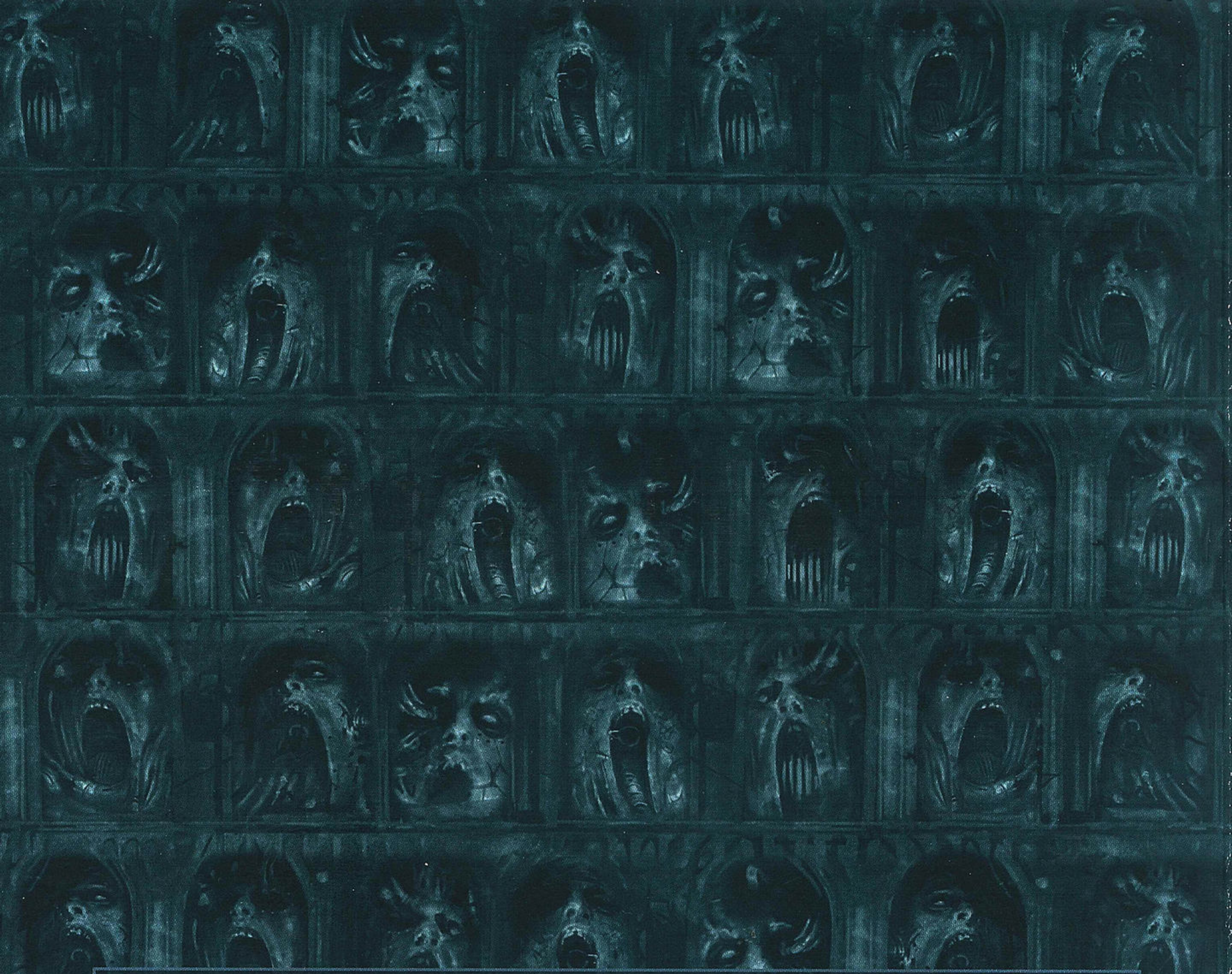
WARHAMMER 40,000™

CHAPTER APPROVED

MISSION PACK

WAR ZONE NEPHILIM: GRAND TOURNAMENT



PRODUCED BY THE WARHAMMER STUDIO

With thanks to the Mournival and operatives of the Officio Assassinorum
for their additional playtesting services.

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INTRODUCTION

Welcome to the War Zone Nephilim: Grand Tournament mission pack! On the following pages you will find all of the rules required to lead your carefully selected Warhammer 40,000 army into finely balanced tabletop conflict against cunning and determined opponents.

If you are new to Warhammer 40,000 and this is the first Grand Tournament mission pack you have read, then the content of this pack is intended to be perfect for use in official gaming tournaments and competitive matched play environments. It has been created for those Warhammer 40,000 hobbyists who prefer a carefully levelled strategic playing field. Each mission – tailored to different battle sizes, from Incursions to Strike Force engagements – is designed to ensure that neither player can claim an advantage at battle's commencement. Moreover, within this pack you will find additional rules for picking secondary objectives that your army must pursue. These provide every player with the chance to fine-tune each mission to their own strategic strengths, and to optimise their ability to score more victory points than their foes. Victory in a Grand Tournament mission is contingent upon clever army selection, wise choices of secondary objectives, expert tactical play and a healthy dose of good luck!

If you are a veteran of the Grand Tournament mission pack scene, then you already know all of this and you are doubtless more interested to learn what has changed for this season of competitive Warhammer 40,000 gaming:

- The first and biggest change is to the secondary objectives. We have taken all of the secondary objectives from every Codex and Codex supplement and placed them in this mission pack, alongside a core set of Nephilim-themed secondary objectives that every faction can use. We have also added a suite of new secondary objectives for factions (and sub-factions) who are yet to get hold of their 9th edition Codex or Codex supplement, with at least one secondary objective that they can select. We have taken this mission pack as an opportunity to review each and every one of these secondary objectives, and – using feedback from the community – have adjusted many of them to address those that were deemed too easy or too difficult to achieve. Finally, we have relaxed the prior restriction on how many faction secondary objectives players can select. Beforehand, you were limited to a maximum of one faction secondary objective, but in War Zone Nephilim players can select two or even three of their faction's secondary objectives if they wish.

- We have reduced the number of Command points (CPs) players start the battle with, but we have increased the number of CPs that players gain during the remainder of the battle. Now, players will receive 1CP in each player's Command phase, instead of only receiving 1CP in their own Command phase. The result is that players will have roughly the same number of CPs to spend over the course of the battle, but they are more evenly distributed across the game. This makes CPs a more precious resource from the get-go, meaning generals will have to make tough decisions about which Detachments they include in their army and what Stratagems are most vital to use early in the battle, while ensuring players always have a few CPs to use on reactive or opportunistic Stratagems later on.

- We have made it so that enhancements such as Warlord Traits and Relics can only be taken through the use of Requisition Stratagems; players will no longer receive 'free' Relics or Warlord Traits. This is to reinforce the above change, and make the (now smaller) pool of CPs players have at the start of the battle even more precious. Players that want to upgrade one of their characters to have a permanent enhancement during the battle still can – but doing so is likely to limit the number of Stratagems they can utilise in the earliest stages of the game. We have also included two Stratagems – Relic and Warlord Trait – so that every faction in the 41st Millennium can still personalise their Warlord if they so choose.

So whether you are just setting off into the world of matched play games, or you are about to participate in the next Grand Tournament event, read on to absorb the full content of this mission pack, and to unlock the countless hours of exciting and close-run gaming it will provide.

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Some victory points in War Zone Nephilim: Grand Tournament battles are awarded for simply having a fully painted army. On this page you will find out more about painting your army to a Battle Ready standard.

Pages 4-7 – War Zone Nephilim: Grand Tournament Games
This section contains a step-by-step sequence on how to play a War Zone Nephilim: Grand Tournament battle, and also describes what restrictions and requirements an army must meet if it is to be used to play a battle described in this mission pack.

Page 8 – Tournament Scoring Sheet
This page presents an annotated example of the scoring sheet you will need to keep track of your victory points in War Zone Nephilim: Grand Tournament battles.

Pages 9-53 – Secondary Objectives
In War Zone Nephilim: Grand Tournament missions, players can select their own secondary objectives to achieve during the battle. A list of these can be found in this section, including faction secondary objectives that can be selected depending on a player's Army Faction.

Nephilim Secondary Objectives
- Purge the Enemy (pg 10)
- No Mercy, No Respite (pg 11)
- Warpcraft (pg 12)
- Battlefield Supremacy (pg 13)
- Shadow Operations (pg 14)

Forces of the Imperium
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Pages 54-73 – Incursion Missions
This mission pack includes missions for two different battle sizes. The first set of missions are Incursion missions (these missions use a points limit of 1,000 points), and can be found in this section.

Pages 74-93 – Strike Force Missions
The second battle size covered in this mission pack are Strike Force missions (these missions use a points limit of 2,000 points), and can be found in this section.

Page 94 – Blank Tournament Scoring Sheet
A blank scoring sheet that can be photocopied for use during your games can be found here.

Pages 95-136 – Warhammer 40,000 Basic Rules

BATTLE READY

Playing games of Warhammer is a shared experience that we all want to look and feel great. To reflect this, Grand Tournaments reward you for having a fully painted 'Battle Ready' army. Here we explain what that means, and where to find achievable online tutorials and painting guides to get your army ready for action!

When you play a Grand Tournament game, there are 10 victory points available if every model in your army is painted to a Battle Ready standard. Battle Ready means your models are fully painted with a detailed or textured base.

This is considered to be the minimum standard of miniature painting for a Grand Tournament mission, as well as a guaranteed method of scoring some victory points before the dice even start rolling.

The Citadel Colour range includes all the paints and hobby supplies you'll need to paint your miniatures quickly and efficiently. In fact, Contrast paints were created especially to help you get your armies Battle Ready in no time – just one coat of Contrast paint lays down both a base colour and a bit of shade – while Technical paints give you a textured base with one application. It's never been easier to get your army ready for a tournament.

Below you'll find some examples of models painted to a Battle Ready standard, and you can find many more – along with full painting tutorials – on the Citadel Colour website.

CITADEL COLOUR

CitadelColour.com is the ultimate resource for painting Warhammer models. Browse an entire website dedicated to helping you paint your miniatures. You'll find step-by-step video guides to getting your force Battle Ready fast, plus thematic suggestions, top tips and even advanced techniques for when you want to take your painting to the next level!

Visit CitadelColour.com

CONTRAST METHOD



CLASSIC METHOD



WAR ZONE NEPHILIM:
GRAND TOURNAMENT GAMES

A War Zone Nephilim: Grand Tournament game is waged by following the sequence below:

1. SELECT BATTLE SIZE

The players must first select the battle size they wish to play: Incursion or Strike Force. The table below gives a rough guide of how long each should take.

BATTLES	
BATTLE SIZE	**BATTLE DURATION**
Incursion	Up to 2 hours
Strike Force	Up to 3 hours

2. MUSTER ARMIES

Each player must then select a Battle-forged army. The points limit of each player's army, and the number of Command points (CPs) each player starts with when they begin mustering their army, are shown in the table below.

ARMY		
BATTLE SIZE	**POINTS LIMIT**	**CPS**
Incursion	1000	3
Strike Force	2000	6

Details of how to Battle-forge an army, use a points limit, select a **WARLORD** and what information a player's army roster must contain can be found in the Warhammer 40,000 Core Book. Players can only give models in their army Relics or Warlord Traits if they have used a Requisition Stratagem to acquire them. Both players have access to the two Stratagems below.

The players cannot include Understrength units in their army, and their army cannot include any Specialist Detachments.

All of the units in each Detachment in a player's army must have at least one Faction keyword in common, and this keyword cannot be **CHAOS**, **IMPERIUM**, **AELDARI** or **TYRANIDS**, unless the Detachment in question is a Fortification Network (this has no effect on a player's Army Faction).

All of the units in a player's army that have selectable Faction keywords – that is Faction keywords presented in angular brackets that a player selects when they add those units to their army – must all have the same selectable keywords. This means, for example, that all units with the **<CHAPTER>** keyword in a player's army must be from the same Chapter, and so all these units must replace **<CHAPTER>** with the name of that Chapter; all units with the **<KABAL>** keyword in a player's army must be from the same Kabal; all units with the **<WYCH CULT>** keyword in a player's army must be from the same Wych Cult, and so on. The only exceptions to this are as follows:

- The **<ALLEGIANCE>** keyword – this can be different for different units in a player's army.
- The **DREADBLADE** and **FREEBLADE** keywords – these units can have different selectable Faction keywords to other units in a player's army.
- **SPECIALIST MOB** units.

WARLORD TRAIT 1CP

Core Stratagem – Requisition Stratagem

The noble, treacherous or brutal champions who lead armies across the galaxy have skills that mark them as the greatest of their kind.

Use this Stratagem before the battle, when you are mustering your army, after selecting your **WARLORD**. If your **WARLORD** is a **CHARACTER** model, determine a Warlord Trait for them (this must be a Warlord Trait they could have). You can only use this Stratagem once.

RELIC 1CP

Core Stratagem – Requisition Stratagem

Ancient, myth-wreathed artefacts and weapons heavy with power are reserved for the greatest masters of war.

Use this Stratagem before the battle, when you are mustering your army, after selecting your **WARLORD**. Select one **CHARACTER** model from your army that is not a named character; give that model one Relic (this must be a Relic they could have). You can only use this Stratagem once.

If a player's army includes one or more Super-heavy Auxiliary Detachments, they can change the Command Benefits of one of them to: '+3 Command points if the unit in this Detachment is not your **WARLORD**, but it is from the same Faction as your **WARLORD**'s Detachment, and that Faction is not **CHAOS**, **IMPERIUM**, **AELDARI** or **TYRANIDS**'.

If either player has access to any Stratagems that are used before the battle to upgrade units, these must be used now and the details of the upgrades noted on the player's army roster.

Each player must then provide a copy of their army roster for their opponent to read through.

> With the exception of units with the Troops or Dedicated Transport Battlefield Roles, or units that are added to a player's army during the battle, each player can only include the same datasheet in their army 2 times (if they are playing an Incursion battle) or 3 times (if they are playing a Strike Force battle).

3. DETERMINE MISSION

The players determine which mission will be used for the battle; they can choose from the missions for their chosen battle size. This will determine the deployment map that the players use, as well as the specific mission briefing. The players can either simply agree which they will use with their opponent, or they can roll a D33 to randomly select a mission using one of the tables. To roll a D33, roll two D3s one after the other; the first dice result determines the 'tens' and the second determines the 'units'. For example, if the first result is a 2 and the second is a 1, then the D33 result is a 21.

INCURSION MISSIONS

D33	MISSION
11	**Cleanse the Land** (pg 56-57)
12	**Deliverance** (pg 58-59)
13	**Desperate Raid** (pg 60-61)
21	**Sacred Ground** (pg 62-63)
22	**Ascension** (pg 64-65)
23	**Surge of Faith** (pg 66-67)
31	**Rise of the Machine Spirit** (pg 68-69)
32	**Display of Spiritual Might** (pg 70-71)
33	**Reconnaissance Mission** (pg 72-73)

STRIKE FORCE MISSIONS

D33	MISSION
11	**Recover the Relics** (pg 76-77)
12	**Tear Down Their Icons** (pg 78-79)
13	**Data Scry-salvage** (pg 80-81)
21	**Abandoned Sanctuaries** (pg 82-83)
22	**Conversion** (pg 84-85)
23	**The Scouring** (pg 86-87)
31	**Tide of Conviction** (pg 88-89)
32	**Death and Zeal** (pg 90-91)
33	**Secure Missing Artefacts** (pg 92-93)

4. READ MISSION

Each mission has a mission briefing that will detail the aims of the battle. Each mission will also list one or more additional mission rules that will apply for the duration of the battle, and a series of primary objectives that award victory points to the players. The players should read and familiarise themselves with these before proceeding.

5. PLACE OBJECTIVE MARKERS

The players now set objective markers up on the battlefield. Each mission's deployment map will show the players how many to set up, and where each should be placed.

6. CREATE THE BATTLEFIELD

The players now create the battlefield and set up terrain features. Missions are played on rectangular battlefields. The size of the battlefield depends on the battle size selected, as shown in the table below (the table shows the minimum size of battlefields):

BATTLEFIELDS

BATTLE SIZE	BATTLEFIELD SIZE (Minimum)
Incursion	44" x 30"
Strike Force	44" x 60"

Unless noted otherwise, when setting up terrain features, use the guidelines detailed on pages 120-121. Terrain features cannot be set up on top of objective markers. Players must use the battlefield terrain rules for terrain features.

7. DETERMINE ATTACKER AND DEFENDER

The players roll off and the winner decides who will be the Attacker and who will be the Defender.

8. CHOOSE DEPLOYMENT ZONE

The Defender now selects one of the deployment zones for their army. Their opponent uses the other deployment zone.

9. SELECT SECONDARY OBJECTIVES

Each player must secretly write down three secondary objectives that they will use in the coming battle. By default, each player will use the following three: Assassination (pg 10); Grind Them Down (pg 11); Behind Enemy Lines (pg 13). However, each player can instead select up to three different secondary objectives to replace these. The secondary objectives that players can select from can be found on pages 17-53 – players cannot select any secondary objectives from a Codex or Codex supplement.

Once both players have written down the secondary objectives they will use in the battle, they reveal them to their opponent.

10. DECLARE RESERVES AND TRANSPORTS

These missions use the Strategic Reserves rules (pg 118-119).

Both players now secretly note down on their army roster which of the units in their army will start the battle in Strategic Reserves (units with the Fortifications Battlefield Role can never be placed into Strategic Reserves), which of their units will start the battle in a location other than the battlefield (if a player has access to any Stratagems that enable them to set up units from their army in a location other than the battlefield, they must use such Stratagems now), and which of their units will start the battle embarked within **TRANSPORT** models (they must declare which units are embarked on which model). When both players have done so, they declare their selections to their opponent. Each Dedicated Transport unit from your army must start the battle with one or more friendly models embarked within it. If this is not possible, that Dedicated Transport unit cannot be set up and is treated as having been destroyed.

No more than half the total number of units in a player's army can be Strategic Reserve and/or Reinforcement units, and the combined points value of all Strategic Reserve and Reinforcement units (including those embarked within **TRANSPORT** models that are Strategic Reserve and/or Reinforcement units) must be less than half of the total points value of a player's army, even if every unit in that army has an ability that would allow them to be set up elsewhere.

In War Zone Nephilim: Grand Tournament missions, Strategic Reserve and Reinforcement units can never arrive on the battlefield in the first battle round. Any Strategic Reserve or Reinforcement unit that has not arrived on the battlefield by the end of the third battle round counts as having been destroyed, as do any units embarked within them (this does not apply to units that are placed into Strategic Reserves after the first battle round has started).

11. DEPLOY ARMIES

The players alternate setting up their remaining units one at a time, starting with the Defender. A player must deploy all of their remaining units with the Fortifications Battlefield Role before deploying any other unit. A player's models must be set up wholly within their deployment zone. If one player finishes deploying all their units, their opponent then deploys the remainder of their units.

Unless otherwise stated, when setting up a model from a unit with the Fortifications Battlefield Role on the battlefield, it cannot be set up within 3" of any other terrain feature that is not part of its own datasheet (excluding hills). If it is not possible to set up a Fortification as a result, a player can, in a War Zone Nephilim: Grand Tournament mission, remove one Obstacles or Area Terrain feature that is within their deployment zone from the battlefield in order to make room for their Fortification. If, by doing so, it is still not possible to set up their Fortification, replace the terrain feature removed – this Fortification cannot be deployed and counts as having been destroyed.

If a model from a player's army is so large that it cannot physically be set up wholly within their deployment zone (i.e. the smallest dimension of that model is greater than the depth of their deployment zone), it must be set up so that it is touching that player's battlefield edge. In the first battle round, that model's unit cannot do any of the following: make a Normal Move, Advance, Fall Back, attempt to manifest or deny psychic powers, make any attacks with ranged weapons, declare a charge, perform a Heroic Intervention, perform any actions or psychic actions. Models in such units count as having moved a distance in inches equal to their Move (M) characteristic in their first Movement phase. If the unit has a minimum Move characteristic, it counts as having moved its maximum Move characteristic.

If both players have units with abilities that allow them to be set up 'after both armies have deployed', the players must roll off after all other units have been set up and alternate setting up these units, starting with the winner.

12. DETERMINE FIRST TURN

The players roll off. The winner takes the first turn.

13. RESOLVE PRE-BATTLE ABILITIES

The players alternate resolving any pre-battle abilities units from their army may have, and resolving any Stratagems that are used before the battle (excluding those that upgrade their units or those that enable them to set up a unit in a location other than the battlefield), starting with the player who will take the first turn.

14. BEGIN THE BATTLE

The first battle round begins. The players continue to resolve battle rounds until the battle ends.

15. ENDING THE BATTLE

The battle ends after five battle rounds have been completed. If one player has no models remaining in their army at the start of their turn, the other player may continue to play out their turns until the battle ends.

16. DETERMINE VICTOR

At the end of the battle, the player with the most victory points is the winner. If players are tied, the battle is a draw.

Each player can score a maximum of 45 victory points from primary objectives and a maximum of 45 victory points from secondary objectives (from a maximum of 15 victory points from each of the 3 secondary objectives they have selected), for a total of 90 possible victory points from mission objectives (any excess victory points awarded are discounted). If every model in a player's army is painted to a Battle Ready standard, that player is awarded a bonus 10 victory points. This gives the players a maximum total score out of 100 victory points.

REDUCING VICTORY POINTS

Some secondary objectives include conditions that can reduce your victory points at the end of the battle. If such conditions apply, first add up all the victory points you scored from that secondary objective (to a maximum of 15), then reduce the total as instructed by that secondary objective (to a minimum of 0).

Ending the Battle Early or Conceding

Ideally, a battle should always be played until the end. On occasion, though, one or both players may not be able, or may not wish, to complete the battle.

If both players agree to end the battle early, then they can end the battle at a mutually agreed point (we suggest at the end of a battle round). The players can then calculate their final victory points totals, taking into account any objectives achieved so far, to determine the victor.

If only one player wants to end the battle early, that player must concede and remove their models from the battlefield. A player who concedes scores 0 victory points for that battle. Their opponent is the victor and they can, if they wish, calculate their final victory points total, taking into account any objectives achieved so far. If their score from primary and secondary objectives is less than 60 victory points, increase that player's score to 60 victory points. This will be boosted to 70 if that player's army is painted to a Battle Ready standard.

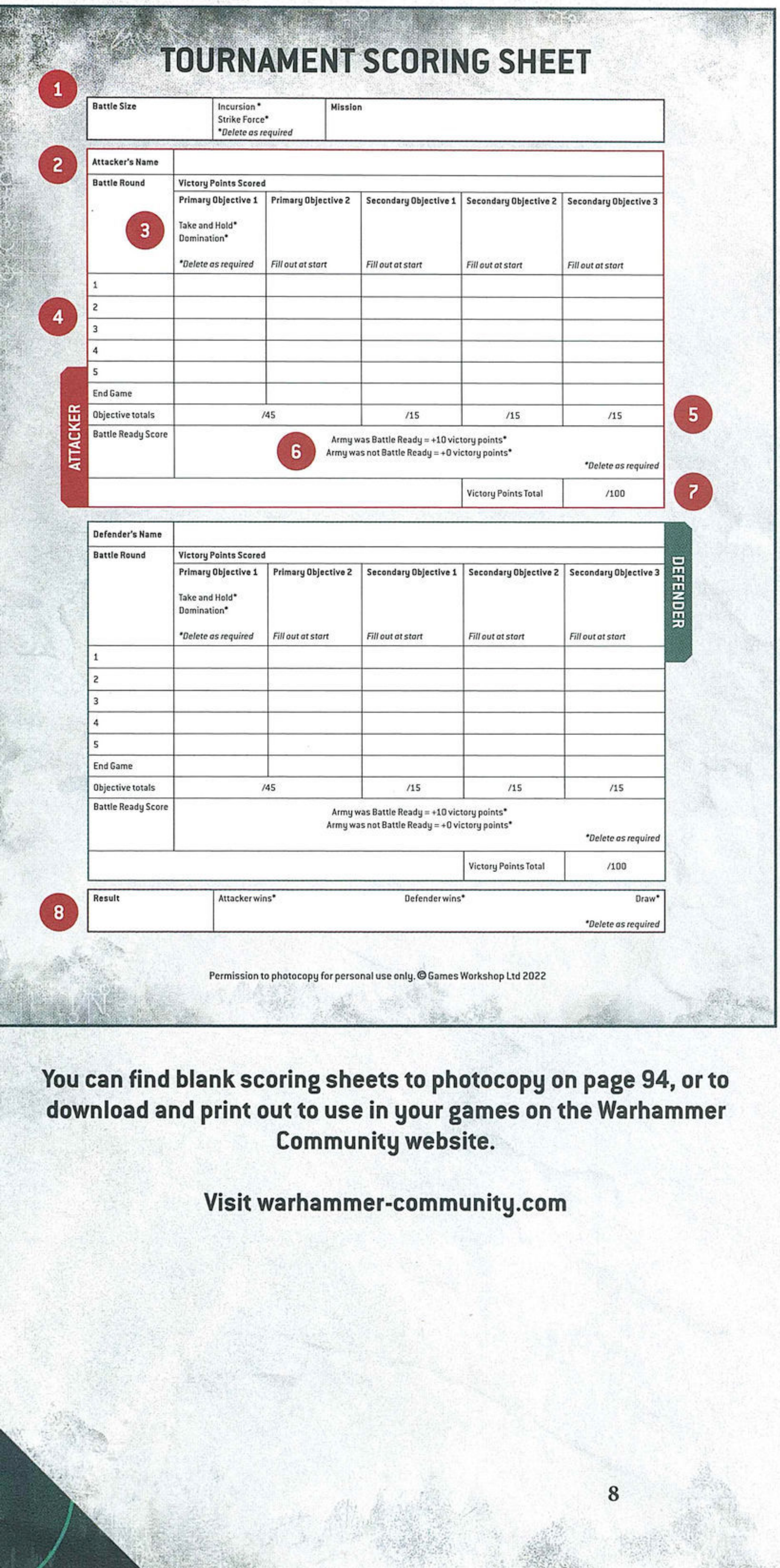
MISSION OBJECTIVES

During the battle, players can earn victory points by achieving mission objectives. There are two types of mission objectives: primary and secondary. Primary mission objectives are described in the mission's mission briefing. Secondary mission objectives are selected by each player after the mission has been determined and the armies have been revealed. In each case, mission objectives can either be 'End Game' or 'Progressive'. End Game mission objectives are scored at the end of the battle. Progressive mission objectives are scored during the battle (exactly when is detailed on the objective itself), and can be achieved, and hence award victory points, several times.

Some Progressive objectives will award victory points 'each time' an enemy model/unit is destroyed. A model/unit can, if it is resurrected for any reason (i.e. it was destroyed and subsequently returned to the battlefield), potentially contribute several victory points due to these types of objectives (assuming it is resurrected and subsequently destroyed several times over).

TOURNAMENT SCORING SHEET

The winner of a Grand Tournament mission is the player who has scored the most victory points, which can be scored in a number of different ways. In order to keep track of how many victory points you have scored (as well as how and when they were scored) it is useful to fill in a scoring sheet during your game.



TOURNAMENT SCORING SHEET

Battle Size	Incursion* Strike Force* *Delete as required	Mission

Attacker's Name					
Battle Round	Victory Points Scored				
	Primary Objective 1 Take and Hold* Domination* *Delete as required	Primary Objective 2 Fill out at start	Secondary Objective 1 Fill out at start	Secondary Objective 2 Fill out at start	Secondary Objective 3 Fill out at start
1					
2					
3					
4					
5					
End Game					
Objective totals	/45		/15	/15	/15
Battle Ready Score	Army was Battle Ready = +10 victory points* Army was not Battle Ready = +0 victory points* *Delete as required				
				Victory Points Total	/100

ATTACKER

Defender's Name					
Battle Round	Victory Points Scored				
	Primary Objective 1 Take and Hold* Domination* *Delete as required	Primary Objective 2 Fill out at start	Secondary Objective 1 Fill out at start	Secondary Objective 2 Fill out at start	Secondary Objective 3 Fill out at start
1					
2					
3					
4					
5					
End Game					
Objective totals	/45		/15	/15	/15
Battle Ready Score	Army was Battle Ready = +10 victory points* Army was not Battle Ready = +0 victory points* *Delete as required				
				Victory Points Total	/100

DEFENDER

Result	Attacker wins*	Defender wins*	Draw* *Delete as required

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1. At the top of the scoring sheet is space to write the battle size and the mission you are playing.

2. There are two sections on the scoring sheet – one to keep track of the Attacker's victory points and one to keep track of the Defender's. After you have determined who the Attacker and Defender will be, write your names at the top of the appropriate section.

3. You can make a note in both the Attacker's and Defender's section of all the objectives that are being used in your battle. In the case of your primary objectives (which will be the same for both players), simply delete whichever does not apply. In the case of secondary objectives, after both players have made their selections you should write them down in the appropriate box.

4. As the battle progresses, keep track of the victory points each player scores in the relevant section. For progressive objectives, write down (or keep a tally) of how many points were scored during each battle round, and in the case of End Game objective, do the same at the end of the battle.

5. At the bottom of each player's section there is space for you to add up the total victory points you have scored for primary objectives (a score out of 45), and the victory points you have scored for each secondary objective (each will be a score out of 15).

6. If a player's army is painted to a Battle Ready standard, that player will score an additional 10 victory points. Make a note on the scoring sheet if a player's army was Battle Ready or not.

7. Add up each player's victory points total from objectives to their Battle Ready score for a grand victory points score out of 100.

8. You can make a note regarding whether the Attacker or the Defender won, or if the game was a draw, here.

You can find blank scoring sheets to photocopy on page 94, or to download and print out to use in your games on the Warhammer Community website.

Visit warhammer-community.com

NEPHILIM SECONDARY OBJECTIVES

By default, each player will use the following three secondary objectives during their War Zone Nephilim battle: Assassination (pg 10); Grind Them Down (pg 11); Behind Enemy Lines (pg 13). However, each player can instead select up to three different secondary objectives to replace these.

The secondary objectives that players can select from can be found on pages 17-53 – players cannot select any secondary objectives from a Codex or Codex supplement.

If a secondary objective is listed in one of the faction sections on pages 17-53, it is a faction secondary objective and it can only be selected by a player if every unit from their army (excluding **AGENT OF THE IMPERIUM**, **AGENT OF CHAOS** and **UNALIGNED** units) is from the appropriate faction.

For example, if every unit from a player's army has the **NECRONS** *Faction keyword, they can select any of the Necrons secondary objectives listed on page 51.*

Each secondary objective belongs to one of the following categories: Purge the Enemy; No Mercy, No Respite; Battlefield Supremacy; Warpcraft; Shadow Operations. Players cannot choose more than one secondary objective from each category. Note that in War Zone Nephilim games, players can now select up to three faction secondary objectives, provided all three of their secondary objectives are from different categories.

The players can score a maximum of 15 victory points from each secondary objective (any excess victory points are discounted).

SPACE MARINES AND CHAOS SPACE MARINES

Space Marines (who have the **ADEPTUS ASTARTES** Faction keyword) and Chaos Space Marines (who have the **TRAITORIS ASTARTES** Faction keyword) each have a set of faction secondary objectives that players can select from. In addition, depending on your choice of sub-faction – i.e. your army's Chapter or Legion, respectively – there are additional secondary objectives that you can select from, as explained on the right.

If every unit from a player's army (excluding **AGENT OF THE IMPERIUM**, **AGENT OF CHAOS** or **UNALIGNED** units) is from the same Chapter or Legion, that player can also select from the appropriate Chapter or Legion secondary objectives.

For example, if every unit from a player's army is from the Dark Angels Chapter, that player can select one or more secondary objectives from the Adeptus Astartes ones listed on page 17, and/or one or more from the Dark Angels secondary objectives listed on page 20.

Similarly, if every unit from a player's army is from the Word Bearers Legion, that player can select one or more secondary objectives from the Traitoris Astartes ones listed on page 34, and/or the Word Bearers secondary objective (Exalt the Dark Gods) listed on page 38.

Successor Chapters and Legions

If every unit from your army (excluding **AGENT OF THE IMPERIUM** and **UNALIGNED** units) is from the same successor Chapter, you can select the faction secondary objectives of your Chapter's First Founding Chapter (see *Codex: Space Marines*). If you do so, your Chapter's units count as having the keyword of their First Founding Chapter for the purposes of that secondary objective. The only exception to this is if your Chapter is Black Templars; if so, you cannot use the Imperial Fists secondary objective (Bolster Barricades, page 22), even though the Black Templars are successors of the Imperial Fists.

If every unit from your army (excluding **AGENT OF CHAOS** and **UNALIGNED** units) is from the same Legion, but that Legion does not have any Legion rules in *Codex: Chaos Space Marines*, then you can select the faction secondary objectives of the Legion whose rules you are using. If you do so, your Legion's units count as having the keyword of the same Legion whose rules you are using for the purposes of that secondary objective.

For example, a player has an army in which every unit is from the Howling Griffons Chapter. This is a successor Chapter of the Ultramarines, therefore that player can select the We March for Macragge faction secondary objective, and their units count as having the **ULTRAMARINES** *keyword for the purposes of that secondary objective.*

PURGE THE ENEMY

ASSASSINATION

End Game Objective

The enemy looks to their champions for courage. Identify and eliminate them with extreme prejudice.

Score 3 victory points at the end of the battle for each enemy **CHARACTER** unit that is destroyed. At the end of the battle, if the enemy **WARLORD** is destroyed, score 1 extra victory point.

BRING IT DOWN

End Game Objective

The opposing army contains numerous heavily armoured units. Take any opportunity to bring them down.

At the end of the battle, score victory points for each enemy **MONSTER** or **VEHICLE** model that is destroyed, as follows:

- Score 1 victory point for each of those destroyed models with a Wounds characteristic of 9 or less.
- Score 2 victory points for each of those destroyed models with a Wounds characteristic of 10-14.
- Score 3 victory points for each of those destroyed models with a Wounds characteristic of 15-19.
- Score 4 victory points for each of those destroyed models with a Wounds characteristic of 20 or more.

FACTION SECONDARIES

- **ADEPTUS ASTARTES**
  Codex Warfare (pg 17)
- **ADEPTUS ASTARTES (BLACK TEMPLARS)**
  Bathe Your Blade in the Blood of the Foe (pg 18)
- **ADEPTUS ASTARTES (BLOOD ANGELS)**
  Blade of Sanguinius (pg 19)
- **ADEPTUS ASTARTES (DARK ANGELS)**
  Martial Interdiction (pg 20)
- **ADEPTUS ASTARTES (DEATHWATCH)**
  Cull Order (pg 21)
- **ADEPTUS ASTARTES (SPACE WOLVES)**
  Glory Kills (pg 24)
  Heroic Challenge (pg 24)
- **ADEPTUS ASTARTES (WHITE SCARS)**
  Lightning Strike (pg 25)
- **ADEPTA SORORITAS**
  Slay the Heretic (pg 26)
- **ADEPTUS CUSTODES**
  Auric Mortalis (pg 27)
- **ADEPTUS MECHANICUS**
  Accretion of Knowledge (pg 28)
- **ASTRA MILITARUM**
  By Lasgun and Bayonet (pg 29)
- **IMPERIAL KNIGHTS**
  Duel of Honour (pg 31)
- **GREY KNIGHTS**
  Destroy the Daemon (pg 32)
- **TRAITORIS ASTARTES**
  Rise to Glory (pg 34)
- **TRAITORIS ASTARTES (CREATIONS OF BILE)**
  Specimens for the Spider (pg 36)
- **TRAITORIS ASTARTES (WORLD EATERS)**
  Skulls for the Skull Throne (pg 39)
- **THOUSAND SONS**
  Sorcerous Prowess (pg 41)
- **CHAOS KNIGHTS**
  A Fitting Challenge (pg 43)
- **DRUKHARI**
  Take Them Alive! (pg 47)
  Beasts for the Arenas (pg 47)
- **TYRANIDS HIVE TENDRIL**
  Cranial Feasting (pg 49)
- **NECRONS**
  Code of Combat (pg 51)
- **GENESTEALER CULTS**
  Ambush (pg 50)
- **ORKS**
  Da Biggest and da Best (pg 52)

NO MERCY, NO RESPITE

GRIND THEM DOWN

Progressive Objective

Some battles can only be won through bloody attrition.

Score 3 victory points at the end of the battle round if more enemy units than friendly units were destroyed this battle round.

NO PRISONERS

End Game Objective

Exterminate the enemy. Show them no mercy.

If you select this objective, keep a Kill Points tally. Each time an enemy model is destroyed (excluding **VEHICLE**, **MONSTER** or **CHARACTER** models), add a number of marks to this tally equal to the Wounds characteristic of the destroyed model. At the end of the battle, divide your Kill Points tally by 10 and round down – the result is the number of victory points you score. In addition, if your Kill Points tally is between 50 and 99, you score 1 additional victory point, and if your tally is 100 or more, you score 2 additional victory points.



FACTION SECONDARIES

- **ADEPTUS ASTARTES**
  Oaths of Moment (pg 17)
- **ADEPTUS ASTARTES (BLACK TEMPLARS)**
  Carry Out Your Vows (pg 18)
- **ADEPTUS ASTARTES (BLOOD ANGELS)**
  Fury of the Lost (pg 19)
  Death From Above (pg 19)
- **ADEPTUS ASTARTES (DARK ANGELS)**
  Death on the Wind (pg 20)
- **ADEPTUS ASTARTES (DEATHWATCH)**
  Suffer Not the Alien (pg 21)
- **ADEPTUS ASTARTES (IRON HANDS)**
  Cold Fury (pg 22)
- **ADEPTUS ASTARTES (SALAMANDERS)**
  The Promethean Creed (pg 23)
- **ADEPTUS ASTARTES (SPACE WOLVES)**
  A Mighty Saga (pg 24)
- **ADEPTA SORORITAS**
  A Leap of Faith (pg 26)
- **ADEPTUS CUSTODES**
  Might of Terra (pg 27)
- **ADEPTUS MECHANICUS**
  Eradication of Flesh (pg 28)
- **ASTRA MILITARUM**
  Inflexible Command (pg 29)
- **IMPERIAL KNIGHTS**
  Honour of the House (pg 30)
- **GREY KNIGHTS**
  Teleport Assault (pg 32)
- **TRAITORIS ASTARTES**
  The Long War (pg 34)
- **TRAITORIS ASTARTES (EMPEROR'S CHILDREN)**
  Adorn the Canvas Eclectic (pg 36)
- **TRAITORIS ASTARTES (NIGHT LORDS)**
  Sow the Seed, Reap the Fear (pg 37)
- **DEATH GUARD**
  Fleeing Vectors (pg 40)
- **THOUSAND SONS**
  Wrath of Magnus (pg 41)
- **CHAOS KNIGHTS**
  Path of Destruction (pg 42)
- **CHAOS DAEMONS**
  Nourished by Terror (pg 44)
- **ASURYANI**
  Wrath of Khaine (pg 46)
- **DRUKHARI**
  Fear and Terror (pg 47)
- **HARLEQUINS**
  A Deadly Performance (pg 48)
- **TYRANIDS HIVE TENDRIL**
  Synaptic Insight (pg 49)
- **NECRONS**
  The Treasures of Aeons (pg 51)
- **ORKS**
  Stomp 'em Good (pg 52)
- **T'AU EMPIRE**
  A Clean Victory (pg 53)

ABHOR THE WITCH

End Game Objective

The presence of enemy psykers in this theatre of war can no longer be tolerated – hunt them down.

You cannot select this secondary objective if your army includes any **PSYKER** units. Score 3 victory points at the end of the battle for each enemy **PSYKER CHARACTER** unit that is destroyed, and 2 victory points for every other enemy **PSYKER** unit that is destroyed.

WARP RITUAL

End Game Objective

Completion of a complex ritual will allow your psykers to fully harness the power of the warp.

If you select this objective, keep a Ritual Points tally; add 1 to that tally each time a unit from your army completes the following psychic action during the battle:

Warp Ritual (Psychic Action – Warp Charge 3): One **PSYKER CHARACTER** unit from your army can attempt to perform this psychic action in your Psychic phase if it is within 6" of the centre of the battlefield.

At the end of the battle, score 3 victory points if your Ritual Points tally is 1, score 7 victory points if your tally is 2, or score 12 victory points if your tally is 3 or more.

PSYCHIC INTERROGATION

Progressive Objective

Your psykers must use their mental powers to delve into the minds of the enemy leaders and discover their battle plans.

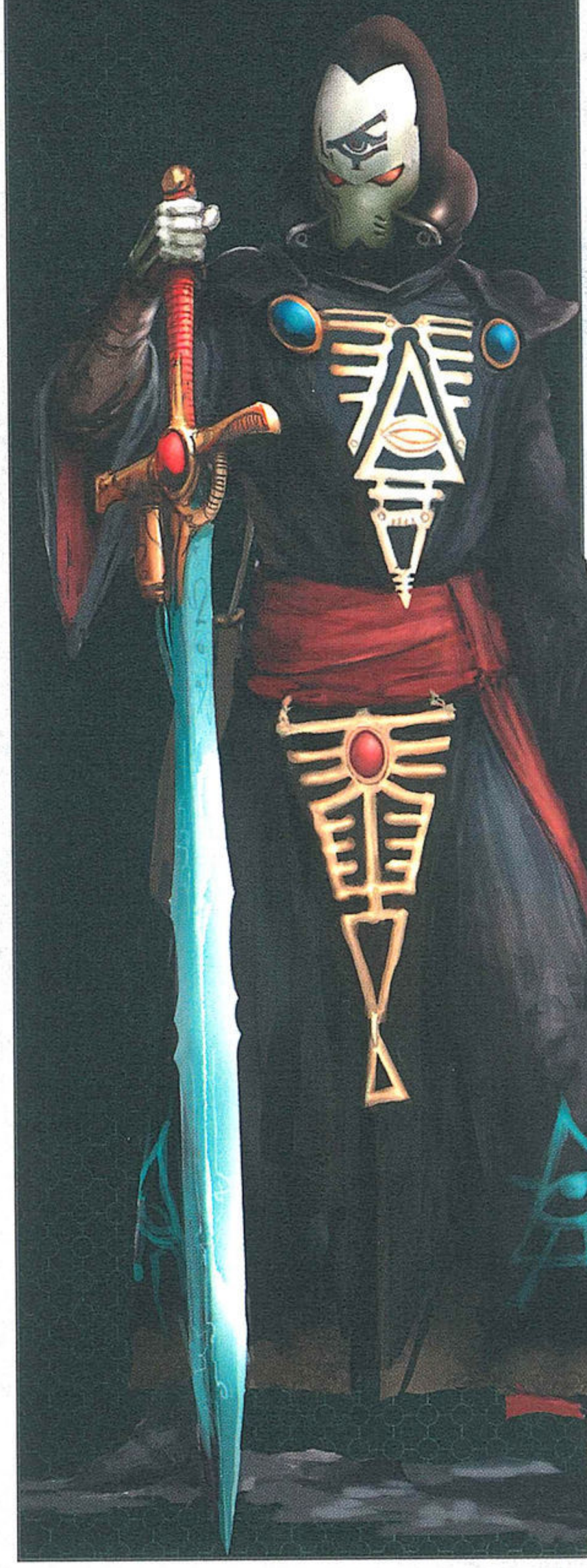
Score 3 victory points each time you successfully complete the following psychic action:

Psychic Interrogation (Psychic Action – Warp Charge 4): One **PSYKER CHARACTER** unit from your army can attempt to perform this psychic action in your Psychic phase if it is within 24" of any enemy **CHARACTER** units.

In addition, if the result of the Psychic test is equal to or greater than the Leadership characteristic of any enemy **CHARACTER** models within 24" of the **PSYKER** unit that completed this psychic action, you gain 1 Command point at the end of the phase.

FACTION SECONDARIES

- **GREY KNIGHTS**
  Purifying Ritual (pg 32)
- **THOUSAND SONS**
  Mutate Landscape (pg 41)
- **ASURYANI**
  Scry Futures (pg 46)
- **HARLEQUINS**
  Weave Veil (pg 48)



BATTLEFIELD SUPREMACY

BEHIND ENEMY LINES

Progressive Objective

Dispatch a spearhead to break through the enemy's defences and cut off their routes of escape.

Score 2 victory points at the end of your turn if one unit from your army (excluding **AIRCRAFT** units) is wholly within your opponent's deployment zone. Score 4 victory points at the end of your turn instead if two or more units from your army (excluding **AIRCRAFT** units) are wholly within your opponent's deployment zone.

ENGAGE ON ALL FRONTS

Progressive Objective

No part of the battlefield can be left unchallenged.

Score 2 victory points at the end of your turn if you have one or more qualifying units (see below) from your army wholly within three different table quarters, and those units are all more than 6" away from any other table quarter. Score 3 victory points instead if you have one or more qualifying units from your army wholly within each table quarter, and those units are all more than 6" away from any other table quarter. A qualifying unit is one that has a Starting Strength of 3 or more models, or one that contains 1 or more **VEHICLE** or **MONSTER** models (excluding **AIRCRAFT** models).

FACTION SECONDARIES

- **ADEPTUS ASTARTES**
  Shock Tactics (pg 17)
- **ADEPTUS ASTARTES (BLACK TEMPLARS)**
  Allow Not the Worship of Unclean Idols (pg 18)
- **ADEPTUS ASTARTES (BLOOD ANGELS)**
  Relentless Assault (pg 19)
- **ADEPTUS ASTARTES (DARK ANGELS)**
  Stubborn Defiance (pg 20)
- **ADEPTUS ASTARTES (DEATHWATCH)**
  The Long Vigil (pg 21)
- **ADEPTUS ASTARTES (SPACE WOLVES)**
  Warrior Pride (pg 24)
- **ADEPTA SORORITAS**
  Defend the Shrine (pg 26)
- **ADEPTUS CUSTODES**
  Stand Vigil (pg 27)
- **ADEPTUS MECHANICUS**
  Uncharted Sequencing (pg 28)
  Hidden Archeovault (pg 28)
- **ASTRA MILITARUM**
  Boots on the Ground (pg 29)
- **IMPERIAL KNIGHTS**
  Yield No Ground (pg 30)
- **DEATH GUARD**
  Despoiled Ground (pg 40)
- **CHAOS KNIGHTS**
  Ruthless Tyranny (pg 42)
- **CHAOS DAEMONS**
  Reality Rebels (pg 44)
- **ASURYANI**
  The Hidden Path (pg 46)
- **DRUKHARI**
  Herd the Prey (pg 47)
- **HARLEQUINS**
  Take Your Places (pg 48)
- **GENESTEALER CULTS**
  Broodswarm (pg 50)
- **NECRONS**
  Purge the Vermin (pg 51)
- **ORKS**
  Green Tide (pg 52)
- **T'AU EMPIRE**
  Decisive Action (pg 53)

SHADOW OPERATIONS

RAISE THE BANNERS HIGH

Progressive and End Game Objective

Claim the battlefield and display your colours high so that the enemy is in no doubt as to their defeat.

If you select this objective, units from your army can attempt the following action:

Raise Banners (Action): One or more **INFANTRY** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be within range of a different objective marker you control and that does not have one of your banners raised on it (see below). The action is completed at the end of your turn. If completed, that objective marker is said to have one of your army's banners raised on it (the banner is 'removed' if your opponent controls the objective marker at the start of any Command phase).

Score 1 victory point at the end of each of your Command phases, and 1 victory point at the end of the battle, for each objective marker on the battlefield that has one of your banners raised on it.

RETRIEVE NEPHILIM DATA

End Game Objective

Several servo-skulls containing vital data have been lost within this region. Locate and retrieve these at all cost.

If you select this objective, keep a Retrieved Data tally. In addition, units from your army can attempt the following action:

Retrieve Data (Action): One **INFANTRY** or **BIKER** unit from your army can start to perform this action at the end of your Movement phase if it is wholly within a table quarter that has not had a servo-skull retrieved by your army (see below) and it is more than 6" away from any other table quarter. This action is completed at the end of your turn provided the unit performing it is still within the same table quarter. If completed, roll one D6, subtracting 1 from the result if the unit that completed the action has the Troops Battlefield Role: if the result is less than or equal to the number of models currently in that unit, that table quarter is said to have had a servo-skull retrieved by your army and you add 1 to your Retrieved Data tally.

At the end of the battle, score 4 victory points if your Retrieved Data tally is 2, score 8 victory points if your tally is 3, or score 12 victory points if your tally is 4.

FACTION SECONDARIES

- **ADEPTUS ASTARTES (DEATHWATCH)**
  Cripple Stronghold (pg 21)
- **ADEPTUS ASTARTES (IMPERIAL FISTS)**
  Bolster Barricades (pg 22)
- **ADEPTUS ASTARTES (RAVEN GUARD)**
  Secure or Sabotage (pg 23)
- **ADEPTUS ASTARTES (ULTRAMARINES)**
  We March for Macragge (pg 25)
- **ADEPTA SORORITAS**
  Sacred Grounds (pg 26)
- **ASTRA MILITARUM**
  Special Orders (pg 29)
- **IMPERIAL KNIGHTS**
  Renew the Oaths (pg 30)
- **TRAITORIS ASTARTES**
  For the Dark Gods (pg 34)
- **TRAITORIS ASTARTES (ALPHA LEGION)**
  Infiltrate and Subvert (pg 35)
- **TRAITORIS ASTARTES (BLACK LEGION)**
  Despoil Dominions (pg 35)
- **TRAITORIS ASTARTES (IRON WARRIORS)**
  Masters of Demolition (pg 37)
- **TRAITORIS ASTARTES (RED CORSAIRS)**
  Raid and Reave (pg 38)
- **TRAITORIS ASTARTES (WORD BEARERS)**
  Exalt the Dark Gods (pg 38)
- **DEATH GUARD**
  Spread the Sickness (pg 40)
- **THOUSAND SONS**
  Burn Empires (pg 41)
- **CHAOS KNIGHTS**
  Storm of Darkness (pg 42)
- **CHAOS DAEMONS**
  Despoilers of Reality (pg 44)
- **ASURYANI**
  Scout the Enemy (pg 46)
- **TYRANIDS HIVE TENDRIL**
  Spore Nodes (pg 49)
- **GENESTEALER CULTS**
  Sabotage Critical Location (pg 50)
- **NECRONS**
  Ancient Machineries (pg 51)
- **ORKS**
  Get da Good Bitz (pg 52)
- **T'AU EMPIRE**
  Aerospace Targeting Relays (pg 53)



FORCES OF THE IMPERIUM

'The Imperium! How mighty its aspect! How far reaching its boundaries! As one world dies, ten more are brought into the fold. Fear us, for we count the lives of planets, not men!'

