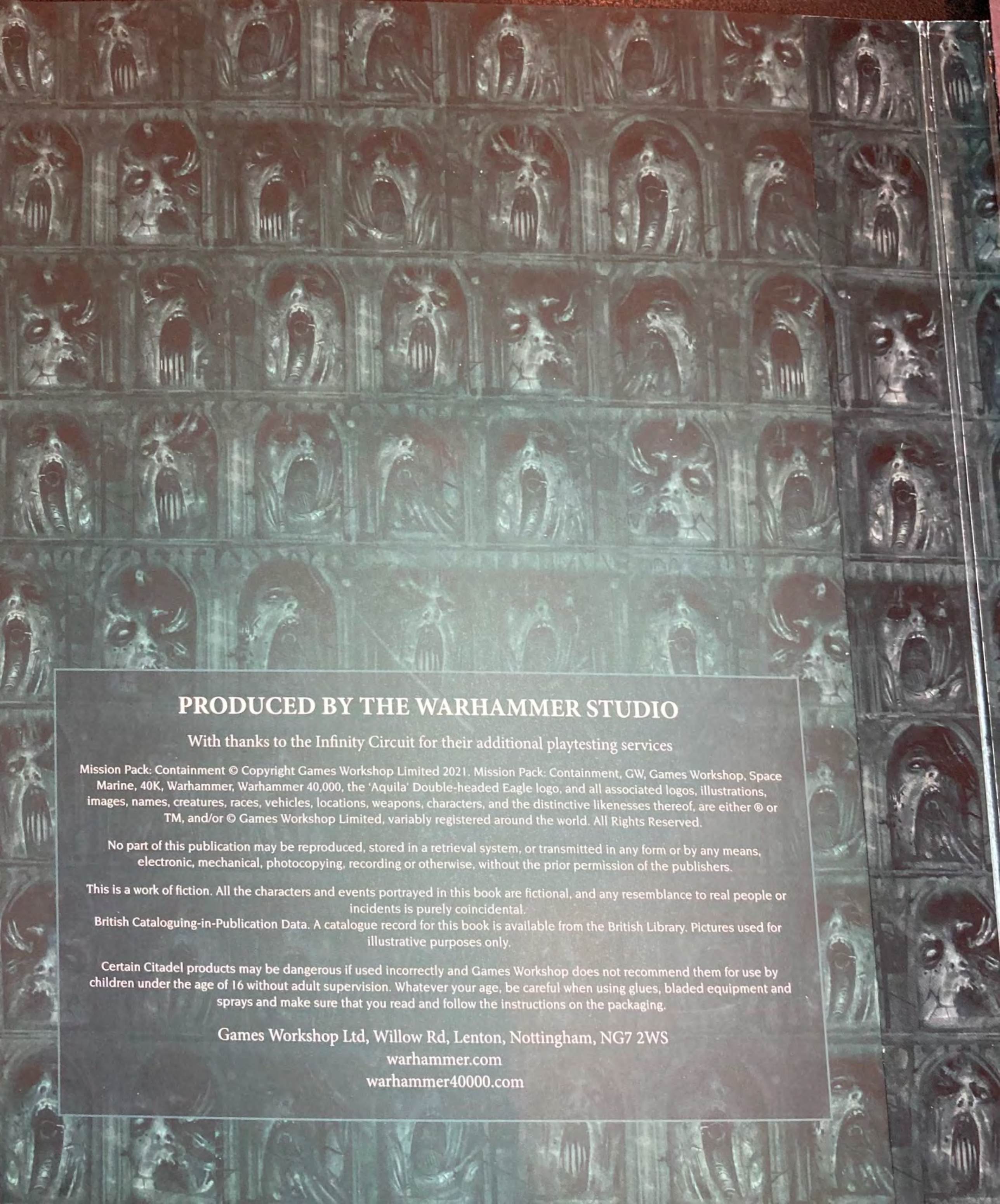
WARHAMMER 40,000

CRUSADE

INQ REF OCTARIUS Δ7X AR/9236

MISSION PACK

CONTAINMENT



PRODUCED BY THE WARHAMMER STUDIO

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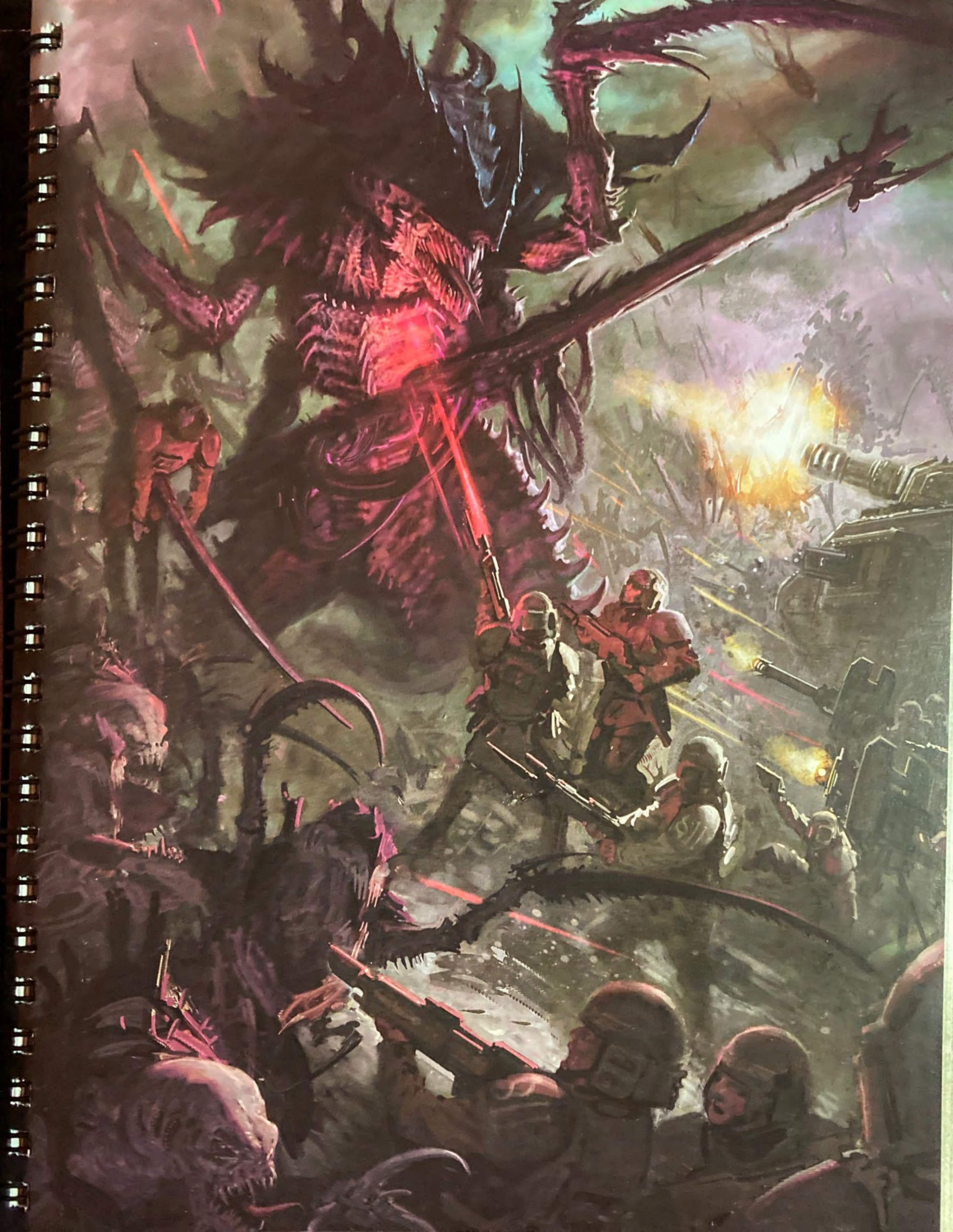
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CONTENTS

This mission pack includes the following sections:

Page 4 – War Zone Octarius
War Zone Octarius has become a desperate battleground for the Imperium as it desperately attempts to contain the Orks of the Octarian Empires and the Tyranids of Hive Fleet Leviathan. Learn how the Imperium has attempted to do this, and about the savagery of the fighting.

Page 8 – Planetstrike Mission Pack
This section contains a step-by-step sequence on how to play a Planetstrike battle, from determining your battle size and selecting a mission, to creating the battlefield, deploying your troops and establishing the victor. This section also describes what restrictions and requirements an army must meet if it is to be used in a Planetstrike battle.

Page 14 – Planetstrike Mission Rules
Games of Planetstrike introduce several new rules, such as launching devastating Firestorms on the defenders and taking shelter within unyielding Strongholds. The additional rules needed to play a Planetstrike battle will be found here.

Page 17 – Planetstrike Stratagems
An array of bespoke Stratagems that can be used in Planetstrike battles. Be it a Combat Patrol or Onslaught mission, they offer the cunning commander additional tools to achieve victory.

Page 20 – Agendas
In this section, you'll find new Agendas for you to use in your Planetstrike battles. These can award experience points and other rewards to certain units in your army.

Page 22 – Planetstrike Battle Traits
Units that gain a rank whilst taking part in a Planetstrike battle have the option to take one of the Planetstrike Battle Traits listed here, depending on whether they were part of the Attacker or the Defender's army.

Page 23 – Planetstrike Missions in a Pankallis Assault Campaign
If you are playing through a Pankallis Assault Campaign using the rules from *War Zone Octarius Act 1: Rising Tide* you can incorporate the example campaign trees shown in this section as part of such a campaign.

Page 26 – Planetstrike 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.

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 mission 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 Planetstrike 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 mission 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 Containment mission pack! This is a narrative play mission pack for Crusade armies. On the following pages you will find a whole host of Planetstrike missions, in which the players take on the roles of attacker and defender as they attempt to gain or preserve control of a planet.

For many years, Imperial worlds bordering the Octarius Sector looked on at the immense conflict between the Orks and Tyranids in the region, hoping that the war did not spill out. Their hopes came to nothing, and the two warring xenos races fell upon the Pankallis Sub-sector. Their hordes descended upon Imperial worlds in waves of mycetic spores and ramshackle gunships, and were met by withering hails of fire from anti-air batteries and armies of soldiers on the ground. Such was the slaughter that followed that the war soon became known as the Pankallis Cauldron.

