as the unit's Move during the Movement Phase.

A unit cannot Embark and Disembark in the same turn.

Destroying A Transport

If a Transport is destroyed, resolve any effects that take place when the model is removed (such as exploding or crashing) first. Then, roll 1d6 for each model inside the transport. On a 6+, the model is destroyed. Otherwise, set it up near the wreck (as Disembarking, above).

Units Disembarking from a wrecked vehicle cannot Charge that turn.

Unit Coherency

A unit that consists of two or more models must maintain unit coherency. It must be set up as a group and finish any sort of move as a group.

All models in a unit must remain within 2" of at least one other model in the unit.

If unit consists of 6 or more models, all models in the unit must remain within 2" of at least two other models in the unit.

If, for any reason, a model in a unit is out of coherency, it must move to reestablish unit coherency the next time it moves. If, after moving, the model is still not in unit coherency (for any reason), remove the model immediately.

You cannot deliberately take a unit out of Unit Coherency, except when removing casualties.

Mortal Wounds

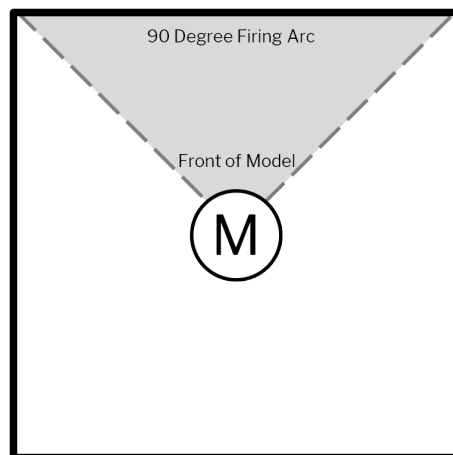
Some attacks and abilities inflict Mortal Wounds. Each mortal wound automatically inflicts 1 point of damage (and removes 1 HP). No Saves are permitted.

If an ability inflicts Mortal Wounds on a unit (and not just a model), the defending player allocates Mortal Wounds. If a model in the unit has already had a Mortal Wound allocated to it, it cannot have a second Mortal Wound allocated to it until all other models in the unit have had one Mortal Wound allocated.

If an ability deals normal damage and inflicts Mortal Wounds, resolve normal damage first.

Ignoring Damage

Some models have rules that allow them to ignore damage. If a model has multiple rules that allow them to ignore wounds, only one rule can be used to ignore any given point of damage.



THE TURN STRUCTURE

Each turn, move through the 7 Phases of the game:

1. Deployment
2. Movement
3. Psychic
4. Shooting
5. Charge,
6. Fight
7. Morale

At the end of each Phase, before moving on to the next Phase, check to make sure you haven't forgotten a unit, rule, or ability. Once all players agree, the Phase ends.

The game ends after the number of turns described in the Scenario.

1: DEPLOYMENT

At The Start Of The Game

Players roll off. Starting with the player who rolled the highest result, each player selects a Deployment Zone, as described in the Scenario.

Then, starting with the player who rolled the highest result, players declare which (if any) units are being placed in Reserves.

Then, starting with the player who rolled the highest result, players alternate placing units on the battlefield inside their Deployment Zone.

On Subsequent Turns

At the start of the Deployment phase, players roll off. Starting with the player who rolled the highest result, each player selects one of their units in Reserves and either deploys it or keeps it in Reserves. This continues until all players have selected all the units they control. A unit may only be selected once per Deployment phase.

To deploy a unit from Reserves, place it within your Deployment Zone within 2" of the table edge and more than 9" away from any enemy models. A unit that enters from Reserves cannot Move in the Movement phase, but counts as having Moved on the turn it arrives.

In some scenarios, one or more Deployment Zones may not have a table edge. In that case, units cannot enter from Reserves by this method. Keep that in mind when deploying on the first turn.

