

DRAFT 1.1

FANHAMMER[®]

40,000



An unofficial fan edition of Warhammer 40,000

TOOLS OF WAR

In order to fight a battle, you will require a tape measure and some dice.

Distances in Warhammer 40,000 are measured in inches (") between the closest points of the bases of the models you're measuring to and from. If a model does not have a base, such is the case with many vehicles, measure to and from the closest point of that model's hull instead.

You can measure distances whenever you wish.

Warhammer 40,000 uses six-sided dice, sometimes abbreviated to D6. Some rules refer to 2D6, 3D6 and so on – in such cases, roll that many D6s and add the results together.

If a rule requires you to roll a D2 or D3, roll a D6 and consult the following:

D2: 1-3=1 4-6=2

D3: 1-2=1 3-4=2 5-6=3

When halving any dice roll, round fractions up before applying modifiers (if any) to the result. All modifiers are cumulative.

If a rule requires a dice roll of, for example, 3 or more, this is often abbreviated to 3+.

CORE RULES

Warhammer 40,000 puts you in command of a force of mighty warriors and war machines. The core rules on these pages contain the foundation for playing games of Warhammer 40,000 with your Citadel Miniatures collection and to wage glorious battle across the war-torn galaxy.

MODELS & DATASHEETS

The rules and characteristics for all models, and some terrain features, are presented on datasheets, which you will need in order to use the models in battle.

UNITS

Models move and fight in units, made up of one or more models. A unit must be set up and finish any sort of move as a group, with every model within 2" horizontally, and 6" vertically, of at least one other model from their unit: this is called unit coherency. If anything causes a unit to become split up during a battle, it must re-establish its unit coherency the next time it moves.

THE BATTLE ROUND

Warhammer 40,000 is played in a series of battle rounds. During each battle round, there are 4 phases which must be resolved in the order below. When it comes to the Engagement phase each player alternates activating one of their units and executing its orders. The phases are as follows:

1. ORDERS PHASE

Issue order to each of your units.

2. SUPERIORITY PHASE

Roll to determine who has the upper hand.

3. ENGAGEMENT PHASE

Take turns activating each unit in your force.

4. MORALE PHASE

Test the resolve of your depleted units

Once both players have finished activating units in the Engagement phase and have made all necessary tests in the Morale phase, the Battle Round is over and a new one begins.

Hidden
and can't be
targeted

1. ORDERS PHASE

Soldiers march and tanks rumble across the battlefield under the cover of thundering guns, the flare of las weapons and the screams of charging warriors ready to tear their foes asunder with blade and claw. Mystical warriors hurl warp-cursed magicks at their foes sending them ducking for cover amidst the carnage.

In warhammer 40,000 units manoeuvre across the battlefield, opening up with powerful ranged weapons or charging into brutal hand to hand combat.

In the Orders phase, each player places an Order token on each unit in their force face down, depending on what they want them to do. Sometimes an effect or rule constrains what Orders you are able to give a unit, or changes how an Order can be used. In all cases these take precedence over the default Order.

The Orders available to each player are as follows:

TACTICAL ADVANCE



Move the unit up to its Move value in inches in any direction ensuring it remains more than 1" from enemy units. You may fire

any ranged weapons the unit possesses before or after they have moved. Weapons with the Heavy rule suffer -1 to Ballistic Skill if they fired after moving. Any Pistol or Assault weapon gains +1 Ballistic Skill if the target is within half the weapon's range.

PUSH THE OFFENSIVE

Move this unit up to its Move value plus 1D6 in inches in any direction ensuring it remains more than 1" from enemy units.

You may fire any ranged weapons the unit possesses before or after they have moved, unless it has the Heavy rule. Rapid Fire weapons suffer -1 Ballistic Skill.



MELEE ASSAULT



Choose an enemy unit and move this unit its Move value plus 2D6 in inches to get in base contact or within 1" if they are able. You

may fire any Pistol or Assault weapons your unit possesses at their target unit, before they move, with a -1 to Ballistic Skill. If after moving one or more models is in base contact with an enemy unit, they may make Melee attacks, gaining +1 Weapon Skill for this order only. Any model in the unit within 1" of an enemy model, or friendly model in Base contact may also make attacks.

STRATEGIC RESPOSITION

Move the unit up to twice its Move score plus 1D6 in inches in any direction ensuring it remains more than 1" from enemy units.



RECOVER MORALE



Issue inspiring words to your unit to get them back in the fight. The unit may move up to its Move value in inches in any

direction (subject to their current Morale status) ensuring it remains more than 1" from enemy units, and make a morale test. Roll Leadership vs their current morale score. A success removes the condition while a failure means they retain the condition.

WOBBLY MODEL SYNDROME

Sometimes you may find that a particular piece of terrain makes it hard to put a model exactly where you want. If you delicately balance it in place, it is very likely to fall as soon as somebody nudges the table, leaving your painted model damaged or even broken. In cases like this, we find it is perfectly acceptable to leave the model in a safer position, as long as both players have agreed and know its 'actual' location. If, later on, your enemy is considering shooting the model, you will have to hold it back in the proper place so they can check if it is visible.