- Cardinal Morius Blate, Ecclesiarch Primus



ADEPTUS ASTARTES

PURGE THE ENEMY

CODEX WARFARE

End Game Objective

The Codex Astartes has proven its worth as a superb treatise on warfare over countless battlefields, and has remained so even after ten thousand years. Many Space Marines hold its teachings in awe, following its guidance in all ways, trusting in its ability to give them victory. Their belief has been rewarded on battlefield after battlefield.

At the end of the battle, score victory points as follows:

- Score 2 victory points (to a maximum of 5 victory points) for each enemy unit that was destroyed as the result of an attack made with a Heavy or Grenade weapon by an **ADEPTUS ASTARTES** unit from your army while the Devastator Doctrine was active for your army.
- Score 1 victory point (to a maximum of 5 victory points) for each enemy unit that was destroyed as the result of an attack made with a Rapid Fire or Assault weapon by an **ADEPTUS ASTARTES** unit from your army while the Tactical Doctrine was active for your army.
- Score 1 victory point (to a maximum of 5 victory points) for each enemy unit that was destroyed as the result of an attack made with a Pistol or Melee weapon by an **ADEPTUS ASTARTES** unit from your army while the Assault Doctrine was active for your army.

BATTLEFIELD SUPREMACY

SHOCK TACTICS

Progressive Objective

The Space Marines are the Emperor's finest shock troops, striking at the foe before they can react or even know they are under threat. In their lightning assaults, Space Marines smash aside the enemy, slaughtering them without mercy, to achieve their goals.

At the end of your turn, score 3 victory points if you control one or more objective markers that were controlled by your opponent at the start of that turn, and an **ADEPTUS ASTARTES** unit from your army is within range of that objective marker.

NO MERCY, NO RESPITE

OATHS OF MOMENT

Progressive Objective

Before battle, Space Marines take all manner of oaths. They swear to never falter, to never give up, to never yield and to fight until their last breath. Made before their battle-brothers, commanders and Chaplains, the Space Marines take fewer things more seriously.

At the end of the battle round, score victory points for achieving the following three Oaths:

- **Oath of Valour:** Score 1 victory point if any **CHARACTER**, **VEHICLE** or **MONSTER** unit was destroyed by an **ADEPTUS ASTARTES** unit from your army this battle round.
- **Oath of Honour:** Score 1 victory point provided no **ADEPTUS ASTARTES** units from your army failed a Morale test this battle round, and no **ADEPTUS ASTARTES** units from your army Fell Back this battle round.
- **Oath of Duty:** Score 1 victory point if an **ADEPTUS ASTARTES CORE** or **ADEPTUS ASTARTES CHARACTER** unit from your army is wholly within 6" of the centre of the battlefield.

PURGE THE ENEMY

BATHE YOUR BLADE IN THE BLOOD OF THE FOE

End Game Objective

The cankerous presence of the unclean must be scoured. Honour demands that their heretical influence be struck down in single combat.

If you select this objective, during the Resolve Pre-battle Abilities step of the mission, select one **BLACK TEMPLARS CHARACTER** model from your army to issue the challenge, then select one **CHARACTER** model from your opponent's army to accept the challenge. Score 5 victory points at the end of the battle for each of the following conditions that have been satisfied:

- The model that accepted the challenge is destroyed.
- The model that accepted the challenge was destroyed as the result of a melee attack.
- The model that accepted the challenge was destroyed as the result of an attack made by the model that issued the challenge.

If the model that accepted the challenge is a Strategic Reserve or Reinforcement unit and is destroyed as a result of not arriving on the battlefield, all of the above conditions are considered to have been satisfied.

If all three of these conditions are satisfied during the battle, you immediately gain 1 Command point.

BATTLEFIELD SUPREMACY

ALLOW NOT THE WORSHIP OF UNCLEAN IDOLS

Progressive Objective

The enemy holds great veneration for various artefacts on this battlefield. Let us not permit them to engage in such idolatry.

At the end of your turn, score 2 victory points for each objective marker you control that was controlled by your opponent at the start of that turn, and that has a **BLACK TEMPLARS CORE** or **BLACK TEMPLARS CHAPLAIN** unit from your army within range of it.

NO MERCY, NO RESPITE

CARRY OUT YOUR VOWS

Progressive and End Game Objective

We have sworn inviolable oaths before the immortal Emperor. Ensure they are carried out in his name.

You can select this secondary objective if you have selected any Templar Vows (see *Codex Supplement: Black Templars*). This objective consists of a Progressive component and an End Game component. For the purposes of the End Game component, you can only score victory points that apply for the Templar Vow you selected at the end of the Read Mission Briefing step, and not for any other vows you selected during the battle.

Progressive Component

At the end of the battle round, score 4 victory points if the number of enemy units destroyed by melee attacks made by **BLACK TEMPLARS** units from your army this battle round is greater than the number of **BLACK TEMPLARS** units from your army destroyed this battle round. You can score a maximum of 12 victory points per battle from this component.

End Game Component

At the end of the battle, score 3 victory points if any of the following conditions are satisfied:

- You selected the Suffer Not the Unclean to Live vow before the battle, and the enemy **WARLORD** was destroyed by a melee attack made by a **BLACK TEMPLARS CHARACTER** unit from your army during the battle.
- You selected the Uphold the Honour of the Emperor vow before the battle, and a **BLACK TEMPLARS INFANTRY** unit (excluding **CHARACTER** units) from your army that is not below Half-strength is in your opponent's deployment zone at the end of the battle.
- You selected the Abhor the Witch, Destroy the Witch vow before the battle, and one or more enemy **PSYKER CHARACTER** units were destroyed by a **BLACK TEMPLARS** unit from your army during the battle.
- You selected the Accept Any Challenge, No Matter the Odds vow before the battle, and an enemy unit with a Starting Strength of 20 or more models or an enemy model with a Wounds characteristic of 20 or more was destroyed by a **BLACK TEMPLARS** unit from your army during the battle.

BLOOD ANGELS CHAPTER

PURGE THE ENEMY

BLADE OF SANGUINIUS

End Game Objective

Sanguinius would often soar above the battlefield on his angelic wings before plunging down to eliminate enemy commanders in single combat. In the millennia since his death, many Blood Angels heroes have taken on this role.

If you select this objective, during the Resolve Pre-battle Abilities step of the mission, select one **BLOOD ANGELS CHARACTER** model from your army to issue the challenge, then select one **CHARACTER** model from your opponent's army to accept the challenge. Score 5 victory points at the end of the battle for each of the following conditions that have been satisfied:

- The model that accepted the challenge is destroyed.
- The model that accepted the challenge was destroyed as the result of a melee attack.
- The model that accepted the challenge was destroyed as the result of an attack made by the model that issued the challenge.

If the model that accepted the challenge is a Strategic Reserve or Reinforcement unit and is destroyed as a result of not arriving on the battlefield, all of the above conditions are considered to have been satisfied. If all three of these conditions are satisfied during the battle, your opponent immediately loses 1 Command point (to a minimum of 0).

BATTLEFIELD SUPREMACY

RELENTLESS ASSAULT

Progressive Objective

The Blood Angels are loathe to resort to defensive strategies, preferring to take the fight to the foe by way of decisive strikes into the heart of the opposition's lines. To the Blood Angels, enemy territory must be taken and held, the opponent left with nowhere to hide.

At the end of your turn, score 4 victory points if there are more **BLOOD ANGELS** units from your army in your opponent's deployment zone than there are enemy units in your deployment zone.

NO MERCY, NO RESPITE

FURY OF THE LOST

Progressive Objective

The warriors of the Death Company are forsaken, their lives given up in explosions of violence, slaying as many of the foe as possible before their inevitable demise at the heart of the enemy force.

At the end of the battle round:

- Score 3 victory points if one enemy unit was destroyed by a **DEATH COMPANY** unit from your army this battle round. Score 4 victory points instead if two or more enemy units were destroyed by **DEATH COMPANY** units from your army this battle round.
- Score 1 additional victory point if one or more **DEATH COMPANY** units from your army were destroyed by enemy units this battle round.

DEATH FROM ABOVE

Progressive Objective

The Blood Angels descend from on high like the angels of myth, landing in the midst of the foe and laying waste to enemy armies with bolter and blade. These deadly interventions ensure not even the opposition's commanders can find safe haven from their wrath.

- At the end of your turn, score 3 victory points if any enemy units were destroyed by a **BLOOD ANGELS** unit from your army that was set up on the battlefield in the Reinforcements step of any of your Movement phases during the battle.
- If any of those enemy units were destroyed in the same turn in which that **BLOOD ANGELS** unit was set up, score 1 additional victory point.
- If any of those enemy units were **CHARACTER** units, score 1 additional victory point.

DARK ANGELS CHAPTER

PURGE THE ENEMY

MARTIAL INTERDICTION

End Game Objective

The Dark Angels have waged entire wars to secure individuals who might have some knowledge as to the whereabouts of some of the Fallen, or who may have somehow acquired a fragment of knowledge of the Dark Angels' secrets. They prosecute these actions with incredible fervour, the consequences should they fail often too terrible to contemplate, the rewards of victory great indeed.

If you select this objective, during the Resolve Pre-battle Abilities step of the mission, select one **CHARACTER** model from your opponent's army. At the end of the battle, score victory points as follows:

- Score 3 victory points if the selected enemy model is destroyed.
- Score 3 additional victory points if the selected enemy model was destroyed by a melee attack made by a **DARK ANGELS** model from your army.
- Score 3 additional victory points if the selected enemy model was destroyed by a melee attack made by an **INNER CIRCLE** or **DEATHWING** model from your army.
- Score 6 additional victory points if the unit of the **DARK ANGELS** model that destroyed the selected enemy model has not itself been destroyed.

NO MERCY, NO RESPITE

DEATH ON THE WIND

Progressive Objective

The Ravenwing never give warning of their assaults, striking at breakneck speed to inflict as much damage as possible before the enemy can react. Every warrior of the Ravenwing has spent countless hours drilling in the precise art of firing weapons or wielding swords and hammers on the move.

Score 2 victory points each time an enemy unit is destroyed by a **RAVENWING** model from your army that moved 12" or more during the Movement phase of that turn, or made a charge move that turn.

BATTLEFIELD SUPREMACY

STUBBORN DEFIANCE

Progressive Objective

Few Space Marines are as renowned for their stubborn refusal to give ground as the Dark Angels. Such has been their way since time immemorial, a tradition handed down from the knights of old Caliban, who faced down the monstrous beasts that once dominated their world. Such a history was imbued in the Dark Angels by their Primarch, and the determination of their leadership to earn absolution in the millennia that have followed has only added to the Chapter's reputation for indomitability.

In your first Command phase, select one objective marker that is not within your deployment zone. At the end of each of your Command phases, if you control that objective marker and a **DARK ANGELS** unit from your army with the Objective Secured ability is within range of it, score a number of victory points based on the consecutive number of your Command phases you have controlled that objective marker for and had that unit within range of it, as follows:

STUBBORN DEFIANCE

CONSECUTIVE NUMBER OF YOUR COMMAND PHASES	VICTORY POINTS
1	1
2	2
3	3
4	4
5	5

Example: *At the end of your third Command phase, if you have controlled the selected objective marker for three of your Command phases consecutively, and the same* **DARK ANGELS** *unit with the Objective Secured ability was within range of that objective marker at the end of each of those Command phases, you will score 3 victory points from this secondary objective.*

DEATHWATCH CHAPTER

PURGE THE ENEMY

CULL ORDER

End Game Objective

Sometimes the subtlety and finesse of a blade slid between alien ribs must be supplemented by discriminative but far wider extermination protocols. Target priorities switch in an instant as specific segments of the enemy hierarchy are methodically eliminated.

If you select this objective, during the Resolve Pre-battle Abilities step of the mission, select three Battlefield Roles (HQ, Troops, etc.) from the units in your opponent's army. If your opponent's army does not include at least three units with different Battlefield Roles, select as many Battlefield Roles as possible.

At the end of the battle, for each Battlefield Role that was selected, score 4 victory points if every enemy unit in your opponent's army with that Battlefield Role has been destroyed.

BATTLEFIELD SUPREMACY

THE LONG VIGIL

Progressive Objective

The Deathwatch stand sentinel over some of the most heavily infested and dangerous stretches of the Imperium. They have guarded these sites for millennia against horrors uncounted. Their vow to stand firm is at the heart of their vigil and they will see their enemies dead before they give it up.

At the start of your Command phase, score 4 victory points if there are no enemy units (excluding **AIRCRAFT** units) wholly within your deployment zone and there is at least one **DEATHWATCH** unit (excluding **AIRCRAFT** units) from your army wholly within your deployment zone. You cannot score this secondary objective during the first battle round.

SHADOW OPERATIONS

CRIPPLE STRONGHOLD

Progressive Objective

The Deathwatch do not just slay, they painstakingly disassemble every asset of their enemies. Infrastructure is sabotaged, brood dens are torched and the creatures' every means of propagation, proselytism and survival is sundered, decontaminated and wiped from existence.

If you select this objective, during the Resolve Pre-battle Abilities step of the mission, your opponent must select one objective marker on the battlefield not within their deployment zone to be the Stronghold objective marker (if the only objective marker on the battlefield is in the enemy's deployment zone, then this must be the Stronghold objective marker).

If you select this objective, **DEATHWATCH INFANTRY** units from your army can attempt the following action:

Cripple Stronghold (Action): One **DEATHWATCH INFANTRY** unit from your army can start to perform this action at the end of your Movement phase if it is within range of the Stronghold objective marker and you control that objective marker. This action is completed at the end of your turn provided the unit performing the action is still within range of the same objective marker.

Each time a unit from your army completes this action, score 4 victory points and roll one D6: on a 6, your opponent loses 1 Command point (to a minimum of 0).

NO MERCY, NO RESPITE

SUFFER NOT THE ALIEN

Progressive Objective

Every tool at their disposal, every scrap of hard-won knowledge, is sharpened upon the whetstone of the Deathwatch's hatred of the alien. They will not rest until the galaxy is free from the xenos' stench.

Score 1 victory point each time an enemy **TYRANIDS**, **AELDARI**, **ORKS**, **NECRONS** or **T'AU EMPIRE** unit is destroyed by a **DEATHWATCH** unit from your army.

IMPERIAL FISTS CHAPTER

SHADOW OPERATIONS

BOLSTER BARRICADES

Progressive Objective

Each warrior of the Imperial Fists is adept at assessing battlefield debris at a glance and finding suitable pieces to drag together into makeshift barricades. Upon taking a position of importance, these defensive maestros will quickly fortify their position with nearby materials, creating an impregnable beachhead to strike onwards from.

If you select this objective, **IMPERIAL FISTS** units from your army can attempt the following action:

Bolster Barricades (Action): One **IMPERIAL FISTS CORE INFANTRY** unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker you control that has not been barricaded by your army (see below). The action is completed at the start of your next Command phase or at the end of the battle (whichever comes first), provided the unit performing it is still within range of the same objective marker. If completed, that objective marker is said to have been barricaded by your army.

Each time a unit from your army completes this action:

- If the objective marker that was barricaded by that action was within your deployment zone, score 1 victory point.
- If the objective marker that was barricaded by that action was not within either player's deployment zone, score 4 victory points.
- Until the end of the battle, each time an enemy unit makes an attack that targets an **IMPERIAL FISTS INFANTRY** unit from your army that is wholly within 6" of an objective marker that has been barricaded by your army, that unit receives the benefits of Light Cover and Heavy Cover against that attack.

IRON HANDS CHAPTER

NO MERCY, NO RESPITE

COLD FURY

Progressive Objective

The honoured ancients and machine spirits have been roused to war – let the enemy feel their wrath.

At the end of your turn, score 1 victory point for each of the following conditions you satisfy (for a maximum of 4 victory points):

- One or more **IRON HANDS VEHICLE** units (excluding **AIRCRAFT** units) from your army are wholly within your opponent's deployment zone.
- One or more **IRON HANDS VEHICLE** units (excluding **AIRCRAFT** units) from your army are wholly within 6" of the centre of the battlefield.
- One or more enemy units were destroyed by ranged attacks made by **IRON HANDS VEHICLE** units from your army this turn.
- One or more enemy units were destroyed by melee attacks made by **IRON HANDS VEHICLE** units from your army this turn.

RAVEN GUARD CHAPTER

SHADOW OPERATIONS

SECURE OR SABOTAGE

End Game Objective

The enemy are in possession of ammo caches, comms relays and fuel stores. Secure these if you can, or rip them from the foe's grasp if not.

If you select this objective, **RAVEN GUARD** units from your army can attempt the following action:

Plant Explosives (Action): One or more **RAVEN GUARD CORE INFANTRY** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be within range of a different objective marker you control that does not have explosives planted on it by your army (see below). The action is completed at the end of your turn. If completed, that objective marker is said to have explosives planted on it by your army.

At the end of any player's turn, for each objective marker that has explosives planted on it by your army, if that objective marker is controlled by your opponent, you can perform a controlled explosion with it. If you do so, that objective marker is no longer said to have explosives planted on it by your army, and for each unit within range of that objective marker roll one D6: on a 2+, that unit suffers 3 mortal wounds. You cannot perform a controlled explosion with an objective marker in the same turn it had explosives planted on it by your army.

At the end of the battle, score 3 victory points for each objective marker that still has explosives planted on it by your army.

SALAMANDERS CHAPTER

NO MERCY, NO RESPITE

THE PROMETHEAN CREED

Progressive Objective

The Salamanders' tenets of battle utilise an unbreakable anvil of resilient troops to absorb the fury of the foe before several decisive hammer blow counter-attacks sweep the stymied enemy away and burn them to ash.

In your first Command phase, select one objective marker that is not within your deployment zone.

- At the end of each of your Command phases, if you control that objective marker and a **SALAMANDERS CORE INFANTRY** unit from your army is within range of it, score 2 victory points.
- Each time an enemy unit is selected to shoot or fight, if it selects a **SALAMANDERS INFANTRY** unit from your army that is within range of that objective marker as the target of one or more of its attacks, but it does not destroy that unit as a result of those attacks, score 1 victory point (to a maximum of 3 victory points per turn).
- At the end of each player's turn, if one or more enemy units were destroyed by attacks made by a **SALAMANDERS INFANTRY** unit from your army that turn while that **SALAMANDERS INFANTRY** unit was within range of that objective marker, score 1 victory point (score 2 victory points instead if one or more models in any of those destroyed units were destroyed as a result of attacks made with flame or melta weapons that turn).

SPACE WOLVES CHAPTER

PURGE THE ENEMY

HEROIC CHALLENGE

End Game Objective

The greatest champions among the sons of Russ must take the fight to the enemy, leading by example to inspire their warriors by upholding the honour of their Chapter.

If you select this objective, during the Resolve Pre-battle Abilities step of the mission, select one **SPACE WOLVES CHARACTER** model from your army to issue the challenge, then select one **CHARACTER** model from your opponent's army to accept the challenge. Score 5 victory points at the end of the battle for each of the following conditions that have been satisfied:

- The model that accepted the challenge is destroyed.
- The model that accepted the challenge was destroyed as the result of a melee attack.
- The model that accepted the challenge was destroyed as the result of an attack made by the model that issued the challenge.

If the model that accepted the challenge is a Strategic Reserve or Reinforcement unit and is destroyed as a result of not arriving on the battlefield, all of the above conditions are considered to have been satisfied. If all three of these conditions are satisfied during the battle, you immediately gain 1 Command point.

GLORY KILLS

Progressive Objective

The sagas of the Space Wolves are replete with legendary deeds of heroic battle-brothers slaying dark conquerors and vile monstrosities, and every warrior seeks to do likewise.

At the end of the battle round, score victory points as follows (for a maximum of 5 victory points):

- Score 2 victory points if any **CHARACTER** units were destroyed by a **SPACE WOLVES** unit from your army this battle round. If no **CHARACTER** units were destroyed, but a **CHARACTER** unit suffered 1 or more wounds as the result of attacks made by **SPACE WOLVES** units from your army this battle round, score 1 victory point instead.
- Score 3 victory points if any **MONSTER** or **VEHICLE** units were destroyed by a **SPACE WOLVES** unit from your army this battle round. If no **MONSTER** or **VEHICLE** units were destroyed, but a **MONSTER** or **VEHICLE** unit suffered 1 or more wounds as a result of attacks made by **SPACE WOLVES** units from your army this battle round, score 1 victory point instead.

A **CHARACTER MONSTER** or **CHARACTER VEHICLE** unit counts towards both parts of this objective. For example, if a **SPACE WOLVES** unit from your army destroyed a **CHARACTER MONSTER** unit, you would score 5 victory points as a result.

BATTLEFIELD SUPREMACY

WARRIOR PRIDE

Progressive Objective

No one pack will long lead the hunt alone, for fierce pride ensures the Space Wolves compete for glory.

At the end of your turn, score 3 victory points if two or more **SPACE WOLVES** units from your army are within Engagement Range of any enemy units or completed a charge move this turn, and neither of those units are within your deployment zone.

NO MERCY, NO RESPITE

A MIGHTY SAGA

Progressive Objective

The commanders of the Space Wolves are cunning strategists and savage combatants of exceptional skill, and prove it in every battle.

At the end of the battle round, score 2 victory points for each of the following achieved by your **SPACE WOLVES WARLORD** (to a maximum of 5 victory points per battle round):

- An enemy **CHARACTER**, **MONSTER** or **VEHICLE** unit lost any wounds as the result of a melee attack made by your **WARLORD** this battle round.
- 5 or more models were destroyed as the result of attacks made by your **WARLORD** this battle round.
- An enemy unit was destroyed as the result of an attack made by your **WARLORD** this battle round.
- Your **WARLORD** is within range of an objective marker you control that is not within your deployment zone.

ULTRAMARINES CHAPTER

SHADOW OPERATIONS

WE MARCH FOR MACRAGGE

Progressive Objective

With discipline and training the dauntless sons of Guilliman will execute while they still draw breath. They know a victory can be won by inches or taken in great strides, and so they march to meet the foe no matter the odds, determined to claim the battlefield in the name of Macragge or die in the attempt.

If you select this objective, **ULTRAMARINES CORE INFANTRY** units from your army can attempt the following action:

Claimed for Macragge (Action): One or more **ULTRAMARINES CORE INFANTRY** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be within range of a different objective marker you control that is not within your deployment zone and has not been claimed for Macragge by your army. The action is completed at the start of your next Command phase or at the end of the battle (whichever comes first). If completed, that objective marker is said to have been claimed for Macragge by your army.

Score 4 victory points each time a unit from your army completes this action.

WHITE SCARS CHAPTER

PURGE THE ENEMY

LIGHTNING STRIKE

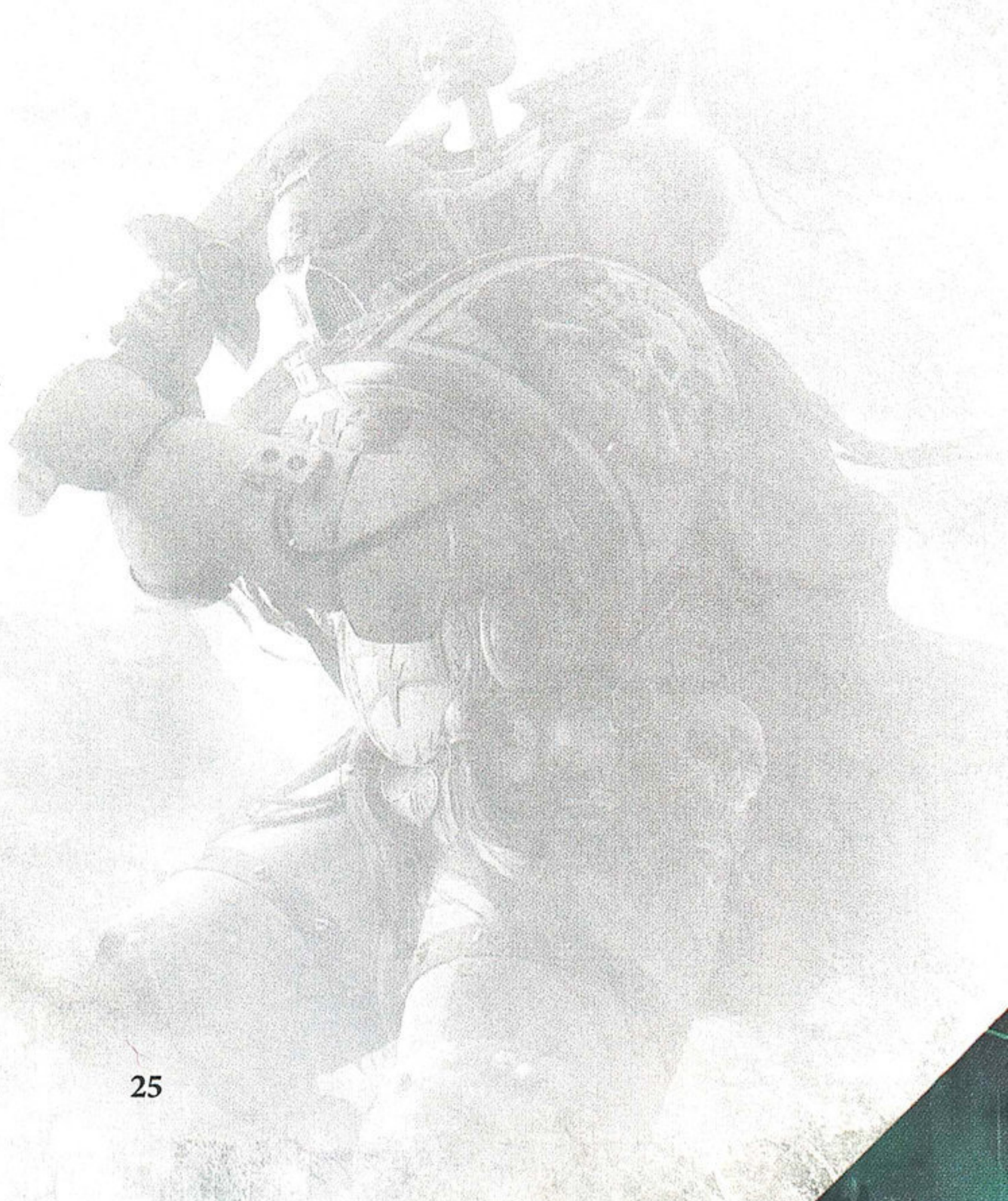
Progressive Objective

To slay with a single blow is the mark of a true hunter, and so the White Scars appear from nowhere, a blur of ivory armour and flashing blades, before they are gone, leaving only their headless foes in their wake.

At the end of your turn:

- Score 3 victory points for each enemy **CHARACTER** or **MONSTER** unit that was destroyed by a melee attack made by a **WHITE SCARS** unit from your army that made a charge move this turn.
- Score 1 victory point for each other enemy unit that was destroyed by a melee attack made by a **WHITE SCARS** unit from your army that made a charge move this turn.
- Score 1 victory point for each enemy unit that was destroyed by a ranged attack made by a **WHITE SCARS** unit from your army that Advanced this turn.

You can score a maximum of 5 victory points per battle round from this secondary objective.



ADEPTA SORORITAS

PURGE THE ENEMY

SLAY THE HERETIC

Progressive Objective

The enemy oppose the Emperor. Show them the error of their blasphemous ways with bolter, flamer and melta.

At the end of the battle round:

- Score 1 victory point for each enemy unit destroyed by an attack made with a bolt weapon (see *Codex: Adepta Sororitas*) by an **ADEPTUS MINISTORUM** unit from your army (to a maximum of 5 victory points per battle).
- Score 1 victory point for each enemy unit destroyed by an attack made with a flame weapon (see *Codex: Adepta Sororitas*) by an **ADEPTUS MINISTORUM** unit from your army (to a maximum of 5 victory points per battle).
- Score 1 victory point for each enemy unit destroyed by an attack made with a melta weapon (see *Codex: Adepta Sororitas*) by an **ADEPTUS MINISTORUM** unit from your army (to a maximum of 5 victory points per battle).

BATTLEFIELD SUPREMACY

DEFEND THE SHRINE

Progressive and End Game Objective

The location of a sacred shrine has been identified. Defend this holy tribute lest it be desecrated by the enemy.

If you select this objective, during the Resolve Pre-battle Abilities step of the mission, select one objective marker on the battlefield not in your deployment zone to be the Sacred Shrine objective marker (if the only objective marker on the battlefield is in your deployment zone, then this must be the Sacred Shrine objective marker).

- At the end of your turn, score 3 victory points if you control the Sacred Shrine objective marker and an **ADEPTUS MINISTORUM** unit from your army is within range of that objective marker.
- At the end of the battle, if your opponent controls the Sacred Shrine objective marker, reduce the number of victory points you have scored from this secondary objective by 3 (to a minimum of 0).

SHADOW OPERATIONS

SACRED GROUNDS

Progressive Objective

Reclaim the Emperor's dominion and consecrate it.

If you select this objective, units from your army can attempt the following action:

Sacred Grounds (Action): One or more **ADEPTA SORORITAS INFANTRY** or **CULT IMPERIALIS PRIEST** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be within range of a different objective marker you control that has not been consecrated by your army (see below). The action is completed at the start of your next Command phase or at the end of the battle (whichever comes first). If completed, that objective marker is said to have been consecrated by your army, and until the end of the battle, that objective marker gains the Inspiring (**ADEPTUS MINISTORUM**) terrain trait (it is not considered to be a terrain feature for any other rules purposes).

Each time a unit from your army completes this action, if the objective marker that was consecrated by that action is wholly within your deployment zone, score 1 victory point; otherwise, score 5 victory points.

NO MERCY, NO RESPITE

A LEAP OF FAITH

Progressive Objective

Faith alone can overturn the universe.

At the end of each player's turn, if two Acts of Faith (see *Codex: Adepta Sororitas*) were performed by **ADEPTA SORORITAS** units from your army that turn, score 1 victory point if it is your turn, or 2 victory points if it is your opponent's turn. If three or more Acts of Faith were performed by **ADEPTA SORORITAS** units from your army that turn, score 1 additional victory point. Note that Acts of Faith performed due to Cherub dice bestowed by incensor cherubs do not count towards this secondary objective. You can score a maximum of 12 victory points from this secondary objective per battle.

ADEPTUS CUSTODES

PURGE THE ENEMY

AURIC MORTALIS

End Game Objective

When the very worst of the galaxy's abominations take to the battlefield, the Adeptus Custodes step forward to send them back into the abyss.

If you select this objective, during the Resolve Pre-battle Abilities step of the mission, select one **PRIMARCH** or **SUPREME COMMANDER** unit from your opponent's army to be marked for death (see below). If no such unit exists, select the unit from your opponent's army with the highest points value (excluding **AIRCRAFT** units) to be marked for death. If two or more units are tied, you choose between them. A unit's points value includes the points of all weapons, wargear and upgrades it has.

At the end of the battle, score victory points as follows:

- Score 5 victory points if the unit you selected to be marked for death is destroyed.
- Score 5 victory points if the unit you selected to be marked for death was destroyed as a result of a melee attack made by an **ADEPTUS CUSTODES** or **ANATHEMA PSYKANA** unit from your army.
- Score 5 victory points if both of the above are true and the unit you selected to be marked for death was not within your deployment zone when it was destroyed.

NO MERCY, NO RESPITE

MIGHT OF TERRA

Progressive Objective

The power of Terra is displayed when the Emperor's most loyal warriors emerge from an enemy's attack unscathed, and cut down their foes in response.

At the end of the battle round, score 4 victory points if one or more enemy units were destroyed this battle round by an **ADEPTUS CUSTODES** unit from your army and no **ADEPTUS CUSTODES** units from your army were destroyed this battle round.

BATTLEFIELD SUPREMACY

STAND VIGIL

Progressive Objective

The Adeptus Custodes are vigilance incarnate – unwavering sentinels that stand guard over the Master of Mankind and his realm.

At the end of the battle round, score 3 victory points if you control more objective markers that are not within either player's deployment zone than your opponent does.



ADEPTUS MECHANICUS

PURGE THE ENEMY

ACCRETION OF KNOWLEDGE

End Game Objective

In the holy Quest for Knowledge that underpins the Adeptus Mechanicus' obsessive tendencies, the more powerful or esoteric the source of information the better. Ancient artefacts and destructive engines are zealously sought, and the enemy's greatest champions often hold secrets they would selfishly keep to themselves. It is time they learned that nothing is beyond the reach of the Machine Cult.

At the end of the battle, score 3 victory points for each enemy model that is destroyed that meets one or more of the following criteria:

- The model has a Warlord Trait.
- The model has a Relic.
- The model has the **VEHICLE** keyword and a Wounds characteristic of 14 or more.

Models that were not destroyed by **ADEPTUS MECHANICUS** models from your army do not count towards this secondary objective.

NO MERCY, NO RESPITE

ERADICATION OF FLESH

Progressive Objective

A glorious utopia is within your grasp – the Time of the Machine is at hand! Cast down the worthless heretics who have strayed from the Omnissiah's enlightenment. Let all feel the excoriating fire of the Motive Force, and may the sacred engines of destruction crunch over their weak bones without impediment.

At the end of the battle round, score 3 victory points if more enemy units were destroyed by **ADEPTUS MECHANICUS VEHICLE** units from your army this battle round than the number of **ADEPTUS MECHANICUS VEHICLE** units from your army that were destroyed by enemy units this battle round.

BATTLEFIELD SUPREMACY

UNCHARTED SEQUENCING

Progressive Objective

This techno-religious site is criss-crossed with interconnected nodes of power – an ancient mechanism of undreamt potential waits to stir at your activation. Yet there is some arcane sequence to discover. The sacred formula is a test, surely laid down by the Machine God, and only those with the cogitative capacity and unremitting faith to succeed will be granted their deity's munificent blessings.

If you select this objective, during the Resolve Pre-battle Abilities step of the mission, assign one objective marker to each battle round and note this down on your army roster. An objective marker cannot be assigned to more than one battle round. Score 3 victory points at the end of the battle round if you control the objective marker assigned to that battle round and an **ADEPTUS MECHANICUS** unit from your army is within range of that objective marker.

HIDDEN ARCHEOVAULT

Progressive Objective

Divinatory auguries have revealed the location of a vast store of technological arcana in this area, perhaps even containing a fully functioning STC database. It must be seized before the enemy has the chance to acquire or destroy it. The hidden archeovault must be held against all opposition, while reverent data-probes gradually extract fragments about its true nature.

If you select this objective, during the Resolve Pre-battle Abilities step of the mission, your opponent must select one objective marker on the battlefield not within their deployment zone to be the Hidden Archeovault objective marker (if the only objective marker on the battlefield is in the enemy's deployment zone, then this must be the Hidden Archeovault objective marker).

At the end of the battle round, score 4 victory points if you control the Hidden Archeovault objective marker and an **ADEPTUS MECHANICUS** unit from your army is within range of that objective marker.

ASTRA MILITARUM

PURGE THE ENEMY

BY LASGUN AND BAYONET

Progressive Objective

For many officers, the answer to most battlefield problems lies in unleashing the full firepower at one's command. Should the foe persist, one should order the charge.

Score 1 victory point each time an enemy unit that started the turn within range of an objective marker is destroyed by an **ASTRA MILITARUM** unit from your army.

SHADOW OPERATIONS

SPECIAL ORDERS

End Game Objective

Crucial intelligence logged in data-stores has been lost in the field. Secure or expunge this material at all costs.

If you select this objective, units from your army can attempt the following action:

Expunge Intel (Action): One **ASTRA MILITARUM INFANTRY** unit from your army can start to perform this action at the end of your Movement phase if it is within 12" of a friendly **OFFICER** unit and it is within range of an objective marker you control that is not within your deployment zone and has not already been expunged by your army (see below). The action is completed at the end of the turn. If completed, that objective marker is said to have been expunged by your army. Roll one D6 each time an objective marker is expunged by your army: on a 6, you gain 1 Command point.

At the end of the battle, score a number of victory points based on how many objective markers have been expunged by your army, as shown in the table below.

SPECIAL ORDERS	
NUMBER OF EXPUNGED OBJECTIVE MARKERS	VICTORY POINTS
1	2
2	5
3	10
4+	15

BATTLEFIELD SUPREMACY

BOOTS ON THE GROUND

Progressive Objective

Casualties are of minor importance when more waves of soldiery can be hurled forward to flood the war zone.

At the end of each of your turns (excluding the first):

- Score 1 victory point for each table quarter that has one or more **<REGIMENT> INFANTRY** units from your army wholly within it (excluding **CHARACTER** models and units that are within 6" of the centre of the battlefield).
- Score 1 victory point if one or more units from your army equipped with a regimental standard are either wholly within 6" of the centre of the battlefield or wholly within your opponent's deployment zone.

NO MERCY, NO RESPITE

INFLEXIBLE COMMAND

Progressive Objective

Victory often lies in following orders to the letter.

At the end of your turn:

- Score 2 victory points if every **ASTRA MILITARUM INFANTRY** unit from your army is within 6" of a friendly **OFFICER** unit.
- Score 1 victory point if every **ASTRA MILITARUM VEHICLE** unit from your army is within 12" of a friendly **VEHICLE OFFICER** unit.
- Score 1 victory point if any enemy units were destroyed by an **ASTRA MILITARUM** unit from your army this turn while that **ASTRA MILITARUM** unit was being affected by an Order or Tank Order.

For the purposes of this secondary objective, while an **OFFICER** unit from your army is embarked within a **TRANSPORT** model, that **TRANSPORT** model is also considered to have the **OFFICER** keyword. In addition, for the purposes of this secondary objective, while an **INFANTRY** unit from your army equipped with a vox-caster is within 24" of a friendly **OFFICER** unit, it counts as being within 6" instead if that **OFFICER** unit is itself within 1" of a friendly **COMMAND SQUAD** or **TEMPESTUS COMMAND SQUAD** unit that is also equipped with a vox-caster.

IMPERIAL KNIGHTS

BATTLEFIELD SUPREMACY

YIELD NO GROUND

Progressive Objective

The time has come to plant your adamantine feet and make a stand against the enemy. Take not one step back!

At the end of your turn, score 1 victory point for each of the following conditions you satisfy (for a maximum of 3 victory points):

- You control half or more of the total number of objective markers on the battlefield, and one or more **IMPERIAL KNIGHTS** models from your army are within range of each of those objective markers.
- No enemy units (excluding **AIRCRAFT** units) are wholly within your deployment zone.
- No **IMPERIAL KNIGHTS** units from your army ended that turn closer to your battlefield edge than they were at the start of that turn, and no **IMPERIAL KNIGHTS** units from your army Fell Back that turn.

NO MERCY, NO RESPITE

HONOUR OF THE HOUSE

Progressive and End Game Objective

Duty. Honour. Fealty. Upholding the tenets of the Code Chivalric is more important than breath to a Knight.

At the end of the battle round, if you have 6 Honour points (see *Codex: Imperial Knights*) or if you have more Honour points than you had at the start of the battle round, score 2 victory points.

In addition, at the end of the battle:

- Score 3 additional victory points if your army is Virtuous (see *Codex: Imperial Knights*).
- Score 2 additional victory points if your army is Honoured (see *Codex: Imperial Knights*).
- If your army is Dishonoured (see *Codex: Imperial Knights*), reduce the number of victory points you have scored from this secondary objective by 3.

SHADOW OPERATIONS

RENEW THE OATHS

Progressive Objective

In ages past, the household fought upon this very battlefield and only through a noble sacrifice was victory assured. As part of their trials, a Knight is expected to perform a pilgrimage to this hallowed site, and pay their respects by recounting their chivalric deeds and renewing their oaths of loyalty. Only then can honour and tradition be satisfied.

If you select this objective, **IMPERIAL KNIGHTS** units from your army can attempt the following action:

Renew the Oaths (Action): One **IMPERIAL KNIGHTS** model from your army can start to perform this action at the end of your Movement phase if it is within 6" of the centre of the battlefield. This action is completed at the end of your turn provided the unit performing it is still within 6" of the centre of the battlefield.

Each time a unit from your army completes this action:

- Score 3 victory points if the action was completed by a non-**TITANIC** model.
- Score 4 victory points if the action was completed by a **TITANIC** model.
- Score 1 additional victory point if the action was completed by a **CHARACTER** model.
- Roll one D6: on a 4+, you gain 1 Honour point (see *Codex: Imperial Knights*).

PURGE THE ENEMY

DUEL OF HONOUR

End Game Objective

The foe is a dastardly coward, a cur who has preyed on the weak and the innocent for too long and whose mere existence is an affront to the Code Chivalric. Such a tyrant cannot be allowed to besmirch your honour much longer. Slay them with impunity in personal combat, as honour demands.

If you select this objective, during the Resolve Pre-battle Abilities step of the mission, identify the enemy **WARLORD**, and the two units from your opponent's army that have the highest points value (excluding the enemy **WARLORD**), and make a note of them on your army roster (if two or more units are tied, your opponent can choose between them). If your opponent's army has three or fewer units, then you instead identify all the units in your opponent's army. A unit's points value includes the points of all weapons, wargear and upgrades it has.

At the end of the battle, for each identified enemy unit that is destroyed, you score a number of victory points if that unit was destroyed during the battle by an **IMPERIAL KNIGHTS** unit from your army. If a unit splits into several smaller units during the battle, all of those separate units must be destroyed for the original unit to count as being destroyed for the purposes of this secondary objective.

The number of victory points scored depends on how the enemy unit was destroyed, as shown in the table below.

DUEL OF HONOUR	
MANNER OF DESTRUCTION	**VICTORY POINTS**
Honour to the King: The unit was destroyed by a melee attack made by your **WARLORD**.	5
Personal Combat: The unit was destroyed by a melee attack made by any other **IMPERIAL KNIGHTS** model from your army.	4
Cowardly Cur: The unit was destroyed because it was not on the battlefield at the end of the battle and so counted as destroyed (note, this does not apply if the enemy unit was embarked within a **TRANSPORT** model that was itself on the battlefield at the end of the battle).	4
Inglorious Demise: The enemy unit was destroyed by any other means.	3

At the end of any battle round in which Honour to the King or Personal Combat was achieved, you gain 1 Honour point (see *Codex: Imperial Knights*).

At the end of the battle, if the enemy **WARLORD** is destroyed, you score 1 additional victory point.

At the end of the battle, you must reduce the number of victory points you have scored from this secondary objective by 1 for each of the identified units that has not been destroyed.

Example: *If the enemy* **WARLORD** *was destroyed by a melee attack made by your* **WARLORD**, *one of the other identified units was destroyed by a ranged attack made by a model from your army, and the third identified unit was still on the battlefield at the end of the battle, you would score 8 victory points from this secondary objective.*



GREY KNIGHTS

PURGE THE ENEMY

DESTROY THE DAEMON

End Game Objective

The Grey Knights were created for a sacred and singular duty: the destruction of the daemonic in all its forms. From the insidious to the monstrous, all must fall before the sons of Titan.

At the end of the battle, score victory points for each enemy unit destroyed by a **GREY KNIGHTS** unit from your army during the battle as follows:

- **DAEMON PRIMARCH** unit – score 5 victory points.
- Any other **DAEMON MONSTER** unit – score 3 victory points.
- **DAEMON VEHICLE** unit – score 3 victory points
- Any other **DAEMON** unit – score 1 victory point.

At the end of the battle, reduce the number of victory points scored from this secondary objective by 1 for each **DAEMON** unit that is on the battlefield that is not below Half-strength. For the purposes of this secondary objective, units with a Starting Strength of 1 are considered to be below Half-strength at the end of the battle if their remaining number of wounds is less than half their starting Wounds characteristic.

NO MERCY, NO RESPITE

TELEPORT ASSAULT

Progressive Objective

The Grey Knights' empyric defences ward them against the chill touch of the warp. Emerging from the actinic glare of teleportation, they crush their foes in a sudden hammer blow of fury before the enemy has any chance to strike back.

At the end of the battle round, score 4 victory points if one or more enemy units were destroyed by a **GREY KNIGHTS** model from your army that was set up on the battlefield using the Teleport Strike ability (see *Codex: Grey Knights*), the Teleportation Shunt Stratagem or the Gate of Infinity psychic power this battle round.

WARPCRAFT

PURIFYING RITUAL

Progressive Objective

The corruption seething over this vital area cannot be allowed to weaken the barriers holding back the warp. It must be ritually purified, one psychic node at a time. So it has been foreseen.

If you select this objective, **GREY KNIGHTS PSYKER** units from your army can attempt the following psychic action:

Purifying Ritual (Psychic Action – Warp Charge 5): One or more **GREY KNIGHTS PSYKER** units from your army can attempt to perform this psychic action in your Psychic phase. Each unit from your army that starts to perform this psychic action must be within range of a different objective marker you control that has not been purified by your army this turn. If this psychic action is completed, that objective marker is said to have been purified by your army this turn.

At the end of your turn, score victory points depending on the number of objective markers purified by your army this turn, as shown in the table below.

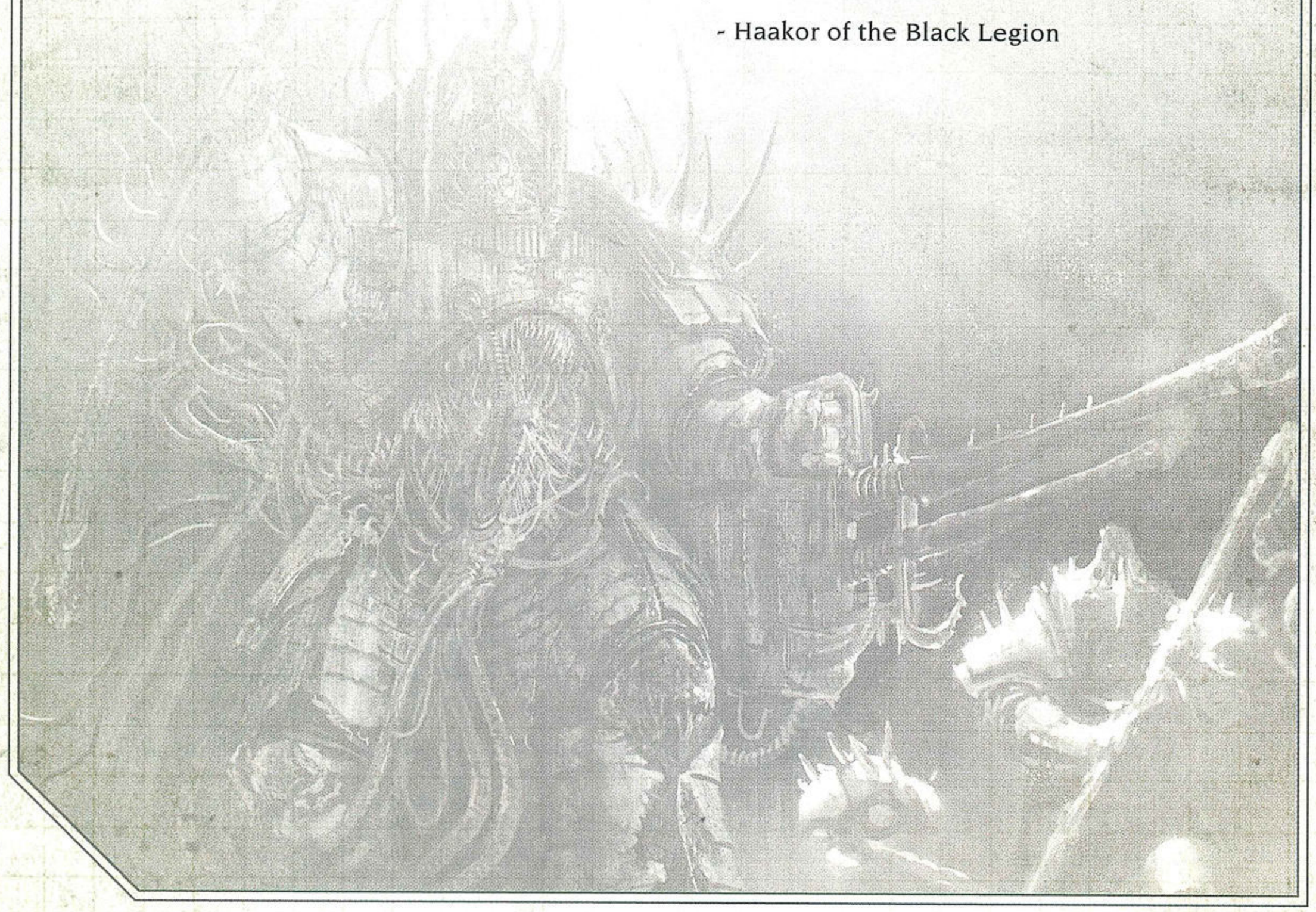
PURIFYING RITUAL

OBJECTIVES PURIFIED BY YOUR ARMY THIS TURN	VICTORY POINTS
1	1
2	2
3	4
4+	5

FORCES OF CHAOS

'Butcher your enemy's warriors without mercy. Crush his armies and leave none alive. But do not stop there. Burn his cities. Bomb his worlds from orbit. Slaughter everything and everyone until he kneels in the ashes of those he sought to protect. Only then will he understand the true fury of the Dark Gods.'

- Haakor of the Black Legion



TRAITORIS ASTARTES

PURGE THE ENEMY

RISE TO GLORY

Progressive Objective

If the deeds of their champions are worthy enough, it is said the gaze of the Dark Gods will be drawn to the battlefield.

At the end of the battle round, score 2 victory points for each **CHARACTER**, **MONSTER** or **VEHICLE** model destroyed that battle round by a melee attack made by a **TRAITORIS ASTARTES CHARACTER** model from your army. If such a destroyed model had a Wounds characteristic of 10-19, score 1 additional victory point for destroying that model, or 2 additional victory points for destroying that model if it had a Wounds characteristic of 20 or more or it was the enemy **WARLORD**. You can score a maximum of 5 victory points per battle round from this secondary objective.

