



Imperial Armour

A game of tank clashes in the 41st millennium. A fan made ruleset for armoured warfare. I do not own any of the artwork, names, or anything else in this document and all is owned by their respective owners.

Equipment needed

Gaming table – This game recommends a 6x4 table, however use whatever size you feel is appropriate for your size of game.

Token bag – an opaque bag filled with enough initiative tokens for one each per tank. For example, if there are 6 tanks in play the bag should contain tokens 1,2,3,4,5, and 6.

Tokens – including fire tokens, damage tokens, pinned tokens, and initiative tokens.

Dice – Ten sided 'd10s' are required, at least 4-5 should be enough.

Tape measure – measured in inches.

Templates – 3" and 5" circular templates.

Battlefield terrain – A mix of LoS blocking and area terrain. There should be open fields of fire yet decent amounts of cover.

Tanks! – and their datacards.

Notes on Gameplay.

The recommended game size is with between 3-5 tanks per side. Player numbers can therefore be anywhere from 2-10 players depending on how many tanks each person controls. These rules assume that you are using standard 40k tank models.

Since this is my first attempt at a homebrew, and a very early version at that, there will undoubtedly be situations which the rules do not cover, or are completely contradictory over. In these situations players should try to come up with an agreeable solution, or if such one cannot be found promptly - simply roll off and get back to the fight!

When the rules mention within a distance, any part of the tank's hull must be within the given distance, including exactly that distance. When the rules mention wholly within, the tank's entire hull must be within the given distance.

Notes on Balance

Each tank is given a rating, this is a rough idea of how effective the tank is on the battlefield. Games should be most balanced when the total tank rating of each side is equal.

The Battle

Deployment

Each player starts by drawing one initiative token from the bag for each of their tanks. Place the token next to that tank. Then, going in ascending order of the initiative tokens, deploy each tank wholly within 1 movement distance of the controlling player's deployment edge. Once each tank has been deployed, return its token to the bag.

Turn Sequence

Each battle is comprised of several turns. Each turn consists of two phases.

The Preparation Phase – players prepare for the ensuing action.

The Action Phase – Engines roar and cannons boom as the battle rages on.

The Preparation Phase

Check the victory conditions of the mission, if they have been met the game ends and the victor is declared.

If not, each player draws an initiative token for each of their tanks, and places it besides the tank.

The Action Phase

In ascending order of initiative each tank makes two activations, one after the other. These can be to advance, shoot, aim, repair, or rally. With the exception of shooting which can only be used once a turn, a tank can make the same action twice if it wishes. Once a tank has finished its two actions, return its initiative token to the bag.

Advance

When a tank takes an advance action, it can make a single pivot at any point in its move, but can otherwise move directly forwards or directly backwards up to its speed characteristic. When a tank pivots, it is turned on the spot to face any new direction it wishes.

If a tank decides to shoot as the action immediately after an advance action, it suffers -2 to hit.

Aiming

The tank selects a target within LoS, if the tank shoots at this target with its next action (even if this is next turn) it gets a +2 to-hit it.

Shooting

When a tank chooses to shoot, declare a target for each of the tank's weapons. This target must be within range and LoS. The tank rolls to-hit, firing a number of shots equal to its RoF characteristic of the weapon. A tank can fire as many weapons as it likes, and each can fire at a separate target if it wishes.

Range is measured from the tip of the gun barrel of the firing weapon (assuming it is turned to face the target), to the closest visible part of the target's hull.

Roll a d10 for each shot, and apply any modifiers (collated in the table below), every result of a 5+ is a hit.

If the target is within 6", the tank gets a +2 on its to-hit roll.

Shooting Modifiers – need 5+	
Modifier	Affect
Cover (The target is partially obscured)	-2
Aimed Fire (the tank previously used an aim action)	+2
Moving Shot (the tank moved in its previous action this turn)	-2
Short Range (the target is within 6")	+2

For each hit, the target must make an armour save. They roll 1d6 and add the armour value that is facing the shooter (see LoS and cover). If the result is below the AP value of the attacking weapon, the shot penetrates. If it is equal to the value, the tank is pinned, place a pinned marker next to the tank's datacard, however no damage is suffered. If the result is higher, the shot fails to penetrate and does no damage.