This pack contains a range of Planetstrike missions set in the Octarius Sector. Planetstrike is truly a war on all fronts, in which the enemy can appear at any time from anywhere – especially from above! A Planetstrike mission allows you to recreate glorious invasions and desperate last stands in the battle-ravaged universe of the 41st Millennium.

The missions in this pack are tailored to different battle sizes, from Combat Patrols to full-blown Onslaught engagements. Each mission includes special rules and mission objectives that capture the chaotic and bloody nature of planetary invasions. These missions have been written to be particularly suited to narrative play, and include special bonuses to the victors of Crusade armies. Also included are a series of new Battle Traits and Agendas themed around prosecuting, or defending against, planetary invasions, and suggestions for incorporating these into larger campaigns.

Planetstrike introduces a whole new set of tactical challenges to the battlefields of the 41st Millennium, and whether you are defending against crazed invaders or launching a full-scale invasion, your actions can determine the fate of an entire world. Read on to absorb the full content of this mission pack, and to unlock the countless hours of explosive gaming it will provide.



WAR ZONE OCTARIUS

The Octarius Sector had been a tinderbox for years, the citizens of all the Imperial worlds surrounding it praying that it would never ignite. Within it, Tyranid swarms and Ork hordes beyond count fought each other to a bloody standstill on scores of worlds. Each grows stronger despite the bloodshed. The Tyranids of Hive Fleet Leviathan glutted themselves on vast quantities of biomass, while the Orks of the region became larger and more warlike with every brutal conflict they survived.

KRYPTMAN'S GAMBIT

This state of affairs had come about due to the actions of Inquisitor Kryptman. A sworn foe of the Tyranids, he had already fought the predatory xenos in the First and Second Tyrannic Wars when Hive Fleet Leviathan struck the galaxy to mark the onset of the Third.

Kryptman believed that it would take extreme measures to defeat Hive Fleet Leviathan, which had struck far-flung worlds at the same time up through the galactic plane. One of his first acts in this regard was the abandonment or evacuation of hundreds of worlds in the hive fleet's advance. This policy meant that Leviathan faced starvation as dozens of worlds its tendrils encountered were reduced of biomass. On those worlds the Tyranids had already invaded, he ordered Exterminatus. For these actions, which killed countless billions of Imperial citizens and destroyed enormous quantities of resources and assets, Kryptman was stripped of his title. But that did not stop him from continuing to try to thwart Hive Fleet Leviathan. His next course of action was his most audacious yet.

Soliciting the aid of Deathwatch Space Marines, he captured a live brood of Genestealers and loaded them on to a space hulk. They then set the hulk on course to the Ork empire of Octarius. Within weeks of the Tyranids arriving, there were Genestealer infestations on dozens of Ork-held worlds. With these new feeding grounds discovered, a tendril of Hive Fleet Leviathan headed towards Octarius. They invaded world after world with swarms of vanguard organisms and clouds of millions of mycetic spores. Billions of bioforms surged over greenskin worlds. They were met with skwadrons of Ork aircraft, batteries of crudely constructed anti-air guns and hordes of warriors on the ground. For their part, the greenskins loved it.

THE CORDON IMPENETRA

Both xenos races were occupied, but only for a matter of time. And whichever xenos race emerged the victor would be far stronger than it ever had been before. It was clear to many observers, including Inquisitor Nashir Sahansun of the Ordo Xenos, that Kryptman had at best delayed the inevitable. Sahansun knew the Imperium had to be prepared. He created the Cordon Impenetra, drawing a boundary around Ork and Tyranid-held space, abandoning Imperial worlds inside and insisting on the fortification of those on the outside. Sahansun knew the Imperium needed to significantly increase its military capability in the region. As defences slowly increased, he presided over a policy of aggressive containment, with Imperial forces conducting countless destabilisation raids against the Orks and Tyranids to stop either side gaining advantage over the other. They desperately needed to buy time to build up perimeter defences. They could not buy enough.

THE PANKALLIS CAULDRON

The Pankallis Sub-sector was the first region of the Cordon Impenetra to face the xenos onslaught. Whilst most Imperial strategos had expected the defensive encirclement to be attacked, none had anticipated Pankallis to be struck first. There were no warnings, no indications of xenos build-up. Theories abounded about the effects of warp anomalies behind the unanticipated movement of the xenos, following the emergence of the Great Rift and the doings of the Archenemy. Did they help the xenos move quickly from place to place? Did they shroud the aliens' actions? No one knew for sure. All anyone could be sure of was that greenskin and Tyranid forces had surged into the Pankallis Sub-sector, along its entire length, in enormous numbers.

Leviathan first struck against the Gydisk System and crushed it with overwhelming force. Billions upon billions of bioforms were launched against the system's planets. All were feudal, feral and agri worlds, and lacked great citadels, void shield generators and anti-aircraft batteries that might have aided them in stemming the endless tide of invading creatures. The defenders did what they could on the ground, conducting hit-and-run attacks and building defensive positions to protect civilian habitations, but were utterly overwhelmed.

