

40K 37TH EDITION 1.1

TURN

Players alternate taking turns. A turn comprises the following four phases:

- Movement Phase: Move units
- Psychic Phase: Perform psychic actions
- Shooting Phase: shoot with units
- Assault Phase: assault with units

MOVEMENT PHASE

The first move value happens in the movement phase, the second in the assault phase when performing an assault:

- Infantry 6"
- Cavalry 9"
- Bikes 12"
- Jump 12"
- Slow Vehicle 9"
- Medium Vehicle 12"
- Fast Vehicle 18"
- Aircraft minimum 18"
- Monsters (infantry, cavalry, or Jump)

If a unit starts its movement phase in melee with an enemy, they may flee as if they failed a morale test moving 2D6" backwards and taking saves as normal (see melee). They may not act in the assault phase of this turn.

UNIVERSAL MOVEMENT RULES

- Fleet: roll 2D6 and pick highest for Run.
- Fly: Ignore models and terrain when moving.
- Jet: May always move 6" in Charge phase whether charging or not.
- Turbo-Boosters: May move 24" in Movement phase but may not act in any other phase. Save becomes invulnerable.

PSYCHIC PHASE

Each psyker in your force tests one at a time to activate a psychic power.

Compare your psyker's Ld to the warp charge of the power and use the BS to hit table to determine if you succeed in activating it.

If an enemy psyker activates a psychic power within 18" of one of your psykers, you may attempt to deny the power.

Use your Ld vs the target's Ld to see if you can deny their power. Roll two dice and choose the lowest.

SHOOTING PHASE

Run 1D6" or Shoot.

CHOOSE TARGET UNIT

If not closest enemy, must pass Ld test. Failure reverts to closest unit.

You may ignore smaller units for larger ones without making a Ld test, so long as they are the closest unit of that height (see below). If not, then they must test as normal.

Target must be within the front arc of the unit leader (180°). Single model units are considered their own leader.

You may choose a different target for each weapon group in the unit, rolling to target further units as normal. *ie a unit with 6 bolters a missile launcher and a flamer can target 3 separate units with each weapon group.*

MODEL HEIGHT

These determine if models in a unit act as obscuring or not and affect target selection (see above):

- 1: Small targets
- 2: Average targets
- 3: Large targets
- 4: Titanic targets

OBSURED

Models in a unit may be obscured by models from other units of equal or larger size. If you

draw line of sight through obscuring terrain, the models are also obscured.

Apply hits to a target unit starting with unobscured models first.

ROLLING TO HIT

Compare BS to target's I value to determine what you need to hit:

- < 5+
- = 4+
- > 3+
- 2x 2+

WOUNDING

If successfully hit, compare attack's Strength to target's Toughness on this table to determine the score needed to wound the target.

- S2>T 2+
- S1>T 3+
- S=T 4+
- S1<T 5+
- S2<T 6+
- S3<T 6+
- S4<T N/A

MASSIVE DAMAGE

If the Strength is 2x or more the Toughness of the target, it receives 1D3 wounds instead of 1. If it is 3x it receives 2D3 wounds and so on.

SAVES

Successful wounds may be saved using the target's Sv value. Compare the attack's AP to the save to determine what you need:

- AP>Sv = roll save as normal
- AP=Sv = roll save at -1
- AP<Sv = no save possible

If a 6+ sv is reduced to 7+, you must roll 6s and then roll a 4+ to save.

MIXED TOUGHNESS/ARMOUR

Treat mixed units as separate groups, applying hits to highest toughness first. Whatever is wounded makes saves.

Do the same if the unit has different saves but one toughness.

SHOOTING WEAPON TYPES

- PISTOL: Move and shoot. Counts as second melee weapon. May shoot after Run, but don't gain +1 Attack in a charge if you do.
- RAPID FIRE: Move and shoot twice at half range. Once at full range only if stationary. Don't gain +1 attack if charging after shooting.
- ASSAULT: Move and shoot. May shoot after Run, but don't gain +1 Attack in a charge if you do.
- HEAVY: Move and shoot at half range, stationary at full range. Halve I. Never gain +1 attack for charging.
- GRENADE: Move, run, and shoot. Only one per unit per turn. **In melee a model with grenades may choose to replace their melee attacks with a single grenade attack when in combat with a vehicle or monster, counting as WS1.**

MORALE

If a unit takes casualties, it must test its leadership. A failure causes the unit to fall back 2D6". They may act normally next turn.

