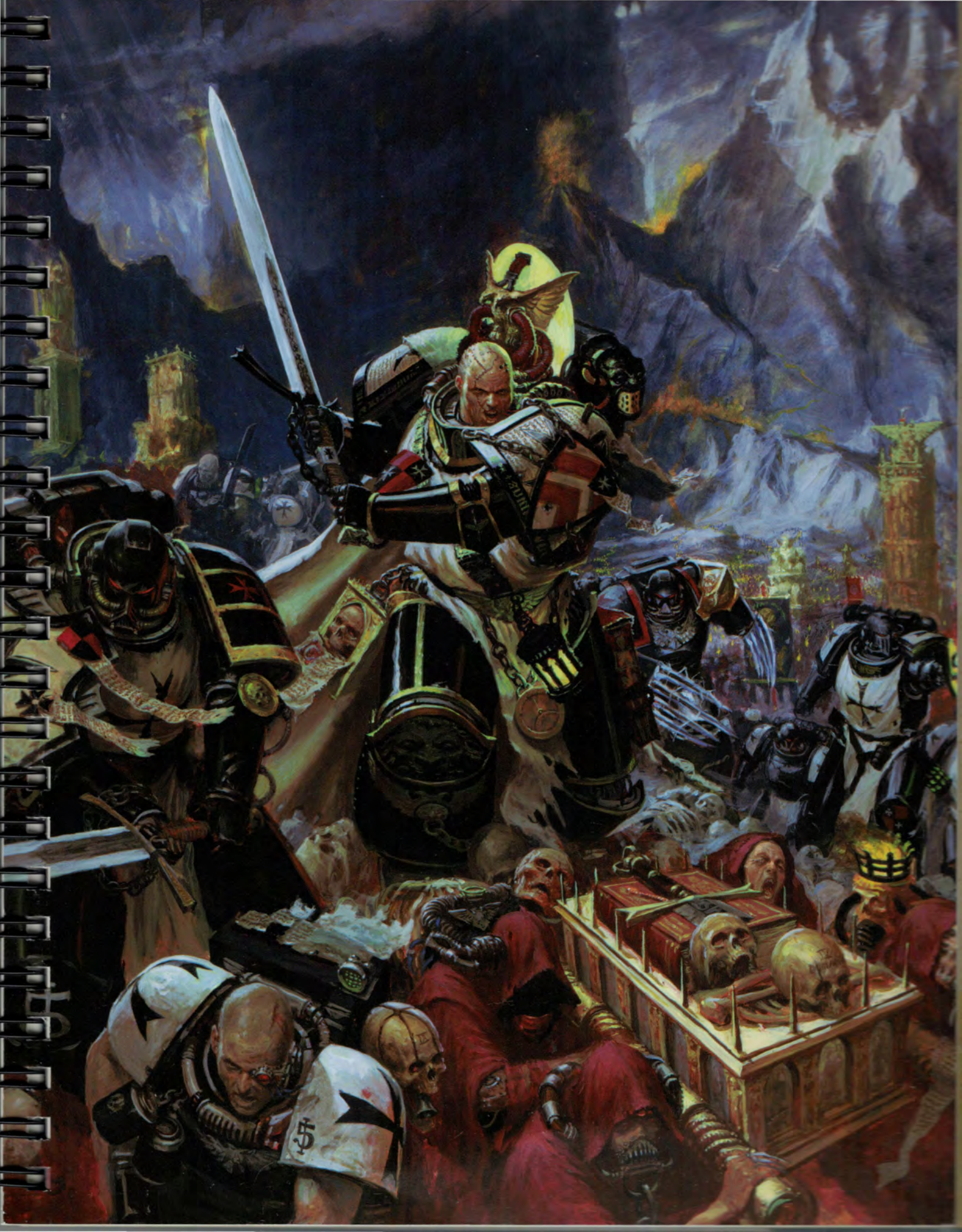
WARHAMMER 40,000

CRUSADE

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MISSION PACK

CATASTROPHE



CONTENTS

This mission pack includes the following sections:

Page 4 – War Zone Octarius
As the warring hordes of Orks and Tyranids continue to beat like waves against the Cordon Impenetra, the cracks in the Imperial defences are widening. Learn how Human tenacity, greenskin brutality and monstrous Tyranid hunger collide to shape a war zone that becomes bloodier by the day.

Page 8 – Treachery and Honour Battles
Treachery and Honour games require a series of new rules in order to help clarify in what order certain parts of your battle should occur. These can be found here.

Page 11 – The Underdogs
In battles that have three or more players, often a player will find themselves outnumbered, or at a disadvantage. This section contains a series of rules to ensure players at a disadvantage still have a chance to secure victory.

Page 12 – The Treacherous and the Honourable
This section contains additional rules for those who wish to add more depth to their multiplayer games, including Requisitions players can spend Requisition points on to give unique new keywords to their units, and Battle Traits that can be given to those units.

Page 14 – Treachery and Honour Stratagems
If your Crusade army includes any units with the **TREACHEROUS** or **HONOURABLE** keywords you can spend Command points during your Treachery and Honour battles to use the Stratagems found on this page.

Page 15 – Treachery and Honour Agendas
If you are playing a Treachery and Honour mission, you can select one of the Agendas found on this page instead of any others available to you.

Page 16 – Treachery and Honour Mission Pack
This section contains a step-by-step sequence on how to play a Treachery and Honour battle. This section also describes what requirements an army must meet if it is to be used in a Treachery and Honour battle.

Page 20 – Crusade Missions
This mission pack includes missions for four different battle sizes; Combat Patrol (25 Power per side), Incursion (50 Power per side), Strike Force (100 Power per side) and Onslaught (150 Power per side) missions. These missions can be found in this section. Each mission features 2 different deployment maps, one which is used if three players are taking part in the battle, and one to use if there are 4 players taking part in the battle.

Page 71 – Warhammer 40,000 Basic Rules
In this section you will find the basic rules for Warhammer 40,000 games, reprinted here for easy reference should you need them during your battle. This section dispenses of the need to have a separate copy of the Warhammer 40,000 Core Book at your gaming table.

Page 91 – Actions
Some rules in this pack require units to perform actions. The rules for doing so have been reprinted here from the Warhammer 40,000 Core Book for your convenience.

Page 92 – Stratagems
To play a Treachery and Honour game you must have a Battle-forged army, meaning you will have Command points to spend on Stratagems. This section contains all of the Core Stratagems from the Warhammer 40,000 Core Book, for easy reference during your battles

Page 94 – Strategic Reserves
The Strategic Reserves rules – described in the Warhammer 40,000 Core Book – are used in this mission pack. These rules are reprinted in this section for your convenience.

Page 96 – Terrain Features
The battlefield terrain rules from the Warhammer 40,000 Core Book have been reprinted here for your convenience.

Page 102 – Objective Markers
Missions in this pack use objective markers. Here you will find rules on their use, as well as the Objective Secured ability.

Page 103 – Rare Rules
If you come across a rules interaction you are not sure how to resolve, refer to this section to see if it is covered. If it is, use the rules there to resolve the situation. If not, use the Most Important Rule (pg 72) to resolve the situation and get back to the action as soon as possible.

Page 109 – Rules Terms Glossary
This section collects useful terms and definitions you will encounter when reading Warhammer 40,000 rules.

INTRODUCTION

Welcome to the Catastrophe mission pack! This is a narrative play mission pack for Crusade armies. On the following pages you will find a whole host of Treachery and Honour missions, in which three or more players break and form alliances over the course of exciting, unpredictable battles for supremacy.

The war for the Octarius Sector has ground on for years, becoming more desperate as Imperial attempts to contain the ferocity of the Tyranids and Orks are strained in multiple systems. Many Imperial worlds are abandoned, their defenders withdrawn to man the defensive boundary of the Cordon Impenetra. It may not be enough. The bio-horrors of the Tyranids and the warmongering Orks have seemingly thrived upon their victories over each other, spreading to yet more worlds. Ploys and counter-stratagems gnaw at the Imperial unity of purpose. Opportunistic cults, raiders and usurpers threaten the sector's survival by hampering the Imperial war effort, while in many systems, alliances and betrayals blur the balance of power, leaving no clear victor as yet.

The wars in the Octarius Sector feature multiple factions battling without end, and making – and breaking – alliances to overcome their foes and achieve victory. In this book you will find a mission pack for Treachery and Honour battles. These are a new type of battle that can be fought with up to four players. To achieve domination, these players will have to form allegiances while it suits their purpose, and maybe even break them again.

Players can either take on the role of the Treacherous commander, gaining new underhand abilities and access to new Stratagems and backstabbing their way to victory, or the role of the Honourable commander, gaining access to new abilities and Stratagems, allowing you to foster trustworthiness in your opponents and build alliances which favour you.

There are also 21 new Treachery and Honour missions presented for all sizes of games. Containing unique rules that interact with those described above, these scenarios further your Crusade force's journey as it fights across the Octarius System.



WAR ZONE OCTARIUS

For years, the Octarius Sector has pulsated with seemingly unending warfare on a vast scale. Countless swarms of Tyranids unleashed by Hive Fleet Leviathan, hordes of rampaging Orks numbering in the billions, and rapacious opportunists of numerous heretical and xenos stripes have turned the systems there into cauldrons of bloodshed. The Imperium's aggressive containment efforts are being sorely tested as the boiling rage and hunger of its enemies threatens to burst.

CREATION OF A MONSTER

Blame for the catastrophic situation has been laid by many at the feet of Inquisitor Kryptman of the Ordo Xenos. Evacuating systems in the path of the ravenous tendrils of Leviathan, and authorising the sanction of Exterminatus upon those already infested, Kryptman sought to deny the Tyranids much of the biomass they would otherwise have devoured. Though excoriated by his fellow Inquisitors for what was seen as a reckless destruction of resources and assets, not to mention the deaths of billions of Imperial citizens, Kryptman was far from finished. The Ork empire in Octarius, long a thorn in the Imperium's side, was the Inquisitor's next target. Intentionally infecting Ork-held worlds with captured Tyranid organisms, Kryptman drew the hive fleets to the greenskins and hoped to see the two xenos species devastate each other.

It became known among his peers as Kryptman's Gambit and, in the eyes of many of them, it was at best a delaying exercise. In many systems, however, the policy was catastrophic. Tyranids surged over greenskin worlds, gorging themselves on the dense concentrations of biomass. With each victory, they became able to unleash ever larger swarms. For their part, the Orks revelled in the onslaught and those war hordes that threw back the invading Tyranids emerged stronger and more violent, their battle-lust stoked enough to unleash Waaaghs! much further afield from their previous hunting grounds.

Other dangers reared their heads as the maelstrom gathered pace. Aeldari raiders struck swiftly against both xenos and Imperial forces. Ancient and long-buried Necron tombs were awoken by the savagery above them, their dynasties rising to sweep the warring vermin aside. Heretical cults erupted from within once-civilised metropolises, their sorcerers calling out across the warp to their Heretic Astartes patrons, as warp anomalies and daemonic manifestations were detected across the sector. As Tyranid swarms and Ork hordes ravaged thousands of worlds between them, the Imperium sought to stem their advances. The Cordon Impenetra was drawn around Tyranid and Ork-held space. Conceived by Inquisitor Sahansun, the boundary region was rapidly militarised and the defences of its sub-sectors bolstered. Almost all the systems on the wrong side of the Cordon Impenetra were abandoned, while resources, army groups and strike forces were redirected to defend the worlds of the boundary region.

SIGMA-ULSTARI SYSTEM

Among Sahansun's unforgiving plans for the systems imperilled by the Tyranids and Orks, there was one exception. The Sigma-Ulstari System was deemed far too precious to abandon, the output of its eponymous forge world vital to the ongoing defence of neighbouring systems. Its high-quality ordnance and armour manufactorums were also a pivotal ingredient in Sahansun's far-reaching strategy for the destabilisation of Tyranid and Ork dominance and the eventual reconquest of the Octarius Sector.

Its relative proximity to the Ork empire of Octarius meant that Sigma-Ulstari was heavily defended even before the appearance of the Tyranids and Kryptman's Gambit. The Fabricator General, Einrekh Phlagustok, saw to the strengthening of his forge world in the wake of the Cordon Impenetra's establishment. He had examined millions of scenarios and, despite Sahansun's proclaimed intention of support, prudently channelled much of the forge world's production into materiel destined only for his own Skitarii legions. As war in the region spread, the forge world was soon flooded with distress calls and flotillas of refugees from neighbouring systems.

The coldly unsympathetic Phlagustok and his senior Tech-Magi passed on the fear-filled messages to Imperial High Command and parsed the refugees throughout their outer worlds and moons. Along with the planets' own populations, the refugees were ushered as quickly as possible into hastily constructed camps away from the front lines. The need to screen both natives and off-worlders alike for xenos taint delayed the process considerably, and millions were stranded aboard orbiting barges while awaiting

the authorisation to land their Human cargoes.

Incoming waves of Tyranid and Ork invaders attacked in succession, Ordo Xenos arcanalysts positing that the efforts of one somehow drew in the other. Even before the refugee situation could be stabilised, xenos forces made planetfall.
On the forested quarry world of Molasaxum, greenskins under the rule of Zagrob da Butcha rode to war against the mechanised forces of the heavily equipped lumber-syndicates. Against the floating townships of Deuteria, flocks of leathery-winged organisms and megashoals of rapacious bioforms were unleashed by a vanguard splinter of Hive Fleet Leviathan.
A rapidly adapting arms race developed on the ocean world between the Tyranids and the men and women of its extraction rigs and whaling flotillas. The hardy Deuterians managed to stave off extinction over most of their shifting world, despite horrendous losses. The forge world of Sigma-Ulstari itself suffered multiple attacks from both Tyranids and Orks. Placed on a highly calibrated war footing and benefiting from the planet's miles-deep seas of toxic sludge that enabled the Tech-Magi to concentrate their forces, the first three assaults were absorbed and pushed back. Millions of Tyranids and Orks survived to plague the planet, attacking Fabricator General Phlagustok's defences that so far were able to repulse them.

The fourth wave to hit the forge world was the largest yet. A deluge of mycetic spores fell from the Tyranids' bio-ships in orbit. Countless of them fell in the deadly acidic seas surrounding Sigma-Ulstari's landmasses. The Tech-Priests' enumerations of reprieve from this latest attack stalled as reports flooded in of hundreds of thousands of Tyranids surging out of the acidic murk. The Tyranids had already adapted, their earlier losses teaching them – or so the Magi Biologis surmised – of the world's inimicability. Though in some regions Imperial forces were able to establish defensive lines to exterminate the newly emerged xenos, many coastal forge-spires fell swiftly to the seaborne attack. The situation was critical. It was then that the reports of more ships entering the system reached the Fabricator General, eventual identification auguries marking many as Orks.



The Snakebite hordes of Warboss Tuskagrob Wurldkilla tore at first into the attacking Tyranids. In orbit and planetside, his greenskins bludgeoned their way into combat, smashing apart bio-ships and crashing into the flanks of Tyranid swarms. The stay of execution for the forge world was temporary. The Orks freely savaged both Tyranid and Imperial positions, while Wurldkilla himself turned his personal attention to Alpha-Primaros, the capital forge-spire. With vast hordes of Orks under his rule – from clanking contraptions, to huge mobs of Beast Snaggas and monstrous squiggoths – Wurldkilla attacked the forge-spire from opposite directions. Even Phlagustok projected that if they managed to defend against one assault, they would soon fall to the other.

Yet hope was not lost. As the Orks fell upon the worlds of Sigma-Ulstari, the churning Mandeville point at the system's edge disgorged Imperial reinforcements at long last. Hundreds of ships ploughed out of the warp: the varied fleet of the Rogue Trader, Eyva Phalomor; elements of the Indomitus Crusade's Fleet Primus; and at their fore the flagship of the Black Templars and dozens of the Chapter's strike vessels under the command of High Marshal Helbrecht. Breaking through the xenos pickets to Sigma-Ulstari, the Black Templars made planetfall along with dozens of other forces. Space Marines of the Rift Praetors and Axes of the Emperor, noble Knights of Houses Derthos and Mundast, determined Astra Militarum regiments – all crashed into the Tyranids and Orks surrounding the beleaguered forge-spires, while Imperial Navy ships and those of Eyva Phalomor splintered into attack squadrons and attacked the xenos ships still landing their vile cargoes.

At Alpha-Primaros, Helbrecht's daring drop assault targeted Wurldkilla's squiggoth herd, the beasts carrying towering howdahs on their backs and dragging explosive-rigged battering rams between them. Scores of Chapter warriors were lost in sprays of flak before the survivors made crushing contact with the multi-

storeyed howdahs. Helbrecht led his warriors through the swaying fortress atop the Ork warlord's personal, monstrous mount, before finally facing Wurldkilla in personal combat and taking the beast's head. Other Ork attackers were butchered by the elite Imperial forces, blunting their momentum. As one frontal assault against one forge-spire was rebuffed, a few more moments of survival for the forge world were bought.

OCTARIUS SYSTEM

The Octarius System, at the heart of the years' long conflict, was also the core of the generations' long Ork empire that blighted the sector. Every habitable planet was thronged with teeming masses of Orks, and they infested numerous moons, asteroids and countless blunt-prowed ships between them. Since the Tyranids had first invaded the system in the wake of Kryptman's censured strategy, numerous waves had struck. The Hive Mind had identified Octarius as a pivotal prize, not only for the billions of Orks it contained that would fuel its voracious appetite. The dark, alien intellect had perceived a strength and intelligence behind the Orks' cunning tactics, and the Swarmlord has been spawned to counter, locate and eliminate it.

The prime planet of Octaria was the seat of the Ork empire and the stronghold of the self-proclaimed Overfiend of Octarius. The Swarmlord had already fought upon its surface in an earlier incarnation as it sought to hunt down and slay the Overfiend. Octaria's mountainous strongholds and scree-lined valleys had run with the blood of billions as Orks and Tyranids fought to the death with no quarter looked for on either side. This first encounter ended in victory for the Overfiend as he ripped the Swarmlord apart. Millions of Tyranids yet remained fighting on the surface and billions more throughout the system, as the Hive Mind's synapse nodes continued to spread its influence even with the loss of the Swarmlord. The Tyranids fought on throughout the Orks' worlds, while smaller tendrils of their forces reached out to other systems that were easier pickings. All they needed was a large enough influx of fresh biomass and the Overfiend's forces would be consumed no matter how brutal their warriors.



Nor was it only Tyranids who the Orks were happy to slaughter. Their barbarous gods had surely grinned down upon the Octarius System for when the Great Rift tore itself open, it was one of many regions drenched in the blood-soaked warriors of Khorne. Cultists, legionaries and gore-streaked daemons spilled the blood of all they came into contact with in a frenzy of butchery. The Orks welcomed them all and gladly threw themselves into every fight that presented itself.

When the Tyranids returned in force to Octaria, the Swarmlord once more directed their attack. Reborn by the gestalt Hive Mind, this new iteration conducted the invasion in a more methodical and calculated manner than the last. Piece by piece, newly landed Tyranid bio-ships, vanguard organisms and slavering broods took apart the Ork kroozers and gunships, cut supply lines, eviscerated Gretchin work-gangs and severed the Overfiend's means of supply and reinforcement. Yet the Ork's assets were almost without number, and the Tyranids paid in their hundreds of thousands for every victory. The Swarmlord was not deterred. This time, the creature did not initially deign to make an appearance in battle. Instead, it manipulated its subservient broods from safety. Though it took days and billions of bioforms were fed into the choppas and buzzsaws of the Orks, the Tyranids had a near endless supply. The Swarmlord achieved aerial superiority, seeding the atmosphere with millions of spores that choked the skies. It subtly deflected surviving elements of Khorne's Blood Crusade into Ork-held territory to distract the Overfiend's unruly lieutenants. Only when it had judged the moment right did it seek out the gigantic Ork in person. The synapse creature's experience from the previous encounter ultimately served it well, waiting until the Overfiend was wounded before exploiting the weakness. The Ork was ripped apart and the Swarmlord fed on his brain, allowing the Hive Mind access to his rudimentary memories. Octaria was now Leviathan's, but the task of consuming the entire system would take many more months as the Overfiend's warriors blissfully fought on.

ALLIANCES AND BETRAYALS

Throughout the years' long war in the Octarius Sector, the nature of the conflict fomented countless concords, alliances and pacts between many of the forces involved – some alliances known to their enemies and others merely suspected. One contributory factor might have been the oppressive smothering of the so-called Shadow in the Warp: the psychic occultation associated with Tyranid invasions that could drive Astropaths insane and prevent long-range communication. This Shadow rendered many Imperial strike forces alone and bereft of support, and it is thought several grasped for allies wherever they could be found – despite the risk of being declared heretics for doing do. The near-constant warfare in many systems – assaults, counterstrikes, redeployments – all necessitated an extremely adaptive strategy that some were unable to adopt alone. Some beleaguered worlds were contacted by Aeldari raiders offering assistance for some unspecified reward post-victory, or would suddenly find their enemies crumbling under a fleet strike from those capricious aliens with no contact at all. Several Inquisitors of the Ordo Xenos in the region requested the assistance of the Deathwatch in operations both large and small, allying the black-armoured Space Marines with the Inquisitors' own requisitioned soldiery. Throngs of guerrilla fighters in the garb of mining conglomerates and industrial unions – later revealed as xenos cultists – were also reported on some worlds fighting alongside deployed regiments of Imperial Guard. Though some alliances were overt and bilateral, many were registered as mere coincidence or at best as alliances of convenience. Ork fleets followed shoals of Tyranid bio-ships, having learned that the hive fleets would unerringly make for heavily populated worlds and prime fighting grounds. Conversely, the Tyranids occasionally appeared to spare some Ork ships when they were victorious over the greenskins, allowing them to limp away. Whichever world those surviving Orks next struck, even if they were destroyed, would usually suffer outbreaks of Tyranid worshipping cultists, and a hive fleet would not be many months away.

Sudden treacheries and deadly betrayals became the common bedfellows of such pacts, even amongst those most honourably affirmed. On Archorst, the garrison commander was surprised to receive word from a company of Deathwatch that were, unknown to him, already fighting Tyranids on the world. The Deathwatch commander passed tactical information to the garrison, enabling them to break out and make for a lander rendezvous that never materialised. Having drawn their xenos attackers after them, they were butchered by the Tyranids, before the agglomerate swarm was targeted by the Deathwatch from orbit with hellfire warheads. On many worlds, Ork warbands attacked both Tyranid and Imperial forces, sometimes simultaneously, taking immense joy from the ever changing rotation of enemies to face. On the penal world of Raylan's Tears, Battle Sisters of the Order of the Bloody Rose had fought alongside many of the planet's desperate convict battalions and even squads of former warders against Tyranids. Once the war was won, the Adepta Sororitas suddenly turned on their former allies. Sisters Hospitaller operating in field hospitals had uncovered the taint of rad-mutation upon the brave and loyal prisoners and warders they tended. Within two days, Raylan's Tears was declared Nullus Populi and the gore-streaked Sisters were displaying the remains of the mutation-tainted prisoners from the prisons' battlements.



TREACHERY AND HONOUR

This Crusade mission pack offers an opportunity to pit your crusade army against two or more opponents, in exciting multiplayer battles in which deals may be struck and alliances made – but in the end there can only be one winner! What will it take for you to break your word and seize victory for your forces, crushing your temporary allies along with your sworn enemies?

For those who wish to truly embrace their treacherous or honourable nature, you will also find a section detailing new keywords which your crusade army can gain and how to apply these to your units. These new keywords give players access to new Honourable and Treacherous Battle Traits, new Agendas and a series of new Stratagems to really allow you to express your army's character on the tabletop.

TREACHERY AND HONOUR BATTLES

Treachery and Honour Crusade battles have several differences from a normal Crusade battle, as described below.

NUMBER OF PLAYERS

These rules, and the missions enclosed in this pack, have been written assuming there are four players taking part in the battle. You can also fight these battles with three players. If that is the case, each mission contains an alternative deployment map, allowing three players to set up a battle.

CRUSADE BLESSINGS

Each time you fight a Treachery and Honour battle, when determining how many additional Command points a player gains from Crusade Blessings, compare each player's combined Crusade points total with the highest total among players taking part in this battle.

TURN ORDER

Several rules in this mission pack will refer to acting in 'Turn Order'. Turn Order is established during Step 7 of the mission sequence. To determine the Turn Order for a battle, each player should secretly bid a number of Command points (to a maximum of 3) by taking a number of D6 and placing them secretly behind their hand, or otherwise hidden. Players can bid 0 if they wish by not placing any D6.

All players reveal these numbers simultaneously, and then roll one D6, plus a number of additional D6 equal to the number of CPs they bid, and select the highest roll. The player with the highest roll takes the first turn, followed by the player with the second highest total and so on.

If any players are tied, the player who bid the highest number of CPs wins the tie. If this is still tied, the tied players must roll off to break the tie. Each player then deducts any CPs they bid from their total.



Example: Player A has bid 2CP and so rolls a total of three D6. They roll 6, 5 and 3. As 6 is the highest roll, they select this one. The other players' highest rolls are Player C with 6, Player D with 4 and Player B with 3. Since Player A and Player C are tied on the roll, they compare the number of CP they bid. Player A bid 2CP, but Player C only bid 1CP. Player A wins the tie. The Turn Order for this battle is therefore Player A, then Player C, followed by Player D, with Player B taking the last turn.

If a rule asks players to act in 'Reverse Turn Order', this simply means that the player who is last in the Turn Order can act first, and so on, with the player who is first in the Turn Order acting last.

THE BATTLEFIELD

Treachery and Honour battles require battlefields that are larger than those recommended for battles involving two players. As such, when organising a battle, we recommend double-checking the recommended battlefield sizes in the mission sequence (pg 16-19) to ensure you have sufficient space to play your intended battle size.

Battlefield Edges

In battles with more than two players, battlefield edges must be treated differently. Any part of the battlefield edge that is within a player's deployment zone is considered to be that player's battlefield edge.

THE ALLIANCE STEP

Before the start of each battle round, each player takes part in an Alliance step. During this step, players may wish to discuss their plans for the battle round, make alliances and propose deals. Players can barter in-game favours, Command points or whatever else they deem necessary with the other players. Players can even attempt to bribe opponents into swapping positions in the Turn Order with them. Feel encouraged to be creative in your machinations!

At the end of this step, players generate Underdog points (see The Underdogs, page 11).

THE FIGHT PHASE

During each Fight phase, players alternate selecting an eligible unit to Fight with.

- Starting with the player whose turn it is, and proceeding in Turn Order, players alternate selecting units that can fight first in this phase.

- Once all units that can fight first have fought, players then alternate selecting any remaining units to fight, proceeding in Turn Order, starting with the player whose turn it is next.

If a player does not have any eligible units to fight with when it is their turn to select a unit, they must pass their selection. Note that a player may pass several times before a unit from their army becomes eligible to fight. Once all eligible units have been selected, the Fight phase ends as normal.

FIGHTING FIRST OR LAST

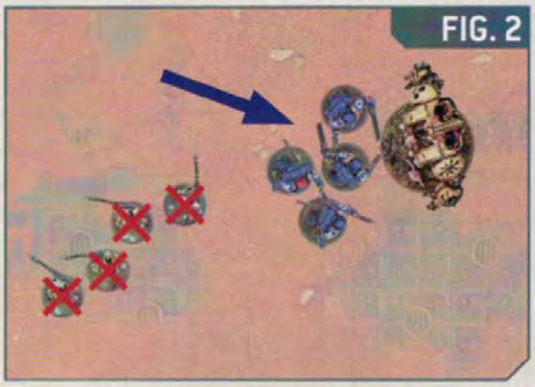
Some rules allow a unit from a player's army to always fight first in the Fight phase, even if they didn't make a charge move this turn. If more than one player has units that have charged, or that have similar rules, then alternate selecting units to fight with from amongst these units, in Turn Order. 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 more than one player has units that cannot fight until after all other units have done so, then the players alternate selecting which of those units to fight with, again in Turn Order.

THE MORALE PHASE

During each Morale phase, players alternate taking Morale tests as normal, but this is done in Turn Order, starting with the player whose turn is taking place.