The Ork hordes of Stugbrog da Facegrinda had a similar victory

in the Semythis System. His supa-skwadrons swiftly conquered the skies above the feral world of Tylam and the death world of Nazkah. Though the peoples that dwelled on both worlds were made strong and tough by the harshness of their planets' cultures and habitats, they were few in number. They lacked large quantities of military resources and numbers for a protracted engagement or the armoured might to hold back ground-shaking columns of the greenskins' ramshackle vehicles. They had few static defences to absorb hordes of foot troops or stymie the rampages of Beast Snaggas. With their landings largely uncontested and their forces massively outnumbering Imperial defenders, they effectively conquered Semythis with relative ease. The fortress world of Kaist withstood the Ork assault for much longer. It had a multitude of citadels, bastions and redoubts, garrisoned by hundreds of regiments of troops. Macro-cannon batteries on the ground destroyed greenskin warships in orbit, bank after bank of quadcannons filled the air with storms of flak. But the Orks eventually powered through it all with colossal war machines, gigantic war-beasts and sheer momentum.

Leviathan attacked all of the Anelanni System's worlds at the same time. Phrankis' skies were dominated within days by flocks of winged bioforms that blocked out the light of the local star. While some creatures were no larger than a Human, others were bigger than super-heavy tanks. They demolished the steeples of macro-cathedra, sending marble crashing to the ground. Anti-air cannons ran out of ammunition within hours or overheated through desperate continuous use. Entire divisions of Aeronautica Imperialis aircraft were consumed on their first sorties. Many of the world's citizens and defenders retreated underground, where a new war began against Tyranid vanguard organisms. The Knight world of Soebus was subjected to orbital spore mine bombardment for weeks before the Tyranids invaded. Defences were destroyed, movement across the surface was all but impossible due to the risk of being struck and the terrific noise rendered some defenders insane. As soon as the bombardment ended, the Tyranid invasion began, with the dropping of hundreds of thousands of mycetic spores loaded with bioforms ready to overrun the defences. The fortress world of Vand was extremely well prepared for invasion. Void shield generators absorbed strikes from spore mine bombardments. Deep foundations held off burrowing organisms. Strong walls bristling with defensive turrets and cannon arrays made direct attacks all but impossible. The Tyranids adapted, deploying psychic bioforms to overwhelm smaller defensive outposts, devastate void shields and isolate the largest fortresses.



The Ork Warboss Nabrot Stubfingers led his fleets and hordes to the Kernak System. One of his first obstacles was the forge world's orbital defences. He deployed captured Imperial and Adeptus Mechanicus vessels and sent them on collision courses with the defence stations, leading to the destruction of most of the stations. He also despatched forces to attack the Knight world of Kernak IV, home to the Knights of House Xiphos. Against these powerful defenders Stubfingers deployed herds of squiggoths, airborne mega-fortresses and bigmobs of Stompas, Gorkanauts and Morkanauts. Though the formidable Knights destroyed many, the greenskins' numbers told and they were able to overwhelm their enemies. More of Stubfingers' hordes attacked the well-defended penal world of Kernak V. The world's governor, Abrahoma Bentaal, had amassed huge stocks of weapons and munitions to deal with potential riots, and these were quickly turned to defence against xenos attackers. Invading Orks met waves of Aeronautica Imperialis fighters and huge flak storms. Greenskin landing sites were identified with augury and auspex networks and Astra Militarum artillery regiments bombarded them as the Orks rushed off their dropships. Any survivors were mopped up by armoured regiments sent racing to the location. The Imperium would have won on Kernak V were it not for fresh waves of Orks led by Stugbrog da Facegrinda, whose mighty hordes were so numerous the defenders could not contain them.

Bianzeer's Hollow was among the least populated systems in the sub-sector. Hardy people populated its worlds – mountaineers, miners, hunters and frontiersmen. Many possessed a deep faith in the Emperor, which they held to tightly indeed due to the harsh conditions in which they lived. Though like many Imperial regions the Bianzeer's Hollow System had heretical cults festering on its worlds, they never gained a toehold, always violently crushed wherever they reared their heads.

The defenders of Bianzeer's Hollow lacked the military resources to seriously contest the Tyranid deployment on their worlds. Instead they utilised their hard-won knowledge of their worlds as well as the advanced skills they had developed to survive on them. On Saint's Blessing, miners utilised their tunnels – which they adapted and expanded in the wake of the attack – to great effect. They booby-trapped areas with explosives or sent drills along pathways to churn their way down closed shafts and tear apart any Tyranids inside. Despite the success of many of these operations, others failed. If the xenos discovered any traps, they quickly burrowed around them and ambushed any Imperial troops they found, slaughtering them. On the quarry world of Holy Toil, the many explosives experts among the populace were organised into pioneer brigades. They laced strategic ground such as mountain passes with minefields or rigged overhangs with explosives to create rockslides. Via these tactics they killed thousands of Tyranids in enormous rockslides, slowed the xenos advance considerably or herded them into prepared kill zones where zeroed in artillery and mortars blew them apart.