When a tank is penetrated it loses one HP for each penetrating hit and is pinned. Furthermore, a single d10 roll is made on the following table, with a +1 for every penetrating hit after the first.

Critical Damage Table	
Roll	Result
11+	<i>Detonation! The tank's ammo racks, capacitors, or similar explodes in a specular fireball.</i> The tank is destroyed.
10	<i>Weaponry Destroyed. The barrel is warped, the optics busted, or the traverse jammed.</i> Place the Gun Destroyed token next to the tank, it can not fire again until this is repaired.
9	<i>Engine Destroyed. The tracks are gone, the engine disabled, or the wheels jammed.</i> Place the Engine Destroyed token next to the tank, it can not move again until this is repaired.
8	<i>On Fire. Fuel, plasma, or xenotech fire rages within the tank.</i> Place the Fire token next to the tank. Before this tank makes its first action of the turn, roll 1d10 on this table again and apply the result.
7	<i>Weaponry Damaged. The barrel bent or the optics misaligned, the guns just aren't shooting straight.</i> Place the Gun Damaged token next to the tank, until this damage is repaired, the tank suffers -1 on its to-hit rolls.
6	<i>Engine Damaged. The engine's throaty roar is replaced by a pained screeching.</i> Place the Engine Damaged token next to the tank, until this damage is repaired, the tank's speed is halved.
5 or less	<i>Minor Damage.</i> No special effects.

If a tank with a damaged component (weaponry or engine) suffers a destroyed result for that component, the 'damaged' token is discarded.

If a tank takes critical damage it is already suffering from (or rolls damaged weaponry/engine when it is already destroyed), it instead loses another hull point.

Repair

When a tank chooses to repair, roll 1d10. On a 6+ it may repair one critical damage it's currently suffering from. Discard the relevant token.

Rally

When a tank is pinned, the tank is temporarily incapacitated.

A tank which is pinned cannot make any actions other than rallying their vehicle. When a tank takes this action, remove the pinned marker, the crew can act normally from that point forwards.

Further Principles

LoS and Gun Traverse

This game uses true line of sight (LoS), otherwise known as model's eye view. Stoop down to the table to see what your tank can actually see. LoS originates from the tip of the gun barrel (assuming the gun is turned to directly face the target).

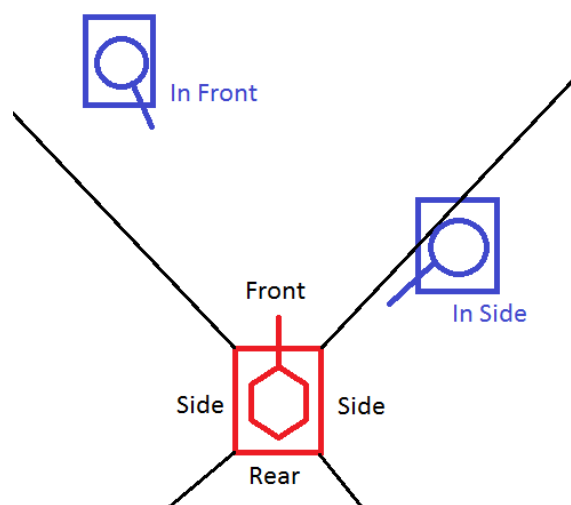
A gun can draw LoS anywhere within its traverse arc. For a turret this is normally 360 degrees around the tank, for other weapons they are limited by the arc that they can physically traverse (or should be able to). Weapons which do not have a turret instead draw LoS from the mounting point of the weapon. Weapons are always assumed to have at least a 45 degree traverse arc, even if the weapon cannot actually move on the model.

Cover

If 50% or more of the target is within LoS, it is not in cover. If only between 50% and 10% of the target is within LoS, it is in cover. If less than 10% of the target is within LoS, it is hidden and cannot be targeted. A target that is in cover, inflicts a -2 on the to-hit rolls of a tank firing upon it. A tank may get cover as a result of terrain obscuring the shot, being at the edge of a weapon's traverse arc, or a mix of the two.

