WARHAMMER 40,000
4ᵀᴴ EDITION SRD

OBJECTIVE

The following document is sourced from the Warhammer 40,000 4th Edition Core Rule book. This document paraphrases 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.

The production of this document is barebones and lacks page numbers, a cover, and table of contents. If you are interested in improving this document then please contact the editor.

Where deemed necessary the phrasing has been modified for clarity, though the editor erred on the side of caution and strove to make no changes to the function of the rules, nor neglect any edge cases where possible.

If the reader finds any errors, either grammatical or technical, please contact the editor at srdanon.tg@gmail.com. It is more helpful if you indicate a page number and heading for the error, and if a technical error then please also indicate the page number from the original rulebook.

This is version 0.9

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, and Missions add additional detail to the game and round out the Complete Rules.

Sections on Special Missions, Battle Missions, Raid Missions, Breakthrough Missions, Campaigns, Combat Patrols, and Killteams add additional content in the form of Supplementary Rules, however have not been included in this document as they exceed the scope.

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
-   A set of flamer, Blast, and Large Blast templates

DICE ROLLS

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

Roll D6

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

Roll XD6

Roll a number of D6 equal to X and sum the 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.

Alternative Scatter Dice

Roll a D6 and compare the face value to the chart below to obtain the result (relative to a line drawn from the attacker to the target).

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 5).

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.

Citadel miniatures come with bases that are to be used with the model, if using proxy miniatures attempt to match the base size for the model you are proxying. Having a larger than normal base is acceptable, but a smaller than normal base for the model is not.

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.

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.

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 single, combined Characteristic Profile for both the mount and rider.

Bikes & Jetbikes

Includes all riders with small vehicles that count as Non-Vehicle Models. 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.

Characters

Characters (typically HQ units) are a special class of model that comes with special rules in addition to their other type, indicated as Character: (*Infantry*), or Character: (*Bikes*). A Character is always a single model.

CHARACTERISTICS

OVERVIEW

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

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.

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

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 Sv 5+.

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.

Type

For the purposes of any special rules, such as Jump Infantry or Monstrous Creatures.

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.

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

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

Type

Special rules for vehicle subtypes can be found on page 18.

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

Subsequent to a Glancing Hit or Penetrating Hit roll on the following table to determine what happens to the Vehicle.

D6	Glancing Hit	Penetrating Hit	Ordnance P.Hit
1	Shaken	Stunned	Stunned
2	Shaken	Stunned + Gun Wrecked	Stunned + Gun Wrecked
3	Stunned	Stunned + Immobilized	Stunned + Immobilized
4	Gun Wrecked	Destroyed	Destroyed
5	Immobilized	Destroyed	Explodes
6	Destroyed	Explodes	Annihilated

See page 19 for details on each result.

Weapon Skill (WS), Ballistic Skill (BS), Strength (S), Initiative (I), Attacks (A)

Performs the same function as with 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, Fire Points indicates how many passengers can fire their weapons while inside the Vehicle model when being transported.

Access Points

Indicates where non-vehicle models may board a Transport-type Vehicle model.

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 BATTLE ROUND

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 24.

THE MOVEMENT PHASE

OVERVIEW
During his Turn a player may move any 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 for the current Movement Phase.

THE MOVEMENT PHASE
The normal Movement of Infantry models is 6". A model may neither move into nor through a gap between friendly models, nor terrain pieces, 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) Choose 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 movement limit.
3) Repeat
Return to Step One or conclude the Movement Phase.

UNIT COHERENCY
As discussed on page 4. 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 nor launch an 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 are 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 always apply. 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. Pieces 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 two D6 and take the highest result as their Movement in inches.

Dangerous Terrain

As Difficult Terrain. Additionally, 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 (e.g. for Cover). 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 Non-vehicle models can only fire one weapon each. Vehicle Models may be able to fire more than one weapon per model depending on availability of targets. Individual models within a Unit can choose 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) Choose 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. If both within range and LOS the model is a valid target.
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 up to those model's Size.
- 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 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 so to not confuse the Hits, or use dice of a different colour to represent the different weapons' 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 cause a Wounding Hit. Results of N mean the Hit has no effect.

		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+	6+	6+	N	N	N	N	N
	3	2+	3+	4+	5+	6+	6+	N	N	N	N
	4	2+	2+	3+	4+	5+	6+	6+	N	N	N
STRENGTH	5	2+	2+	2+	3+	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+

(Column headers: TOUGHNESS 1–10)

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

5) Wound Allocation
See page 11 for details on Wound Allocation.