The Deathwatch of the Eye of Octos operated on all of Bianzeer's Hollow's worlds. As with the planets' primary defenders, they too lacked the numbers to openly contest the invasion as the Tyranids made planetfall. Instead, they capitalised on their strengths, flexibility and tactical acumen to secure advantage over their much more numerous attackers. Though it cost them dear, they conducted hit-and-run attacks on large swarms, assassinated synapse creatures and destroyed bio-titans. Every one of their actions weakened the Tyranids, bought time for their allies or tipped the scales in the Imperium's favour.

The Kusolst System was extremely well-defended. In addition to its being the home of the sub-sector's Navis Imperialis battle groups, the factorums of the system's capital, Kusolst Prime, produced vast quantities of armaments. The world's governor, Helmghut Karst, recruited huge numbers of troops from the nigh inexhaustible population. He wholly agreed with Inquisitor Nashir Sahansun, upping production of munitions and increasing military recruitment. He placed demands on all the worlds in the system for additional resources, enforced by hundreds of regiments Karst deployed to all of them. In doing this he also ensured the other worlds' defences were significantly reinforced with soldiers, void shield generators, heavy weapons and battle tanks.

Even as Karst brought his system on to a war footing for the Tyranid and Ork invasion, his forces had to contend with more than just an external enemy. Karst oversaw a brutal and oppressive regime that had little care or thought for the masses that toiled countless hours in the factorums. Resentment spread, heretical cults grew and Genestealer Cults bred. Both fought relentless guerrilla campaigns that resulted in lost weapons, murdered soldiers and reduced industrial output. Though many were crushed in severe crackdowns, many more emerged. Karst's forces battled to defeat these groups and cults even as they fought off Ork hordes and Tyranid swarms. It was impossible to tell if these battles with internal enemies caused the war against the invading xenos to drag on for far longer. Without the significant increases in production and recruitment that helped foster the uprisings in the first place the system may



have not had the resources to fight back effectively.

Karst believed that he could win a war of attrition against the alien forces that invaded the system. Additionally, he ordered his forces to allow their enemies to engage in conflicts wherever possible without intervention. It was to the Imperium's crucial advantage in this war that all of their foes, whether they be xenos invader or guerrilla cultist, would fight each other to the last. It was a strategy that paid off. In one example of many such battles, Imperial forces were struggling to root out Genestealer Cultists in a mountain range known as the Spine. Quietly withdrawing in the face of an Ork movement towards the region, they let the Orks and cultists bloody each other. When the Orks emerged victorious, the refreshed Imperial troops outside the mountain range crushed them utterly.

THE VELORIA EXPERIMENT

Many Inquisitors took great interest in the goings-on of the Octarius War. One of these was Inquisitor Athocles Van Roth. Neither an adherent to the ideals of Kryptman or Sahansun, he believed the Imperium had to move to defeat the xenos in the Octarius Sector sooner rather than later. It wasn't until the Deathwatch brought a crown-like device to him they had seized from a slain Ork warlord that he formed a plan. This crown had the power to interfere with the synaptic link between Tyranid organisms, and thus cripple their coordination in battle. If Van Roth could somehow replicate this technology, the Imperium could perhaps even defeat the Tyranids for good.

Gathering to him all manner of allies and armies experienced in dealing with Aeldari, Orks and Tyranids he went to the maiden world of Veloria, which he knew of thanks to a distress call from another Inquisitor he had received years before and ignored. Thanks to its relative isolation, the planet was a perfect testing ground for experimenting with the Ork technology. Van Roth's armies made planetfall on defensible ground and established a base of operations from which they conducted raids against the xenos on the planet. They purged nests of Tyranids and broke Ork tribes as the crown and prototypes were being tested, before retreating from the field back to their headquarters.



PLANETSTRIKE MISSION PACK

A Planetstrike 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 1 hour
Incursion	Up to 2 hours
Strike Force	Up to 3 hours
Onslaught	Up to 4 hours

2. DETERMINE ATTACKER AND DEFENDER

The players decide who will be the Attacker and who will be the Defender. Alternatively, the players roll off and the winner decides who will be the attacker and who will be the defender.

3. 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 LEVEL OF EACH ARMY	COMMAND POINTS
Combat Patrol	25	3
Incursion	50	6
Strike Force	100	12
Onslaught	150	18

The following rules apply to the Attacker's and Defender's armies:

Attacker's Army

- Outrider Detachments and Vanguard Detachments in the Attacker's army gain the following Command Benefit: '+3 Command Points if your **WARLORD** is part of this Detachment.'
- Spearhead Detachments in the Attacker's army have a Command Cost of 4CP instead of 3CP.
- Unless otherwise noted, the Attacker cannot include any Fortification Network Detachments in their army.

Defender's Army

- Spearhead Detachments in the Defender's army gain the following Command Benefit: '+3 Command Points if your **WARLORD** is part of this Detachment.'
- Outrider Detachments in the Defender's army have a Command Cost of 4CP instead of 3CP.
- The first Fortification Network Detachment included in the Defender's army has a Command Cost of 0CP, its Command Benefits are changed to 'None', and it does not count towards the maximum number of Detachments the Defender can take. In addition, the Defender can select a number of additional units to use in the battle, depending on the battle size – all these additional units must have the Fortification Battlefield Role and their combined Power Rating cannot exceed the number shown in the table below.

