

40K 37TH EDITION 1.22

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)
- Gargantuan Monster (Infantry, Cavalry, or Jump +6")

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 Advance.
- 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

Units in the shooting phase can do one of two things:

- Advance 1D6"
- Shoot
- Vehicle advance 2D6" and shoot, hitting on 6+ ignoring BS

CHOOSE TARGET UNIT

If you don't choose the closest enemy unit, you 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:

- $BS \leq I$ = 4+
- $BS \frac{1}{2} \text{ or } < I$ = 5+
- $BS >$ = 3+
- $BS > 2 \times I$ = 2+

MIXED INITIATIVE

Treat mixed units as separate groups, applying hits to lowest Initiative first. Once a hit is applied to each model in that group, move to the next Initiative group.

The target unit's owner chooses which attacks are applied to which initiative groups.

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+/4+*
- $S4 < T$ N/A

**To succeed, you must roll a 6+ and then another dice getting 4+.*

MASSIVE DAMAGE

If an attack strength is 2x, 3x, or 4x the toughness of the target they take 1D3, 2D3 or 3D3 damage respectively.

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 (-2 if AP3 or less)
- $AP < Sv$ = 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. *Once a wound is applied to each model in that group, move to the next Toughness group.*

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

The target unit's owner chooses which attacks are applied to which toughness/armour groups.

SHOOTING WEAPON TYPES

- **PISTOL:** Move and shoot. Counts as second melee weapon. May shoot after Advance, 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 Advance, 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.
- **SALVO (X/Y):** Move and shoot at half range with X, stationary at full range with Y. Halve I. Never gain +1 attack for charging.

- **GRENADE:** Move, Advance, 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 and add +1 to the penetrating hit table.
- **SNIPER:** 2x BS. Always wounds on 4+, except 6+ against vehicles **and Gargantuan monsters.**
- **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 test. 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+. Place the narrow tip closer to the firer than the wide tip. If this weapon

lists a distance in inches this is how far the narrow tip may be placed from the firer. Ignores Obscuring.

- **TWIN-LINKED:** Weapons with this rule fire as normal, however a successful hit causes two wound rolls and saves.
- **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)
- Gargantuan Monster 6"

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.

Attacks are rolled and resolved in the following order:

- Bonus attacks from a Charge
- All other attacks resolved simultaneously

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

- $\leq 4+$
- $\frac{1}{2}$ or $< 5+$
- $> 3+$
- $> 2 \times 2+$

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 hit 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, hitting on 6+ regardless of 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
- HAMMER: Gain an additional +1A when charging, at the attacker's base Strength and AP-.
- HATRED: Reroll hit rolls in melee against hated foe during the first round of combat.
- Rage: +2A on charge
- PARRY: Roll 1D6 for each parrying weapon in the unit before attacks are made. On a 6 the enemy loses an attack.
- UNWIELDY: Halve initiative when making attacks
- TEARING: re-roll wound rolls of 1.
- PIERCING: 6s to hit decrease AP by 2
- IMPACT: AP=Sv -3 to save roll
- CONCUSSIVE: Models that lose at least 1 wound/HP become I1 until the end of the next assault phase.
- TWO-HANDED: Never gain +1A for two melee weapons

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

- ACUTE SENSES: Reduce enemy Obscuring rolls by 1 and re-roll to see which table edge you arrive from if coming on randomly.
- ADAMANTIUM WILL: Gain +1 to your selected dice roll for Deny the Witch.
- BLIND: Enemy units hit by this weapon are reduced to BS and WS 1 until the end of their next turn if they don't manage to roll under their I.
- DESTROYER (X): Weapons with a D for their strength wound on a 2+ and re-roll failed wounds. They automatically inflict massive damage, and the level is based on the scale of the wielder:
 - Damage (3D3) Titans
 - Damage (2D3) Super Heavies
 - Damage (1D3) All other units
- INFILTRATE: Deploy on the table more than 12" from enemy models.
- FEAR: Opposing units fighting this unit in melee must pass a Ld test before they make attack rolls. If they fail, then their attacks are made at WS1 instead.
- FORCE: This weapon inflicts 1D3 damage instead of 1.
- SCOUT: Make free move onto the table before game starts.
- DEEP STRIKE: Place marker, scatter 2D6" and place unit there during the Movement phase. This counts as the unit's Movement. This unit will not gain a +1A this turn if they perform a Charge.
- MOVE THROUGH COVER: Roll 2D6" and reduce move by lowest die.
- 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 may choose to fall back 1D6" if it fails a morale test and ignores Ld modifiers.
- **HAYWIRE:** If you hit a vehicle with this weapon roll 1D6 on the following table:
 - 1 – no effect
 - 2 – 5 – target must make an armour save or lose a HP
 - 6 – Target loses a HP and rolls on the penetration table
- **REGENERATION:** At the end of your turn, roll 1D6. On a 5+ this model regains a wound/HP
- **MASTER CRAFTED:** Re-roll a failed hit roll per turn
- **POISON:** 6s to wound roll to wound again
- **SKILLED RIDER:** Increase Jink by +1 and ignore dangerous terrain
- **SWARM:** Blast and flame weapons inflict massive damage on this unit. Ignore difficult terrain
- **TANK HUNTERS:** Re-roll failed wound and armour penetration rolls against vehicles