6) Saving Throws
Each model gets only one Saving Throw, chosen from whichever options they have available to them. For each failed Saving Throw the model takes a Wound. When Wounds taken = W Characteristic, remove the model. When Weapon S is 2x Target T, multiple Wound models suffer Instant Death from a failed Saving Throw.

Armor Piercing Weapons
When the Armor Piercing (AP) value is 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
If a Unit has more models within a piece of Cover 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 may make this Saving Throw if AP negates their normal Sv.

WOUND ALLOCATION

OVERVIEW
Given the complexity of this topic an entire section has been prepared to discuss this and make all steps clear and simple to understand.

Process
After determining the number of Wounding Hits, make Armor Saves for all Hits. If a Unit has Mixed Armor;

1) Count up models of each Sv value (only valid targets).
2) Determine the majority Sv, in the case of a tie the worst Sv is assumed to be the majority.
3) Apply Wounding Hits to the majority Sv first. If there are any remaining Wounding Hits, apply to any remaining models.
4) Incoming hits form "sets" where every model must have a Wounding Hit allocated before the next set is allocated.

Once determined, check if any have to contend with Armor Piercing for any or all allocated Wounding Hits. If so, resolve those first then roll saving throws.

When Allocating Wounding Hits, no single model may be said to take all hits (unless it is the only valid target). Once all Wounding Hits and Wounds have been dealt, if excess damage was dealt it is wasted.

If only one Sv is being used, once made for all Wounding Hits Wounds may then be allocated to any models the targeted Unit's player chooses, so long as there are no multi-Wound models that have already taken a Wound. Wounds must be applied to them first, without "spreading around" the damage to their fellows.

See page 10 for additional details on Saving Throws.

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 10 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 can 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.

Ordnance (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 Ordnance. 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-Ordnance 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
Any missed shots fired from this weapon may be re-rolled once.

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 casualty the target Unit must take a Ld Test. If failed, the Unit may not take any action until the following turn. If caused by Ordinance Barrage, -1 Ld.

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 14).

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 is comprised of two parts, Charges and Close Combat. The summary of both is as follows.

CHARGE & CLOSE COMBAT

Charge Summary

1) Choose 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 Unit 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
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+	4+	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+

(Rows labelled ATTACKER'S WEAPON SKILL)

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

3) Roll To-Wound & Wound Allocation

Resolved identically to Shooting Attacks (see page 10). Remember to account for any bonuses from equipped Weapon Types.

4) Saving Throws

Resolved identically to Shooting Attacks (see page 10). 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 15). If passed, proceed to Step 10. 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 makes a Sweeping Advance, causing the loser's Unit to be removed immediately from the board as they are immediately Massacred.

9) Consolidation

After winning Close Combat, the victor may move up to 3" in any direction to consolidate their position and recover an 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 10 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 17). 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 13).
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 18 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.

UNIT TYPES
IN DETAIL

OVERVIEW

This section provides the full rules for all of the Non-vehicle model types listed on page 4. The special rules for the Unit Type are broken down by Phase.

Infantry

The standard Unit Type. All Core rules apply to them as written.

Bikes

Movement

Movement range is increased to 12", and Units of Bikes are not slowed by Difficult Terrain. However, upon entering Difficult Terrain they must take a Dangerous Terrain Test.

Shooting

May fire one weapon per rider, not per bike. Mounted Rapid Fire weapons may be fired up to max range even if the Unit has moved. Rapid Fire and Heavy weapons may be fired even if the Unit moves, and the Bike may still Charge.

Assault

Charges have the same considerations as movement in the Movement Phase (see above).

Morale

Falling back moves are 3D6".

Additional Protection

Bikes increase their rider's Toughness by 1, but not for the purpose of adjudicating Instant Death.

Jetbikes

Movement

12" movement, and may move over any other models. When moving over Difficult Terrain may chose to not take a Dangerous Terrain Test (as like Bikes), but doing so means they may not use the Terrain for a Cover Save, and count as visible for LOS purposes.

Shooting, Assault, Morale, Additional Protection

As Bikes.

Monstrous Creatures

Movement

May re-roll Difficult Terrain Tests.

Shooting

Automatically passes Leadership Tests to target Units other than the closest. May fire up to two weapons per turn.

Assault

All Wounds by Monstrous Creatures ignore Armor Saves (but not Invulnerable Saves).