When determining which armour arc the shooting tank is within, draw an imaginary line out at 45 degrees from each corner of the target tank. This will bisect the table into 4 quarters, as shown in the diagram. Whichever quarter the barrel of the firing tank is within, is the armour side which will be struck. If a tank cannot draw LoS to the armour facing it is within, it instead hits the facing it can draw LoS to. However if it does so, the target gets a +2 to its armour save. If a tank is designed such as to be ambiguous about its corners, instead use the centre of the model as the corner.

If ever you are unsure on whether or not the tank is in cover, it is recommended to take the result as in cover, as in 10-50% obscured. This could also be settled with a dice roll.



Types of Terrain

Rough ground. A tank moving whilst even partially over rough ground treats every 2" moved as being 3".

Roads. A tank moving whilst wholly over a road treats every 3" moved as being only 2".

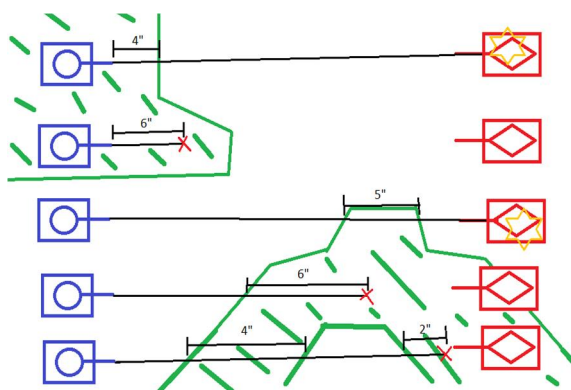
Bushes/hedges/fences. LoS cannot be drawn through bushes, hedges, or fences. They are treated as rough ground but can otherwise be moved through without issue.

Buildings/walls. LoS cannot be drawn through buildings or walls, in addition a tank that is in cover as a result of a building or wall gets a further +1 to any armour saves it makes. It is suggested to treat all windows in a building as also blocking LoS, regardless of whether or not they actually do. A tank cannot move through buildings or walls.

Tanks, destroyed or otherwise. Tanks block all movement and LoS. A tank that is in cover as a result of a tank gets a further +1 to any armour saves it makes.

Smoke. LoS cannot be drawn out of, into, or through smoke. Smoke does not block movement at all. Smoke is often represented by 3" or 5" circular templates, treat the smoke as obscuring everything vertically upwards and downwards of the template.

Woodland. Woodland includes rough ground. Trees themselves do not block movement or LoS, and are just a visual representation. LoS can penetrate a maximum of 6" of woodland, take the sum of all woodlands LoS is being traced through. See diagram.



Common Wargear and Rules

Smoke Launchers

Once per game, as an action, the tank may discharge its smoke launchers. When it does so, place a 5" diameter circular template anywhere touching the hull of the tank. This template follows the rules for smoke terrain. Remove this template in the preparation phase of the turn after the next. This means the template will remain for the rest of the turn it was placed in, and the entirety of the turn after.

Smoke Shells

When making a shoot action, instead of rolling to hit as normal, this tank may place a 3" diameter circular template anywhere on the battlefield with the central hole within range and LoS of its main gun. This template follows the rules for smoke terrain. Remove this template in the preparation phase of the turn after the next. This means the template will remain for the rest of the turn it was placed in, and the entirety of the turn after.

Hover

Many tanks hover, although this is never stated on their datacards, rather it will be apparent from their models. A tank which hovers ignores any 2d terrain, such as roads or swamps, for the purposes of movement. However, they are still hindered by 3d terrain such as; walls, buildings, or woodland as normal.

Living Metal

A tank equipped with Living Metal automatically heals 1 lost hull point when starting its activation. In addition, it gets a +2 on its roll when repairing.

Missions

Following are a variety of missions to be played in your games. All of them, with the exception of the bonus mission, assume a battle between two opposing teams. These teams can be controlled by a single player or multiple players working together.

The bonus mission assumes multiple players are in use each with only 1-2 tanks each.

To determine a mission, players can either agree or roll a d10. Since there are only 7 missions, a result of 8-10 should be rerolled.

Regardless of the mission, both teams should agree on a total rating for their team, and select tanks up to that value. If playing the bonus mission, each player should consider themselves their own team.

Mission 1 – Tank Clash

Enemy patrols meet head on in pitched battle.

Deployment

This mission follows the standard rules for deployment.

Objectives

The objective for both sides is simple – destroy the enemy! If at the end of any turn one side has no more tanks remaining, their opponent wins. If for any reason neither side has any tanks remaining, it is a draw.