Special Deployment Modes

Some units have special rules that allow them to deploy from Reserves in special ways. Special Deployment Mode special rules are optional for most units; they can choose to deploy normally, enter from Reserves, or enter via a Special Deployment Mode. If a unit must use a Special Deployment Mode, it will be noted in the unit's profile.

Deep Strike

A unit can enter from Reserves by Deep Strike. Place one model from the unit anywhere on the board that is more than 1" away from an enemy model. Then, roll the Scatter Die (pg. 1) and move the model 2d6" in the direction indicated. If a non-arrow (hit) symbol is rolled, the model does not move. The model does not pivot during this move.

After moving the model, deploy any other models in the unit in base-to-base contact with it, forming a ring. Add additional rings if required.

If any models would be placed inside Terrain (pg. 5), within 1" of an enemy model, or on top of a friendly model, the model takes 2d6 Mortal Wounds and is placed as close as possible to its original position by the opposing player.

A unit that enters from Deep Strike cannot Move in the Movement phase, but counts as having Moved on the turn it arrives. It also cannot Charge in the Charge phase.

Infiltrate

A unit with Infiltrate can be selected to Deploy during the first Deployment Phase, or can enter from Reserves on subsequent turns. Deploy the unit anywhere on the table that is more than 9" from an enemy unit that is not within Line of Sight, or more than 12" from any enemy unit that is within Line of Sight.

A unit that Infiltrates cannot Move in the Movement phase, but counts as having Moved on the turn it arrives.

Outflank

A unit with Outflank can deploy from Reserves within 2" of any table edge, not just the table edge in your Deployment Zone. It must still deploy within 2" of the table edge and more than 9" away from any enemy models.

A unit that Outflanks cannot Move in the Movement phase, but counts as having Moved on the turn it arrives.

2: MOVEMENT

At the start of the Movement phase, players roll off. Starting with the player who rolled the highest result, each player selects one of their units and moves it. A player can choose not to move a selected unit. This continues until all players have selected all the units they control. A unit may only move once per Movement phase.

Units that failed a Morale Test in the Morale Phase and/or units attempting to Fall Back must be selected before any other units.

Moving A Unit

Models in a unit may move up to their Movement value in inches. Some models in unit can move while others remain stationary.

A model may not move within 1" of an enemy model in the Movement phase.

A model cannot pass over the base or hull of another model during the Movement phase.

No part of the model's base or hull can move farther than its Movement value, or move off the edge of the battlefield.

After moving, Infantry and Monstrous Creatures can pivot freely. Vehicles can pivot their hulls up to 90 degrees after moving, and rotate movable parts (such as turrets or sponsons) to any position. If a Vehicle did not move, it can still pivot turrets and sponsons without counting as moving.

Falling Back

If a unit starts the Movement phase within 1" of an enemy unit, it may attempt to Fall Back. If a unit failed a Morale Test in the Morale Phase, it must fall back.

Before moving any models, all enemy units with models within 1" of the unit Falling Back may either fire Overwatch (pg. 7) or Fight (as if they were selected in the Fight Phase).

A unit that Falls Back moves normally, but cannot charge in the Charge phase. It can still be charged. Additionally, an Infantry unit that Falls Back cannot shoot the Shooting Phase.

Terrain and Cover

Impassible Terrain (buildings, walls, etc.) blocks both movement and Line of Sight (pg. 1). A model is in Cover if more than half of the model body is concealed by Terrain. When in doubt, it's easier to say that the model is visible but in Cover.

Difficult Terrain (muddy ground, rubble piles, etc.) impedes movement, but does not necessarily block Line of Sight or provide Cover. Any movement through Difficult Terrain counts double (e.g. moving a model 3" costs 6" of movement). All players should agree on what areas of the battlefield count as Difficult Terrain.

Movement up a ladder or stairs has no penalty. It might be necessary to place a model at the base of a terrain feature and count it as being elsewhere.