Jump Infantry

Movement

As Bikes when using their Jump Packs, otherwise as Infantry. When Jumping into Dangerous Terrain must still make a Dangerous Terrain Test.

Shooting

Rapid Fire weapons may be fired up to max Range even if the Unit moved, and may declare a Charge even if Rapid Fire weapons have been fired that turn.

Assault

Allowed to move 6" in any direction during Assault Phase even if not Charging.

Morale

Always Falls back 3D6", compulsory use of Jump Packs. Same considerations for any other Movement using Jump Packs.

Artillery

Movement

As Infantry. Gun models without crew may not move.

Shooting

Crewman must remain in Coherency with the gun. Crewman may not fire other weapons so long as the gun remains. Ranges are measured from the gun model. When hit by weapons with Template or Blast markers roll 1D2 or flip a coin to randomize the hits. Heads and the blast hit the gun, tails it hit the crew.

Assault

So long as the gun remains, not permitted to make a Charge. Only the Engaged crew models fight in an Assault.

Morale

As Infantry, except if the unit does not have at least 1 crewman per gun when making a Fall Back move the gun is destroyed, and if forced to Fall Back any Sweeping Advance automatically massacres the Artillery Unit.

Beasts & Cavalry

Movement

All use the *Fleet* Universal Special Rule (see page 20). Otherwise, as Infantry.

Shooting

As Infantry.

Assault

May make 12" Charges. When passing into Difficult Terrain, move 4D6". Otherwise as Infantry.

Morale

Fall Back moves are 3D6".

CHARACTERS

OVERVIEW

There exists a special class of model known as a Character, which is a subtype of some other Unit Type, designated as [type]:Character. Characters come in two types, as part of a Unit as a leader or champion (such as a Space Marine Sergeant), or as an Independent Character which moves about the battlefield on their own, occasionally joining other Units. Not every model that moves alone is an Independent Character however, always note the designation on the datasheet.

The Movement Phase

Characters move according to the ability of their Unit Type, like any other, however always have the effects of Move Through Cover and Skilled Rider when moving themselves (does not apply when riding in a transport).

Independent Characters may achieve Coherency with any other Unit during any Movement Phase to be considered part of that Unit for the remainder of the Battle Round. Independent Characters cannot join a Unit with another Independent Character, nor may they join a Unit that is Falling Back.

If a Character is fielded as part of a Unit they may not leave this Unit to join another unless all members of the retinue are removed as Casualties. When making Leadership Tests, the Unit may use the Ld of any Character attached to the unit (e.g. Sargeant or Chaplain).

The Shooting Phase

Characters function as models of their type, if part of a Unit then roll their shots separately if the BS differs from the other models in the Unit but must fire alongside the Unit if it shoots. Characters cannot be picked out by shooting excepting special rules, or if they are a Monstrous Creature without bodyguards with a special rule (e.g. Tyranid Tyrant Guard). If alone normal rules for targeting a Unit apply to targeting a Character.

The Assault Phase

Always joins the Unit they are attached to in Charges and Close Combat, however ONLY models in base-to-base contact may target Characters, and vice-versa for the Character.

Special (Named) Characters

Requires consent of all players to be used in a game.

PSYCHIC POWERS

Some Characters have access to Psychic Powers, noted on their datasheet. The powers vary from Character to Character, refer to their Codex for details. All Psychic Tests are performed as a Ld Test, if failed the power cannot be used that Turn.

For Psychic Powers that function as shooting, normal conditions for targeting apply. If a Psyker rolls either 2 or 12 while using a Psychic Power they automatically and immediately take 1 Strength 6 Hit that allows for no Saving Throw. A result of 2 means the Psychic Power still works despite the Perils.

VEHICLES IN DETAIL I

OVERVIEW

There are five types of Vehicle; Fast, Tank, Open-topped, Skimmer, and Walker. The types may be combined, in which case special rules for both apply.

Vehicle Movement

Normally 12", some exceptions apply. If moving through Difficult Terrain, roll D6 where failed (a result of 1) means the vehicle stops immediately, otherwise move normally. If 6" within Difficult Terrain when making the Test, roll 2D6, if a result of 2 then the vehicle becomes a casualty, if just one die turns up as a 1 the vehicle is immobilized for the rest of the game.

Fast

May move up to 24" inches.

Skimmers

Always ignores Terrain effects, including counting as obscured or within Cover.