REINFORCEMENT SPECIAL ORDERS

Many units have the ability to be set up on the battlefield mid-turn, sometimes by using teleporters, grav chutes or other, more esoteric means.

Each rule defines which phase it is activated in. Deep Strike for example occurs in the Strategy phase.

Any unit that has not arrived on the battlefield by the end of the battle counts as having been destroyed.

RE-ROLLS

Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers (if any) are applied.

ROLL-OFFS

Some rules instruct players to roll off. To do so, both players roll a D6, and whoever scores highest wins the roll-off. In the case of a tie, both players re-roll their D6; this is the

only time players can reroll a re-roll – if the second and subsequent rolls are also tied, keep on rolling until a winner is decided.

AURA ABILITIES

Some units – usually CHARACTERS – have abilities that affect certain models within a given range. Unless the ability in question says otherwise, a model with a rule like this is always within range of the effect.

For example, a Lord of Contagion has the Nurgle's Gift ability, which affects all Death Guard models within 7" of him. As the Lord of Contagion is also a Death Guard model, he benefits from this ability as well.

2. SUPERIORITY PHASE

The bark of orders and bellows of threats echo across the battlefield as armies martial their forces. The fastest and most wily commanders strike first, pressing the advantage amidst the din of war.

Each Battle Round, once you and your opponent have both issued orders to your units, it's time to determine who has the upper hand.

Players roll a D6 each, whoever gets the highest score is considered to have Superiority. Players with Superiority choose the first unit to activate during the Engagement phase.

MODIFIERS

Sometimes armies have an advantage on the field, whether through skill or scale. If a rule grants a modifier to your initiative roll, add the value to the score to determine who has the highest roll.

The following are universal modifiers that any army may receive:

+1 If you currently have less units active on the table than your opponent

+2 If you currently have half or less units active on the table than your opponent

SPECIAL ORDERS

In some cases, a unit may have a rule that grants a special order during the Superiority phase. If a rule states that it is used during the Initiative phase, it may only be performed once the Superiority is determined.

If more than one player has special orders to use, follow the Superiority order to determine who may use them, alternating one at a time as you would with normal orders.

All Strategems are considered Special Orders and must be assigned to units during this phase.

OUTNUMBERED

You will often find one army is outnumbered by another and the smaller force will more often have Superiority. This is due to their greater responsiveness to changes on the battlefield.

If a smaller force has Superiority they may choose to skip an Order in the normal sequence, forcing their opponent to activate a second unit. they may keep doing this until their opponent has activated all their units.

At this point the player with Superiority may begin activating each unit skipped as normal.

This gives smaller forces that hold Superiority the ability to choose when to activate their units and decide to react only when it is most desirable for themselves.

3. ENGAGEMENT PHASE

Gnarled veterans, slaving beasts and alien constructs clash in blood and rage. Warriors descend from the sky on wings of fire to crush their foes while heavy guns leave nothing but molten ruin behind.

By this point in the Battle Round you have issued orders to all your units and determined who has the Initiative. Any special orders or Strategems have been performed or assigned and you're ready to engage your foe.

Starting with the player that has the Initiative, choose a unit to activate. That unit will execute the Order it was assigned during the Order phase. Once you complete the Order, the next player executes an Order and so on until all units have been activated. There are three key elements to Orders in the game, Movement, Shooting and Melee.

MOVEMENT

A model can be moved in any direction, to a distance, in inches, equal to or less than that allowed by the Order it was given. No part of the model's base (or hull) can move further than this. It cannot be moved through other models or through terrain features such as walls, but can be moved vertically in order to climb or traverse any scenery.

If the datasheet for a model says it can FLY, it can move across models and terrain as if they were not there.

MINIMUM MOVE

Some models that can Fly have a Move characteristic consisting of two values. The first is the model's minimum speed – in the Movement phase, all parts of the model's base must end the move at least that far from where they started.

The second is its maximum speed – no part of the model's base can be moved further than this. If a model cannot make its minimum move, or is forced to move off the battlefield because of its minimum speed, it is destroyed and removed from the battlefield – the model has either stalled and crashed or been forced to abandon the battle.

SHOOTING

Many of the Orders you can issue allow a unit to shoot specific types of ranged weapon if they possess them. Unless otherwise stated, each model in the unit attacks with all of the ranged weapons it is armed with.

CHOOSE TARGETS

If you are executing an Order that allows you to shoot, you must pick the target unit, or units, for the attacks. In order to target an enemy unit, a model from that unit must be within the Range of the weapon being used (as listed on its profile) and be visible to the shooting model. If unsure, stoop down and get a look from behind the shooting model to see if any part of the target is visible. For the purposes of determining visibility, a model can see through other models in its own unit.

Models cannot target enemy units that are within 1" of friendly models – the risk of hitting your own troops is too great.

Unless otherwise stated, you may target as many enemy units as you have different ranged weapons in your unit. Each one is generally intended for specific uses and will be on the look out for the optimal target.