DEFENDER'S ADDITIONAL FORTIFICATION

BATTLE SIZE	MAXIMUM POWER RATING OF DEFENDER'S FREE FORTIFICATIONS
Combat Patrol	10
Incursion	20
Strike Force	40
Onslaught	60

Units with the Fortification Battlefield Role that are included in the Defender's Crusade army can be taken from their Order of Battle as normal, but the Defender can also include any number of **UNALIGNED** units with the Fortification Battlefield Role for the battle,

even if they are not part of the Defender's Order of Battle. These are only used for the duration of that battle, and are not added to the Defender's Order of Battle (and so can be taken even if a player has reached their Supply Limit).

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.

COMBAT PATROL

If you are playing a Combat Patrol battle:

- If you are the Attacker, the only Detachment your army can include is one Patrol Detachment or one Outrider 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.

- If you are the Defender, the only Detachment your army can include is one Patrol Detachment or one Spearhead 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. Note that this is in addition to the Fortification Network Detachment the Defender's army can include, as described previously.

Select one of your models to be your Warlord (this cannot be a model with the Fortification 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 opponent to read through.

Designer's Note: *While the rules above grant the Defender access to free Fortifications, Planetstrike missions can be played without any such units. Indeed, the Defender will be responsible for creating the entire battlefield, and if they choose to hunker down amidst the ruins of a former city, or within the dense vegetation of a jungle instead, then they can create the battlefield as such. So long as the Defender can create a defensible position they can garrison with their forces to help them repel the planetary invaders, these rules will ensure you have a thematic battle.*

4. 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 opponent 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

D3	MISSION
1	Vanguard Operations (pg 28)
2	Drop and Demolish (pg 30)
3	Evac Under Fire (pg 32)

INCURSION MISSIONS

D6	MISSION
1	Planetary Assault (pg 34)
2	Wrack and Ruin (pg 36)
3	Vital Strongpoint (pg 38)
4	The Lure (pg 40)
5	Staging Post (pg 42)
6	Surgical Strike (pg 44)

STRIKE FORCE MISSIONS

D6	MISSION
1	Planetfall (pg 46)
2	Desperate Assault (pg 48)
3	Seize and Destroy (pg 50)
4	Stranglehold (pg 52)
5	Forlorn Hope (pg 54)
6	Planetquake (pg 56)

ONSLAUGHT MISSIONS ▶

ONSLAUGHT MISSIONS	
D6	MISSION
1	Planetary Onslaught (pg 58)
2	Hammer and Anvil (pg 60)
3	War on All Fronts (pg 62)
4	Dust and Ashes (pg 64)
5	Counterpunch (pg 66)
6	Storm of Fire (pg 68)

5. 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.

6. 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. The Agendas that players can choose from can be found in the Warhammer 40,000 Core Book. 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

The Attacker must select one Agenda from the Planetstrike Attacker category, and the Defender must select one from the Planetstrike Defender category (pg 21).

Once both players have selected their Agendas, they reveal their selections to their opponent.

7. CREATE THE BATTLEFIELD

The Defender now creates the battlefield and sets 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	44" x 30"
Incursion	44" x 30"
Strike Force	44" x 60"
Onslaught	44" x 90"

At the same time that they set up any other terrain features, the Defender also sets up all of their units that have the Fortification Battlefield Role anywhere on the battlefield that is wholly within their own deployment zone. In these missions, players must use the battlefield terrain rules for terrain features, as described in the Warhammer 40,000 Core Book.

AEGIS DEFENCE LINES

In Planetstrike missions, each time a player sets up an **AEGIS DEFENCE LINE**, they can set up a single Small Shield Section or Large Shield Section from that datasheet within 3" of a **BUILDING** from a different datasheet on the battlefield, even though normally Fortifications cannot be set up within 3" of any other terrain feature that is not from their own datasheet.

Designer's Note: *In many of these missions, the Attacker will get to select one battlefield edge to be their deployment zone (see opposite), so the Defender should beware of placing their Fortifications too close to a battlefield edge.*

8. PLACE OBJECTIVE MARKERS

The players now set objective markers 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.

9. CHOOSE DEPLOYMENT ZONE

The deployment maps for these missions will tell you which deployment zone is the Defender's. Some deployment maps for these missions will tell you where the Attacker's deployment zone is, but many will not. In these cases, the Attacker chooses one battlefield edge to be theirs (the opposite battlefield edge is then the Defender's). The Attacker's deployment zone is then any part of the battlefield within a specified distance of their battlefield edge, that distance defined in the following table:

DEPLOYMENT ZONE

SIZE OF ATTACKER'S DEPLOYMENT ZONE	
Combat Patrol/Incursion	4"
Strike Force	6"
Onslaught	10"

10. DECLARE RESERVES AND TRANSPORTS

Unless the mission briefing states otherwise, these missions use the Strategic Reserves rules (see the Warhammer 40,000 Core Book). Both 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 both players have done so, they declare their selections to their opponent. The following additional rules apply to the Attacker's and Defender's Strategic Reserves:

Attacker

- Unless stated otherwise, no more than two thirds of the total number of units in the Attacker's army can be Reserve and/or Reinforcement units, and the combined Power Ratings of all the Attacker's 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 two thirds of the Attacker's army's Power Level, even if every unit in the Attacker's army has an ability that would allow them to be set up elsewhere.