If the unit is under half strength, they must make a Ld test at -1 in the movement phase to rally and continue fighting, otherwise they keep moving back.

UNIVERSAL SHOOTING RULES

- RELENTLESS: Always count as stationary when shooting, can't Run.
- GETS HOT: On a hit roll of 1 the firer must make a save or lose a wound.
- MELTA: Re-roll failed to wound rolls against targets within half range.
- SNIPER: 2x BS. Always wounds on 4+, except 6+ against vehicles.
- Lance: Never needs worse than a 4+ to wound vehicles.
- PINNING: If a unit takes a casualty from a pinning weapon it must make a Ld.

Failure halves the unit's BS and Move next turn.

- **BLAST:** Use small template. If hit is scored, every model under is hit on a 3+. If a miss is scored, then everyone under the template is hit on a 6+.
- **LARGE BLAST:** Use large template. If hit is scored, every model under is hit on a 3+. If a miss is scored, then everyone under the template is hit on a 6+.
- **FLAME:** Use flamer template. Don't roll to hit. Every model touched is hit on a 2+.
- **ANTI-AIRCRAFT:** Compare BS to I for aircraft.

ASSAULT PHASE

Units may declare a charge in the assault phase. Once a charge is declared measure to see if one or more models from the unit is in range of the target:

- Infantry 6"
- Cavalry 9"
- Bikes 6"
- Jump 6"
- Slow Vehicle 6"
- Medium Vehicle 6"
- Fast Vehicle 6"
- Monsters (infantry, cavalry, or Jump)

If not, they fail their charge and remain where they are.

Models within BC or 2" of enemy units make melee attacks. If they charged, they gain +1 Attack for that turn only.

Gain +1 Attack from carrying two melee weapons. May split attacks between both weapons.

The target of a Charge must be within the front arc of the unit leader (180°). Single model units are considered their own leader.

All attacks are rolled simultaneously.

Compare your WS to the target's I to determine what you need to hit:

- < 5+
- = 4+
- > 3+
- 2x 2+

Follow the same Wounding and save rules as shooting.

MORALE

If a unit takes casualties, it must test its Ld. A failure causes the unit to fall back 2D6" towards their table edge. They may act normally next turn. The morale test is modified as follows:

- -1 to Ld test if outnumbered.
- -1 if under half strength.

Vehicles and Monsters always outnumber their opponents unless they are a vehicle or monster.

If the unit is under half strength, they must make a Ld test in the movement phase to rally and continue fighting, otherwise they flee 2D6" back toward their table edge.

A unit that flees from combat with at least one enemy unit that stands their ground (passes their Ld or doesn't need to make one), may be it as they flee. Roll 1 dice for each enemy model that stood its ground. On a 6 the fleeing unit must make a save or take a wound. Monsters roll 1D6 dice.

OVERWATCH

A unit charged in the Assault phase may make a Ld test to determine if they are able to perform an overwatch. If they succeed, then they replace their Melee attacks with Shooting attacks, at ½ BS and acting as if they had moved.

If the charging unit out numbers them, they are at -1 to their Ld.

UNIVERSAL MELEE RULES

- FURIOUS CHARGE: +1 Strength on charge
- COUNTERATTACK: +1 Attack when charged **if in BC.**
- PREFERRED ENEMY: +1WS vs preferred enemy
- HIT AND RUN: The unit flees combat without taking any hits
- PARRY: force opponent to re-roll 1 successful hit in melee
- HEAVY: halve initiative when making attacks
- TEARING: re-roll wound rolls of 1.
- PIERCING: 6s to hit decrease AP by 2
- POISON: 6s to wound roll to wound again
- IMPACT: AP=Sv -2 to save roll

TERRAIN

Terrain on the table has one of three line of sight effects:

- No effect
- Obscuring: Targets obscured ignore wounds on a 5+.
- Blocking: Targets cannot be seen.