Example: It is Player A's turn. Player A's Necron Warriors have charged into player C's Assault Intercessor Squad. Player B's Helbrute is nearby (fig. 1). Player A selects their Necron Warrior unit to fight first, as they have charged. They destroy one of the Assault Intercessor models with their attacks. Player B cannot select an eligible unit to fight, as there are no enemy models within Engagement Range and they have no units that have charged this turn, so they must pass. Player C can now select to fight with their Assault Intercessor Squad. The Assault Intercessor Squad destroys the remaining Necron Warriors, and then consolidates towards the nearest enemy model, the Helbrute (fig. 2). Player A has no more units eligible to fight, and so passes. It is now player B's chance to select a unit. As the Helbrute is now within Engagement Range of the Assault Intercessor Squad, it is now eligible to fight, so Player B selects the Helbrute to fight. Once the Helbrute has fought, there are no more eligible units to fight from any player's army, so the Fight phase ends.





THE UNDERDOGS

In Treachery and Honour battles, players who have a disadvantage can gain Underdog points. These can be spent on boons from their high command to aid their ailing forces in a grand push for victory!

At the end of each Alliance step, each player generates 1 Underdog point for each of the following that apply:

- That player is taking the last turn in the Turn Order during the coming battle round.
- In the second or any subsequent battle rounds, that player has the fewest victory points (if tied for the fewest, all tied players gain 1 Underdog point).
- The total combined Power Rating of units from that player's army that have been destroyed is greater than that of any other player.

In Turn Order, each player can then spend their Underdog points to select bonuses from the Underdog Bonuses opposite. Each Underdog bonus has an attached cost. Unless otherwise noted, each Underdog bonus can only be selected once per Alliance step. Any unspent Underdog points can be retained for later Alliance steps.

Designer's Note: *Multiplayer battles are rarely evenly fought, and you may find from time to time that one player finds themselves at a severe disadvantage late in the game, either through unfortunate circumstances or the machinations of their opponents. If this is the case the other players may decide to award these Underdogs additional Underdog points in order to ensure a fun and closely fought experience for all players for the duration of the battle. Obviously if a player is in an underdog position because they have overcommitted their forces in a rash manner or because they have a significant victory point lead, players might consider them fair game and that they deserve everything they get!*

COMMAND BOON — COST: 1

In their next Command phase, this player gains one additional Command point for the Battle-forged CP bonus (this Underdog bonus can be selected multiple times).

SMOKE CANISTERS — COST: 1

Until the end of the battle round, each time a ranged attack is made against a unit from this player's army, that unit is treated as having the benefits of Light Cover against that attack.

DIG IN — COST: 1

Until the end of the battle round, each time a melee attack is made against a unit from this player's army, that unit is treated as having the benefits of Heavy Cover against that attack.

DEFIANT SPEECH — COST: 1

Until the start of this player's next turn, each time a Combat Attrition test is taken for a unit from this player's army, it is automatically passed.

COMMAND NETWORK BOOST — COST: 1

Until the next Alliance step, add 3" to the range of the aura abilities on units from this player's army (to a maximum of 12").

BATTLING AGAINST THE ODDS — COST: 1

If a unit from this player's army gains any marks on a tally for an Agenda this battle round, that unit gains one additional mark.

BLOODIED BUT UNBROKEN — COST: 3

During the Update Experience Points step of this battle, this player can nominate one additional unit to be Marked for Greatness.

THE TREACHEROUS AND THE HONOURABLE

For those players who wish to delve further into multiplayer games, you will find a series of rules in this section for use in Treachery and Honour Crusade battles. Before each Treachery and Honour battle, at the end of the Muster Armies step of the mission sequence, each player can select up to one unit from their army to permanently gain either the **TREACHEROUS** or **HONOURABLE** keyword. If a unit already has one of these two keywords, it cannot be given the other one.

In addition to gaining the **TREACHEROUS** or **HONOURABLE** keyword in other ways, you can use the Requisitions listed here to give these keywords to additional units within your army, allowing greater use of the resources and abilities available to really emphasis the honourable or treacherous nature of your Crusade army and the way you wish to fight your Treachery and Honour battles. You can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

HONOURABLE NATURE 1RP

Treachery and Honour Requisition

For some warriors, a promise made is an oath, unbreakable, even in the face of the most dire circumstances. Death is preferable to breaking these sworn pacts.

Use this Requisition at any time. Select up to two units from your Order of Battle (excluding **TREACHEROUS** units). Each selected unit gains the **HONOURABLE** keyword.

TREACHEROUS NATURE 1RP

Treachery and Honour Requisition

For some, breaking their promises comes as easily as breathing. To them an agreement is simply something for others to worry about upholding.

Use this Requisition at any time. Select up to two units from your Order of Battle (excluding **HONOURABLE** units). Each selected unit gains the **TREACHEROUS** keyword.



TREACHERY AND HONOUR BATTLE TRAITS

When an **HONOURABLE** or **TREACHEROUS** unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book to determine what Battle Trait the unit has gained. To do so, roll one D3 and consult the appropriate table, or choose a Battle Trait from the appropriate table that tells the best narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

HONOURABLE UNITS

1. COORDINATED FIREPOWER

Finding a natural affinity with their allies, these warriors instinctively provide supporting fire to achieve common goals.

Up to twice per battle, each time an enemy unit is destroyed by an attack made by a unit from an opponent's army, if the destroyed unit had lost at least 5 wounds as a result of attacks made by models in this unit during this battle, add 1 to this unit's Combat Tally as if it had also destroyed that unit.

2. HONOURABLE DUELLISTS

These warriors thrive when a fight is even, and they can look their enemy in the eye, knowing the glory of the kill will be theirs alone.

When this unit is selected to fight, if all of the attacks made by this models in this unit target the same enemy unit, until that fight is resolved, each time a model in this unit makes a melee attack, add 1 to that attack's hit roll.

3. STAUNCH IN THE FACE OF TREACHERY

These brave souls stand firm in the face of even the most base acts of betrayal.

While this unit is within 6" of an enemy unit (or 9" if that unit is a **TREACHEROUS** unit), each time a Combat Attrition test is taken for it, it is automatically passed.

TREACHEROUS UNITS

1. BACKSTABBERS

These warriors take advantage of every distraction to plunge a blade into their foe's back.

Each time a model from this unit makes a melee attack against an enemy unit that is performing an action, or performed an action in its last turn, add 1 to that attack's wound roll.

2. DISTRUSTFUL OF NOBILITY

So alien is the concept of honour to them that these warriors find any shred of it deeply troubling, lashing out against its exhibitors with an unbound fury.

Each time a model in this unit makes a melee attack, improve the Armour Penetration characteristic of that attack by 1. If that attack is made against an **HONOURABLE** unit, improve that attack's AP characteristic by 2 instead.

3. AURA OF MISTRUST

Their reputation preceding them, these warriors undermine morale in all who witness them, whether through acts of betrayal or their mere presence nearby.

This unit has the following ability:

Aura of Mistrust (Aura): While an enemy unit is within 3" of this unit, subtract 2 from the Leadership characteristic of models in that unit.

TREACHERY AND HONOUR STRATAGEMS

Below you will find Stratagems that players can spend CP on to use in Treachery and Honour battles; these Stratagems cannot be used in any other battles.



HONOURABLE STRATAGEMS

STAND FIRM — 1CP

Honourable Stratagem

Alliances are forged on trust. If you break your word and flee in the face of the enemy, who will ever trust you again?

Use this Stratagem in the Morale phase, after a Morale test taken for an **HONOURABLE** unit from your army is passed. Until the end of the phase, each time a Morale test is taken for another unit, if it is within 6" of that **HONOURABLE** unit, before that Morale test is taken, you can choose for that Morale test to be automatically passed.

SIDE BY SIDE — 1CP

Honourable Stratagem

When two exemplars of battle fight side by side in perfect unity, no force in the galaxy can stop them.

Use this Stratagem at the start of any battle round. Select one **HONOURABLE CHARACTER** unit from your army and one **HONOURABLE CHARACTER** unit from an opponent's army. Until the end of the battle round, while the selected units are within 6" of each other, each time one of those models makes an attack, the controlling player can re-roll a wound roll of 1.

ENEMY OF MY ENEMY — 1CP

Honourable Stratagem

It is reassuring for our allies to know they can count on our forces to help them out in the most dire of circumstances.

Use this Stratagem when a unit from an opponent's army declares a charge against a unit from another opponent's army. Select one **HONOURABLE** unit from your army that is within 6" of a target of that charge. This unit can fire Overwatch at the charging unit as if it were also a target of that charge (this is in addition to any other units that are firing Overwatch).



TREACHEROUS STRATAGEMS

A SUBTLE UNDERMINING — 2CP

Treachery Stratagem

Rumours and hearsay are superb for undermining the authority of one's rivals. How can they command their forces if their forces don't trust them completely?

Use this Stratagem at the start of an opponent's turn. Select one **CHARACTER** unit from that player's army that is within 12" of a **TREACHEROUS** unit from your army. Until the end of the turn, aura abilities that **CHARACTER** unit has have a range of 1" (this cannot be modified).

SUSPICION VINDICATED — 1CP

Treachery Stratagem

There is nothing more upsetting for the foe than when the twisted rumours they have heard about your forces turn out to be true all along...

Use this Stratagem when a **TREACHEROUS** unit from your army destroys an enemy unit. Until the end of the turn, while an enemy unit is within 6" of that **TREACHEROUS** unit, each time a Combat Attrition test is taken for that enemy unit, subtract 1 from that Combat Attrition test.

ALL PART OF THE PLAN — 1CP

Treachery Stratagem

Some warriors have no qualms about who they attack. Even when ordered to attack supposed allies, they do not hesitate.

Use this Stratagem in your Shooting phase. Select one **TREACHEROUS** unit from your army and one enemy unit that did not make any attacks that targeted a unit from your army in that player's last turn. Until the end of the phase, each time a model from the selected **TREACHEROUS** unit makes a ranged attack against the selected enemy unit, add 1 to that attack's hit roll.

TREACHERY AND HONOUR AGENDAS

If you are playing a Treachery and Honour mission, you can select one Agenda from the Treachery and Honour Agendas listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

HONOURABLE COMBATANTS

Treachery and Honour Agenda

By seeking out the duplicitous and striking them down, you rid the galaxy of their treachery once and for all. Each strike delivers us from the threat of feeling their turncoat blade in our back.

You can select this Agenda if your army contains an **HONOURABLE WARLORD** unit. Keep an Honourable Combatants tally for each **HONOURABLE** unit from your army. Each time an **HONOURABLE** unit from your army destroys an enemy unit, add 1 to that unit's Honourable Combatants tally. If the destroyed unit was a **TREACHEROUS** unit, add 2 to that unit's Honourable Combatants tally instead.

At the end of the battle, each unit gains 1 experience point for every 2 marks on its Honourable Combatants tally.

PARAGONS OF VIRTUE

Treachery and Honour Agenda

The rewards of trustworthiness are there for all to see. Keep your word, and reap the benefits.

Keep a Paragons tally for your army. At the end of your turn, if every ranged attack made by units from your army this turn was made against units from the army of the opponent or opponents with the highest number of victory points, add 1 to your Paragon tally. At the end of the battle, if your Paragon tally is 3 or more, you can select one unit from your army to gain the **HONOURABLE** keyword, and then each **HONOURABLE** unit from your army gains 2 experience points.

HUNTERS OF THE RIGHTEOUS

Treachery and Honour Agenda

Those who would hold themselves up as some kind of paragon of virtue must be taught the folly of such hubris. Show them that the subtle blade is the most deadly.

You can select this Agenda if your army contains a **TREACHEROUS WARLORD** unit. Keep a Hunters of the Righteous tally for each **TREACHEROUS** unit from your army. Each time a **TREACHEROUS** unit from your army destroys an enemy unit, add 1 to that unit's Hunters of the Righteous tally. If the destroyed unit was a **HONOURABLE** unit, add 2 to that unit's Hunters of the Righteous tally instead.

At the end of the battle, each unit gains 1 experience point for every 2 marks on its Hunters of the Righteous tally.

BLADES IN THE DARK

Treachery and Honour Agenda

A popular tenet of war is to strike first and strike hard. If you can ensure no survivors are able to tell tales of their killers, you can maintain a facade of trustworthiness, even as you slaughter more of your enemies.

Keep a Blades in the Dark tally for each **TREACHEROUS** unit from your army. Each time an enemy unit is destroyed in the Fight phase by a **TREACHEROUS** unit from your army that made a charge move this turn, add 1 to that **TREACHEROUS** unit's Blades in the Dark tally. If the destroyed unit was within range of an objective marker, add 2 to that **TREACHEROUS** unit's Blades in the Dark tally instead.

At the end of the battle, each unit gains 1 experience point for every mark on its Blades in the Dark tally.

TREACHEROUS BETRAYAL

Treachery and Honour Agenda

Wars were never won by fighting fair. History is written by the victors, and so everybody else must be considered an enemy, whether agreement has been made or not.

Keep a Betrayal tally for your army. At the end of your turn, if units from your army made ranged attacks against units from two or more other player's armies, add 1 to your Betrayal tally. At the end of the battle, if your Betrayal tally is 4 or more, you can select one unit from your army to gain the **TREACHEROUS** keyword, and then each **TREACHEROUS** unit from your army gains 2 experience points.

TREACHERY AND HONOUR MISSION PACK

A Treachery and Honour battle is waged by following the sequence below:

1. SELECT BATTLE SIZE

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

BATTLES

BATTLE SIZE	BATTLE DURATION
Combat Patrol	Up to 2 hours
Incursion	Up to 3 hours
Strike Force	Up to 4 hours
Onslaught	Up to 5 hours

2. MUSTER ARMIES

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

ARMY

BATTLE SIZE	MAXIMUM POWER VALUE OF EACH ARMY	COMMAND POINTS
Combat Patrol	25	4
Incursion	50	6
Strike Force	100	14
Onslaught	150	20

Details of how to Battle-forge an army, how to use Power Ratings and what information your army roster must contain can be found in the Warhammer 40,000 Core Book. If you are playing a Combat Patrol battle, the only Detachment your army can include is one Patrol Detachment, unless your Army Faction is **Imperial Knights** or **Chaos Knights**, in which case the only Detachment your army can include is one Super-heavy Detachment.

Select one of your models to be your Warlord (this cannot be a model with the Fortifications Battlefield Role) and note this on your army roster. This must be the **Character** in your army with the highest Leadership characteristic, if your army includes one (in a tie, you can choose amongst them which model will be the Warlord). This model gains the **Warlord** keyword.

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

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. You can either simply agree with your opponents which you will use, or you can roll off, and the winner selects which one to use. Alternatively, you can roll to randomly select a mission using the appropriate table:

COMBAT PATROL MISSIONS

D6	MISSION
1	Test the Defences (pg 22)
2	Treasure Convoy (pg 24)
3	Emergency Transmission (pg 26)
4	Safeguard Dignitaries (pg 28)
5	Hold the Centre (pg 30)
6	Divert Power (pg 32)

INCURSION MISSIONS

D6	MISSION
1	Opportunity Strike (pg 36)
2	Headhunt (pg 38)
3	Race to Recover (pg 40)
4	Points of Power (pg 42)
5	Twilight Assault (pg 44)
6	Buried Treasure (pg 46)

STRIKE FORCE MISSIONS	
D6	MISSION
1	Supply Raid (pg 50)
2	Defence Lines (pg 52)
3	Marching Columns (pg 54)
4	The Five Shrines (pg 56)
5	The Swarm Rises (pg 58)
6	Turn Back Time (pg 60)

ONSLAUGHT MISSIONS	
D3	MISSION
1	Landing Zone (pg 64)
2	Raider or Rescuer (pg 66)
3	Grand Demolition (pg 68)

4. READ MISSION BRIEFING

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

5. SELECT AGENDAS

Each player then secretly selects Agendas for the battle and writes them down. Each can award experience points to certain units in that player's army, as described on the Agenda itself. This mission pack also contains a series of Agendas on page 15. The number of Agendas each player chooses depends on the battle size you have selected, as shown in the table below.

AGENDAS	
BATTLE SIZE	AGENDAS
Combat Patrol	1
Incursion	2
Strike Force	3
Onslaught	4

Once all players have selected their Agendas, they reveal their selections to their opponents.

6. CREATE THE BATTLEFIELD

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

BATTLEFIELDS	
BATTLE SIZE	BATTLEFIELD SIZE (Minimum)
Combat Patrol/Incursion	44"x 60"
Strike Force	44"x90"
Onslaught	66"x 90"

Unless noted otherwise, when setting up terrain features, use the guidelines noted in the basic rules section of the Warhammer 40,000 Core Book. In these missions, players must use the battlefield terrain rules for terrain features, as described in the Warhammer 40,000 Core Book.

7. DETERMINE TURN ORDER

The players determine the Turn Order for the battle, as described on page 8.

8. CHOOSE DEPLOYMENT ZONE

In Reverse Turn Order, players select one of the deployment zones on the appropriate deployment map for their army.

9. PLACE OBJECTIVE MARKERS

The players now set objective numbers up on the battlefield. Each mission will instruct the players as to how many objective markers should be set up on the battlefield (if any) and how these should be placed. Unless otherwise stated, objective markers can be set up on terrain features so long as the objective marker lies flat on that terrain feature and does not overhang any part of it.

10. DECLARE RESERVES AND TRANSPORTS

Unless the mission briefing states otherwise, these missions use the Strategic Reserves rules. All players now secretly note down on their army roster which of the units in their army will start the battle in 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 what units are embarked within what models). When all players have done so, they declare their selections to their opponents.

Unless stated otherwise, no more than half the total number of units in your army can be Strategic Reserve and/or Reinforcement units, and the combined Power Ratings of all your Strategic Reserve and Reinforcement units (including those that are embarked within TRANSPORT models that are Strategic Reserve and/or Reinforcement units) must be less than half of your army's Power Level, even if every unit in your army has an ability that would allow them to be set up elsewhere.

In these missions, 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, in Turn Order. If any player's armies contain units with the Fortifications battlefield role, those units must be set up first, in Turn Order. If a player does not have space to set up one of these units, their opponents can either move or remove one piece of area terrain or obstacles from that player's deployment zone in order to make space for it. A player's models must be set up wholly within their deployment zone. If one player has finished deploying all their units, their opponents continue alternating deploying the remainder of their units. If only one player has units remaining to be set up, that player can continue setting up their remaining units.

If a model from your army is so large that it cannot physically be set up wholly within your deployment zone (i.e. the smallest dimension of that model is greater than the depth of your deployment zone), it must be set up so that it is touching your 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 more than one player has any units with abilities that allow them to be set up 'after both armies have deployed', those players must alternate setting up these units in Turn Order (pg 8).

12. RESOLVE PRE-BATTLE ABILITIES

Players alternate resolving any pre-battle abilities units in their army may have, and resolving any Stratagems that are used before the battle, in Turn Order. Remember that Crusade forces can only make use of Stratagems that upgrade units by using Requisition points, as described in the Warhammer 40,000 Core Book.

13. BEGIN THE BATTLE

The first battle round begins. Players continue to resolve battle rounds, taking their turns in Turn Order until the battle ends.

MISSION OBJECTIVES

During the battle, players can earn victory points by achieving mission objectives, which are described in the mission's mission briefing. 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 in the mission objective itself), and can be achieved and hence award victory points several times.

14. ENDING THE BATTLE

Unless the mission instructs otherwise, 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 players can continue to play out their turns until the battle ends.

15. DETERMINE VICTOR

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

Each player can score a maximum of 90 victory points from mission objectives (any excess victory points awarded are discounted). In addition, if every model in a player's army was painted to a Battle Ready standard, that player is awarded a bonus 10 victory points. This gives the player a maximum total score out of 100 victory points.

The victor of a mission can then claim the victor bonus listed on that mission. If the game is a draw, no players can claim the victor bonus.

16. UPDATE CRUSADE CARDS

The players must now update their Crusade cards for all the units they used in the battle as follows:

1. Take Out of Action Tests

Take Out of Action tests for each unit from their army that was destroyed during the battle, by rolling one D6 for that unit. On a 2+ the test is passed and nothing happens. On a 1, the test is failed; you must now choose one of the following options for that unit:

a) Devastating Blow: That unit loses D6 experience points (to a minimum of 0) and cannot gain any experience points for this battle from Agendas Achieved, Battle Experience or from being Marked for Greatness. Update the unit's Crusade card accordingly.

b) Battle Scar: That unit gains one Battle Scar (see the Warhammer 40,000 Core Book). This must be determined before the player's next battle and the unit's Crusade card must be updated to reflect any and all changes.

2. Update Experience Points

Each unit that had a Crusade card that took part in the battle gains experience points as follows (mark on each unit's Crusade card accordingly):

- **Battle Experience:** Each unit that was part of your army list for this battle gains 1 experience point.
- **Marked for Greatness:** Select one unit that was part of your army list for this battle; that unit gains 3 experience points.
- **Dealers of Death:** A unit gains 1 experience point for every third enemy unit it has destroyed in total. If a unit's 'enemy units destroyed in total' combat tally has increased during the battle enough, increase its experience points accordingly.
- **Agenda Achieved:** Any units that achieved Agendas during the battle gain experience points as described by those agendas.

3. Determine Battle Honours

If any units gain a rank, or otherwise gain any Battle Honours, these must be determined before the player's next battle. In any case, all the Crusade cards for these units that took part in the battle and the unit's Crusade card must be updated to reflect any and all changes.

4. Update Combat Tallies

Add 1 to the 'Battles Played' tally of each unit that had a Crusade card that took part in the battle. If a unit was not destroyed at the end of the battle, then add 1 to its 'Battles Survived' tally. Add all the 'during battle' combat tallies you have accrued during the battle to the appropriate 'in total' combat tallies on the unit's Crusade card.

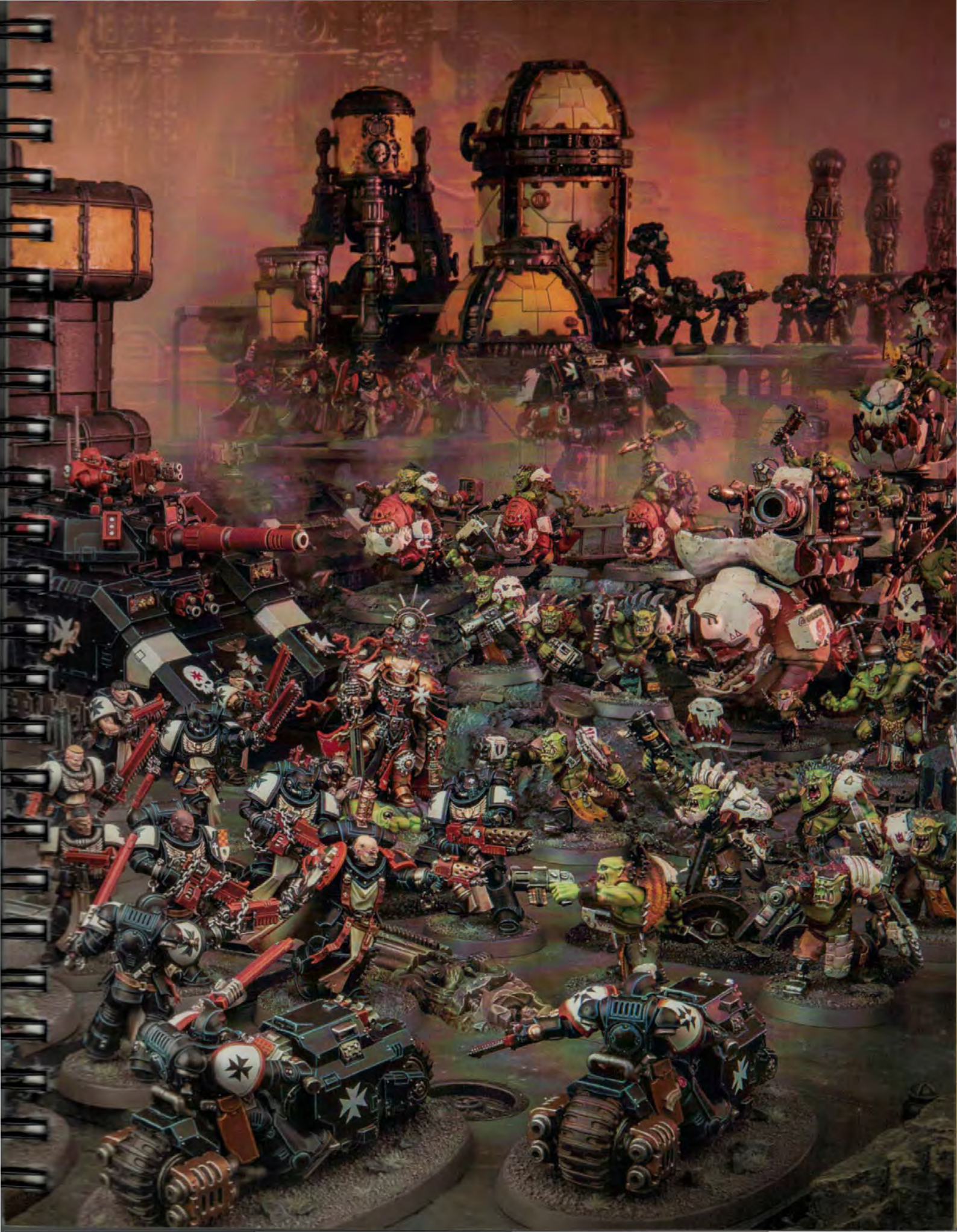
17. UPDATE ORDER OF BATTLE

Increase your battle tally and Requisition points by 1, and make any notes that you wish to record following your battle. If you wish to add any units to your Order of Battle, or spend any Requisition points, do so and update your Order of Battle accordingly before your next battle.

CRUSADE MISSIONS

'How vile, the alien. How bestial. It is nauseating in every aspect of its physical form, be that the honest monstrosity of the brute or the false assay of beauty, revealed for the lie it is by the inherent otherness that even the most artful xenoform cannot hide. Their appetites are debase, their desires anathema to all that is righteous. They have naught to teach us, these myriad grotesques that swill like ambulatory bile amidst the stars, unless perhaps it be the value of good, honest Human hate. Their abomination is absolute, their right to existence nil. Purge them, brothers and sisters, without hesitation or remorse. The alien is fit only for death.'

- Inquisitor Nashir Sahansun during his Address from Oblivion's Edge



1

COMBAT PATROL MISSION

TEST THE DEFENCES

MISSION BRIEFING

Multiple enemy forces have been encountered, but we are unsure of how secure their positions are. Send a small force to push into enemy territory and test their defences for weaknesses, while ensuring our own position is secure.

MISSION RULES

Secure and Sweep: In this mission, if you control an objective marker at the end of your Command phase, it remains under your control unless an opponent controls it at the end of any subsequent phase, even if you have no models within range of it

MISSION OBJECTIVES

Victory points are awarded as follows:

CAPTURE AND CONTROL

Progressive Objective

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They control one or more objective markers.
- They control the objective marker in an opponent's deployment zone.
- They control more objective markers than any other player controls.

This mission objective cannot be scored in the first battle round.

VICTOR BONUS

The victor can select two units from their army to be Marked for Greatness after the battle, instead of just 1.

Gozrog slunk across no man's land, weaving between wrecked wagons and rusting, stinking heaps of who-knew-what. His ladz were spread out around him, knuckles dragging across the dirt as they loped forward in a passable attempt at stealth. Gozrog was not in a good mood. Oh, the day had certainly started well enough. The humies had popped up from behind their flimsy make-shift barricades and come howling across no man's land with all guns blazing. He'd been getting a good chant and stomp going with his ladz in preparation for the punch-up, when the squirmies appeared too. They had poured from the slopes of Big Skrap Mountain like... well... like angry things that were all fangs and spikey bits. Gozrog had never been big on similes.