- It costs the Attacker 0CP to set units up in Strategic Reserves.

- The Attacker's Reinforcement units cannot arrive on the battlefield in the first battle round unless they have an ability that specifically states otherwise (e.g. 'Drop Pod Assault'), but the Attacker's Strategic Reserve units can attempt to arrive on the battlefield during the first battle round.

- Each time one of the Attacker's Strategic Reserves units wishes to arrive from Strategic Reserves, the Attacker must first pass a Reserve roll. To do so, roll one D6 and consult the Reserve Roll table (pg 14). If the roll does not equal or beat the roll shown, that unit cannot arrive this turn.

- When they arrive from Strategic Reserves, the Attacker's units can use the Shock Tactics rule, as described on page 14.

Defender

- Unless stated otherwise, no more than one third of the total number of units in the Defender's army can be Reserve and/or Reinforcement units, and the combined Power Ratings of all the Defender's 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 one third of the Defender's army's Power Level (excluding the Defender's additional Fortifications), even if every unit in the Defender's army has an ability that would allow them to be set up elsewhere. Exclude units with the Fortification Battlefield Role when calculating this.

- The Defender's Strategic Reserve and Reinforcement units can never arrive on the battlefield in the first battle round, even if they have an ability that specifically states otherwise (e.g. 'Drop Pod Assault').

- Each time one of the Defender's Strategic Reserves units wishes to arrive from Strategic Reserves, the Defender must first pass a Reserve roll. To do so, roll one D6 and consult the Reserve Roll table (pg 14). If the roll does not equal or beat the roll shown, that unit cannot arrive this turn.

Any Strategic Reserve or Reinforcement unit that has not arrived on the battlefield by the end of the fourth 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 Defender now sets up all their remaining units, anywhere that is wholly within their deployment zone and more than 6" from the Attacker's deployment zone. The Attacker then sets up all their remaining units, anywhere that is wholly within their deployment zone.

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

12. DETERMINE FIRST TURN

Unless the mission briefing says otherwise, the Attacker has the first turn.

13. 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, starting with the player who will take the first turn. 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.

14. BEGIN THE BATTLE

The first battle round begins. During the battle, the Attacker will have access to the Planetstrike Attacker Stratagems on pages 17-18, and can spend CP to use them, and the Defender will have access to the Planetstrike Defender Stratagems on pages 18-19, and can spend CP to use them.

15. RESOLVE FIRESTORM

The Attacker resolves their Firestorm at the start of the first battle round, before the first turn begins. After this, the players continue to resolve battle rounds until the battle ends.

16. 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 player can continue to play out their turns until the battle ends.

17. DETERMINE VICTOR

At the end of the battle, the player with the most victory points is the winner. If players are tied, the battle is a draw. Each player can score a maximum of 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, neither player can claim the bonus.

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.

Max VPs

In Planetstrike missions, each mission objective can only score players a certain number of victory points. This is denoted by 'Max x VPs' in parenthesis after the name of the objective in question. Once a player has scored 'x' victory points from that objective, they cannot score any more victory points from it, and must instead score from other mission objectives. For example. if a mission objective had '(Max 30 Vps)', each player can score a maximum of 30 victory points from it during that mission.

18. 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.

19. 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.

PLANETSTRIKE MISSION RULES

A Planetstrike mission will list all the mission rules it has. Certain mission rules are common to many Planetstrike missions and are only referenced on the mission rather than described in full. These are described below:

RESERVE ROLLS

Reserves are vital to the strategies of many armies. Defensive reserves can plug holes in battle lines. Attacking reserves can smash through a newly made breach in enemy defences.

Unless stated otherwise, each time one of the Attacker's or Defender's Strategic Reserve units wishes to arrive from Strategic Reserves, the controlling player must first pass a Reserve roll for it:

RESERVE ROLL

BATTLE ROUND	ATTACKER'S RESERVES ARRIVE ON	
	Units with the Fast Attack, Dedicated Transport or Flyer Battlefield Roles	Other Units
1	3+	4+
2	2+	3+
3	Automatic	2+
4	Automatic	Automatic

BATTLE ROUND	DEFENDER'S RESERVES ARRIVE ON	
	Units with the Fast Attack, Dedicated Transport or Flyer battlefield roles	Other Units
1	N/A	N/A
2	3+	4+
3	2+	3+
4	Automatic	Automatic

Note that if the entry says automatic, that unit no Reserve roll is required – that unit automatically arrives.

- Units must pass a Reserve roll in order to arrive from Strategic Reserves.
- Units always arrive from Strategic Reserves during the fourth battle round.

SHOCK TACTICS

The attacker's forces rain from the skies to assault the defenders.