Walkers

Obeys same rules for the Movement Phase as Infantry. Failing a Dangerous terrain causes the vehicle to only be immobilized for the rest of the game (may not move, otherwise normal).

Roads

If present and stayed within for the entire Movement Phase, all except Skimmers may add 6" to their Movement. However; passengers may not embark nor disembark that Battle Round, may not use Tank Shock nor any vehicle upgrades, and may not shoot.

Transports

Passenger Capacity is listed on the Vehicle's datasheet. When a Dedicated Transport only may be used by their assigned Unit in exchange for not taking up a Force Organization slot. Only one Unit (plus any Independent Character) may embark on a single Transport. If an Independent Character disembarks the Unit must also, and Units may not be spread across multiple transports.

Passengers can only embark or disembark within 2" of the Transport's access points. Passengers may not embark and disembark on the same Battle Round, except if forced out due to damage to the Transport or a special rule, and may only embark/disembark during the Movement Phase. Transports may not move, accept passengers, then move again.

Passengers may not disembark if the vehicle has moved more than 12" already that Battle Round, nor within 1" of an enemy model or else they become a Casualty. May normally not disembark then Charge, excepting if the vehicle has not moved that Battle Round, or if due to the effect of a special rule for that Vehicle.

Shooting

All shooting from a Vehicle's weapons and crew must fire at the same target, as with any other Unit. Vehicle model's equipped weapons are either Defensive (less than or equal to Strength 6) or Main Weapons (greater than Strength 6). See the following chart for which weapons may be fired any Shooting Phase, per Vehicle model.

Type	Stationary	<6"	<12"	>12"
Walker	All main & defensive OR 1 Ordnance OR 1 Ordnance Barrage	2 main & defensive OR 1 Ordnance	N/A	N/A
Fast	All main & defensive	All main & defensive	1 main & all defensive	None
All others	All main & defensive OR 1 Ordnance OR 1 Ordnance Barrage	1 main & all defensive OR 1 Ordnance	None	N/A

Weapons may only target Units within their Line of Fire according to their position at the end of the Movement Phase. Refer to each model for details.

Rotating turrets may occur in the Shooting Phase, and rotating on the spot does not count as Movement (remains stationary) during the Movement Phase.

Infantry may fire from vehicles, according to their Fire Points. Open-topped have no fire points, all passengers may shoot. Passengers count as having Moved if the Vehicle moves, and may not fire at all if the Vehicle moves further than 12" that Battle Round.

If firing from a closed vehicle's firing points and do not have neither a 2+ nor 3+ Sv, the passengers count as within an Open-topped vehicle for counter-fire or Assaults from the enemy that Battle Round.

When Shooting at vehicles, resolve as normal Shooting and check for Armor Penetration (see page 6). If shooting with a Blast weapon, if the center hole is not over the Vehicle model, the shot's Strength is halved (rounding down).

Templates are assumed to have struck the Side Armor in the case of Barrage, or from the direction of the shooter otherwise. AP1 weapons always score Penetrating hits if greater than or equal to the Armor, AP-weapons always score glancing hits.

VEHICLES IN DETAIL II

OVERVIEW
A continuation of the previous section, for all remaining topics.

Damage Results
According to the result on the Armor Penetration charts (see page 6.)

Shaken
Vehicle may shoot next turn, passengers may not.

Stunned
Vehicle may not move nor shoot. Passengers may not shoot, otherwise unaffected.

Gun Wrecked
One S4 or greater weapon chosen by the attacker is disabled. If no such weapons remain, Vehicle is Immobilised.

Immobilised
May not move, may not turn in place (turrets unaffected), weapons retain their normal arc of fire. Skimmers that have moved more than 6" in their last Movement Phase or are over Difficult Terrain are immediately crashed and destroyed, otherwise forced landing on the spot and no longer count as Skimmers.

If no S4 or greater weapons remain when Immobilised counts as Destroyed instead.

Destroyed
Vehicle becomes a Casualty and a wreck.

Explodes
All models within D6" roll D6, and on 4+ take a Wounding Hit (Saving Throws permitted). Other vehicles are unaffected. Replace the model with a terrain piece representing a crater (Difficult Terrain).

Annihilated
Vehicle and any passengers are removed as casualties. All models within 6" roll D6, and on 4+ take a Wounding Hit (Saving Throws permitted). Other vehicles are unaffected. Replace the model with a terrain piece representing a crater (Difficult Terrain).