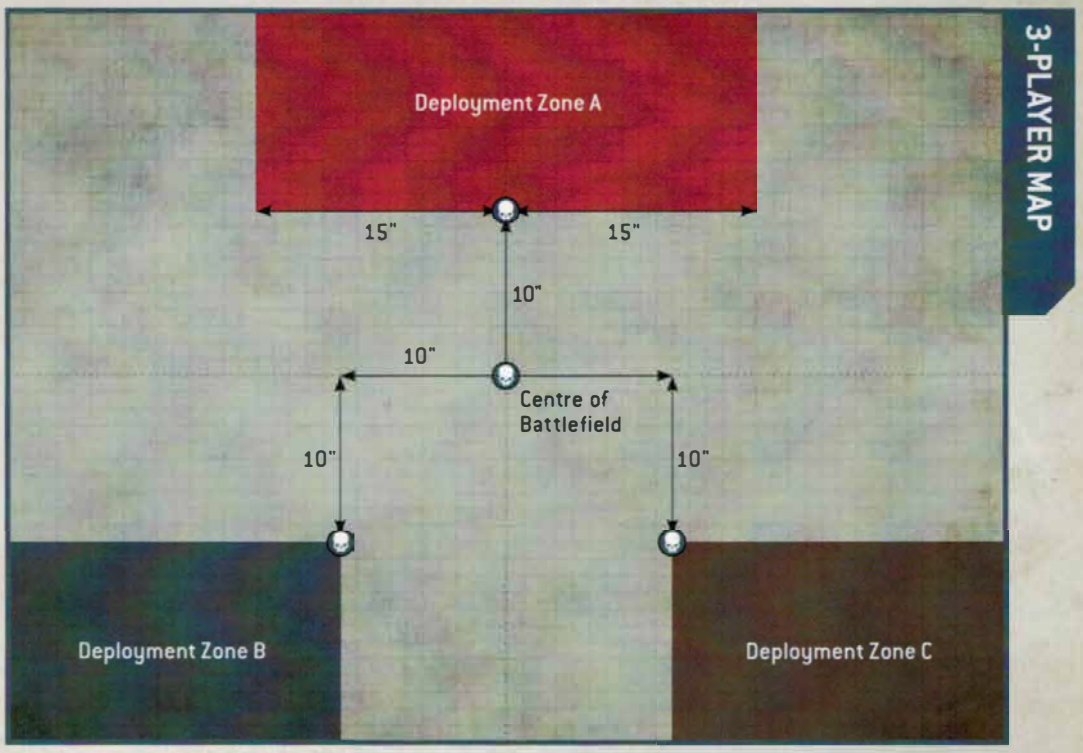
How he had roared with laughter as the humies' war cries dissolved into shouts of panic. Boss Grutsnark had bellowed at his Orks to charge even as the squirmies crashed into the humies' flank. Gozrog had led his ladz in a headlong dash – shootas, choppas and klaws in hand – out from the gates of Fort Mork. They had dived gleefully into the swirling melee alongside Rugbog's Boyz, while Snarka's Krush-wagons steamrollered their way deep into the fight. Severed limbs had flown, heads had been krumped, all manner of things got set on fire... Gozrog had personally added another few notches to the haft of his favourite choppa, which now had far more scratch marks than he could count. Admittedly, numbers above three inhabited a sphere of arcane science far beyond Gozrog's limited comprehension, but regardless, he knew for a fact he'd scragged a whole heap of humies and squirmies by the time the fight wound down.

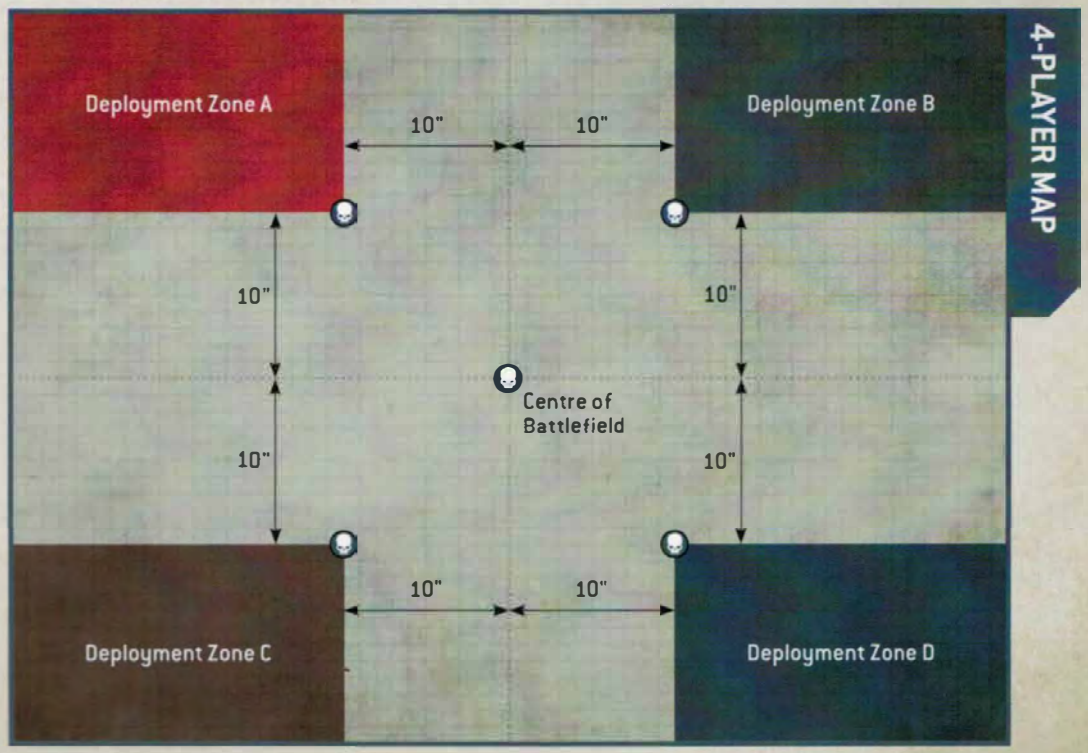
And then Lunkbad had had one of his good ideas, and Boss Grutsnark had agreed with it. Gozrog ground his gnarled fangs. If Lunkbad was so clever, why wasn't it him and his ladz out here, shoved into no man's land like bait squigs on a stick? The thoughts were banished as he saw lasgun barrels easing over the enemy barricades. In a flash of rare insight, Gozrog realised that he and his ladz had been spotted.

'Oh zog me, 'ere we go,' he grunted, before breaking into a run and bellowing at the top of his lungs. An instant later, the shooting started.

COMBAT PATROL MISSION

TEST THE DEFENCES





2

COMBAT PATROL MISSION

TREASURE CONVOY

MISSION BRIEFING

A crate of priceless treasures being carried on a disguised supply convoy have been waylaid by aerial bombing. We must seek out the destroyed convoy and recover this crate before the enemy can capture them.

MISSION RULES

The Crate: The crate of treasures is represented by an objective marker that starts the battle on the spot shown on the deployment map opposite. No terrain features can be set up within 6" of the objective marker spot. The Crate can be carried if a unit successfully completes the Carry Crate action (see below). If a model carrying the Crate is destroyed (even if it is subsequently resurrected or returns to the battlefield), place that Crate objective marker as close as possible to the spot where the destroyed model was. While it is carrying a Crate, that model's unit cannot embark within a TRANSPORT, nor can it use any rule that enables it to be removed from the battlefield and set back up again.

Carry Crate (Action): One INFANTRY unit from your army can start to perform this action at the end of their Movement phase if it is within 1" of the Crate objective marker. The action is completed at the end of your turn so long as the unit performing it is still within 1" of that objective marker and there are no enemy units (excluding AIRCRAFT units) in Engagement Range of it. If this action is successfully completed, remove the objective marker from the battlefield and select one model in that unit – it is carrying that Crate.

MISSION OBJECTIVES

Victory points are awarded as follows:

CRATE SECURED

Progressive Objective

At the end of each player's turn, the player whose turn it is scores 10 victory points if a model from their army is carrying the Crate, or if they control the Crate objective marker.

CRATE RECOVERED

End Game Objective

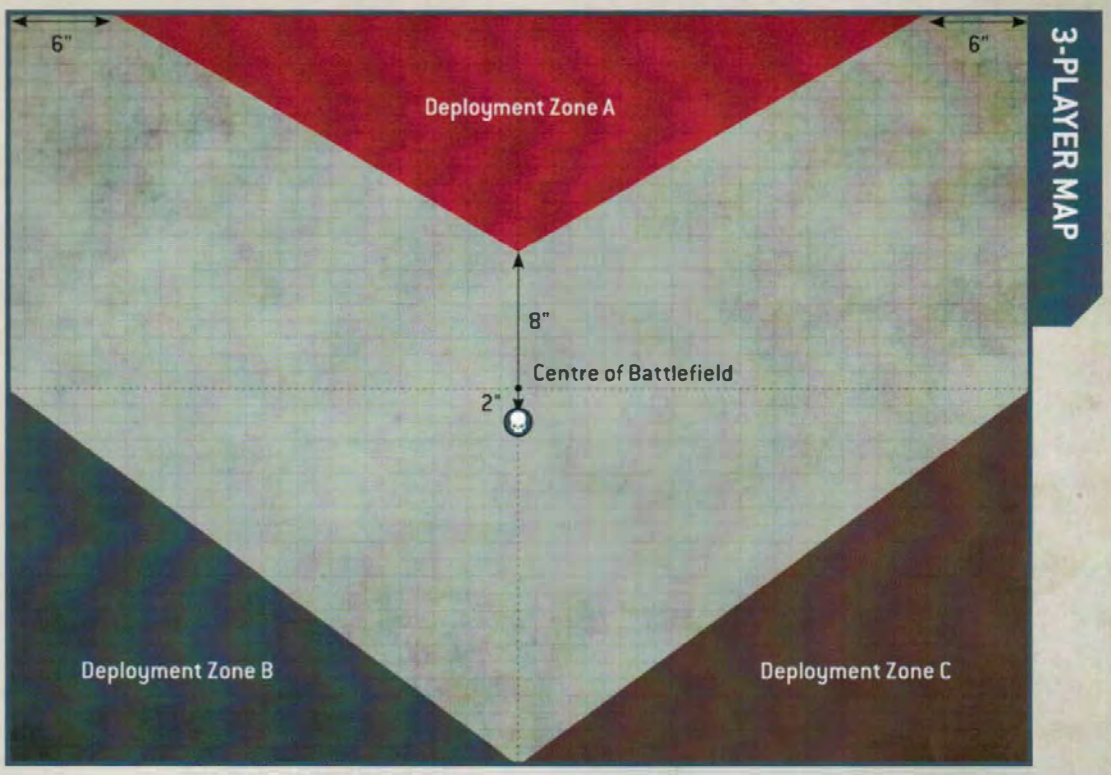
At the end of the battle, if a model from a player's army is carrying the Crate, or if they control the Crate objective marker, that player scores 60 victory points. If the Crate is not being carried, and is not controlled by a player, the player with a model closest to the Crate objective marker scores 30 victory points. If two or more players have models equally close to the Crate, then those players score 10 victory points each.

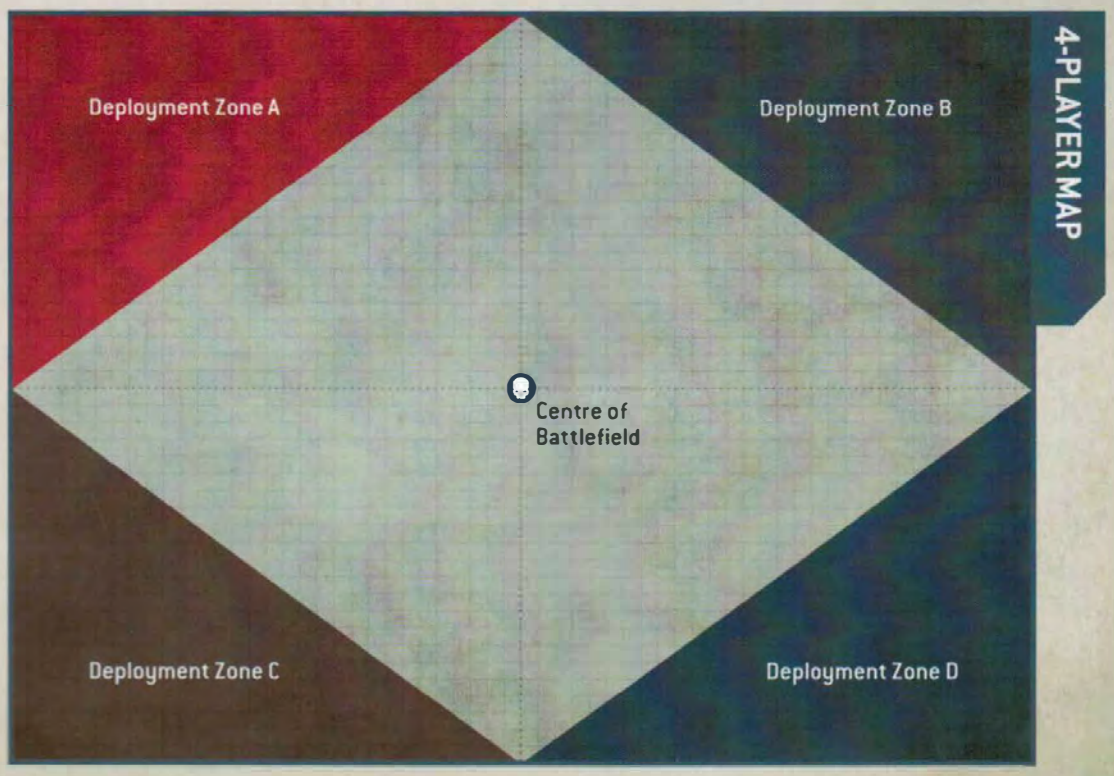
VICTOR BONUS

After the battle, the victor can select one unit from their army that has a Crusade card that took part in the battle (you must select a unit that can gain Battle Honours) – that unit gains the Weapon Enhancement Battle Honour after the battle (make a note on the unit's Crusade card and increase its Crusade points accordingly).

COMBAT PATROL MISSION

TREASURE CONVOY





3

COMBAT PATROL MISSION

EMERGENCY TRANSMISSION

MISSION BRIEFING

We have a unique opportunity to capture our enemies' plans, however our own long-ranged comms have been sabotaged. Our only chance is to steal them away and then transmit them through the nearby comms tower to our strategists in orbit.

MISSION RULES

Objective Markers: In Turn Order, each player sets up one objective marker within their deployment zone, and within 15" of the centre of the battlefield.

Comms Tower: While you control an objective marker in an enemy deployment zone, units from your army can attempt the following action, as described in the Warhammer 40,000 Core Book.

Transmit Plans (Action): At the end of your Movement phase, one unit from your army that is within 3" of the Comms Tower objective marker can start to perform this action if no enemy units (excluding AIRCRAFT units) are within 3" of that objective marker. The action is completed at the end of your turn.

MISSION OBJECTIVES

Victory points are awarded as follows:

CONTROL THE INTEL

Progressive Objective

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They control one or more objective markers.
- They control one or more objective markers that are not in their own deployment zone.
- They control more objective markers than any opponent controls.

This objective cannot be scored in the first battle round.

PLANS TRANSMITTED

End Game Objective

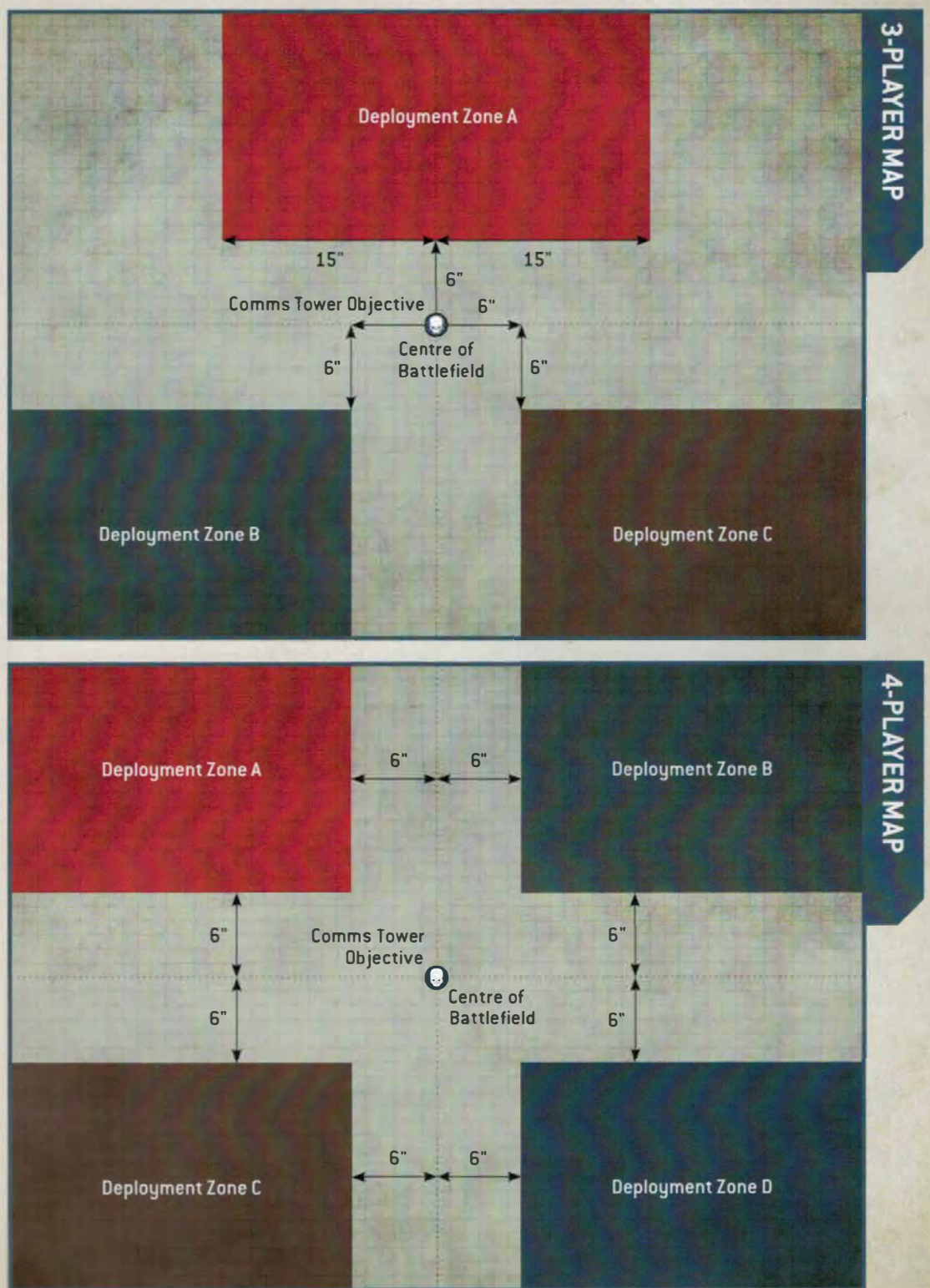
At the end of the battle, if any units from a player's army completed the Transmit Plans action, that player scores 30 victory points. If units from that player's army completed the Transmit Plans action two or more times, that player scores 50 victory points instead.

VICTOR BONUS

The victor can use the Treacherous Nature or Honourable Nature Requisition up to two times for 0RP.

COMBAT PATROL MISSION

EMERGENCY TRANSMISSION



4

COMBAT PATROL MISSION

SAFEGUARD DIGNITARIES

MISSION BRIEFING

Enemy treachery has caused an important negotiation to break down. There is nothing to do but seek to eliminate the enemy ambassadors now, while protecting our own.

MISSION RULES

Objective Markers: In Turn Order, players alternate setting up objective markers within their deployment zone until each player has set up two objective markers. Each objective marker must be set up more than 6" from any battlefield edge and more than 9" from any other objective markers.

Execute Ambassadors: Units can attempt the following action, as described in the Warhammer 40,000 Core Book.

Execute Ambassador (Action): One or more units from your army can start to perform this action at the end of their Movement phase if they are within 1" of an objective marker that is not in their own deployment zone. The action is completed at the end of your turn so long as the unit performing it is still within 1" of that objective marker and there are no enemy units (excluding AIRCRAFT units) in Engagement Range of it. If this action is successfully completed, that objective marker has been executed. Remove that objective marker from the battlefield.

Merged Battle-lines: When a unit is set up on the battlefield during the Deploy Armies step, it cannot be set up within 9" of any enemy units.

MISSION OBJECTIVES

Victory points are awarded as follows:

SECURE AND EXECUTE

Progressive Objective

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They control one or more objective markers.
- There are one or more objective markers remaining in that player's deployment zone.
- A unit from that player's army performed the Execute Ambassador action.

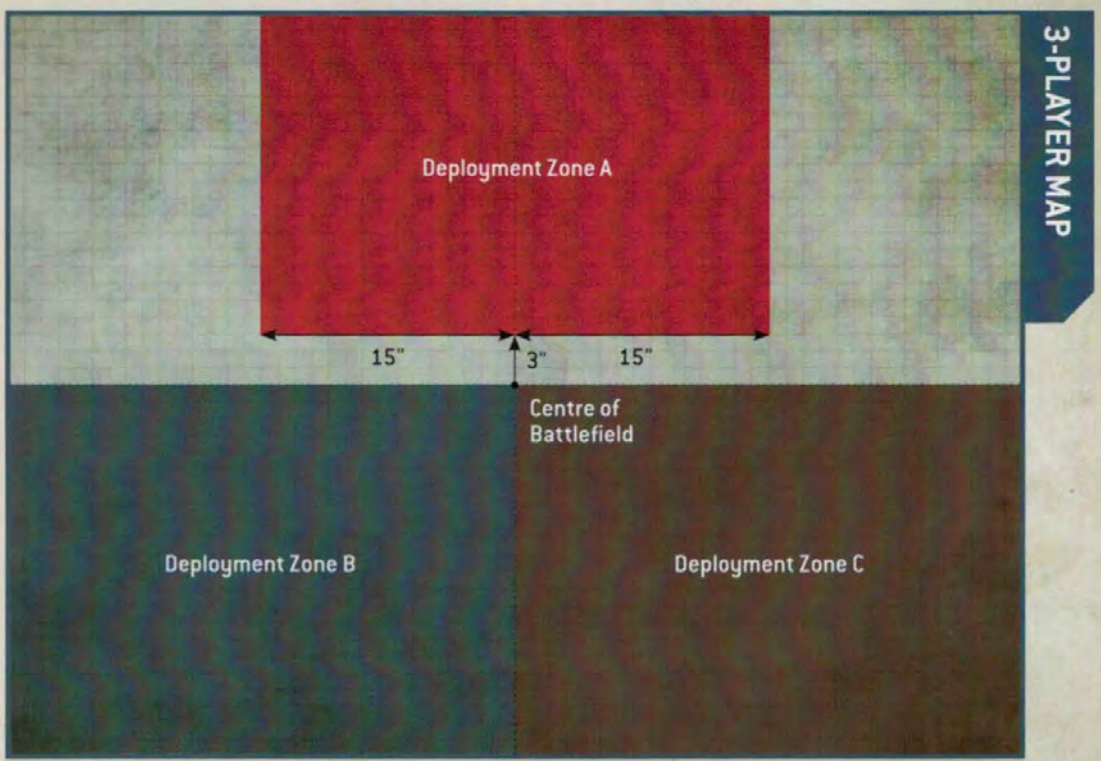
This objective cannot be scored in the first battle round.

VICTOR BONUS

The victor can select one unit from their Order of Battle. If that unit can gain a Battle Honour, it gains a Battle Trait of the victor's choice (see the Warhammer 40,000 Core Book). Make a note of it on that unit's Crusade card and increase its Crusade points accordingly.

COMBAT PATROL MISSION

SAFEGUARD DIGNITARIES





5

COMBAT PATROL MISSION

HOLD THE CENTRE

MISSION BRIEFING

The high ground in this sector must be held. If we can drive off the enemy and set up an outpost here we can use this vantage point to rain artillery on the enemy below.

MISSION RULES

The High Ground: We recommend setting up a hill or ruin terrain feature with at least one upper floor at the centre of the battlefield. The central objective marker should be set up on this terrain feature, above ground level if possible. If you control the central objective marker at the start of your Command phase, when you gain the Battle-forged CP Bonus, gain 1 additional CP.

MISSION OBJECTIVES

Victory points are awarded as follows:

DOMINATE THE BATTLEFIELD

Progressive Objective

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They control the central objective marker.
- One or more enemy units were destroyed by attacks made by units from their army this turn.
- Two or more enemy units were destroyed by attacks made by units from their army this turn.

This objective cannot be scored in the first battle round.

HOLD THE HIGH GROUND

End Game Objective

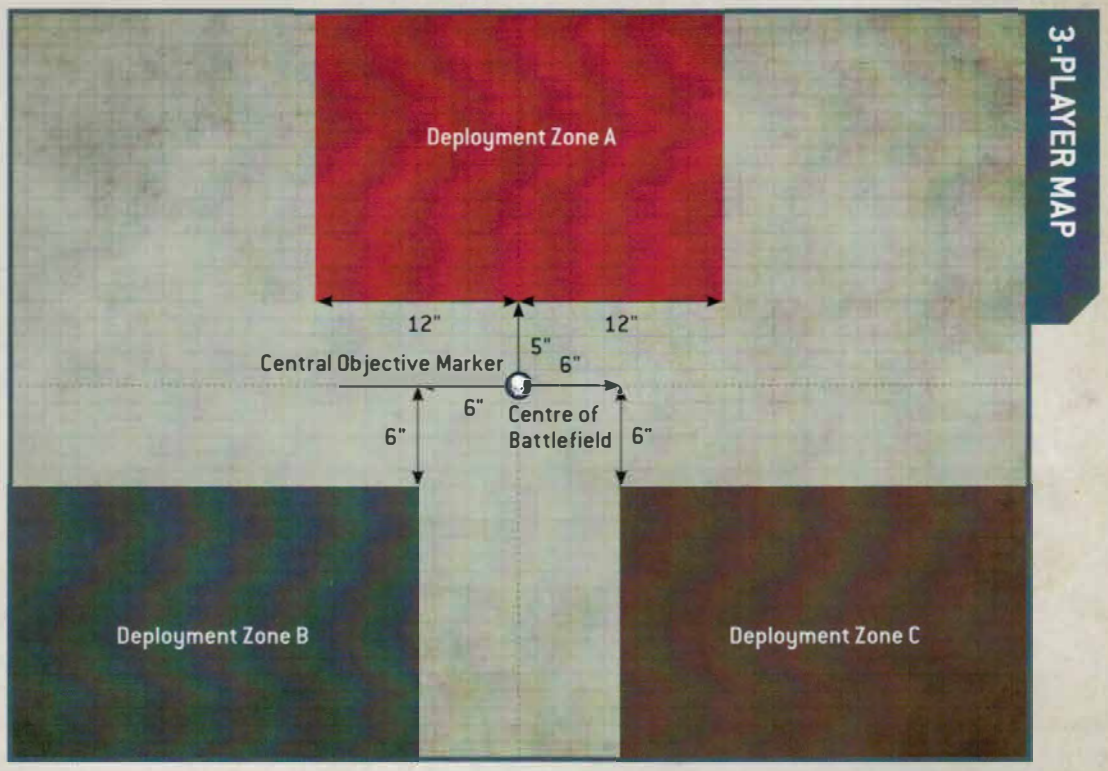
At the end of the battle, the player who controls the central objective marker scores 40 victory points.