Terrain can be:

- DIFFICULT: Reduce your move by 1D6" when moving through terrain.
- DANGEROUS: Roll a d6 for each model moving through the terrain. On a 1 they suffer a wound.

UNIVERSAL SPECIAL RULES

- INFILTRATE: Deploy on the table more than 12" from enemy models.
- SCOUT: Make free move onto the table before game starts.
- DEEP STRIKE: Place marker, scatter 2D6" and place unit there.
- MOVE THROUGH COVER: Roll 2D6" and reduce move by smallest amount.
- SKILLED RIDER: Re-roll 1s in dangerous terrain.
- STEALTH: Ignore wounds when obscured on a 4+.
- ETERNAL WARRIOR: Never takes massive damage.
- INVULNERABLE SAVE (X+): Taken instead of normal save. Unaffected by AP.
- RESILIENCE (X+): Roll for each wound suffered by the unit. A success ignores it.
- STUBBORN: The unit only falls back 1D6" if it fails a morale test and ignores Ld modifiers.

VEHICLES

WS	BS	S	Arm.	W	I	A	Ld	Sv
4	4	6	6/6/6	3	4	2	7	3+

Have Armour instead of Toughness. If an attack comes from the front, side, or rear, use that value listed (F/S/R).

If a vehicle loses a wound, roll on the penetration table to determine if any other effects occur:

- 1-2: GLANCING BLOW: no effect
- 3: SHAKEN: halve BS/WS/I next turn
- 4: STUNNED: halve Move next turn
- 5: WEAPON DAMAGED: can't be used for rest of game unless a 4+ is rolled first
- 6: CRITICAL HIT: unit loses an additional wound and rolls on the table again.

Monsters do not need to flee to leave combat. Monsters still make a Ld test if they take wounds in combat but can choose to remain if they wish. They will still be hit by enemies that stood their ground.

STATIONARY VEHICLES

A vehicle that didn't move in its previous turn is considered I1 when attacked in Melee.

AIRCRAFT

Type of Vehicle.

Aircraft are only hit on a 6+, regardless of BS, WS or Initiative.

Minimum move distance, add 12" to the distance of shooting attacks. May only make 45° turns before moving 6".

Only Flying and Jump units can attack aircraft in Melee combat.

MONSTERS

WS	BS	S	T	W	I	A	Ld	Sv
4	4	6	6	3	4	4	7	3+

These are large creatures that work a bit like a cross between a vehicle and normal infantry.

If a monster loses a wound, roll on the monster damage table to determine if any other effects occur:

- 1-2: GLANCING BLOW: no effect
- 3: ADRENALINE RUSH: increase move by 1D6" next turn
- 4: ENRAGING BLOW: gains +1A next turn
- 5: WEAPON DAMAGED: can't be used for rest of game unless a 4+ is rolled first
- 6: CRITICAL HIT: unit loses an additional wound and rolls on the table again.

Monsters do not need to flee to leave combat. Monsters still make a Ld test if they take wounds in combat but can choose to remain if they wish. They will still be hit by enemies that stood their ground.

- Sword S AP- Parry
 - Greatsword S+1 AP- parry
 - Axe S+1 Ap-
 - Greataxe S+2 AP-
 - Power sword S AP3 Parry
 - Chainsword S AP5 Tearing, parry
 - Eviscerator S+2 AP4 Tearing
 - Chainaxe S+1 AP5 Tearing
 - Power axe S+1 AP3
 - Power Fist Sx2 AP2 Heavy
 - Thunderhammer Sx2 AP1 heavy,
target halves Initiative if wounded
 - Lightning claw S AP3 Tearing
 - Chainfist Sx2 AP1 Heavy, Tearing
 - Powerlance S AP3 Piercing
 - Big Choppa S+2 AP4 Piercing
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- Force sword S+1 AP3 parry massive
damage
 - Force Axe S+2 AP3 massive damage
 - Force staff S AP2 massive damage
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- Witchblade Sx3 AP4, massive damage,
parry, piercing
 - Singing spear Sx3 AP3, massive
damage, piercing