FAST DICE ROLLING

The rules for resolving attacks have been written assuming you will make them one at a time.

However, it is possible to speed up your battles by rolling the dice for similar attacks together. In order to make several attacks at once, all of the attacks must have the same Ballistic Skill (if it's a shooting attack) or the same Weapon Skill (if it's a close combat attack).

They must also have the same Strength, Armour Penetration and Damage characteristics, and they must be directed at the same unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls. Your opponent can then allocate the wounds one at a time, making the saving throws and suffering damage each time as appropriate.

Remember, if the target unit contains a model that has already lost any wounds, they must allocate further wounds to this model until either it is slain, or all the wounds have been saved or resolved.

ACTIVATING CHARACTERS

If you have one or more units with the CHARACTER keyword, then you may activate up to three as a single activation, rather than individually.

ANATOMY OF A WEAPON

All ranged weapons have a profile that looks like this:

Name	Range	Type	Attacks	Abilities
Lasgun	24"	Rapid Fire (1)	1	-

Melee weapons look very similar:

Name	Range	Type	Attacks	Abilities
Choppa	1"	Melee	User	-

RESOLUTION TABLE

ATTACKERS VALUE VS TARGET VALUE	D6 ROLL REQUIRED
Is the Attacker's value TWICE (or more) the target value?	2+
Is the Attacker's value GREATER than the target value?	3+
Is the Attacker's value EQUAL to the target value	4+
Is the Attacker's value LOWER than the target value?	5+
Is the Attacker's value HALF (or less) the target value?	6+

INVULNERABLE SAVES

Some models possess supernatural reflexes or are protected by force fields that grant them an invulnerable save. you may choose to use an Invulnerable save instead of the model's Save value. If a model has more than one invulnerable save, you must choose which it will use. If you use a model's invulnerable save instead, it is never affected by rules that modify Saving throws.

OVERWATCH

Sometimes your units can gain the upper hand before their enemy can react properly.

Once per Battle Round, when your opponent declares the activation of a unit you may announce one of your own units is attempting an Overwatch Emergency Order. Compare your unit's Initiative value to the enemy unit's and consult the resolution table (above). If you succeed your unit may perform its action before or after the enemy unit completes its activation.



CHOOSE RANGED WEAPONS

The weapons a model has are listed on its datasheet. If a model has several weapons, it can shoot all of them at the same target, or it can shoot each at a different enemy unit. Similarly, if a unit contains more than one model, they can shoot at the same, or different targets as you choose. In either case, declare how you will split the shooting unit's shots before any dice are rolled, and resolve all the shots against one target before moving on to the next.

NUMBER OF ATTACKS

Each time a model shoots a ranged weapon, it will make a number of attacks. You roll one dice for each attack being made. The number of attacks a model can make with a weapon, and therefore the number of dice you can roll, is found on the weapon's profile, along with the weapon's type. A weapon's type can impact the number of attacks it can make.

RESOLVE ATTACKS

Attacks can be made one at a time, or, in some cases, you can roll for multiple attacks together. The following sequence is used to make attacks one at a time:

1. **HIT ROLL:** Each time a model makes an attack, roll a dice. To determine if you hit, compare your model's Ballistic Skill to their target's Initiative value and consult the Resolution Table (left). A roll of 1 always fails, irrespective of any modifiers that may apply.

2. **WOUND ROLL:** If an attack scores a hit, you will then need to roll another dice to see if the attack successfully wounds the target.

The roll required is determined by comparing the attacking weapon's Strength characteristic with the target's Toughness characteristic, and consulting the Resolution Table (left). A roll of 1 always fails, irrespective of any modifiers that may apply.

3. **ALLOCATE WOUND:** If an attack successfully wounds the target, the player commanding the target unit allocates the wound to any model in the unit (the chosen model does not have to be within range or visible to the attacking unit). If a model in the target unit has already lost any wounds, the damage must be allocated to that model.

4. **SAVING THROW:** The player commanding the target unit then makes a saving throw by rolling a dice and comparing it to the model's Save value. If the result is equal to, or greater than, the Save characteristic of the model the wound was allocated to, then the damage is prevented and the attack sequence ends. If the result is less than the model's Save characteristic, then the saving throw fails and the model suffers a damage. A roll of 1 always fails, irrespective of any modifiers that may apply.

Some weapons possess a rule that provides a modifier to the Saving throw of any model hit. Subtract this value from the saving throw roll.

5. **INFLICT DAMAGE:** If the target model fails their Saving throw, they lose a Wound from their profile. If a model's wounds are reduced to 0, it is either slain or destroyed and removed from play. Some weapons possess a rule that increases the number of wounds lost after a failed Saving throw, determine how many the target receives and apply them all.

If a model loses several wounds from a single attack and is destroyed, any excess damage inflicted by that attack is lost and has no effect.

MELEE

The order Melee Assault allows you to move your units into close proximity with enemy units and strike them with your close combat weapons, slashing them apart in a spray of gore.