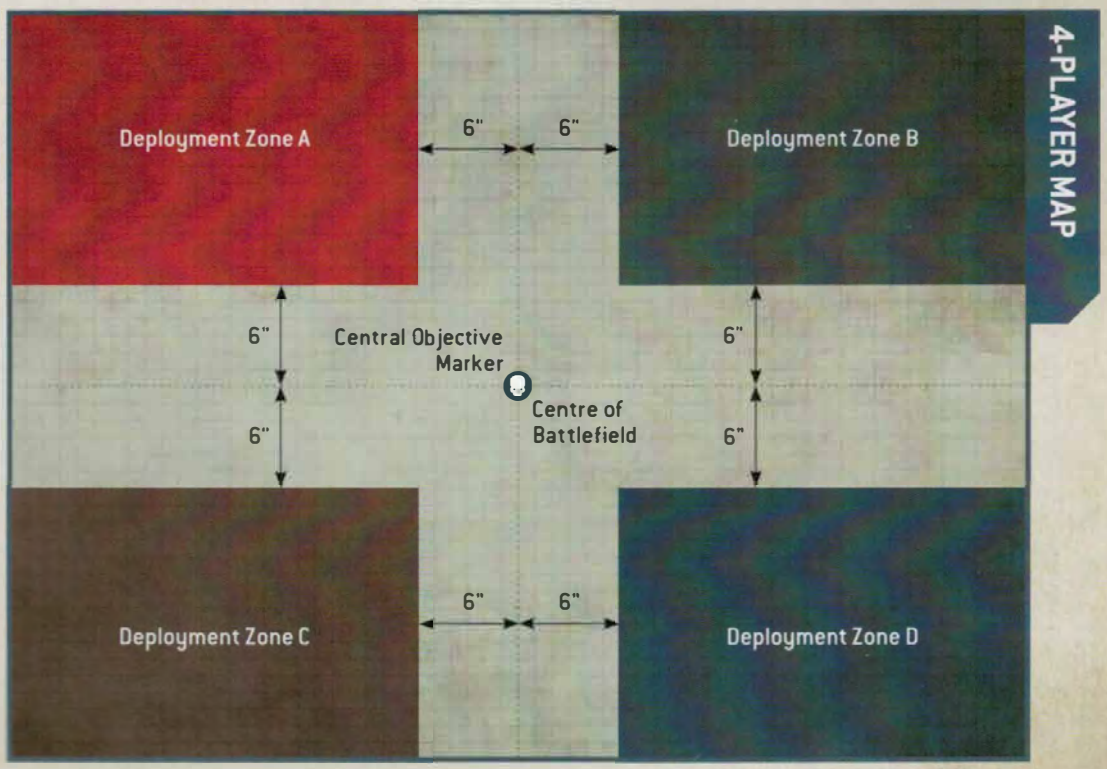
VICTOR BONUS

The unit from the victor's army that destroyed the most enemy units during the battle gains 3 additional experience points. If two or more units are tied, the victor can select one of these to gain this bonus.

COMBAT PATROL MISSION

HOLD THE CENTRE





6

COMBAT PATROL MISSION

DIVERT POWER

MISSION BRIEFING

Our augury scanners require huge reserves of power. A nearby substation can provide the amount we require, but we will need to send a force to re-route the power supply to our command post. The enemy will doubtlessly seek to deny us the power we require.

MISSION RULES

Divert Power: Units can attempt the following action, as described in the Warhammer 40,000 Core Book.

Divert Power (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within 1" of an objective marker. The action is completed at the end of your turn so long as the unit performing it is still within 1" of that objective marker and there are no enemy units (excluding **AIRCRAFT** units) in Engagement Range of it. If this action is successfully completed, that objective marker has been diverted to you.

In this mission, an objective marker remains diverted to a player until a unit from another player performs the Divert Power Action on that objective marker.

MISSION OBJECTIVES

Victory points are awarded as follows:

POWER SIPHON

Progressive Objective

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- One or more objective markers are diverted to them.
- Two or more objective markers are diverted to them.
- More objective markers are diverted to them than to any other player.

This objective cannot be scored in the first battle round.

VICTOR BONUS

The victor of this mission gains 2 Requisition points after this battle, instead of just 1.

Adraphita Threng strode through the ruins of Iothasta Industrial sprawl. Her rubberised robes creaked. Her augmetics hissed and whirred. A blessed censer swung from a brass spar that jutted up from the Tech-priest's spine, and the acrid scent of its incense filled her olfactory augurs. Threng was glad of the familiar sensory input amidst the wholly alien stench and bestial shrieks of the Tyranids.

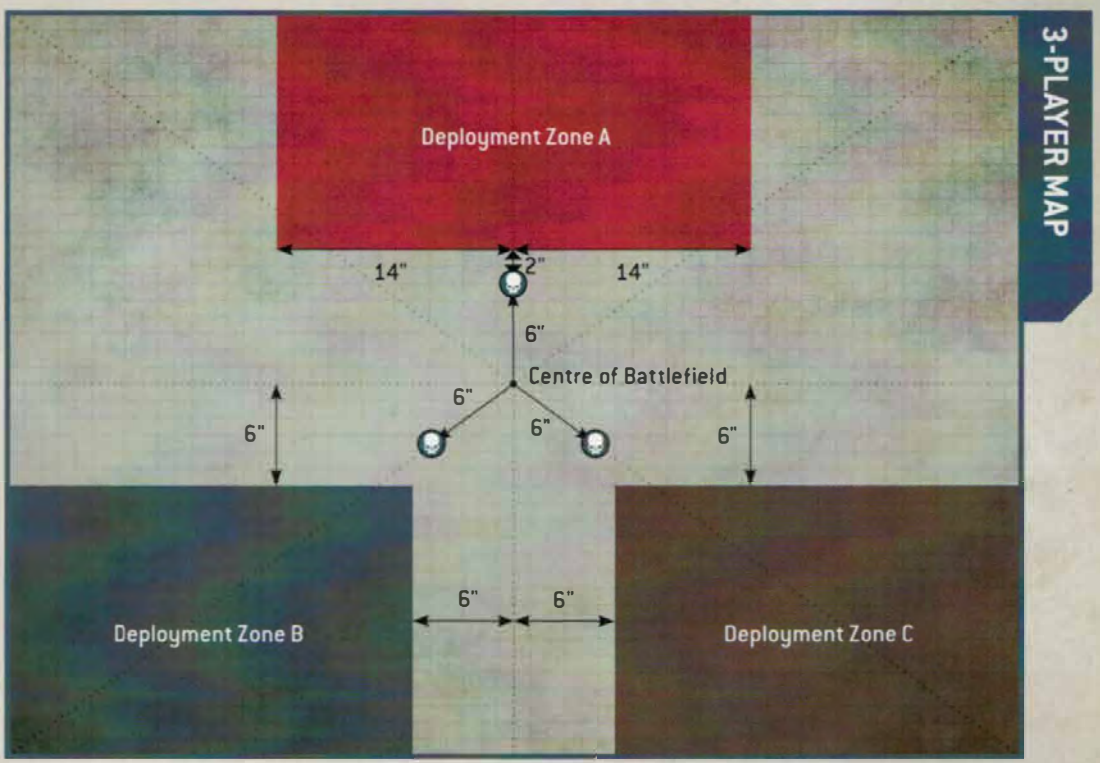
Threng's attendant Skitarii advanced in lockstep, seemingly untroubled by the tide of biological nightmares against which they fought. The aliens burst from every shadow, every ruin and rubble heap. They flapped from the skies on leathery wings, only for radium carbines and phosphor blasts to send them tumbling away like torn rags on a gale. Arquebus fire whip-cracked, every volley ripping into the onrushing alien swarms. Still the creatures came.

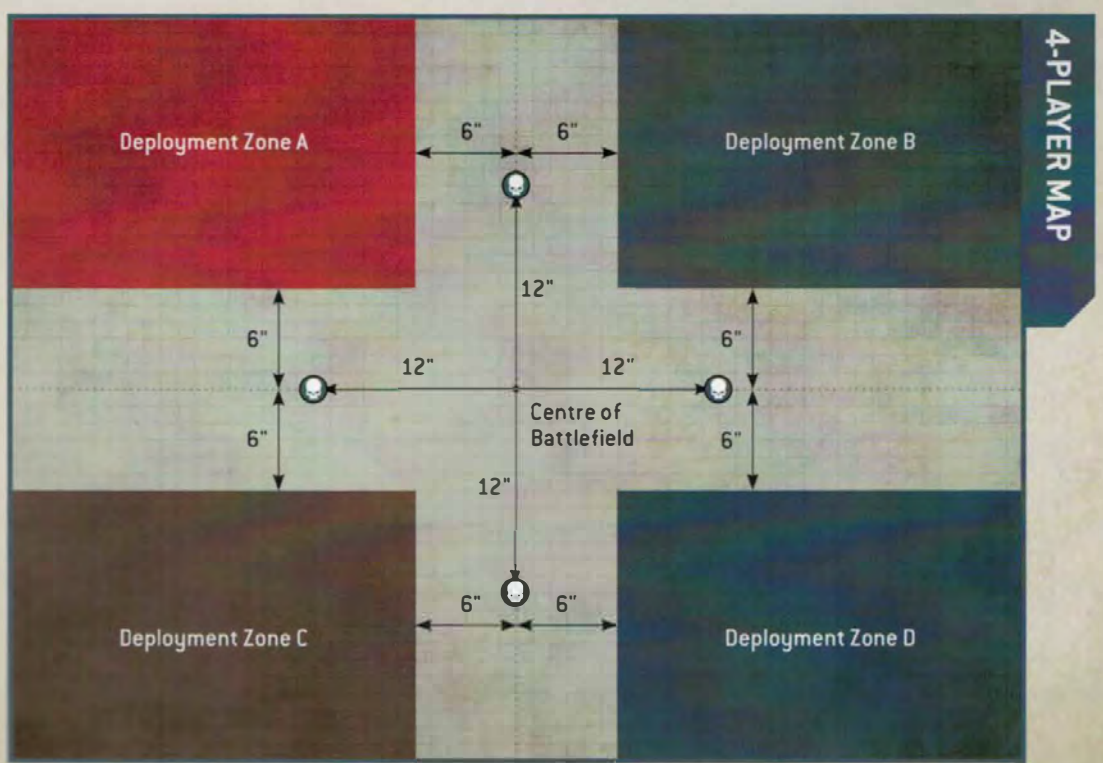
Strategic cogitation told Threng the greenskins must also be engaging the Tyranids somewhere nearby. She had not yet heard the tell-tale snarl of crude Ork engines, or the clatter of their automatic weapons, probably thanks to the auditory onslaught raised by the Tyranids. But Threng knew the Orks were also in play simply because the foe she faced were less numerous than projected, their reserves evidently drawn off to fight the barbarous greenskins. Threng thanked the Omnissiah for this blessing.

Her procession rounded the corner of a towering ruin. Ahead lay the electro-generatorum shrine Threng had come to secure. She sneered in disgust at the sight of so holy an installation festooned with fleshy tentacles, which pulsated with bioluminescence as they burrowed deeper into its blessed workings. The Tyranids, it seemed, sought to harvest the Omnissiah's bounty for their own vile uses. A stray war beast, more agile than its fellows, sprang over the Skitarii line and plunged toward Threng. She didn't even break stride as she swept her cog-toothed axe up and bisected the monster in mid-air. Her gaze did not waver from the befouled shrine. She had a holy rite of cleansing to perform, and no alien beast would stand in her way.

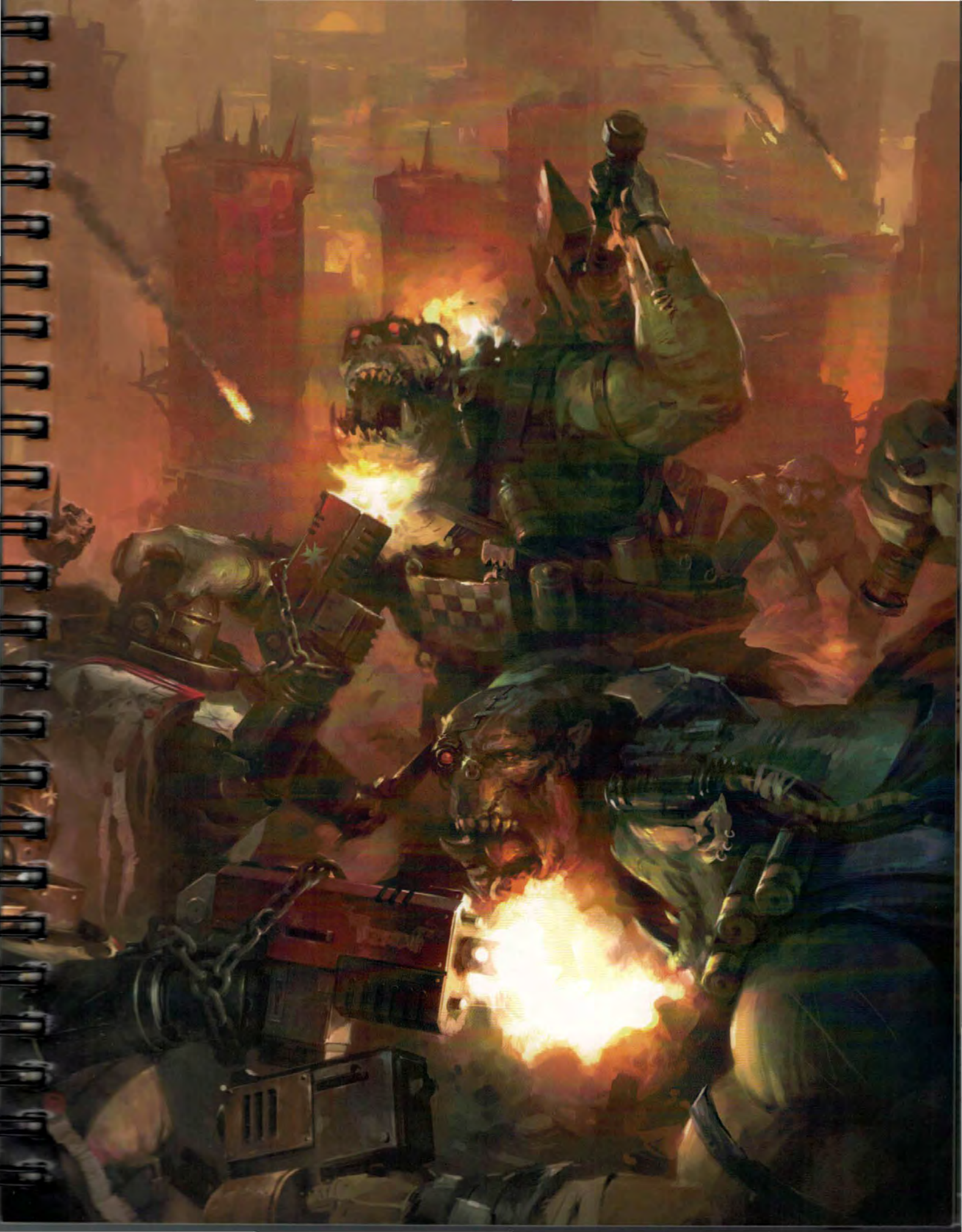
COMBAT PATROL MISSION

DIVERT POWER









1

INCURSION MISSION

OPPORTUNITY STRIKES

MISSION BRIEFING

The vanguard of our forces is already in the field, but has detected incoming enemy forces. Send reinforcements to aid them before their positions are overrun by the enemy approaching from all sides.

MISSION RULES

Reinforcements Inbound: At the start of the Declare Reserves and Transports step, each player separates their army into two halves, separated as equally as possible by Power Rating. If you wish for a unit to start the battle embarked on a TRANSPORT, that TRANSPORT must be from the same half of the army as the unit embarking on it. Each player then randomly determines one half of their army. Every unit in that half must be set up on the battlefield. The other half must be set up as Strategic Reserves. Units from this half of the army can use any abilities they have which allow them to be set up in any location other than the battlefield. This can mean that the number of the units in your army and/or the combined Power Rating of units set up as Reinforcements can be more than half the total in your army. Any remaining units from this half of the army are set up as Strategic Reserves, however it does not cost any CPs to do so.

MISSION OBJECTIVES

Victory points are awarded as follows:

DESTROY THE ENEMY

Progressive Objective

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- Any enemy units were destroyed this turn by a unit from their army that started the battle on the battlefield.
- Any enemy units were destroyed this turn by a Reinforcement unit from their army.
- Any enemy units were destroyed this turn by a Reinforcement unit from their army that is within an enemy deployment zone.

This objective cannot be scored in the first battle round.

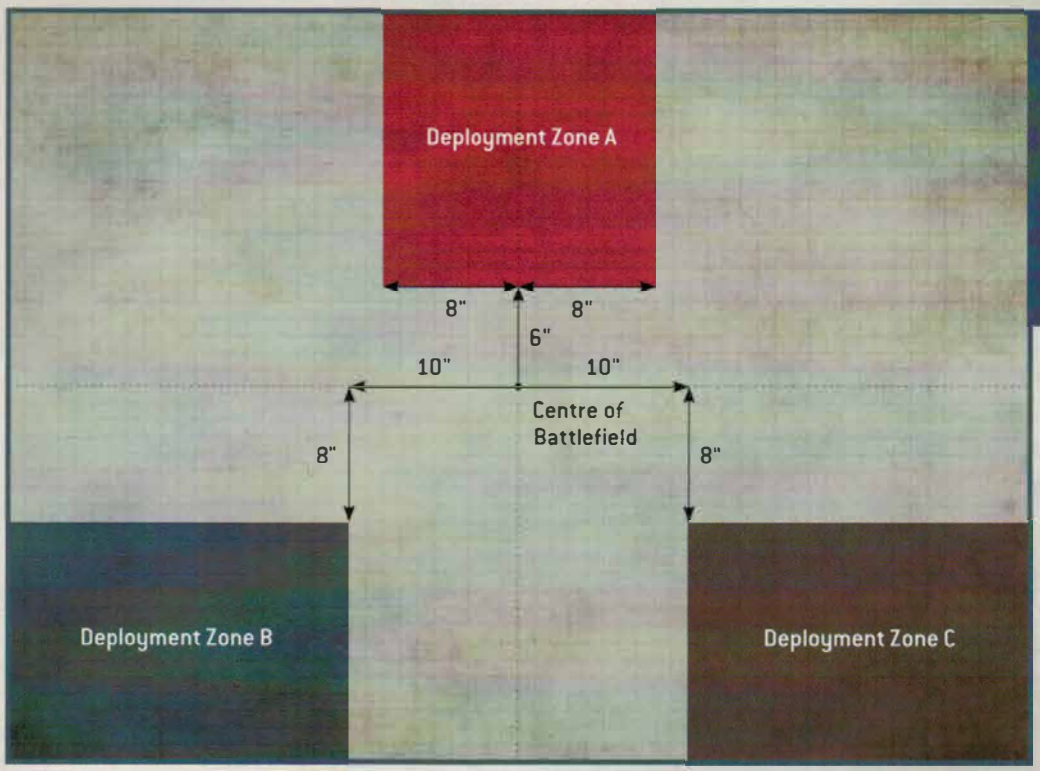
VICTOR BONUS

After the battle, the victor can use the Increase Supply Limit Requisition once for free.

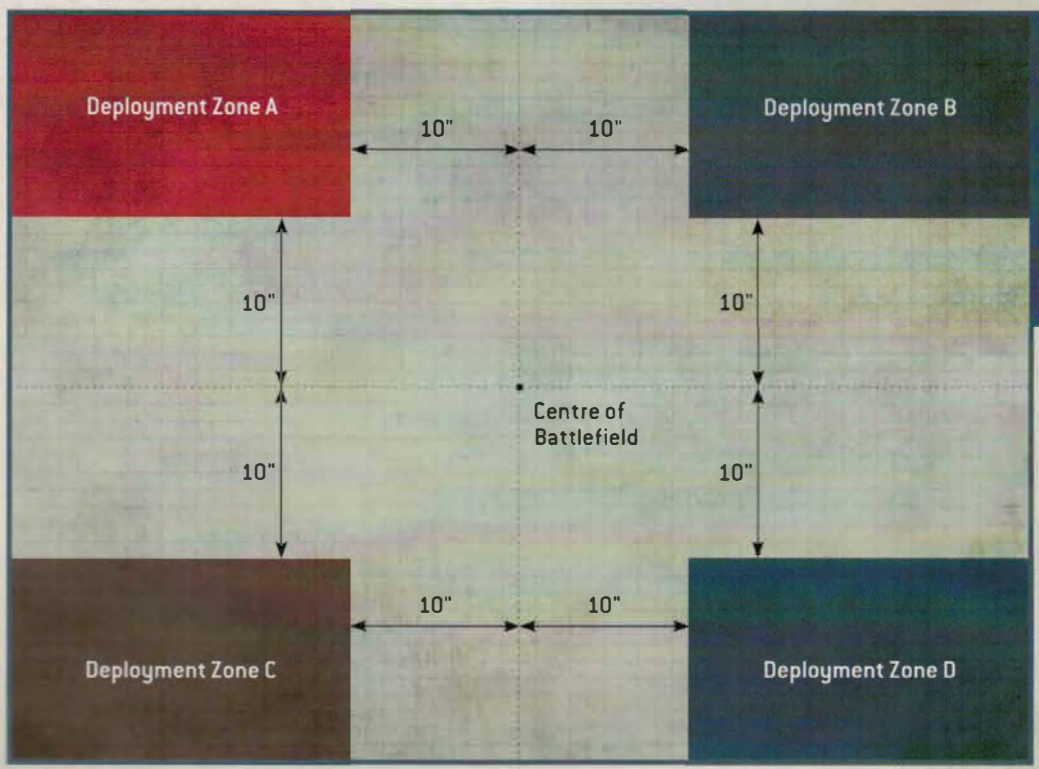
INCURSION MISSION

OPPORTUNITY STRIKES

3-PLAYER MAP



4-PLAYER MAP



2

INCURSION MISSION
HEADHUNT

'Sever the head and the body dies. So often does this maxim apply in war that it has become cliche. It is no less effective or true for all that, and always a strategy worthy of consideration.'

- *Excerpted from Doctrines of the Alien Hunter, Philosophari Martiales*



MISSION BRIEFING

Several hidden data repositories, buried for millennia have been unearthed by bombardment. Several hostile forces in the area have sent specialists and a small bodyguard force to recover this data. Ensure they cannot do so.

MISSION RULES

Data Recovery: CHARACTER units from your army can attempt the following action, as described in the Warhammer 40,000 Core Book.

Download Data (Action): One CHARACTER unit from your army can start to perform this action at the end of their Movement phase if it is within 1" of an objective marker. The action is completed at the end of your turn so long as the unit performing it is still within 1" of that objective marker and there are no enemy units (excluding AIRCRAFT units) in Engagement Range of it.

MISSION OBJECTIVES

Victory points are awarded as follows:

DATA SECURITY

Progressive Objective

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They control two or more objective markers
- A unit from their army completed the Download Data action this turn.
- An enemy CHARACTER unit was destroyed this turn by an attack made by a unit from their army.

DATA RECOVERY

End Game Objective

At the end of the battle, players score 10 victory points for each objective marker they control.

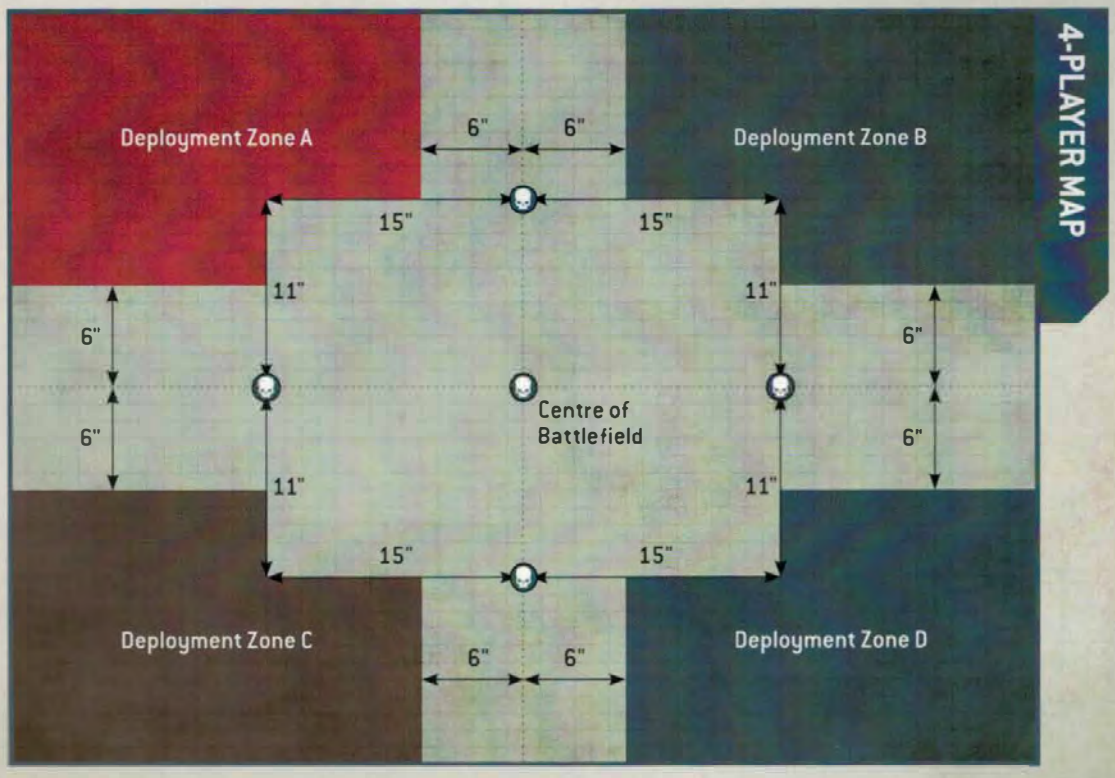
VICTOR BONUS

The victor can select two units from their army to be Marked for Greatness after the battle, instead of just 1.

INCURSION MISSION

HEADHUNT





3

INCURSION MISSION

RACE TO RECOVER

MISSION BRIEFING

Our forces have been embattled for days. A resupply drop has landed wildly off target, and now the race is on to recover our supplies before the enemy can. Columns of enemy forces have been sighted moving towards the landing site. Secure the supplies and drive away the enemy.

MISSION RULES

Recover Supplies: Units from your army can attempt the following action, as described in the Warhammer 40,000 Core Book.

Recover Supplies (Action): At the end of your Movement phase, one unit from your army that is within range of an objective marker can start to perform this action if no enemy units (excluding **AIRCRAFT** units) are within 3" of that objective marker. The Action is completed at the end of your turn. When this action is completed, place a counter on that objective marker. When an objective marker has 3 counters on it, remove that objective marker from the battlefield.

MISSION OBJECTIVES

Victory points are awarded as follows:

SUPPLIES SECURED

Progressive Objective

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- A unit from their army performed the Recover Supplies action this turn.

This objective cannot be scored in the first battle round.

VICTOR BONUS

The victor of this mission gains 3 Requisition points after this battle, instead of just 1.

Commander Drasz rode out the shaking of his tank as Ork rokkits pelted its prow armour. The tang of blood in his mouth told him he'd bitten the inside of his cheek. He scowled at the treacherous thought that it was the closest thing he'd had to a meal in three days.

'Gunner Szora, whenever you're ready, please dissuade the greenskins from pelting us with explosives,' he snapped over the Leman Russ' internal vox.

'Main gun firing, sir,' Szora replied. There followed the familiar thump of the tank's battle cannon, then a muffled boom. Through his periscope, Drasz watched in satisfaction as it rained blazing bits of Ork. The route through the rubble and into the shadow of the domed plaza looked clear.

'Good shot, gunner,' he said.

'Thank you sir,' she replied. 'Believe that's the last of them.'

Drasz hoped Szora was right. The fighting around Esra's Harbour had been brutal. Food, fuel, ammunition, medicae supplies, all were virtually exhausted. With the Tyranids devouring everything in their path, he doubted the greenskins were faring much better. When the relief lander had been forced down by winged horrors, its wreck had become strategic priority alpha. The Esra's Harbour garrison had thrown what resources remained into this push to claim the lander's bounty. If the mission failed, there would be no second chance. From the number of Orks they'd already encountered, Drasz assumed the same applied to them.

'Driver, take us in. Gunners, eyes sharp.'