Passengers
If Destroyed or Explodes, all attempt to disembark within 2" of Access Ports. All count as Pinned, may be shot at or Assaulted as normal by enemies. Additionally roll one D6 per passenger, on 4+ take a Wound (Saves permitted). If the vehicle moved more than 6" during the last Movement Phase, re-roll all results of 1-3.

If the Vehicle has suffered a Penetrating hit but did not Explode nor was Destroyed, forced disembarkment (no wounds), and take a pinning test. If the Vehicle's last move was >6" roll one D6 per passenger, on 4+ take a Wound (Saves permitted) as well.

Wrecks
Count as Difficult Terrain for Infantry, is Impassible Terrain for vehicles with a lower Frontal Armor, blocks LOS as if still intact, and provides a 4+ Cover Save.

Open-topped
Always add +1 to every Armor Penetration roll, all Open-topped Vehicles are Vulnerable to Blasts/Templates.

Skimmers
Any hits that beat the Armor of a Skimmer that moves >6" last Turn count as Glancing Hits.

Obscurement
If >50% of a Vehicle model's bulk is obscured from the shooter's weapons and a Penetrating Hit is rolled by the attacker, roll a D6. On a result of 4+ the hit is downgraded to a Glancing Hit, then roll on the Damage Chart.

If a vehicle has Smoke Launchers, once per game they made trigger the effect at the end of the Movement Phase, causing any Penetrating Hits to be downgraded to Glancing Hits until their next Turn.

Assaults
Skimmers can always choose to move over other Units, and may be Assaulted like normal. Skimmer tanks can move over a Unit and still inflict Tank Shock.

Tank Shock
If a Tank overruns a Unit during their Movement Phase, the player may declare an attempted Tank Shock. Vehicles with equal or higher Armor on the contact facing, or that are immobilized, stop Tank Shock at a 1" distance.

If non-vehicle models are overrun, move out of the way (shortest distance maintaining Unit Coherency), then make a Morale Check, Falling Back if failed. If passed, may choose to stand and fight. If so, one model may use a single weapon once.

The attack hits automatically (Front Armor facing) and must be resolved. If successful, the Tank is stopped directly in front of the model chosen. If failed, the model is immediately made a Casualty, regardless of armor saves or Wounds, and the Vehicle continues on its way.

If a Vehicle is Assaulted, it never counts as Locked in combat. When attacking in Close Combat:

Target	D6
Immobilized or stationary vehicle	Automatic
Vehicle that moved <6" this Battle Round	4+
Vehicle that moved >6" this Battle Round*	6+

*Skimmers always count as having moved >6"

There is never Sweeping Advances nor Consolidation moves against a Vehicle in Close Combat.

Grenades
Against vehicles grenades use the following Armor Penetration:

Type	AP
Frag/Photon	4+D6
Krak	6+D6
Melta	8+D6
Plasma	5+D6
Tankbusta	6+(D6*2)

Walkers
Fight in Assaults as Infantry, and models attacking it must always beat its Front Armor. Walkers never make Morale Tests. Each roll on the Damage Chart counts as 1 Wound for working out who won Close Combat. Dreadnoughts double S and ignore Saves in Close Combat.

Walkers that are immobilises, shaken, or stunned fight in Close Combat as normal, minus 1 Attack (to a minimum of 1).

UNIVERSAL SPECIAL RULES (USR)

OVERVIEW

There are a large number of special rules that apply to multiple armies, models, and units by similar names. This edition attempts to unify many of these special rules and organize them in a convenient format (Universal Special Rules). Rules marked with an asterisk (*) mean that Independent Character's inherit this rule when joining a Unit with this rule.

Listing of Universal Special Rules (USRs)

Know No Fear
The unit automatically passes Morale Tests to regroup and may make such tests even if below half of Starting Strength. If caught by a Sweeping Advance, the Unit is not destroyed and fights normally. May Move normally after regrouping.

Counter-Attack*
If Charged, the Unit with this rule may have all unengaged models Charge themselves as if it were their own Assault Phase, but only towards the attacking Unit's models. However, does not get +1 attacks for Charging and may not use this rule if the Unit was charged as the result of a Consolidation move.

Fearless*
Automatically pass Morale Tests, never have to Fall Back, and can never be pinned. If a Fearless Character joins a unit without this rule he loses this rule's effects.

Feel No Pain
For any Wound that would cause a Casualty, roll D6. On 4+ the Wound is ignored and the model does not become a Casualty. May not be used if caused by a weapon that would inflict Instant Death, nor against CCWs that do not allow Armor Saves.