CHOOSE TARGET

If you are executing the Melee Assault order and the unit being activated is not already in base contact or within 1" of an enemy unit, you must choose an enemy unit as your target. The target must be within the maximum move distance your unit has while performing a Melee Assault (12" plus their move value).

If your unit has models in base contact or within 1" of multiple enemy units, they may choose to spread their attacks across all, some, or just one of them.

DETERMINE ATTACKS

Each model in your unit has an attack value. This is the number of attacks they may make in melee with their close combat weapons.

In some cases a rule may state it grants additional attack dice in melee in which case you will need to adjust how many you roll.

MODIFIERS

With good tactics you can magnify the abilities of your units. A unit in melee gains a bonus to its Weapon Skill in the following circumstances:

+1 if you outnumber your opponent 2:1

+2 if you outnumber your opponent 3:1

To determine outnumbering count up the total remaining wounds in each unit and compare them.

CHOOSE MELEE WEAPON

Each time a model makes a close combat attack, it uses a melee weapon. All models are considered to have at least one basic melee weapon, using their own strength score. Some units will have close combat weapons with their own rules listed on their datasheet.

If a model has more than one melee weapon, choose which it will use before rolling the dice.

If a model wields more than one melee weapon or pistol, it gains +1 to its Attack value

Melee weapons that have their own Attack value use that number instead of the wielder's Attack value.

If a model has more than one melee weapon and can make several close combat attacks, it can split its attacks between these weapons however you wish – declare how you will divide the attacks before any dice are rolled.

RESOLVE MELEE ATTACKS

Close combat attacks can be made one at a time, or in some cases you can roll the dice for a number of attacks together. The attack sequence for making close combat attacks is identical to that used for shooting attacks except you use the model's Weapon Skill value instead of its Ballistic Skill to compare against the target's Initiative value.

FALLING BACK

If you activate a unit that is already engaged in melee and execute an order that moves it out of base contact and 1" distance, it must make 1D6 Saving throws as it is struck while retreating. Increase the number of Saving throws by the outnumbering bonus (see left).

RESOLUTION TABLE

ATTACKERS VALUE VS TARGET VALUE	D6 ROLL REQUIRED
Is the Attacker's value TWICE (or more) the target value?	2+
Is the Attacker's value GREATER than the target value?	3+
Is the Attacker's value EQUAL to the target value	4+
Is the Attacker's value LOWER than the target value?	5+
Is the Attacker's value HALF (or less) the target value?	6+

EMERGENCY ORDERS

Due to the alternating structure of the game, it's entirely possible that you've issued a unit an order it can't complete or is at odds with their current situation. This often occurs when a unit was engaged in a Melee Assault by an enemy before they were able to activate.

In these circumstances you have two choices, retain your standing orders or desperately enact Emergency orders.

Emergency orders allow you to change any order to a Melee Assault order if your unit hasn't been activated and was engaged by an enemy unit using a Melee Assault order during this Battle Round.

RESOLUTION TABLE

ATTACKERS VALUE VS TARGET VALUE	D6 ROLL REQUIRED
Is the Attacker's value TWICE (or more) the target value?	2+
Is the Attacker's value GREATER than the target value?	3+
Is the Attacker's value EQUAL to the target value	4+
Is the Attacker's value LOWER than the target value?	5+
Is the Attacker's value HALF (or less) the target value?	6+

MORTAL WOUNDS

Some attacks inflict mortal wounds. Each mortal wound inflicts one point of damage on the target unit. Do not make a wound roll or saving throw (including invulnerable saves) against a mortal wound – just allocate it as you would any other wound and inflict damage to a model in the target unit as described previously. Unlike normal attacks, excess damage from attacks that inflict mortal wounds is not lost. Instead keep allocating damage to another model in the target unit until either all the damage has been allocated or the target unit is destroyed. If an attack inflicts mortal wounds in addition to normal damage, allocate the normal wounds first, then the mortal wounds (even if the normal wound was saved).

4. MORALE PHASE

Dying screams and unnatural roars cause even the most battlehardened warrior to pause and reassess. Alien beasts may be pushed back by the sheer weight of fire, while green recruits run screaming from the terrors of the night.

The Morale phase occurs after all units have executed their orders and the battlefield is a mess of carnage.

In this phase units that were affected by the preceding phases test their mettle to see whether they will be fighting at full strength in the next Battle Round.

DETERMINE MORALE

A unit's Morale value starts the game at 0. It increases as it takes casualties and is affected by special rules. Morale tokens are placed against a unit when one or more of the conditions below are met:

If a unit is at 25% or less its starting strength, its Morale is 2.

If a unit is at 50% or less its starting strength, it's Morale is 3.

If it has taken 1 or more casualties in the current Battle Round, its Morale increases by 1. This is removed after the test is taken.

If a unit is suffering from the Suppressed condition, its morale increases by 1.

If a unit receives a number of hits equal to half or more its current strength (at the time the hits were received) from a single enemy attack, its morale increases by 1. This is removed after the test is taken.

If a unit is affected by a rule that inflicts points of morale, add them to the total.