Each time a **CHARACTER**, **MONSTER** or **VEHICLE** model is destroyed by a melee attack made by a **TRAITORIS ASTARTES CHARACTER** model from your army, roll 2D6. If the result is less than the Wounds characteristic of the destroyed model, gain 1 Command point at the end of the phase.

NO MERCY, NO RESPITE

THE LONG WAR

Progressive Objective

Chaos Space Marines have been razing cities and conquering worlds across the galaxy for millennia in their Long War against the False Emperor.

At the end of your turn:

- Score 1 victory point for each enemy unit that was destroyed by a **TRAITORIS ASTARTES** unit from your army this turn and was within range of an objective marker at the start of this turn.
- Score 2 victory points if you control any objective markers that were controlled by your opponent at the start of this turn and a **TRAITORIS ASTARTES** unit from your army is within range of any of those objective markers.

You can score a maximum of 3 victory points per turn from this secondary objective.

SHADOW OPERATIONS

FOR THE DARK GODS

End Game Objective

Offer up this ruined, blood-caked battlefield to the Gods of Chaos, brand the world itself with their runes and from this cursed ground call forth the power of the warp.

If you select this objective, keep a For the Dark Gods tally; add 1 to that tally each time a unit from your army dedicates a table quarter to a Chaos God by performing the following action:

For the Dark Gods (Action): One **TRAITORIS ASTARTES INFANTRY** or **TRAITORIS ASTARTES BIKER** unit from your army can start to perform this action at the end of your Movement phase if it is wholly within a table quarter that has not been dedicated to a Chaos God by your army (see below) and it is within 3" of the centre of that table quarter. If the unit performing this action had the Objective Secured ability when it started performing this action, the action is completed at the end of your turn; otherwise, the action is completed at the start of your next Command phase. In any case, the action is only completed if the unit performing it is still within 3" of the centre of the same table quarter. If completed, select either Khorne, Tzeentch, Nurgle or Slaanesh to dedicate that table quarter to. If this action is completed by a **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH** unit, that unit can only dedicate that table quarter to their patron deity (e.g. a **KHORNE** unit can only dedicate a table quarter to Khorne). That table quarter is said to have been dedicated to that Chaos God by your army. The same table quarter cannot be dedicated to more than one Chaos God by your army.

If a table quarter has been dedicated to a Chaos God by your army, then while a **TRAITORIS ASTARTES** unit from your army is wholly within that table quarter, add 2 to the Leadership characteristic of that unit, unless that Chaos God is not their patron deity (e.g. if a table quarter is dedicated to **KHORNE**, then **TZEENTCH**, **NURGLE** and **SLAANESH** units do not receive this bonus).

At the end of the battle, score 2 victory points if your For the Dark Gods tally is 1; score 5 victory points if that tally is 2; score 9 victory points if that tally is 3; score 14 victory points if that tally is 4.

ALPHA LEGION LEGION

SHADOW OPERATIONS

INFILTRATE AND SUBVERT

Progressive Objective

Use guile and cunning to infiltrate enemy positions that they foolishly think are safe. Let them discover that all crucial targets behind their front lines have already been secured, and now serve only the Alpha Legion.

If you select this objective, **ALPHA LEGION INFANTRY** units from your army can attempt the following action:

Subvert (Action): One **ALPHA LEGION INFANTRY** unit (excluding **CHARACTER** units) from your army can start to perform this action at the end of your Movement phase if it is wholly within 6" of your opponent's deployment zone. The action is completed at the end of your next Command phase, provided the unit performing it is still wholly within 6" of your opponent's deployment zone. If completed, if the unit that performed the action is within range of an objective marker, roll one D6 to see if that objective marker has been subverted. If that unit was a **CULTISTS** unit, on a 5+ that objective marker is said to have been subverted by your army; otherwise, on a 3+ that objective marker is said to have been subverted by your army. Enemy units can never control objective markers that have been subverted by your army, and can never perform actions while they are within range of any objective markers that have been subverted by your army.

Each time a unit from your army completes this action, score 3 victory points. Score 4 victory points instead if that unit completed this action while wholly within your opponent's deployment zone.

BLACK LEGION LEGION

SHADOW OPERATIONS

DESPOIL DOMINIONS

Progressive Objective

The Black Legion leave a trail of destruction in their wake, laying waste to empires and civilisations and paving their path to dominion with acts of savage desolation.

If you select this objective, **BLACK LEGION INFANTRY** and **BLACK LEGION BIKER** units from your army can attempt the following action:

Despoil Dominions (Action): One **BLACK LEGION INFANTRY** or **BLACK LEGION BIKER** unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker that has not already been despoiled by your army (see below). A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** units) within range of the same objective marker. The action is completed at the start of your next Command phase or at the end of the battle (whichever comes first), provided the unit performing it is still within range of the same objective marker. If completed, that objective marker is said to have been despoiled by your army, and until the end of the battle, each time an enemy unit starts to perform an action while it is within range of that despoiled objective marker, roll one D6: on a 4+, that action immediately fails.

Each time a unit from your army completes this action, if the objective marker that was despoiled by that action was wholly within your deployment zone, score 1 victory point; otherwise, score 4 victory points.

CREATIONS OF BILE LEGION

PURGE THE ENEMY

SPECIMENS FOR THE SPIDER

Progressive and End Game Objective

Bile's endless gruesome experiments require a constant influx of rarefied and exotic specimens. His creations are often dispatched to seize hulking xenos monstrosities, genetic aberrations or individuals carrying arcane knowledge or bio-tech artefacts.

At the end of the battle round:

- Score 3 victory points if one or more **CHARACTER** or **MONSTER** units were destroyed by a melee attack made by a **CREATIONS OF BILE** model from your army this battle round.
- Score 2 victory points if one or more units (excluding **CHARACTER**, **MONSTER** or **VEHICLE** units) were destroyed by a melee attack made by a **CREATIONS OF BILE** model from your army this battle round.

At the end of the battle, if one or more **ADEPTUS ASTARTES**, **SANCTIC ASTARTES** or **HERETIC ASTARTES** units were destroyed by a melee attack made by a **CREATIONS OF BILE** model from your army during the battle, score 1 additional victory point.

EMPEROR'S CHILDREN LEGION

NO MERCY, NO RESPITE

ADORN THE CANVAS ECLECTIC

Progressive Objective

Since their foundation, the Emperor's Children have sought to master every art of warfare. Each new war zone is treated as a gruesome canvas, one to be adorned with the most varied expressions of the Legion's innate superiority.

At the end of the battle round, score 1 victory point for each of the following conditions you satisfy:

- You control more objective markers than your opponent.
- More enemy units were destroyed by ranged attacks made by **EMPEROR'S CHILDREN** units from your army this battle round than vice versa (i.e. the number of **EMPEROR'S CHILDREN** units from your army that were destroyed by ranged attacks made by enemy units this battle round was lower than the number of enemy units destroyed by ranged attacks made by **EMPEROR'S CHILDREN** units from your army this battle round).
- More enemy units were destroyed by melee attacks made by **EMPEROR'S CHILDREN** units from your army this battle round than vice versa.
- More enemy **CHARACTER** units were destroyed by attacks made by **EMPEROR'S CHILDREN CHARACTER** units from your army this battle round than vice versa.

If all four of the above apply at the end of a battle round, score 1 additional victory point at the end of that battle round (for a maximum of 5 victory points per battle round).

IRON WARRIORS LEGION

SHADOW OPERATIONS

MASTERS OF DEMOLITION

End Game Objective

Perturabo's sons see every enemy structure as an affront.

If you select this objective, during the Resolve Pre-battle Abilities step of the mission, your opponent must set up three objective markers anywhere on the battlefield that are on ground level, not within 9" of each other, and not within 6" of any battlefield edge. These objective markers cannot be set up on terrain features with the Unstable Position terrain trait, and no more than one of them can be set up within 6" of your opponent's deployment zone. If it is impossible to set up an objective marker, it is not set up. Each represents a demolition site, but does not count as an objective marker for any rules purposes other than for this objective. **IRON WARRIORS INFANTRY** units from your army can attempt the following action:

Total Demolition (Action): One **IRON WARRIORS INFANTRY** unit (excluding **CHARACTER** units) from your army can start to perform this action at the start of your Movement phase if it is within range of a demolition site objective marker and no enemy units (excluding **AIRCRAFT** units) are within range of that objective marker. This action is completed at the end of the turn, provided the unit performing it is still within range of the same objective marker. If completed, that objective marker is said to have been demolished by your army, and is removed from the battlefield.

At the end of the battle, score 4 victory points for each demolition site objective marker that was demolished by your army. Score an additional 3 victory points if a demolition site objective marker that was within 6" of your opponent's deployment zone was demolished by your army.

NIGHT LORDS LEGION

NO MERCY, NO RESPITE

SOW THE SEED, REAP THE FEAR

Progressive Objective

Honouring the ways of their Primarch's reign of terror on ancient Nostramo, the Night Lords use fear as a weapon as much as bolter and blade, reaping a harvest of bewildered panic and frenzied screams that can bring a war zone, hive city or even an entire world to its knees.

If you select this objective, score 1 victory point each time one of the following happens:

- An enemy unit fails a Morale test.
- An enemy unit Falls Back.
- An enemy unit fails an action.

In addition, each time an enemy unit is destroyed by a melee attack made by a **NIGHT LORDS** model from your army, before removing the last model in that enemy unit from the battlefield, roll 2D6: if the result equals or exceeds the Leadership characteristic of that enemy model, score 1 victory point.

A model can, if it is resurrected for any reason (i.e. it was destroyed and subsequently returned to the battlefield), potentially contribute victory points due to this secondary objective several times (assuming it is resurrected and subsequently destroyed several times over, and your 2D6 result equals or exceeds that model's Leadership characteristic each time).

RED CORSAIRS LEGION

SHADOW OPERATIONS

RAID AND REAVE

Progressive and End Game Objective

Many Red Corsairs assaults have as their foundation the plundering of the foe's resources. Weapons, fuel, technology, information and slaves are prized trophies, fuelling the warband's next vicious attack.

If you select this objective, **RED CORSAIRS INFANTRY** and **RED CORSAIRS BIKER** units from your army can attempt the following action:

Raid and Reave (Action): One or more **RED CORSAIRS INFANTRY** or **RED CORSAIRS BIKER** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be within range of a different objective marker that has not been raided by your army (see below). A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** units) within range of the same objective marker. The action is completed at the start of your next Command phase or at the end of the battle (whichever comes first), provided the unit performing it is still within range of the same objective marker. If completed, that objective marker is said to have been raided by your army, and until the end of the battle the unit that performed the action is said to be carrying spoils of war.

Each time a unit from your army completes this action, if the objective marker that was raided as a result was wholly within your deployment zone, score 1 victory point; if that objective marker was wholly within your opponent's deployment zone, score 3 victory points; otherwise, score 2 victory points.

At the end of the battle, score 1 victory point for each **RED CORSAIRS** unit from your army that is carrying spoils of war (score 2 victory points instead if that unit, or a **TRANSPORT** model it is embarked within, is wholly within your deployment zone).

WORD BEARERS LEGION

SHADOW OPERATIONS

EXALT THE DARK GODS

End Game Objective

Lorgar's sons are driven to venerate the empyrean through vile words and unspeakable deeds. Dark rituals, undertaken at carefully divined sites of power, praise the Chaos Gods and draw the power of the warp to a world.

If you select this objective, keep an Exalt the Dark Gods tally; add 1 to that tally each time a **WORD BEARERS** unit from your army completes the following action:

Exalt the Dark Gods (Action): One **WORD BEARERS INFANTRY** unit from your army can start to perform this action at the end of your Movement phase if it is wholly within 6" of the centre of the battlefield. **WORD BEARERS PSYKER** units can attempt to manifest psychic powers while performing this action without this action failing. If the unit performing this action is a **WORD BEARERS ICON**, **WORD BEARERS DARK APOSTLE** or **WORD BEARERS MASTER OF POSSESSION** unit, this action is completed at the end of your turn; otherwise, it is completed at the start of your next Command phase. In any case, the action is only completed if the unit performing it is still wholly within 6" of the centre of the battlefield and no enemy units (excluding **AIRCRAFT** units) are wholly within 6" of the centre of the battlefield.

At the end of the battle, score 2 victory points if your Exalt the Dark Gods tally is 1; score 5 victory points if that tally is 2; score 9 victory points if that tally is 3; score 15 victory points if that tally is 4 or more.

WORLD EATERS LEGION

PURGE THE ENEMY

SKULLS FOR THE SKULL THRONE

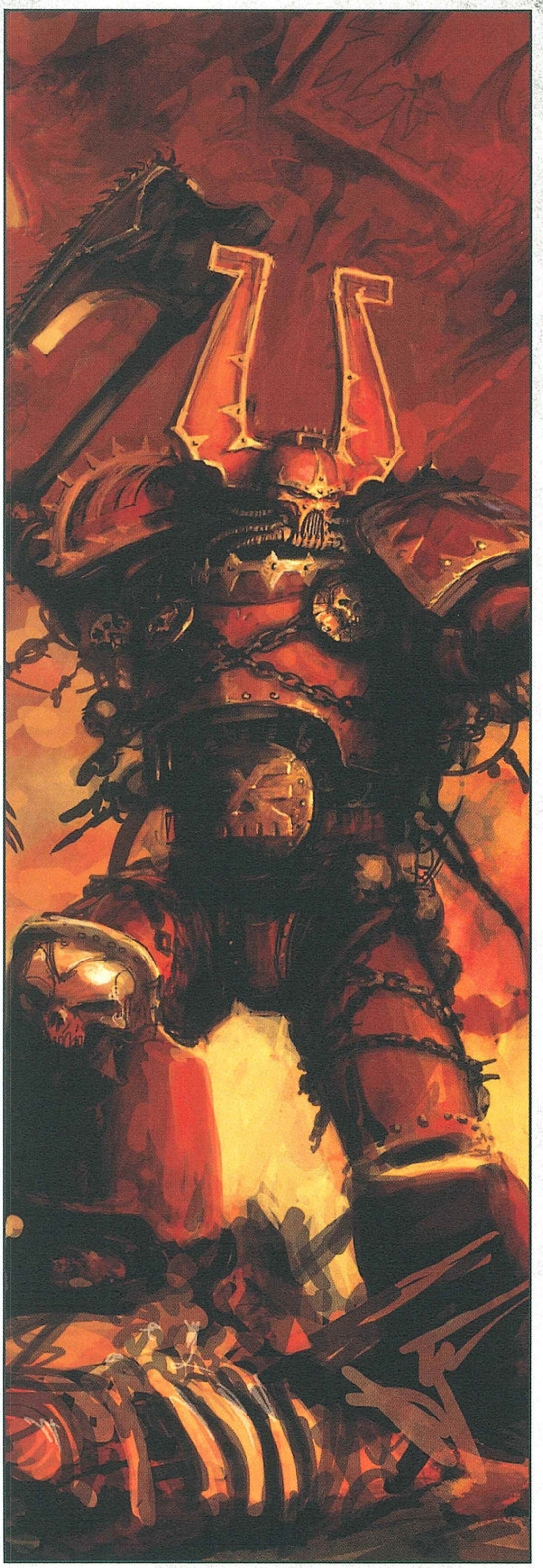
End Game Objective

Khorne demands the skulls of the enemy's greatest champions. Issue your challenge, and claim the Blood God's due.

If you select this objective, during the Resolve Pre-battle Abilities step of the mission, select one **WORLD EATERS CHARACTER** model from your army to issue the challenge, then select one **CHARACTER** model from your opponent's army to accept the challenge. Score 5 victory points at the end of the battle for each of the following conditions that have been satisfied:

- The model that accepted the challenge is destroyed.
- The model that accepted the challenge was destroyed as the result of a melee attack.
- The model that accepted the challenge was destroyed as the result of an attack made by the model that issued the challenge.

If the model that accepted the challenge is a Strategic Reserve or Reinforcement unit and is destroyed as a result of not arriving on the battlefield, all of the above conditions are considered to have been satisfied. If all three of these conditions are satisfied during the battle, you immediately gain 1 Command point.



DEATH GUARD

NO MERCY, NO RESPITE

FLEEING VECTORS

Progressive Objective

Those who flee the Death Guard, though they believe themselves safe, only spread the hideous plagues of their enemy wherever they run.

- At the end of each player's turn, score 1 victory point if seven or more enemy models were destroyed by attacks made by **DEATH GUARD** models from your army that turn. If seven or more of those enemy models were destroyed by attacks made with plague weapons (see *Codex: Death Guard*) that turn, score 1 additional victory point.
- At the end of each Morale phase, score 2 victory points if one or more enemy units failed a Morale test that phase. If any of those enemy units had one or more models destroyed by attacks made with plague weapons this turn, score 1 additional victory point.

BATTLEFIELD SUPREMACY

DESPOILED GROUND

End Game Objective

To the Death Guard, spreading Nurgle's gifts extends not just to the beings and creatures they fight, but also to the very landscapes they tread upon.

At the end of the battle, score 3 victory points for each of the following conditions you satisfy:

- One or more **DEATH GUARD** units from your army are wholly within your opponent's deployment zone and one or more **DEATH GUARD** units from your army are wholly within your deployment zone.
- One or more **DEATH GUARD** units from your army are wholly within three different table quarters, and those units are all more than 6" from any other table quarter.
- One or more **DEATH GUARD** units from your army are wholly within four different table quarters, and those units are all more than 6" from any other table quarter.
- You control half or more of the total number of objective markers on the battlefield and there are **DEATH GUARD** units from your army within range of each of those objective markers.
- Every objective marker on the battlefield is within Contagion range of one or more Contagion abilities (see *Codex: Death Guard*) that **DEATH GUARD** units from your army have.

SHADOW OPERATIONS

SPREAD THE SICKNESS

Progressive Objective

To contaminate an area, Death Guard on occasion spill the filth that infects their own bodies, expecting the simple cut they make to unleash it to heal after the effluvia has polluted the target. However, this does not always go to plan, for the Plague God can take gifts as easily as he gives them, especially in pursuit of a grander goal in which he can grant many more blessings to so many others.

If you select this objective, **DEATH GUARD INFANTRY** units from your army can attempt the following action:

Spread the Sickness (Action): One **DEATH GUARD INFANTRY** unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker you control that has not been contaminated by your army (see below). The action is completed at the end of your turn. If completed, if the unit that performed the action has the Objective Secured ability, that objective marker is said to have been contaminated by your army. Otherwise, roll one D6: on a 4+, that objective marker is said to have been contaminated by your army.

Score 3 victory points each time an objective marker in your deployment zone is contaminated by your army, and score 4 victory points each time an objective marker not in your deployment zone is contaminated by your army.

THOUSAND SONS

PURGE THE ENEMY

SORCEROUS PROWESS

End Game Objective

The foe's witches must be slain as a priority, one by one, and their souls offered up in the name of greater glories.

At the end of the battle:

- Score 5 victory points for each enemy **PSYKER CHARACTER** unit that was destroyed in the Psychic phase by a **THOUSAND SONS PSYKER** unit from your army.
- Score 3 victory points for each other enemy **PSYKER** unit that was destroyed in the Psychic phase by a **THOUSAND SONS PSYKER** unit from your army.
- Score 2 victory points for each other enemy unit that was destroyed in the Psychic phase by a **THOUSAND SONS PSYKER** unit from your army.

NO MERCY, NO RESPITE

WRATH OF MAGNUS

Progressive Objective

The Thousand Sons are the ultimate masters of sorcery. Magnus the Red demands they put to shame the feeble efforts of those psykers who refuse to recognise this fact.

You can only select this objective if your opponent's army includes one or more **PSYKER** units. At the end of the battle round, score 1 victory point for each of the following conditions that have been satisfied:

- **THOUSAND SONS PSYKER** units from your army manifested at least one Witchfire power this battle round, and manifested more Witchfire powers than enemy units did this battle round.
- **THOUSAND SONS PSYKER** units from your army manifested at least one Blessing power this battle round, and manifested more Blessing powers than enemy units did this battle round.
- **THOUSAND SONS PSYKER** units from your army manifested at least one Malediction power this battle round, and manifested more Malediction powers than enemy units did this battle round.

Psychic powers manifested by **MAGNUS THE RED** do not count towards this secondary objective.

WARPCRAFT

MUTATE LANDSCAPE

Progressive Objective

Where the Thousand Sons tread, the once stable nature of reality unravels, flora, fauna and even the very land itself erupting into uncontrolled mutation.

If you select this objective, **THOUSAND SONS PSYKER** units from your army can attempt the following psychic action:

Mutate Landscape (Psychic Action – Warp Charge 4): One **PSYKER** unit from your army can attempt to perform this psychic action in your Psychic phase if it is within range of an objective marker you control that has not yet been mutated by your army. If this psychic action is completed, that objective marker is said to have been mutated by your army.

Score 3 victory points each time a unit from your army completes this psychic action.

SHADOW OPERATIONS

BURN EMPIRES

Progressive Objective

For the galaxy to be reborn according to Magnus' glorious vision, first it must be consumed in the fires of change, the old order burned to ash that something better might arise.

If you select this objective, **THOUSAND SONS INFANTRY** units from your army can attempt the following action:

Burn Empires (Action): One or more **THOUSAND SONS INFANTRY** units (excluding **CHARACTER** units) from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be within range of a different objective marker you control that is not within your deployment zone and has not been burned by your army (see below). The action is completed at the start of your next Command phase or at the end of the battle (whichever comes first). If completed, that objective marker is said to have been burned by your army.

Score 4 victory points each time a unit from your army completes this action.

CHAOS KNIGHTS

BATTLEFIELD SUPREMACY

RUTHLESS TYRANNY

Progressive Objective

Through unstinting brutality and merciless cruelty you must stamp the authority of our dread household upon this world, and cast a black pall of despair over any who would think to challenge our authority.

At the end of your turn:

- Score 2 victory points if you control half or more of the total number of objective markers on the battlefield and one or more **CHAOS KNIGHTS** models from your army are within range of each of those objective markers.
- Score 1 victory point if half or more of the total number of objective markers on the battlefield are within Dread range (see *Codex: Chaos Knights*) of one or more **CHAOS KNIGHTS** models from your army.
- Score 1 victory point if every objective marker on the battlefield is within Dread range of one or more **CHAOS KNIGHTS** models from your army.

NO MERCY, NO RESPITE

PATH OF DESTRUCTION

Progressive Objective

Carve a path of destruction into the heart of the enemy lines and drown entire planets in the blood of the foe.

At the end of the battle round, score 1 victory point for each of the following conditions that were satisfied that battle round (for a maximum of 3 victory points):

- One or more enemy units were destroyed by a **CHAOS KNIGHTS** model from your army while that **CHAOS KNIGHTS** model was wholly within your deployment zone.
- One or more enemy units were destroyed by a **CHAOS KNIGHTS** model from your army while that **CHAOS KNIGHTS** model was more than 3" away from either player's deployment zone.
- One or more enemy units were destroyed by a **CHAOS KNIGHTS** model from your army while that **CHAOS KNIGHTS** model was wholly within your opponent's deployment zone.

SHADOW OPERATIONS

STORM OF DARKNESS

Progressive Objective

Through dark rituals and dread pacts, the Chaos Knights draw upon the fear and despair of their foes and bind it into a curse upon the very ground itself. So do they anchor the storm of darkness that rages above, strengthening its intensity over this doomed world as it is claimed for the Chaos Gods.

If you select this objective, **CHAOS KNIGHTS** units from your army can attempt the following action:

Storm of Darkness (Action): One **CHAOS KNIGHTS** unit from your army can start to perform this action at the end of the Morale phase if it is within range of an objective marker that has not already been cursed by your army (see below). A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** units) within range of the same objective marker. The action is completed at the end of your next Psychic phase, provided the unit performing it is still within range of the same objective marker. If completed, that objective marker is said to have been cursed by your army, and until the end of the battle, while a non-**CHAOS** unit is within 6" of that objective marker, subtract 1 from the Leadership characteristic of models in that unit.

Score 3 victory points each time a unit from your army completes this action.

PURGE THE ENEMY

A FITTING CHALLENGE

Progressive and End Game Objective

The greatest and most worthy offerings to the Dark Gods are those enemies that prove the most challenging to slay.

If you select this objective, during the Resolve Pre-battle Abilities step of the mission, identify which three units from your opponent's army have the highest points value, and make a note of them (if two or more units are tied, your opponent can choose between them). If your opponent's army has three or fewer units, then you instead identify all the units in your opponent's army. A unit's points value includes the points of all weapons, wargear and upgrades it has.

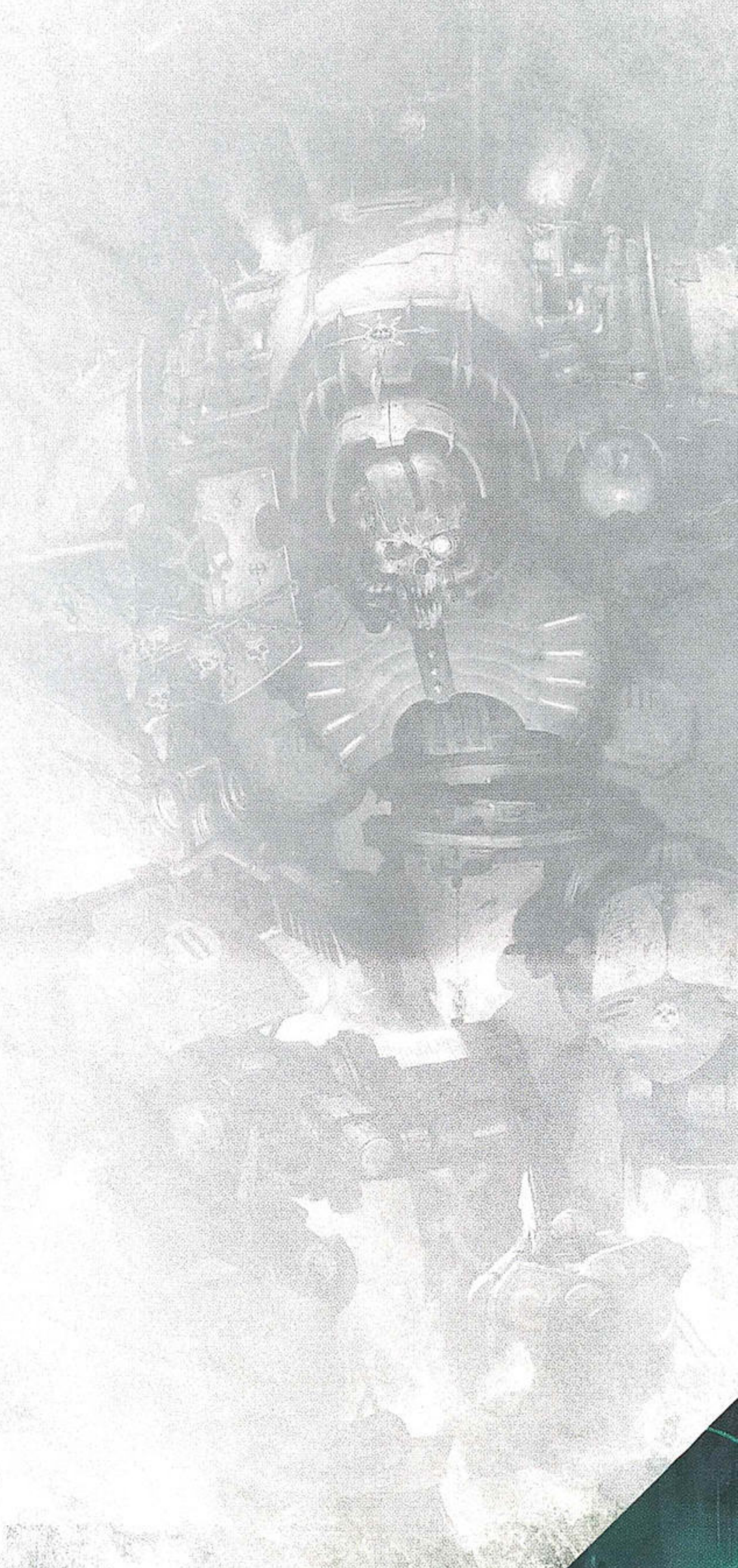
At the end of the battle round, score a number of victory points for each identified unit that was destroyed during the battle by a **CHAOS KNIGHTS** unit from your army (to a maximum of 6 victory points per battle round). If a unit splits into several smaller units during the battle, all of those separate units must be destroyed for the original unit to count as being destroyed for the purposes of this secondary objective.

The number of victory points scored depends on the battle round during which each unit was destroyed, as shown in the table below.

A FITTING CHALLENGE	
BATTLE ROUND	**VICTORY POINTS**
1	6
2	5
3	4
4	3
5	2

At the end of the battle, reduce the number of victory points you have scored from this secondary objective by 1 for each of the identified units that has not been destroyed. If a unit was destroyed, but was then resurrected or otherwise returned to the battlefield and subsequently destroyed again, then for the purposes of this secondary objective it was destroyed during the battle round in which it was last removed from the battlefield.

Example: *If one of the identified units was destroyed during the first battle round, another was destroyed during the fourth battle round and the third was destroyed during the fifth battle round, you would score 11 victory points from this secondary objective. If two of the identified units were destroyed during the second battle round, but one was not destroyed at the end of the battle, you would score 9 victory points from this secondary objective.*



CHAOS DAEMONS

BATTLEFIELD SUPREMACY

REALITY REBELS

Progressive Objective

The mere presence of daemons is anathema to realspace. The energies of the warp radiate from their unnatural forms, causing the landscape to writhe and mutate insanely at their touch. The more monstrously the landscape is twisted, the less habitable – or even comprehensible – it becomes for mortal beings. The daemons seek to spread this corruptive influence across the galaxy, the better to create an environment that can sustain their otherworldly forms.

At the end of your turn:

- Score 1 victory point for each table quarter that has one or more **CHAOS DAEMONS** units from your army (excluding **HERETIC ASTARTES** units) wholly within it, provided your opponent does not have more units wholly within the same table quarter. For the purposes of this bullet point, exclude any units that are within 6" of the centre of the battlefield.
- Score 1 victory point if one or more **CHAOS DAEMONS** units from your army (excluding **HERETIC ASTARTES** units) are wholly within 6" of the centre of the battlefield.

NO MERCY, NO RESPITE

NOURISHED BY TERROR

Progressive Objective

As creatures born of extremes of emotion, daemons find themselves strengthened by unchecked thoughts and unguarded fears. With every victim who succumbs to panic, every mind that snaps beneath the weight of supernatural horror, the warp entities are further empowered.

- Each time an enemy model flees the battlefield, score 1 victory point.
- Each time an enemy unit is destroyed by a **CHAOS DAEMONS** unit from your army (excluding **HERETIC ASTARTES** units), before removing the last model in that destroyed unit from the battlefield, roll 2D6: if the result equals or exceeds the Leadership characteristic of that enemy model, score 1 victory point. A unit can, if it is resurrected for any reason (i.e. it was destroyed and subsequently returned to the battlefield), potentially contribute victory points due to this secondary objective several times (assuming it is resurrected and subsequently destroyed several times over, and your 2D6 result equals or exceeds that model's Leadership characteristic each time).

SHADOW OPERATIONS

DESPOILERS OF REALITY

Progressive Objective

When the daemonic legions spill through into realspace they bring the Great Game of their dark masters with them. Each daemon seeks to lay claim to reality in their own fashion, extending the realm of their patron deity by corrupting all they touch. Whether it be raising mounds of bloodied skulls, saturating places of power with the raw energies of sorcery or excess, or sowing the seeds of supernatural disease and decay, each such act brings the final victory of the Dark Gods a little closer.

If you select this objective, **CHAOS DAEMONS INFANTRY** units from your army (excluding **HERETIC ASTARTES** units) can attempt the following action:

Dark Ritual (Action): One or more **CHAOS DAEMONS INFANTRY** units from your army (excluding **HERETIC ASTARTES** units) can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be within range of a different objective marker you control that is not within your deployment zone and has not been corrupted by your army (see below). The action is completed at the start of your next Command phase or at the end of the battle (whichever comes first). If completed, that objective marker is said to have been corrupted by your army.

Score 4 victory points each time a unit from your army completes this action.

XENOS FORCES

'Contact with alien races always renews one's faith in Humanity. It is my belief that foreign travel narrows the mind wonderfully.'

- Attributed to Helem Bocsh



ASURYANI

BATTLEFIELD SUPREMACY

THE HIDDEN PATH

Progressive Objective

Many armies unsuspectingly fight in the shadow of hidden webway gates. The Aeldari battle endlessly to preserve these secret portals.

If you select this secondary objective and your army contains a **WEBWAY GATE** unit, that unit cannot be set up within 6" of your deployment zone. If your army does not contain a **WEBWAY GATE** unit, in your first Command phase, select one objective marker that is not within 6" of your deployment zone. At the end of each of your Command phases:

- If your army includes a **WEBWAY GATE** unit, score a number of victory points equal to the current battle round number if you control that **WEBWAY GATE**. You control it if there is one **ASURYANI** unit with the Objective Secured ability within 3" of it, or if there are more **ASURYANI** models from your army within 3" of it than there are enemy models (excluding **WEBWAY GATE** models).
- If your army does not include a **WEBWAY GATE** unit, score a number of victory points equal to the current battle round number if you control the selected objective marker and an **ASURYANI** unit from your army is within range of that objective marker.

NO MERCY, NO RESPITE

WRATH OF KHAINE

Progressive Objective

For the Asuryani, the Aspect Warriors are paragons of war. When they don their war masks, none escape their wrath.

At the end of the battle round:

- Score 1 victory point if one or more enemy units were destroyed by a ranged attack made by an **ASPECT WARRIOR** unit from your army this battle round.
- Score 1 victory point if one or more enemy units were destroyed by a melee attack made by a different **ASPECT WARRIOR** unit from your army this battle round.
- Score 2 additional victory points if both of the above bullet points were achieved this battle round.

WARPCRAFT

SCRY FUTURES

Progressive Objective

By touching certain battlefield artefacts, the seers of the craftworlds can ascertain those objects' future roles in the many paths of fate.

If you select this objective, **ASURYANI PSYKER** units from your army can attempt the following psychic action:

Scry Futures (Psychic Action – Warp Charge 4): One **ASURYANI PSYKER** unit from your army can attempt to perform this psychic action in your Psychic phase if it is within range of an objective marker you control that has not yet been scried by your army (see below). If this psychic action is completed, that objective marker is said to have been scried by your army.

Score 3 victory points each time a unit from your army completes this psychic action.

SHADOW OPERATIONS

SCOUT THE ENEMY

Progressive Objective

Scouting ahead of the main Asuryani warhost, Rangers track the movements of enemy units and relay their findings to the warhost's commanders.

ASURYANI units from your army can attempt the following action:

Scout the Enemy (Action): One **ASURYANI** unit from your army can start to perform this action at the end of your Movement phase if it is not within 6" of your deployment zone. If the unit performing this action is a **RANGERS** unit, it is completed at the end of the turn; otherwise, it is completed at the start of your next Command phase or at the end of the battle (whichever comes first). If completed:

- Score 2 victory points if the unit performing this action is not wholly within your opponent's deployment zone.
- Score 4 victory points if the unit performing the action is wholly within your opponent's deployment zone.

DRUKHARI

PURGE THE ENEMY

TAKE THEM ALIVE!

Progressive Objective

The Drukhari raid the galaxy's worlds with a single aim uppermost in their minds: the capture of living beings. Once violently subdued and secured with all manner of torturous bindings, these unfortunate souls are taken back to the Dark City where a horrible fate awaits them. Whether as bait in the arenas, fresh meat upon a filthy, surgical slab or a bruised plaything for their new masters, the victim's existence now has only one purpose – their agonies and sorrow are fodder to invigorate and nourish their captors.

At the end of the battle round:

- Score 3 victory points for each enemy **CHARACTER** or **MONSTER** unit that was destroyed by a melee attack made by a **DRUKHARI** unit from your army this battle round.
- Score 1 victory point for each other enemy unit that was destroyed by a melee attack made by a **DRUKHARI** unit from your army this battle round.

You can score a maximum of 5 victory points per battle round from this secondary objective.

BEASTS FOR THE ARENAS

End Game Objective

Many of these vicious beasts will not last a single show of bloodletting. Those with enough savagery for that may not endure the cruel attentions of the Beastmasters. Yet for those feral and exotic monstrosities that leave the audiences roaring for more… for one of those, a Wych could name their price.

At the end of the battle, score 2 victory points for each enemy **MONSTER**, **CAVALRY** or **BEAST** unit that was destroyed by a melee attack made by a **DRUKHARI** unit from your army. For each of those enemy units that was destroyed by a **<WYCH CULT>** unit from your army, score 1 additional victory point, and for each of those enemy units that was a **TITANIC** unit, score 3 additional victory points.

NO MERCY, NO RESPITE

FEAR AND TERROR

Progressive Objective

Sowing terror in the foe's ranks and sending them fleeing is of great physical and strategic value to the Drukhari. Alongside pain and anguish, it feeds their withered souls, granting them a form of supernatural vigour. Fear is infectious, spreading through the remaining enemy force, softening them up for the Drukhari's final, swift assault.

Score 1 victory point each time one of the following happens:

- An enemy unit fails a Morale test.
- An enemy unit Falls Back.
- An enemy unit fails an action.

In addition, each time an enemy unit is destroyed by a melee attack made by a **DRUKHARI** model from your army, before removing the last model in that enemy unit from the battlefield, roll 2D6: if the result equals or exceeds the Leadership characteristic of that enemy model, score 1 victory point. A model can, if it is resurrected for any reason (i.e. it was destroyed and subsequently returned to the battlefield), potentially contribute victory points due to this secondary objective several times (assuming it is resurrected and subsequently destroyed several times over, and your 2D6 result equals or exceeds that model's Leadership characteristic each time).

BATTLEFIELD SUPREMACY

HERD THE PREY

Progressive Objective

The Drukhari rarely linger during realspace raids, as the efficient corralling of their inevitable prey is of great import. Protracted meat grinders do not suit their style of warfare, and they avoid – where possible – the enemy's lumbering reinforcements. Their swift-moving raiding forces often seek to encircle and drive the foe together so there can be no escape, clustering their enemies like bewildered grox awaiting shipment to the abattoir.

At the end of your turn, score 1 victory point for each table quarter that does not have any enemy units (excluding **AIRCRAFT** units) wholly within it.

HARLEQUINS

BATTLEFIELD SUPREMACY

TAKE YOUR PLACES

Progressive Objective

For the Harlequins, every battlefield is an opportunity to tell a story, every player taking their place on the stage at the correct moment.

If you select this objective, during the Resolve Pre-battle Abilities step of the mission, set up one additional objective marker in your opponent's deployment zone, then your opponent must set up one additional objective marker in your deployment zone and one additional objective marker within 6" of the centre of the battlefield. These objective markers cannot be set up within 9" of each other, within 6" of a battlefield edge or within 1" of another objective marker. These Take Your Places objective markers represent the positions your Harlequins must take up for their performance, but do not count as objective markers for any rules purposes other than for this secondary objective.

- At the end of your turn, score 2 victory points if you control two of your Take Your Places objective markers and one or more **HARLEQUINS** units from your army are within range of each of those objective markers.
- At the end of your turn, score 4 victory points instead if you control all three of your Take Your Places objective markers and one or more **HARLEQUINS** units from your army are within range of each of those objective markers.

NO MERCY, NO RESPITE

A DEADLY PERFORMANCE

Progressive Objective

To witness the Harlequins in battle is to be dazzled by a barrage of light and sound as they slaughter foe after foe. These deadly warriors are never still, racing from enemy to enemy with blades lashing out.

At the end of your turn, score 3 victory points if two or more of the following conditions are satisfied:

- You control an objective marker you did not control at the start of the turn and a **HARLEQUINS** unit from your army is within range of that objective marker.
- A **HARLEQUINS** unit from your army is wholly within your opponent's deployment zone.
- Two or more enemy units were destroyed by an attack made with a ranged weapon by a **HARLEQUINS** model from your army this turn.
- Two or more enemy units were destroyed by an attack made with a melee weapon by a **HARLEQUINS** model from your army this turn.

WARPCRAFT

WEAVE VEIL

Progressive Objective

Shadowseers move across the battlefield unseen, closing in on their enemies before reaching out with their psychic abilities to block their foes' perceptions. Unable to trust their own senses, the enemy begin sending contradictory reports back to their commanders. The mistrust and confusion this sows is a great source of amusement for a Shadowseer's fellows, who move swiftly to take advantage.

If you select this objective, **SHADOWSEER** units from your army can attempt the following psychic action:

Weave Veil (Psychic Action – Warp Charge 3): One **SHADOWSEER** model from your army can attempt to perform this psychic action in your Psychic phase if it is within 18" of an enemy unit that has not yet been veiled by your army (see below). If this psychic action is completed, select one enemy unit that has not yet been veiled by your army and is within 18" of the **SHADOWSEER** model that completed this psychic action. That enemy unit is said to have been veiled by your army, and the warp charge value of this psychic action is increased by 1 for your army for the remainder of the battle.

Score 3 victory points each time a unit from your army completes this psychic action.

TYRANIDS HIVE TENDRIL

NO MERCY, NO RESPITE

SYNAPTIC INSIGHT

Progressive Objective

Testing their strength against the mightiest prey and sending sense impressions back through the synaptic network, leader organisms appraise the Hive Mind of potential threats and weaknesses.

If you select this objective, keep a Synaptic Kill points tally. Reset your Synaptic Kill points tally to 0 at the start of each battle round. Each time an enemy model is destroyed by a **SYNAPSE** model from your army:

- If that enemy model had a Wounds characteristic of 3-5, gain 1 Synaptic Kill point.
- If that enemy model had a Wounds characteristic of 6-9, gain 2 Synaptic Kill points.
- If that enemy model had a Wounds characteristic of 10 or more, gain 3 Synaptic Kill points.

At the end of the battle round, score 3 victory points if your Synaptic Kill points tally is 4 or more. You can score a maximum of 12 victory points per battle from this secondary objective.

PURGE THE ENEMY

CRANIAL FEASTING

End Game Objective

By cracking open the skulls of prey leaders and thrusting probosces or writhing tendrils into the gory bounty within, ravenous Tyranid organisms digest the very secrets and plans of the enemy.

Each time an enemy **CHARACTER** model or unit champion (see the Warhammer 40,000 Core Book) is destroyed by a melee attack made by a **HIVE TENDRIL** model from your army, roll one D6, adding 2 to the result if that **HIVE TENDRIL** model has the **FEEDER TENDRILS** keyword, and adding 2 to the result if the destroyed model has the **CHARACTER** keyword: on a 6+, you gain 1 Command point.

At the end of the battle:

- Score 3 victory points if you gained 1 or more Command points during the battle due to this secondary objective.
- Score 1 victory point for each enemy unit champion that is destroyed, if it was destroyed by a melee attack made by a **HIVE TENDRIL** model from your army.
- Score 3 victory points for each enemy **CHARACTER** unit that is destroyed, if it was destroyed by a melee attack made by a **HIVE TENDRIL** model from your army.
- Score an additional 3 victory points if the enemy **WARLORD** is destroyed, if it was destroyed by a melee attack made by a **FEEDER TENDRILS** model from your army.

SHADOW OPERATIONS

SPORE NODES

Progressive Objective

By shedding clouds of microscopic nodules and allowing them to take root in the bedrock of the prey world, Tyranids sow bitter crops of spore organisms that will later erupt and corrupt enemy territory.

If you select this objective, **HIVE TENDRIL** Troops units from your army can attempt the following action:

Seed Spore Node (Action): One **HIVE TENDRIL** Troops unit from your army can start to perform this action at the end of your Movement phase from the second battle round onwards if it is within 6" of your opponent's deployment zone and not within 6" of any Spore Node objective markers (see below). The action is completed at the end of your turn. If completed, place one objective marker anywhere within 1" of the unit that completed this action. This objective marker represents a Spore Node, but does not count as an objective marker for any rules purposes other than for this secondary objective.

Score 4 victory points each time a unit from your army completes this action.

GENESTEALER CULTS

BATTLEFIELD SUPREMACY

BROODSWARM

Progressive Objective

Our enemies must be driven from every corner of our realm until there is nowhere left for them to flee.

At the end of your turn, score 1 victory point for each of the following conditions you satisfy (for a maximum of 5 victory points):

- You have more models on the battlefield than your opponent does.
- You have more models within your opponent's deployment zone than your opponent does.
- You have more models within your deployment zone than your opponent does.
- You have more models on the battlefield that are within no man's land than your opponent does.
- All four of the above bullet points apply.

PURGE THE ENEMY

AMBUSH

Progressive Objective

Subtlety, secrecy, stealth. By fighting the enemy and trapping them within one cunning ambush after another, we will overthrow the armies of oppression.

At the end of your turn, score victory points as follows (to a maximum of 4 victory points):

- Score 1 victory point if one or more enemy units were destroyed this turn by units from your army while they had a crossfire marker (see *Codex: Genestealer Cults*).
- Score 2 victory points if one or more enemy units were destroyed this turn by units from your army that were set up from ambush or from underground (see *Codex: Genestealer Cults*) this turn.
- Score 2 victory points if one or more enemy units were destroyed this turn as a result of a ranged attack made by a model from your army, and that enemy unit was Exposed (see *Codex: Genestealer Cults*) when it was selected as the target of that attack. Note, that enemy unit must have been Exposed as specified on page 89 of *Codex: Genestealer Cults*, rather than by any other means (e.g. the Priority Target ability).

SHADOW OPERATIONS

SABOTAGE CRITICAL LOCATION

Progressive Objective

In order to keep our enemies off balance, key logistical targets must be eliminated. Sow the fiery seeds of revolution, sisters and brothers, and sing praise to the Star Children as our enemies burn…

If you select this objective, during the Resolve Pre-battle Abilities step of the mission, your opponent must place 2 critical location markers on the battlefield. Each must be more than 9" away from any battlefield edge and more than 9" away from their other critical location marker. If both players must place these markers, the players alternate doing so, starting with the Defender.

If you select this objective, **GENESTEALER CULTS** and **BROOD BROTHERS** units from your army can attempt the following action:

Sabotage Critical Location (Action): One or more **GENESTEALER CULTS INFANTRY**, **BROOD BROTHERS INFANTRY** or **GENESTEALER CULTS BIKER** units from your army (excluding **CHARACTER** units other than **REDUCTUS SABOTEUR** units) can start to perform this action at the end of the Move Units step of your Movement phase. Each unit from your army that starts to perform this action must be within range of a different one of your opponent's critical location markers that you control. The action is completed at the end of your turn, provided the unit performing it is still within range of the same critical location marker. If completed, you have sabotaged that critical location; remove it from the battlefield.

Score victory points each time a unit from your army completes this action, as shown in the table below.

SABOTAGE CRITICAL LOCATION

BATTLE ROUND IN WHICH THE ACTION WAS COMPLETED	VICTORY POINTS
2	9
3	7
4	6
5	4

NECRONS

SHADOW OPERATIONS

ANCIENT MACHINERIES

Progressive Objective

Countless worlds across the galaxy harbour quiescent Necron technology waiting to be roused to wakefulness.

If you select this secondary objective, **NECRONS CORE** and **NECRONS CANOPTEK** units from your army can attempt the following action:

Awaken Ancient Machinery (Action): At the end of your Movement phase, one **NECRONS CORE** or **NECRONS CANOPTEK** unit from your army can start to perform this action if it is within range of an objective marker you control that is not within your deployment zone and which has not already been awakened by your army (see below). If the unit performing this action has the Objective Secured ability, the action is completed at the end of your turn; otherwise, it is completed at the start of your next Command phase or at the end of the battle (whichever comes first). In any case, the action is only completed if the unit performing it is still within range of the same objective marker. If completed, that objective marker is said to have been awakened by your army.

Score 4 victory points each time a unit from your army completes this action.

BATTLEFIELD SUPREMACY

PURGE THE VERMIN

Progressive Objective

This territory is infested by the contemptible vermin of the lesser races. They must be driven wholesale from the Necrons' rightful lands in order for reclamation to commence.

At the end of your turn:

- Score 1 victory point for each table quarter that has no enemy units (excluding **AIRCRAFT** units) wholly within it.
- Score 1 victory point if there are no enemy units (excluding **AIRCRAFT** units) wholly within your deployment zone.

PURGE THE ENEMY

CODE OF COMBAT

End Game Objective

Though the Necron nobility view even the mightiest foes as little more than beasts, many still seek to uphold the Triarchal codes by affording them an honourable death.

At the end of the battle:

- Score 3 victory points for each enemy unit that was destroyed by a ranged attack made by a **NECRONS NOBLE** unit from your army during the battle.
- Score 4 victory points for each enemy unit that was destroyed by a melee attack made by a **NECRONS NOBLE** unit from your army during the battle.

In addition, each time an enemy **CHARACTER** unit is destroyed by a melee attack made by a **NECRONS NOBLE** unit from your army, gain 1 Command point.

NO MERCY, NO RESPITE

THE TREASURES OF AEONS

Progressive Objective

The foe have looted ancient Necron riches that do not belong to them. These must be reclaimed at all costs.

If you select this objective, during the Resolve Pre-battle Abilities step of the mission, your opponent must select 3 objective markers on the battlefield. When doing so, they cannot select objective markers that are in their deployment zone unless they have already selected all objective markers that are in no man's land.

At the end of your turn, score victory points if you control one or more of those selected objective markers, as shown in the table below.

THE TREASURES OF AEONS

NUMBER OF SELECTED OBJECTIVE MARKERS YOU CONTROL	VICTORY POINTS
1	2
2	3
3	5

ORKS

NO MERCY, NO RESPITE

STOMP 'EM GOOD

Progressive Objective

Orks love crushing enemies with powered claws or mighty choppas.