Fleet*
In any turn where this Unit does not shoot, nor use a psychic power that replaces shooting, they may move an additional D6" during the Shooting Phase, ignoring the effects of Difficult Terrain.

Furious Charge
+1 to Initiative and Strength for this Unit when Charging. Does not affect Sweeping Advances.

Hit & Run*
May choose to leave close combat, declared at the end of the Close Combat phase. Immediately moves in a straight line 3D6" away from the Unit they are Locked with, ignoring those models for the purposes of movement. May not be used to Engage with a different Unit. The Break-off move is automatically successful and not subject to sweeping advance. The enemy may consolidate normally however.

Infiltrate*
This Unit may use the Infiltrate rule on any Mission that allows this rule. Otherwise must deploy as normal. If both sides have models with this rule, flip a coin to see who deploys first then alternate deploying Units with this rule. Deploy Infiltrators after all other models have been deployed, anywhere on the table more than 12" from any enemy Unit. Enemy Units must not be able to draw LOS on Infiltrators, unless they are at least 18" away.

Move Through Cover
When moving through Difficult Terrain roll 3D6 and take the highest result for inches moved.

Night Vision*
When Night Fighting mission rules are in use, this model may re-roll all spotting Tests. Characters joining a Unit with this rule confer the effects onto the Unit.

Preferred Enemy(X)
Against (x) always hit on 3+ during Close Combat.

Scouts*
Models with this rule must always be deployed first. Before rolling to see who goes first but after deployment has finished, all models with this rule may take a free move according to normal Movement rules.

Skilled Rider
Models with this rule may re-roll all Dangerous Terrain Tests.

Slow & Purposeful
Models with this rule always move as if moving through Difficult Terrain, are always treated as if stationary when shooting, and never receive +1A when Charging.

Small/Stealth
All rolls for Cover Saves are improved by +1.

Stubborn*
As Fearless, except for Pinning. An Independent Character with this rule confers the effect to any Unit they join.

Swarms
Combined effects of Small and Vulnerable to Blasts USRs.

Tank Hunter
+1 to all Armor Penetration rolls, automatically pass Morale Tests caused by Tank Shock.

True Grit
Models with this rule may treat their Bolter as if it has the Pistol Weapon rule. However, the model does not gain +1A when Charging.

Turbo Boosters*
Models with this rule may move up to 24" during the Movement Phase, however may not move through Difficult Terrain, shoot, not launch Assaults. When Shooting against this model during the same Battle Round, the model may make a 4+ Invulnerable Save. The model must move at least 18" to gain this benefit.

Vulnerable to Blast/Templates
A Vehicle model counts hits from Blast or Template weapons as two hits. A Non-vehicle models counts each failed Saving Throw as two Wounds.

ORGANIZING
A BATTLE

OVERVIEW

This section details the basics of setting up a game of Warhammer 40,000 4th Edition. The basic format is to select an agreed upon number of points to be used, then assemble an army from your Codex. 1,500 points is considered a well-balanced game, but more or fewer may also be used.

Force Organization

There are a minimum and maximum number of Unit types considered for a legal game during the Standard Missions. These Force Organization types are HQ, Troops, Elites, Fast Attack, and Heavy Support.

For each game using the Standard Missions (up to 2,500 points) an army must consist of at least 1 HQ and two Troops. The rest of the army may also include up to 1 additional HQ, 4 additional Troops, up to 3 Elites, up to 3 Fast Attack, and up to 3 Heavy Support without exceeding the points limit.

Preparing the Battlefield

Generally, both players should be present to place and categorize the terrain to be used. Try and cover at least a quarter of the battlefield using a mix of Terrain types (see page 9), and prevent sight lines longer than 18" as much as possible.

Missions

Lastly select a mission. This can be done through mutual agreement between players or by rolling on the following chart and abiding by the result.

D6	Mission
1	Cleanse
2	Secure & Control
3	Seek & Destroy
4	Recon
5	Take & Hold
6	Chosen by Strategy Roll Winner

Additionally, each mission can be played at one of three levels of complexity; Alpha, Gamma, and Omega. To determine which level to be played at, again either agree upon an option among players or roll on the following chart.

D3	Mission Level
1	Alpha
2	Gamma
3	Omega

Scoring Units

At Alpha level mission scoring is determined entirely by the number of Units successfully on the objective without being in a state of Falling Back. At higher levels scoring is more complex. See page 24 for a guide on how to score Units.