3: PSYCHIC

At the start of the Psychic phase, players roll off. Starting with the player who rolled the highest result, each player selects one of their units with psychic powers and activates it. This continues until all players have selected all the units with psychic powers they control. A unit may only be selected once per Psychic phase. Unless otherwise stated, Psychic Powers require line of sight and follow Character targeting restrictions.

1. Select A Psychic Power

Select a model, then select its Psychic Power(s).

2. Make a Psychic Test

Roll 2d6 and compare it to model's Leadership. If the result is equal to or below model's Leadership, the test is successful, and the power activates. Unless an ability specifically notes that it modifies a model's Leadership for the purposes of Psychic Powers, any modifiers do not apply to this test.

If a double 1 or double 6 is rolled, the model suffers Perils of the Warp. Each Faction has its own Perils table. If, for some reason, one is not included, use the table below. If the power is successful, resolve it, then resolve Perils.

1d6 Generic Perils of the Warp Result

1	Warp Blast. Place the Large Blast template over the model. All models entirely or partially under the template take 1 S9 AP-2 hit. Then remove the model.
2	Warp Burst. Place the Small Blast template over the model. All models entirely or partially under the template take 1 S6 AP0 hit. Then remove the model.
3	Instant Death. Remove the model.
4	Staggered. The model takes 1d3 Mortal Wounds.
5	Pinned. The model may not move in the next Movement phase.
6	Blessed By The Warp. The model is restored to full HP.

4: SHOOTING

At the start of the Shooting phase, players roll off. Starting with the player who rolled the highest result, each player selects one of their units and shoots with it. A player can choose not to shoot with a selected unit. This continues until all players have selected all the units they control. A unit may only shoot once per Shooting phase.

1. Select Targets

Select a model, then select a target for each of the model's Ranged Weapons. The target must be within the Range of the weapon being used, and the model must have Line of Sight (pg.) to the target.

Unless otherwise stated, a unit may fire all the Ranged Weapons it has at the same or at different targets.

Models cannot target enemy units within 1" of friendly models.

A unit cannot shoot if any model from that unit is within 1" of an enemy model. Monstrous Creatures and Vehicles ignore this restriction.

Enemy characters cannot be targeted if they are within 3" of any other valid enemy unit. If a Character is within Line of Sight and is the closest enemy unit, they can be selected as a target.

2. Roll To Hit

Once you have declared targets for all of a unit's weapons, resolve the unit's shots. Weapons have a number of shots listed in their profile. If a random number of shots is listed (e.g. 2d6), roll first, then resolve that number of shots.

Resolve all shots against one target before moving on to the next. Batch dice together for convenience.

For each shot, roll 1d6. If the result is equal to or above the model's Ballistic Skill (BS), the shot hits.

If the target is in Cover (pg. 5), subtract 1 from the model's Ballistic Skill. An unmodified result of 1 always fails.

Strength vs Toughness	Result
Strength 2 or More Over Toughness	2+
Strength 1 Over Toughness	3+
Strength Equal to Toughness	4+
Strength 1 Below than Toughness	5+
Strength 2 Below Toughness	6+
Strength 3 or More Below Toughness	-

3. Allocate Hits

The defending player allocates each hit to a model in the unit. This can be any model, including ones out of range or Line of Sight. If a model in the unit has already had a hit allocated to it, it cannot have a second hit allocated to it until all other models in the unit have had one hit allocated.

4. Roll To Wound

For every shot that hits, compare the weapon's Strength (S) to the target's Toughness (T) using the adjacent chart. The number indicated is the minimum value required to wound the target. Roll 1d6 for each shot. An unmodified roll of 1 always fails.

5. Roll Saves

The defending player rolls one Save for each successful wound.

The defending player rolls 1d6, modified by the weapon's Armour Penetration (AP) value, and compares it to the model's Armour Save value.

A model in Cover (pg. 5) adds +1 to its Armour Save against shooting attacks.