RESOLVE MORALE

Check if your units have taken any casualties during this Battle Round. If they have, they will need to take a Morale test.

Count up the Morale tokens the unit has and compare its Leadership value against its Morale value using the Resolution table (see left).

If you succeed the unit has hardened its resolve and will act normally. If you fail, the unit has been shaken by their experiences and will be handicapped as a result.

FAILED MORALE

Units that are not currently suffering from any Morale conditions that fail a Morale test, become Suppressed.

Suppressed units suffer -1 to Ballistic Skill and Weapon Skill and may not move closer to enemy units.

If a Suppressed unit fails a morale test it is Pinned instead.

Pinned units must only move towards cover and away from enemy units, actively ending their turn further from them. They cannot be issued Melee Assault orders except as Emergency Orders and may only shoot at the closest enemy unit. They suffer -1 to Ballistic Skill and Weapon Skill values.

COMMON RULES

Mighty warriors fuelled by rage, combat masters with centuries of training and engineered war beasts stride the battlefield using a host of special feats.

A game with the number of variables as Warhammer 40,000 has many different rules that appear across many datasheets and publications.

For ease of use, we have published a range of common ones here. These will be reprinted in a unit's datasheet so you don't have to keep looking them up.

RANGED WEAPON TYPES

There are six main types of ranged weapon and each functions slightly differently.

PISTOL

Pistols are carried one-handed and can even be used in a melee to shoot at point-blank range. Many warriors carry one as a sidearm, alongside their primary weapon.

Carrying two pistols or a pistol and a melee weapon grants the wielder a +1 to their profile's Attack value.

Models with one or more pistols must choose whether to fire them, or any other ranged weapons they may have, they cannot fire them all.

TACTICAL ADVANCE ORDER: +1 Ballistic Skill at targets within half range.

MELEE ASSAULT ORDER: Shoot melee target with -1 Ballistic Skill before moving.

GRENADE

Grenades are handheld explosive devices that a warrior throws at the enemy while their squad mates provide covering fire.

Each time a unit executes an order where they may shoot, a single model in the unit that is equipped with Grenades may throw one, treating it as a Pistol.

ASSAULT

Assault weapons fire so rapidly or indiscriminately that they can be shot from the hip as warriors dash forwards into combat.

TACTICAL ADVANCE ORDER: +1 Ballistic Skill at targets within half range.

MELEE ASSAULT ORDER: Shoot melee target with -1 Ballistic Skill before moving.

RAPID FIRE (X)

Rapid Fire weapons are versatile weapons capable of aimed single shots at long range or controlled bursts of fire at close quarters.

A model firing a Rapid Fire weapon gains a number of additional attacks equal to the number in parentheses if its target is within half the weapon's maximum range.

PUSH THE OFFENSIVE ORDER: -1 Ballistic Skill to all attacks.

HEAVY

Heavy weapons are large and powerful guns, but require reloading, careful set-up or bracing to fire at full effect.

TACTICAL ADVANCE ORDER: -1 Ballistic Skill to all attacks.

SUPPORT

These weapons are so large they require a lot of set up and targetting to fire at all.

May only be fired on **TACTICAL ADVANCE ORDER** and must not move at all during activation.

ARMOUR PENETRATION

Some weapons are so powerful that they can cut through armour with ease.

AP - ANTI PERSONNEL (X)

Weapons with this rule subtract the value in parentheses from any Saving throws made by the target if it doesn't have the TITANIC, VEHICLE, or MONSTER keyword.

AM - ANTI MATERIEL (X)

Weapons with this rule subtract the value in parentheses from any Saving throws made by the target unless it has the TITANIC keyword.

TK - TITAN-KILLER (X)

Weapons with this rule subtract the value in parentheses from any saving throws made by the target.

DAMAGE (X)

Some weapons are so powerful that they inflict horrendous damage on even the most resilient beasts.

Weapons with this rule replace the amount of damage they do to the target with the number in parentheses. This is generally a dice value like D2.

PSYKER (X)

The 41st millennium is an eldritch place drenched in warp magic which some warriors wield like a blade.

If a model has this rule it may use psychic powers. These will be listed in their army list. Each power describes how to use it and what phase it is used in. The number of powers a psyker can use every Battle round is listed in parentheses. All psykers also know the Smite power (opposite)

Compare the psyker's Leadership value against the psychic power's difficulty value using the Resolution table (see previous page).

On a natural roll of 1 the psyker is at risk of being attacked by warp creatures. Roll another die - if this is also a 1 the psyker immediately loses 1D3 wounds from their profile. If this kills them then every unit within 6" immediately loses 1D3 wounds as the psyker detonates in a shower of warp energy.

All psykers know the Smite power:

SMITE

PHASE: treat as ranged weapon with the Assault type to determine which Orders it can be used as part of.

DIFFICULTY: 4

RANGE: 18"

EFFECT: The target unit suffers D3 mortal wounds. If the result of the Psychic test was a natural 6, the target suffers D3+1 mortal wounds instead.

CHARACTERS

Many units in the 41st Millennium are powerful characters that lead their soldiers to bloody victory.