At the end of the battle round:

- Score 3 victory points if the number of enemy units destroyed by melee attacks made by **ORKS** units from your army this battle round is more than the number of non-**GRETCHIN** units from your army destroyed by melee attacks this battle round.
- Score 1 additional victory point if the number of enemy units destroyed by melee attacks made by **ORKS** units from your army this battle round is at least 2 and is at least double the number of non-**GRETCHIN** units from your army destroyed by melee attacks this battle round.

PURGE THE ENEMY

DA BIGGEST AND DA BEST

Progressive Objective

Orkish leaders set an example to all the ladz beneath them by blasting, smashing, biting and crushing any enemy that is unfortunate enough to cross their path.

At the end of the battle round, score 2 victory points for each of the following achieved by your **ORKS WARLORD** (to a maximum of 5 victory points per battle round):

- An enemy **CHARACTER**, **MONSTER** or **VEHICLE** unit lost any wounds as the result of a melee attack made by your **WARLORD** this battle round.
- 5 or more models were destroyed as the result of attacks made by your **WARLORD** this battle round.
- An enemy unit was destroyed as the result of an attack made by your **WARLORD** this battle round.
- Your **WARLORD** is within range of an objective marker you control that is not within your deployment zone.

BATTLEFIELD SUPREMACY

GREEN TIDE

Progressive Objective

Orks are known to swarm the battlefield in great waves. To their foes, it can seem as though their hordes stretch over the horizon.

At the end of your turn, score 1 victory point for each table quarter that contains 10 or more **ORK** models from your army (excluding models that are within 6" of any other table quarter).

SHADOW OPERATIONS

GET DA GOOD BITZ

Progressive Objective

Cogitator banks and other priceless prizes make fine loot to sell.

If you select this secondary objective, **ORKS CORE** units from your army can attempt the following action:

Get da Good Bitz (Action): At the end of your Movement phase, one or more **ORKS CORE** units from your army can start to perform this action. Each unit from your army that starts to perform this action must be within range of a different objective marker you control that is not in either player's deployment zone. If a **LOOTAS** or **GRETCHIN** unit is performing this action, it is completed at the end of your turn; otherwise, it is completed at the start of your next Command phase or at the end of the battle (whichever comes first). In any case, the action is only completed if the unit performing it is still within range of the same objective marker.

Score 3 victory points each time a unit from your army completes this action (to a maximum of 5 victory points per battle round).

T'AU EMPIRE

BATTLEFIELD SUPREMACY

DECISIVE ACTION

Progressive Objective

Effective strategy requires not just the successful capture of crucial battlefield assets, or their denial to the enemy, but also proper implementation of the Code of Fire in matters of strategic timing. We must demonstrate our mastery of all these principles if we are to best serve the Greater Good.

If you selected the Mont'ka Tactical Philosophy at the start of the battle (see *Codex: T'au Empire*), then at the end of your turn in battle rounds one, two and three, score 4 victory points if you control half or more of the total number of objective markers on the battlefield.

If you selected the Kauyon Tactical Philosophy at the start of the battle (see *Codex: T'au Empire*), then at the end of your turn in battle rounds three, four and five, score 4 victory points if you control half or more of the total number of objective markers on the battlefield.

NO MERCY, NO RESPITE

A CLEAN VICTORY

End Game Objective

A sloppy and costly victory is, to the T'au, no victory at all. We must execute the battle plan with faultless efficiency, and in so doing avoid unnecessary losses.

At the end of the battle round:

- Score 1 victory point if one or more enemy units were destroyed by **T'AU EMPIRE** units from your army this battle round.
- Score 3 victory points if three or more enemy units were destroyed by **T'AU EMPIRE** units from your army this battle round.

If you selected the Mont'ka Tactical Philosophy at the start of the battle (see *Codex: T'au Empire*), you can only score victory points from this secondary objective at the end of battle rounds one, two and three. If you selected the Kauyon Tactical Philosophy at the start of the battle, you can only score victory points from this secondary objective at the end of battle rounds three, four and five.

SHADOW OPERATIONS

AEROSPACE TARGETING RELAYS

End Game Objective

As efforts to secure this region continue, we must site sensor beacons so as to help coordinate combined arms assaults and guide in orbital fire support and aerial combat assets.

If you select this objective, place an Aerospace Designation marker halfway along each battlefield edge. **T'AU EMPIRE INFANTRY** units from your army can attempt the following action:

Install Targeting Relay (Action): One or more **T'AU EMPIRE INFANTRY** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be within 6" of a different Aerospace Designation marker that has not had a targeting relay installed at it by your army (see below). If a **FIRE WARRIOR TEAM** unit is performing this action, it is completed at the end of your turn; otherwise, it is completed at the start of your next Command phase or at the end of the battle (whichever comes first). If completed, that Aerospace Designation marker is said to have had a targeting relay installed at it by your army.

At the end of the battle, score a number of victory points based on how many targeting relays were installed by your army, as shown in the table below.

AEROSPACE TARGETING RELAYS

NUMBER OF TARGETING RELAYS INSTALLED	VICTORY POINTS
1	2
2	6
3	9
4	15

INCURSION MISSIONS

'It is a trying experience, leading exploratory expeditions upon worlds temporarily inhabited by the lesser races. One might forgive their dishonourable barbarity and squalor were it not for the almost inanimate levels of intelligence. Still, it is precisely because one expects nothing of them that serendipity is high at the discovery of some neurological anomaly. One that requires the satisfactory disassembly of their craniums to comprehend. I simply wish they wouldn't mewl so.'

- Zorran'shek the Crimson,
High Neurohedrex of Novokh



WAR ZONE NEPHILIM: GRAND TOURNAMENT – INCURSION

CLEANSE THE LAND

MISSION BRIEFING

Enemy forces are massing in the area, seeking to secure the battlefield. You will see them fail and you will see their presence in this area purged. A direct assault against them may result in unacceptable casualties, but victory can be assured by outflanking the foe and catching them in a deadly crossfire.

MISSION RULES

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

Land Purged: In this mission, if a player controls an objective marker at the end of their Command phase and one or more of their units that are within range of it has the Objective Secured ability (pg 126) or a similar rule, it remains under that player's control unless their opponent controls it at the end of any subsequent phase, even if there are no models within range of it.



PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

DIRECT ASSAULT

Progressive Objective

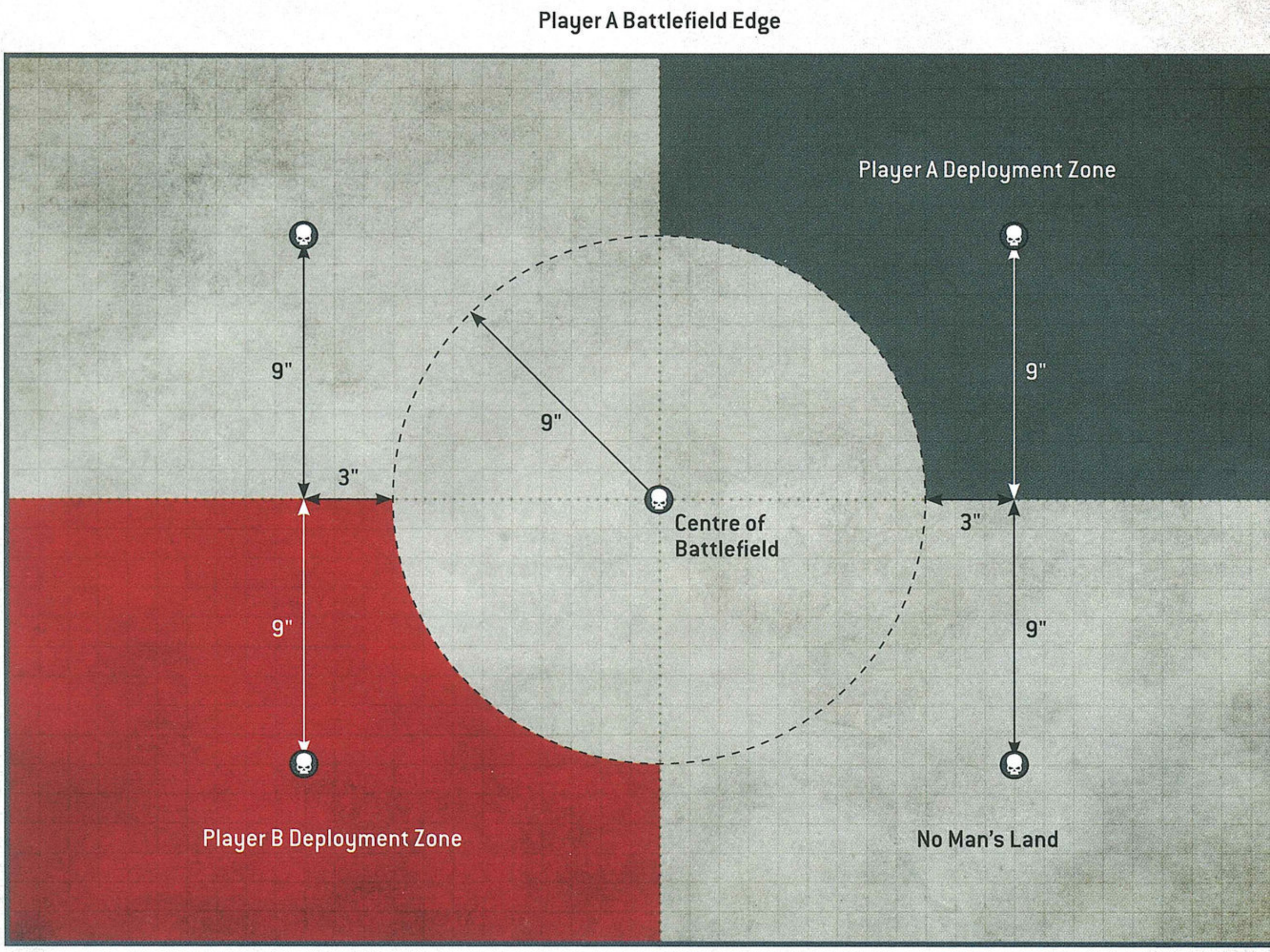
A direct assault on enemy-held positions is demanded by your betters. Meet the foe head on, annihilate them in their entirety and thus ensure the landscape is free of their vile presence all while securing the battlefield.

At the end of each player's turn, the player whose turn it is scores 2 victory points if they satisfy one of the following conditions, or 3 victory points if they satisfy both of the following conditions:

- They control every objective marker on the battlefield or they control at least one objective marker they did not control at the start of their turn.
- They destroyed at least one enemy unit that was within range of an objective marker at the start of their turn.

WAR ZONE NEPHILIM: GRAND TOURNAMENT – INCURSION

CLEANSE THE LAND



WAR ZONE NEPHILIM: GRAND TOURNAMENT – INCURSION

DELIVERANCE

MISSION BRIEFING

Your forces are beleaguered in every way. Exhausted, only prayers and the hope of resupply sustain them. Help is on the way, but others will seek the desperately needed bounty that the supply craft bring. You must fight tooth and nail to secure the aid.

MISSION RULES

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

Drop Zone Repleted: In this mission, two objective markers will be removed from the battlefield as follows:

- At the start of the third battle round, the Defender randomly selects one objective markers that is in no man's land to be the Gamma objective marker.
- At the start of the fourth battle round, the Gamma objective marker is removed from the battlefield and the Attacker then randomly selects one of the two remaining objective markers that are in no man's land to be the Beta objective marker.
- At the start of the fifth battle round, the Beta objective marker is removed from the battlefield.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

SECURE LANDING SITES

Progressive Objective

The Emperor's gifts come from where he wills – be ready for the supplies to come to any location.

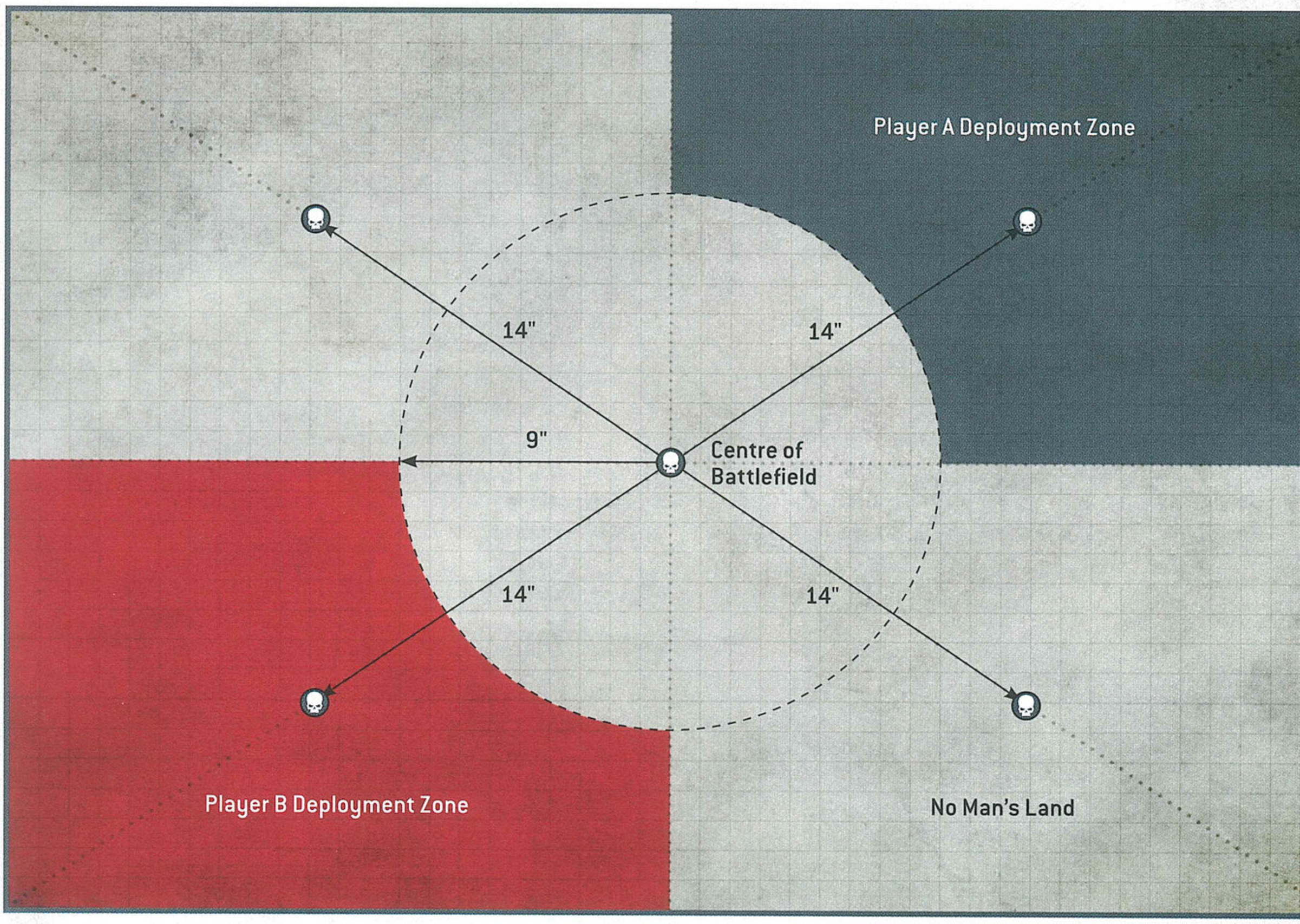
At the end of each player's turn, the player whose turn it is scores a number of victory points for each objective marker they control that is in no man's land, as shown below (note that the victory points scored change depending on the battle round number):

BATTLE ROUND	VICTORY POINTS PER OBJECTIVE MARKER IN NO MAN'S LAND CONTROLLED
3	2
4	3
5	4

This primary objective cannot be scored in the first or second battle rounds.

WAR ZONE NEPHILIM: GRAND TOURNAMENT – INCURSION

DELIVERANCE



WAR ZONE NEPHILIM: GRAND TOURNAMENT – INCURSION

DESPERATE RAID

MISSION BRIEFING

The fighting throughout the Nephilim Sub-sector rages on and on, through haunted cities scoured of inhabitants. As armies become increasingly isolated, they must launch desperate raids into each other's territories to secure the means to keep fighting on.

MISSION RULES

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

Desperate Raiders: In this mission, a player receives one additional Command point at the start of their Command phase if they control one or both of the objective markers in their opponent's deployment zone (this is in addition to the Battle-forged CP bonus).

Objective Cleansed: In this mission, if a player controls an objective marker at the end of their Command phase and one or more of their units that are within range of it has the Objective Secured ability (pg 126) or a similar rule, it remains under that player's control unless their opponent controls it at the end of any subsequent phase, even if there are no models within range of it.

PRIMARY OBJECTIVES

This mission has two primary objectives.

DOMINATION

Progressive Objective

You are charged with the total domination of the battlefield; storm every site of tactical import lest they fall into enemy hands.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control two or more objective markers.
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

RAID SUPPLY LINES

Progressive Objective

Leave nothing to chance, the blasphemous curs will hide what they have anywhere and everywhere. Seize everything, overwhelm them utterly. No matter what they worship, let their crushing defeat fill them with doubt. Break through them swiftly! Know what they value most they will keep in the most secure spaces.

At the end of each player's turn, the player whose turn it is scores 3 victory points if they control at least one of the objective markers in their opponent's deployment zone.

WAR ZONE NEPHILIM: GRAND TOURNAMENT – INCURSION

DESPERATE RAID

WAR ZONE NEPHILIM: GRAND TOURNAMENT – INCURSION

SACRED GROUND

MISSION BRIEFING

You must advance swiftly into contested territory to seize sacred ground while maintaining a strong rearguard to protect your supply lines. The battleground is won and lost one yard at a time, and a commander must simultaneously master offensive and defensive tactics if they are to prevail.

MISSION RULES

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

Secure the Rear: In this mission, player A only receives a Battle-forged CP bonus at the start of the Command phase if they control objective marker A, and player B only receives the Battle-forged CP bonus at the start of the Command phase if they control objective marker B.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

WISDOM IS THE CORNERSTONE OF FAITH

Progressive Objective

The sacred ground is currently in the hands of the enemy. Draw your battle plans and despatch your forces accordingly.

At the end of player A's turn, that player:

- Scores 2 victory points if they control objective marker B.
- Loses 1 victory point if they do not control objective marker A.
- Scores 1 victory point for each other objective marker they control.

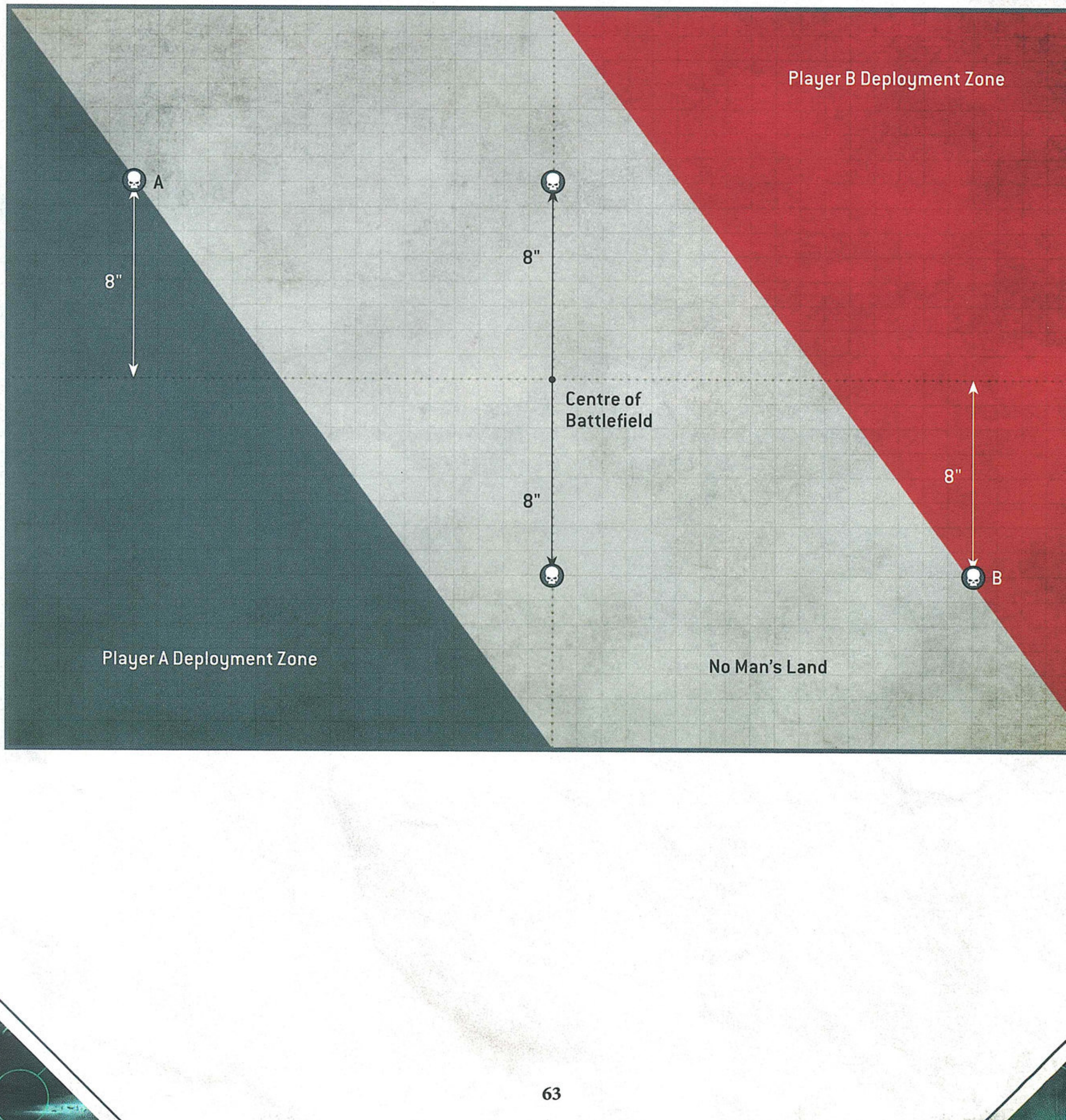
At the end of player B's turn, that player:

- Scores 2 victory points if they control objective marker A.
- Loses 1 victory point if they do not control objective marker B.
- Scores 1 victory point for each other objective marker they control.

Neither player's victory points can ever be reduced to less than 0.

WAR ZONE NEPHILIM: GRAND TOURNAMENT – INCURSION

SACRED GROUND



ASCENSION

MISSION BRIEFING

This battlefield houses places of worship to be guarded and venerated or toppled and defaced. Honour and power will be bestowed upon a warlord mighty enough to claim it.

MISSION RULES

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

Champion's Honour: In this mission, **WARLORD** models have the Objective Secured ability (pg 126). If a unit has a pre-battle rule that allows it to be set up anywhere on the battlefield, that unit cannot be set up in no man's land. With the exception of **WARLORD** models, if a unit has a rule that allows it to make a move before the first turn begins, it cannot end that move in no man's land. With the exception of **WARLORD** models, if a unit has a rule that lets it redeploy before the first turn, that unit cannot be set up in no man's land.

Leading from the Front: In this mission, a player only receives the Battle-forged CP bonus at the start of the Command phase if their **WARLORD** is on the battlefield, or if their **WARLORD** is embarked on a **TRANSPORT** model that is on the battlefield.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

ASCEND

Progressive and End Game Objective

This mission is of the utmost importance to the faith of countless millions, and cannot be entrusted to anyone else. You must personally lead your forces in a heroic assault on a vital objective to achieve your goal.

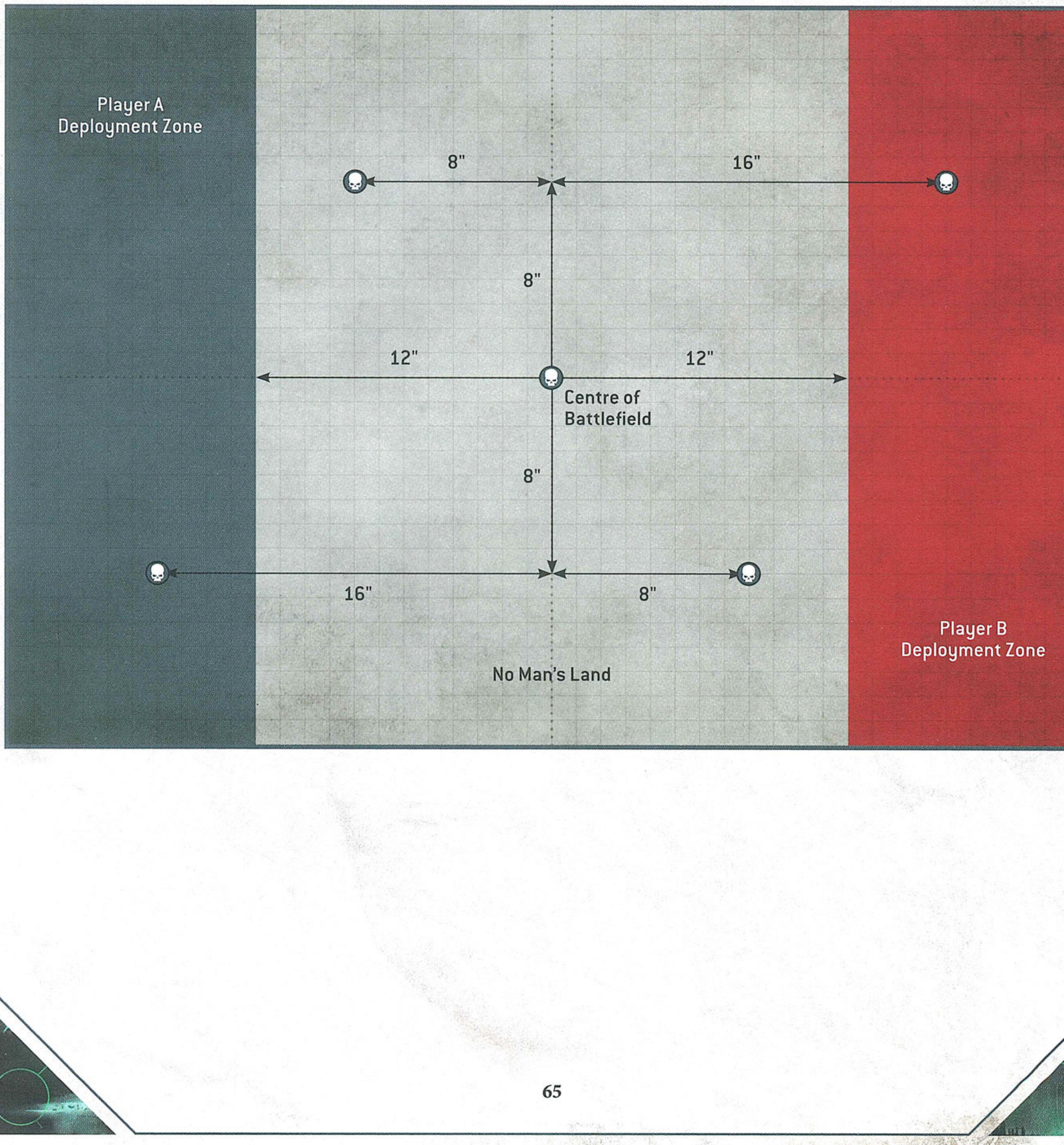
At the end of each player's turn, the player whose turn it is scores 2 victory points if they satisfy at least one of the following conditions:

- They control the objective marker in the centre of the battlefield.
- They destroyed at least one enemy unit that was within 6" of the centre of the battlefield at the start of that turn.

At the end of the battle, each player scores 3 victory points for each of the following conditions that they satisfy (for a maximum of 6 victory point per player):

- Their **WARLORD** is within range of the objective marker in the centre of the battlefield.
- Their opponent's **WARLORD** is destroyed.

ASCENSION


Player A
Deployment Zone
Player A Battlefield Edge
8"
16"
8"
12"
12"
Centre of
Battlefield
8"
16"
8"
No Man's Land
Player B
Deployment Zone

WAR ZONE NEPHILIM: GRAND TOURNAMENT – INCURSION

SURGE OF FAITH

MISSION BRIEFING

It is your task to lead an all-out assault to secure vital territory. Casualties will be heavy. But such is the price we must be willing to pay. Have faith and victory will be yours, and know that the fallen will be martyrs to be remembered forever more.

MISSION RULES

In this mission, units from both players' armies can attempt the following action:

Surge of Faith (Action): One unit from your army can start to perform this action at the start of your Movement phase if it is within range of an objective marker that is not within your deployment zone. Units with the Objective Secured ability (pg 126) or a similar rule can start to perform this action at the end of your Movement phase instead. A unit cannot start this action while any enemy units (excluding **AIRCRAFT** units) are within range of the same objective marker. The action is completed at the end of your turn, provided the unit performing it is still within range of the same objective marker.

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

SURGE OF FAITH

Progressive Objective

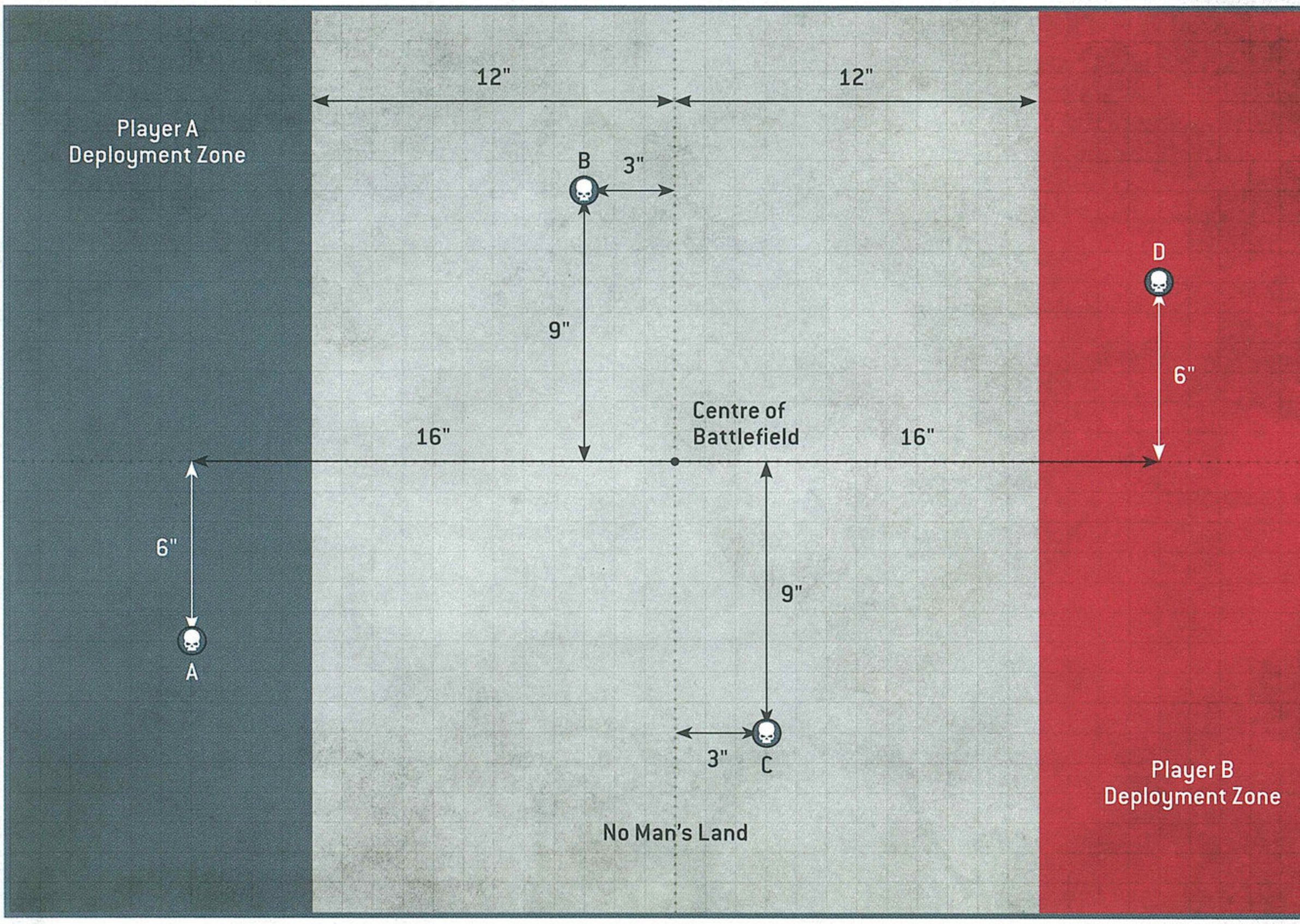
The signal has been received, the time for the assault is at hand. You must advance swiftly into no man's land to prevent your opponent seizing the battlefield. To fail is to bring shame, and show a severe lack of faith.

Each time a unit from your army completes the Surge of Faith action (see left), you score a number of victory points depending on which objective marker this action was performed on, as follows:

OBJECTIVE MARKER	PLAYER A VICTORY POINTS	PLAYER B VICTORY POINTS
A	N/A	4
B	2	3
C	3	2
D	4	N/A

WAR ZONE NEPHILIM: GRAND TOURNAMENT – INCURSION

SURGE OF FAITH



WAR ZONE NEPHILIM: GRAND TOURNAMENT – INCURSION

RISE OF THE MACHINE SPIRIT

MISSION BRIEFING

An ancient and deadly fortress lies dormant in orbit, but if you can inload the correct data-psalms at key locations, its machine spirit will awaken under our control.

MISSION RULES

In this mission, units from both players' armies can attempt the following action:

Inload Data-psalm (Action): One or more units from your army can start to perform this action at the end of your Movement phase. Each unit that starts to perform this action must be within range of a different objective marker. A unit cannot start this action while any enemy units (excluding **AIRCRAFT** units) are within range of the same objective marker. This action is completed at the end of your next Command phase, provided that the unit that was performing it is still within range of the same objective marker. If a unit with the Objective Secured ability (pg 126) or a similar rule completes this action, that objective marker remains under that player's control unless their opponent controls it at the end of any subsequent phase, even if there are no models within range of it.

Binharic Interference: In this mission, Reinforcement units cannot be set up within range of any objective markers.

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

INLOAD DATA-PSALM

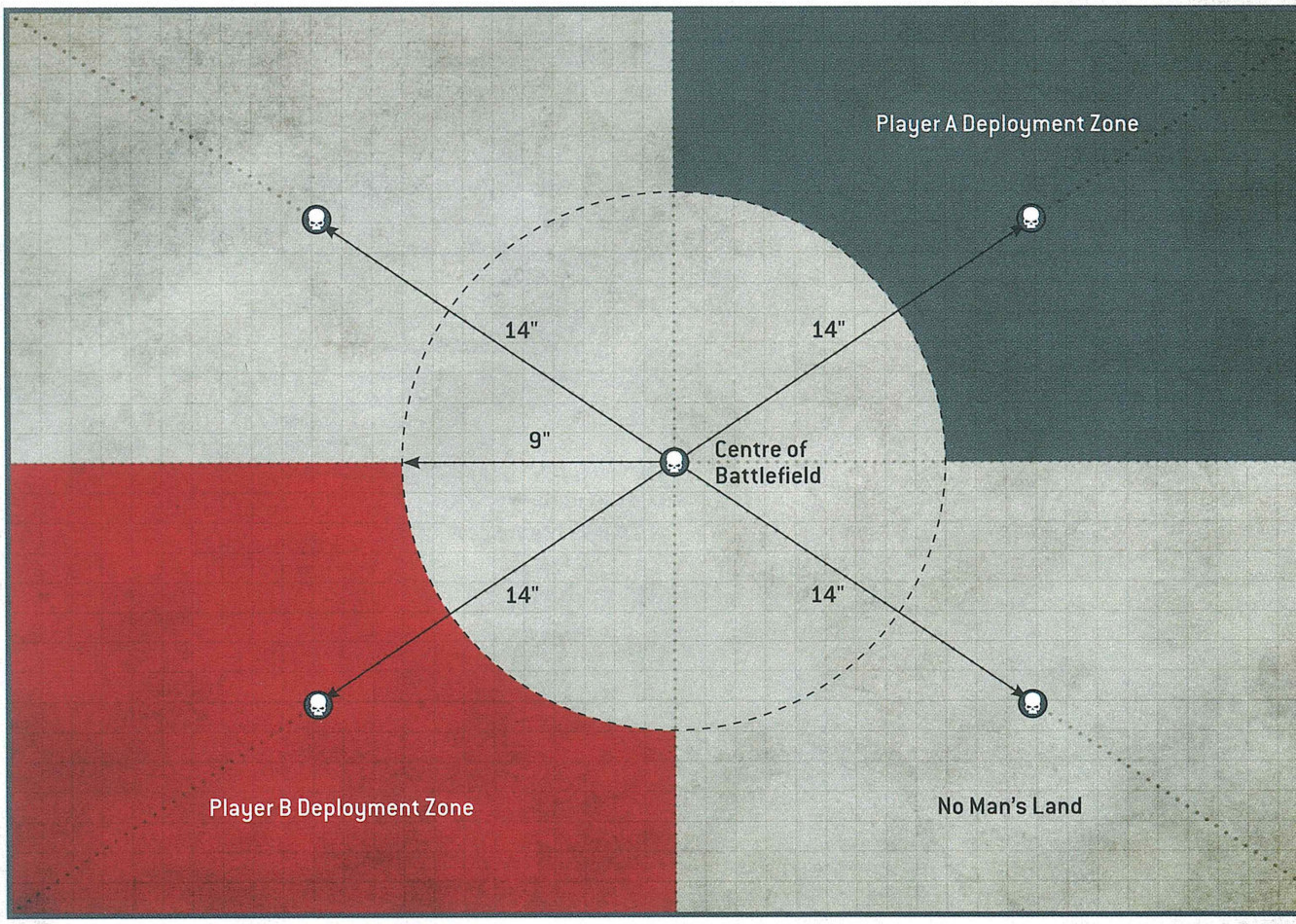
Progressive Objective

Your forces must make all haste to take control of core nodes identified in the vicinity, and perform the necessary rites to subvert the machine spirit of a mighty engine of war to our will.

At the end of each player's turn, if one or more units from that player's army completed the Inload Data-psalm action this turn, that player scores 1 victory point for each objective marker they currently control (to a maximum of 3 victory points per player per turn).

WAR ZONE NEPHILIM: GRAND TOURNAMENT – INCURSION

RISE OF THE MACHINE SPIRIT



WAR ZONE NEPHILIM: GRAND TOURNAMENT – INCURSION

DISPLAY OF SPIRITUAL MIGHT

MISSION BRIEFING

A victory in battle is the greatest display of the superiority of our faith, and the weakness of that of our deluded foes. An opportunity to prove our superiority has presented itself. Take control of vital tactical sites and crush any who oppose you, but be careful to minimise your own losses, lest your forces be unable to consolidate and secure the newly won ground.

MISSION RULES

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

Secret Intel Inbound: In this mission, during the first and second battle rounds, neither player receives a Battle-forged CP bonus, but during the fourth and fifth battle rounds, at the start of each player's Command phase, the player whose turn it is receives 1 extra Command point from their Battle-forged CP bonus (typically this will mean that a player will gain 2CPs at the start of their Command phase).

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

BREAK THEM, BODY AND SOUL

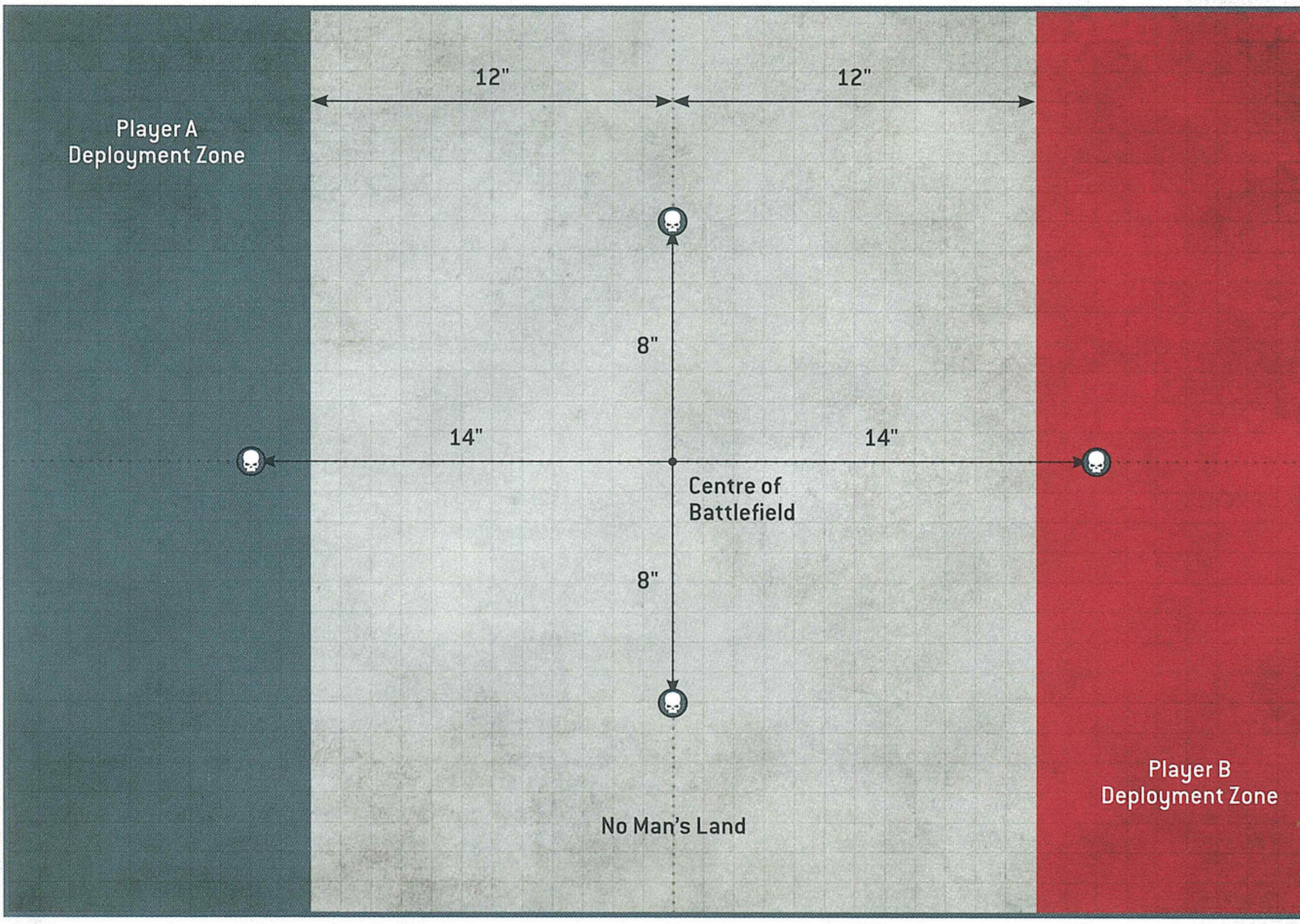
Progressive Objective

We wage two wars: one of strategy and one of faith. The two are intertwined. This battle is also one of tactics and conviction. If we are to consolidate our gains and prosecute the longer war, you must ensure that the enemy is made to bleed and despair.

At the end of the battle round, each player scores 1 victory point for each enemy unit that was destroyed that battle round (to a maximum of 3 victory points per player per battle round).

WAR ZONE NEPHILIM: GRAND TOURNAMENT – INCURSION

DISPLAY OF SPIRITUAL MIGHT



WAR ZONE NEPHILIM: GRAND TOURNAMENT – INCURSION

RECONNAISSANCE MISSION

MISSION BRIEFING

You have been detailed to conduct vital reconnaissance ahead of a major offensive, but enemy patrols are also operating in this area. Use your rapid response units to secure tactical sites and conduct recon scans quickly, while your supporting forces destroy any hostiles you encounter.

MISSION RULES

In this mission, units from both players' armies can attempt the following action:

Recon Sweep (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker that has not been reconnoitred by a unit from your army (see below). A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** units) within range of the same objective marker. If the unit that is performing this action has the Fast Attack Battlefield Role, or if it has the Objective Secured ability (pg 126) or a similar, this action is completed at the end of your turn provided that unit is still within range of the same objective marker; otherwise, this action is completed at the start of your next Command phase, or at the end of the battle (whichever comes first), provided the unit that is performing this action is still within range of the same objective marker. If completed, that objective marker is said to have been reconnoitred by your army.

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

RECON SWEEP

End Game Objective

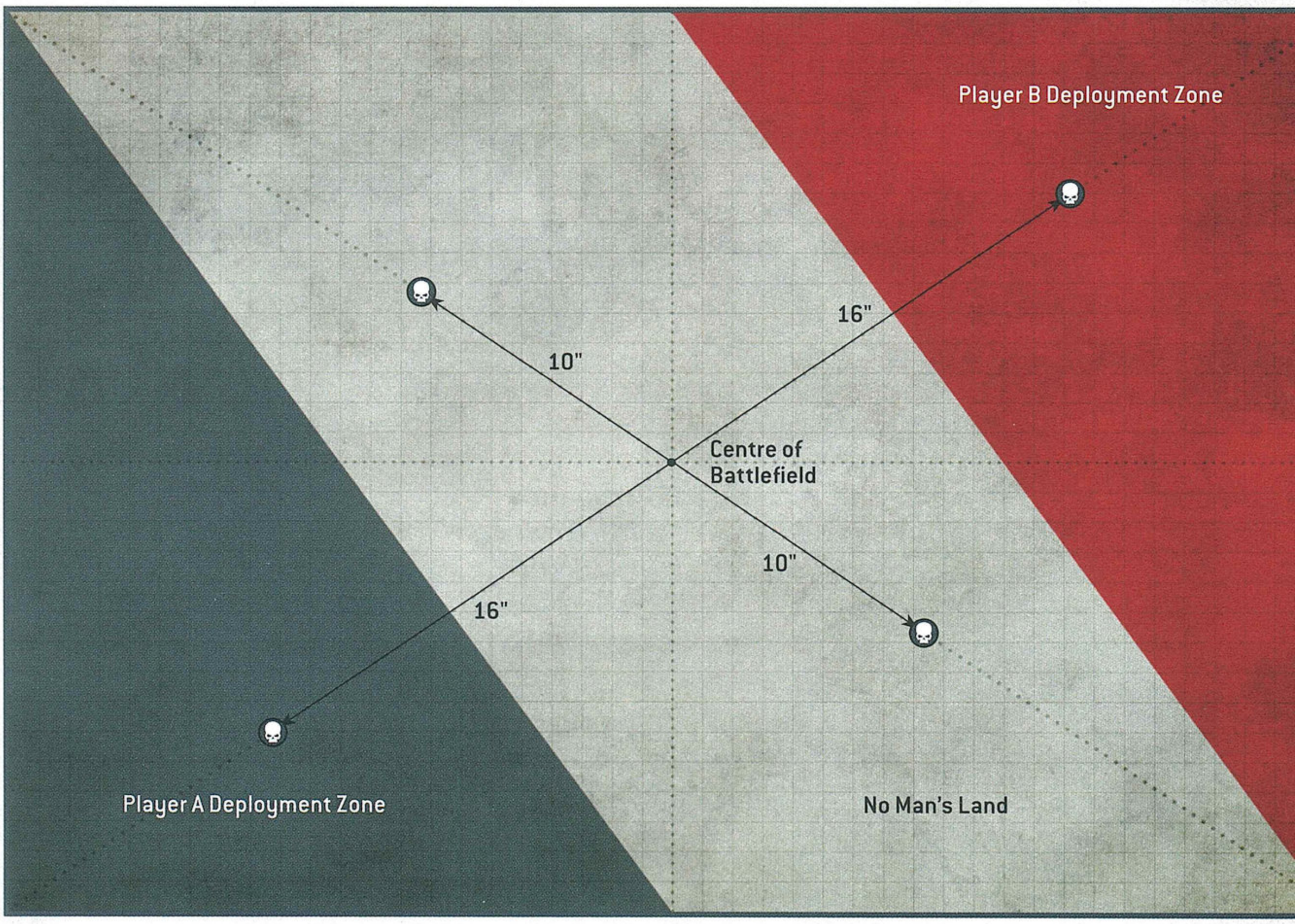
You must perform a thorough reconnaissance sweep to assess the strategic value of the local battlefield so our forces can be tactically deployed.

At the end of the battle, each player scores a number of victory points for the total number of objective markers on the battlefield that have been reconnoitred by their army (see left), as shown in the following table:

OBJECTIVE MARKERS RECONNOITRED BY YOUR ARMY	VICTORY POINTS
1	3
2	6
3	10
4	15

WAR ZONE NEPHILIM: GRAND TOURNAMENT – INCURSION

RECONNAISSANCE MISSION



STRIKE FORCE MISSIONS

'Fear is not worthy of a soldier of Burgia. This clouding of the mind is a figment of the imagination and I will not have it. I do not require imagination from my troops. I require them to fight where I command and when I command. This sickness is a ruse of the vile xenos, d'ye hear? Xenos who your regiment have the arms and the Emperor-given duty to eradicate. If you cannot lash them into action, Colonel, I will find an officer who can.'

- Marshal-Legatine Viktor Sandrokar fon Irani-Grevitz



WAR ZONE NEPHILIM: GRAND TOURNAMENT – STRIKE FORCE

RECOVER THE RELICS

MISSION BRIEFING

The battlefield is strewn with holy relics important to you and your enemy, whether for veneration or corruption. You must reclaim as many of these vital objectives as you can without sustaining unacceptable casualties in the process. No subject of worship wishes for all of their devoted followers to be slain.

MISSION RULES

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

Recover Relics: In this mission, a player only receives the Battle-forged CP bonus at the start of the Command phase if they control either one or more objective markers in their opponent's territory, or if they control one or more objective markers in no man's land. In addition, if at the start of their Command phase a player controls the objective marker in their opponent's deployment zone, that player receives 1 additional Command point (this is in addition to the Battle-forged CP bonus).