A model may use its Invulnerable Save (if it has one) instead of its Armour Save. Invulnerable Saves are not modified by AP.

An unmodified roll of 1 always fails.

6. Inflict Damage

For each unsaved hit, inflict the weapon's damage (D). A model loses 1 HP for each damage inflicted. If a model is reduced to 0 HP, it is destroyed. Remove it from the battlefield. Excess damage is lost.

		Defender's Toughness									
		1	2	3	4	5	6	7	8	9	10
Attacker's Strength	1	4+	5+	6+							
	2	3+	4+	5+	6+						
	3	2+	3+	4+	5+	6+					
	4	2+	2+	3+	4+	5+	6+				
	5	2+	2+	2+	3+	4+	5+	6+			
	6	2+	2+	2+	2+	3+	4+	5+	6+		
	7	2+	2+	2+	2+	2+	3+	4+	5+	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+

4: SHOOTING

Ranged Weapon Special Rules

Heavy

Infantry models cannot fire a Heavy weapon if they moved this turn.

Indirect

Does not require Line of Sight (pg. 1).

Rapid Fire

When a model shoots with a Rapid Fire weapon, double the number of shots the weapon makes if the target is within half the weapon's range. (E.g. A weapon with a 24" range makes 1 shot at 12"-24" or 2 shots at 1"-12").

Twin

Weapons with "Twin" in their name make twice the number of shots as the base version. E.g. a Twin Assault Cannon makes 12 shots instead of 6.

Template Weapons

Models whose bases are completely covered by a template are automatically hit. Models whose bases are partially covered are hit on a 4+. If only a sliver of base is covered, assume the model is not hit. A template cannot be positioned to deliberately hit friendly models. The defending player may remove casualties from the unit as a whole, not just from models under the template.

Small Blast and Large Blast weapons cannot be used to fire Overwatch. Flame weapons inflict 1d3 automatic hits if used in Overwatch.

Weapons that fire multiple Template shots must place each template touching or overlapping a previous template. For weapons with multiple Scatter shots, roll Scatter for one shot, place the template and resolve, then place the next template and roll Scatter again.

Small Blast & Large Blast

For each shot that hits, place the 3" circular Small Blast / the 5" Large Blast marker over the centre of a target model. The centre of the blast must be within the weapon's range and Line of Sight.

Flame

For each shot, instead of rolling to hit, place the narrow end of the 8" long Flame template at the base of the firing model, and the 3" wide end at any point within Line of Sight. Models hit by a Flame weapon do not gain the +1 to Armour Save benefit from being in Cover.

Scatter #d6

This rule only applies to some Template weapons. Instead of rolling to hit, place the template over the centre of a target model, then roll the Scatter Die. Move the template "#d6" in the direction indicated. If a non-arrow (hit) symbol is rolled, the template does not move. This movement can take the template beyond the weapon's maximum range or out of Line of Sight. A template can scatter to hit friendly models. Resolve attacks normally.

5: CHARGE

At the start of the Charge phase, players roll off. Starting with the player who rolled the highest result, each player selects one of their eligible units with and activates it. This continues until all players have selected all the eligible units they control. A unit may only be selected once per Charge phase.

Who Can Charge?

A unit is eligible to Charge if any model from the unit is currently within 12" of any enemy model, and no model from the unit is within 1" of an enemy model.

1. Declare Targets

If a unit is eligible to charge, it may select one or more targets within 12". Targets do not need to be visible.

Vehicles can Charge, but must charge straight ahead.

2. Overwatch

Any unit targeted by a charge can fire Overwatch once per phase. Overwatch attacks are resolved like a normal Shooting attack, but only hit on a 6+, regardless of modifiers. Overwatch is resolved before the charging unit makes its Charge move.

The charging unit must be within the Range of the weapon being used, and the model must have Line of Sight (pg. 1) to the charging unit.