A unit with this keyword is treated slightly differently to other units.

Up to 3 units with this keyword may be activated as a single activation during the Engagement phase unless they also have the TITANIC, VEHICLE or MONSTER Type keyword.

Characters may not be the target of ranged attacks or MELEE ASSAULT orders if there is a closer enemy unit with the same Type keyword.

TYPE

The soldiers of the far future come in a myriad of terrifying forms. The keywords below cover the majority of models in the game, each one having different affects on the battlefield.

INFANTRY (X)

The majority of units in the game fit this category. They provide cover for Infantry and Small Infantry. Some infantry have one of the following words in parantheses:

SMALL: These units are so small they only act as cover for other **SMALL INFANTRY**. Each point of transport capacity counts as two for **SMALL INFANTRY**.

LARGE: Some infantry are huge and imposing. They provide cover for **LARGE INFANTRY**, **INFANTRY** and **SMALL INFANTRY**. Each point of transport capacity counts as half for **LARGE INFANTRY**.

VEHICLE (X)

Vehicles are common units that work alongside infantry. They provide cover for **MONSTERS**, **SMALL MONSTERS**, **VEHICLES**, **SMALL VEHICLES**, **LARGE INFANTRY**, **INFANTRY** and **SMALL INFANTRY**.

TACTICAL ADVANCE ORDER: Heavy weapons are unaffected by this modifier.

PUSH THE OFFENSIVE ORDER: Vehicles may fire Heavy weapons with a -1 to their Ballistic Skill on this order.

Some vehicles have one of the following words in parantheses:

SMALL: They provide cover for **SMALL MONSTERS**, **SMALL VEHICLES**, **LARGE INFANTRY**, **INFANTRY** and **SMALL INFANTRY** and are affected by Ballistic Skill modifiers in **TACTICAL ADVANCE Orders** as normal.

LARGE: They provide cover for **LARGE MONSTERS**, **MONSTERS**, **SMALL MONSTERS**, **LARGE VEHICLES**, **VEHICLES**, **SMALL VEHICLES**, **HEAVY INFANTRY**, **INFANTRY** and **SMALL INFANTRY**.

MONSTER (X)

Many xenos forces employ monstrous constructs and bioweapons to crush their enemies. They provide cover for **MONSTERS**, **SMALL MONSTERS**, **VEHICLES**, **SMALL VEHICLES**, **LARGE INFANTRY**, **INFANTRY** and **SMALL INFANTRY**.

TACTICAL ADVANCE ORDER: Heavy weapons are unaffected by this modifier.

PUSH THE OFFENSIVE ORDER: Monsters may fire Heavy weapons with a -1 to their Ballistic Skill on this order.

Some Mosnters have one of the following words in parantheses:

SMALL: They provide cover for **SMALL MONSTERS**, **SMALL VEHICLES**, **LARGE INFANTRY**, **INFANTRY** and **SMALL INFANTRY** and are affected by Ballistic Skill modifiers in **TACTICAL ADVANCE Orders** as normal.

LARGE: They provide cover for **LARGE MONSTERS**, **LARGE VEHICLES**, **VEHICLES**, **SMALL VEHICLES**, **HEAVY INFANTRY**, **INFANTRY** and **SMALL INFANTRY**.

TITANIC

Truly massive vehicles or monstrous creatures stride the battlefield destroying everything in their path.

A model with this keyword can only be wounded by a weapon that has the **ANTI MATERIEL (X)** or **TITAN KILLER (X)** ability.

They provide cover to all other Types but will only receive cover from **TITANIC** models and **Terrain Features**.

MODELS WITHOUT BASES

Some models (particularly large ones) may not have a base. In this case just draw an imaginary line around the outer edges of the model. You can do this by looking down from on top of the model to see what its perimeter looks like, creating an imaginary base similar to the irregular bases of terrain features.

TYPE AND TERRAIN

Although terrain isn't a model in your army, it interacts with them in similar ways.

Terrain is considered solid and will hide models, completely on, in or behind them unless it has the **SPARSE** Keyword,

The simplest method of determining whether a terrain feature provides cover is by getting down and looking. If it's about the same height or width of a unit or larger, then it would count.

COMMON TERRAIN SIZES

Barricades, Craters, Fuel Pipes, Obstacles: Cover for all **INFANTRY** types

Battlescapes, Hills, Woods: Cover for **SMALL VEHICLES/MONSTERS** and all **INFANTRY**

Ruins, Bunkers, Buildings: Cover for all **VEHICLES, MONSTERS** and **INFANTRY**.

Fortresses, Manufacturums: Cover for all **TITANIC** units.

WHAT'S GOOD FOR THE SPACE GOOSE.....

It is important to remember that whatever cover and visibility conditions apply to attacking models will also apply to the target models if/when their roles are reversed, assuming neither have moved and nothing has changed in the space between them.

TERRAIN AND COVER

With so many elements on the battlefield, it will be difficult to determine whether your units can really see enemy units to target them.