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

BREAK THEM, BODY AND SOUL

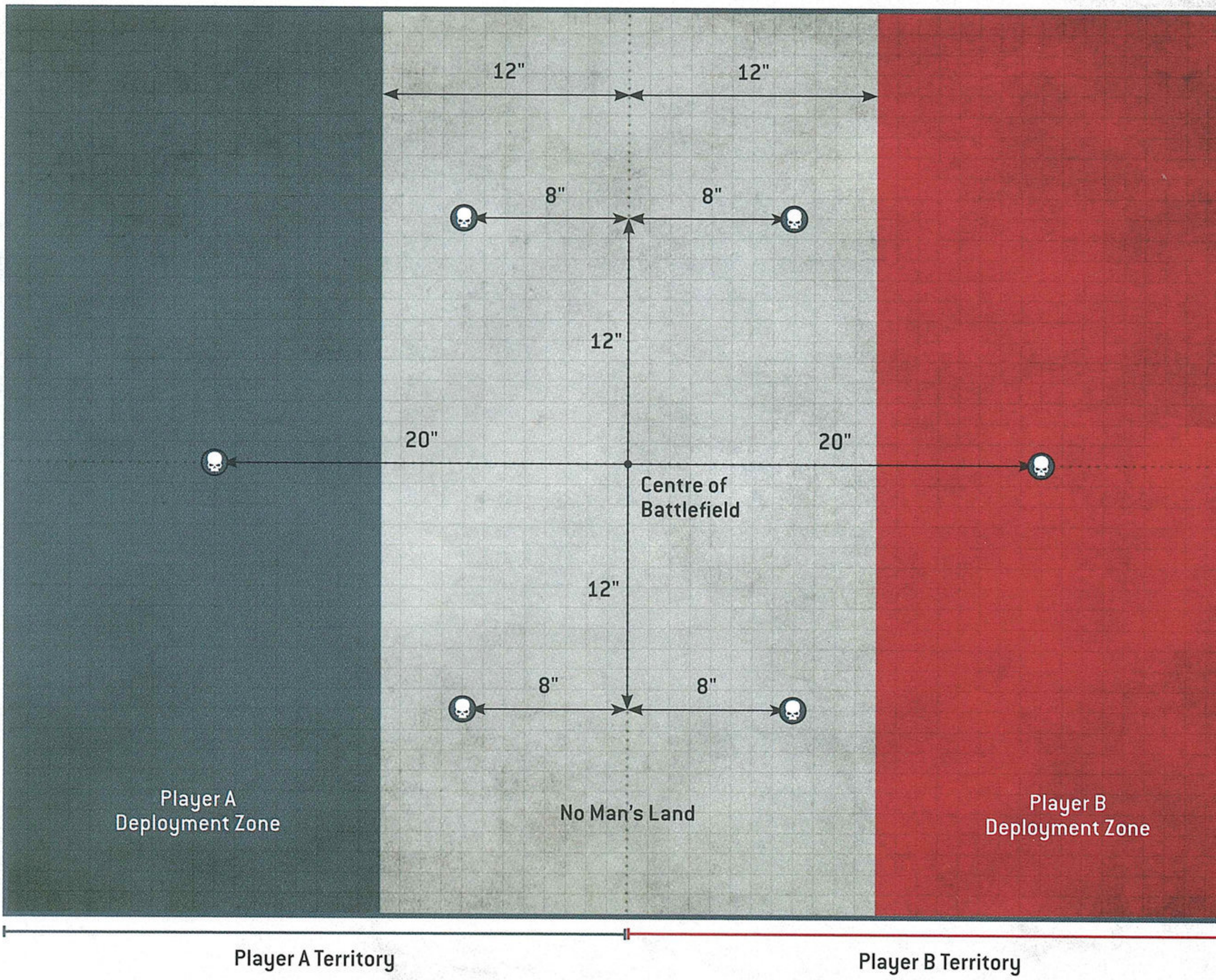
Progressive Objective

We wage two wars: one of strategy and one of faith. The two are intertwined. This battle is also one of tactics and conviction. If we are to consolidate our gains and prosecute the longer war, you must ensure that the enemy is made to bleed and despair.

At the end of the battle round, each player scores 1 victory point for each enemy unit that was destroyed that battle round (to a maximum of 3 victory points per player per battle round).

WAR ZONE NEPHILIM: GRAND TOURNAMENT – STRIKE FORCE

RECOVER THE RELICS



WAR ZONE NEPHILIM: GRAND TOURNAMENT – STRIKE FORCE

TEAR DOWN THEIR ICONS

MISSION BRIEFING

The foe's blasphemous icons have been identified and their continued existence can no longer be tolerated. Spread ruination throughout the enemy's territory, tear down their icons and leave nothing but heaped corpses and blazing ruins in your wake!

MISSION RULES

In this mission, units from both players' armies can attempt the following actions:

Prime Explosives (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is wholly within your opponent's territory and it is more than 9" away from any Primed Explosives objective markers (see below). If the unit performing this action has the Objective Secured ability (pg 126) or a similar rule, this action is completed at the end of your turn; otherwise, it is completed at the end of your next Command phase. If completed, set up 1 Primed Explosives objective marker on the battlefield that is wholly within your opponent's territory and wholly within 3" of the unit that completed this action - this represents a cache of Primed Explosives, but does not count as an objective marker for any rules purposes other than for the Defuse Explosives action and the Detonation primary objective (see right).

Defuse Explosives (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of a Primed Explosives objective marker within your own territory and no enemy units (excluding **AIRCRAFT** units) are within range of the same Primed Explosives objective marker. This action is completed at the end of your turn provided the unit performing it is still within range of the same Primed Explosives objective marker. If completed, roll one D6 and add 3 to the result if the unit that performed this action has the Objective Secured ability or a similar rule: on a 4+, remove that Primed Explosives objective marker from the battlefield.

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

DETONATION

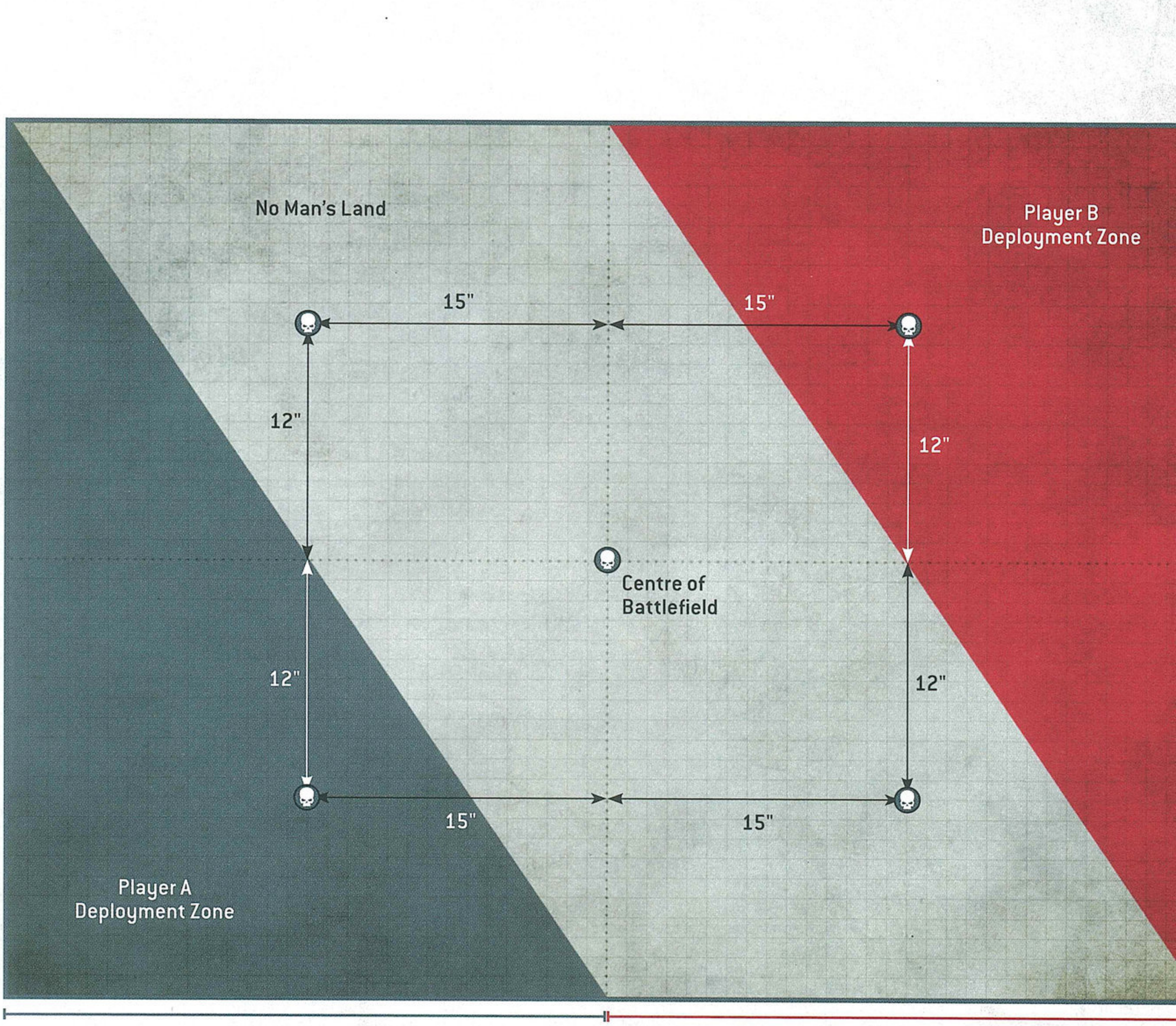
End Game Objective

Holy sites have been identified that our scouts believe are critical to the enemy's war efforts and morale in this region. Storm these sites, slaughter any that stand sentry there and burn everything to the ground.

At the end of the battle, each player scores 4 victory points for each Primed Explosives objective marker that is within their opponent's territory (to a maximum of 15 victory points per player).

WAR ZONE NEPHILIM: GRAND TOURNAMENT – STRIKE FORCE

TEAR DOWN THEIR ICONS



WAR ZONE NEPHILIM: GRAND TOURNAMENT – STRIKE FORCE

DATA SCRY-SALVAGE

MISSION BRIEFING

Important tactical information must be captured. Key data-terminals have been detected, but the machine spirits of several must be slaved to your data-tethers at the same time if you are to intercept the intelligence you need.

MISSION RULES

In this mission, units from both players' armies can attempt the following action:

Data Intercept (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of the objective marker within its deployment zone and no enemy units (excluding **AIRCRAFT** units) are within range of that objective marker. This action is completed at the end of your turn, provided the unit performing it is still within range of that objective marker.

Data Terminals: In this mission, if a player controls an objective marker that is in no man's land and at the end of their Command phase and one or more of their units that are within range of it has the Objective Secured ability (pg 126) or a similar rule, it remains under that player's control unless their opponent controls it at the end of any subsequent phase, even if there are no models within range of it.

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

PRIMARY OBJECTIVES

This mission has two primary objectives.

DOMINATION

Progressive Objective

You are charged with the total domination of the battlefield; storm every site of tactical import lest they fall into enemy hands.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control two or more objective markers
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

DATA INTERCEPT

Progressive Objective

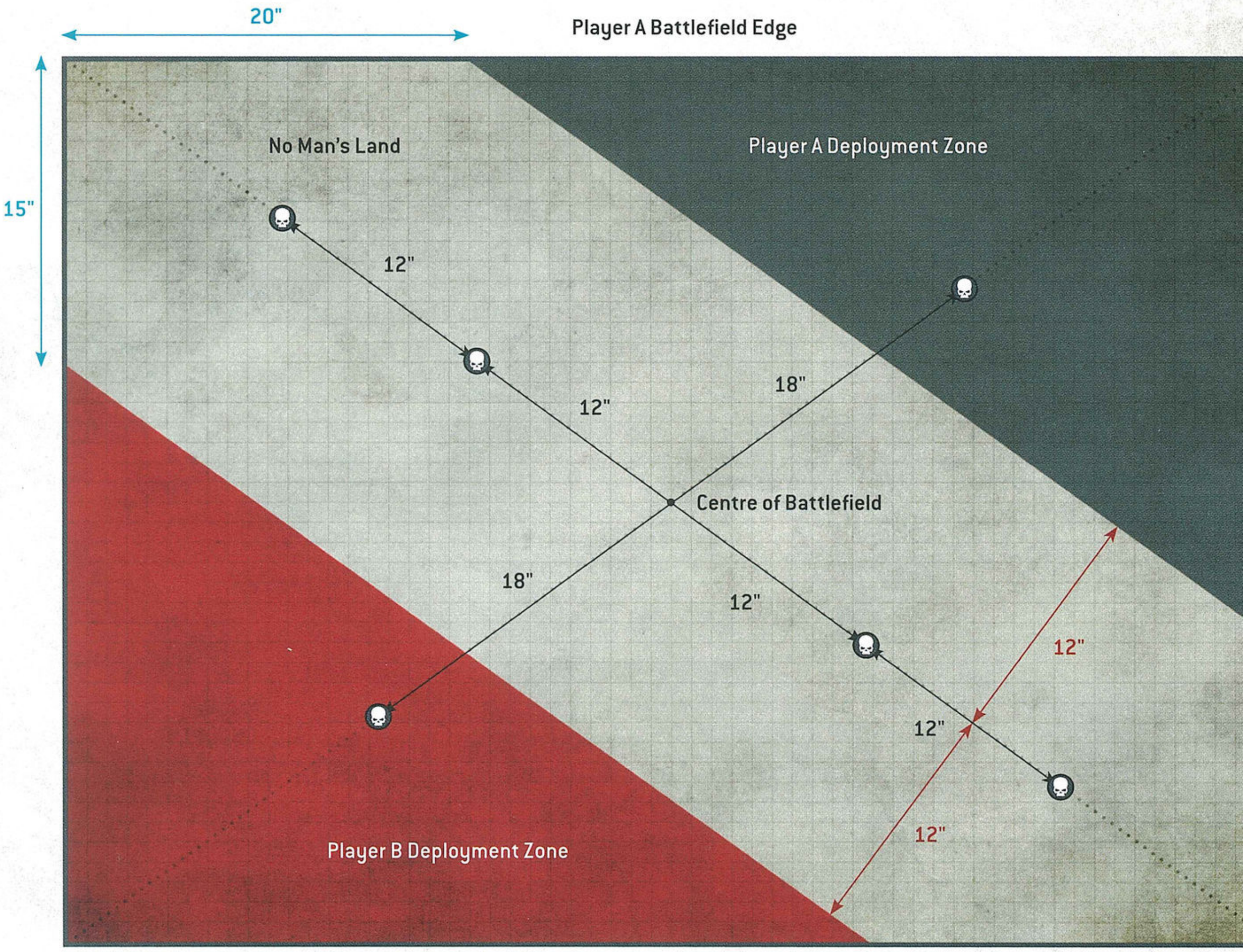
Your forces must successfully attach specialised wargear to take control of several critical data-terminals in the area, if we are to successfully extract the information we need.

Each time a unit from your army completes the Data Intercept action (see left), you score a number of victory points equal to the number of objective markers you currently control that are in no man's land (to a maximum of 3 victory points per action).

WAR ZONE NEPHILIM: GRAND TOURNAMENT – STRIKE FORCE

DATA SCRY-SALVAGE

Designer's note: This battlefield uses diagonal measurements. The shortest distance between the two deployment zones is **24"**. The deployment map includes some measurements in **blue** that help make finding the corners of the deployment zones easier on battlefield that is approximately 44" x 60".



WAR ZONE NEPHILIM: GRAND TOURNAMENT – STRIKE FORCE

ABANDONED SANCTUARIES

MISSION BRIEFING

Between two armies lies a ruined battlescape in which there are numerous abandoned sanctuaries; once places of religious worship, now they lie broken and ruined, the bodies of the priests and acolytes who tended them still rotting within. Such ruination must be avenged, and such damage must be restored. But your foe will not allow this – knowing that the war for the soul is as equally vital in the ongoing conflict as the war for the lands.

MISSION RULES

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

No Man's Land: If a unit has a pre-battle rule that allows it to be set up anywhere on the battlefield, that unit cannot be set up in no man's land. If a unit has a rule that allows it to make a move before the first turn begins, it cannot end that move in no man's land. If any rule is used to redeploy a unit, that rule cannot be used to set that unit up in no man's land.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

SECURE THE SANCTUARIES

Progressive and End Game Objective

The sanctuaries must be secured at any cost. Protect your forces as they advance into the enemy's fire lanes and destroy any foes who would dare stand in our way.

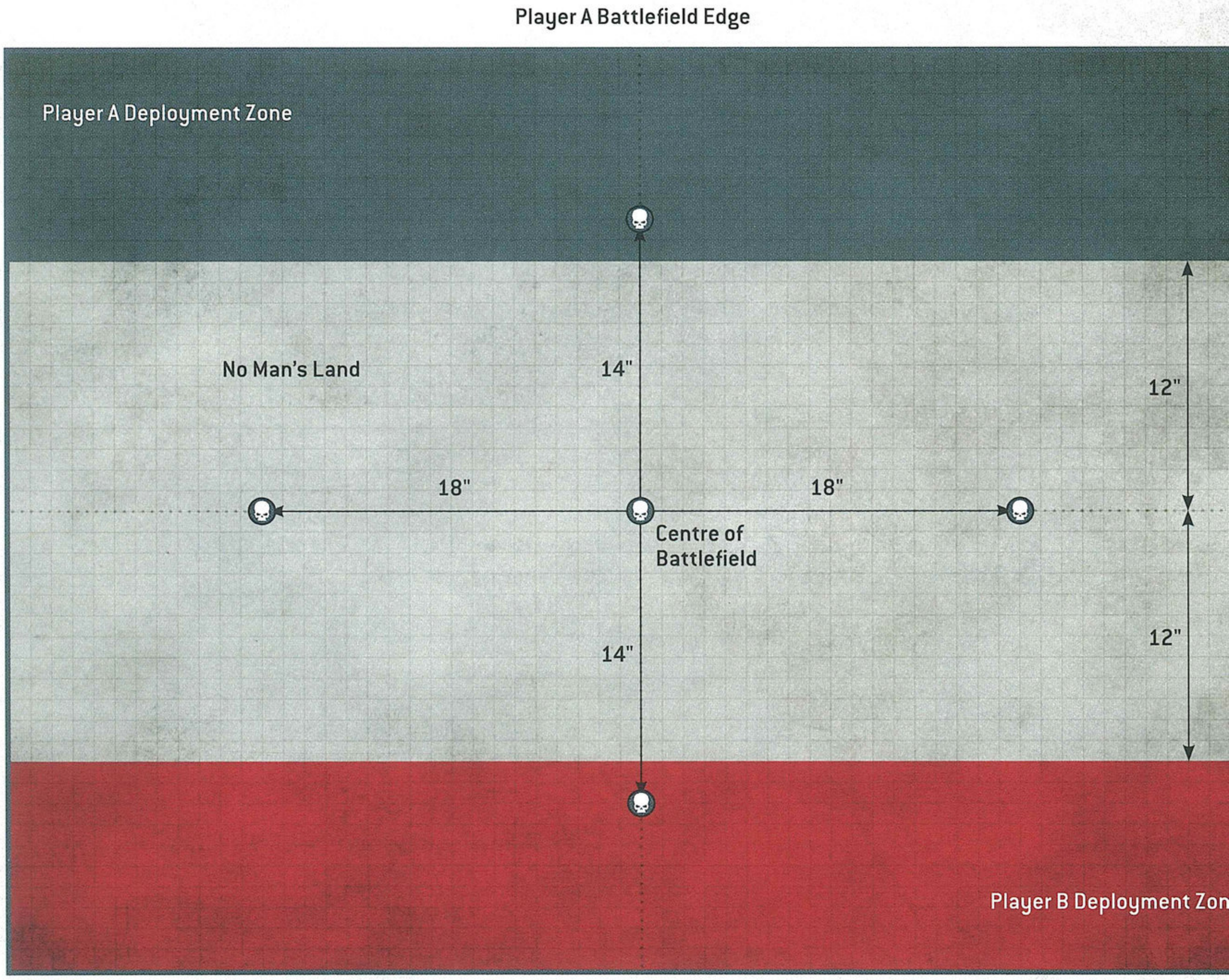
At the end of each player's turn, the player whose turn it is scores 2 victory points if they satisfy at least one of the following conditions:

- They control the objective marker in the centre of the battlefield.
- They destroyed at least one enemy unit that was within 6" of the centre of the battlefield at the start of their turn.

At the end of the battle, whichever player controls the objective marker in the centre of the battlefield scores 5 victory points.

WAR ZONE NEPHILIM: GRAND TOURNAMENT – STRIKE FORCE

ABANDONED SANCTUARIES



Player B Battlefield Edge

WAR ZONE NEPHILIM: GRAND TOURNAMENT – STRIKE FORCE

CONVERSION

MISSION BRIEFING

Your foe will not accept that their defeat is inevitable, and corrupts lands rightfully yours with their blasphemous, oppressive presence. You must break them through force, seize the territory they so wrongfully have claimed for themselves, and convert it and all within to the true faith. This will require iron determination, fierce leadership, full hearts and prayers fresh upon the lips of all.

MISSION RULES

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

Leading from the Front: In this mission, a player only receives the Battle-forged CP bonus at the start of the Command phase if their **WARLORD** is on the battlefield, or if their **WARLORD** is embarked on a **TRANSPORT** model that is on the battlefield.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

CORRUPTED GROUND

Progressive Objective

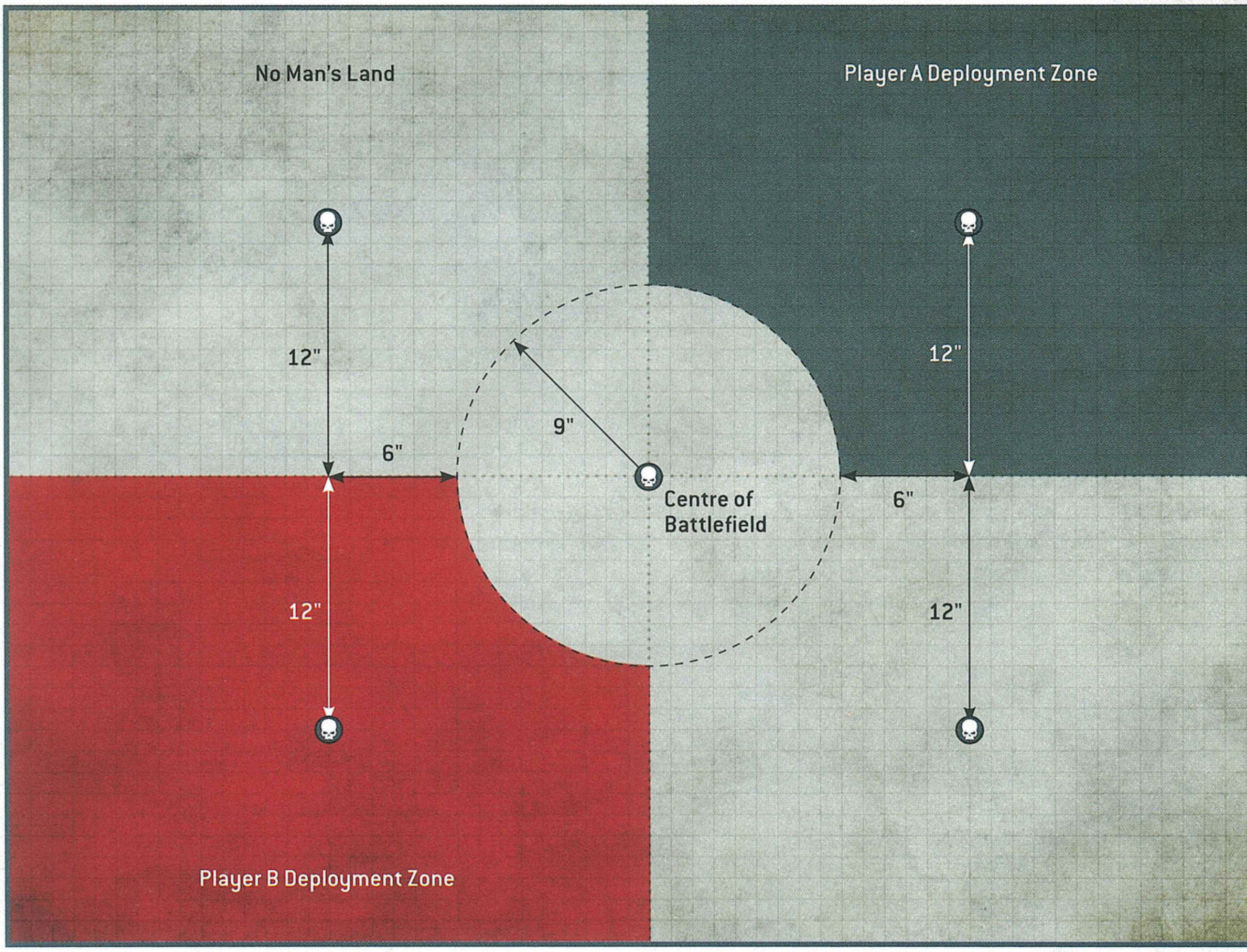
It is vital that we oust the blasphemous curs from the ground they stand on. Draw your battle plans and despatch your forces accordingly.

At the end of each player's turn, the player whose turn it is:

- Scores 4 victory points if they control the objective marker in their opponent's deployment zone.
- Scores 2 victory points if they control one or more objective markers that are in no man's land.
- Loses 1 victory point if they do not control the objective marker in their own deployment zone.

A player's victory point score can never be reduced to less than 0.

CONVERSION


Player A Battlefield Edge
No Man's Land
Player A Deployment Zone
12"
9"
6"
Centre of Battlefield
6"
12"
12"
Player B Deployment Zone
Player B Battlefield Edge

WAR ZONE NEPHILIM: GRAND TOURNAMENT – STRIKE FORCE

THE SCOURING

MISSION BRIEFING

Both sides are sweeping through the area, tasking scout units to identify and scan sites of strategic and sacred import. However, not all sites are of equal worth – victory will go to the warlord who can secure the most valuable sites and cripple the enemy's ability to locate others.

MISSION RULES

In this mission, units from both players' armies can attempt the following action:

Auspex Scan (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker that has not been scanned by a unit from your army (see below). A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** units) within range of the same objective marker. This action is completed at the start of your next Command phase, or at the end of the battle (whichever comes first), provided the unit performing it is still within range of the same objective marker. If completed, that objective marker is said to have been scanned by your army.

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

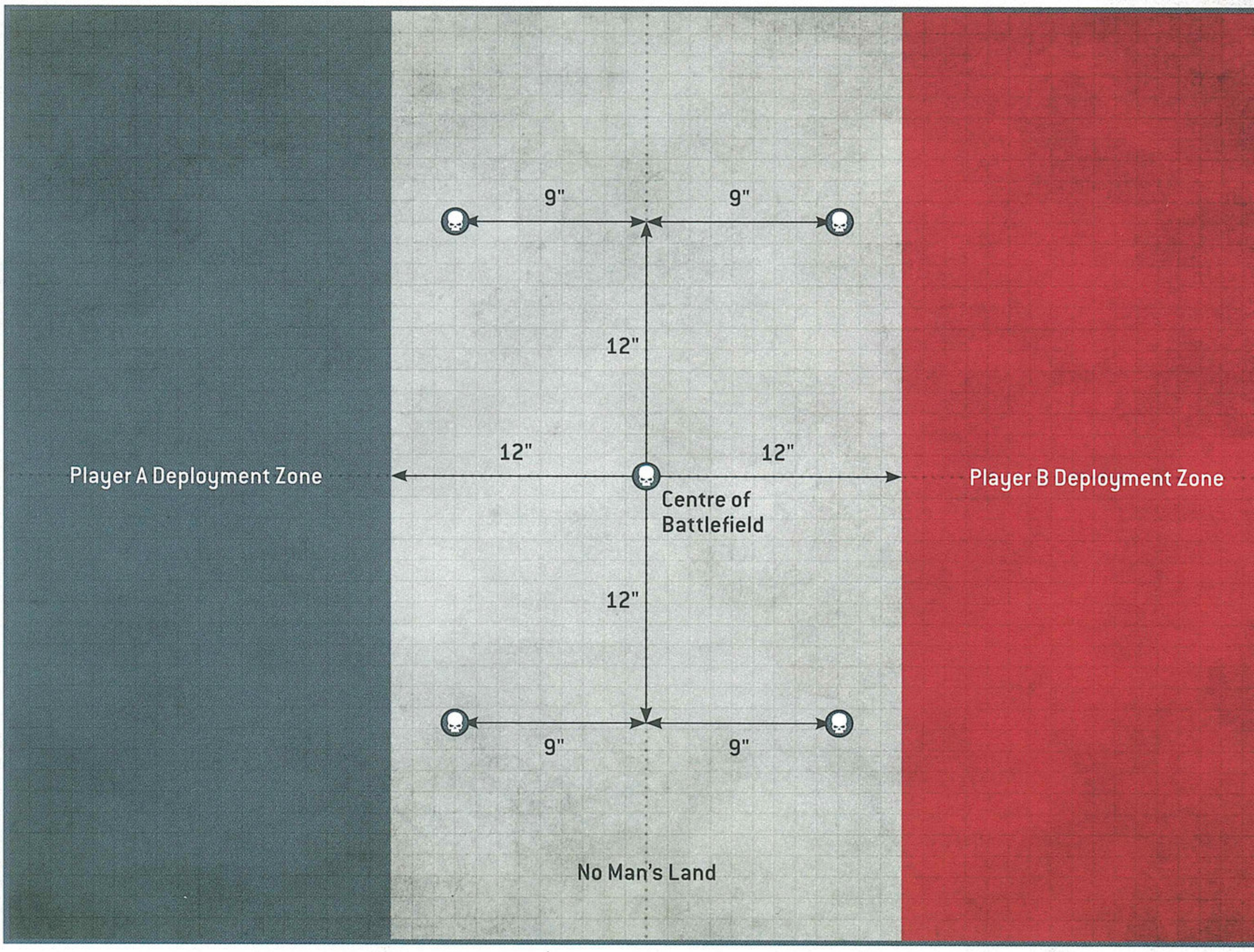
STRATEGIC SCAN

End Game Objective

Your forces must secure and control strategic sites in the area long enough for your reconnaissance units to perform their scans and transmit the intelligence back to high command.

At the end of the battle, each player scores 3 victory points for each objective marker on the battlefield that has been scanned by their army (see left).

THE SCOURING



WAR ZONE NEPHILIM: GRAND TOURNAMENT – STRIKE FORCE

TIDE OF CONVICTION

MISSION BRIEFING

Your forces' morale is strong, nigh unbreakable, its conviction in its cause and faith greater than ever. Every warrior is determined to fight, to kill the foe and claim territory. Now is the time to swoop over the battlefields, capitalising on the fury and momentum of your forces. Buoyed on their reserves of belief, your forces cannot fail to completely overrun the enemy.

MISSION RULES

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

Supply Lines: In this mission, a player only receives the Battle-forged CP bonus at the start of the Command phase if they control the objective marker in their deployment zone.

PRIMARY OBJECTIVES

This mission has two primary objectives.

DOMINATION

Progressive Objective

You are charged with the total domination of the battlefield; storm every site of tactical import lest they fall into enemy hands.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control two or more objective markers.
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

OVERRUN

Progressive and End Game Objective

The enemy is attempting to establish a foothold in this region. Teach them the error of their ways and show them that glorious power of your conviction can never be thwarted! Redouble your efforts to control the battlefield by seizing your opponent's staging posts before they can dig in.

At the end of each player's first, second, third and fourth turn, the player whose turn it is scores 2 victory points if they control at least one objective marker in their opponent's territory.

At the end of the battle, each player scores 4 victory points if they control the objective marker in their opponent's deployment zone, and 2 victory points for each other objective marker they control that is in their opponent's territory (for a maximum of 8 victory points per player).

WAR ZONE NEPHILIM: GRAND TOURNAMENT – STRIKE FORCE

TIDE OF CONVICTION

WAR ZONE NEPHILIM: GRAND TOURNAMENT – STRIKE FORCE

DEATH AND ZEAL

MISSION BRIEFING

Both forces are moving forward to capture as much ground as possible, purging strategically and morally important sites of enemies as they move. Some warlords prefer a systematic sweep of the surrounding areas, while others favour a more bold, direct attack into the heart of the enemy lines. Regardless, there will be much death to come, and every warrior will rely on their zeal above all to see them through the day and to victory.

MISSION RULES

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

Objective Purged: In this mission, if a player controls an objective marker at the end of their Command phase and one or more of their units that are within range of it has the Objective secured ability (pg 126) or a similar rule, it remains under that player's control unless their opponent controls it at the end of any subsequent phase, even if there are no models within range of it.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

DIRECT ASSAULT

Progressive Objective

A direct assault on enemy-held positions is demanded by your betters. Meet the foe head on, annihilate them in their entirety and thus ensure the landscape is free of their vile presence all while securing the battlefield.

At the end of each player's turn, the player whose turn it is scores 2 victory points if they satisfy one of the following conditions, or 3 victory points if they satisfy both of the following conditions:

- They control every objective marker on the battlefield or they control at least one objective marker they did not control at the start of their turn.
- They destroyed at least one enemy unit that was within range of an objective marker at the start of their turn.

DEATH AND ZEAL

WAR ZONE NEPHILIM: GRAND TOURNAMENT – STRIKE FORCE

SECURE MISSING ARTEFACTS

MISSION BRIEFING

Intelligence reports indicate precious relics were being transported through this region, before their escorts were killed. Their exact whereabouts are yet to be confirmed. Locate and secure the artefacts at all costs - we cannot allow them to fall into the enemy hands. Honour and faith demand it.

MISSION RULES

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

Precious Objectives: After players have chosen their deployment zones, but before they declare reserves and transports, the players reposition the objective markers labelled A and B as described below:

- First, the Attacker repositions either one objective marker labelled A or one objective marker labelled B.
- Secondly, the Defender repositions one objective marker labelled A and one objective marker labelled B (an objective marker cannot be repositioned more than once).
- Finally, the Attacker repositions the last objective marker labelled A or B that has yet to be repositioned.

In all cases, when an objective marker is repositioned, you set it up wholly within 6" horizontally of its original position, and not on or within any Obstacles or Defensible Terrain features.

After all objective markers have been repositioned, each player secretly notes down one of the objective markers that is within their opponent's territory to be a Priority objective marker (this cannot be the objective marker in the centre of the battlefield). After both players have deployed their armies, they then reveal their choices to their opponent.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

PRECIOUS ARTEFACTS

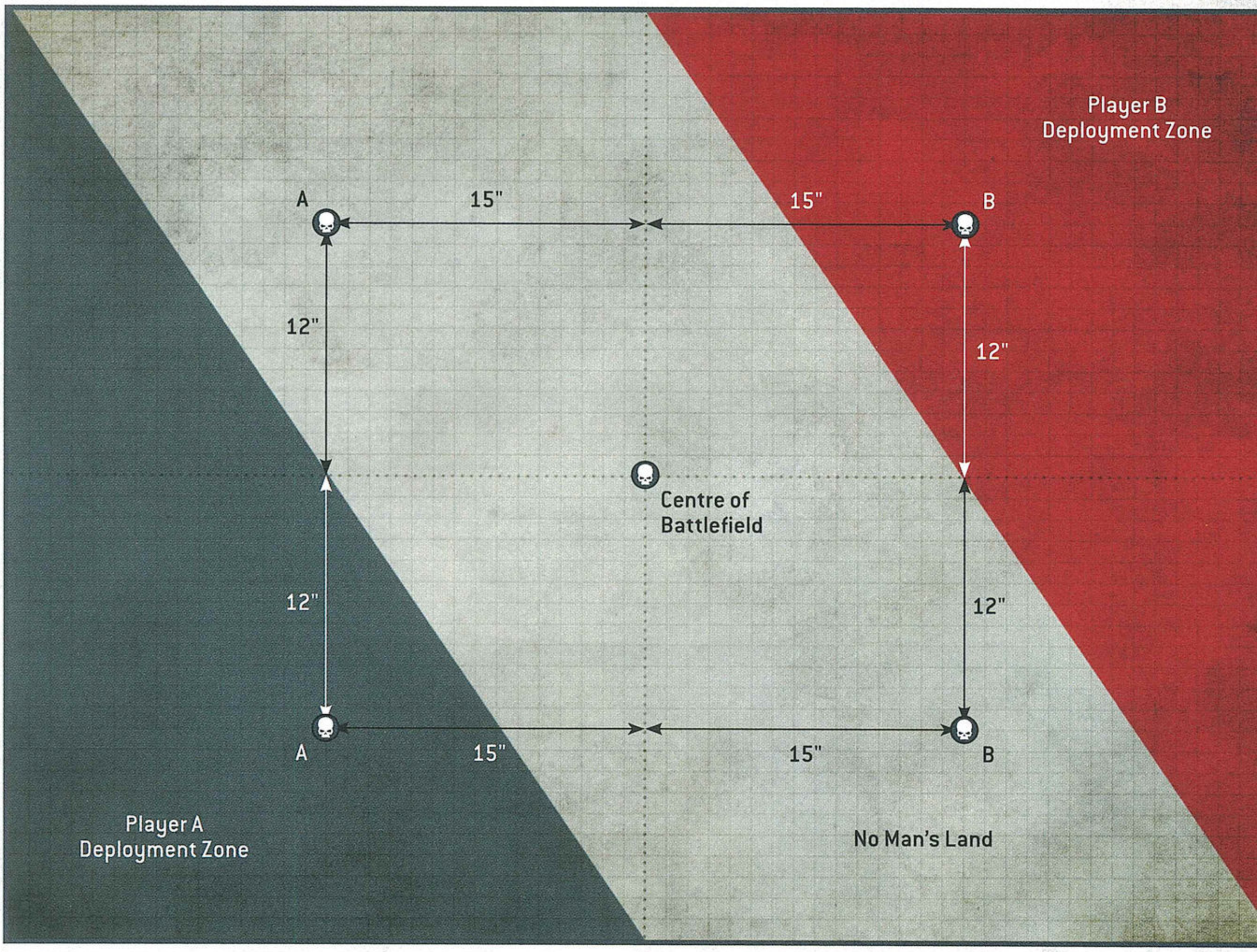
Progressive Objective

The recovery of the relics being transported through the region are vital to demonstrate our faith, and the morale of our people. Spare no efforts in securing them and ensuring that they do not fall into enemy hands.

At the end of each player's turn, the player whose turn it is scores 3 victory points if they control the Priority objective marker that is in their own territory.

WAR ZONE NEPHILIM: GRAND TOURNAMENT – STRIKE FORCE

SECURE MISSING ARTEFACTS



TOURNAMENT SCORING SHEET

Battle Size	Incursion * Strike Force* **Delete as required*	**Mission**

ATTACKER

Attacker's Name					
Battle Round	**Victory Points Scored**				
	Primary Objective 1 Take and Hold* Domination* **Delete as required*	**Primary Objective 2** *Fill out at start*	**Secondary Objective 1** *Fill out at start*	**Secondary Objective 2** *Fill out at start*	**Secondary Objective 3** *Fill out at start*
1					
2					
3					
4					
5					
End Game					
Objective totals	/45		/15	/15	/15
Battle Ready Score	Army was Battle Ready = +10 victory points* Army was not Battle Ready = +0 victory points* **Delete as required*				
				Victory Points Total	/100

DEFENDER

Defender's Name					
Battle Round	**Victory Points Scored**				
	Primary Objective 1 Take and Hold* Domination* **Delete as required*	**Primary Objective 2** *Fill out at start*	**Secondary Objective 1** *Fill out at start*	**Secondary Objective 2** *Fill out at start*	**Secondary Objective 3** *Fill out at start*
1					
2					
3					
4					
5					
End Game					
Objective totals	/45		/15	/15	/15
Battle Ready Score	Army was Battle Ready = +10 victory points* Army was not Battle Ready = +0 victory points* **Delete as required*				
				Victory Points Total	/100

Result	Attacker wins*	Defender wins*	Draw* **Delete as required*

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BASIC RULES

The rules on these pages contain everything you need to know in order to use your Citadel miniatures collection to wage glorious battle across the war-torn galaxy.

The following rules explain how to play a game of Warhammer 40,000. First you will need to select a battle size and a mission from those presented on pages 54-95 in this mission pack. You will then need to muster an army of Citadel miniatures, create a battlefield and prepare for war. The battle is fought in a series of battle rounds, in which each player takes a turn until one player is declared the victor.

CORE RULES DEFINITIONS AND CONCEPTS

This page contains various rules terms that are referred to elsewhere in this book, and gives an overview of some key concepts that form the basis of the rules in general.

MISSIONS

To play a game of Warhammer 40,000, you must first select a mission. The mission will tell you how to muster your armies, create your battlefield and deploy your armies. It will also tell you any special rules that apply to the battle, and (most importantly!) what you need to do to win. You can find out more about missions on pages 4-7.

ARMY

Each player in a game of Warhammer 40,000 commands an army of Citadel miniatures, hereafter referred to as 'models'. The mission you have selected will guide you as to how big your army should be.

A good measure of the size of an army is its Power Level – this is determined by adding up the Power Rating of every unit in your army (defined opposite). A unit's Power Rating can be found on its datasheet – you can find out more about Power Ratings in the Warhammer 40,000 Core Book, and more about datasheets below.

Warhammer 40,000 is designed to be played with armies of a certain size. If the combined Power Rating of all the models you and your opponent want to use in a battle is less than 15 or greater than 300, then you may find that Kill Team or Apocalypse, respectively, better suits the scale of the game. You can find out more about these games on warhammer-community.com.

- **Army:** Collection of models under your command.

DATASHEETS

The rules that you will need to use the models in your army in a game are presented on datasheets. Each unit has a datasheet; you will need the datasheets for all the units in your army. You can find out more about datasheets on pages 98-99.

KEYWORDS

All datasheets have a list of keywords, separated into Faction keywords and other keywords. The former can be used as a guide to help decide which models to include in your army, but otherwise both sets of keywords are functionally the same. In either case, keywords appear in **KEYWORD BOLD** in the rules. Keywords are sometimes linked to (or 'tagged' by) a rule. For example, a rule might say that it applies to '**INFANTRY** units'. This means it only applies to units that have the **INFANTRY** keyword on their datasheet. The pluralisation (or not) of keywords does not affect which units the rule in question applies to.

Some datasheets have keywords that are presented in angular brackets, such as **<CHAPTER>**, **<LEGION>** and **<MARK OF CHAOS>**. This is shorthand for keywords that you can select yourself (with certain restrictions, as described in the publication that contains that datasheet). You must decide what these keywords will be at the moment such a unit is added to your army (whether before the battle or during). If another rule uses keywords in angular brackets, then that keyword matches the keyword that you selected of the unit using that rule.

Some units can include models that have different keywords. While a unit has models with different keywords, it is considered to have all the keywords of all of its models, and so is affected by any rule that applies to units with any of those keywords. If a rule only applies to models with a specific keyword, then it instead only applies to models in such a unit that have the correct keyword.

> ***Example:*** *Nick adds a Space Marine Librarian to his army. This unit has the* **<CHAPTER>** *keyword on its datasheet, which Nick selects to be* **ULTRAMARINES**. *If the Librarian attempts to manifest a psychic power that also uses the* **<CHAPTER>** *keyword, then when reading that rule, Nick would replace that keyword in every instance with* **ULTRAMARINES**.

- **Keywords:** Appear in rules in **KEYWORD BOLD** font.
- Keyworded rules apply to units and models with that keyword.
- **<KEYWORDS>** are chosen by you when a unit is added to your army.

UNITS

Models move and fight in units. A unit can have one or more models chosen from a single datasheet. All units in the same army are friendly units, and all models in the same army are friendly models. All units in your opponent's army are enemy units, and all models in your opponent's army are enemy models. If a rule affects 'units' or 'models' without specifying that they are friendly or enemy, then it affects either 'all units' or 'all models', regardless of whose army they are in.

UNIT COHERENCY

A unit that has more than one model must be set up and finish any sort of move as a single group, with all models within 2" horizontally and 5" vertically of at least one other model from their unit. While a unit has six or more models, all models must instead be within 2" horizontally and 5" vertically of at least two other models from their unit. This is called unit coherency. If a unit cannot end any kind of move in unit coherency, that move cannot be made. Units are primarily moved in the Movement phase (pg 101), but they can also be moved in the Charge phase (pg 110) and the Fight phase (pg 112).

Some rules allow you to add models to a unit during the battle; such models must always be set up in unit coherency with the unit they are being added to. Sometimes there will be insufficient room to set up all the models from a unit, or it will not be possible to set up all the models so that they are in unit coherency. When this is the case, any models that cannot be set up are considered to have been destroyed.

- **Unit coherency:** 2" horizontally + 5" vertically.
- Each model must be in unit coherency with one other model from own unit.
- While unit has 6+ models, each model must be in unit coherency with 2 other models from own unit.

ENGAGEMENT RANGE

Engagement Range represents the zone of threat that models present to their enemies. While a model is within 1" horizontally and 5" vertically of an enemy model, those models are within Engagement Range of each other. While two enemy models are within Engagement Range of each other, those models' units are also within Engagement Range of each other. Models cannot be set up within Engagement Range of enemy models.

- **Engagement Range:** 1" horizontally + 5" vertically.
- Models cannot be set up within Engagement Range of enemy models.

BATTLEFIELD

All battles of Warhammer 40,000 are fought upon rectangular battlefields. This can be any surface upon which the models can stand – a dining table, for example, or the floor. Your mission will guide you as to the size of battlefield required, but it will be commensurate with the size of the armies you are using. Battlefields will be populated with terrain features.

TERRAIN FEATURES

The scenery on a battlefield can be represented by models from the Warhammer 40,000 range. These models are called terrain features to differentiate them from the models that make up an army. Terrain features are set up on the battlefield before the battle begins. You can find out more about terrain features on pages 120-125.

Unless the mission you are playing instructs you otherwise, you should feel free to create an exciting battlefield using any terrain features from your collection that you wish. In general, we recommend having one feature on the battlefield for every 12" by 12" area (rounding up). Don't worry if your battlefield doesn't match these requirements, but keep in mind that playing on a battlefield that is either a barren wasteland or filled to overflowing with terrain features may give an advantage to one side or the other.

MEASURING DISTANCES

Distances 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 as is the case with many vehicles, measure to the closest point of any part of that model; this is called measuring to the model's hull. You can measure distances whenever you wish.

If a rule refers to the closest unit or model, and two or more are equidistant, then the player who is controlling the unit that is using the rule in question selects which unit is the closest for the purposes of resolving that rule.

- Distances measured in inches (").
- Always measure closest distance between bases (or hulls).
- Hull = Any part of a model that does not have a base.
- Can measure distances whenever you want.
- If several units tied for closest, player resolving the rule selects which is closest.

WITHIN AND WHOLLY WITHIN

If a rule says it applies 'within' a certain distance, it applies at any distance that is not more than the specified distance. For example, within 1" means any distance that is not more than 1" away.

If a rule says it affects models that are 'within', then it applies so long as any part of the model's base (or hull) is within the specified distance. If a rule says it affects models that are 'wholly within' then it only applies if every part of the model's base (or hull) is within the specified distance.

If a rule says it affects units that are 'within', then it applies so long as any part of any model's base (or hull) in that unit is within the specified distance. If a rule says it affects units if 'every model in that unit is within' then that rule applies so long as any part of every model's base (or hull) is within the specified distance. If a rule says it affects units that are 'wholly within' then it only applies if every part of every model's base (or hull) in that unit is within the specified distance.

- Model within = any part of model's base (or hull).
- Model wholly within = every part of model's base (or hull).
- Unit within = any model within.
- Unit wholly within = every model wholly within.

THE MOST IMPORTANT RULE

In a game as detailed and wide-ranging as Warhammer 40,000, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent and apply the solution that makes the most sense to both of you (or seems the most fun!). If no single solution presents itself, you and your opponent should roll off, and whoever rolls highest gets to choose what happens. Then you can get on with the fighting!

DICE

In order to fight a battle, you will require some six-sided dice (often abbreviated to D6). Some rules refer to 2D6, 3D6 and so on – in such cases, roll that many D6s and add the dice results together. If a rule requires you to roll a D3, roll a D6 and halve the value shown on the dice to get the dice result (rounding fractions up). If a rule requires a D6 roll of, for example, 3 or more, this is often abbreviated to 3+.

All modifiers (if any) to a dice roll are cumulative; you must apply all division modifiers before applying all multiplication modifiers, and before applying all addition and then all subtraction modifiers. Round any fractions up after applying all modifiers. A dice roll can be modified above its maximum possible value (for example, a D6 roll can be modified above 6) but it can never be modified below 1. If, after all modifiers have been applied, a dice roll would be less than 1, count that result as a 1.

- D6 = A six-sided dice.
- D3 = D6 divided by 2 (rounding up).
- All modifiers cumulative.
- Apply modifiers in the following order: division, multiplication, addition, then subtraction.
- Round fractions up after all modifiers have been applied.
- Dice roll cannot be modified to less than 1.

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. If a rule allows you to re-roll a dice roll that was made by adding several dice together (2D6, 3D6 etc.) then, unless otherwise stated, you must re-roll all of those dice again. If a rule allows you to re-roll specific dice results, only those dice can be re-rolled. If a rule allows you to re-roll a specific dice result, but the result is obtained by halving a D6 (such as when rolling a D3), you use the value of the halved roll to determine if it can be re-rolled, not the value of the original D6. For example, if a rule states to re-roll results of 1, and you roll a D3, you would re-roll if the D6 rolled a 1 or a 2 (which is then halved to get a D3 value of a 1).

You can never re-roll a dice more than once, and re-rolls happen before modifiers (if any) are applied. Rules that refer to the value of an 'unmodified' dice roll are referring to the dice result after any re-rolls, but before any modifiers are applied.

- **Re-roll:** Roll dice again.
- Re-rolls are applied before modifiers (if any).
- A dice can never be re-rolled more than once.
- **Unmodified dice:** Result of roll after re-rolls, but before modifiers (if any).

ROLL-OFFS

Some rules instruct players to roll off. To do so, both players roll one D6, and whoever scores highest wins the roll-off. If there is a tie for the highest roll, make the roll-off again. Neither player is allowed to re-roll or modify any of the D6 when making a roll-off.

- **Roll-off:** Both players roll a D6 – highest wins.
- Roll again if a tie.

