

# RULES CHANGES

*While I have aimed to keep rules changes to a minimum, there were a few areas throughout the game where I felt things could work more smoothly, or where the original rules could lead to odd or unbalanced situations. The rules below over-ride the original core rules.*

## GENERAL UNITS

At times, the rules may refer to 'units'. Units are discrete groups of 1 or more models that function independently on the battlefield - a solo character, a squad of troops (including any joined characters), or a vehicle or vehicle squadron. If a squad is able to split off members to function independently, the individual elements will count as separate units while apart.

## SHOOTING ARC OF FIRE

The Line of Sight arc for non-vehicle models and walkers is 180 degrees to the model's front. This is easier to calculate than the original 90 degrees, and reduces shenanigans from squad members being deliberately faced in different directions to choose specific targets.

The fire arcs for other vehicles remain as defined on their data cards.

## OVERWATCH

A unit in Overwatch that attempts to shoot must first roll equal to or under their Leadership on 2D6. If they succeed, they shoot as per the rules for Overwatch. If they fail, they may not shoot and their Overwatch token is removed.

## RANGE AND ELEVATION

Models shooting upwards at an enemy measure weapon range from base edge to base edge, as normal.

Models in an elevated position measure horizontally from their own base edge. This gives models in an elevated position a slight bonus to their range.

## REMOVING CASUALTIES

Casualties are normally removed from a squad working back from the closest to the shooter.

## GRENADES

Only one model per unit can throw a grenade each phase.

## JAMS

Instead of not shooting at all, a model with a jammed weapon may attempt to clear the jam when the unit shoots by rolling equal to or under their Initiative on a D6. If successful, the Jam token is removed and the weapon can be fired as normal. If failed, the weapon can not be fired and the token is removed at the end of the turn.

If a weapon has multiple Jam tokens, each token after the first applies a -1 modifier to the result of the Initiative roll. If the roll is a success, all tokens are removed and the weapon can fire. If failed, the weapon can not be fired and one token is removed at the end of the turn.

If a model with a jammed weapon does not attempt to shoot it, they may still test to clear the jam/s. A model in Overwatch, or that is running or hiding can clear jams in this fashion, but models suffering broken morale or in hand-to-hand combat can not.

Vehicles with jammed weapons may not roll against initiative. Instead, a jammed weapon may be cleared in its next shooting phase (regardless of the number of jam tokens) instead of shooting, provided the weapon is manned by a crewmember.

## HAND-TO-HAND PARRYING

When using a weapon to parry, a fighter is less focused on causing damage. As such, each time a model parries, apply a -1 penalty to their combat score.

## PSYKERS PSYCHIC POWERS

Psykers must select their powers predominantly from the deck for their army, with a minimum of one power from their own deck and a maximum of one power chosen from any other deck they have access to. ie: a level 1 Librarian would only be able to take a single Librarian power, while a level 4 Librarian could take 4 Librarian powers, or 3 Librarian powers and 1 from the Inquisition or Adeptus decks.

## DEALING WARP CARDS

The Warp Deck is shuffled at the start of each Psychic Phase, prior to dealing.

## HOLDING WARP CARDS

All psykers may 'store' any number of force cards for use in later phases. At the end of the Psychic Phase, for each psyker retaining cards, roll a D6, add the number of force cards they hold and subtract their mastery level. On a 4+, they will suffer an automatic wound with no save of any kind allowed.

Special Warp Cards may **not** be held. If not used during a phase, they are shuffled back into the deck for the next deal.

## VEHICLES

### TAKING CONTROL

If the driver is killed for any reason, the vehicle will still move out of control until another model on board can take over. The earliest this can happen is the owning player's next movement phase.

### PASSENGERS AND EXPLOSIONS

Any vehicle damage result that automatically kills passengers or crew is changed to: Roll a D6 for each model on board. On a 1-3, they are killed with no save of any kind allowed. On a 4+, they survive and immediately disembark.

This does not apply to Space Marine dreadnoughts, or any other vehicle crew who are not able to disembark - these will be killed as per the original rules.

## ARMY LISTS

### CARD PROVENANCE

Cards from any Oldhammer 40,000 publication all have a source reference on the front.

- “**Core**” cards are those supplied in the original 2nd edition starter set, Dark Millennium, Codexes or White Dwarf.
- “**Journal**” cards are those that originally came in Citadel Journal articles. These may be slightly edited where appropriate.
- “**Apocrypha**” cards are new cards added by me, as a part of this project.

## COMMANDERS

For all armies except for Tyranids and Imperial Guard, you are not required to take any mandatory commander characters. If you choose to do this, any character may be taken as the army commander, but your strategy rating will be one less than normal.

## WARGEAR LIMITS

The following restrictions per army apply to Wargear Cards, replacing the original White Dwarf limits:

- Uncommon – any number may be taken.
- Rare – limited to 1 per 2000 points (or part thereof).
- Unique - limited to 1 only.

Note that Rare items carried by special characters **do** count towards the army limit.

Wargear limited to specific special characters may be taken by generic characters of the same type if the special character is not present in the army, or if assigned through the Special Issue Strategy card. Any references to the special character by name on such items will apply to the generic character instead.

Wargear assigned through the Special Issue Strategy card **does not** apply to army limits. Any references to the a specific army or race on such items apply to the bearer instead.

The Wargear cards included at the back of this document include a colour system to denote rarity. Cards with the points cost in white are uncommon. Rare cards have the points cost in silver, and Unique cards in gold. If you prefer to use the original rarity system published in White Dwarf magazine, an updated version of this is included in the Rules Clarifications section.

## VIRUS WEAPONS

Virus weapons and the Virus Outbreak strategy card are extremely unbalanced and should not be used except by prior arrangement with your opponent.

## VORTEX DETONATORS

Instead of automatically detonating the grenade in the thrower's hand, the Vortex Detonator halves the scatter distance for any Vortex Grenade thrown by a model within range of the Detonator.