For simplicity, we assume that each model's base represents its location, so if your model's base can 'see' another model's base, then it is visible. Get down and have a look from the perspective of your models to see if the target model's base is visible or not. Alternatively, you can draw an imaginary line between them with a tape measure or other straight object.

The bases of units that aren't the attacker or target and terrain features are the only things that obscure your view.

VISIBILITY STATES

There are three types of visibility a model may have:

OPEN: There is no model or terrain feature obscuring the attacker's view of the target's base. It may be targeted without issue.

COVER: A model or terrain feature is partially obscuring the attacker's view of the target's base. It may be targeted but the target model gains a +1 bonus

to their Initiative value. If a unit is activated while already inside a terrain feature and already in base contact or within 1" of an enemy model, they do not receive this bonus.

HIDDEN: A model or terrain feature is completely obscuring the attacker's view of the target's base. You may not target this model.

UNITS IN MULTIPLE STATES

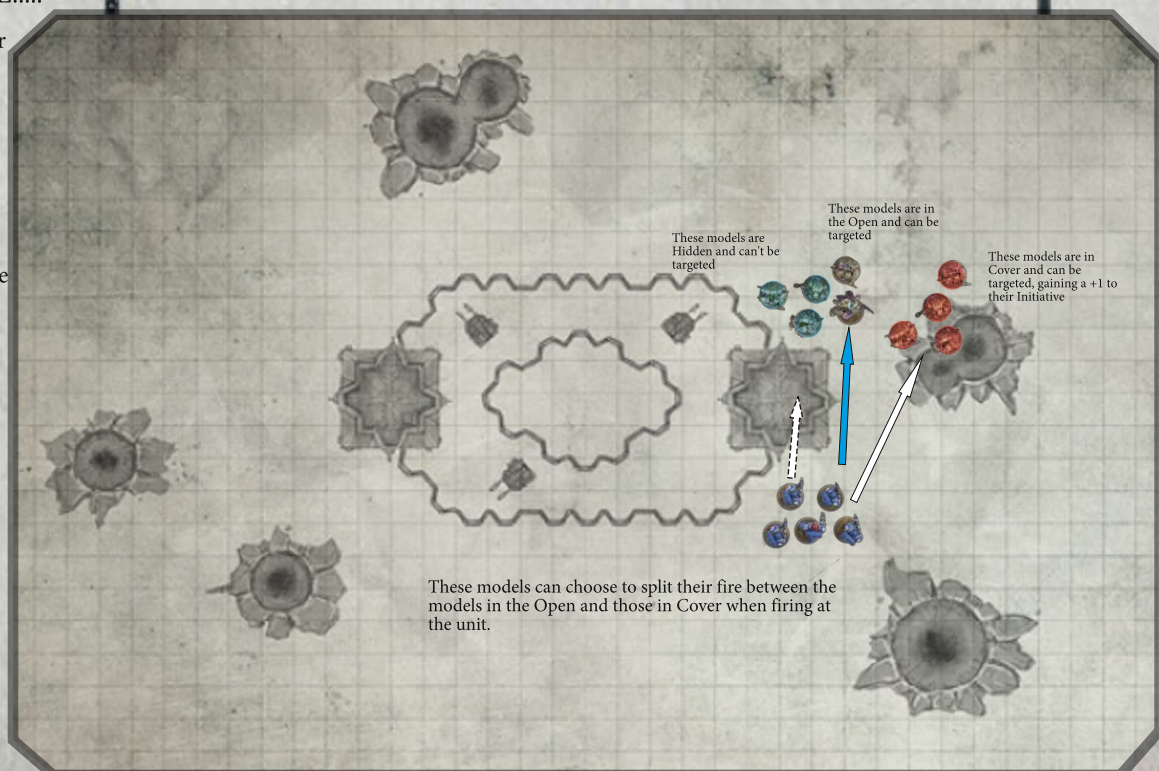
It is possible that a unit has models in it that are in the open, in cover or hidden. As you may only target visible models, you can only hit models in the open or in cover.

If a unit has models in cover and in the open, treat them as two separate targets and split your fire amongst them.

TYPES OF OBSCURING

Not all models and terrain features are as obscuring as others.

If an obscuring model or terrain feature has the **SPARSE, SMALL INFANTRY, INFANTRY** or **LARGE INFANTRY** keyword it can never Hide a model, only provide it Cover.



DEEP STRIKE (X)

This unit can be brought into battle at strategic times and locations to push the advantage.

This is a TACTICAL ADVANCE or MELEE ASSAULT special order and is used during the Supremacy phase of any Battle Round except the first.

The unit may be placed anywhere on the table so long as it is at least a number of inches away from enemy units equal to the number in Parentheses.

FLY (X)

Many a man and beast in the 41st millennium can soar through the sky on wings of fire.

Units with this keyword can move over other units and terrain features as if they were not there while the vertical distance of terrain features is ignored.

AIRCRAFT

Some units that can FLY also have Aircraft in parentheses. These units will have minimum move characteristics. Whenever a model makes any kind of move, it can be moved within 1" of enemy AIRCRAFT, and it can be moved across such models (and their bases) as if they were not there, but it cannot end the move on top of another model (or its base), and it cannot end the move within 1" of any enemy units. If, when a unit is selected to move the only enemy units that are within 1" of it are AIRCRAFT, then it can still make a move.