Strategy Rating

Each army has a designated Strategy Rating as per the chart below.

Rating	Army
3	Space Marines, Witch Hunters, Daemonhunters, Alien Hunters, Craftworld Eldar, Necrons
2	Chaos Space Marines, Dark Eldar
1	Imperial Guard, Tyranids, Orks, T'au, Other Armies

When a Strategy Roll is called for, roll as many D6 as the Army's Strategy Rating and take the highest result.

Deployment

Each player shall alternate placing Units in their deployment zone. Once all other Units have been deployed, deploy Units with the Infiltrate rule, again alternating between players. Finally all Units eligible for a free move will make it before rolling to determine who has the first turn and beginning the game.

MISSIONS I

OVERVIEW

There are five standard missions to be played in a game of Warhammer 40,000 4th Edition; Cleanse, Secure & Control, Seek & Destroy, Recon, and Take & Hold. Each has an Objective, Set-up Conditions, Length, and Reserves Rules. See below for details on each Mission.

For each level of mission (Alpha, Omega, and Gamma) see the listing below for relevant Scenario Special Rules. See page 24 for details on all Special Scenario Rules.

Alpha
None.
Gamma
Infiltrate, Deep Strike, Dusk & Dawn, Victory Points
Omega
Escalation, Concealment, Infiltrate, Deep Strike, Dusk & Dawn, Victory Points, Random Game Length

Reserves
When available, must move onto the board from the player's deployment zone board edge.

Game Length
6 Battle Rounds for all Alpha and Gamma Missions

Cleanse
Objective
Divide the battlefield into quarters. Control of a quarter is gained by having at least one of your own Scoring Units in the quarter and zero of the enemy's.

Whoever controls the most quarters at the end of the final Battle Round wins.

Set Up
1) Divide the battlefield into quarters, then both players roll D6. The player with the highest result chooses a corner and the other player deploys in the opposite corner.
2) Beginning with the player with the lowest result, begin deploying Units. Units are deployed in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack.
3) Each player must roll D6. Highest result may chose to go either first or second.

Secure & Control
Objective
Place D3+2 tokens on the table, each player alternating with their placement of each token until all are placed. Flip a coin to determine who places the first token.

Tokens may not be placed in Impassable Terrain, nor within 12" of a table edge or another token. Control of a token is obtained by having at least 1 Scoring Unit within 6" and no enemy Units within 6" of a token. Whoever controls the most tokens at the end of the final Battle Round wins.

Set Up
1) Place tokens as described under the Objective section.
2) Each player rolls D6. The winner choses a long table edge to deploy from, the loser deploys from the opposite.
3) Starting with the winner of the previous roll, begin deploying a Unit at a time. Units cannot be placed further than 12" from the long edge. Units are deployed in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack.
4) Each player must roll D6. Highest result may chose to go either first or second.

MISSIONS II

OVERVIEW
A continuation of the previous section.

Seek & Destroy

Objective

Whichever player has the most Scoring Units remaining on the table at the end of the final Battle Round Wins.

Set Up

1) Each player rolls D6. The winner choses a long table edge to deploy from, the loser deploys from the opposite.
2) Starting with the winner of the previous roll, begin deploying a Unit at a time. Units cannot be placed further than 15" from the long edge, nor within 24" of any enemy Unit. Units are deployed in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack.
3) Each player must roll D6. Highest result may chose to go either first or second.

Recon

Objective

Both players attempt to get as many Scoring Units as possible within the enemy's deployment zone (15" from the long edge). Whoever has the most at the end of the final Battle Round wins.

Set Up

1) Each player rolls D6. The winner choses a long table edge to deploy from, the loser deploys from the opposite.
2) Starting with the winner of the previous roll, begin deploying a Unit at a time. Units cannot be placed further than 15" from the long edge, nor within 24" of any enemy Unit. Units are deployed in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack.
3) Each player must roll D6. Highest result may chose to go either first or second.

Take & Hold

Objective

The player with the most Scoring Units within 12" of the center point of the battlefield at the end of the final Battle Round wins.

Set Up

1) Each player rolls D6. The winner choses a long table edge to deploy from, the loser deploys from the opposite.
2) Starting with the winner of the previous roll, begin deploying a Unit at a time. Units cannot be placed further than 15" from the long edge, nor within 24" of any enemy Unit. Units are deployed in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack.
3) Each player must roll D6. Highest result may chose to go either first or second.