A unit cannot fire Overwatch if any model from the unit is within 1" of an enemy model.

A unit can also fire Overwatch at unit that Falls Back (pg. 5) during the Movement phase. All the above restrictions apply.

3. Charge Move

Roll 2d6. This is the maximum number of inches any model from the charging unit can move.

The charging unit must end its move so that at least one model is within 1" of a model from every enemy unit that was charged. If it cannot, it does not move this phase.

A model may not move within 1" of an enemy model that is not part of a unit targeted by the charge.

Charging Through Terrain

Charge moves through Difficult Terrain (pg. 5) counts double (e.g. moving a model 3" costs 6" of movement). Movement up a ladder or stairs has no penalty, but a model cannot end its Charge move mid climb. If it cannot be placed in a valid position, the Charge fails.

6: FIGHT

At the start of the Fight phase, players roll off. Starting with the player who rolled the highest result, each player selects one of their eligible units that charged this turn and fights with it.

Then, starting with the player who rolled the highest result, each player selects one of their eligible units that did not charge this turn and fights with it.

This continues until all players have selected all the eligible units they control. A unit may only be selected once per Fight phase.

Who Can Fight?

A unit is eligible to Fight if any model from the unit is within 1" of any enemy model.

Units with no Weapon Skill (WS) listed cannot make attacks in the Fight phase.

1. Pile In

If a unit is eligible to Fight, all models in the unit may move up to 2", provided the move takes the model closer to an enemy model and does not break Unit Coherency (pg. 2). Vehicles can pivot during a Pile In move.

2. Declare Attacks

Only models within 1" of an enemy model can make attacks. Select a model, then select a target unit for each of the model's attacks. The unit target must have a model within 1" of the attacking model.

A model may split its attacks between any number of eligible targets and any number of Melee weapons. Declare all targets and weapons before resolving any attacks.

3. Roll To Hit

Once you have declared targets for all of a unit's attacks, resolve the attacks. Resolve all attacks against one target before moving on to the next. Batch dice together for convenience.

For each attack, roll 1d6. If the result is equal to or above the model's Weapon Skill (WS), the attack hits.

If a model has no Melee Weapons listed, it resolves attacks using its unmodified Strength, with AP 0.

Strength vs Toughness	Result
Strength 2 or More Over Toughness	2+
Strength 1 Over Toughness	3+
Strength Equal to Toughness	4+
Strength 1 Below than Toughness	5+
Strength 2 Below Toughness	6+
Strength 3 or More Below Toughness	-

4. Allocate Wounds

The defending player allocates each hit to a model in the unit. This can be any model, including ones not within 1" of an enemy model. If a model in the unit has already had a hit allocated to it, it cannot have a second hit allocated to it until all other models in the unit have had one hit allocated.

5. Roll To Wound

For every attack that hits, compare the weapon's Strength to the target's Toughness using the adjacent chart. The number indicated is the minimum value required to wound the target. Roll 1d6 for each attack. An unmodified roll of 1 always fails.

6. Roll Saves

The defending player rolls one Save for each successful and allocated wound.

The defending player rolls 1d6, modified by the weapon's Armour Penetration (AP) value, and compares it to the model's Armour Save value.

A model may use its Invulnerable Save (if it has one) instead of its Armour Save. Invulnerable Saves are not modified by AP.

An unmodified roll of 1 always fails.

7. Inflict Damage

For each unsaved hit, inflict the weapon's damage (D). A model loses 1 HP for each damage inflicted. If a model is reduced to 0 HP, remove it from the battlefield. Excess damage is lost.

8. Consolidate

After all attacks in a unit have been resolved, all models in the unit may move up to 2", provided the move takes the model closer to the closest enemy model and does not break Unit Coherency (pg. 3). Vehicles can pivot up to 45 degrees during a Consolidate move.