If a time limit is required, at the end of the game the side that has destroyed more tanks of the enemies is the victor. If both sides have destroyed equal numbers of tanks, it is a draw.

Mission 2 - Breakthrough

The offensive is launched, break the enemy lines. Onwards to victory!

Setup

Before deployment, each side rolls off and the winner chooses whether they would like to be the attacker or the defender.

Deployment

This mission follows the standard rules for deployment.

Objectives.

The attacker's objective is simple, they are trying to get as many of their tanks off of the table via the defender's deployment board edge. If any of the attacker's tanks moves into contact with defender's deployment edge it is removed from the table and placed to one side, it has broken through.

The defender's objective is to stop them.

If, when there are no more tanks left on the battlefield, more of the attacker's tanks have broken through than have been destroyed, they are victorious. If as many or more of the attacker's tanks have been destroyed than have broken through, the defender is victorious.

Mission 3 – Ambush

The enemy has discovered our depo, we must get the transports to safety.

Setup

Before deployment, each side rolls off and the winner chooses whether they would like to be the attacker or the defender. The defender gains a number of transports equal to half of the number of tanks they have, rounded up.

Deployment

Tanks are set up in the same way as normal. However instead of having a board edge each, the attacker can deploy their tanks wholly within half their movement distance of the edge (or the minimum necessary to be fully on the table). The defender can deploy their tanks, including transports, within half their movement distance of the centre of the table.

Objective

The defender's objective is to escape with as many of the transports as possible. The attacker's objective is to stop them.

A transport escapes if they move into contact with any of the table edges.

The defenders win if more transports escape than are destroyed. The attackers win if more transports are destroyed than escaped. If an equal amount of transports are destroyed as escape, the game is a tie.

Transports have the following stats.

Transport					
Speed	Front	Side	Rear	HP	Rating
6	9	8	6	6	-
Wargear	Smoke Launchers				

Notes on modelling transports: Transports can be modelled as the dedicated transports of any factions. Representing an enemy raid on a troop assembly. Alternatively, other models could be used to represent supply vehicles or anything else.

Mission 4 – Secure the Relic

An ancient relic has been discovered, recover it at all cost.

Setup

Before deployment, a marker should be placed at the centre of the table to represent the relic.

Deployment

This mission follows the standard rules for deployment.

Objective

If at the end of any turn there is a tank within 3" of the relic, and no tanks from the opposing side also within 3" of the relic, that tank may place a marker on the relic representing a single claim.

If there is already a claim from its own side on the relic, the game ends and that side wins.

If there is already a claim from the opposing side on the relic, the claim is removed.

Mission 5 – Assassination

The enemy's commander has been identified, we must strike while they are vulnerable!

Setup

Before deployment, each side rolls off and the winner chooses whether they would like to be the attacker or the defender.

The defender nominates one of their tanks to be the commander for the game.

Deployment

This mission follows the standard rules for deployment.

Objectives

The attacker's objective is to destroy the defender's commander, if they do so they win immediately.

The defender's objective is to prevent them from doing so. If by the end of the 8th turn the commander has not been destroyed, the defenders win.

Mission 6 – Take the Ground

The enemy think their position is assured, we must prove them wrong.

Setup

Before deployment, each team places an objective marker anywhere within 10" of their deployment edge.

Deployment

This mission follows the standard rules for deployment.

Objective

If at the end of any turn there is a tank within 3" of the enemy's objective, and no tanks from the opposing side also within 3" of the objective, the game ends and the owning player is victorious. If both players would be victorious, the game is instead a tie.

Mission 7 – Battle of Attrition

The only good xenos is a dead xenos.

Deployment

This mission follows the standard rules for deployment.

Players should agree on a turn or time limit for the game. 10 turns is a reasonable starting point.

Additional Rules

When a tank is destroyed, rather than being left where it is, it is removed from the table and placed to one side. The opposing side scores a number of points equal to the tank's rating. Return its initiative token to the bag and discard any damage it had suffered.

Players draw initiative tokens for these tanks as normal. When it becomes one of these tanks turns to activate, they use their first action to make a normal advance onto the table from their deployment edge. They can make their second action as normal, and behave as normal from this point forth.