SEQUENCING

While playing Warhammer 40,000, you'll occasionally find that two or more rules are to be resolved at the same time – e.g. 'at the start of the battle round' or 'at the end of the Fight phase'. When this happens during the battle, the player whose turn it is chooses the order. If these things occur before or after the battle, or at the start or end of a battle round, the players roll off and the winner decides in what order the rules are resolved.

- If several rules must be resolved at the same time, the player whose turn it is chooses the order to resolve them.

STARTING STRENGTH, HALF-STRENGTH AND DESTROYED UNITS

The number of models a unit has when it is added to your army is kno as its Starting Strength. Throughout a battle, models will suffer damag be destroyed. When a model is destroyed, it is removed from play. Wh the number of models in a unit is less than half its Starting Strength, t unit is said to be below Half-strength. When every model in a unit ha been destroyed, the unit is said to have been destroyed.

If a rule is used to split a unit into multiple units during the battle, the Starting Strength of each individual unit is changed to be equal to the number of models in that unit. If several units merge together to form single combined unit during the battle, add the Starting Strengths of a the individual units together to determine the new Starting Strength o the combined unit, and use this value to determine if the combined u below Half-strength.

Some rules will only trigger if an enemy unit was destroyed by you, or a model or unit from your army – this means that the last model in th enemy unit was destroyed by an attack (pg 109) made by a model in y army, or it was destroyed because it fled the battlefield (pg 114), or it w destroyed by a mortal wound (pg 110) inflicted by a rule that a model your army is using, or it was destroyed as the result of any other rule t model in your army is using that explicitly states that the enemy mod outright destroyed. Enemy units that are destroyed by any other mean not destroyed by you, or by a unit or model from your army.

- **Starting Strength:** Number of models in unit when it is added to your army.
- When a model is destroyed, remove it from the battlefield.
- **Below Half-strength:** Number of models in unit is less than half its Starting Strength.
- When the last model in a unit is destroyed, the unit is said to be destroyed.

DATASHEETS

Each unit has a datasheet that lists the characteristics, wargear and abilities of its models – here we explain what some of it means, while the rules found elsewhere in this section explain how it's all used in the game.

1. UNIT NAME

Here you'll find the name of the unit.

2. BATTLEFIELD ROLE

This is primarily used when making a Battle-forged army (see the Warhammer 40,000 Core Book).

3. POWER RATING

The higher this is, the more powerful the unit!

4. PROFILES

These contain the following characteristics that tell you how mighty the models in the unit are.

No.: This tells you what models are in the unit, and how many of them you should have (the unit's minimum and maximum size).
Move (M): This is the speed at which a model moves across the battlefield. If a model has a Move of '-' it is unable to move at all.
Weapon Skill (WS): This tells you a model's skill at hand-to-hand fighting. If a model has a Weapon Skill of '-' it is unable to fight in melee at all.
Ballistic Skill (BS): This shows how accurate a model is when shooting with ranged weapons. If a model has a Ballistic Skill of '-' it has no proficiency with ranged weapons and cannot make attacks with ranged weapons at all.
Strength (S): This indicates how physically strong a model is and how likely it is to inflict damage in hand-to-hand combat.
Toughness (T): This reflects the model's resilience against physical harm.
Wounds (W): Wounds show how much damage a model can sustain before it succumbs to its injuries.
Attacks (A): This tells you how many times a model can strike blows in hand-to-hand combat. If a model has an Attacks of '-' it is unable to fight in melee at all.
Leadership (Ld): This reveals how courageous, determined or self-controlled a model is.
Save (Sv): This indicates the protection a model's armour gives.

Some large models' characteristics change as the model loses wounds – look at such a model's remaining wounds and consult the appropriate row of its profile on its datasheet to determine its current characteristics.

5. COMPOSITION AND WARGEAR

If a unit's profile does not, then this part of a datasheet will tell you what models are in the unit, and how many of them you should have. It also tells you the default weapons and wargear the models are equipped with.

Understrength Units

If you do not have enough models to field a minimum-sized unit you can still include one unit of that type in your army with as many models as you have available. This is known as an Understrength unit.

6. ABILITIES

Many units have one or more special abilities; these will be described here.

Aura Abilities

Some abilities affect models or units in a given range – these are aura abilities. A model with an aura ability is always within range of its effect. The effects of multiple, identically named aura abilities are not cumulative (i.e. if a unit is within range of two models with the same aura ability, that aura ability only applies to the unit once).

7. WEAPONS

Weapons are described with the following characteristics:

Range: How far the weapon can shoot. Weapons with a range of 'Melee' are melee weapons and can only be used in hand-to-hand combat. All other weapons are ranged weapons. Some weapons have a minimum and maximum range, for example 6"-48"; such weapons cannot target units that are wholly within the shorter range.
Type: These are all explained under the Shooting and Fight phases of the basic rules.
Strength (S): How likely the weapon is to wound a foe. If a weapon's Strength lists 'User', it is equal to the bearer's Strength characteristic. If a weapon lists a modifier (e.g. '+1' or 'x2'), modify the bearer's Strength characteristic as shown (e.g. if a weapon's Strength was 'x2', and the bearer had a Strength of 6, that weapon has a Strength of 12).
Armour Penetration (AP): How good the weapon's attacks are at getting through armour.
Damage (D): The amount of damage inflicted by a successful wound.
Abilities: If any abilities apply to attacks made with this weapon profile, they are listed here.

8. WARGEAR OPTIONS

Some datasheets have a bullet-pointed list of wargear options. When you include such a unit in your army, you can use these options to change the weapons and other wargear of models in the unit. The order you use these options in does not matter, but each can only be used once.

9. KEYWORDS

Datasheets have a list of keywords, separated into Faction keywords and other keywords. The former can be used to help guide which models to include in an army, but otherwise both sets of keywords are functionally the same.

DAMAGE TABLES

Some models' characteristics change as they lose wounds. These are shown by a '*' on the model's profile. Look at such a model's remaining wounds and consult the appropriate row of its damage chart to determine its current characteristics.

- **Damage table:** Model's characteristics change as it loses wounds.

ASSAULT INTERCESSOR SQUAD — 5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
[illegible]	Assault Intercessor	6"	3+	3+	4	4	2	2	7	3+
1	Assault Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+

If this unit contains 6 or more models, its Power Rating is increased to 10. Every model is equipped with: heavy bolt pistol; Astartes chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is destroyed after shooting with this weapon.
Astartes chainsword	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

[illegible]RGEAR OPTIONS

- [illegible]he Assault Intercessor Sergeant can be equipped with 1 plasma pistol instead of 1 heavy bolt pistol.

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: INFANTRY, PRIMARIS, ASSAULT INTERCESSOR SQUAD



Assault Intercessors are amongst the most widespread close support units in a Chapter's arsenal. Firing explosive salvoes from their heavy bolt pistols as they close upon the foe, Assault Intercessors then charge into the fray where they make short work of their enemies with brutal swings of their chainswords.

OUTRIDER SQUAD — 6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
[illegible]	Outrider	14"	3+	3+	4	5	4	2	7	3+
[illegible]	Outrider Sergeant	14"	3+	3+	4	5	4	3	8	3+

Every model is equipped with: heavy bolt pistol; twin bolt rifle; Astartes chainsword, frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
Twin bolt rifle	30"	Rapid Fire 2	4	-1	1	-
Astartes chainsword	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	Blast
[illegible] grenades	6"	Grenade 1	6	-1	D3	-

[illegible]ILITIES

Angels of Death (see *Codex: Space Marines*)

Devastating Charge: If this unit makes a charge move, add 2 to the Attacks characte[illegible]dels in this unit until the end of the turn.

Turbo-boost: When this unit Advances, add 6" to the Move characteristic of its model[illegible] end of the Movement phase instead of making an Advance roll.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS: BIKER, PRIMARIS, OUTRIDER SQUAD



Outrider Squads rove in advance of the main Space Marine lines, guarding flanks of larger formations or hunting down enemy infiltrators. When battle is joined, they conduct lightning fast hit-and-run attacks on defended positions, and run down those who would try to escape the vengeance of their Chapter.

MODIFYING CHARACTERISTICS

Many rules modify the characteristics of models and weapons. All modifiers to a characteristic are cumulative; you must apply division modifiers before applying multiplication modifiers, and before applying addition and then subtraction modifiers. Round any fractions up after applying all modifiers. If a rule instructs you to replace one characteristic with a specified value, change the relevant characteristic to the new value before applying any modifiers that apply from other rules (if any) to the new value. Regardless of the source, the Strength, Toughness, Attacks and Leadership characteristics of a model can never be modified below 1.

You may encounter a characteristic that is a random value instead of a number. For example, a Move characteristic might be 2D6", or an Attacks value might be D6. When a unit with a random Move characteristic is selected to move, determine the entire unit's move distance by rolling the indicated number of dice. For all other characteristics, roll to determine the value on an individual – per-model or per-weapon – basis each time that characteristic is required.

Characteristics of '-' can never be modified. If a model has a Strength or Leadership characteristic of '-' and that characteristic is required to resolve a rule, then substitute the model's Toughness characteristic for that characteristic for the purposes of resolving that rule (note that the substituted characteristic still cannot be modified).

- All characteristic modifiers are cumulative.
- Apply modifiers in the following order: division, multiplication, addition, then subtraction.
- Round fractions up after applying all modifiers.
- S, T, A and Ld can never be modified below 1.
- Random Move characteristics determined for whole unit each time it moves.
- Other random characteristics determined individually when characteristic required.
- Characteristic of '-' can never be modified.

Example: *A Space Marine Sergeant (Strength characteristic 4) is making an attack with a power fist (Strength characteristic x2) while under the effects of a psychic power that increases his Strength characteristic by 1. The two modifiers (x2 and +1) are cumulative and applied concurrently. The attack is therefore resolved at Strength 9 ([4x2]+1=9).*

THE BATTLE ROUND

Minute by bloody minute the battle grinds on, from the opening volleys of shots through furious offensives and desperate counter-attacks, into the last dying moments when victory hangs by a thread.

Warhammer 40,000 is played in a series of battle rounds. In each battle round, both players have a turn. The same player always takes the first turn in each battle round – the mission you are playing will tell you which player this is. Each turn consists of a series of phases, which must be resolved in the following order:

1. COMMAND PHASE
Both players muster strategic resources and use tactical abilities.

2. MOVEMENT PHASE
Your units manoeuvre across the battlefield.

3. PSYCHIC PHASE
Your psykers use powerful mental abilities.

4. SHOOTING PHASE
Your units shoot enemy units.

5. CHARGE PHASE
Your units may move into close combat with enemy units.

6. FIGHT PHASE
Both players' units pile in and attack with melee weapons.

7. MORALE PHASE
Both players test the courage of their depleted units.

Once a player's turn has ended, their opponent then starts their turn. Once both players have completed a turn, the battle round has been completed and the next one begins, and so on, until the battle is concluded.

OUT OF PHASE RULES
Some rules allow a model or unit to move, shoot, charge, fight or attempt to manifest a psychic power outside of the normal turn sequence. If such a rule explicitly mentions to do so as if it were a different phase than the current one (e.g. 'that unit can shoot as if it were the Shooting phase'), then any rules that are normally used in that phase (in the example, this would be the Shooting phase) apply when that unit shoots.

The only exception to this are Stratagems; if a Stratagem specifies that it must be used in a specific phase, then it can only be used in that phase (e.g. you cannot use a Stratagem that says 'Use this Stratagem in the Shooting phase' to affect a unit that is shooting 'as if it were the Shooting phase'). You can find out more about Stratagems on page 116.

- When resolving an out of phase rule, all rules that normally apply in that phase continue to apply.
- Phase-specific Stratagems cannot be used when resolving out of phase rules.

COMMAND PHASE

Commanders gauge the flow of the battle, consolidating their objectives before making alterations to their battle plans and devising new tactics and strategies with which to defeat the foe.

If your army is Battle-forged, then at the start of your Command phase, before doing anything else, you gain 1 Command point (CP). This is called the Battle-forged CP bonus. You can find out more about Battle-forged armies and Command points in the Warhammer 40,000 Core Book.

Some abilities found on datasheets and some Stratagems are used in your Command phase. In addition, some missions have rules that take place in the Command phase. Once you and your opponent have resolved all of these rules (if any), progress to your Movement phase. You can find out more about Stratagems on page 116.

- **Battle-forged CP bonus:** Gain 1 CP if army is Battle-forged.
- Resolve any rules that occur in the Command phase.
- Progress to the Movement phase (see overleaf).

MOVEMENT PHASE

The ground shakes to the tread of marching feet and the growl of engines as armies advance across the battlefield and vie for advantageous positions.

The Movement phase is split into two steps. First you move your units. Then you can set up Reinforcements that have not yet arrived.

1. MOVE UNITS
2. REINFORCEMENTS

1. MOVE UNITS

Start your Movement phase by selecting one unit from your army to move; that unit can either make a Normal Move, it can Advance, or it can Remain Stationary (see opposite). If a unit is within Engagement Range (pg 96) of any enemy models when it is selected to move, it cannot make a Normal Move or Advance; it can either Remain Stationary or it can Fall Back (see opposite). After you have finished moving that unit, you can then select another unit from your army to move in the same manner, and so on, until you have done so with as many of your units as you wish.

When you move a unit, you can move any of its models (you can also choose not to move some of the models in that unit if you wish). Whenever you move a model, you can pivot it and/or change its position on the battlefield along any path, but no part of the model's base (or hull) can be moved across the bases (or hulls) of other models, nor can any part of that model (including its base) cross the edge of the battlefield. You can also rotate any movable part of the model (such as turrets and sponsons) when it is moved. The distance a model moves is measured using the part of the model's base (or hull) that moves furthest along its path (including parts that rotate or pivot).

Remember that a unit must finish any type of move in unit coherency (pg 96). If this is impossible, then that move cannot be made. No unit can be selected to move more than once in each Movement phase. Once you have moved all your units that you wish to, progress to the Reinforcements step of the Movement phase.

- Select a unit in your army to move.
- When a unit moves it can either make a Normal Move, Advance or Remain Stationary.
- Units that are within Engagement Range of any enemy models can only either Fall Back or Remain Stationary.
- Select another unit in your army to move.
- Once all your units have moved, progress to the Reinforcements step (pg 102).

NORMAL MOVE

When a unit makes a Normal Move, each model in that unit can move a distance in inches equal to or less than the Move (M) characteristic shown on its datasheet, but no model can be moved within Engagement Range of enemy models (pg 96).

- **Normal Move:** Models move up to M".
- Cannot move within Engagement Range of any enemy models.

ADVANCE

When a unit makes an Advance, make an Advance roll for the unit by rolling one D6. Add the result in inches to the Move (M) characteristic of each model in that unit until the end of the current phase. Each model in that unit can then move a distance in inches equal to or less than this total, but no model can be moved within Engagement Range of enemy models. A unit cannot shoot or declare a charge in the same turn that it made an Advance.

- **Advance:** Models move up to M+D6".
- Cannot move within Engagement Range of enemy models.
- Units that Advance cannot shoot or charge this turn.

REMAIN STATIONARY

If a unit Remains Stationary, none of its models can be moved for the rest of the phase. Any units from your army that were on the battlefield and were not selected to move in the Move Units step of the Movement phase are assumed to have Remained Stationary that phase.

- **Remain Stationary:** Models cannot move this phase.

FALL BACK

When a unit Falls Back, each model in that unit can move a distance in inches equal to or less than the Move (M) characteristic shown on its datasheet, and when doing so you can move it within Engagement Range of enemy models, but it cannot end its move within Engagement Range of any enemy models – if it cannot do this then it cannot Fall Back. A unit cannot declare a charge in the same turn that it Fell Back. A unit cannot shoot or attempt to manifest a psychic power in the same turn that it Fell Back unless it is **TITANIC**.

- **Fall Back:** Models move up to M".
- Units that Fall Back cannot charge this turn.
- Units that Fall Back cannot shoot or manifest psychic powers this turn unless they are **TITANIC**.

2. REINFORCEMENTS

Some units have a rule that allows them to start the battle in a location other than on the battlefield; units that use such rules are called Reinforcements, and they will arrive later in the battle as described by their rule. Any Reinforcement units that have not been set up on the battlefield when the battle ends count as having been destroyed.

If you have any Reinforcement units, then in this step of the Movement phase you can now select them and set them up on the battlefield, one at a time. Once all your Reinforcement units that you wish to set up this turn have been set up, the Movement phase ends and you progress to the Psychic phase. Details of how to set up Reinforcement units are described in the same rules that enabled the unit to be set up in a location other than the battlefield.

Reinforcement units cannot make a Normal Move, Advance, Fall Back or Remain Stationary in the turn they arrive for any reason, but they can otherwise act normally (shoot, charge, fight etc.). Models in units that arrived as Reinforcements count as having moved a distance in inches equal to their Move (M) characteristic in this Movement phase. If models in the unit have a minimum Move characteristic, those models count as having moved a distance in inches equal to their maximum Move characteristic.

- **Reinforcement unit:** Unit that starts the battle in a location other than the battlefield.
- Set up your Reinforcement units, one at a time, as described by the rules that let them start the battle in locations other than the battlefield.
- Reinforcement units cannot make a Normal Move, an Advance, Fall Back or Remain Stationary this turn.
- Reinforcement units always count as having moved this turn.
- Any Reinforcement unit not set up on the battlefield by the end of the battle counts as destroyed.
- Once all your Reinforcement units have been set up, progress to the Psychic phase (pg 105).

MOVING OVER TERRAIN

When a model makes any kind of move, it can be moved over a terrain feature but not through it (so models can't move through a wall, but can climb up or over it).

A model can be moved over terrain features that are 1" or less in height as if they were not there – any vertical distance up and/or down that they would have to make to traverse such terrain features is ignored. A model can be moved vertically in order to climb up, down and over any terrain features that are higher than this, counting the vertical distance up and/or down as part of its move. Models cannot finish any kind of move mid-climb – if it is not possible to end the move as a result, that move cannot be made.

- Models can move freely over terrain features 1" or less in height.
- Models cannot move through taller terrain features, but can climb up and down them.

FLYING

If a unit's datasheet has the **FLY** keyword, then when it makes a Normal Move, an Advance or it Falls Back, its models can be moved across other models (and their bases) as if they were not there, and they can be moved within Engagement Range of enemy models. In addition, any vertical distance up and/or down that they make as part of that move is ignored. However, these models cannot finish their move either on top of another model (or its base) or within Engagement Range of any enemy models.

- **FLY** models can move over other models when they make a Normal Move, an Advance or when they Fall Back.
- **FLY** models ignore vertical distances when they make a Normal Move, an Advance or when they Fall Back.

TRANSPORTS

Some models have the **TRANSPORT** keyword. The following rules describe how units can embark on and disembark from such models, and how they are used to move their passengers across the battlefield.

Transport Capacity

All **TRANSPORT** models have a transport capacity listed on their datasheet. This determines how many friendly models, and of what type, can embark within them. A model's transport capacity can never be exceeded.

Units can start the battle embarked within a **TRANSPORT** instead of being set up separately – declare what units are embarked within a **TRANSPORT** model before you set it up.

- **Transport capacity:** Maximum number of models that can embark within the **TRANSPORT**.
- Units can start the battle embarked in a **TRANSPORT**.

EMBARK

If a unit makes a Normal Move, an Advance or it Falls Back, and every model in that unit ends that move within 3" of a friendly **TRANSPORT** model they can embark within it. A unit cannot embark within a **TRANSPORT** model that is within Engagement Range of enemy models, and it cannot embark if it has already disembarked from a **TRANSPORT** model in the same phase. Remove the unit from the battlefield and place it to one side – it is now embarked within the model.

Units cannot normally do anything or be affected in any way while they are embarked. Unless specifically stated, other units' abilities have no effect on units while they are embarked, and Stratagems cannot be used to affect units while they are embarked. For all rules purposes, units that are embarked within a **TRANSPORT** model that has made a Normal Move, Advanced, Fallen Back or Remained Stationary also count as having made the same kind of move that turn.

- Units can embark in a friendly **TRANSPORT** if every model ends a Normal Move, an Advance or a Fall Back within 3" of it.
- A unit cannot embark within a **TRANSPORT** that is within Engagement Range of any enemy models.
- A unit cannot embark and disembark in the same phase.
- Units cannot do anything, or be affected in any way, while they are embarked within a **TRANSPORT**.

DISEMBARK

If a unit starts its Movement phase embarked within a **TRANSPORT** model, that unit can disembark in that phase so long as the model itself has not yet made a Normal Move, an Advance or has Fallen Back that phase.

When a unit disembarks, set it up on the battlefield so that it is wholly within 3" of the **TRANSPORT** model and not within Engagement Range of any enemy models.

Units that disembark can then act normally (move, shoot, charge, fight, etc.) in the remainder of the turn, but its models count as having moved that turn, even if they are not moved further (i.e. they never count as having Remained Stationary).

- Units that start their Movement phase embarked in a **TRANSPORT** can disembark this phase.
- A unit must disembark before their **TRANSPORT** moves.
- Disembarking units must be set up wholly within 3" of their **TRANSPORT** and not within Engagement Range of any enemy models.
- Units that have disembarked count as having moved this turn.

DESTROYED TRANSPORTS

If a **TRANSPORT** model is destroyed (pg 97), and that model has the Explodes ability (or equivalent), roll to see if it explodes and resolve any resulting damage to nearby units before setting up any units embarked within it (if any) on the battlefield. If there are any units embarked within the destroyed **TRANSPORT** model, these must now immediately disembark (see above) before the model itself is removed from the battlefield; these units are not affected by the destroyed model's Explodes ability (or equivalent) – instead you must roll one D6 for each model you just set up on the battlefield. For each roll of 1, a model that disembarked (your choice) is destroyed. Units cannot declare a charge (pg 110) or perform a Heroic Intervention (pg 111) in the same turn that they disembarked from a destroyed **TRANSPORT** model.

- If a **TRANSPORT** is destroyed, resolve its Explodes ability (if it has one).
- Any units embarked within must then disembark.
- Roll one D6 for each model that disembarked; for each 1, one model is destroyed.
- Units that disembarked cannot charge or perform Heroic Interventions this turn.

AIRCRAFT

Some models have the **AIRCRAFT** keyword. In addition to the Flying rules (pg 102), the following rules further describe how these units move across the battlefield and how other units can move beneath them.

MINIMUM MOVE

AIRCRAFT models typically have a Move characteristic consisting of two values. The first is the model's minimum Move characteristic – in its 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 Move characteristic – no part of the model's base can be moved further than this. If such a model's Move characteristic is modified, its minimum and maximum Move characteristics are both modified.

If an **AIRCRAFT** model cannot make its minimum move, or its minimum move would result in any part of that model (including its base) crossing the edge of the battlefield, then unless you are using the Strategic Reserves rule, that model is removed from the battlefield and counted as destroyed (if the **AIRCRAFT** is a **TRANSPORT**, then any models currently embarked within are likewise counted as destroyed). The Strategic Reserves rule is described on pages 118-119.

- **Minimum move:** Models must move at least their minimum M".
- If a model cannot make its minimum move, it is destroyed (unless you are using Strategic Reserves).

AIRCRAFT ENGAGEMENT RANGE

Although **AIRCRAFT** models have an Engagement Range (pg 96) like any other model, the following rules and exceptions apply to it – this will account for the fact that typically **AIRCRAFT** models are soaring overhead and not skimming along the ground.

Whenever a model makes any kind of move, it can be moved across **AIRCRAFT** models (and their bases) as if they were not there, and they can be moved within an enemy **AIRCRAFT** model's Engagement Range, but it cannot end the move on top of another model (or its base), and it cannot end the move within Engagement Range of any enemy **AIRCRAFT** models.

If, when an **AIRCRAFT** unit is selected to Move in the Movement phase, any enemy units are within Engagement Range of it, that **AIRCRAFT** unit can still make a Normal Move or an Advance (i.e. it does not have to Fall Back or Remain Stationary).

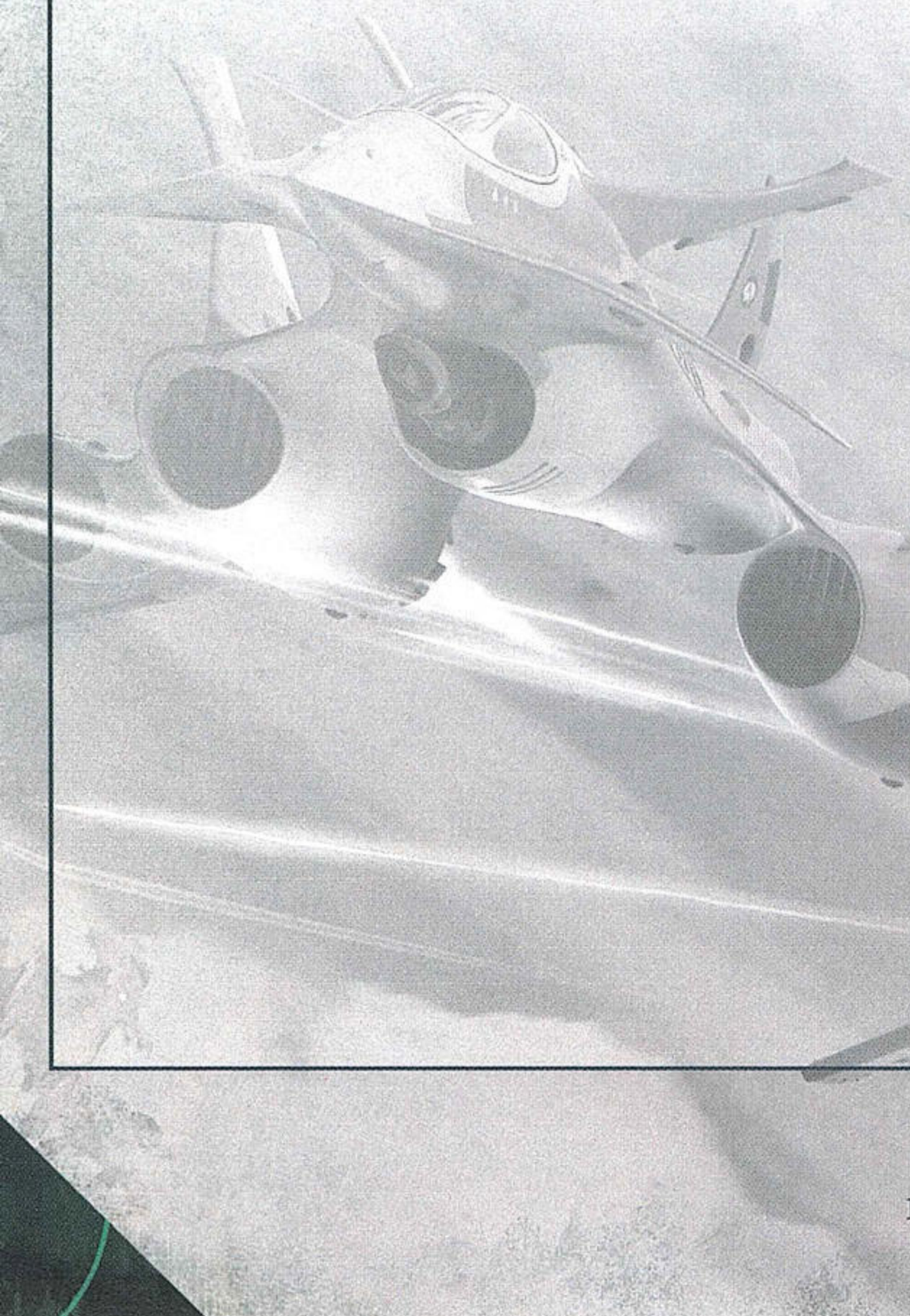
If, when a unit is selected to move in the Movement phase, the only enemy models that are within Engagement Range of it are **AIRCRAFT**, then it can still make a Normal Move or an Advance (i.e. it does not have to Fall Back or Remain Stationary).

- Models can move within an enemy **AIRCRAFT**'s Engagement Range.
- Models can move over **AIRCRAFT** (and their bases) when they make any kind of move.
- **AIRCRAFT** can make a Normal Move or an Advance even when within Engagement Range of enemy models.
- Units can make a Normal Move or an Advance if they are only within Engagement Range of enemy **AIRCRAFT**.

HEROIC INTERVENTIONS, PILE INS, CONSOLIDATIONS AND AIRCRAFT

Whenever a unit moves when it performs a Heroic Intervention (pg 111), piles in (pg 112) or consolidates (pg 113), it must end that move closer to the closest enemy model. In all cases, **AIRCRAFT** models are excluded when determining which model is the closest, unless the unit making that move can **FLY**.

- When a model performs a Heroic Intervention, piles in or consolidates, ignore **AIRCRAFT** (unless the model moving can **FLY**).



PSYCHIC PHASE

Warrior mystics and sorcerers wield the strange power of the warp to aid their allies and destroy their foes. Harnessing this force is not without risk, however, and with the smallest mistake, the effort can spell doom for all nearby.

Some models have the **PSYKER** keyword. In the Psychic phase, **PSYKERS** can attempt to manifest psychic powers and deny enemy psychic powers.

Start your Psychic phase by selecting one eligible **PSYKER** unit from your army that is on the battlefield. **PSYKER** units that Fell Back this turn (other than Titanic units) are not eligible. If you have no eligible **PSYKER** units from your army on the battlefield, and no other rules that need to be resolved in the Psychic phase, the Psychic phase ends.

Once you have selected an eligible **PSYKER** unit from your army, you can attempt to manifest one or more psychic powers with it. After you have finished manifesting all of this unit's psychic powers that you want to, you can then select another eligible **PSYKER** unit from your army to attempt to manifest psychic powers with, and so on, until you have done so with as many of your eligible **PSYKER** units as you wish.

No unit can be selected to manifest psychic powers more than once in each Psychic phase. Once you have no eligible **PSYKER** units on the battlefield that you wish to attempt to manifest psychic powers with, your Psychic phase ends and you progress to the Shooting phase.

- Select a **PSYKER** in your army to manifest its psychic powers.
- Select another **PSYKER** in your army to manifest its psychic powers.
- Once all your **PSYKERS** have manifested psychic powers, progress to the Shooting phase (pg 106).

PSYCHIC POWERS

All **PSYKERS** know the *Smite* psychic power (pg 106). Some know other powers instead of, or in addition to, *Smite* – the unit's datasheets and other supplementary rules you are using will make it clear which powers each **PSYKER** knows. Each psychic power has a warp charge value – the higher this is, the more difficult it is to manifest the psychic power. A **PSYKER** unit generates their powers before the battle.

- All **PSYKERS** know *Smite*.
- **PSYKERS** will know additional psychic powers, as described on their datasheets.

MANIFESTING PSYCHIC POWERS

When you select a **PSYKER** unit to manifest psychic powers, you select one psychic power that unit knows and attempt to manifest it. With the exception of *Smite*, you cannot attempt to manifest the same psychic power more than once in the same battle round, even with different **PSYKER** units. The same **PSYKER** unit cannot attempt to manifest *Smite* more than once during the same battle round.

To manifest the psychic power, you must first pass a Psychic test. The opposing player can then select one of their **PSYKER** units that is within 24" of the **PSYKER** unit attempting to manifest the power and attempt to deny that power before its effects are resolved by passing a Deny the Witch test.

So long as the Psychic test was successful and the psychic power was not denied by a successful Deny the Witch test, the psychic power is successfully manifested and its effects, which will be described in the power itself, are then resolved. If the **PSYKER** unit can attempt to manifest more than one psychic power in its Psychic phase, you can then attempt to manifest those, one at a time, as described above. The number of psychic powers each **PSYKER** unit can attempt to manifest in its Psychic phase is listed on its datasheet.

- Select psychic power.
- You cannot select the same psychic power more than once per battle round, unless that power is *Smite*.
- Attempt to manifest the psychic power by taking a Psychic test.
- The opponent can attempt to deny the psychic power by taking a Deny the Witch test.
- If successfully manifested, resolve the psychic power's effects.
- Select another psychic power.

PSYCHIC TESTS

When a **PSYKER** unit attempts to manifest a psychic power, you must take a Psychic test for that unit by rolling 2D6. If the total is equal to or greater than that power's warp charge value, the Psychic test is passed. If you roll a double 1 or a double 6 when taking a Psychic test, that unit immediately suffers Perils of the Warp.

- **Psychic test:** Passed if 2D6 equals or exceeds psychic power's warp charge.
- If double 1 or double 6 rolled, **PSYKER** suffers Perils of the Warp.

DENY THE WITCH

When a **PSYKER** unit attempts to deny a psychic power, you must take a Deny the Witch test for that unit by rolling 2D6. If the total is greater than the result of the Psychic test, the Deny the Witch test is passed and the psychic power is denied. Only one attempt can be made to deny a psychic power. If a **PSYKER** unit can attempt to deny more than one psychic power in a psychic phase, this will be listed on its datasheet.

- **Deny the Witch:** Passed if 2D6 exceeds result of the opposing **PSYKER**'s Psychic test.
- Only one attempt can be made to deny each psychic power.

SMITE

Smite has a warp charge value of 5. Add 1 to the warp charge value of this psychic power for each other attempt that has been made to manifest this power by a unit from your army in this phase, whether that attempt was successful or not. If manifested, the closest enemy unit within 18" of and visible to the psyker suffers D3 mortal wounds (pg 110). If the result of the Psychic test was 11 or more, that unit suffers D6 mortal wounds instead.

- **Warp Charge 5:** A Psychic test of 5+ is required to manifest *Smite*.
- Warp charge increases by 1 for each other attempt to manifest *Smite* made in this phase.
- If manifested, closest visible enemy unit in 18" suffers D3 mortal wounds.
- If manifested with a Psychic test result of 11+, enemy instead suffers D6 mortal wounds.

PERILS OF THE WARP

When a **PSYKER** unit suffers Perils of the Warp, it suffers D3 mortal wounds. If a **PSYKER** unit is destroyed by Perils of the Warp while attempting to manifest a psychic power, that power automatically fails to manifest. If a **PSYKER** unit is destroyed by Perils of the Warp, then just before removing the last model in that unit, every unit within 6" of it immediately suffers D3 mortal wounds

- **Perils of the Warp:** The **PSYKER** unit manifesting the power suffers D3 mortal wounds.
- If **PSYKER** unit is destroyed, the psychic power fails to manifest.
- If **PSYKER** unit destroyed, every other unit within 6" suffers D3 mortal wounds.

SHOOTING PHASE

Guns thunder and shrapnel falls from the sky. Muzzle flare shines through the gloom in bursts, beams of las-fire illuminate the fog of war, and spent ammunition cartridges are left discarded across the battlefield.

Start your Shooting phase by selecting one eligible unit from your army to shoot with. An eligible unit is one that has one or more models equipped with ranged weapons. Units that Advanced this turn, and units that Fell Back (other than Titanic units) this turn are not eligible. If you have no eligible units, your Shooting phase ends. After you have shot with one of your eligible units, you can then select another of your eligible units to shoot with, and so on, until you have shot with as many of your units as you wish.

When you select a unit to shoot with, you select targets and resolve attacks with any or all ranged weapons that models in that unit are equipped with (each ranged weapon can only be shot once per phase). The ranged weapons that models in a unit are equipped with are detailed on its datasheet.

No unit can be selected to shoot with more than once in each Shooting phase. Once all your eligible units that you wish to shoot with have done so, your Shooting phase ends and you progress to the Charge phase.

- Select a unit from your army to shoot with.
- When a unit shoots, select targets then resolve attacks with any or all ranged weapons that models in that unit are equipped with.
- Select another unit from your army to shoot with.
- Once you have shot with all your units, progress to the Charge phase (pg 110).

SELECT TARGETS

When a unit shoots, you must select the target unit(s) for all of the ranged weapons its models are making attacks with before any attacks are resolved. If a model has more than one ranged weapon, it can shoot all of them at the same target, or it can split the weapons between different enemy units. Similarly, if a unit has more than one model, they can shoot at the same or different targets. In either case, when you select a target unit you must declare which weapons will target that unit before any attacks are resolved. If any of these weapons has more than one profile that you must choose between, you must also declare which profile is being used.

Only enemy units can be chosen as the target for an attack. In order to target an enemy unit, at least one model in that unit must be within range (i.e. within the distance of the Range characteristic) of the weapon being used and be visible to the shooting model. If unsure, get a look from behind the firing 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 unit. If there are no eligible targets for a weapon then that weapon cannot shoot. If this is the case for all of a unit's ranged weapons, then that unit is not eligible to shoot with.

If you have selected more than one target for your unit to shoot at, you must resolve all the attacks against one target before moving on to the next target. If your unit is shooting more than one ranged weapon at a target, and those weapons have different characteristics profiles, then after you have resolved attacks with one of those weapons you must, if any other weapons with the same characteristics profile are also being shot at that unit, resolve those attacks before resolving any attacks against the target unit with a weapon that has a different characteristics profile.

Note that so long as at least one model in the target unit was visible to the shooting model and in range of its weapon when that unit was selected as the target, that weapon's attacks are always made against the target unit, even if no models in the target unit remain visible to or in range of it when you come to resolve them (this can happen because of models being destroyed and removed from the battlefield as the result of resolving the shots with other weapons in the shooting model's unit first).

- Select targets for all weapons before any attacks are resolved.
- At least one model in the target unit must be visible to the attacking model and within range of the attacking weapon.
- If a unit targets multiple units, all attacks against one unit must be resolved before resolving attacks against the next.
- If a unit shoots with multiple weapons, all attacks made with weapons that have the same profile must be resolved before resolving attacks with the next.

Example: *James selects a squad of Chaos Space Marines to shoot with. The unit has ten models: one is equipped with a lascannon, one with a meltagun and eight with boltguns. When the unit is selected to shoot, James splits their attacks as follows: the lascannon targets an enemy vehicle unit, while the meltagun and all the boltguns target an enemy infantry unit. All the weapons are in range of their respective units and both targets are visible to all firing models. James resolves the attacks against the infantry unit first, beginning by choosing to shoot with the boltguns. After all the boltgun attacks have been resolved, James then resolves the meltagun attack. Having resolved all the attacks against the infantry unit, James can then resolve the lascannon attack against the vehicle unit.*

LOCKED IN COMBAT

Models cannot make attacks with ranged weapons while their unit is within Engagement Range of any enemy models (pg 96). Models also cannot target enemy units within Engagement Range of any other units from your army – the risk of hitting your own troops is too great.

- Units cannot shoot while they are within Engagement Range of any enemy units.
- Units cannot shoot at targets within Engagement Range of any friendly units.

NUMBER OF ATTACKS

When a model shoots a ranged weapon, it will make a number of attacks. You make one hit roll for each attack being made (see Making Attacks, page 109).

The number of attacks that a model makes with a ranged weapon is equal to the number written on that weapon's profile after its type. For example, a model shooting an 'Assault 1' weapon can make one attack with that weapon; a model firing a 'Heavy 3' weapon can make three attacks, and so on.

- All of a ranged weapon's attacks must be made against the same target unit.
- Number of attacks = number after weapon's type.

BIG GUNS NEVER TIRE

A **VEHICLE** or **MONSTER** model can make attacks with ranged weapons even when its unit is within Engagement Range of enemy units, but it can only make such attacks against enemy units that it is within Engagement Range of. In such circumstances, **VEHICLE** and **MONSTER** models can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit. Note that if a **VEHICLE** or **MONSTER** unit has more than one ranged weapon, you can still choose to target units that are not within Engagement Range of the firing model's unit, but they will only be able to make the attacks with that weapon if all enemy units within Engagement Range of the firing model's unit have been destroyed when you come to resolve those attacks. In addition, when a **VEHICLE** or **MONSTER** model shoots a Heavy weapon, subtract 1 from the hit rolls when resolving that weapon's attacks while any enemy units are within Engagement Range of that model's unit.

- **MONSTERS** and **VEHICLES** can shoot ranged weapons even if within Engagement Range of enemy units.
- **MONSTERS** and **VEHICLES** can target other units, but cannot resolve these attacks while any enemy models remain within their Engagement Range.
- Subtract 1 from hit rolls made when **MONSTERS** and **VEHICLES** shoot Heavy weapons while any enemy units remain within their Engagement Range.

LOOK OUT, SIR

Models cannot target a unit that contains any **CHARACTER** models with a Wounds characteristic of 9 or less with a ranged weapon while that **CHARACTER** unit is within 3" of any of the following:

- A friendly unit that contains 1 or more **VEHICLE** or **MONSTER** models with a Wounds characteristic of 10 or more.
- A friendly non-**CHARACTER** unit that contains 1 or more **VEHICLE** or **MONSTER** models.
- A friendly non-**CHARACTER** unit that contains 3 or more models.

In all cases, if that **CHARACTER** unit is both visible to the firing model and it is the closest enemy unit to the firing model, it can be targeted normally. When determining if that **CHARACTER** unit is the closest enemy unit to the firing model, ignore other enemy units that contain any **CHARACTER** models with a Wounds characteristic of 9 or less.

- Cannot shoot at an enemy **CHARACTER** with 9 or less wounds while it is within 3" of a friendly unit that contains 1 **MONSTER**, 1 **VEHICLE** or 3+ other models (excluding **CHARACTER** models with 9 or less wounds) unless it is the closest target.

RANGED WEAPON TYPES

There are five types of ranged weapon: Assault, Heavy, Rapid Fire, Grenade and Pistol. A weapon's type can impact the number of attacks it can make (see page 107). In addition, each type of ranged weapon also has an additional rule that, depending upon the situation, might affect the accuracy of the weapon or when it can be fired. These are as follows:

ASSAULT

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

If a unit includes any models equipped with Assault weapons, that unit is still eligible to shoot with in your Shooting phase even if it has Advanced this turn, but you can only resolve attacks using those Assault weapons when you select that unit to shoot with. If a model shoots an Assault weapon in the same turn in which its unit has Advanced, subtract 1 from hit rolls when resolving that weapon's attacks.

- Can be shot even if firing model's unit Advanced.
- Subtract 1 from hit rolls if the firing model's unit Advanced.

HEAVY

Heavy weapons are amongst the biggest guns on the battlefield, but they require bracing to fire at full effect and are unwieldy to bring to bear at close quarters.

When an **INFANTRY** model shoots a Heavy weapon, subtract 1 from the hit rolls when resolving that weapon's attacks if the firing model's unit has moved for any reason this turn (e.g. it made a Normal Move (pg 101) this turn).

- Subtract 1 from hit rolls if firing model is **INFANTRY** and its unit has moved this turn.

RAPID FIRE

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

When a model shoots a Rapid Fire weapon, double the number of attacks it makes if its target is within half the weapon's range.

- Double number of attacks made if target is within half range.

GRENADE

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

When a unit shoots, one model that is equipped with a Grenade in that unit can resolve attacks with it instead of shooting any other weapons.

- Only one model can use a Grenade when its unit shoots.

PISTOL

Due to their compact size, pistols can even be used in melee to shoot at point-blank range.

A model can make attacks with a Pistol even when its unit is within Engagement Range of enemy units, but it must target an enemy unit that is within Engagement Range of its own unit when it does so. In such circumstances, the model can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.

When a model equipped with both a Pistol and another type of ranged weapon (e.g. a Pistol and a Rapid Fire weapon) shoots, it can either shoot with its Pistol(s) or with its other ranged weapons. Choose which it will fire (Pistols or non-Pistols) before selecting targets.

- Can be shot even if firing model's unit is within Engagement Range of enemy unit.
- Cannot be shot alongside any other type of weapon.

BLAST WEAPONS

Some weapons have 'Blast' listed in their profile's abilities. These are referred to as Blast weapons. In addition to the normal rules, the following rules apply to Blast weapons:

1. If a Blast weapon targets a unit that has between 6 and 10 models, it always makes a minimum of 3 attacks. So if, when determining how many attacks are made with that weapon, the dice rolled results in less than 3 attacks being made, make 3 attacks instead. For example, if a Grenade D6 weapon with the Blast rule targets a unit that has 6 or more models, and you roll a 2 to determine how many attacks are made, that roll is counted as being a 3 and that weapon makes three attacks against that unit.

2. When a Blast weapon targets a unit that has 11 or more models, do not roll dice to randomly determine how many attacks are made – instead, make the maximum possible number of attacks. For example, if a Grenade D6 weapon with the Blast rule targets a unit that has 11 or more models, that weapon makes six attacks against that unit.

Blast weapons can never be used to make attacks against a unit that is within Engagement Range of the firing model's unit, even if the weapon has the Pistol type or if the firing model is a **VEHICLE** or a **MONSTER** – firing high-explosives at point-blank range is simply unwise.

- **Blast Weapons:** Minimum three attacks against units with 6+ models. Always make maximum number of attacks against units with 11+ models.
- Can never be used to attack units within the firing unit's Engagement Range.

MAKING ATTACKS

Attacks are made using ranged or melee weapons. 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

When a model makes an attack, make one hit roll for that attack by rolling one D6. If the result of the hit roll is equal to or greater than the attacking model's Ballistic Skill (BS) characteristic (if the attack is being made with a ranged weapon) or its Weapon Skill (WS) characteristic (if the attack is being made with a melee weapon), then that attack scores one hit against the target unit. If not, the attack fails and the attack sequence ends.

If an attack is made with a weapon that has an ability that says it 'automatically hits the target', no hit roll is made – that attack simply scores one hit on the target unit. An unmodified hit roll of 6 always scores a hit, and an unmodified hit roll of 1 always fails. A hit roll can never be modified by more than -1 or +1. This means that if, after all the cumulative modifiers to a hit roll have been calculated, the total modifier would be -2 or worse, it is changed to be -1. Similarly, if, after all the cumulative modifiers to a hit roll have been calculated, the total modifier would be +2 or better, it is changed to be +1.

2. WOUND ROLL

Each time an attack scores a hit against a target unit, make a wound roll for that attack by rolling one D6 to see if that attack successfully wounds the target. The result required is determined by comparing the attacking weapon's Strength (S) characteristic with the target's Toughness (T) characteristic, as shown on the following table:

WOUND ROLL

ATTACKER'S STRENGTH vs TARGET'S TOUGHNESS	D6 RESULT REQUIRED
Is the Strength **TWICE (or more)** than the Toughness	2+
Is the Strength **GREATER** than the Toughness	3+
Is the Strength **EQUAL** to the Toughness	4+
Is the Strength **LOWER** than the Toughness	5+
Is the Strength **HALF (or less)** than the Toughness	6+

If the result of the wound roll is less than the required number, the attack fails and the attack sequence ends. An unmodified wound roll of 6 always successfully wounds the target, and an unmodified wound roll of 1 always fails. A wound roll can never be modified by more than -1 or +1. This means that if, after all the cumulative modifiers to a wound roll have been calculated, the total modifier would be -2 or worse, it is changed to be -1. Similarly, if, after all the cumulative modifiers to a wound roll have been calculated, the total modifier would be +2 or better, it is changed to be +1.

3. ALLOCATE ATTACK

If an attack successfully wounds the target unit, the player commanding the target unit allocates that attack to one model in the target unit (this can be to any model in the unit and does not have to be allocated to a model that is within range of, or visible to, the attacking model). If a model in the target unit has already lost any wounds or has already had attacks allocated to it this phase, the attack must be allocated to that model.

4. SAVING THROW

The player commanding the target unit then makes one saving throw by rolling one D6 and modifying the roll by the Armour Penetration (AP) characteristic of the weapon that the attack was made with. For example, if the weapon has an AP of -1, then 1 is subtracted from the saving throw roll. If the result is equal to, or greater than, the Save (Sv) characteristic of the model the attack was allocated to, then the saving throw is successful 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 damage. An unmodified roll of 1 always fails.

5. INFLICT DAMAGE

The damage inflicted is equal to the Damage (D) characteristic of the weapon making the attack. A model loses one wound for each point of damage it suffers. If a model's wounds are reduced to 0 or less, it is destroyed and removed from play. If a model loses several wounds from an attack and is destroyed, any excess damage inflicted by that attack is lost and has no effect.

- **Hit roll (ranged weapon):** Roll one D6; hit scored if result equals or beats attacking model's BS. Otherwise attack fails.
- **Hit roll (melee weapon):** Roll one D6; hit scored if result equals or beats attacking model's WS. Otherwise attack fails.
- **Wound roll:** Roll one D6 and compare attack's S with target's T on table to the left. Target wounded if score equals or beats the required result. Otherwise attack fails.
- **Allocate attack:** Player commanding target unit selects one model in that unit. If a model in the unit has already lost wounds, or has already had attacks allocated to it this phase, they must select that model.
- **Saving throw:** Roll one D6 and modify by the attack's AP. If result less than the Sv of the selected model, the saving throw is failed and it suffers damage. Otherwise attack is saved.
- **Inflict damage:** The selected model loses a number of wounds equal to the attack's D.
- If a model is destroyed by an attack, any excess damage inflicted by that attack is lost.
- Unmodified hit rolls, wound rolls and saving throws of 1 always fail.
- Unmodified hit rolls and wound rolls of 6 always succeed.
- Hit and wound rolls cannot be modified by more than -1 or +1.

INVULNERABLE SAVES

Some models have an invulnerable save. Each time an attack is allocated to a model with an invulnerable save, you can choose to use either its normal Save (Sv) characteristic or its invulnerable save, but not both. If a model has more than one invulnerable save, it can only use one of them – choose which it will use. If you use a model's invulnerable save, it is never modified by a weapon's Armour Penetration value.

- **Invulnerable save:** Saving throw that is never modified by attacking weapon's AP.
- A model with an invulnerable save can use it instead of its normal Sv.

MORTAL WOUNDS

Some attacks inflict mortal wounds – these are so powerful that no armour or force field can withstand their fury. Each mortal wound inflicts 1 point of damage on the target unit, and they are always applied one at a time. Do not make a wound roll or saving throw (including invulnerable saves) against a mortal wound – just allocate it as you would any other attack and inflict damage to a model in the target unit as described above. Unlike damage inflicted by normal attacks, excess damage from 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 the normal damage, resolve the normal damage first. If an attack inflicts mortal wounds in addition to the normal damage, but the normal damage is subsequently saved, the target unit still suffers the mortal wounds, as described above. If an ability modifies the damage inflicted by a weapon, and that weapon can inflict mortal wounds in addition to the normal damage, the modifier does not apply to any mortal wounds that are inflicted (unless the rule specifically states otherwise).