		Defender's Toughness									
		1	2	3	4	5	6	7	8	9	10
Attacker's Strength	1	4+	5+	6+							
	2	3+	4+	5+	6+						
	3	2+	3+	4+	5+	6+					
	4	2+	2+	3+	4+	5+	6+				
	5	2+	2+	2+	3+	4+	5+	6+			
	6	2+	2+	2+	2+	3+	4+	5+	6+		
	7	2+	2+	2+	2+	2+	3+	4+	5+	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+

7: MORALE

ARMIES

At the start of the Morale phase, players roll off. Starting with the player who rolled the highest result, each player selects one of their eligible units with and activates it. This continues until all players have selected all the eligible units they control. A unit may only be selected once per Morale phase.

Who Must Test Morale?

A unit must test Morale if it:

- Suffered 25% or more casualties this turn, but is not currently within 1" of any enemy models.
- Took more casualties than it inflicted in the Fight phase and is currently within 1" of any enemy models.

The Morale Test

Roll 2d6 and compare the result to the unit's Leadership (Ld). If the result is equal to or below the unit's Ld, the unit passes the Morale test.

A unit has -1 Ld if it is below 25% of its original model count and -2 Ld if it is below 50% of its original model count.

A result of 2 always passes, regardless of any modifiers. If a unit has a Ld of "-", it automatically passes all Morale tests.

Failing a Morale Test

A unit that fails its Morale Test must behave in certain ways during its next turn.

Movement

The unit cannot move closer to any enemy models. It must move its maximum Movement distance towards terrain that provides Cover (pg. 5). If no eligible terrain is present, the unit must move towards the nearest edge of the battlefield. If this movement would take a model off the battlefield, the model is destroyed.

If the unit cannot move towards terrain or a battlefield edge without also moving closer to enemy models, the unit remains in place and takes 1d6 Mortal Wounds (pg. 3). Even if the unit does not move, all models count as moving for the purposes of weapons and special rules.

If any models are within 1" of enemy models, the unit must Fall Back (pg. 5), obeying the restrictions above.

Charge

The unit cannot Charge during the Charge phase.

Aura of Leadership

Units use the highest Leadership value of any model in the unit when taking Morale tests. They can also use the Leadership of any friendly model with the Character type that is within 6" of any model in the unit.

Before a game, players agree on a Points limit. Each player assembles an army equal to or under the Points limit. Units, upgrades, weapons, and other abilities have a Points value assigned.

Some units have a Points Limit. They cannot be taken unless that number of Points have already been allocated to units in the army. E.g. a unit with a Points Limit of 2,000 cannot be selected until 2,000 points have been spent on other units. It therefore cannot be taken in a 2,000 point game, but could be taken in a 2,500 point game.

Typical Points Values

500: a light skirmish. You're probably better off using skirmish-scale rules like Kill Team, Grimlite, or Grimdark Future.

1,500: a decent game. Comfortable on a 3'x4' table, with abundant room on a 4'x6' table,

2,000: a slightly larger game. Some areas of a 4'x6' table will be a bit crowded.

3,000: a very large game. A single 4'x6' table will be very crowded, but potentially still manageable.

>3,000: things are starting to get unwieldy. You may need 2 or more 4'x6' tables.

The Force Organization Chart

Armies consist of one or more Detachments. A Detachment starts with a core of:

- 1 HQ choice
- 2 Troops choices.

Once the core requirements are met, an army can then include:

- Up to 1 additional HQ choice
- Up to 4 additional Troops choices
- Up to 3 Elite choices
- Up to 3 Fast Attack choices
- Up to 3 Heavy Support Choices

If every slot in a Detachment has a unit assigned, you may start a second Detachment (obeying the same restrictions).

Detachments can be from different Factions, but be reasonable. If you combine detachments purely for rules optimisation reasons, you've missed the point of these rules and must ride through the streets clad in sack-cloth and ashes.

Units in one Faction cannot benefit from abilities belonging to another Faction.