Objectives

At the end of the game, the side with the most points wins.

Bonus Mission – Free For All

Through an insidious twisting of the warp, old friends and enemies alike lash out at all around them.

Recommended for multi-player only.

Deployment

Instead of having deployment edges, when a player goes to deploy their tank it is instead deployed anywhere on the table, not within 18" of another tank.

Players should agree on a turn or time limit for the game. 10 turns is a reasonable starting point.

Additional Rules

When a tank is destroyed, rather than being left where it is, it is removed from the table and placed to one side. The tank that dealt the finishing blow (or the tank that started the fire that does so) scores a number of points equal to the tank's rating. Return its initiative token to the bag and discard any damage it had suffered.

Players draw initiative tokens for these tanks as normal. When it becomes one of these tanks turns to activate, they use their first action to make a normal advance onto the table from any table edge. They can make their second action as normal, and behave as normal from this point forth.

Objectives

At the end of the game, the tank with the most points comes first. The second most comes second, etc.

Name

The name of the tank

Armour - Front, Side, Rear

How well protected the tank is in each arc

Speed

How far the tank can move when advancing

Hull Points (HP)

How many hull points the tank can lose before being destroyed

Wargear

What weapons and equipment the vehicle carries

Rating

A rough measure of how effective the tank is

Weapon

The name of the weapon

Range

How far it can shoot

Notes

Any special abilities that the tank has































Rate of Fire (RoF)

How many shots are fired at a time

Armour Piercing (AP)

How effective the gun is at penetrating armour

Predator Annihilator					
					
Speed	Front	Side	Rear	HP	Rating
10	10	8	6	6	2
Wargear	Twin Lascannons, 2x Lascannons, Smoke Launchers,				
Weapon		Range	RoF	AP	
Twin Lascannons		36"	3	15	
Lascannon		36"	1	15	
Notes					
Astartes	Whenever this tank would be pinned, roll a d10. On a 6+ ignore the pinning				

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
									
									
									

Quick Reference

Shooting Modifiers – need 5+	
Modifier	Affect
Cover (The target is partially obscured)	-2
Aimed Fire (the tank previously used an aim action)	+2
Moving Shot (the tank moved in its previous action this turn)	-2
Short Range (the target is within 6")	+2

Critical Damage Table	
+1 for every penetration after the first in the attack	
Roll	Result
11+	<i>Detonation! The tank's ammo racks, capacitors, or similar explodes in a specular fireball.</i> The tank is destroyed.
10	<i>Weaponry Destroyed. The barrel is warped, the optics busted, or the traverse jammed.</i> Place the Gun Destroyed token next to the tank, it can not fire again until this is repaired.
9	<i>Engine Destroyed. The tracks are gone, the engine disabled, or the wheels jammed.</i> Place the Engine Destroyed token next to the tank, it can not move again until this is repaired.
8	<i>On Fire. Fuel, plasma, or xenotech fire rages within the tank.</i> Place the Fire token next to the tank. Before this tank makes its first action of the turn, roll 1d10 on this table again and apply the result, if an 8 is rolled this tank instead losses 1HP.
7	<i>Weaponry Damaged. The barrel bent or the optics misaligned, the guns just aren't shooting straight.</i> Place the Gun Damaged token next to the tank, until this damage is repaired, the tank suffers -1 on its to-hit rolls.
6	<i>Engine Damaged. The engine's throaty roar is replaced by a pained screeching.</i> Place the Engine Damaged token next to the tank, until this damage is repaired, the tank's speed is halved.
5 or less	<i>Minor Damage.</i> No special effects.

Types of Action	
Action	Effect
Advance	The tanks moves up to its speed, making a turn at any one point.
Aim	Tank gets a +2 to-hit on its next shoot action
Shoot	Rolls fires a number of shots equal to its weapon's RoF
Repair	On a 6+ the tank repairs one critical damage
Rally	The tank recovers from being pinned

Armour Saves	
Armour value + d10	Effect
Less than AP value	Penetrating hit. Lose 1HP and roll on the critical damage table
Equal to AP value	Glancing hit. Tank is pinned.
More than AP value	Ricochet. No effect.
Situation	Modifier
In cover from walls/ buildings/ tanks/ hills	+1
Armour face obscured	+2