VEHICLES

Vehicles possess three armour values instead of Toughness and Strength listed like so – F/S/R. If an attack comes from the front, side, or rear, use the value listed.

Instead of Wounds a vehicle has Hull Points. These function the same as wounds, including for massive damage.

If a vehicle loses a HP, 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: For the rest of the game may only be used if a 4+ is rolled first
- 6: CRITICAL HIT: unit loses an additional HP and rolls on the table again.

Vehicles can move out of combat without needing to make a flee move first. Vehicles 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 non-walker vehicle that didn't move in its previous turn is considered I1 when attacked in Melee.

STRENGTH AND TOUGHNESS

When a non-walker vehicle 'fights' in melee, it uses its Front armour as its strength. When attacked by enemy shooting or melee, use the armour value facing the attacker as its Toughness.

MELEE

If a vehicle doesn't list a melee weapon, it rolls 1D6 Attacks against the target, with an AP equal to the dice roll (ie either lots of high AP hits, or a few low AP hits).

RACIAL VEHICLE PROFILES:

If a vehicle in your codex doesn't have all the stats you need, refer to the following profiles:

	WS	BS	Arm	HP	I	A	Ld	Sv
Marines	2	-	-/-/-	-	4	1D6	8	3+
Eldar	2	-	-/-/-	-	5	1D6	8	3+
Orks	4	-	-/-/-	-	2	1D6	7	3+
Tau	2	-	-/-/-	-	2	1D6	7	3+
Guard	2	-	-/-/-	-	3	1D6	7	3+
Sisters	2	-	-/-/-	-	3	1D6	8	3+
Necrons	2	-	-/-/-	-	2	1D6	10	3+

UNIVERSAL VEHICLE RULES

OPEN: Enemy attacks gain +1 on the penetration table. All Embarked troops may fire their weapons, using the vehicle's movement to determine how they shoot.

FLY: Ignore models and terrain when moving.

TRANSPORT (X): May carry X other models. Models must move within 2" of a vehicle to embark. To Disembark place them within 2" of vehicle. Units that disembarked this turn charge 1d6" in the assault phase and don't receive the +1A for charging.

ASSAULT VEHICLE: Charge 2d6 and pick the highest when charging after disembarking.

AIRCRAFT: Aircraft are only hit on a 6+, regardless of BS, WS or Initiative. Add 12" to the distance of shooting attacks targeting them. May only make 45° turns before moving 6".

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

JINK: If targeted during the enemy shooting phase you may declare you are Jinking. A Jink Makes your save invulnerable. In your following turn the vehicle may not shoot at all but may move.

STOMP: Titanic walkers and Gargantuan monsters roll 1D6 x2 attacks against any units smaller than them in addition to their normal melee attacks. AP is the value on the die.

MONSTERS

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: For the rest of the game may only be used if a 4+ is rolled first
- 6: CRITICAL HIT: unit loses an additional wound and rolls on the table again.

Monsters can move out of combat without needing to make a flee move first. 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.

ARMY UPDATES

Use the following in place of their equivalent in any book used with these rules.