- Each mortal wound inflicted on a unit causes one model in the unit to lose one wound.
- No saving throws can be made against mortal wounds.
- Mortal wounds inflicted by attacks in addition to normal damage always apply, even if normal damage saved.

IGNORING WOUNDS

Some models have rules that give them a chance to ignore wounds. If a model has more than one such rule, you can only use one of those rules each time the model loses a wound (including wounds lost due to mortal wounds).

- A model can only use one rule to attempt to ignore each wound suffered.

CHARGE PHASE

Warriors hurl themselves into battle to slay with blade, hammer and claw. Strident war cries and frantic screams echo through the whirling smoke as the moment of cataclysmic violence draws near.

The Charge phase is split into two steps. First you charge with your units. Then your opponent performs Heroic Interventions.

1. CHARGES
2. HEROIC INTERVENTIONS

1. CHARGES

Start your Charge phase by selecting one eligible unit from your army that you want to charge, and declare a charge with it. An eligible unit is one that is within 12" of any enemy units at the start of the Charge phase. Units that have Advanced or Fallen Back this battle round, and units that start the Charge phase within Engagement Range of any enemy units, are not eligible units. If you have no eligible units from your army that you wish to charge with on the battlefield, progress to the Heroic Interventions step of the Charge phase. After you have finished charging with one of your units, you can then select another unit from your army to do so, and so on, until you have done so with as many of your units as you wish.

No unit can be selected to charge more than once in each Charge phase. Once all of your eligible units that you wish to charge with (if any) have declared a charge and have done so, progress to the Heroic Interventions step of the Charge phase.

- Select a unit from your army to charge with.
- Charge with that unit (see below).
- Select another unit from your army to charge with.
- Once all your units have charged, progress to the Heroic Interventions step (pg 111).

CHARGING WITH A UNIT

Once you have chosen an eligible unit to declare a charge with, you must select one or more enemy units within 12" of it as the targets of its charge. The target(s) of this charge do not need to be visible to the charging unit. You then make a charge roll for your unit by rolling 2D6. This is the maximum number of inches each model in the charging unit can now be moved if they can make the charge move. To make a charge move, the unit's charge roll must be sufficient that it is able to end that move in unit coherency (pg 96) and within

Engagement Range (pg 96) of every unit that was a target of its charge, without moving within Engagement Range of any enemy units that were not a target of its charge. If this is possible, then the charge is successful and the models in the unit make a charge move so as to fulfil the above conditions. If this is impossible, the charge fails and no models in the charging unit move this phase.

- Declare targets of the charge (must be within 12").
- Charge roll = 2D6".
- If insufficient to move charging unit into Engagement Range of all targets, charge fails.
- If charge successful, models make their charge move.
- Cannot make a charge move within Engagement Range of any unit that was not the target of the charge.

2. HEROIC INTERVENTIONS

Your opponent can now select an eligible **CHARACTER** unit from their army to perform a Heroic Intervention (see below). An eligible **CHARACTER** unit is one that is not within Engagement Range of any enemy units, but is within 3" horizontally and 5" vertically of an enemy unit. After they have finished performing a Heroic Intervention with a **CHARACTER** unit, they can then select another eligible **CHARACTER** unit from their army to do so, and so on, until they have done so with as many of their units as they wish. If your opponent has no eligible **CHARACTER** units, the Charge phase ends.

No unit can perform more than one Heroic Intervention in each enemy Charge phase. A unit can never perform a Heroic Intervention in their own Charge phase. Once all of your opponent's eligible **CHARACTER** units have performed Heroic Interventions that they want to, your Charge phase ends and you progress to the Fight phase.

- Select one **CHARACTER** unit to perform a Heroic Intervention.
- Cannot perform a Heroic Intervention if any enemy units are in Engagement Range.
- Must be an enemy unit within 3" horizontal and 5" vertical to perform a Heroic Intervention.
- Select another **CHARACTER** unit to perform a Heroic Intervention.
- Once all your **CHARACTER** units have performed Heroic Interventions, progress to the Fight phase (pg 112).

PERFORMING A HEROIC INTERVENTION

When a unit performs a Heroic Intervention, you can move each model in that unit up to 3" – this is a Heroic Intervention move. Each model in the unit must finish its Heroic Intervention move closer to the closest enemy model. Remember that a unit must finish any type of move in unit coherency (pg 96).

- **Heroic Intervention:** Move up to 3".
- Must end closer to the closest enemy model.

CHARGING OVER TERRAIN

Unless stated otherwise, a model can be moved over a terrain feature when it makes a charge move, but not through it (so models can't move through a wall, or pass through a tree, but can climb up or over them).

A model can be moved over terrain features that are 1" or less in height as if they were not there – any vertical distance up and/or down that they would have to make to traverse such terrain features is ignored. A model can be moved vertically in order to climb up, down and over any terrain features that are higher than this, counting the vertical distance up and/or down as part of its charge move. Models cannot finish a charge move mid-climb – if it is not possible to make a charge move as a result, the charge fails.

- Models can make a move freely over terrain features 1" or less in height.
- Models cannot move through taller terrain features, but can climb up and down them.

FLYING WHEN CHARGING

If a unit's datasheet has the **FLY** keyword, then when it makes a charge move, its models can be moved across other models (and their bases) as if they were not there, but they must move over terrain features (including **BUILDING** units) like any other model. A model that can **FLY** cannot finish any move on top of another model.

- **FLY** models can move over other models when they make a charge move.
- **FLY** models move over terrain (including **BUILDINGS**) like any other model when they make a charge move.

OVERWATCH

Certain rules enable units to fire Overwatch at an enemy unit before it can charge. If an enemy unit declares a charge that targets one or more units from your army that have such a rule, each of those units can fire Overwatch before the charge roll is made. A unit cannot fire Overwatch if there are any enemy units within Engagement Range of it. Overwatch is resolved like a normal shooting attack (albeit one resolved in the Charge phase) and uses all the normal rules, except that an unmodified hit roll of 6 is always required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any hit roll modifiers. In addition, when a model fires Overwatch, it does so at the charging unit. Any rule that states the unit cannot be targeted unless it is the closest target (e.g. Look Out, Sir) does not apply when firing Overwatch.

- **Overwatch:** Before charge roll made, all charge targets that can fire Overwatch can do so.
- Can never fire Overwatch while enemy units are in Engagement Range.
- When firing Overwatch, shoot with unit, but attacks only hit on unmodified 6s.

FIGHT PHASE

Carnage engulfs the battlefield as the warring armies meet head-on. Fangs and claws crunch through bone. Blades ring like hammer on anvil. Blood spurts and flesh tears as hate-filled foes tear one another apart.

Starting with the player whose turn is not taking place, the players must alternate selecting an eligible unit from their army and fighting with it (see right). An eligible unit is one that is within Engagement Range of an enemy unit and/or made a charge move in the same turn. If neither player has any eligible units to fight with, the Fight phase ends.

No unit can fight more than once in the Fight phase. If all of one player's eligible units have fought, the opposing player can then fight with their remaining eligible units, one at a time. Note that after an enemy unit has fought and finished its Consolidation move, it might be that previously ineligible units now qualify as such – these units can then be selected to fight with. Once all eligible units have fought, the Fight phase ends and you progress to the Morale phase.

- Starting with your opponent, alternate selecting units to fight with.
- When a unit fights, it piles in, then it makes close combat attacks, then it consolidates.
- If one player has no more units left to fight with, their opponent then fights with their remaining units, one at a time.
- Once all units have fought, progress to the Morale phase (pg 114).

CHARGING UNITS FIGHT FIRST

Units that made a charge move this turn fight first in the Fight phase. This means that units that did not make a charge move this turn cannot be selected to fight until after all units that did make a charge move have fought.

- Units that made a charge move this turn fight before all other units.

FIGHT

When you select a unit to fight, it first piles in, then the models in the unit must make close combat attacks, and then the unit consolidates.

PILE IN

When a unit piles in, you can move each model in that unit up to 3" – this is a pile-in move. Each model in the unit must finish its pile-in move closer to the closest enemy model. A model that is already touching an enemy model cannot move, but still counts as having piled in. Remember that a unit must finish any type of move in unit coherency (pg 96).

- **Pile in:** Move up to 3".
- Must end closer to the closest enemy model.

MAKE CLOSE COMBAT ATTACKS

When a unit makes its close combat attacks, before resolving those attacks you must first determine which models can fight and how many attacks they will make, then you select the target unit(s) for all of the attacks those models will make and declare what melee weapons those attacks will be made with.

Which Models Fight

When a unit makes close combat attacks, only the models in that unit that are either within Engagement Range (pg 96) of an enemy unit, or that are within ½" of another model from their own unit that is itself within ½" of an enemy unit, can fight.

- A model can fight if it is in Engagement Range of an enemy unit.
- A model can fight if it is within ½" of another model from their own unit that is within ½" of an enemy unit.

Number of Attacks

When a model fights, it will make a number of attacks. You make one hit roll for each attack being made (see Making Attacks, page 110).

The number of attacks a model makes is determined by its Attacks (A) characteristic, which can be found on its datasheet. For example, if a model has an A of 2, it can make two attacks.

- Number of attacks made by each model that can fight = A.

Select Targets

Before you resolve any attacks, you must first select the target unit(s) for all of the attacks. Attacks made by models in units that made a charge move this turn can only target enemy units that their unit declared a charge against, or that performed a Heroic Intervention this turn. In order to target an enemy unit, an attacking model must either be within Engagement Range of that unit, or within ½" of another model in its own unit that is itself within ½" of that enemy unit.

If a model can make more than one attack, it can make all of them against the same target, or it can split them between different enemy units. Similarly, if a unit has more than one model, each model can make their attacks at the same, or different targets. In either case, declare which attacks will target which unit(s) before any attacks are resolved, and resolve all of the attacks against one target before moving onto the next.

If there are no viable targets (because all enemy units are beyond Engagement Range etc.) then that unit cannot make close combat attacks, but it can still consolidate (see opposite).

- If the attacking unit made a charge move this turn, its models can only target units it declared a charge against this turn, or units that performed a Heroic Intervention this turn.
- Select targets for all attacks, before any attacks are resolved.
- If a unit targets multiple units, all attacks against one unit must be resolved before resolving attacks against the next.

Select Weapon

When a model makes a close combat attack, it must do so using a melee weapon (i.e. a weapon that has the 'Melee' type). The weapons a model is equipped with are described on its datasheet. If a model is not equipped with any melee weapons, or if it cannot make an attack with any of the melee weapons it is equipped with, then that model makes its attacks using a close combat weapon, which has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Close combat weapon	Melee	Melee	User	0	1

If a model has more than one melee weapon, select which it will use before resolving any attacks. If a model has more than one melee weapon and can make several attacks, it can split them between these weapons however you wish – declare which attacks are being made with which weapons before any attacks are resolved. If the selected weapon has more than one profile that you must choose between, you must declare which profile is being used at the same time. Different attacks made with such a weapon can be made using different profiles if you wish.

If your unit is making attacks with more than one melee weapon against a unit, and those weapons have different characteristics profiles, then after you have resolved an attack with one of those weapons you must, if any other weapons with the same characteristics profile are also being used to make attacks against that unit, resolve those attacks before resolving any attacks against the target with a weapon that has a different characteristics profile. Note that all the attacks you have declared are always resolved against the target unit even if, when you come to resolve an individual attack, no models in the target unit remain in range (this can happen because of models being destroyed and removed from the battlefield as the result of resolving other attacks made by the attacking model's unit first).

- Each close combat attack is made with a melee weapon.
- A model makes attacks using the close combat weapon profile if it has no other melee weapons.
- If a unit attacks with multiple weapons, all attacks made with weapons that have the same profile must be resolved before resolving attacks with the next.

CONSOLIDATE

When a unit consolidates, you can move each model in the unit up to 3" – this is a consolidation move. Each model must finish its consolidation move closer to the closest enemy model. A model that is already touching an enemy model cannot move, but still counts as having consolidated. Remember that a unit must finish any type of move in unit coherency (pg 96).

- **Consolidate:** Move up to 3".
- Must end closer to the closest enemy model.

Example: *James selects a unit of Chaos Terminators to fight. After the models have piled in, James makes attacks with his unit. This unit consists of five models that are in Engagement Range of an enemy unit. One of James' models has an Attacks characteristic of 3 and is equipped with a lightning claw. The other four models each have an Attacks characteristic of 2, and two are equipped with power fists and two are equipped with lightning claws. The Chaos Terminators are only in Engagement Range with one enemy unit; therefore they make seven attacks against that unit using the lightning claws, and four using power fists. James resolves the attacks made using power fists first, and once they have all been resolved, James then resolves the attacks made using the lightning claws. After all of the unit's attacks have been resolved, the Terminators then consolidate.*

MORALE PHASE

Even the bravest heart may quail when the horrors of battle take their toll. With peril looming on all sides and comrades falling one by one, only the heroic, the monstrous or the hopelessly insane will stand their ground.

The Morale phase is split into two steps. First you take Morale tests for your units. Then you remove any out-of-coherency models.

1. MORALE TESTS
2. UNIT COHERENCY CHECKS

1. MORALE TESTS

Starting with the player whose turn is taking place, the players must alternate selecting a unit from their army that has had models destroyed this turn and taking a Morale test for it. If no units on the battlefield need to take a Morale test, progress to the Unit Coherency Checks step of the Morale phase.

A unit only needs to take one Morale test in each phase. If one player has finished taking Morale tests for all the units from their army that have had models destroyed this turn, the opposing player then takes all their remaining Morale tests, one at a time. Once all Morale tests have been taken (if any), progress to the Unit Coherency Checks step of the Morale phase.

- Players alternate taking Morale tests for units from their army that have suffered casualties this turn.
- If one player has no more units left to take Morale tests, their opponent then takes Morale tests for their remaining units, one at a time.
- Once all units have taken Morale tests, progress to the Unit Coherency Checks step (see opposite).

MORALE TESTS

To take a Morale test, roll one D6 and add the number of models from the unit that have been destroyed this turn. If the result is equal to or less than the highest Leadership (Ld) characteristic in the unit, the Morale test is passed and nothing else happens. An unmodified roll of 1 also always results in a passed Morale test, irrespective of the total result. In any other case, the Morale test is failed, one model flees that unit, and you must then take Combat Attrition tests for the remaining models in the unit (see opposite). You decide which model from your unit flees – that model is removed from play and counts as having been destroyed, but it never triggers any rules that are used when a model is destroyed.

- **Morale test** = D6 + number of models destroyed this turn.
- Unmodified roll of 1 always a success (no models flee).
- If Morale test exceeds unit's Ld, one model flees and other models must take Combat Attrition tests.

COMBAT ATTRITION TESTS

If a unit fails a Morale test, then after the first model has fled the unit, you must take Combat Attrition tests. To do so, roll one D6 for each remaining model in that unit, subtracting 1 from the result if the unit is below Half-strength (pg 97); for each result of 1, one additional model flees that unit. You decide which models from your unit flee – those models are removed from play and count as having been destroyed, but they never trigger any rules that are used when a model is destroyed.

- **Combat Attrition tests:** Roll one D6 for each remaining model in unit; for each 1, one additional model flees.
- Subtract 1 from Combat Attrition tests if unit is below Half-strength.

Example: *In the Morale phase, Stu needs to take a Morale test for his unit of Skitarii Rangers. This unit started the battle with ten models and it is led by a Ranger Alpha, with a Leadership characteristic of 7. Five models were destroyed in this unit this turn, so Stu rolls one D6, getting a 4, and adds 5 to the result. The result of 9 is greater than the unit's Leadership characteristic, so their Morale test is failed and one model in the unit flees and is removed. Stu now needs to take Combat Attrition tests for the remaining four models in his unit. Stu rolls a 1, a 2, a 5 and a 6. As the unit is now below Half-strength, he subtracts 1 from each of these dice rolls. The final results mean that two additional models flee the unit and are also removed.*

2. UNIT COHERENCY CHECKS

Each player must now remove models, one at a time, from any of the units in their armies that are no longer in unit coherency, as defined on page 96, until only a single group of models from the unit remains in play and in unit coherency. The models removed count as having been destroyed, but they never trigger any rules that are used when a model is destroyed. Models removed because of this do not cause their unit to take another Morale test.

- Remove models from units in your army that are not in unit coherency (pg 96).
- Once all out of coherency models have been removed (if any), the Morale phase ends.
- The player's turn then ends and, unless the battle ends, the next player's turn begins (pg 100).

ACTIONS

Occasionally defeating the enemy through skill at arms is not enough, and your warriors must accomplish some vital battlefield tasks to secure victory. From searching for missing archeotech or activating a series of power generators, to completing a blasphemous ritual to the Dark Gods, these tasks are many and varied.

PERFORMING ACTIONS

Some rules let a unit perform an action; this represents the units doing all manner of things, ranging from raising a banner, arming or dismantling traps, searching an objective site, hacking into a data terminal and so on.

Each action will specify when a unit can start to perform it, when it is completed, and any other conditions that must be satisfied (for example, some actions can only be attempted by units that are at specific locations on the battlefield). You can declare a unit from your army will start to perform an action provided there are no enemy units within Engagement Range of it (excluding **AIRCRAFT**) and it did not Advance or Fall Back this turn. **AIRCRAFT** units and units with the Fortifications Battlefield Role cannot perform actions. A unit can only attempt to perform one action per battle round.

If a unit is destroyed, makes a Normal Move, Advances, Falls Back, attempts to manifest a psychic power, declares a charge, performs a Heroic Intervention or makes any attacks with ranged weapons after it has started to perform an action but before that action is completed, that action is failed. Otherwise, that action is successfully completed. A **CHARACTER** unit cannot use any aura abilities while it is performing an action (if the action is failed, their aura abilities immediately take effect again).

- **Action:** A task a unit is attempting to perform.
- Started and completed as specified by the action itself.
- A unit cannot start to perform an action while in Engagement Range with an enemy unit.
- A unit cannot start to perform an action if it Advanced or Fell back this turn.
- **AIRCRAFT** and Fortifications cannot perform actions.
- **CHARACTERS** cannot use Aura abilities while performing actions.
- Action failed if unit is destroyed or if it makes a Normal Move, Advances, Falls Back, manifests psychic power, shoots, charges or performs a Heroic Intervention.

PERFORMING PSYCHIC ACTIONS

Some mission rules and objectives require a unit to perform a psychic action; this represents a psyker performing all manner of things, ranging from scrying the future, reading the minds of enemy leaders, calming the tides of the warp, enacting a daemonic rite and so on.

A **PSYKER** unit from your army can attempt to perform a psychic action in its Psychic phase instead of attempting to manifest any psychic powers. A **PSYKER** unit cannot attempt to perform a psychic action if it has Fallen Back this turn, or if it is also attempting to perform another action. A **PSYKER** unit can only attempt to perform one psychic action a battle round.

To perform a psychic action with a **PSYKER** unit, you must first pass a Psychic test in the same manner as if it were attempting to manifest a psychic power. If the result of the Psychic test is a double 1 or a double 6, the **PSYKER** unit attempting the psychic action immediately suffers Perils of the Warp (if the **PSYKER** unit is destroyed as a result, the psychic action automatically fails). The opposing player can then select one of their **PSYKER** units that is within 24" of the **PSYKER** unit attempting to perform the psychic action and attempt to deny that action in the same manner as if it were attempting to deny a psychic power, by passing a Deny the Witch test.

- **Psychic action:** A psychic task a **PSYKER** unit can attempt to perform.
- A unit cannot perform a psychic action if it Fell Back this turn.
- **PSYKER** can attempt to perform one psychic action instead of attempting to manifest any psychic powers.
- To perform a psychic action, must pass a Psychic test (pg 105).
- If double 1 or double 6 rolled, **PSYKER** suffers Perils of the Warp.
- If opponent has a **PSYKER** within 24" of your **PSYKER**, they can attempt to deny the psychic action by taking a Deny the Witch test (pg 105).

STRATAGEMS

Command points can also be spent during a battle to use Stratagems. Players can always use the Stratagems opposite. Many more Stratagems can be found in Codexes and other publications.

When you use a Stratagem, reduce your CP total by the appropriate amount. If you do not have enough CPs for a specific Stratagem, you cannot use it. Unless otherwise noted, you can use the same Stratagem multiple times during the course of a battle, but you cannot use the same Stratagem more than once in the same phase (for the purposes of this rule, Stratagems that have identical names, but that appear in different publications, are still considered to be the same Stratagem). This does not affect Stratagems that are not used during a phase, such as those used 'before the battle' or 'at the end of the battle round'.

- To use a Stratagem you must pay the CPs specified.
- The same Stratagem cannot be used more than once during the same phase.
- Stratagems not used during a battle round are exempt from this limit.

USING STRATAGEMS WITH UNBOUND ARMIES

Battle-forging your army is the easiest way to gain CPs with which to utilise Stratagems, but if your army is Unbound it is still possible to gain CPs by some other means (such as via a mission rule) that can then be spent during the battle to utilise Stratagems in exactly the same way as a player commanding a Battle-forged army would.

Alternatively, if both players have Unbound armies, but they both still wish to incorporate Stratagems into their game when they are mustering their army, then we recommend they agree beforehand on how many CPs each player will start with.

- Unbound armies do not start with CPs, but can gain them via abilities and other rules.
- If an Unbound army gains CPs, they can spend them to use Stratagems.



COMMAND RE-ROLL 1CP

Core Stratagem

Use this Stratagem after you have made a hit roll, a wound roll, a damage roll, a saving throw, an Advance roll, a charge roll, a Psychic test, a Deny the Witch test or you have rolled the dice to determine the number of attacks made by a weapon. Re-roll that roll, test or saving throw.

CUT THEM DOWN 1CP

Core Stratagem

Use this Stratagem when an enemy unit Falls Back, before any models in that unit are moved. Roll one D6 for each model from your army that is within Engagement Range of that enemy unit; for each result of 6, that enemy unit suffers 1 mortal wound.

DESPERATE BREAKOUT 2CP

Core Stratagem

Use this Stratagem in your Movement phase. Select one unit from your army that has not been selected to move this phase and which is in Engagement Range with at least one enemy unit. Roll one D6 for each model in that unit; for each result of 1, one model in that unit of your choice is destroyed. Assuming that unit was not destroyed, it can now attempt to Fall Back, and when doing so its models can be moved across enemy models as if they were not there. Any model in that unit that ends its Fall Back move within Engagement Range of any enemy model is destroyed. Assuming the unit is not destroyed, it cannot do anything else this turn (i.e. it cannot attempt to manifest psychic powers, shoot, declare a charge, be selected to fight etc.), even if it has a rule that would allow it to do so after Falling Back.

EMERGENCY DISEMBARKATION 1CP

Core Stratagem

Use this Stratagem when a **TRANSPORT** model from your army is destroyed. All units that are embarked within that model can be set up wholly within 6" of the destroyed model when they disembark instead of the normal 3" before the model itself is removed from the battlefield. These units are not affected by the destroyed model's Explodes ability (or equivalent) – instead you must roll one D6 for each model you just set up on the battlefield. Instead of one model that disembarked (your choice) being destroyed for each roll of 1, one model that disembarked (your choice) is destroyed for each roll of 1 or 2. Units cannot declare a charge (pg 110) or perform a Heroic Intervention (pg 111) in the same turn that they disembarked from a destroyed **TRANSPORT** model.

FIRE OVERWATCH 1CP

Core Stratagem

Use this Stratagem after an enemy unit has declared a charge against one or more units from your army. One of the units that was chosen as the target of that charge can fire Overwatch (pg 111) before the charge roll is made.

COUNTER-OFFENSIVE 2CP

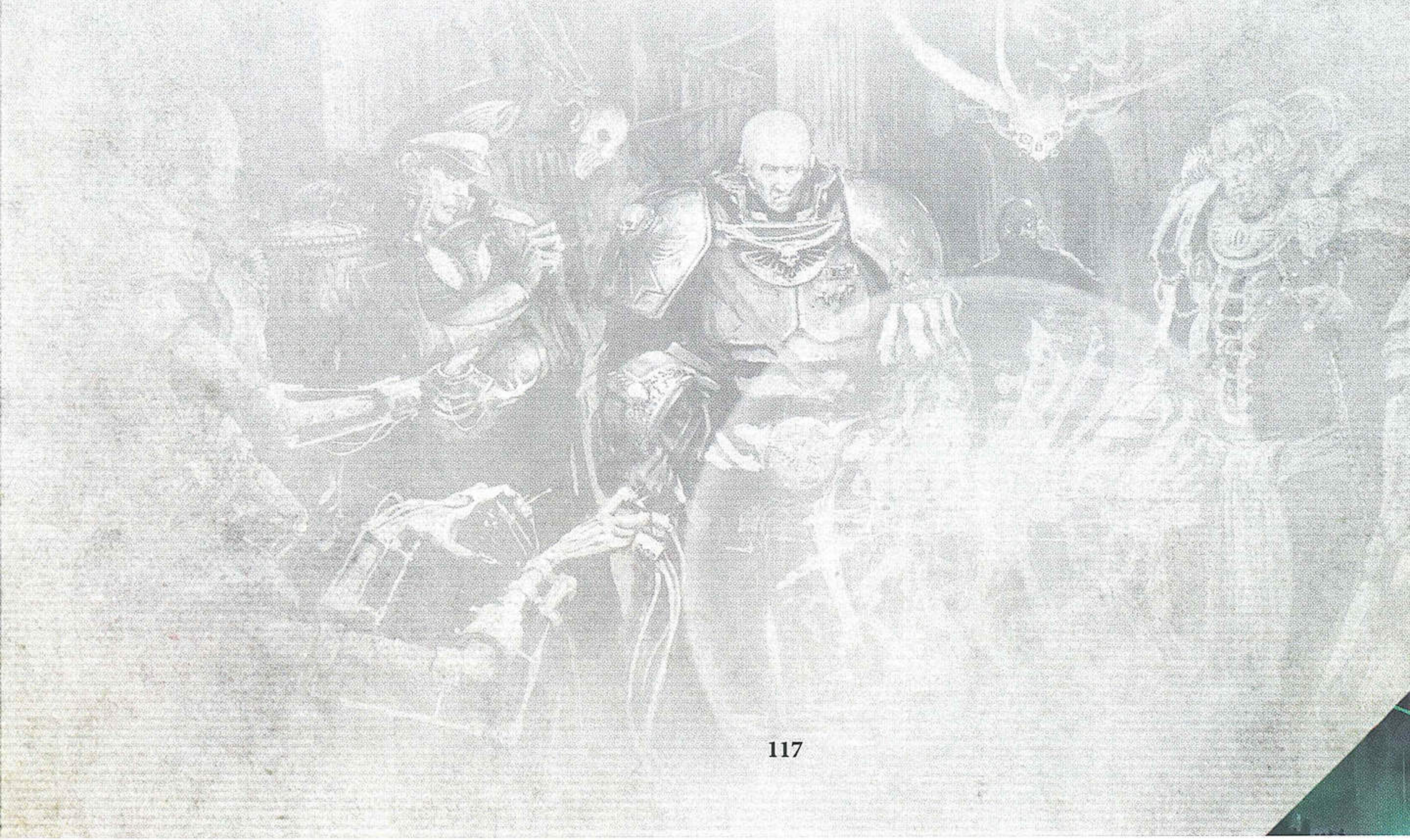
Core Stratagem

Use this Stratagem after an enemy unit has fought in this turn. Select one of your own eligible units and fight with it next.

INSANE BRAVERY 2CP

Core Stratagem

Use this Stratagem before you take a Morale test for a unit in your army. That test is automatically passed (do not roll any dice). You can only use this Stratagem once per battle.



STRATEGIC RESERVES

A wise commander does not necessarily commit all their troops to the attack, making sure to keep additional forces held in reserve to reinforce wavering battle lines or exploit a weakness in the enemy's.

Strategic Reserves are forces that one or both sides have chosen not to deploy at the start of the battle. These rules explain how to place units into Strategic Reserves, as well as how and when they arrive on the battlefield.

Note that these rules do not apply to units that are using other rules that enable them to start the battle in a location other than the battlefield. Such units are not placed in Strategic Reserves and they are instead set up as described by their own rules.

PLACING UNITS INTO STRATEGIC RESERVES

You can only place units into Strategic Reserves if your army is Battle-forged (see the Warhammer 40,000 Core Book).

Unless otherwise stated, before the battle, you can select one or more units from your army to be placed in Strategic Reserves. You must pay Command points (CPs) to place your units into Strategic Reserves; the number of CPs required depends on the combined Power Ratings of all the units you wish to place into Strategic Reserves (including those embarked within **TRANSPORT** models that are themselves placed into Strategic Reserves), as shown in the table below. If you do not have enough CPs for your current band, you must reduce the number of units you wish to place into Strategic Reserves until you do have sufficient CPs.

ATEGIC RESERVES	
IBINED POWER RATING OF UNITS CED INTO STRATEGIC RESERVES	CPs TO PLACE INTO STRATEGIC RESERVES
1-9	1
10-19	2
20-29	3
30-39	4
40-49	5
etc.	etc.

- **Strategic Reserves:** Units that are not deployed at the start of the battle.
- Only Battle-forged armies can use Strategic Reserves.
- Must pay CPs to place units into Strategic Reserves.

ARRIVING FROM STRATEGIC RESERVES

Units that are placed in Strategic Reserves are 'Strategic Reserve units', and can arrive later in the battle during the Reinforcements step of any of your Movement phases (pg 102) except your first (i.e. Strategic Reserve units cannot arrive in the first battle round).

- Strategic Reserve units arrive in the Reinforcements step of Movement phase.
- Strategic Reserve units cannot arrive in the first battle round.

SETTING UP STRATEGIC RESERVE UNITS

Where on the battlefield a Strategic Reserve unit is set up when it arrives depends on the battle round in which the unit arrives, as described below.

Starting from the second battle round, Strategic Reserve units that arrive can be set up wholly within 6" of any battlefield edge other than the enemy's battlefield edge, but no model can be set up within the enemy's deployment zone. Starting from the third battle round, Strategic Reserve units that arrive can be set up wholly within 6" of any battlefield edge other than the enemy's battlefield edge.

In any case, Strategic Reserve units cannot be set up within 9" of any enemy models. The only exception to this is if they are being set up within 1" of their own battlefield edge and wholly within their own deployment zone, in which case they can be set up within 9" (and even within Engagement Range) of enemy models. If a unit is set up within Engagement Range of any enemy models, it counts as having made a charge move this turn (Overwatch attacks cannot be made against this unit), and until the end of the turn it can target any unit it is within Engagement Range of with close combat attacks, even though it hasn't declared a charge this turn.

If a model is so large that it cannot physically be set up wholly within 6" of a battlefield edge (i.e. the smallest dimension of that model is greater than 6"), it must be set up so that it is touching your battlefield edge. During the turn in which such a model is set up on the battlefield, that model's unit cannot do any of the following: make a Normal Move, Advance, Fall Back, Remain Stationary; attempt to manifest or deny psychic powers; make any attacks with ranged weapons; declare a charge; perform a Heroic Intervention; perform any actions or psychic actions.

All the rules that apply to your Reinforcement units when they are set up also apply to your Strategic Reserve units when they are set up, as described in the Reinforcements step of the Movement phase (pg 102). For example, Strategic Reserve units cannot make a Normal Move, nor can they Advance, Fall Back or Remain Stationary in the turn they arrive for any reason – but they can otherwise act normally (shoot, charge, fight etc.). Models in units that arrived from Strategic Reserves also count as having moved a distance in inches equal to their Move (M) characteristic in the Movement phase they arrive.

- Battle round 1 = no Strategic Reserves.
- Battle round 2 = set up wholly within 6" of any battlefield edge (not enemy battlefield edge or in enemy deployment zone).
- Battle round 3+ = set up wholly within 6" of any battlefield edge (not enemy battlefield edge).
- Cannot be set up within 9" of enemy models.
- Strategic Reserve units cannot make a Normal Move, Advance or Fall Back this turn.
- Strategic Reserve units always count as having moved this turn.
- Any Strategic Reserve unit not set up on the battlefield by the end of the battle counts as destroyed.

AIRCRAFT AND STRATEGIC RESERVES

Whenever an **AIRCRAFT** model arrives from Strategic Reserves, you can choose to set it up anywhere on the battlefield that is more than 9" from any enemy models, facing any direction, instead of setting it up wholly within 6" of a particular battlefield edge. **AIRCRAFT** models can never declare a charge in the turn they arrive from Strategic Reserves, but otherwise follow all the normal rules for models arriving from Strategic Reserves.

If you have a Battle-forged army, **AIRCRAFT** units from your army can, in your Movement phase, move off the edge of the battlefield (assuming it has sufficient Move for any part of its base (or hull) to touch the edge of the battlefield). If an **AIRCRAFT** unit does so, it is placed into Strategic Reserves. Similarly, if you have an **AIRCRAFT** unit with a minimum Move characteristic that cannot make its minimum move, or is forced to move off the battlefield because of its minimum move, then it is placed into Strategic Reserves. In either case, placing the **AIRCRAFT** (and any units currently embarked within them) into Strategic Reserves in this manner does not cost any CPs and the unit can be set back up on the battlefield in your next turn, as described in Setting Up Strategic Reserve Units.

- **AIRCRAFT** can be set up anywhere on the battlefield that is more than 9" from the enemy when they arrive from Strategic Reserves.
- If army is Battle-forged, **AIRCRAFT** can move off battlefield edge and be placed into Strategic Reserves.
- If army is Battle-forged, and an **AIRCRAFT** cannot make its minimum move, it is placed into Strategic Reserves.
- **AIRCRAFT** can arrive from Strategic Reserves in the next turn.

TERRAIN FEATURES

This section provides rules for using a range of terrain features that can transform your gaming table into an interactive, thematic battlefield set in the 41st Millennium. These rules help to bring your battlefield to life and introduce a new tactical dimension to your games.

Before the battle begins, you and your opponent will need to create the battlefield by setting up several terrain features from your collection. You can find some examples of created battlefields in the Warhammer 40,000 Core Book.

TERRAIN CATEGORIES

There are four categories of terrain features: Hills, Obstacles, Area Terrain, and Buildings. Some terrain features have a datasheet and/or terrain traits (see below) that will describe additional rules that apply, but the rules below always apply for these categories of terrain. Certain models receive the benefits of cover from some terrain features. The benefits gained depend on the terrain traits that the terrain feature in question has (if it has none, then no benefits are gained).

- Each terrain feature belongs to one the following categories: Hills, Obstacles, Area Terrain or Buildings.
- Some models can gain the benefits of cover from some Terrain features (see terrain traits).

HILLS

Hills, whether free-standing or modelled into the battlefield itself, are raised areas that offer troops on top of them commanding views of fire. Hills are always considered to be part of the battlefield itself rather than a terrain feature, and so models on top of them do not typically receive any additional benefits. Models can move over Hills following the normal rules for movement. A model on or behind a Hill uses the normal rules for determining if another model is visible to it, or if it is visible to another model. Hills cannot be chosen as the target of an attack.

- Hills considered to be part of the battlefield rather than a terrain feature.
- Models move over Hills using normal rules for movement.
- Models use normal rules to determine if model behind a Hill is visible.
- Hills cannot be attacked.

OBSTACLES

Obstacles include Barricades, Ruined Walls and other battlefield debris that your models have to move over or around. Models can move up, over and down Obstacles following the normal rules for movement. A model on or behind an Obstacle uses the normal rules for determining if another model is visible to it, or if it is visible to another model. Obstacles cannot be chosen as the target of an attack.

An **INFANTRY**, **BEAST** or **SWARM** model receives the benefits of cover from an Obstacle while it is within 3" of that terrain feature unless, when you resolve an attack that targets that model's unit, you can draw straight lines, 1mm in thickness, to every part of that model's base from a single point on the attacking model's base (or hull) without any of those lines passing over or through any part of this terrain feature.

- Models move over Obstacles using normal rules for movement.
- Models use normal rules to determine if model behind an Obstacle is visible.
- Obstacles cannot be attacked.
- **INFANTRY**, **BEASTS** and **SWARM** models receive the benefits of cover while within 3", unless a straight line can be drawn from the attacker to all parts of the target model without it passing over or through this terrain feature.

AREA TERRAIN

Area Terrain can include Ruins, Woods, Craters and other terrain features that models can move into and through. Each time an Area Terrain feature is set up on the battlefield, both players must agree upon the footprint of that terrain feature – that is, the boundary of the terrain feature at ground level. This is essential to define so that players know when a model is wholly on or within that terrain feature, and when it is not. For some Area Terrain features, their footprint will be obvious, especially if the terrain feature has a base or some other well defined boundary, but if not, then agree with your opponent what the footprint is. Models can move up, over and down Area Terrain following the normal rules for movement. A model on or behind Area Terrain uses the normal rules for determining if another model is visible to it, or if it is visible to another model. Area Terrain cannot be chosen as the target of an attack (but units within them can).

INFANTRY, **BEAST** and **SWARM** models receive the benefits of cover from Area Terrain features while they are within it.

- Area Terrain has a footprint.
- Footprint = boundary of terrain feature at ground level.
- Models move over Area Terrain using normal rules for movement.
- Models use normal rules to determine if model behind Area Terrain is visible.
- Area Terrain cannot be attacked.
- **INFANTRY**, **BEAST** and **SWARM** models receive the benefits of cover while they are within it.

BUILDINGS

Buildings are typically units with the Fortification Battlefield Role and the **BUILDING** keyword, and that are part of a player's army. You can find out more about Battlefield Roles in the Warhammer 40,000 Core Book. A model on or behind a Building uses the normal rules for determining if another model is visible to it, or if it is visible to another model. Each Building has a datasheet, and unless otherwise noted is either a friendly unit or an enemy unit (meaning that models cannot be moved across them, but they can be chosen as the target of an attack).

- Buildings are considered to be units, rather than terrain features.
- Models cannot move across Buildings.
- Models use normal rules to determine if model behind a Building is visible.
- Enemy Buildings can be attacked.



TERRAIN TRAITS

Each terrain feature can have one or more terrain traits, each of which bestows additional rules. Once the battlefield has been created, both players must agree which terrain traits apply to which terrain features.

Defensible

If every model in an **INFANTRY** unit is on or in an Area Terrain feature with this trait, then it can either Hold Steady or it can Set to Defend (see below) when an enemy unit declares a charge against it.

If every model in an **INFANTRY** unit is within 3" of an Obstacle terrain feature with this trait, then it can either Hold Steady or it can Set to Defend (see below) when an enemy unit declares a charge against it if, were you to draw a straight line, 1mm in thickness, between the closest parts of the bases (or hulls) of the two closest models in the two units, that line would pass over or through that terrain feature.

A unit cannot Hold Steady or Set to Defend while it is within Engagement Range of any enemy units.

If a unit Holds Steady, any Overwatch (pg 111) attacks made by that unit this phase will score hits on rolls of 5+. If a unit Sets to Defend, it cannot fire Overwatch this phase, but you add 1 to hit rolls when resolving attacks made with melee weapons by models in that unit until the end of the next Fight phase.

- **INFANTRY** units can Hold Steady or Set to Defend (if no enemy within Engagement Range).
- **Hold Steady:** Overwatch attacks hit on 5+.
- **Set to Defend:** Cannot fire Overwatch but add 1 to hit rolls in next Fight phase.

Defence Line

If an enemy unit is within 1" of this terrain feature, you can still make a charge move against it so long as the charging unit ends its charge move touching that terrain feature and within 2" of the target unit. Units are eligible to fight, and models can make attacks with melee weapons, if their target is on the opposite side of this terrain feature and within 2".

- Can make a charge move against a unit within 1" of this terrain feature.
- Can fight if within 2" of enemy.

Breachable

INFANTRY, BEASTS and **SWARM** units can move through the walls, girders, chains and foliage of this terrain feature without impediment.

- **INFANTRY, BEAST** and **SWARM** models can move through walls, girders, chains and foliage.

Difficult Ground

If a unit makes a Normal Move, Advances, Falls Back or it makes a charge move, and any of its models wish to move over any part of this terrain feature, subtract 2" from the maximum distance that every model in that unit can move (to a minimum of 0), even if every part of this terrain feature is 1" or less in height. This penalty does not apply if every model in the moving unit can **FLY**.

- Subtract 2" when making a Normal Move, Advance, Fall Back or charge move over this terrain feature (unless moving unit can **FLY**).

Dense Cover

If this terrain feature is at least 3" in height, then subtract 1 from the hit roll when resolving an attack with a ranged weapon unless you can draw straight lines, 1mm in thickness, to every part of at least one model's base (or hull) in the target unit from a single point on the attacking model's base (or hull) without any of those lines passing over or through any part of any terrain feature with this trait. Models that are on or within an Area Terrain feature with this trait do not suffer this penalty if the only terrain feature these lines pass over or through is the terrain feature that the attacking model is on or within. Models within 3" of an Obstacle terrain feature with this trait do not suffer this penalty if the only terrain feature these lines pass over or through is the terrain feature that the attacking model is within 3" of. The height of a terrain feature is measured from the highest point on that terrain feature.

Models do not suffer this penalty to their hit rolls when making an attack with a ranged weapon that targets an **AIRCRAFT** unit, or a unit that includes any models with a Wounds (W) characteristic of 18 or more, even if this terrain feature is between it and the firing model (note that the reverse is not true).

- Subtract 1 from hit rolls made for ranged weapons if at least 3" tall.
- Does not apply to models that are only shooting through their own terrain feature.
- No penalty when shooting at **AIRCRAFT** and units with W characteristic of 18+.

Unstable Position

Models cannot be set up or end a move on top of this terrain feature (they can move up, over and down this terrain feature, but they cannot end a move on top of it).

- Cannot be set up or end a move on top of this terrain feature.

Exposed Position

Models never receive the benefits of cover while they are on top of this terrain feature, but they can gain the benefits of cover while they are behind it.

- Models do not receive benefits of cover while on top of this terrain feature.

Obscuring

If this terrain feature is at least 5" in height, then models cannot see through or over this terrain feature. This means that one model is not visible to another if you cannot draw a straight line, 1mm in thickness, between them without it passing through or over any part of this terrain feature. The height of a terrain feature is measured from the highest point on that terrain feature.

Models that are on or within terrain feature can see, and can be seen and targeted normally. **AIRCRAFT** models, and models with a Wounds (W) characteristic of 18 or more, are visible and can be targeted even if this terrain feature is in-between it and the firing model (note that the reverse is not true).

- Blocks visibility if at least 5" tall.
- Models on or within can see and be seen normally.
- **AIRCRAFT** and models with W characteristic of 18+ can be seen normally.

Light Cover

When an attack made with a ranged weapon wounds a model that is receiving the benefits of cover from this terrain feature, add 1 to the saving throw made against that attack (invulnerable saving throws are not affected).

- +1 to saving throws against ranged weapons.
- Invulnerable saving throws unaffected.

Heavy Cover

When an attack made with a melee weapon wounds a model that is receiving the benefits of cover from this terrain feature, add 1 to the saving throw made against that attack unless the model that the attack is allocated to made a charge move this turn (invulnerable saving throws are not affected).

- +1 to saving throws against melee weapons unless model has made a charge move this turn.
- Invulnerable saving throws unaffected.

Scalable

Only **INFANTRY**, **BEASTS** and **SWARM** models, and models that can **FLY**, can be set up or end a move on top of an Obstacles terrain feature with this trait. Only **INFANTRY**, **BEASTS** and **SWARM** models, and models that can Fly, can be set up or end a move on the upper floors of an Area Terrain feature with this trait (other models can be set up or end a move on the ground floor). **INFANTRY**, **BEASTS** and **SWARM** models can move through the floors, ceilings, and gantries of this terrain feature without impediment.

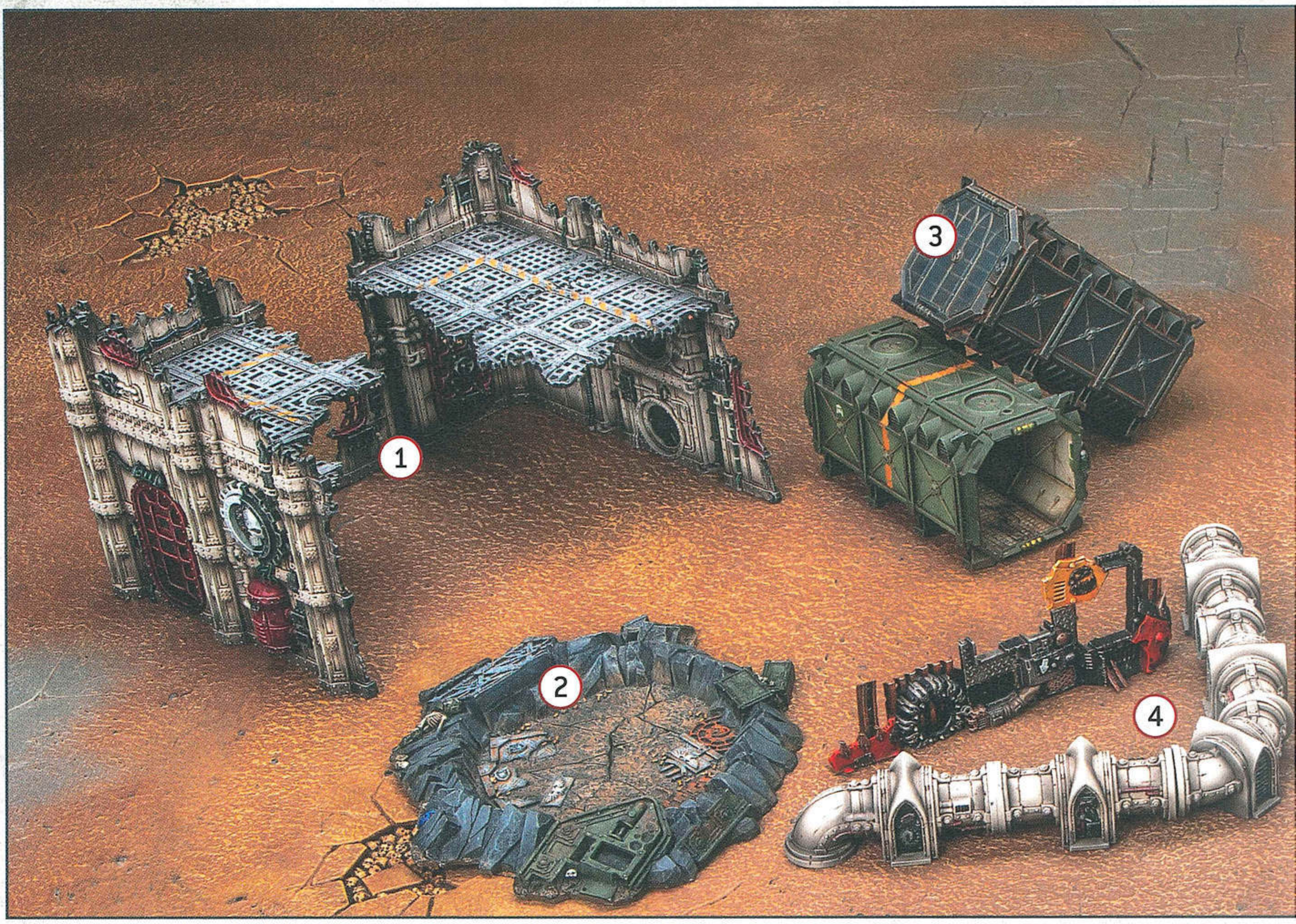
- Only **INFANTRY**, **BEAST**, **SWARM** and **FLY** models can be set up or end a move on top of this terrain feature (excluding ground floor).
- **INFANTRY**, **BEAST** and **SWARM** models can move through the floors, ceilings and gantries.

Inspiring

Add 1 to the Leadership (Ld) characteristic of units while they are wholly within 6" of this terrain feature. If this terrain feature lists any keywords in brackets, then this bonus only applies to units that have that keyword.

- +1 Ld if wholly within 6".





COMMON TERRAIN FEATURES

The following terrain categories (pg 120-121) and terrain traits (pg 122-123) apply to some of the most common terrain features on the battlefields of the 41st Millennium.

1. RUINS

The galaxy is littered with the shattered remains of once proud cities.

Terrain Category: Area Terrain
Terrain Traits: Scalable, Breachable, Light Cover, Defensible, Obscuring

2. CRATERS

Many battlefields bear the scars of heavy and sustained bombardment.