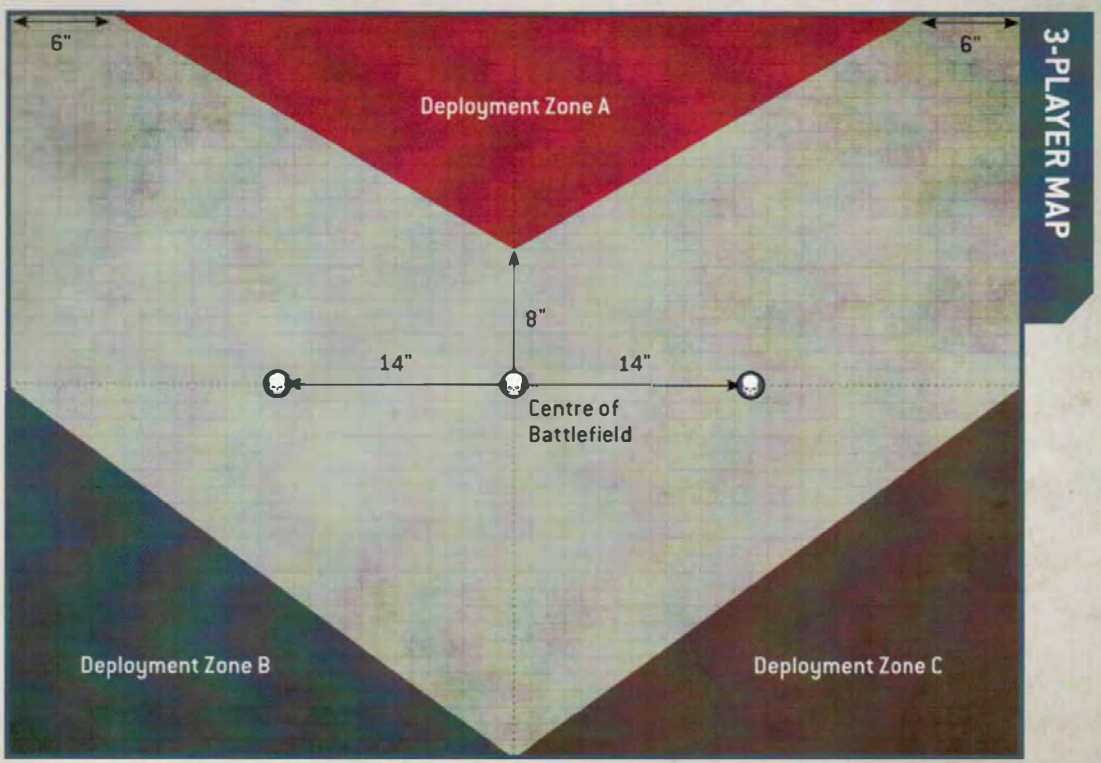
His crew chorused in the affirmative. Their tank, Wrath Unstinting, rumbled forward. The other tanks of Drasz's squadron flanked them. Valhallan infantry, sweltering in their absurd greatcoats and hats, toiled through the rubble to either side. They were all hungry and exhausted, but they advanced with guns raised. The sight gave Drasz hope.

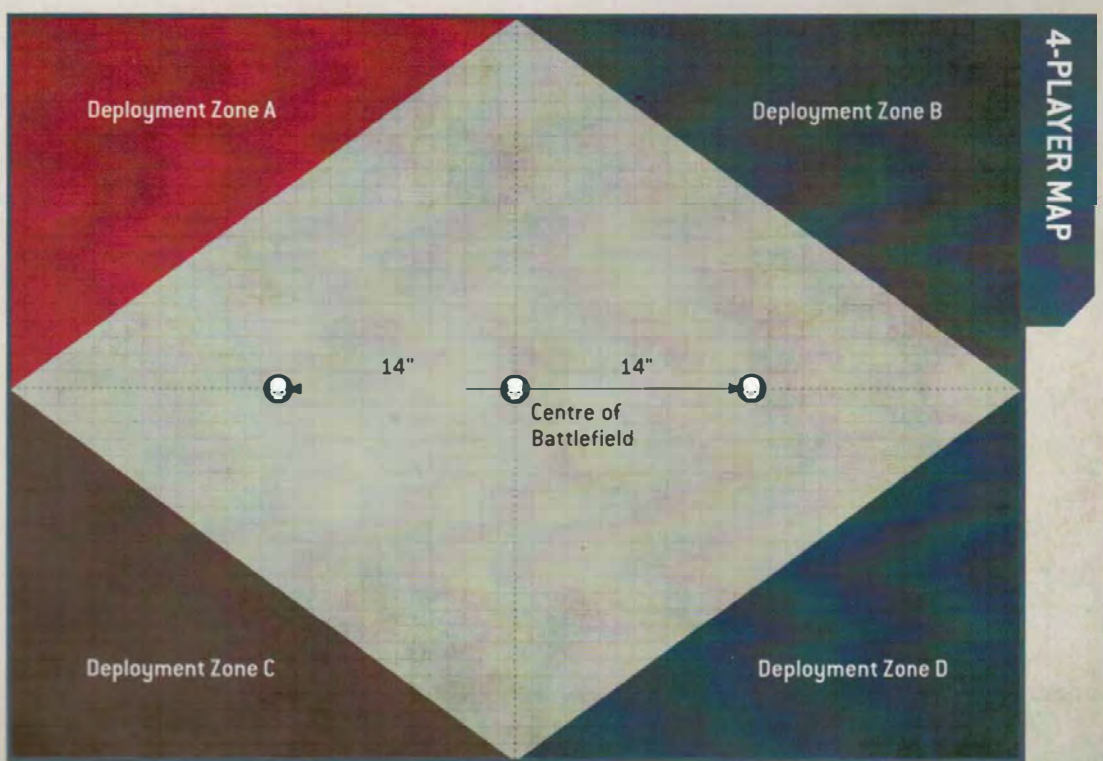
They cleared the rubble field, and his periscope showed him the lander, crumpled under the shattered dome. It was swarming with warring Orks and Tyranids. Drasz's hope withered, but anger born of desperation took its place.

'Prepare to purge the crash site and begin recovery of supplies,' he ordered across the vox. 'In the Emperor's name, wipe them out.'

INCURSION MISSION

RACE TO RECOVER





4

INCURSION MISSION
POINTS OF POWER

MISSION BRIEFING

We have located an unusual beacon, connected to a network of conduits. When activated, the conduits provide power to the beacon, but for what? The more power we can channel to it, the more likely we can activate it and discover its purpose.

MISSION RULES

Uncertain Purpose: At the start of the first Alliance step, players must secretly note down whether they are an Activator or a Deactivator. Once all players have done so, in Turn Order they must declare to the other players which of these two options they are (they do not have to tell the truth however!).

Activate Conduits: Each conduit objective marker starts the battle in a neutral state. Units can attempt the following action, as described in the Warhammer 40,000 Core Book.

Activate Conduit (Action): One unit from your army can start to perform this action at the end of their Movement phase if it is within 1" of a conduit objective marker. The action is completed at the end of your turn so long as the unit performing it is still within 1" of that objective marker and there are no enemy units (excluding AIRCRAFT units) in Engagement Range of it. If this action is successfully completed, that player can declare that objective marker to be either activated or deactivated or neutral. The objective marker remains in this state until this action is performed on it again.

MISSION OBJECTIVES

Victory points are awarded as follows:

ACTIVATE THE BEACON

Progressive Objective

At the end of each player's turn, players score victory points for the following:

- If a unit from that player's army performed the Activate Conduit action that turn, that player scores 10 victory points.
- If that player controls the Beacon objective marker and has declared that they are a Deactivator, that player scores 10 victory points for each deactivated conduit objective marker (for a maximum of 20 victory points).
- If that player controls the Beacon objective marker and has declared that they are an Activator, that player scores 10 victory points for each activated conduit objective marker (for a maximum of 20 victory points).

This mission objective cannot be scored in the first battle round.

TRUE PURPOSE

End Game Objective

At the end of the battle, each player reveals whether they were really an Activator or a Deactivator to the other players.

- Each Activator player scores 5 victory points for each activated conduit objective marker on the battlefield.
- Each Deactivator player scores 5 victory points for each deactivated conduit objective marker on the battlefield.

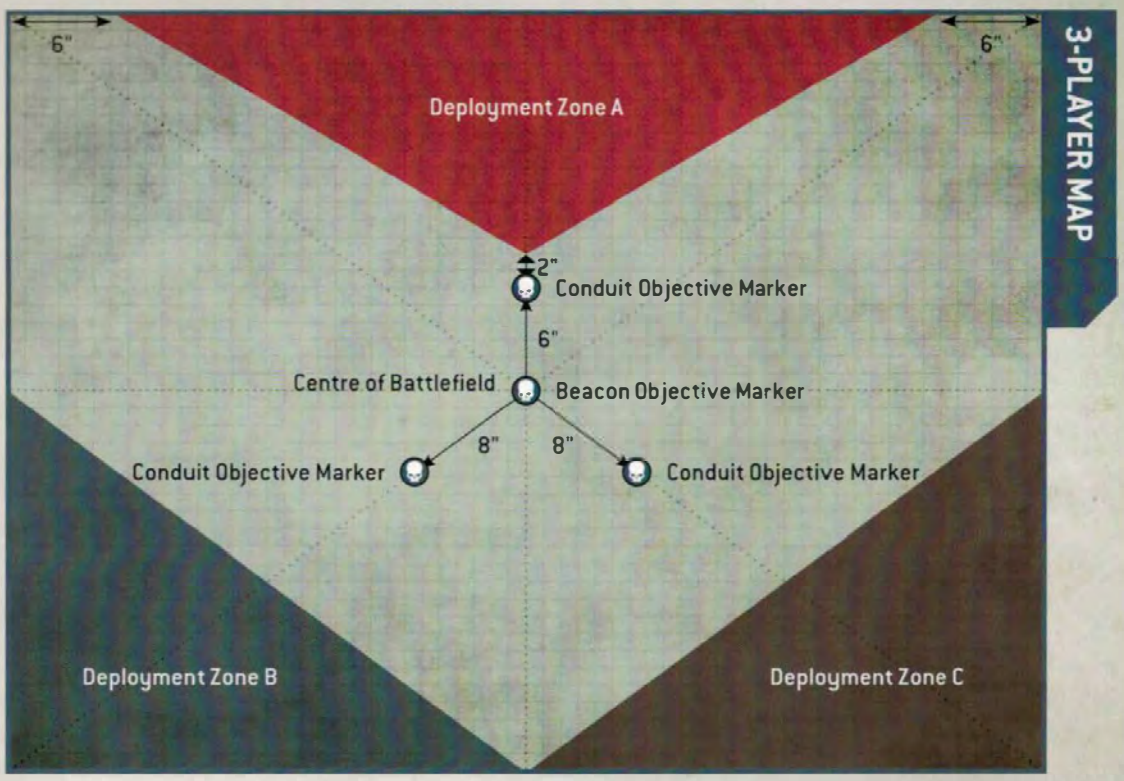
VICTOR BONUS

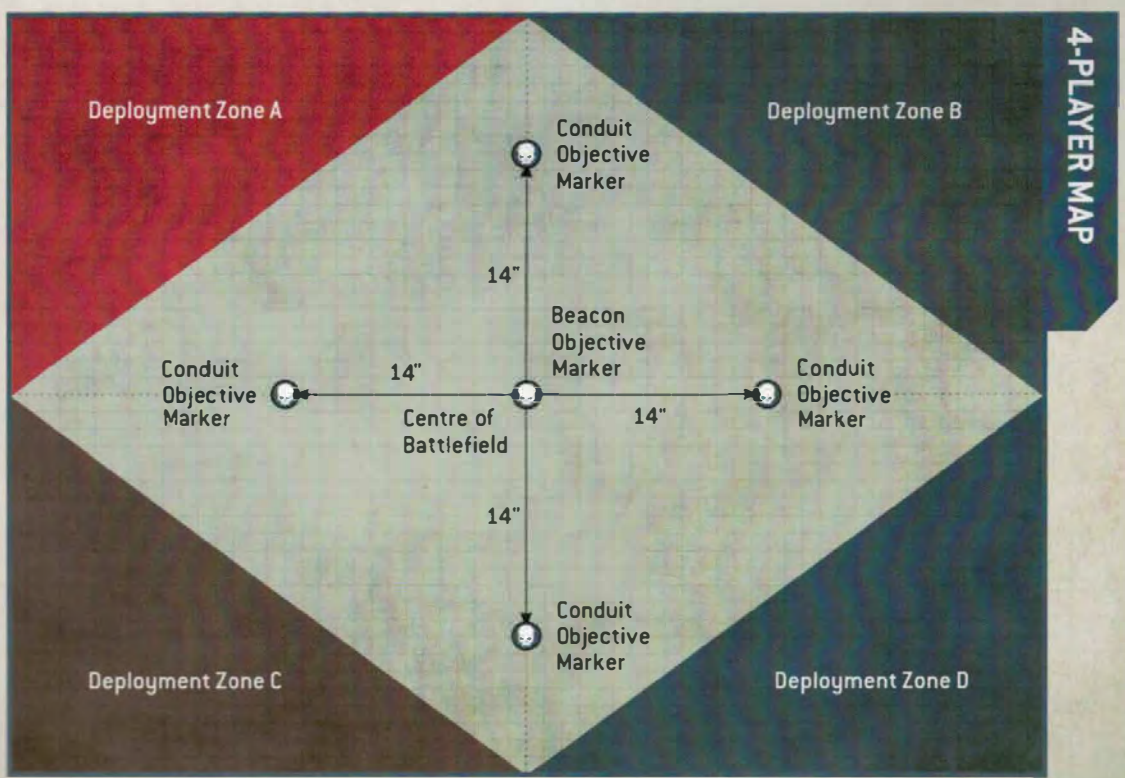
If the victor is a Deactivator, that player can select one unit from their Order of Battle. If that unit can gain a Battle Trait, it gains a Battle Trait of the victor's choice (see the Warhammer 40,000 Core Book). Make a note of it on that unit's Crusade card and increase its Crusade points accordingly.

If the victor is an Activator, that player can select one unit from their Order of Battle. If that unit can gain a Weapon Enhancement, it gains a Weapon Enhancement of the victor's choice (see the Warhammer 40,000 Core Book). Make a note of it on that unit's Crusade card and increase its Crusade points accordingly.

INCURSION MISSION

POINTS OF POWER





5

INCURSION MISSION
TWILIGHT ASSAULT

MISSION BRIEFING

The power in this sector is still in operation, and despite the all encompassing darkness, several areas of the battlefield still have caches of supplies, but remain well lit. If we can avoid these while we advance, our forces should be able to get into position relatively unscathed, ready to seize these supplies and fall back before dawn.

MISSION RULES

Pitch Dark: Each time a model makes a ranged attack that targets a unit that is not within a lit area of the battlefield, subtract 1 from that attack's hit roll.

MISSION OBJECTIVES

PURGE THE DARKNESS

Progressive Objective

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- A unit from their army destroyed an enemy unit that was not within a lit area of the battlefield this turn.

INTO THE LIGHT

End Game Objective

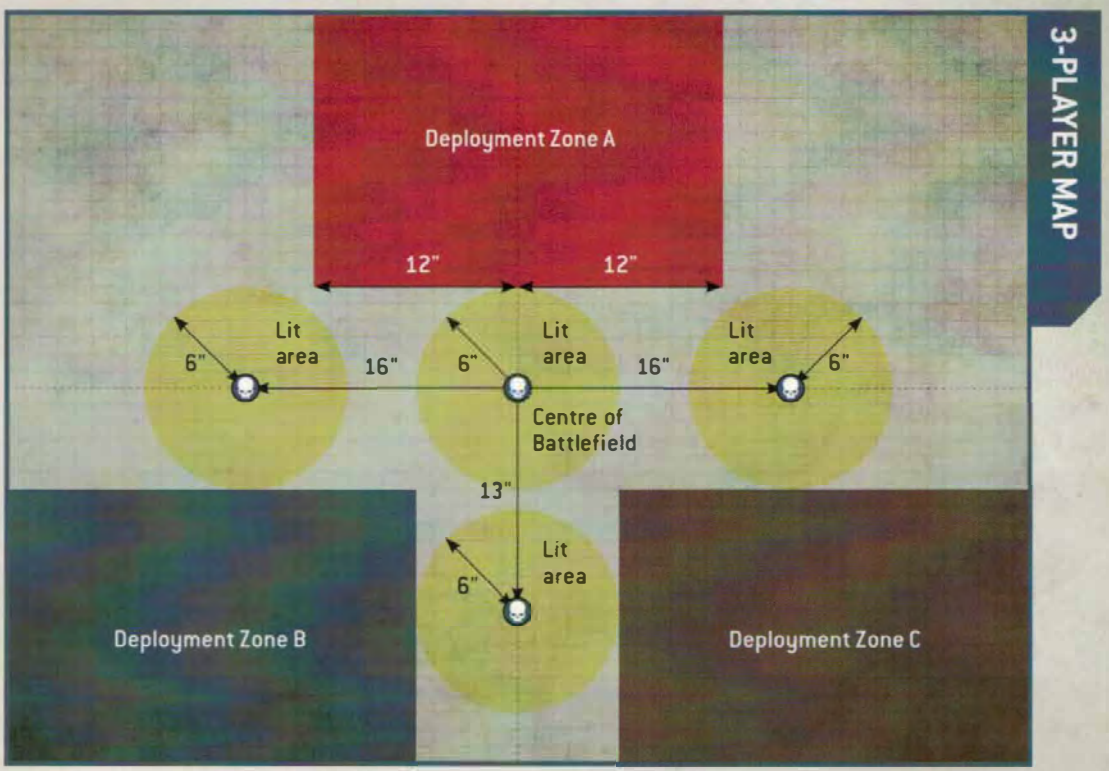
At the end of the battle, each player scores 10 victory points for each objective marker they control.

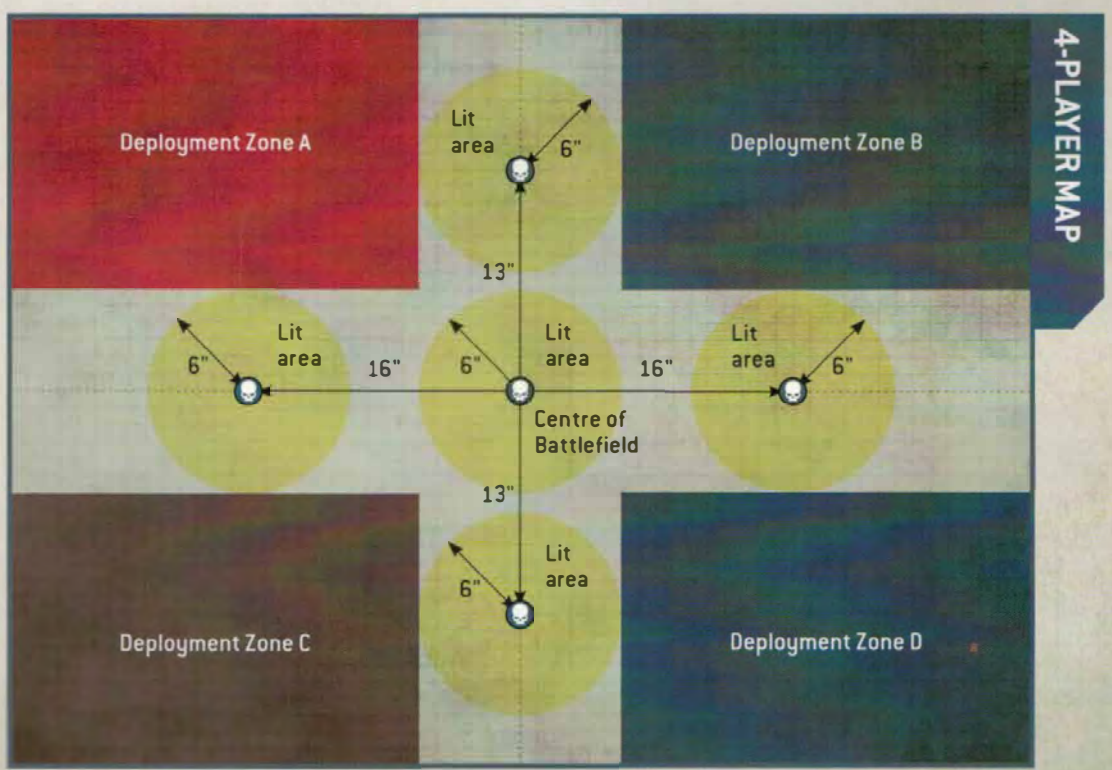
VICTOR BONUS

The unit from the victor's army that destroyed the most enemy units during the battle gains 3 additional experience points. If two or more units are tied, the victor can select one of these to gain this bonus.

INCURSION MISSION

TWILIGHT ASSAULT





6

INCURSION MISSION
BURIED TREASURE

MISSION BRIEFING

A lost Archeotech device is known to be buried in this area by a technoarchaeologist, before he disappeared, leaving only scattered clues to its location. Orbital augurs have detected several powerful readings just below the surface of this world. We must find this hidden cache of treasures but beware, our enemy may have retrieved some of the clues he left and be on the trail too.

MISSION RULES

Secret Location: In Turn Order, the players alternate placing six objective markers on the battlefield, one at a time. Objective markers must be set up more than 3" from either player's deployment zone, more than 6" from any battlefield edge and more than 9" from any other objective marker. After setting up objective markers, the players must number them 1-6. Next, place a dice in a cup or other opaque container before shaking it, and placing the container down somewhere flat where it will not be moved, and with the dice hidden. The number on this dice is the number of the objective marker which represents the archeotech treasure.

Search for Archeotech: Units can attempt the following action, as described in the Warhammer 40,000 Core Book. This action cannot be performed in the first battle round.

Excavate (Action): One **INFANTRY** unit from your army can start to perform this action at the end of their Movement phase if it is within 1" of an objective marker that has not had this action performed on it during this battle. The action is completed at the end of your turn so long as the unit performing it is still within 1" of that objective marker and there are no enemy units (excluding **AIRCRAFT** units) in Engagement Range of it. If this action is successfully completed, that player will either have unearthed the archeotech treasure, or discovered a clue leading to its location. Without letting the other players see the dice, that player can look under the cup or container at which number is on the dice, before replacing the cup or container, taking care not to move the dice or turn it over. That player should now know which objective marker is the archeotech treasure, and can sell, barter or otherwise trade this information as they see fit.

MISSION OBJECTIVES

Victory points are awarded as follows:

TREASURE SEEKERS

Progressive Objective

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They control one or more objective markers.
- They control three or more objective markers.
- A unit from their army performed the Excavate action during this turn.

This mission objective cannot be scored in the first battle round.

TREASURE SEEKER

End Game Objective

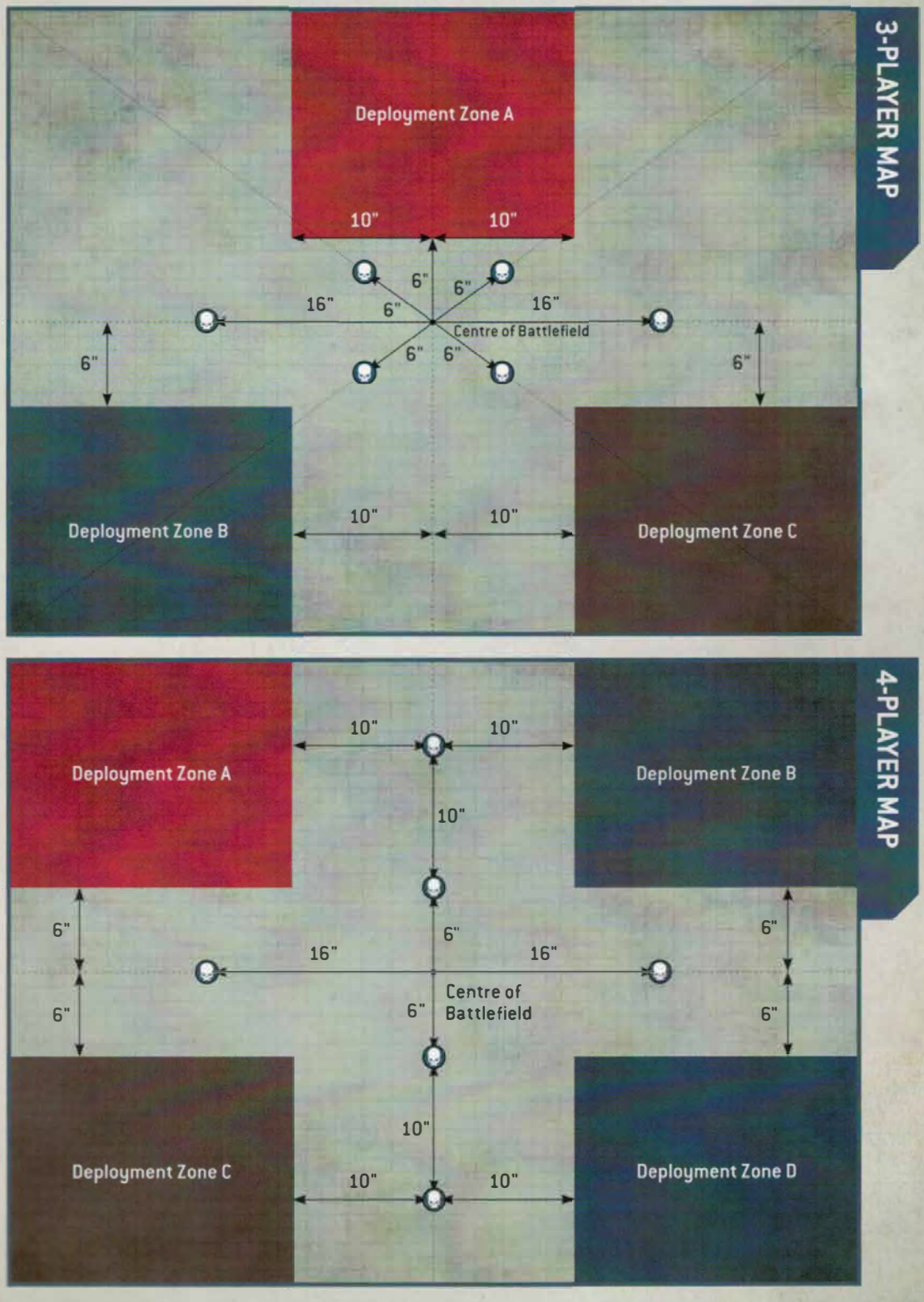
At the end of the battle, the secret dice is revealed to all players. The player who controls the Archeotech treasure objective marker scores 40 victory points.

VICTOR BONUS

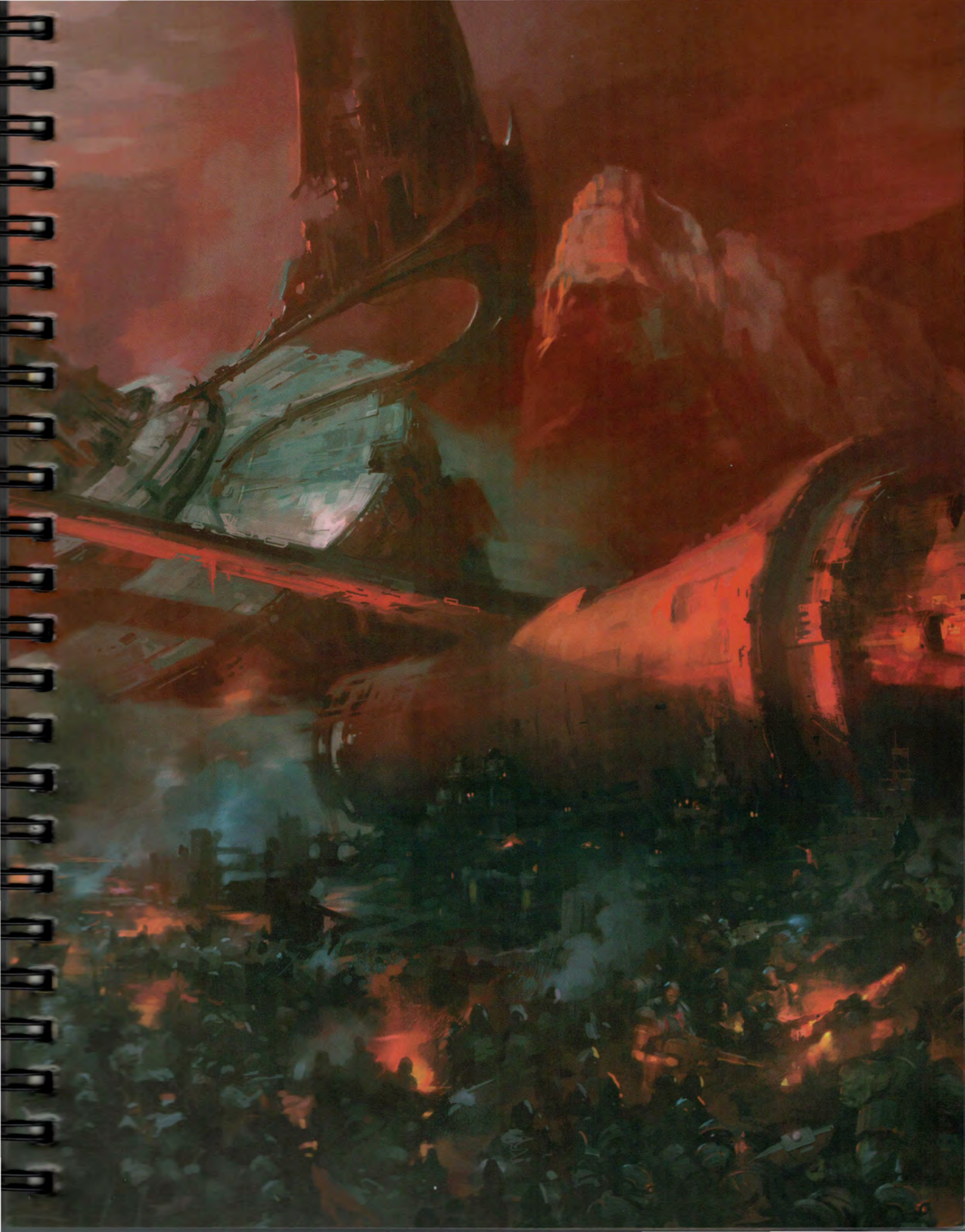
The victor can select one **CHARACTER** unit from their army that took part in the battle (this must be a **CHARACTER** that can gain Battle Honours) and give that **CHARACTER** one Crusade Relic (all the normal rules and restrictions apply). Make a note on the unit's Crusade card and increase its Crusade points accordingly.