INFILTRATE (X)

When you set up this unit during deployment, it can be set up anywhere on the battlefield so long as it is at least a number of inches away from enemy units and deployment zones equal to the number in parentheses.

BODYGUARD (X)

When a friendly CHARACTER with the same <FACTION> keyword as this model is within 3" and would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack. Roll one D6; if the score equals or exceeds the value in parentheses that model does not lose those wounds and this unit suffers 1 mortal wound for each of those wounds. Only one attempt can be made to intercept each attack.

OVERHEAT

If any hit rolls of a natural 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.

TRANSPORTS

Some models are noted as being a Transport on their datasheet – these vehicles ferry warriors to the front line, providing them with speed and protection. The following rules describe how units can embark and disembark from transports, and how they are used to move their passengers across the battlefield. Note that a unit cannot both embark and disembark in the same turn.

Transport Capacity: All transports have a transport capacity listed on their datasheet. This determines how many friendly models, and of what type, they can carry. A model's transport capacity can never be exceeded.

When you set up a transport, units can start the battle embarked within it instead of being set up separately – declare what units are embarked inside the transport when you set it up.

Embark: If all models in a unit end their move within 3" of a friendly transport, they can embark within it. Remove the unit from the battlefield and place it to one side – it is now embarked inside the transport.

Open

Embarked units cannot normally do anything or be affected in any way whilst they are embarked. Unless specifically stated, abilities that affect other units within a certain range have no effect whilst the unit that has the ability is embarked.

If a transport is destroyed, any units embarked within it immediately disembark (see below) before the transport model is removed, but you must then roll one dice for each model you just set up on the battlefield. For each roll of 1, a model that disembarked (your choice) is slain.

Disembark: Any unit that is embarked within a transport can disembark if the transport hasn't moved during the Battle Round (either by choice or because it hasn't been activated).

Units leaving a transport pick a point on the model and use that as their starting position and measure any moves from there. They are treated as executing an order like any other unit when they disembark.

EXAMPLE TURN

On these pages you will find an example Battle Round of Warhammer 40,000. All four phases of the round are described.

1. ORDERS PHASE

The Deathguard player decides that their unit is within prime striking range so issues a Melee Assault order

The Primaris player decides that the Deathguard are at optimal rapid fire range and opts to issue a Tactical Advance order.



2. SUPERIORITY PHASE

The players roll to determine who has Superiority. As neither outnumber the other, they have an even chance.

The Primaris player rolls a 5 giving them Superiority. They decide to activate their unit first and lay down some bolter fire.



3. ENGAGEMENT PHASE

As the Primaris player won Superiority, they decide to activate their unit first and execute their Tactical Advance order, moving to the cover of the crater and lay down some bolter fire.

The target unit is within 12", making the rapid fire (1) bolt rifles roll 2 dice each or 10 in total to hit. The Plague marines are Initiative 3 but the Primaris are shooting through a terrain feature giving them a +1 bonus for a total of 4. BS 4 vs I 4 means they will only hit the plague marines on a 4+.



They score a total of 6 hits! Now they must determine if they wound. Plague marines are Toughness 5 while the bolt rifles are Strength 4. As the target's toughness is higher than the bolt rifle's strength, it requires 5+ to successfully wound.

The Primaris roll 6 dice and score 2 wounds. the Plague marines must now make saving throws requiring a 3 or more.



They roll a 1 and a 5, failing one save and passing the other. One plague marine is removed from the table as a casualty.



As they were hit by half or more their number, the plague marines receive a morale token. In addition because they suffered a casualty, they receive a second morale token.

3. ENGAGEMENT PHASE

Now that the Primaris have performed their activation, it's time for the plague marines to perform theirs. They have issued a Melee Assault order and move in for the kill!

The plague marines roll 2D6 and add it to their movement to determine how far they can move in inches. The primaris are within range so the plague marines move into base contact. They receive +1 to their Weapon Skill giving them WS5 while their opponents are Initiative 4. However they are in cover so receive a +1 bonus, pushing this to 5, thus requiring a 4+ to be hit.

The plague marines have deadly plague knives and bolt pistols, giving them 2 dice each to attack for 8 in total. They score 6 hits!



The primaris are Toughness 4 and the plague marines are Strength 4, requiring 4+ to wound and scoring 2 successes.

However they possess plague knives allowing to re-roll 1s, giving them an additional 2 successes!

The Primaris must now make saving throws, rolling only 1 success. As they have 2 wounds each, one Primaris is removed and another injured.



As they were hit by half or more their number, the primaris receive a morale token. In addition because they suffered a casualty, they receive a second morale token.

4. MORALE PHASE

As both units have suffered casualties, they must both make morale tests to determine if they will fight on. Both squads have received a morale value of 2 during the game which is less than half the Leadership of both squads, allowing them to succeed on a 2+.