Terrain Category: Area Terrain
Terrain Traits: Light Cover, Difficult Ground

3. ARMOURED CONTAINERS

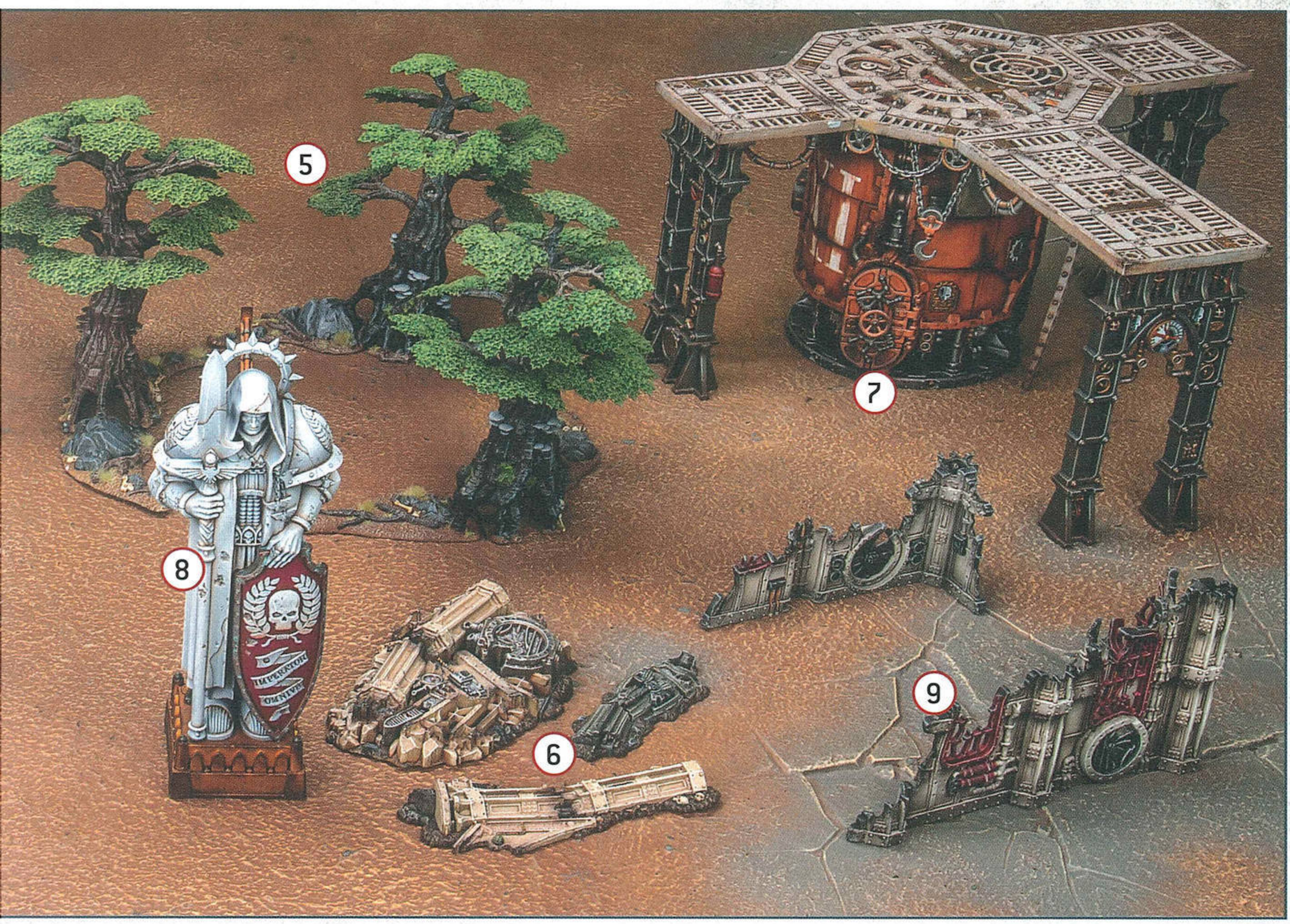
These vast steel containers are built strong to protect the cargo within.

Terrain Category: Obstacles
Terrain Traits: Light Cover, Scalable, Exposed Position

4. BARRICADES AND FUEL PIPES

Makeshift but effective defence lines make an excellent position from which to repel the enemy.

Terrain Category: Obstacles
Terrain Traits: Defence Line, Light Cover, Heavy Cover, Defensible, Unstable Position, Difficult Ground



5. WOODS

Twisted woodlands and alien flora grow on many a corpse-strewn battlefield.

Terrain Category: Area Terrain
Terrain Traits: Dense Cover, Breachable, Defensible, Difficult Ground

6. BATTLEFIELD DEBRIS

Scorched rubble and the detritus of war litter the battlefield of the 41st Millennium.

Terrain Category: Obstacles
Terrain Traits: Exposed Position

7. INDUSTRIAL STRUCTURE

Sectors Mechanicus are a common sight, their gantries thrumming with automated industry.

Terrain Category: Area Terrain
Terrain Traits: Scalable, Breachable, Dense Cover, Defensible

8. IMPERIAL STATUARY

The heroes of the Imperium are often immortalised in stone effigies to stand sentinel over the galaxy.

Terrain Category: Obstacles
Terrain Traits: Light Cover, Unstable Position, Inspiring (**IMPERIUM**)

9. RUINED WALLS

The broken walls of destroyed buildings provide invaluable cover to troops.

Terrain Category: Obstacles
Terrain Traits: Defence Line, Breachable, Dense Cover, Defensible, Unstable Position

OBJECTIVE MARKERS

Many missions use objective markers. On this page you will find details on how to use objective markers, and how your forces can control them during the battle.

OBJECTIVE MARKERS

Many missions use objective markers – these represent sites of tactical or strategic import that both sides are attempting to secure. If a battle has any objective markers, then the mission will say where they are located on the battlefield. These can be represented using any suitable marker, but we recommend using round markers that are 40mm in diameter.

When setting objective markers up on the battlefield, always place them so they are centred on the point specified by the mission. When measuring distances to and from objective markers, always measure to and from the closest part of that objective marker.

A model is in range of an objective marker if it is within 3" horizontally and 5" vertically of that objective marker.

Unless otherwise noted, a player controls an objective marker while they have more models within range of it than their opponent does. A model can only be counted towards controlling one objective marker per turn – if one of your models could be counted towards controlling more than one objective marker, you must select which one they are counted towards that turn. **AIRCRAFT** units and units with the Fortifications Battlefield Role can never control objective markers – exclude these units when determining which player controls an objective marker.

- **Objective marker:** 40mm round marker
- Model in range of objective marker if within 3" horizontally and 5" vertically.
- Objective marker controlled by player with most models in range.
- **AIRCRAFT** and Fortifications cannot control objective markers.



The locations of objective markers on the battlefield are typically shown on the deployment map of the mission being played, and are represented by the icon to the left.

OBJECTIVE SECURED

Some units have an ability called Objective Secured. A player controls an objective marker if they have any models with this ability within range of that objective marker, even if there are more enemy models within range of that objective marker. If an enemy model within range of an objective marker also has this ability (or a similar ability), then the objective marker is controlled by the player who has the most models within range of that objective marker as normal.

- **Objective Secured:** Player controls objective marker if any of their models in range have this ability.



RARE RULES

The rules in this section describe some of the more uncommon advanced rules, as well as rare situations that arise when one uncommon rule interacts with another, and how to resolve them.

BENEFITS OF COVER WHEN NOT IN TERRAIN

Sometimes a rule will tell you that a model or unit gains the benefit of cover, even while they are not entirely on or in a terrain feature. If a model or unit is under the effects of such a rule, and that rule does not specify what the benefits of cover are, when resolving an attack that model is assumed to be entirely on or within a terrain feature with the Light Cover terrain trait (pg 123) for all rules purposes. This means that when an attack made with a ranged weapon wounds a model under the effect of this rule, add 1 to the saving throw made against that attack (invulnerable saving throws are not affected).

If a model or unit has a rule that only applies while it is receiving the benefits of cover, then that rule will apply while that model or unit is under the effects of any rule that states it gains the benefit of cover even while they are not entirely on or within a terrain feature.

- Benefit of cover even when not in terrain = Light Cover.
- +1 to saving throws against ranged weapons.
- Invulnerable saving throws unaffected.

IGNORING THE BENEFITS OF COVER

Some rules allow a weapon or model to ignore the benefits that a target might otherwise receive from being on or in a terrain feature.

If a rule says that the target 'does not receive the benefit of cover to its saving throw', then, when resolving an attack with that rule, the models in the target unit ignore all benefits received from terrain traits that improve its saving throw (e.g. Light Cover, Heavy Cover).

If a rule says that the target 'does not receive the benefits of cover that impose penalties on hit rolls', then, when resolving an attack with that rule, models in the target unit ignore all benefits received from terrain traits that impose penalties on hit rolls (e.g. Dense Cover).

If a rule says that the target unit 'does not receive the benefit of cover', without specifying what benefits are ignored, then, when resolving an attack with that rule, models in the target unit ignore all benefits received from all terrain traits, including those that improve its saving throws, impose penalties on hit rolls and so on (e.g. Light Cover, Heavy Cover). Note that rules that say that the target unit 'does not receive the benefit of cover' do not enable a model or weapon with that rule to target a unit that would not normally be visible due to terrain features with the Obscuring trait (pg 123).

- Does not receive the benefit of cover to saving throws = ignore Light Cover and Heavy Cover.
- Does not receive the benefits of cover that imposes a penalty on hit rolls = ignore Dense Cover.
- Does not receive the benefits of cover = ignore Light Cover, Heavy Cover, Dense Cover etc.

IMPROVING THE BENEFITS OF COVER

Some models have abilities that improve the bonus a model receives to its saving throw when it is receiving the benefit of cover – for example, 'add 2 instead of 1 to saving throws for models in this unit while it is receiving the benefit of cover'. If a model or unit with such a rule is receiving the benefits of cover from a terrain feature with the Light Cover or Heavy Cover trait, then this rule is applied as written. If that model or unit is receiving the benefits of cover from any other terrain features with any other terrain traits, you instead add 1 to its saving throws, in addition to any other benefits of cover that are gained from those terrain features. In either case, invulnerable saves are unaffected.

- Add 2 to saving throws instead of 1 if receiving benefits from Light Cover or Heavy Cover terrain features.
- Add 1 to saving throws if receiving benefits from any other terrain features.

UNITS OF PSYKERS

If a unit has more than one model with the **PSYKER** keyword, you must select one of those models each time its unit attempts to manifest or deny a psychic power, before you take the Psychic test or Deny the Witch test. Measure the distance and check visibility using the model you selected.

Manifesting and Denying with Non-Psykers

Sometimes a rule will allow a model that is not a **PSYKER** to attempt to manifest or deny a psychic power. When resolving such abilities, it does so using the rules on pages 105-106 exactly as if it were a **PSYKER**, and is affected by rules that modify Psychic tests or Deny the Witch tests, but it is not a **PSYKER** for any other rules purposes.

- **Units of PSYKERS:** When attempting to manifest or deny a psychic power, first select one model in the unit to measure range and visibility from.

SHOOT AGAIN

Some rules allow units (or sometimes models or weapons) to shoot again in the Shooting phase, or shoot 'as if it were the Shooting phase'. Such rules cannot be used on a unit unless it is eligible to shoot at the time when that rule is used.

When a unit shoots again, any models in that unit that have already shot with any of the weapons they are equipped with earlier in that phase can shoot with those weapons one additional time. When a model shoots again, that model can shoot with any weapons it is equipped with that it has already shot with earlier in that phase one additional time. When a model can shoot with a specific weapon again, that model can shoot with it one additional time if it has already shot with it earlier in that phase.

If a rule allows a unit, model or weapon to shoot again, then it must completely resolve its first shooting attack before resolving the

second. This can be at a different target. If a rule is used to make a unit shoot again at the end of the Shooting phase, the phase does not end until after all these rules have been resolved.

- Rules that allow a unit to shoot again can only be used on eligible units.
- Must completely resolve first shooting attack before starting the second.
- Can target different unit(s).
- Shooting phase does not end until after all units that are shooting again have done so.

NON-SHOOTING ABILITIES

Some models and units have abilities that can be used instead of shooting with that model or unit. Such abilities can only be used in your Shooting phase, but can be used even if your unit has no ranged weapons, or if it Advanced or Fell Back this turn, and such abilities can be used even while the unit is within Engagement Range of any enemy units.

- Abilities used 'instead of shooting' can be used in your Shooting phase.
- Such abilities can be used even if unit Advanced, Fell Back or is in Engagement Range of enemy.

ALWAYS FIGHT FIRST/LAST

Some rules allow a unit from your army to always fight first in the Fight phase, even if they didn't make a charge move this turn. If the enemy has units that have charged, or that have similar rules, then alternate selecting units to fight with from amongst these units, starting with the player whose turn is taking place.

Similarly, some rules say that a certain unit cannot be selected to fight in the Fight phase until after all other eligible units have done so. If both players have units that cannot fight until after all other units have done so, then the players alternate selecting which of those units to fight with, starting with the player whose turn is taking place.

If a unit is under the effects of both a rule that always lets it fight first in the Fight phase, and a rule that says it cannot be selected to fight until after all other units have done so, it instead fights as if neither rule is affecting it.

Note that the Counter-offensive Stratagem (pg 117) requires you to select a unit that is eligible to fight. This means that if a unit is under the effects of a rule that says that it is not eligible to fight until after all other eligible units have done so, you will not be able to select that unit to use the Counter-offensive Stratagem.

- If both players have models that fight first/last, alternate selecting units to fight, starting with player whose turn is taking place.
- If a unit can always fight first but must also fight last, it fights as if not affected by either rule.

FIGHTING WITH INDIVIDUAL MODELS

Normally units are selected to fight, but some rules instead specify that only one model in a unit can fight (or can fight again – see opposite). In these instances, that model is allowed to make a pile-in move, but must still be in unit coherency at the end of its move. It then makes a number of attacks with its melee weapons, as specified in the Make Close Combat Attacks section of the Fight phase (pg 112). Finally, that model can make a consolidate move, but must still be in unit coherency at the end of the move.

- Some rules enable an individual model in a unit to fight – such a model piles in, makes close combat attacks, then consolidates.
- Pile-in and consolidate moves must end in unit coherency.

FIGHT AGAIN

Some rules allow units to fight again in the Fight phase, or fight 'as if it were the Fight phase'. Such rules cannot be used on a unit unless it is eligible to fight at the time when that rule is used. Remember that a unit is only eligible to fight if it is within Engagement Range of an enemy unit, or if it made a charge move in the same turn. In addition, all the normal targeting rules apply to a unit that is using a rule to fight again (e.g. if the unit made a charge move this turn it can still only target enemy units it declared a charge against or that performed a Heroic Intervention).

If a rule allows a unit to fight again, then it will pile in, make close combat attacks and consolidate again. Treat each time a unit is selected to fight as a separate unit being selected to fight for all rules purposes. This means that after it has fought for the first time in a phase, your opponent can choose an eligible unit to fight with before you fight with your unit for a second time (you need not consecutively use both of the unit's opportunities to fight – unless of course there are no other eligible units to select to fight with). If such a unit charged this turn, it will still fight both times before any units that did not charge. Note that any rule that interrupts the normal sequence of who fights first can be used to fight in-between the unit's first and second fight.

If a rule is used to make a unit fight again at the end of the Fight phase, and the unit ends its consolidation move within Engagement Range of any enemy units that have not yet been selected to fight during this phase, those units are now eligible units and your opponent can fight with them before the phase ends.

- Rules that allow a unit to fight again can only be used on eligible units.
- Fight again = pile in, make close combat attacks and consolidate again.
- Each time a unit fights again it is treated as a separate unit being selected to fight.
- Fight phase does not end until every unit in Engagement Range that has not yet fought has done so.

ATTACKER'S PRIORITY

While resolving attacks, you'll occasionally find that two rules cannot both apply – for example, when an attacking model with an ability that enables it to always score a successful hit on a 2+ targets a model that has an ability that states it can only be hit on a 6+. When this happens, the attacking model's rules take precedence.

- If attacking model and target unit have conflicting rules, the attacking model's rule takes precedence.

MORALE PRIORITY

While resolving Morale tests, you'll occasionally find that two rules are in direct conflict and cannot both apply – for example, when a unit is being simultaneously affected by one rule that says it automatically passes Morale tests and another that says it automatically fails Morale tests. When this happens, rules that say a unit automatically passes a Morale test always take precedence over rules that say a Morale test is automatically failed. Similarly, rules that say no models flee from a unit always take precedence over rules that say that a number of additional models flee that unit.

- If a unit is affected by conflicting rules, those that automatically pass Morale tests or cause no models to flee take precedence.

RESURRECTED MODELS

Some rules resurrect or return models to their unit in the same turn they were destroyed. For the purposes of Morale tests, such models do not count as having been destroyed this turn – exclude them when determining if a unit has to take a Morale test, and when determining what to add to a D6 roll when taking a unit's Morale test.

- Exclude models that were destroyed and returned to a unit in the same turn for Morale test purposes.

EXPLODES

When destroyed, some models have an ability that gives them a chance to explode (or crash and burn, or lash out with death throes etc.) and inflict mortal wounds on nearby units. If a model has such an ability and is destroyed, then it is always the player controlling that model who rolls to see if it explodes (or similar), and it is always this player who rolls to see if nearby units suffer damage, and if they do, how much damage is inflicted.

- If a model could explode, controlling player rolls the D6.
- If a model explodes when destroyed, controlling player rolls to inflict damage on nearby units.

MULTIPLE ATTACKS THAT INFLICT MORTAL WOUNDS

Some attacks can inflict mortal wounds either instead of, or in addition to, the normal damage. If, when a unit is selected to shoot or fight, more than one of its attacks that target an enemy unit have such a rule, all the normal damage inflicted by the attacking unit's attacks are resolved against that target before any of the mortal wounds are inflicted on it.

- If a unit can make multiple attacks that inflict mortal wounds, all of the normal damage inflicted by all of the attacking unit's attacks is resolved before any of the mortal wounds are resolved.

REPOSITIONED AND REPLACEMENT UNITS

Some rules enable units to teleport or else be repositioned and set back up on the battlefield. Other rules enable units to removed from the battlefield and be replaced by a new, full-strength unit, which is then set up on the battlefield. If a rule causes a unit to be removed from the battlefield and subsequently set back up, the following rules apply to it:

1. Rules that are triggered by or apply to units that are 'set up on the battlefield as Reinforcements' are also triggered by and apply to that unit when it is set up on the battlefield.

2. Models in units that arrived as Reinforcements count as having moved a distance in inches equal to their Move characteristic this Movement phase. If the unit has a minimum Move characteristic, it counts as having moved its maximum Move characteristic.

3. The unit cannot make a Normal Move, Advance, Fall Back or Remain Stationary that turn for any reason.

4. If that unit was within Engagement Range of an enemy unit when it was removed from the battlefield, it does not count as having Fallen Back when it is set back up on the battlefield.

5. If that unit Advanced this battle round, it still counts as having Advanced after it has been set back up on the battlefield.

6. Any destroyed models in that unit when it is removed are still destroyed when their unit is set back up on the battlefield. If they were destroyed this turn, they still count towards any Morale tests taken this turn.

7. Any models in that unit that have lost any wounds do not regain those wounds when they are removed, and will still have lost them when their unit is set back up on the battlefield.

8. Any rules that unit was being affected by when it was removed, and which would continue to affect it for a specific duration (from abilities, Stratagems, psychic powers, etc.) continue to affect that unit until such a point as they would normally have no longer applied. For example, a unit that was within range of an aura ability when it was removed would no longer be affected by that ability if it was set up outside of that aura's range, whereas a unit that was being affected by a psychic power that lasted until the end of that turn would still be affected by it until the end of that turn.

9. If that unit was performing an action, that action immediately fails.

Note that points 5-8 do not apply to any unit that has been set up because it is replacing a destroyed unit (including units set up via a rule that instructs you to remove a unit then set it back up at its full starting strength). These rules represent new units joining the fight, rather than the existing units being repositioned on the battlefield.

DESPERATE BREAKOUT AND RULES THAT PREVENT FALLING BACK

Some rules either prevent enemy units from falling back, or when a unit is selected to, or otherwise wishes to Fall Back, triggers a roll-off, test or other dice roll that can result in the enemy unit being unable to Fall Back. In either cases, a rule that prevents Falling Back takes precedence over the Desperate Breakout Stratagem (pg 117). This means, in the first case, that using the Stratagem on a unit would not enable it to Fall Back – you would be spending CPs only for the chance to destroy some of your own models. In the second case, if the Desperate Breakout stratagem is used on a unit, then after rolling to see if any models in that unit are destroyed, any roll-off, test or other roll is then triggered and resolved (which may result in the unit not being able to Fall Back). Note that in either case, if a rule prevents a unit from Falling Back, no models in that unit can make (and hence end) a Fall Back move, so no additional models in that unit are destroyed, but the unit the Stratagem was used on will still be unable to do anything else this turn.

- Rules that prevent Falling Back take precedence over the Desperate Breakout Stratagem.

MANIFESTING PRIORITY

While manifesting a psychic power, you'll occasionally find that two rules are in direct conflict and cannot both apply - for example, when one rule says that a psychic power cannot be denied and another rule says that a psychic power is denied (or resisted). When this happens, rules that say a psychic power cannot be denied take precedence over rules that say the psychic power is denied.

- If a psychic power is manifested and is affected by conflicting rules regarding whether it can or cannot be denied, rules that say that the psychic power cannot be denied take precedence.

SCORING ADDITIONAL HITS

When a model makes an attack, some rules will let that attack score one or more additional hits on a particular hit roll (e.g. 'each time an attack is made with this weapon, an unmodified hit roll of 6 scores 1 additional hit'). If the attacking model is also benefiting from any other rules that trigger on a particular hit roll (e.g. 'each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target'), then only the original attack benefits from those rules. If any additional hits are scored as the result of a particular hit roll, those additional hits are not considered to have been made with any hit roll – they simply hit the target and you must continue the attack sequence for them (i.e. make a wound roll).

- If a hit roll scores additional hits, those additional hits do not benefit from any other rule that triggered on the original attack's hit roll.

STRATAGEMS THAT GAIN OR REFUND CPS

The advanced rules for Command points state that you cannot gain, or have refunded, more than 1 Command point per battle round because of any rules (other than via the exceptions listed in the Core Book, such as the Battle-forged CP Bonus). However, there are a small handful of Stratagems that let players gain or refund several Command points when used (e.g. Feeder Tendrils in *Codex: Tyranids*). So long as such a Stratagem is used during a phase (i.e. it is not used 'before the battle' or 'at the end of a battle round'), the limit of gaining or refunding 1 Command point per battle round does not apply to any Command points gained via Stratagems.

- The limit of gaining or refunding 1 CP per battle round doesn't apply to CPs gained via Stratagems used during a phase.

MOVING THROUGH MODELS

Some models have a rule that enables them to 'move through/over models', or 'move through/over models as if they were not there'. Sometimes such a rule will only apply to specific types of movement (e.g. Normal Moves, Advance moves, charge moves etc.), while other times it will apply to all types of movement. In any case, when moving a model with such a rule, it can be moved within Engagement Range of enemy models, but it can never finish a move on top of another model, or its base, and it cannot finish a Normal Move, Advance or Fall Back move within Engagement Range of any enemy models, and it can only end a charge move in Engagement Range of units it declared a charge against that phase).

- Models that can move through/over enemy models can also be moved within Engagement Range of enemy models.
- Models cannot end a move on top of another model.
- Models cannot end a Normal Move, Advance or Fall Back move within Engagement Range of any enemy unit.
- Models can only end a charge move within Engagement Range of enemy units that they declared a charge against that phase.

IGNORING WOUNDS VS. RULES THAT PREVENT MODELS FROM IGNORING WOUNDS

Some models have a rule that says that they cannot lose more than a specified number of wounds in the same phase/turn/battle round, and that any wounds that would be lost after that point are not lost. When such a model is attacked by a weapon or model with a rule that says that enemy models cannot use rules to ignore the wounds it loses, that rule takes precedence over the previous rule, and if that attack inflicts any damage on that model, it loses a number of wounds equal to the Damage characteristic of that attack, even if it has already lost the specified number of wounds already this phase/turn/battle round.

- Rules that say models 'cannot use rules to ignore the wounds they lose' take precedence over rules that say that a model 'cannot lose more than a specified number of wounds, and any wounds lost after that point are not lost.

ATTACKS THAT MAKE MULTIPLE HIT ROLLS

Some rules, typically weapon abilities, tell you to roll more than one hit roll for each attack made ,e.g. 'each time an attack is made with this weapon, make 2 hit rolls instead of 1'. In these cases, each hit roll is treated as a separate attack that is made against the same target. As such, all normal rules that are triggered by attacks, or that apply to attacks (such as re-rolls or modifiers conferred by other rules) apply to each 'hit roll'. Note that these additional attacks do not themselves result in more hit rolls being made.

- If a rule tells you to make more than one hit roll for each attack made, each hit roll is treated as a separate attack made against the same target.

CHARGING AIRCRAFT

It is not normally possible to end any kind of move within Engagement Range of an enemy **AIRCRAFT** model. However, many **AIRCRAFT** models have an ability (e.g. Airborne) that specifically says that they can only be charged by enemy units that can **FLY**. Such rules take precedence over those in the Core Book, and units that can **FLY** can indeed declare a charge against an **AIRCRAFT** unit, and they can end a charge move in Engagement Range with it.

- Units that can **FLY** can declare a charge against **AIRCRAFT**.

DISEMBARKING LARGE MODELS

Some models are so large that when they are disembarking from a **TRANSPORT** it is not possible to set it up wholly within 3", typically because the disembarking model is itself larger than 3" in all dimensions. In these cases, set such models up with its base (or hull) within 1" of its **TRANSPORT** model's base (or hull), and not within Engagement Range of any enemy models.

- If it is impossible to set up a disembarking model wholly within 3" of their **TRANSPORT** because it is too large, set it up within 1" of its **TRANSPORT** instead.

RESOLVING ABILITIES WHEN MOVING OFF THE EDGE OF THE BATTLEFIELD

Some models, typically **AIRCRAFT**, have rules that are used after they have finished making a move in the Movement phase, such as dropping bombs on a unit they have moved over. If a unit has such a rule and it can move off the edge of the battlefield (such as is the case with **AIRCRAFT** when the Strategic Reserves rule is being used), then for the purposes of those rules, that unit's move is considered to have finished when it touches the edge of the battlefield; such rules are then resolved, and the model is then removed from the battlefield.

- If a unit can move off the edge of the battlefield, it can still resolve rules that are triggered at the end of its move before being removed from the battlefield.

SHOOTING WHILST EMBARKED ON A TRANSPORT

Some rules, such as Open-topped, enable units to shoot and make ranged attacks even while embarked in a **TRANSPORT**. Each time such an embarked unit is selected to shoot, the following rules apply to it:

1. Stratagems cannot be used on that unit in order to affect its attacks, and you cannot use the Command re-roll Stratagem to affect any dice rolls made for its models' ranged attacks.

2. Measure distances and draw line of sight from any point on the **TRANSPORT** when models in that unit make the ranged attacks.

3. If the **TRANSPORT** made a Normal Move, Advanced, Fell Back or Remained Stationary this turn, embarked units are considered to have done the same when they make ranged attacks.

4. While the **TRANSPORT** is within Engagement Range of any enemy units, unless the ability that the **TRANSPORT** has that allows its passengers to shoot whilst embarked states otherwise, then models in embarked units cannot make ranged attacks, except with Pistols.

5. Unless specifically stated otherwise, the embarked unit is not affected by the abilities (including aura abilities) of any other unit, even if that unit is also embarked within the same **TRANSPORT**.

6. If the unit was under the effects of a rule when it embarked on the **TRANSPORT** (such as rules bestowed on it during the Command phase, a psychic power, a Stratagem etc.) those rules do not apply to that unit whilst it is embarked.

7. Any abilities (including Detachment abilities) that models in an embarked unit have, or that their weapons have, continue to apply when they make ranged attacks.

8. If a restriction applies to the **TRANSPORT**, that same restriction applies to units embarked within it. For example, if the **TRANSPORT** is not eligible to shoot with because it has Advanced or Fallen back this turn, it's passengers are not eligible to shoot with.

9. If a **TRANSPORT** is under the effects of a modifier to its ranged attacks, such as a modifier to its hit rolls, wound rolls, etc. the same modifiers apply each time an embarked model makes a ranged attack.

PREVENTING REINFORCEMENT UNITS FROM SETTING UP

Some rules prevent Reinforcement units from setting up on certain parts of the battlefield, e.g. 'enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this unit.' Such rules always take precedence over rules that instruct you where you can set up Reinforcement units, e.g. 'in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models'. The only exception are units that are arriving from Strategic Reserves that are set up within 1" of their own battlefield edge and wholly within their own deployment zone – in this case the Strategic Reserve unit can be so set up, despite any rules enemy models have that would otherwise prevent it from being set up.

- Rules that prevent Reinforcement units from setting up take precedence over rules that allow Reinforcement units to be set up.
- Does not apply to Strategic Reserve units that are set up within 1" on their battlefield edge and within their own deployment zone.

DEFENSIVE RULES THAT APPLY TO ATTACKS WITH SPECIFIC CHARACTERISTICS

Some rules only apply to attacks that have a specific characteristic, e.g. 'each time an attack with an Armour Penetration characteristic of -1 is allocated to a model in this unit, that attack has an Armour Penetration characteristic of 0 instead.' Each time you determine if such a rule is triggered, and so applies, always use the modified characteristics of that attack at the Allocate Attack step of the attack sequence. In the example above, that means that if an attack which originally has an Armour Penetration characteristic of 0, but then is modified by another rule before the Allocate Attack step to be -1, then at the Allocate Attack step it would then trigger the ability and be changed back to 0 instead.

- To determine if a defensive rule applies against an attack, use the modified characteristics of that attack at the Allocate Attack step of the attack sequence.

TRANSPORTS AND RULES THAT COUNT AS REMAINING STATIONARY

Some rules allow a model to count as having Remained Stationary, even if that model has moved during its Movement phase. Even if a **TRANSPORT** model is subject to such a rule, embarked models still cannot disembark from that **TRANSPORT** during the Movement phase if that **TRANSPORT** has already moved, unless that **TRANSPORT** (or the models embarked within it) have a rule that explicitly allows them to disembark after the **TRANSPORT** has moved.

- Units cannot disembark from a **TRANSPORT** after it has moved, even if that **TRANSPORT** is under the effects of a rule that lets it count as having Remained Stationary even if it has moved.

SPLITTING UNITS WITH PRE-EXISTING RULES EFFECTS

Some rules enable one unit to split up into two or more smaller units. Each time this happens, any rules that the original unit was being affected by when it split, and which would continue to affect it for a specific duration (from abilities, Stratagems, psychic powers, etc.) continue to affect all of the individual units it split into until such a point as they would normally have no longer applied. For example, if the original unit that was within range of an aura ability when it split, any given individual smaller unit would only be affected by that aura ability if it was itself still within range of that ability after the split, whereas if the original unit was being affected by a psychic power that lasted until the end of that turn at the point when it split, all of the smaller individual units would still be affected by it until the end of that turn.

- Rules that affect a unit at the time when it splits into several smaller units continue to apply to all of those smaller units for the duration of that rule.
- Aura abilities only affect those smaller units whilst they remain within range of that ability.

RULES TERMS GLOSSARY

This glossary contains a number of terms that you will encounter within this book and in supplementary products, such as Codexes. These are intended to provide precise definitions to aid in resolving some of the more complex rules interactions that may arise, and players should feel under no onus to memorise this list.

Active player: The active player is the player whose turn is currently taking place.

Advances/Advanced: If a unit makes an Advance in its controller's Movement phase, until the start of that player's next Command phase, that unit, and every model in it, is said to have Advanced.

Against (an attack): When making an attack, if a saving throw is made, that saving throw is said to be made against that attack.

Armour saving throw: An armour saving throw is a saving throw made using a model's Save characteristic (pg 98).

Army: A player's army consists of every model in their army roster and any models added to it over the course of the battle.

Army Faction: An army's Army Faction is a single Faction keyword shared by every unit in that army.

Attack: An attack is either a ranged attack or melee attack depending on which type of weapon is used to make it.

Attack's characteristics: When resolving an attack made with a weapon, that attack is considered to have the same characteristics and abilities as that weapon. If any changes are made to the characteristics or abilities of an attack, those changes do not apply to the weapon it is made with, nor do they apply to any other attacks made with that weapon.

Attacker/Attacking unit: When resolving an attack, the model making the attack is the attacker and that model's unit is the attacking unit.

Attacking with a weapon: When resolving an attack made with a weapon by a model, that model is said to be attacking with that weapon.

Aura: A rule that is classified as an aura can affect multiple models or units that meet its criteria and are within a set distance of the model it is on (including that model itself). If a model is within range of multiple auras with the same name, it can only be affected by one of those rules at any one time (pg 98).

Automatically hit: If an attack automatically hits, the hit roll is automatically successful.

Automatically passes: See 'Automatically successful'.

Automatically successful: If a roll is automatically successful, do not roll any dice. If a hit roll is automatically successful, move straight to the wound roll. If a wound roll is automatically successful, move straight to the allocation of that attack. If a Morale test for a unit is automatically successful, no models flee and Combat Attrition tests are not taken for that unit. If the Combat Attrition tests taken for a unit are automatically successful, no models flee that unit as a result of those tests. Any rules that take effect on a particular dice result or roll result do not take effect if the roll they refer to is automatically successful.

Automatically wound: If an attack automatically wounds, the wound roll is automatically successful.

Battle round: Each battle round is made up of two turns, yours and your opponent's (pg 100).

Battle-forged CP bonus: In a player's Command phase, if their army is Battle-forged, they gain 1 Command point (pg 100).

Bearer: The bearer of a weapon, or a Relic that replaces a weapon, is the model that is equipped with it. The bearer of any other piece of wargear, or a Relic that does not replace a weapon, is the model that has it.

Can Fly: Refers to any model or unit that has the **FLY** keyword.

Improving WS, BS and Sv characteristics: When improving a WS, BS or Sv characteristic, subtract the appropriate amount from the number before the plus sign. For example, improving a WS of 3+ by 1 would result in a WS of 2+.

Reducing WS, BS and Sv characteristics: When reducing a WS, BS or Sv characteristic, add the appropriate amount to the number before the plus sign. For example, reducing a WS of 3+ by 1 would result in a WS of 4+.

Improving an AP characteristic: When improving an AP characteristic, subtract the appropriate amount from the characteristic. For example: improving an AP of -1 by 1 would result in an AP of -2; improving an AP of 0 by 1 would result in an AP of -1.

Reducing an AP characteristic: When reducing an AP characteristic, add the appropriate amount to the characteristic, to a maximum of 0. For example: reducing an AP of -1 by 1 would result in an AP of 0; reducing an AP of 0 by 1 would result in an AP of 0.

Improving an invulnerable save: When improving an invulnerable save, subtract the appropriate amount from the number before the plus sign. For example, improving an invulnerable save of 3+ by 1 would result in an invulnerable save of 2+.

Reducing an invulnerable save: When reducing an invulnerable save, add the appropriate amount to the number before the plus sign. For example, reducing an invulnerable save of 3+ by 1 would result in an invulnerable save of 4+.

Or better (WS, BS, Sv characteristics & invulnerable saves): When referring to the value of a WS, BS or Sv characteristic, or an invulnerable save, a better value is one with a lower number before the plus sign. For example, a WS of 2+ is better than a WS of 3+.

Or worse (WS, BS, Sv characteristics & invulnerable saves): When referring to the value of a WS, BS or Sv characteristic, or an invulnerable save, a worse value is one with a higher number before the plus sign. For example, a WS of 3+ is worse than a WS of 2+.

Or better (AP characteristics): When referring to the value of an AP characteristic, a better value is one with a higher number after the minus sign (note an AP of 0 can be considered to be an AP of -0). For example, an AP of -2 is better than an AP of -1, and an AP of -1 is better than an AP of 0.

Or worse (AP characteristics): When referring to the value of an AP characteristic, a worse value is one with a lower number after the minus sign (note an AP of 0 can be considered to be an AP of -0). For example, an AP of -1 is worse than an AP of -2, and an AP of 0 is worse than an AP of -1.

Casualties Suffered: When a rule refers to the casualties suffered by a unit, it is referring to the number of models that were destroyed.

Charge move: Move made in the Charge phase as part of a successful charge (pg 110).

Has charged: If a unit makes a charge move in a turn, until the end of that turn, that unit, and every model in it, is said to have charged.

Has been charged: If a unit was the target of a successful charge during a turn, until the end of that turn, that unit, and every model in it, is said to have been charged.

Close combat weapon: Default melee weapon that a model is equipped with if it has no other equipped melee weapons (pg 113).

Combat Attrition test: Dice roll made for a unit in the Morale phase to see how many models flee from that unit (pg 114).

Considered to be (dice roll): See 'Treated as (dice roll)'.

Consolidation move: 3" move that must end with the model closer to the closest enemy model (pg 113).

Controller: A unit or model's controller is the player whose army that unit or model is a part of.

Counts as (dice roll): See 'Treated as (dice roll)'.

CP: Command point.

D3: To roll a D3, roll one D6. Treat a roll of 1-2 as 1, 3-4 as 2, and 5-6 as 3. Any modifiers or rules that apply to the roll or to the dice result are applied to the final value, after the conversion (pg 97).

Damage roll: When determining a random Damage characteristic, the dice roll is called a damage roll.

Declaring a charge: When a player declares a charge with a unit, that unit is also said to be declaring a charge.

Deny the Witch test: 2D6 roll made in an attempt to prevent a psychic power from being manifested – must exceed the result of the roll made for that power's Psychic test (pg 105).

Detachment: When building a Battle-forged army, units are organised into Detachments using the Battlefield Roles shown on their datasheets.

Detachment Abilities: Detachment abilities are abilities gained by units in a Battle-forged **KEYWORD** Detachment. Detachment abilities are not gained by units in Auxiliary Support, Super-heavy Auxiliary and Fortification Detachments.

Detachment Rules: Detachment rules are ones that are available to a player for having a particular **KEYWORD** Detachment in their army. This keyword will be specified by the Detachment rules in question. Detachment rules can include Detachment abilities, Stratagems, Warlord Traits, Relics, and so on.

Dice result: A dice result is the value shown on a single dice, regardless of the number of dice that make up the roll, before any modifiers are applied.

Roll result: A roll result is the final result of a roll, after any dice that make it up have been added together, before any modifiers are applied.

Total: A result is the final value of a dice roll after all modifiers have been applied.

Discard lowest/highest dice result: If multiple rules instruct the player to discard the lowest/highest dice result for a dice roll, the active player decides in what order those rules are resolved, and each of those rules takes effect one after the other.

Double: When making a dice roll, a double is a roll that includes any two dice of the same result.

Draw a line: When instructed to draw a line between two points, draw the imaginary straight line, 1mm wide, between those points.

Eligible target: When a model shoots with a ranged weapon, an eligible target is one that is not within Engagement Range of any units from your army, and has at least one model that is both within that weapon's range and visible to that model (unless otherwise specified).

End of the phase: Rules that specify that they take place at the end of a phase only take effect after any other actions that would take place in that phase have been completed. This means that it is not possible for a player to make use of any rules that would take place during a phase once an end of phase rule has taken effect.

Enemy: An enemy model or unit is one not in your army (pg 95).

Engagement Range: Engagement Range is 1" horizontally and 5" vertically (pg 96).

Equipment: A model's equipment includes all of the weapons it is equipped with and all of the wargear it has.

Fails to manifest: If a **PSYKER** does not successfully manifest a psychic power, they are said to have failed to manifest it.

Fell Back/Fallen Back: If a unit Falls Back in its controller's Movement phase, until the start of that player's next Command phase, that unit, and every model in it, is said to have Fallen Back.

Fights: When a unit fights, models in that unit pile in, make attacks, and consolidate (pg 112).

Friendly models/friendly units: Two models or units are considered friendly to one another if they are in the same army (pg 95).

Full wounds remaining: A model has its full wounds remaining if it has the same number of wounds remaining as its Wounds characteristic.

Half-strength: If the number of remaining models in a unit is less than half that unit's Starting Strength, that unit is said to be below Half-strength (pg 97).

Heroic Intervention: 3" move that must end with the model closer to the closest enemy model (pg 111).

Heroically Intervened: If a unit performs a Heroic Intervention in a turn, until the end of that turn, that unit, and every model in it, is said to have Heroically Intervened.

Highest dice result: If a rule refers to the highest dice result and a dice roll involves multiple dice, if more than one of those dice have the same value, and that value is the highest, the active player selects one of those dice to be the highest dice result.

Hits: If a hit is scored, the attack is said to have hit.

Ignoring wounds: If a rule states that a model does not lose a wound, it is classified as ignoring that wound. Each time a model would lose a wound, it cannot make use of more than one rule that would allow them to ignore that wound (pg 110).

Immediately: See 'When'.

In terrain: A model is in terrain if it is partially on or within a terrain feature. A unit is in terrain if any model in that unit is partially on or within a terrain feature.

Increasing the range of an aura: When increasing the range of an aura, the increase applies only to the initial range of the aura, and not any aura effects that it might bestow on the affected units.

Inspiring Leader: Warlord Trait available to all **WARLORDS**.

Invulnerable saving throw: An invulnerable saving throw is a saving throw made using a model's invulnerable save instead of its Save characteristic (pg 110).

Keyword: Units have keywords on their datasheets. If a rule specifies that it applies to a model/unit with a keyword, it only applies to a model/unit that matches that keyword (i.e. has it on its datasheet). Pluralisation of keywords does not affect their ability to be matched (pg 95).

KEYWORD Detachment: A **KEYWORD** Detachment is a Detachment in a Battle-forged army where every model in that Detachment shares that **KEYWORD**, not including any models that specify that they do not prevent a Detachment from gaining its Detachment rules.

Keywords – comma-separated list: A rule with a comma-separated list of keywords, or two keywords separated by the word 'or' (e.g. 'an **IMMORTALS, DEATHMARKS** or **LYCHGUARD** unit') matches a model or unit if any one of those keywords matches that model or unit (pg 95).

Keywords – multiples: A rule with multiple adjacent keywords (e.g. 'an **AELDARI GUARDIANS** unit') only matches a model or unit if that model or unit matches each of those keywords (pg 95).

Lowest dice result: If a rule refers to the lowest dice result and a dice roll involves multiple dice, if more than one of those dice have the same value, and that value is the lowest, the active player selects one of those dice to be the lowest dice result.

Maximum value: If a rule states that a random characteristic or dice roll has its maximum value, determine its value as if each dice that makes up that characteristic or dice roll was rolled and its result had the highest possible dice value (e.g. D3 becomes 3, 2D6 becomes 12 and 3+D3 becomes 6).

Melee attack: An attack made with a melee weapon is a melee attack.

Melee weapon: Weapons with a type of Melee are melee weapons.

Minimum Move: If a model has a Move characteristic that includes two values with an intervening dash, the lower number is its minimum Move characteristic and the higher number is its maximum Move characteristic. A maximum Move characteristic functions the same as a normal Move characteristic. If a model has a minimum Move characteristic, in its controller's Movement phase that model must move at least that distance. If it cannot, and the Strategic Reserves rules are not being used, that model is destroyed (pg 104).

Minimum value: If a rule states that a random characteristic or dice roll has its minimum value, determine its value as if each dice that makes up that characteristic or dice roll was rolled and its result had the lowest possible dice value (e.g. D6 becomes 1, 2D6 becomes 2 and 3+D3 becomes 4).

Model destroys a model: A model is considered to have been destroyed by another model when the former is destroyed by an attack made by the latter, as the result of a mortal wound inflicted by a rule that the latter is using, or as the result of any other rule the latter is using that explicitly states that an enemy model is outright destroyed.

Model destroys a unit: A model is considered to have destroyed a unit when that model destroys the last remaining model in that unit.

Model's phase/unit's phase: When a rule refers to a model's/unit's phase, that rule is referring to the relevant phase of that model's/unit's controller.

Model's type: A model's type refers to the name of the characteristic profile used by that model.

Modifying characteristics: Strength, Toughness, Attacks and Leadership characteristics can never be modified below 1. Characteristics with a value of '-' can never be modified (pg 99).

Morale test: Dice roll made in the Morale phase for each unit that has suffered casualties that turn. If unsuccessful, results in a Combat Attrition test for that unit (pg 114).

Mortal wounds: Saving throws of any kind cannot be made against damage inflicted by mortal wounds, although rules that allow models to ignore wounds can be used. Mortal wounds are applied one at a time and are not lost if a model in the unit is destroyed – continue to apply them until they are all resolved or the unit is destroyed (pg 110).

Move normally: Rules that refer to move/moves/moving normally are the same thing as making a Normal Move. For example, a rule that states 'instead of moving this unit normally' means 'instead of making a Normal Move with this unit'. If a rule simply tells you to make a move as if it were the Movement phase, but does not specify what kind of move is being made, it is a Normal Move.

Nearest: When resolving a rule on a model or unit that refers to the nearest model or unit, measure from the former to the latter.

Non-KEYWORD: A rule that specifies a non-**KEYWORD** model or unit applies to a model or unit that does not have that **KEYWORD**. For example, if a rule refers to a non-**VEHICLE** unit, then it would only apply to a unit if that unit did not have the **VEHICLE** keyword.

Null characteristics: If a model has a Strength or Leadership characteristic of '-' and that characteristic is required to resolve a rule, use the model's Toughness characteristic instead. Note that the substituted characteristic cannot be modified (pg 99).

Objective marker: 40mm round marker used during certain missions. When measuring the range to an objective marker, measure to the closest point. A model can never count towards controlling more than one objective marker at the same time (pg 126).

Objective Secured: If one player has models with this ability in range of an objective marker and there are no enemy models with this ability in range of that marker, that player controls that marker (pg 126).

Out of coherency: Units that are not in unit coherency in the Morale phase are said to be out of coherency (pg 96).

Overwatch attack: Shooting attack made by a unit that was the target of a charge, made after all targets of that charge have been declared but before the Charge roll is made. If making a hit roll, requires an unmodified roll of 6 to score a successful hit (pg 111).

Pile-in move: 3" move that must end with the model closer to the closest enemy model (pg 114).

Psychic test: 2D6 roll made in an attempt to manifest a psychic power; the result must equal or exceed that power's warp charge value to be successful (pg 105).

Random characteristic: A random characteristic is one that involves a dice roll to determine its value, and is determined each time that characteristic is to be used (pg 99).

Ranged attack: An attack made with a ranged weapon is considered to be a ranged attack.

Ranged weapon: Weapons with a type of Rapid Fire, Assault, Heavy, Pistol or Grenade are considered to be ranged weapons.

Re-roll: When re-rolling a dice roll, all of the dice involved in that roll must be re-rolled. A dice can never be re-rolled more than once (pg 97).

Regaining wounds: When a model regains a number of wounds, it regains up to that number of lost wounds. This cannot cause the model to have more wounds remaining than it started the battle with.

Reinforcement unit: Any unit that starts the battle in a location other than on the battlefield, and is not embarked within a **TRANSPORT** unit that does start the battle on the battlefield, is considered to be a Reinforcement unit. Any Reinforcement units that have not been set up on the battlefield by the end of the battle count as destroyed (pg 102).

Remained Stationary: If a unit Remains Stationary in its controller's Movement phase, or its controller has not yet had a Movement phase, then, until such a point as any model in that unit moves for any reason, it is said to have Remained Stationary.

Removed from play: When a model is removed from play it is taken off the battlefield.

Resolving an attack: Resolving an attack is the same as making an attack.

Roll off: Both players roll one D6 – the player with the highest result wins. In the event of a tie, roll again (pg 97).

RP: Requisition point.

Setting up a Reinforcement unit: When a Reinforcement unit is set up on the battlefield in a turn, it cannot make a Normal Move, Advance, Fall Back or Remain Stationary that turn, and counts as having moved (pg 102).

Shoots: When a model shoots with a weapon, you make a number of attacks with that weapon as defined by its type. When a unit shoots, any or all of the models in that unit can shoot (pg 106).

Single target (model): When a model attacks with one or more ranged weapons, if all of the attacks made with those ranged weapons have the same target unit, that model is said to be shooting at a single target.

Single target (unit): When a unit is chosen to shoot with, if all of the models in that unit that are making attacks shoot at a single target, and that target is the same for all of those models, the chosen unit is said to be shooting at a single target.

Starting Strength: A unit's Starting Strength is the number of models in it at the point that it is added to your army (pg 97).

Successfully manifested: When attempting to manifest a psychic power, if the Psychic test was successful and there was no successful Deny the Witch test, then that power is said to be successfully manifested. Resolve its effects (pg 105).

Suffered casualties: If a unit has fewer models remaining than its Starting Strength, it is said to have suffered casualties.

Target: When resolving an attack, the target unit of that attack is also known as the target.

Target of a charge: When a player declares a charge with a unit, the target of that charge is said to have been declared as the target of a charge.

Transport capacity: A **TRANSPORT** model's transport capacity will specify how many and what types of models can embark within it. A unit cannot embark within a **TRANSPORT** model if this would cause that model to exceed this limit (pg 103).

Treated as (dice roll): When a dice result is treated as another value, any rules that would have taken effect as a result of that value had it been rolled will take effect.

Unit: A group of models from the same datasheet (pg 98-99).

Modifying a unit's characteristic: When a rule modifies a unit's characteristic, it modifies that characteristic for every model in that unit.

Unit's Leadership characteristic: This is the value of the highest Leadership characteristic of any of the models in that unit.

Unit's Save characteristic: If a rule refers to a unit's Save characteristic, it refers to the most common Save characteristic amongst models in that unit. If two different Save characteristics are equally common amongst models in a unit, that unit's controller decides which of those characteristics constitutes that unit's Save characteristic for the purpose of such a rule. When a rule modifies a unit's Save characteristics, it modifies the Save characteristic of every model in that unit.

Unit's type: A unit's type is the name printed on its datasheet.

Unit coherency: The distance within which models in a unit must remain with each other. This is 2" horizontally and 5" vertically. Units must end any kind of move in unit coherency (pg 96).

Unit destroys a unit: A unit is considered to have destroyed another unit when a model in the former destroys the latter.

Unit within: A unit is within a specified distance if any model in that unit is within that distance (pg 96).

Unit's Engagement Range: A unit's Engagement Range is the area covered by the Engagement Range of all models in that unit (pg 96).

Unit's equipment: When a rule refers to a unit's equipment, it refers to all of the equipment of the models in that unit.

Visible: When resolving a rule on a model or unit that refers to a visible model or unit, the latter is visible if it is visible from the perspective of the former.

VP: Victory point.

Weapon abilities: Unless otherwise specified, the abilities listed on a weapon's profile take effect each time an attack is resolved using that weapon profile.

Weapon's type: The weapon types are Assault, Heavy, Pistol, Rapid Fire, Melee and Grenade. Each weapon type has different rules associated with it.

Weapon's Type characteristic: A weapon's Type characteristic includes the weapon's type and, if it is a ranged weapon, the number of attacks it makes when the bearer shoots with it.

Weapon Types

When: If a rule states that it takes place when a certain trigger occurs, unless otherwise specified, that rule takes effect before any others.

Whole unit within: A whole unit is within a specified distance if every model is within that distance (pg 96).

Wholly in terrain: A model is wholly in terrain if it is entirely on or within a terrain feature. A unit is wholly in terrain if every model in that unit is entirely on or within a terrain feature.

Wholly within: A model is wholly within a specified distance if every part of its base (or hull) is within that distance. A unit is wholly within if every model in that unit is wholly within (pg 96).

Within: A model is within a specified distance if any part of its base (or hull) is within that distance. A unit is within if any model in that unit is within (pg 96). When resolving a rule on a model or unit that refers to a model or unit being within a specified distance, measure the distance from the former to the latter.

Wounds: If a wound is successful, the attack is said to wound.



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