INCURSION MISSION

BURIED TREASURE







1

STRIKE FORCE MISSION
SUPPLY RAID

MISSION BRIEFING

Our enemy's command posts are vulnerable. Break through their lines and slaughter their commanders. If any of their commanders have taken to the field, slay them too. Leave their forces leaderless for us to destroy at our leisure.

MISSION RULES

Break Through the Lines: At the end of your Movement phase, if a unit from your army (excluding **AIRCRAFT** units) is wholly within 6" of the Command Post Access Point in an opponent's deployment zone, and not within Engagement Range of any enemy units, that unit can break through. Remove that unit from the battlefield. That unit cannot return to the battlefield and is considered to have broken through.

A unit cannot break through on a turn it arrives as Reinforcements.

MISSION OBJECTIVES

Victory points are awarded as follows:

DESTROY THE COMMAND POSTS

End Game Objective

At the end of the battle, each player earns a number of victory points equal to double the total Power Rating of each unit from their army that has broken through (e.g. if a unit with a Power Rating of 10 has broken through, they gain 20 victory points). If a unit that has broken through is part of a unit that has split into multiple units during the battle, that player only receives victory points if every one of those units has broken through; if any part of the split unit fails to break through, no victory points are awarded for that unit. **T'AU EMPIRE DRONE** units are exempt from this condition.

VICTOR BONUS

After the battle, the victor can use the Increase Supply Limit Requisition once for free.

Brother Thorl almost died in the first moment of the battle for Kalari Ridge. One moment, the Wolfspear battle-brother was walking the inside of the fence-line, his autosenses alive for xenosignatures amidst the trees. The next, the ground collapsed into a pit at his feet. It swallowed the corner of a ferrocrete bunker and caused a tower-lumen to collapse in a shower of sparks.

'Xenos within the compound!' he barked, vox-amplifying his voice so that it rang through the night. 'To arms!'

Thorl pointed his bolt carbine into the heaving mass of chitin and flesh welling up from the pit. He sent a hail of bolts punching into the mass of Tyranid Rippers. The heap of alien worm-forms leapt with each detonation. Torn flesh and ichor spurted. For all the violence of the blasts, though, Thorl could see it wasn't enough to stop the influx. Hundreds of arm-long creatures slithered upward, squirming over one another as they gnashed fangs and mandibles.

Thorl paced backwards, tossing a frag grenade into the pit and producing a gory geyser. Undeterred, a tide of Rippers spilled over the lip and slithered in all directions. Thorl fired another burst, grunting an acknowledgement as brothers Uller and Varn joined him. He could hear the shouts of Imperial Guardsmen now, cries of panic and revulsion that gave way to the shriek of lasgun fire.

'There's a lot of them,' commented Varn as he added his fire to Thorl's own.

'Thank you, brother, I hadn't noticed,' Thorl replied dryly.

'Where there's pits, you can bet there's–' began Uller, before the ground convulsed and a huge segmented shape burst forth to tower above them. The Trygon's blade-arms lashed the air. Its jaws yawned wide in a piercing scream that sprayed the three Space Marines with saliva.

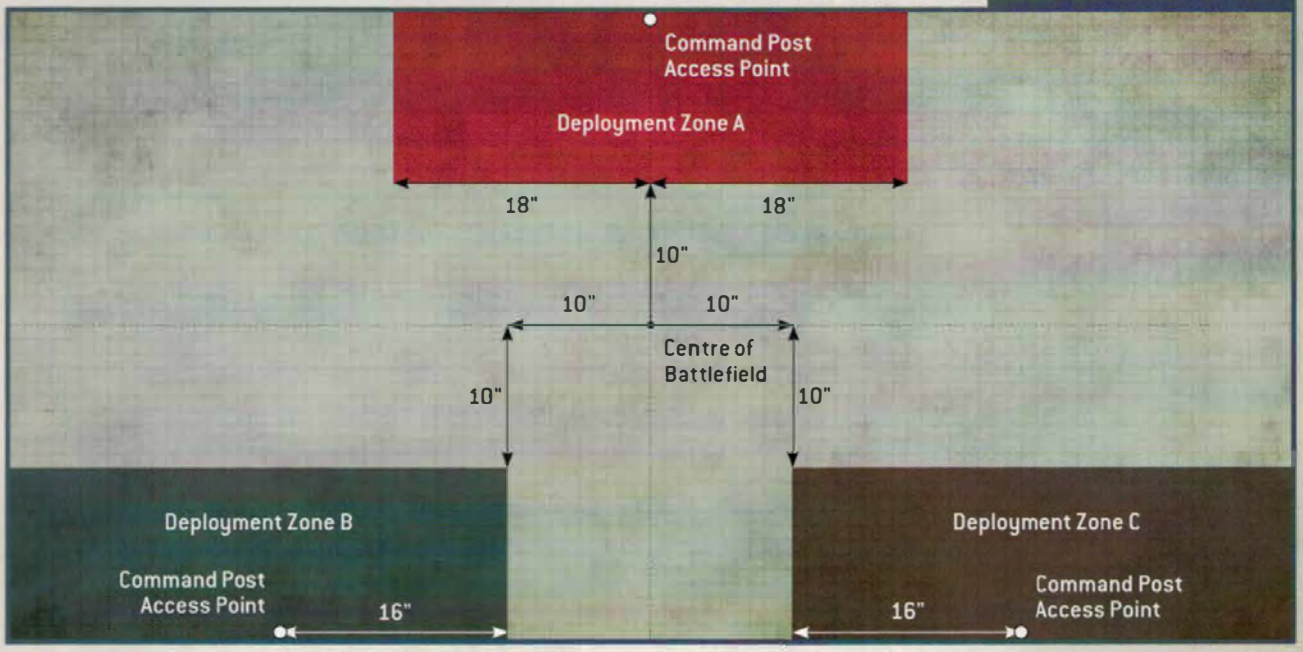
Without a word to one another, the Wolfspear brothers retrained their fire and hammered bolt shells into the monster's face. It recoiled, hissing, then surged towards them with serpentine speed.

'Repeat, all Imperial forces, xenos within the compound and threat level increasing! Send reinforcements immediately,' shouted Thorl into his helmet-vox – then the creature was upon them, and there was no more time for words.

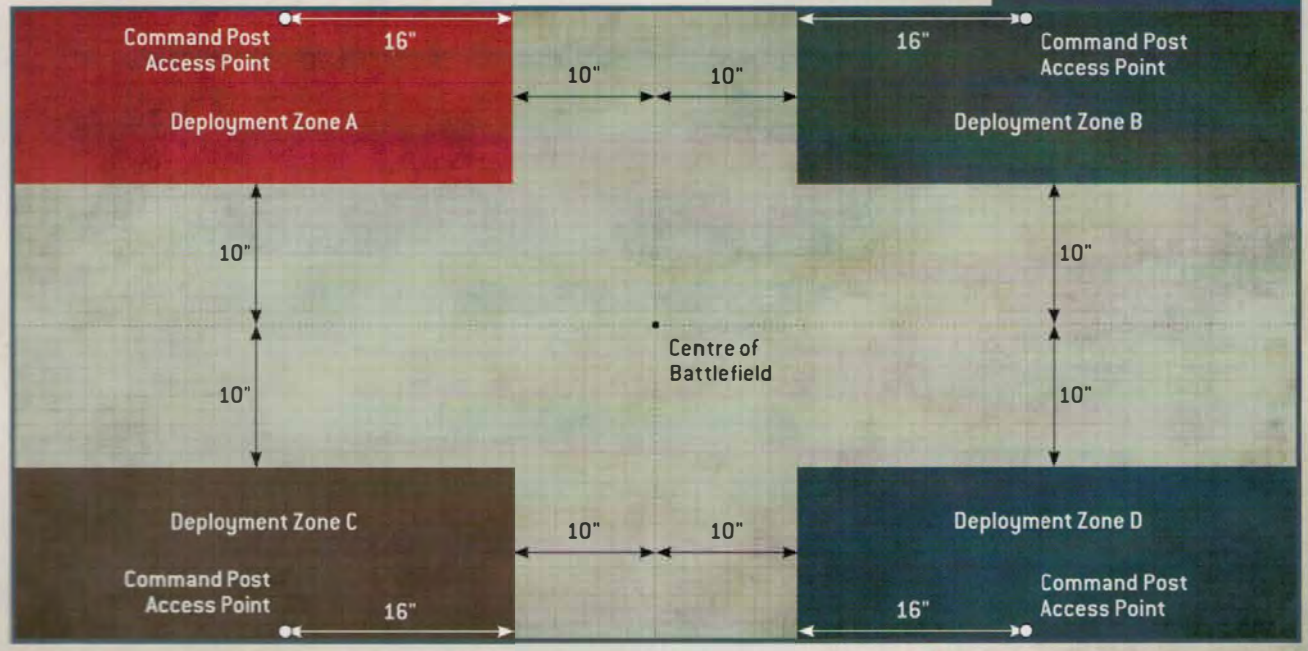
STRIKE FORCE MISSION

SUPPLY RAID

3-PLAYER MAP



4-PLAYER MAP



2

STRIKE FORCE MISSION
DEFENCE LINES

MISSION BRIEFING

An abandoned fortress stands in no man's land. We must take it back and fortify it. Secure the outer defences and then the inner defences. But beware, other forces will also seek to secure this asset for themselves and drive our armies out.

MISSION RULES

Defensive Circles: In this mission, the four objective markers closest to the centre of the battlefield are Inner Defence objective markers. The other four objective markers are Outer Defence objective markers.

Defensive Positions: While a unit is within range of an Inner Defence objective marker, that unit receives the benefit of being within an Area Terrain feature with the Defensible trait.

MISSION OBJECTIVES

Victory points are awarded as follows:

SECURE THE FORTRESS

Progressive Objective

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They control one or more Outer Defence objective markers.
- They control one or more Inner Defence objective markers.
- They control three or more objective markers.

KING OF THE CASTLE

End Game Objective

At the end of the battle, if one player controls more Inner Defence objective markers than any other player, that player scores 20 victory points.

VICTOR BONUS

The victor of this mission gains 2 Requisition points after this battle, instead of just 1.

'Remember always that your enemy's defences are only as strong as their weakest point. Locate, isolate, and then exploit that weakness, and by the grace of the God-Emperor, victory must surely follow.'

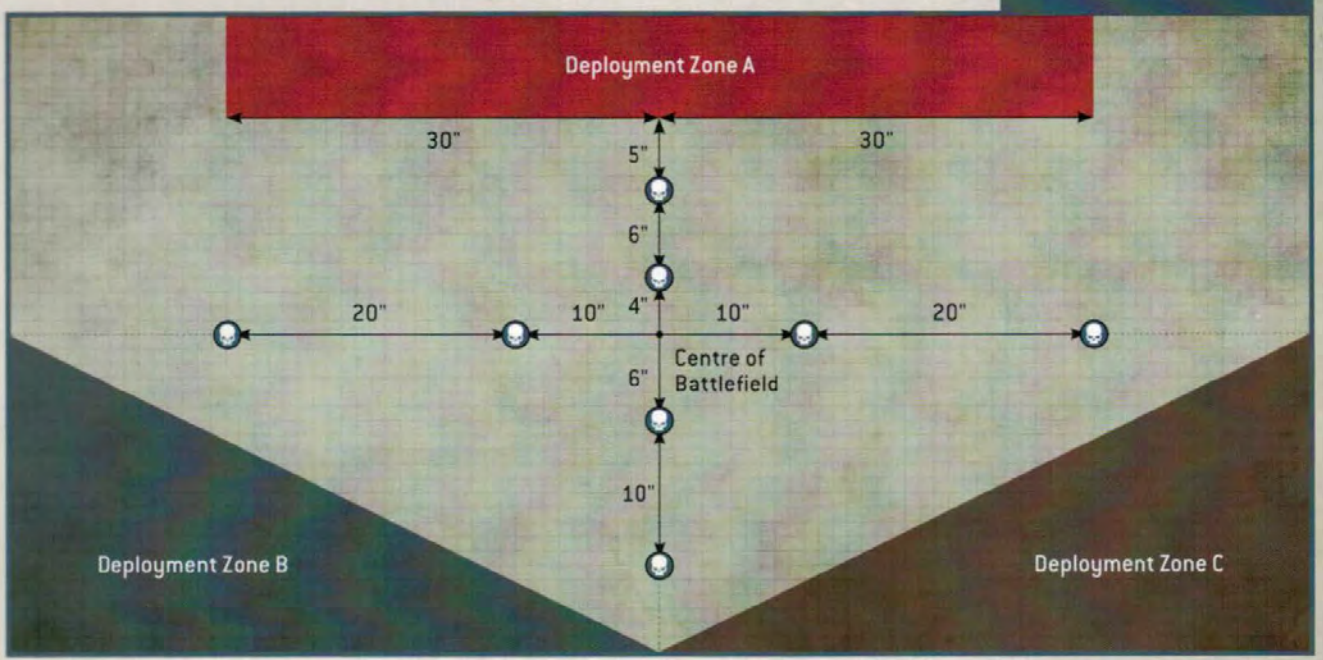
- Tactica Imperialis



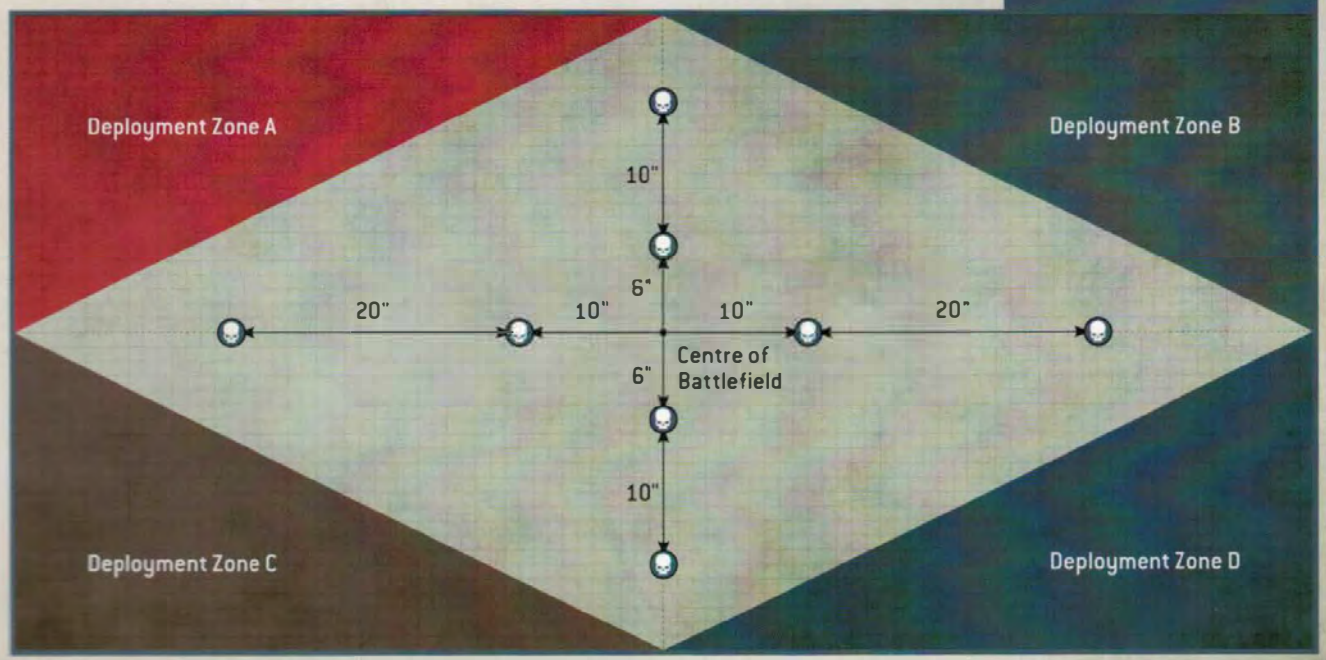
STRIKE FORCE MISSION

DEFENCE LINES

3-PLAYER MAP



4-PLAYER MAP



3

STRIKE FORCE MISSION

MARCHING COLUMNS

MISSION BRIEFING

Enemy sniper fire from the high ground surrounding the battlefield has pushed our forces into grouping together, but the only option now is to break ranks and brave the fire to secure our objectives.

MISSION RULES

Sniper Fire: Players can use the following additional Stratagem:

SNIPER FIRE **1CP**

Treachery and Honour – Mission Stratagem

As the enemy breaks from cover, sniper shots rain down, causing warriors to hesitate, ducking and weaving to avoid incoming fire.

Use this Stratagem at the start of an enemy Movement phase. Select one unit from that player's army that is not wholly within an Area Terrain feature. Until the end of the turn, subtract 2 from Advance rolls and charge rolls made for this unit. Each unit can only be affected by this Stratagem once per turn.

MISSION OBJECTIVES

Victory points are awarded as follows:

BATTLE UNDER FIRE

Progressive Objective

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- A unit from their army destroyed an enemy unit that was within range of an objective marker.

This mission objective cannot be scored in the first battle round.

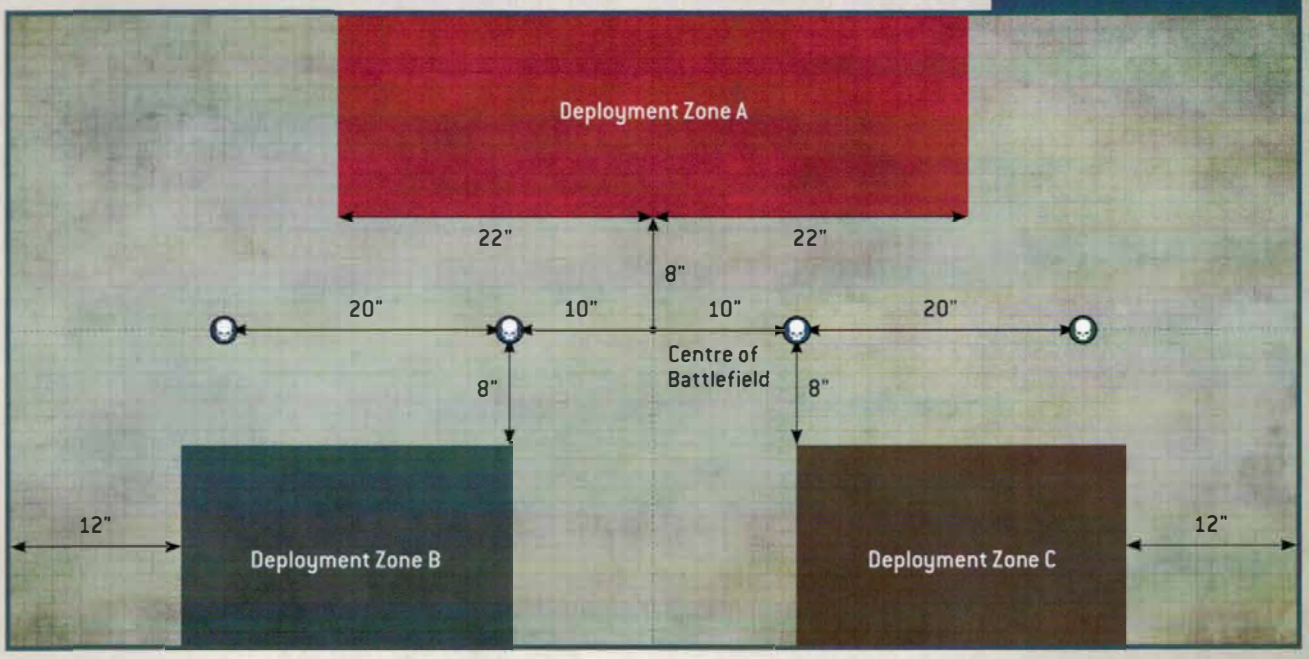
VICTOR BONUS

The victor can select two units from their army to be Marked for Greatness after the battle, instead of just 1.

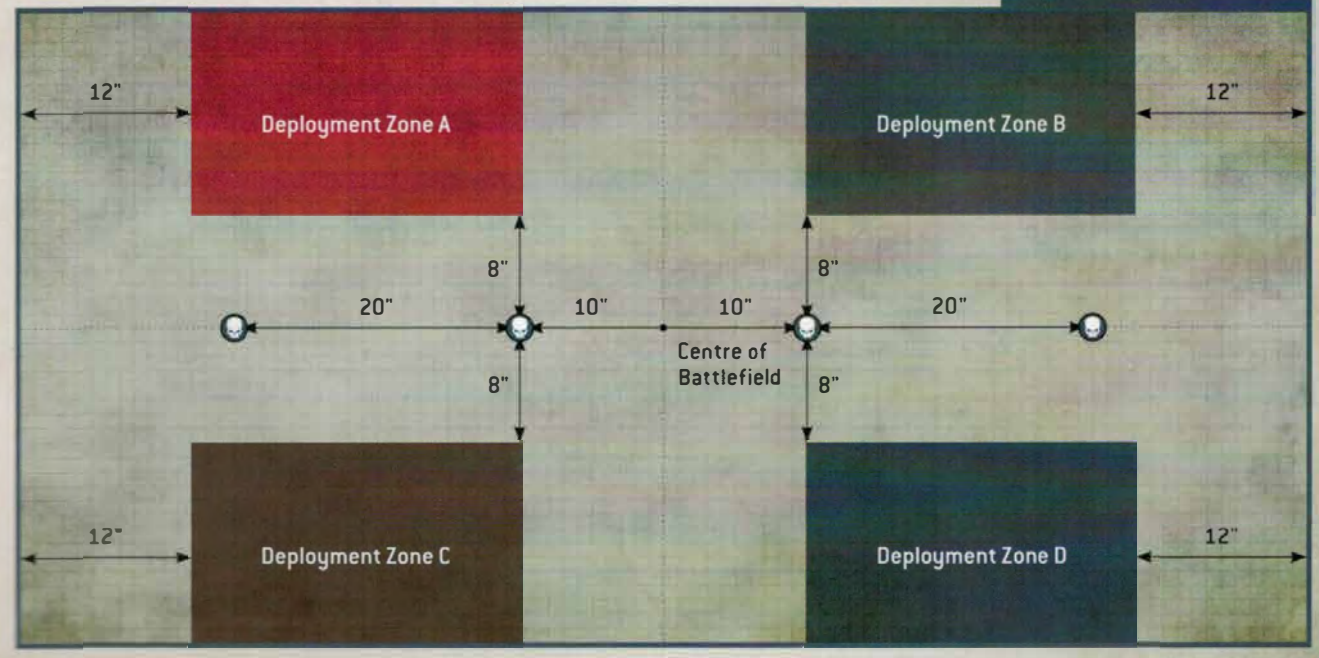
STRIKE FORCE MISSION

MARCHING COLUMNS

3-PLAYER MAP



4-PLAYER MAP



4

STRIKE FORCE MISSION

THE FIVE SHRINES

MISSION BRIEFING

This area features several ramshackle shrines, containing idols to a local heathen deity. We can either attack and destroy these outright, or feign interest and attempt to study these mysterious idols. Find where they have left them, and either destroy them or seize them.

MISSION RULES

The Shrines: At the start of the first Alliance step, players must secretly note down whether they are a Protector or a Destroyer. Once all players have done so, in Turn Order they must declare to the other players which of these two options they are (they do not have to tell the truth, however!).

Destroy the Idols: Units can attempt the following action, as described in the Warhammer 40,000 Core Book.

Destroy Idol (Action): One unit from your army can start to perform this action at the end of their Movement phase if it is within 1" of an objective marker. The action is completed at the end of your turn so long as the unit performing it is still within 1" of that objective marker and there are no enemy units (excluding **AIRCRAFT** units) in Engagement Range of it. If this action is successfully completed, that objective marker is destroyed. Remove that objective marker from the battlefield.

'Wot a pile o' junk! Load'a jangly gubbinz 'n' shiny wotnotz an' mumbo-jumbo 'bout da humie Emprer. Not a decent shoota or choppa in the 'ole lot. Smash it ta bitz, chuck wot ya can on da barricades, an' use da rest fer da cookfires!'

- Boss Nob Wazbrog da Smasher, upon inspection of the Hallowed Shrine of the Throne Inviolable

MISSION OBJECTIVES

Victory points are awarded as follows:

SHRINEKEEPERS

Progressive Objective

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- A unit from their army destroyed an enemy unit that was within range of an objective marker.

This objective cannot be scored in the first battle round.

FATE OF THE IDOLS

End Game Objective

At the end of the battle, each player reveals whether they were really a Protector or a Destroyer.

- Each Protector player scores 5 victory points for each objective marker on the battlefield.
- Each Destroyer player scores 5 victory points for each objective marker that was destroyed during the battle

VICTOR BONUS

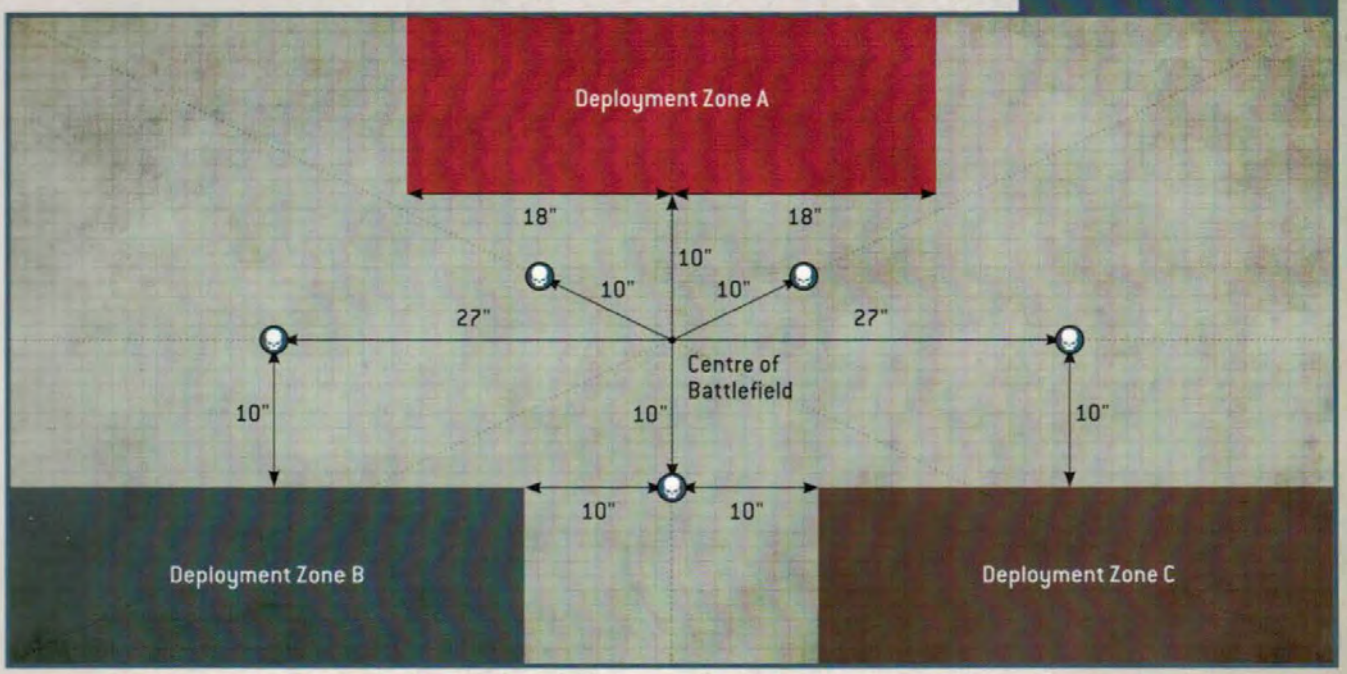
If the victor is a Protector, that player can select one **CHARACTER** unit from their army that took part in the battle (this must be a **CHARACTER** that can gain Battle Honours) and gives that **CHARACTER** one Crusade Relic (all the normal rules and restrictions apply). Make a note on the unit's Crusade card and increase its Crusade points accordingly.