IMPERIUM

AUTO WEAPONS

Weapon	Range	S	AP	Type
Autopistol	12"	3	-	Pistol
Autogun	24"	3	-	Rapid Fire
Battle Cannon	72"	8	3	Heavy 1, Large Blast
Punisher	24"	5	-	Heavy 20
Assault cannon	24"	6	4	Heavy 6, Piercing
Autocannon	48"	7	4	Heavy 2

BOLT WEAPONS

Weapon	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Storm Bolter	24"	4	5	Assault 2
Heavy Bolter	36"	5	4	Heavy 3

FLAME WEAPONS

Weapon	Range	S	AP	Type
Hand Flamer	Template	3	6	Pistol
Flamer	4"+	4	5	Assault 1
Heavy flamer	6"+	5	4	Assault 1
Inferno Cannon	8"+	6	4	Heavy 1
Flamestorm Cannon	8"+	6	3	Heavy 1

LAS WEAPONS

Weapon	Range	S	AP	Type
Laspistol	12"	3	-	Pistol
Lasgun	24"	3	-	Rapid Fire
Hotshot lasgun	18"	3	3	Rapid Fire
Hotshot laspistol	8"	3	3	Pistol
Multi laser	36"	6	6	Heavy 3
Lascannon	48"	9	2	Heavy 1

MELTA WEAPONS

Weapon	Range	S	AP	Type
Inferno Pistol	6"	8	1	Pistol, Melta
Meltagun	12"	8	1	Assault 1, Melta
Multimelta	24"	8	1	Heavy 1, Melta

PLASMA WEAPONS

Weapon	Range	S	AP	Type
Plasma pistol	12"	7	2	Pistol, Gets Hot
Plasma gun	24"	7	2	Rapid Fire, Gets Hot
Plasma cannon	36"	7	2	Heavy 1, Small Blast, Gets Hot

SLUG WEAPONS

Weapon	Range	S	AP	Type
Stub Pistol	12"	3	-	Pistol
Shotgun	12"	3	-	Assault 2
Marine Shotgun	15"	4	-	Assault 2
Heavy Stubber	36"	4	-	Heavy 3

ELDAR

SHURIKEN WEAPONS

Weapon	Range	S	AP	Type
Shuriken Pistol	12"	4	5	Pistol, Piercing
Shuriken catapult	18"	4	5	Assault 2, Piercing
Shuriken Cannon	30"	5	4	Assault 3, Piercing
Avenger catapult	18"	4	5	Assault 3, Piercing
Shuriken Blaster (jetbikes only)	15"	5	4	Assault 2, Piercing
Shrieker Round	36"	5	4	Assault 1, Blast, Poison, Piercing

LASER WEAPONS

Weapon	Range	S	AP	Type
Brightlance	36"	8	1	Heavy 1, Lance
Hawk's Talon	30"	5	5	Assault 4
Laser Pistol	12"	3	5	Pistol 2
Lasblaster	24"	3	5	Assault 3
Scatter Laser	36"	6	5	Heavy 4
Scatter Blaster (jetbikes only)	18"	6	5	Assault 3
Sunrifle	24"	4	3	Assault 2, Blind

STAR WEAPONS

Weapon	Range	S	AP	Type
Starpistol	12"	7	2	Pistol
Star rifle	24"	7	2	Assault 1
Starcannon	36"	7	2	Heavy 3
Suncannon	48"	7	2	Heavy 3, Blast

FUSION WEAPONS

Weapon	Range	S	AP	Type
Fusion Pistol	8"	8	1	Pistol, Melta
Fusion Gun	15"	8	1	Assault 1, Melta
Firepike	24"	9	1	Assault 1, Melta

DISTORT WEAPONS

Weapon	Range	S	AP	Type
D-Cannon	30"	D	1	Heavy 1, Barrage, Blast
D-Scythe	2"+	D	3	Assault 1
	Template			
Heavy D-Scythe	18"	D	3	Assault 1, Blast
Heavy	36"	D	2	Assault 2
Wraithcannon				
Wraithcannon	15"	D	2	Assault 1

MONOFILAMENT WEAPONS

Weapon	Range	S	AP	Type
Deathspinner	12"	6	6	Assault 2, Piercing, Impact
Shadow Weaver	48"	7	6	Heavy 1, Barrage, Blast, Piercing, Impact
Spinneret Rifle	24"	6	1	Rapid Fire, Piercing, Impact

Primaris marines

Only affected by AP lower than their save.

Bolt rifle 30" S4 AP5 Rapid Fire

Assault Bolter 18" S4 AP5 Assault 2

Reiver bolters 30" heavy 1, sniper

18"

CCW S user AP - Melee

Sword S user AP – Melee Parry

Axe S+1 AP-

- 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