MISSION SPECIAL RULES

OVERVIEW
Used in Gamma and Omega Missions.

Concealment
For the first Battle Round only all Units are Concealed. Any Unit choosing to Shoot at a Concealed Unit must make a Night Fighting Test (see Night Fighting) before firing. Barrage weapons may skip this but must instead roll an additional D6" for distance scattered. Concealment is lost as soon as a Unit moves, shoots, or uses a psychic power.

Deep Strike
Take any Unit held in Reserves and roll for their arrival per the Reserves rule (see Reserves). Place a single model on the table no closer than 1" from any enemy model, then roll a Scatter die to determine scatter, using 2D6" for any required scatter distance. Units that scatter off the table edge, within impassible terrain, or within 1" of an enemy model are destroyed.

When scatter location is determined place all other models of the Unit around the original in concentric circles with base contact. The rule on destruction of model placement from above applies to these models as well. Units may not Assault nor Move on the Battle Round they arrived, and count as having Moved for the purpose of Weapon rules.

Dusk & Dawn
Before the beginning of the first Battle Round roll D6. On a result of 1 the first Battle Round only uses Night Fight rules, on a result of 6 the 6th Battle Round and all subsequent Battle Rounds use the Night Fighting rules (see Night Fighting).

Escalation
Only basic Infantry Units that do not have dedicated transports may deploy at the start of the game, all others are held in Reserves, arriving in accordance with normal Reserves rules (see Reserves). Units with special deployment rules like Scouts may deployed normally.

Infiltrate
If both sides have models with this rule, flip a coin to see who deploys first then alternate deploying Units with this rule. Deploy Infiltrators after all other models have been deployed, anywhere on the table more than 12" from any enemy Unit. Enemy Units must not be able to draw LOS on Infiltrators, unless they are at least 18" away.

Night Fighting
After selecting a target but before firing, roll (2D6)*3. The result is the range of the Unit's Line of Sight. Barrage and Ordnance weapons may be fired as normal, but must add D6" to any scatter distance on all shots for all targets beyond the Unit's new Line of Sight limit.

Random Game Length
At the end of the sixth Battle Round roll 1D6. On a 4+ the game is extended another Battle Round. This may occur up to 3 times, or until a 1-3 is rolled.

Reserves
Beginning from the Second Battle Round, all players with Units in Reserves must roll a D6 per Unit they have in Reserves (Dedicated Transports count as part of their Unit for this). If the result turns up a success, they must deploy the Unit(s) according to the Mission rules for Reserves. See the following chart for what results count as success.

	BR1	BR2	BR3	BR4+
Arrives on…	n/a	4+	3+	2+

Victory Points
A Unit is worth as many Victory Points as its points cost in Gamma and Omega missions, amounts according to the condition at the end of the final Battle Round. Additionally there are Victory Points bonuses associated with Mission Objectives. See the full details for both below.

Type	Condition	Scoring Unit?	VPs Awarded
Non-vehicle	>50% SS	Yes	None
	<50% SS	No	50% Value
	Casualty*	No	100% Value
Vehicle	Mobile	Yes	None
	Immobile	No	50% Value
	Casualty*	No	100% Value
Dedicated transport	Mobile	Yes	None
	Immobile	No	50% Value
	Casualty*	No	100% Value
Vehicle squadron	>50% SS	Yes	None
	<50% SS	No	50% Value
	Casualty*	No	100% Value
Independent Character	Unwounded	No	None
	Wounded	No	50% Value
	Casualty*	No	100% Value
Artillery	>50% SS	Yes	None
	<50% SS**	No	50% Value
	Casualty*	No	100% Value

*Casualty, off-table, or Falling Back
**Or gun(s) destroyed.

Cleanse
- The quarter your army is deployed in is worth 0 points
- The quarters adjacent to the deployment zones are each worth 25% of the game's point limit
- The enemy's deployment zone is worth 50% of the game's point limit

Secure & Control
- Each token is worth [game point limit] / [# of tokens]

Seek & Destroy
- In addition to points scored by eliminating and wounding enemy Units, gain points equal to your own remaining models using the chart above

Recon
- In addition to points scored by eliminating and wounding enemy Units, gain points equal to your own models within the enemy deployment zone according to the chart above

Take & Hold
- In addition to points scored by eliminating and wounding enemy Units, gain points equal to your own models within 12" of the center of the battlefield according to the chart above