If the victor is a Destroyer, that player can select one **CHARACTER** unit from their army that took part in the battle (this must be a **CHARACTER** that can gain Battle Honours) and gives that **CHARACTER** one Battle Trait of their choice, or if it is a **PSYKER**, one Psychic Fortitude of their choice – make a note on the unit's Crusade card and increase its Crusade points accordingly

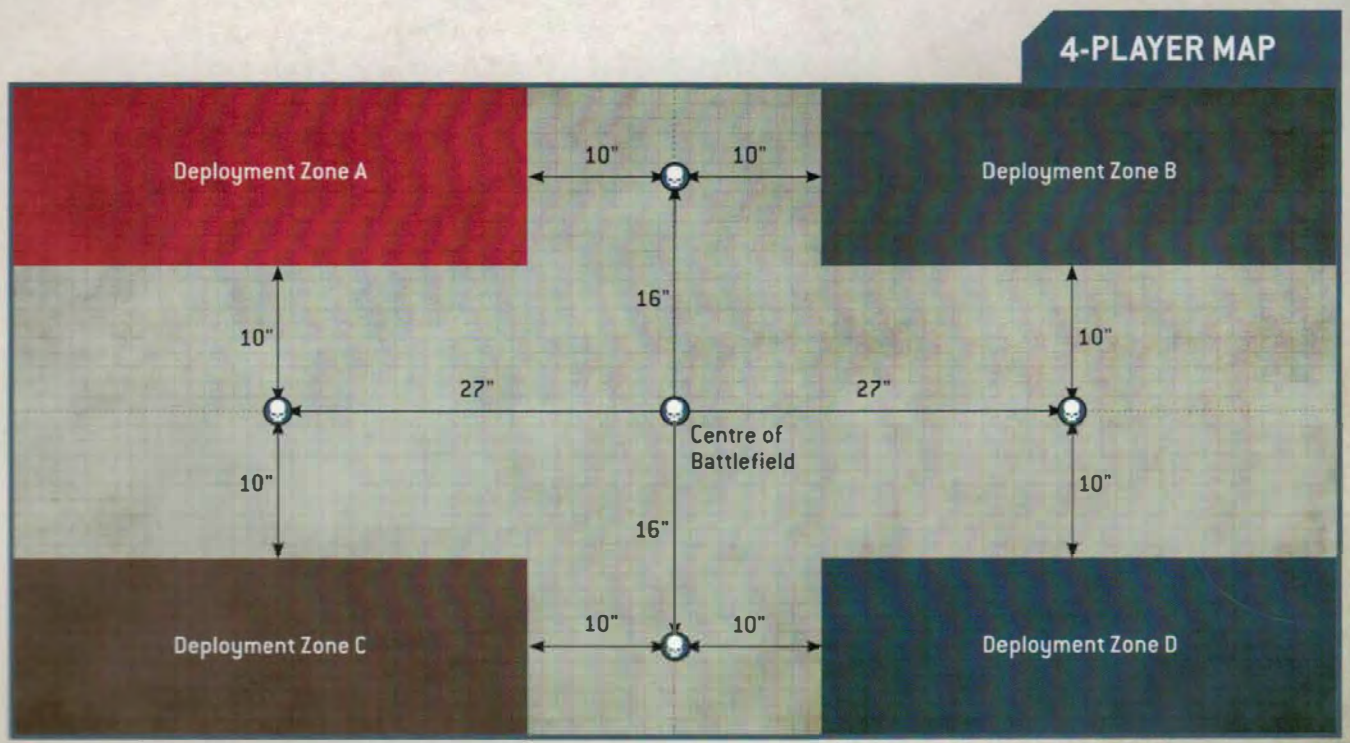
STRIKE FORCE MISSION

THE FIVE SHRINES

3-PLAYER MAP



4-PLAYER MAP



5

STRIKE FORCE MISSION
THE SWARM RISES

MISSION BRIEFING

Beneath the surface of this world live vast swarms of insectile creatures. While normally benign, when riled, they will aggressively defend themselves and their territory. Tread carefully as you destroy the foe here, lest you rouse the swarm's wrath.

MISSION RULES

The Swarm: Each time a unit Advances or finishes a charge move, roll one D6 for that unit and any other units that are within 1" of it. On a 6, the unit being rolled for suffers D3 mortal wounds.

Rising Tide: At the end of each battle round, if there are 10 or more models within range of an objective marker (for the purposes of this rule MONSTER or VEHICLE models count as 5 models, TITANIC models count as 10 models), each unit that is within range of that objective marker suffers D6 mortal wounds and that objective marker is removed from the battlefield.

MISSION OBJECTIVES

Victory points are awarded as follows:

TREAD LIGHTLY

Progressive Objective

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- A unit from their army destroyed an enemy unit that was within range of an objective marker.

VICTOR BONUS

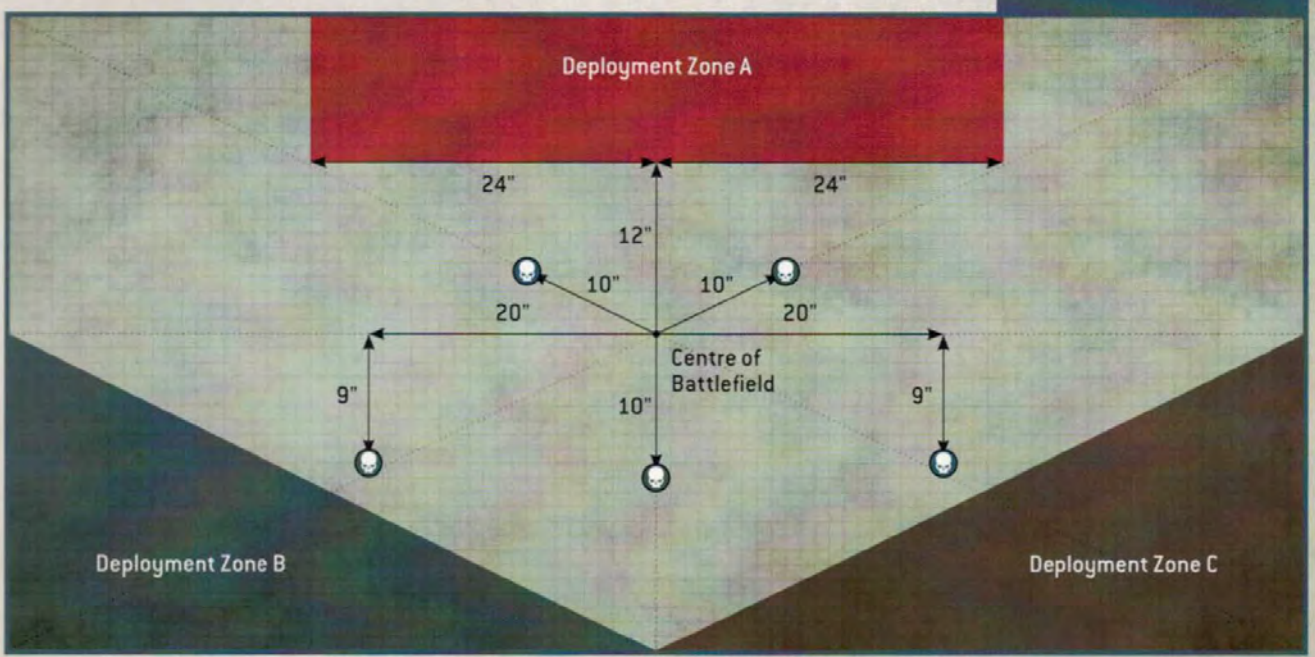
The unit from the victor's army that destroyed the most enemy units during the battle gains 3 additional experience points. If two or more units are tied, the victor can select one of these to gain this bonus.



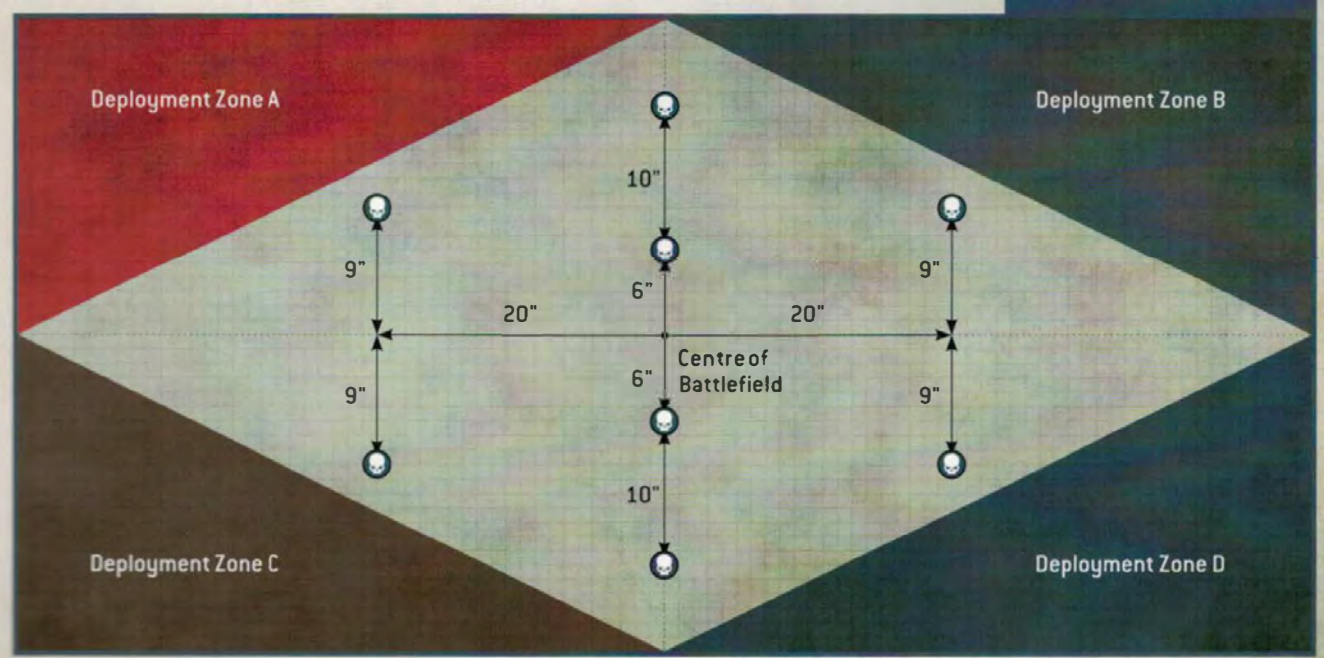
STRIKE FORCE MISSION

THE SWARM RISES

3-PLAYER MAP



4-PLAYER MAP



6

STRIKE FORCE MISSION

TURN BACK TIME

MISSION BRIEFING

A strange archeotech device is located on this world, with the ability to alter the chronology of sentient beings, allowing them to restore their body to a younger version of themselves. Control of this device is of the utmost importance, and many will commit heinous acts to prevent their enemies from possessing it, including sabotage.

MISSION RULES

The Device: Units can attempt the following action, as described in the Warhammer 40,000 Core Book.

Investigate Device (Action): One unit from your army can start to perform this action at the end of their Movement phase if it is within the device platform area. The action is completed at the end of that player's turn so long as the unit performing it is still within the device platform area and there are no enemy units (excluding AIRCRAFT units) in Engagement Range of it. If this action is successfully completed, you can select one of the following options. Note down in secret which option was selected and the current turn and battle round number:

- Select for that unit to do nothing.
- Select for that unit to have sabotaged the device.

Activate Device: In their Command phase, a player can select one CHARACTER unit from their army that is within the device platform area to activate the device. Each player then must reveal their current secret note.

- If no players reveal that the device was sabotaged, the selected CHARACTER unit regains D6 lost wounds.
- If any players reveal that they had sabotaged the device, for each player that does so, roll one D6: on a 1-3, the selected CHARACTER unit suffers 1 mortal wounds.

Repair: Units can attempt the following action, as described in the Warhammer 40,000 Core Book.

Repair Device (Action): One unit from your army can start to perform this action at the end of their Movement phase if it is within the device platform area. The action is completed at the end of your turn so long as the unit performing it is still within 1" of the device platform area and there are no enemy units (excluding AIRCRAFT units) in Engagement Range of it. If this action is successfully completed, each other player must reveal their secret notes to that player (but not to any other players). That player can then select one of the following options:

- All players can keep their secret notes.
- All players must destroy their secret notes. Any destroyed secret notes are lost, and cannot be revealed again.

MISSION OBJECTIVES

Victory points are awarded as follows:

SLAY THE ENEMY

Progressive Objective

At the end of each turn, each player scores a number of victory points equal to the total combined Power Rating of enemy units that were destroyed as a result of an attack made by a unit from their army that turn.

THE DEVICE

Progressive Objective

At the end of each turn, each player scores 20 victory points if a unit from their army performed the Investigate Device or Repair Device actions during that turn.

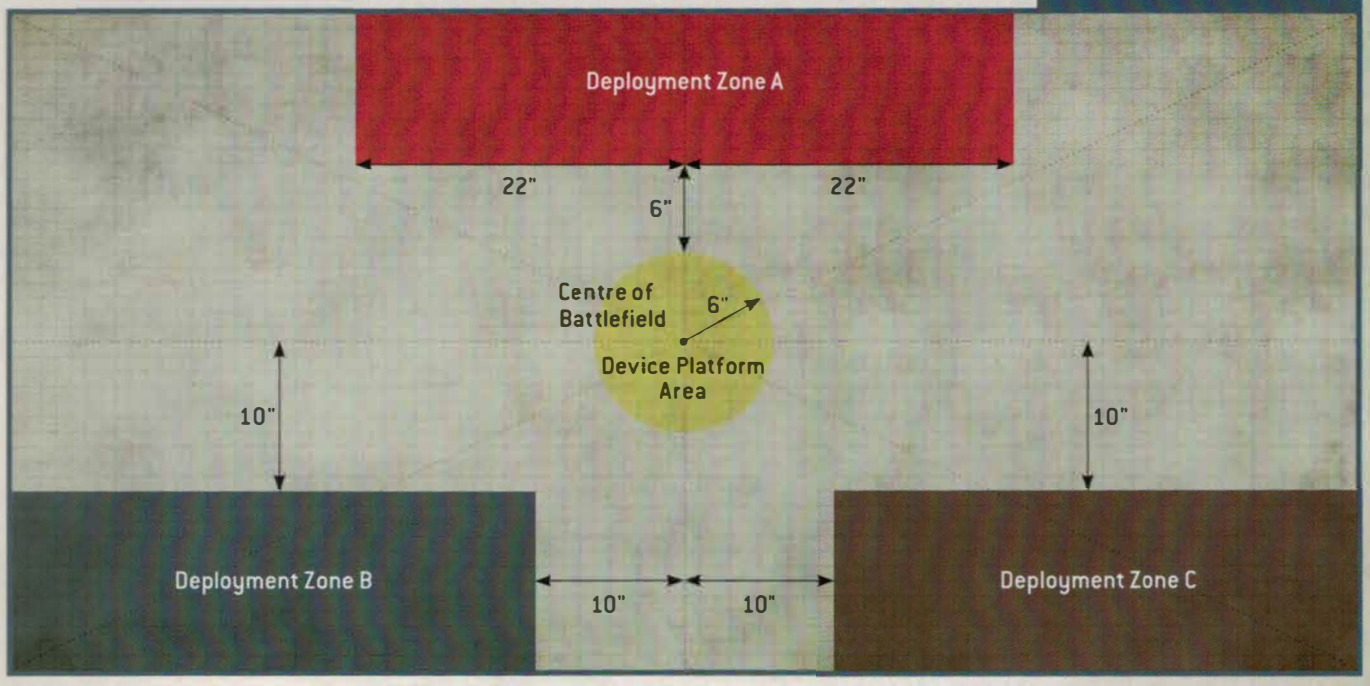
VICTOR BONUS

The victor can use the Treacherous Nature or Honourable Nature Requisition up to two times for 0RP.

STRIKE FORCE MISSION

TURN BACK TIME

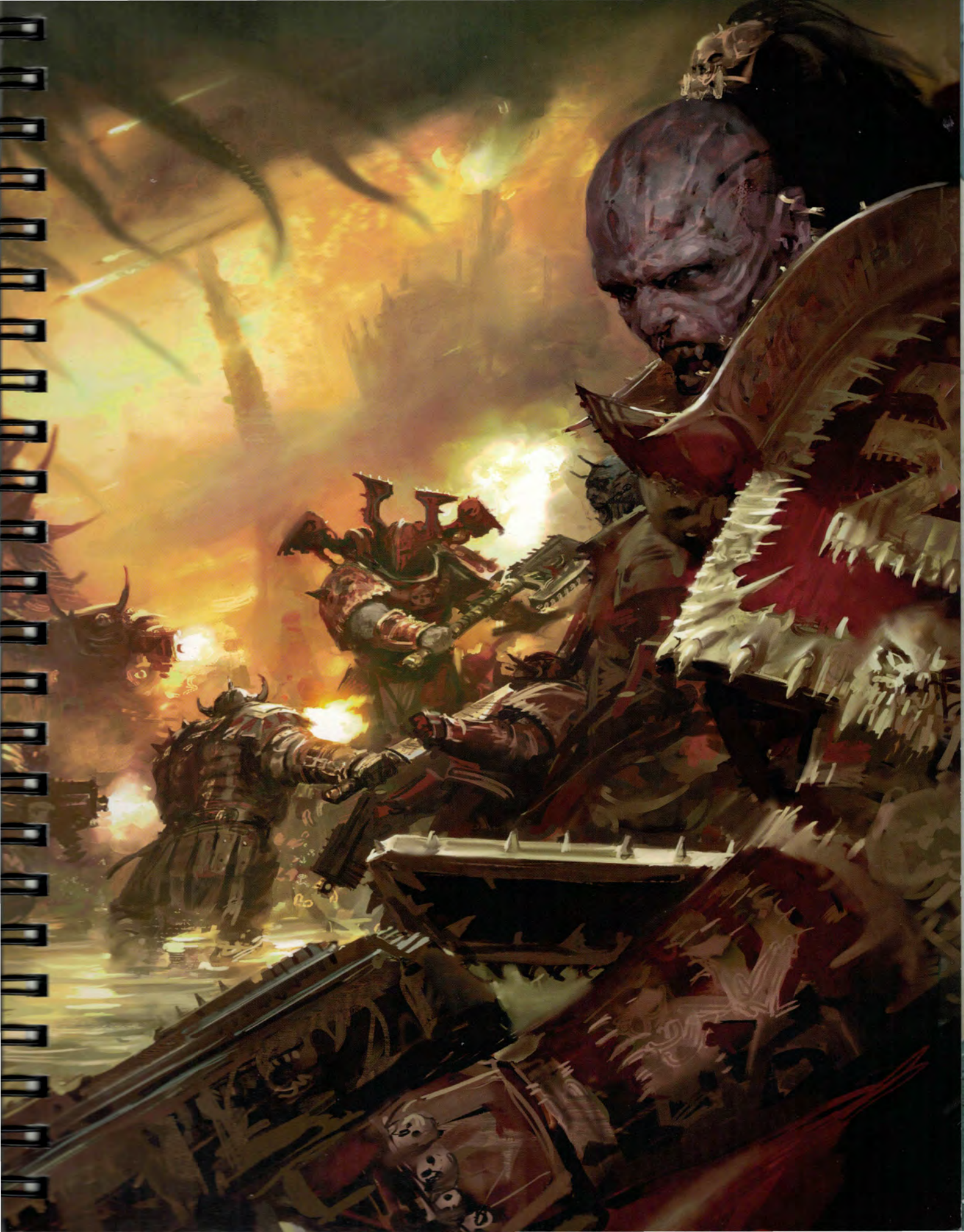
3-PLAYER MAP



4-PLAYER MAP







1

ONSLAUGHT MISSION
LANDING ZONE

MISSION BRIEFING

This battlefield is a vital staging point for each force embattled on this world, and is required as a landing zone for troops descending from orbit. We have diverted significant assets to ensure its capture. Take the crucial locations and drive the enemy from the battlefield, but avoid any debris falling from the void battle above.

MISSION RULES

Orbital Debris: At the end of each battle round, the player who took the last turn should number the objective markers 1-5 and roll one D6. On a 1-5, the objective marker that corresponds to the number rolled is affected. On a 6, significant wreckage rains down. Roll three D6 instead, re-rolling results of 6 or any duplicate numbers. Each objective rolled is affected.

Each player then rolls one D6 for each unit from their army that is within range of any affected objective markers, subtracting 1 from the roll if that unit is an **INFANTRY CHARACTER** unit, and adding 2 to the result of that unit is **TITANIC**. On a 4-5, that unit suffers D3 mortal wounds. On a 6+, that unit suffers D6 mortal wounds.

MISSION OBJECTIVES

Victory points are awarded as follows:

BATTLE UNDER FIRE

Progressive Objective

At the end of each player's turn, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- A unit from their army destroyed an enemy unit that was within range of an objective marker.

This objective cannot be scored in the first battle round.

SLAY THE WARLORD

End Game Objective

At the end of the battle, each player scores 20 victory points for each enemy **WARLORD** that was destroyed by an attack made by a unit from their army.

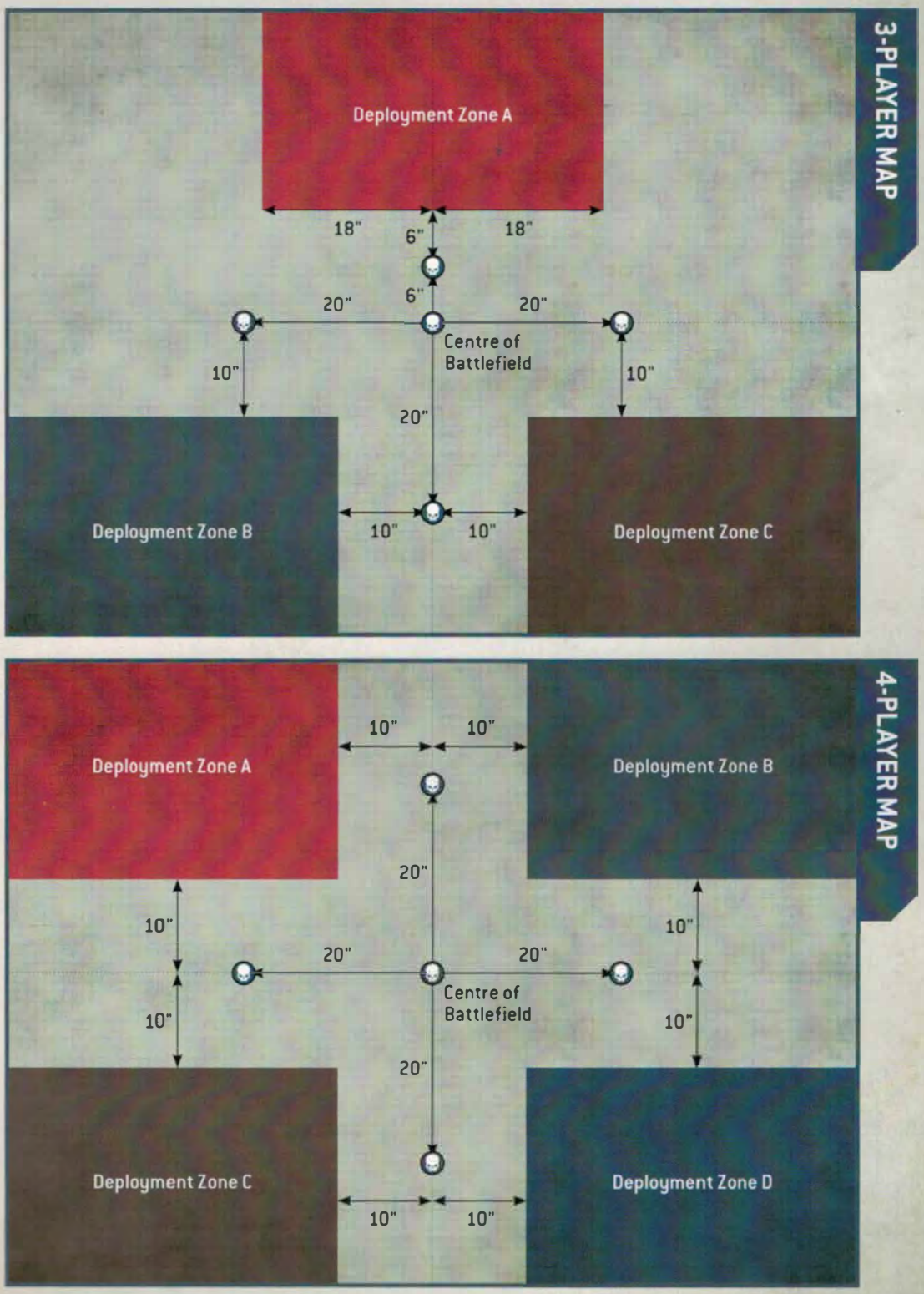
VICTOR BONUS

After the battle, the victor's **WARLORD** gains one Battle Honour of the player's choice (provided it can gain Battle Honours). Make a note on the unit's Crusade card and increase its Crusade points accordingly.



ONSLAUGHT MISSION

LANDING ZONE



2

ONSLAUGHT MISSION

RAIDER OR RESCUER

MISSION BRIEFING

A number of stasis escape pods containing high-ranking commanders have landed in this area after the destruction of their spacecraft. We must either rescue them and return them to orbit for a reward, or capture them to sell them back for ransom or worse. Other forces in the area will be trying to secure these pods for their own ends. Ensure they cannot do so.

MISSION RULES

Secret Purpose: At the start of the first Alliance step, players must secretly note down whether they are a Raider or a Rescuer. Once all players have done so, in Turn Order they must declare to the other players which of these two options they are (they do not have to tell the truth, however!).

The Stasis Pods: Each stasis pod is represented by an objective marker. A commander can be freed from their stasis pod and escorted if a unit successfully completes the Deactivate Stasis action (see below). If a unit escorting a commander is destroyed (even if it is subsequently resurrected or returns to the battlefield), place an objective marker as close as possible to the spot where the last destroyed model was. While it is escorting a commander, that unit cannot embark within a TRANSPORT, nor can it use any rule that enables it to be removed from the battlefield and set back up again.

Deactivate Stasis: Units can attempt the following action, as described in the Warhammer 40,000 Core Book. More than one unit from your army can perform this action in a turn.

Deactivate Stasis (Action): One or more units from your army can start to perform this action at the end of your Movement phase if it is within 1" of an objective marker. The action is completed at the end of your turn so long as the unit performing it is still within 1" of that objective marker and there are no enemy units (excluding AIRCRAFT units) in Engagement Range of it. If this action is successfully completed, remove the objective marker from the battlefield; that unit is now escorting a commander.

MISSION OBJECTIVES

Victory points are awarded as follows:

COME TO AID...

Progressive Objective

At the end of each player's turn, the player whose turn it is scores 10 victory points for each commander that is being escorted by a unit from their army, and 10 victory points for each objective marker they control (to a maximum of 30 victory points).

This mission objective cannot be scored in the first battle round.

TRUE PURPOSE

End Game Objective

At the end of the battle, each player reveals whether they were really an Raider or a Rescuer.

- Each Raider player scores 5 victory points for each commander that is being escorted by a unit from a Raider player's army, and for each objective marker that is controlled by a Raider player.
- Each Rescuer player scores 5 victory points for each commander that is being escorted by a unit from a Rescuer player's army, and for each objective marker that is controlled by a Rescuer player.

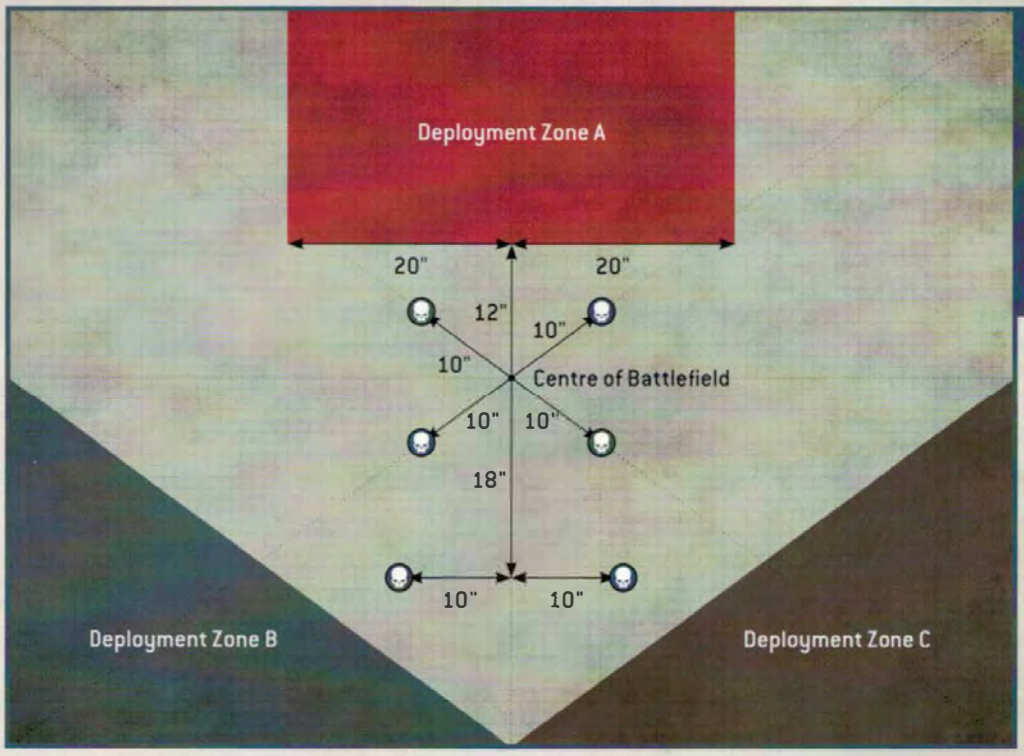
VICTOR BONUS

The victor of this mission gains 3 Requisition points after this battle, instead of just 1.

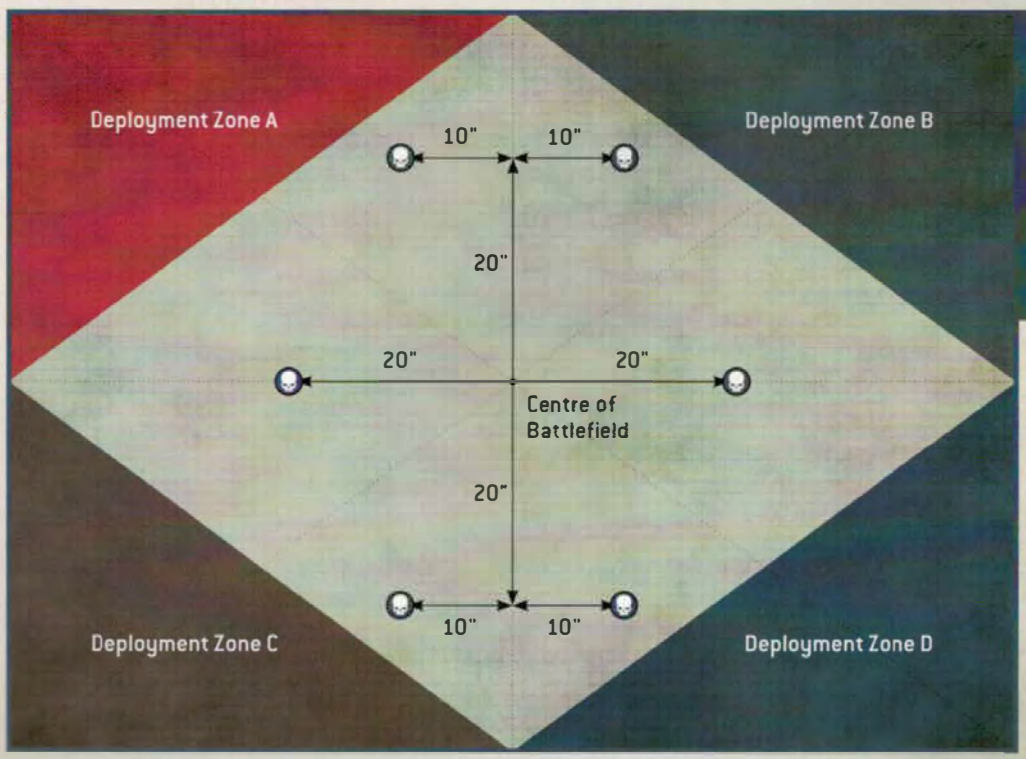
ONSLAUGHT MISSION

RAIDER OR RESCUER

3-PLAYER MAP



4-PLAYER MAP



3

ONSLAUGHT MISSION

GRAND DEMOLITION

MISSION BRIEFING

A great monument is suspended over this battlefield, held up by several anti-grav tethers. We can either protect this potent symbol and use it as a rallying point for our next attack, or seek to destroy the tethers and bring it crashing down on the heads of our foes.

MISSION RULES

Secret Purpose: At the start of the first Alliance step, players must secretly note down whether they are a Protector or a Destroyer. Once all players have done so, in Turn Order they must declare to the other players which of these two options they are (they do not have to tell the truth, however!).

Place Explosives: Units can attempt the following action, as described in the Warhammer 40,000 Core Book.

Set Explosive Charge (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within 1" of an objective marker. The action is completed at the end of your turn so long as the unit performing it is still within 1" of that objective marker and there are no enemy units (excluding AIRCRAFT units) in Engagement Range of it. If this action is successfully completed, place a Demolition marker next to that objective marker.

Defuse Explosives: Units can attempt the following action, as described in the Warhammer 40,000 Core Book.

Defuse Explosive Charge (Action): One unit from your army can start to perform this action at the end of their Movement phase if it is within 1" of an objective marker that has any Demolition markers next to it. The action is completed at the end of your turn so long as the unit performing it is still within 1" of that objective marker and there are no enemy units (excluding AIRCRAFT units) in Engagement Range of it. If this action is successfully completed, remove all Demolition markers that are next to that objective marker.

Demolition Markers: In each player's Command phase, if that player has any Demolition markers on the battlefield, they can add one Countdown counter to each Demolition marker they have placed. If a Demolition marker has two Countdown counters on it, that explosive goes off. Each unit within range of that objective marker suffers D3 mortal wounds. Remove that objective marker from the battlefield.

The Monument: When the third objective marker is destroyed, the monument comes crashing down. Each unit within 12" of the centre of the battlefield suffers D3 mortal wounds, or D6 mortal wounds if it is a TITANIC unit or contains 11 or more models. The monument is now said to have been destroyed.

MISSION OBJECTIVES

Victory points are awarded a s follows:

DEMOLISH

Progressive Objective

At the end of each player's turn:

- If that player has declared that they are a Destroyer, that player scores 10 victory points for each of the following (for a maximum of 30 victory points):
  - One or more objective markers has a Demolition marker next to it.
  - Two or more objective markers each have a Demolition marker next to them.
  - A unit from their army performed the Set Explosive Charge action this turn, or they added one or more Countdown counters to a Demolition marker this turn.
- If that player has declared that they are a Protector, that player scores 10 victory points for each of the following (for a maximum of 30 victory points):
  - One or more objective markers do not have a Demolition marker.
  - Two or more objective markers do not have a Demolition marker.
  - A unit from their army performed the Defuse Explosive Charge action this turn.

This objective cannot be scored in the first battle round.

TRUE PURPOSE

End Game Objective

At the end of the battle, each player reveals whether they were really a Protector or a Destroyer to the other players.

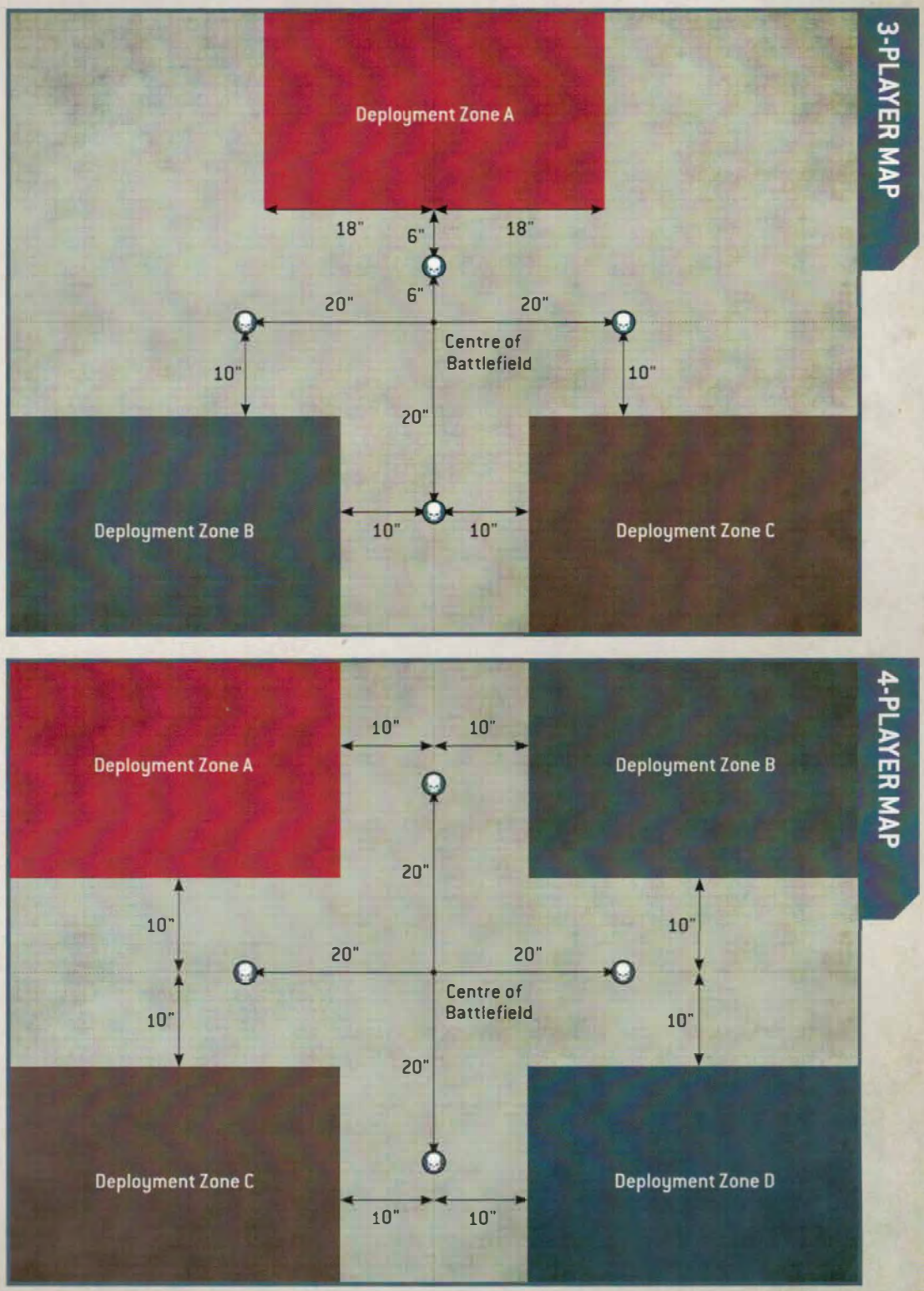
- Each Protector player scores 20 victory points if the Monument has not been destroyed.
- Each Destroyer player scores 20 victory points if the Monument has been destroyed.

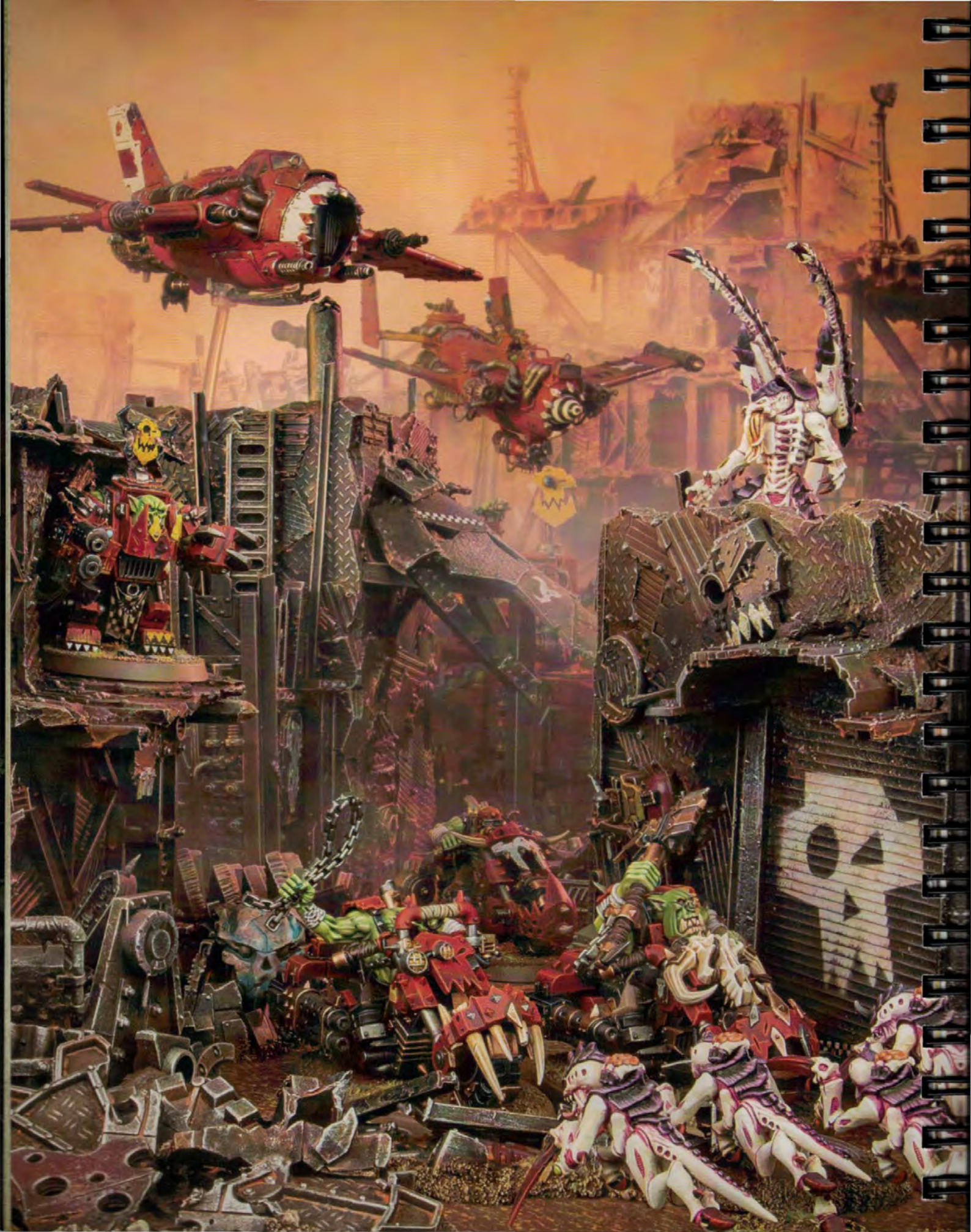
VICTOR BONUS

The victor can use the Treacherous Nature or Honourable Nature Requisition up to three times for 0RP.

ONSLAUGHT MISSION

GRAND DEMOLITION





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 22-69 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 16-19.

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 74-75.

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 77), but they can also be moved in the Charge phase (pg 86) and the Fight phase (pg 88).

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 96-101.

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 known as its Starting Strength. Throughout a battle, models will suffer damage and be destroyed. When a model is destroyed, it is removed from play. While the number of models in a unit is less than half its Starting Strength, that unit is said to be below Half-strength. When every model in a unit has 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 a single combined unit during the battle, add the Starting Strengths of all the individual units together to determine the new Starting Strength of the combined unit, and use this value to determine if the combined unit is below Half-strength.

Some rules will only trigger if an enemy unit was destroyed by you, or by a model or unit from your army – this means that the last model in the enemy unit was destroyed by an attack (pg 85) made by a model in your army, or it was destroyed because it fled the battlefield (pg 90), or it was destroyed by a mortal wound (pg 86) inflicted by a rule that a model in your army is using, or it was destroyed as the result of any other rule that a model in your army is using that explicitly states that the enemy model is outright destroyed. Enemy units that are destroyed by any other means are 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.

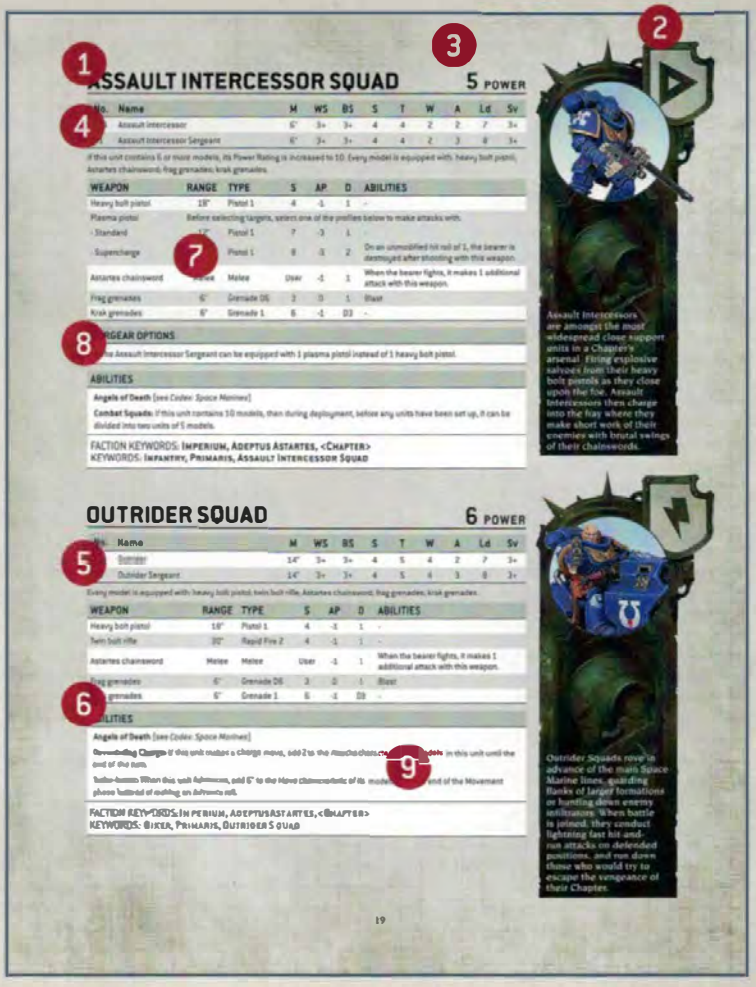
9. KEYWORDS

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.



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 pages 92-93.

- 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 92.

- **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 72) 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 72). 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 78).

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 72).

- **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 81).

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 he 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 73), 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 86) or perform a Heroic Intervention (pg 87) 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 78), 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 94-95.

- **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 72) 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 87), piles in (pg 88) or consolidates (pg 89), 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 82).

PSYCHIC POWERS

All PSYKERS know the *Smite* psychic power (pg 82). 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 86). 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 86).

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 72). 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 85).

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 characteristics 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 83). 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 77) 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 87).

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 72) and within

Engagement Range (pg 72) 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 88).

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 72).

- **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 (pg90).

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 72).

- **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 72) 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 85).

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 72).

- **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 73); 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 72, 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 72).
- 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 76).

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 soon.

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 81).
- 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 81).

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 86) or perform a Heroic Intervention (pg 87) 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 87) before the charge roll is made.

COUNTER-OFFENSIVE 2CP

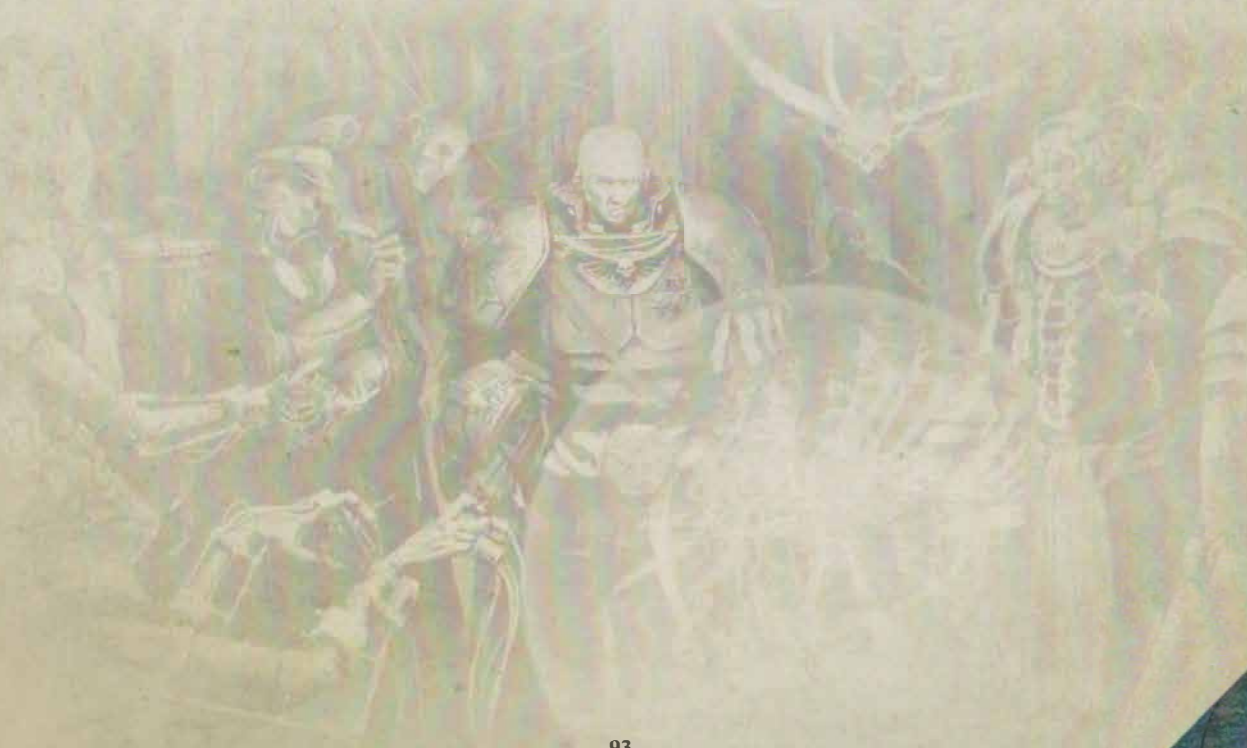
Core Stratagem

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.

STRATEGIC RESERVES

COMBINED POWER RATING OF UNITS PLACED 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 78) 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 78). 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 87) 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 96-97) and terrain traits (pg 98-99) 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.

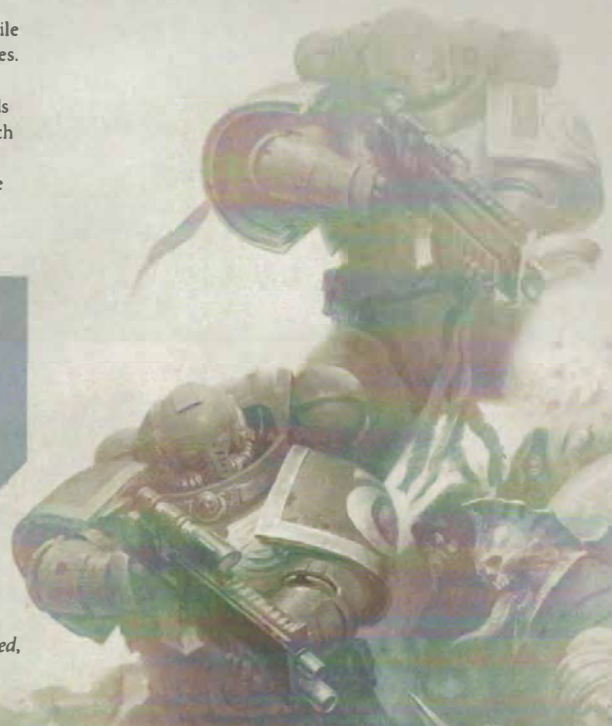


The locations of objective markers on the battlefield are typically shown on the deployment map of the mission being played, and are represented by the icon to the left.

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 99) 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 99).

- 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 81-82 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 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 88). 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 Desperate Breakout Stratagem (pg 93). 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 Warhammer 40,000 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.

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 74).

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 74).

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 76).

Battle-forged CP bonus: In a player's Command phase, if their army is Battle-forged, they gain 1 Command point (pg 76).

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.

Charging

Charge move: Move made in the Charge phase as part of a successful charge (pg 86).

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 89).

Combat Attrition test: Dice roll made for a unit in the Morale phase to see how many models flee from that unit (pg 90).

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 89).

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 73).

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 81).

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 Results

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 71).

Engagement Range: Engagement Range is 1" horizontally and 5" vertically (pg 72).

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 88).

Friendly models/friendly units: Two models or units are considered friendly to one another if they are in the same army (pg 71).

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 73).

Heroic Intervention: 3" move that must end with the model closer to the closest enemy model (pg 87).

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 86).

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 86).

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 71).

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 71).

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 71).

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 73).

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 75).

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 90).

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 86).

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 75).

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 102).

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 102).

Out of coherency: Units that are not in unit coherency in the Morale phase are said to be out of coherency (pg 72).

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 87).

Pile-in move: 3" move that must end with the model closer to the closest enemy model (pg 88).

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 81).

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 75).

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 73).

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 78).

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 73).

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 78).

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 82).

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 73).

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 81).

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 79).

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 71).

Unit Characteristics

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 72).

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 72).

Unit's Engagement Range: A unit's Engagement Range is the area covered by the Engagement Range of all models in that unit (pg 72).

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 Types

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.

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 72).

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 72).

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 72). 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.





WAR ZONE OCTARIUS DESCENDS INTO MADNESS

Within this mission pack are all the rules required to play exciting multiplayer battles amidst the xenos-swarmed mayhem of War Zone Octarius. This mission pack has been specifically designed for use in narrative play Crusade games, where your armies must seek to break or to hold the defence lines of the Cordon Impenetra, snatch supplies amidst vicious tripartite war zones and steal victory from the closing jaws of disaster and defeat. The doom of many worlds may well be at hand, but for those warlords of sufficient cunning and fortitude there are great rewards to be had.

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This mission pack does not reprint the rules for creating a Crusade army, or for gaining Battle Honours from your games. As a result, you will need a copy of the Warhammer 40,000 Core Book to play the missions in this mission pack.

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