During the first battle round, each time one of the Attacker's units arrives from Strategic Reserves, it can either be set up wholly within 6" of the Attacker's Battlefield Edge or, if it is an **INFANTRY** unit, a **BEAST** unit, a **SWARM** unit or a unit that can **FLY**, it can be set up anywhere on the battlefield that is more than 9" from any enemy models, even if enemy models have a rule that would otherwise prohibit models from being set up within a specified range of them. All the other rules for setting up Strategic Reserves continue to apply.
During the second and subsequent battle round, each time one of the Attacker's units arrives from Strategic Reserves, if it is an **INFANTRY** unit, a **BEASTS** unit, a **SWARMS** unit or a unit that can **FLY**, it can be set up anywhere on the battlefield that is more than 9" from any enemy models. All the other rules for setting up strategic reserves continue to apply.

- In the first battle round, Attacker's Strategic Reserves units are set up wholly within 6" of their battlefield edge.
- If the Attacker's Strategic Reserves unit is **INFANTRY, BEAST, SWARM** or it can **FLY**, it can be set up anywhere on the battlefield that is more than 9" from any enemy models (even during the first battle round).

FIRESTORMS

The planetary invasion is preceded by a fierce firestorm, to weaken defences, slay defenders and shatter morale.

At the start of the first battle round, but before the first turn begins, the Attacker launches the Firestorm. To do so, they must first set up six Firestorm markers (or dice) numbered 1 through 6 anywhere on the battlefield that is at least 9" apart from any other Firestorm marker. Once these have all been placed, the Attacker makes a number of Firestorm Attacks.

Unless otherwise specified, the number of Firestorm Attacks made depends on the combined Power Ratings

of all the Defender's units that have the Fortification Battlefield Role, as shown below:

FIRESTORM ATTACKS

Combined Power Ratings of Defender's units with Fortification Battlefield Role	Firestorm Attacks Made
0-10	D3
11-19	D3+1
20-29	D3+2
30-39	D3+3
40-49	D3+4
etc.	etc.

Each Firestorm Attack must be resolved one at a time. Each time a Firestorm Attack is made, the Attacker must roll one D6 to determine which Firestorm marker is hit: every unit within 3" of the centre of the corresponding Firestorm marker suffers D3+3 mortal wounds, and every other unit within 4-6" of the centre of the corresponding Firestorm marker suffers D3 mortal wounds. Once all Firestorm Attacks have been made, remove all the Firestorm markers (or dice) from the battlefield, and continue with the remainder of the battle round.

Note that if a unit has a rule that lets it be redeployed into Strategic Reserves after the Attacker has launched the Firestorm, and it suffered one or more casualties during the Firestorm Attacks, it only needs to take a Morale test during this turn's Morale phase if it is actually on the battlefield during this turn's Morale phase.

- Attacker launches Firestorm at the start of the first battle round, before the first turn begins.
- Attacker first sets up six Firestorm markers on battlefield at least 9" apart from each other.
- The Attacker makes a number of Firestorm Attacks as shown in the above table.
- Each time a Firestorm Attack is made, roll one D6 to see which Firestorm marker is hit.
- Every unit within 3" of the centre of the hit Firestorm marker suffers D3+3 mortal wounds; every other unit within 4-6" of the centre of that marker suffers D3 mortal wounds.

FIRESTORMS AND CULT AMBUSH MARKERS

If the Defender has **GENESTEALER CULTS** units that have deployed using Cult Ambush markers, then each time a Firestorm Attack is made, if a Cult Ambush marker is within range of a Firestorm marker when it is hit, keep a cumulative note of how many mortal wounds would have been suffered by it if it were an enemy unit. When that Cult Ambush marker is revealed, if a unit is set up it immediately suffers that many mortal wounds.

- Genestealer Cult Ambush markers accrue mortal wounds inflicted by Firestorms.
- When a Cult Ambush marker is revealed, if it is a unit, it immediately suffers the mortal wounds its marker had accrued.

If the Defender's army contains any **GENESTEALER CULTS** units, they also gain access to the following Stratagem, and can use CPs to use it.

SUBTERRANEAN DEFENCE 1CP

Genestealer Cults – Strategic Ploy Stratagem

The cult has long prepared for an orbital bombardment, and can take shelter beneath the ground at a moment's notice.

Use this Stratagem if your army contains any **GENESTEALER CULTS** units and you are the Defender in a Planetstrike mission, before revealing your Cult Ambush markers. For each CP spent on this Stratagem, you can select a different one of your Cult Ambush markers. Halve the number of mortal wounds noted for that Cult Ambush marker (rounding down), before revealing it and resolving the meaning mortal wounds (if any).

PLANETARY CONTROL

When seizing a planet, momentum is everything for an attacker. As soon as they have made a beachhead they must move quickly to capture more territory before the defender can react.

In Planetstrike missions, if you control an objective marker at the end of your Command phase, it remains under your control unless your opponent controls it at the end of any subsequent phase, even if you have no models within range of it.

At the start of the battle, all objective markers are controlled by the Defender, even if there are no models within range of it.

- In Planetstrike missions, if a player controls an objective marker in their Command phase, it remains under their control even if there are no models in range of it, until the opposing player controls it at the end of any subsequent phase.
- At the start of a battle, all objective markers are controlled by the Defender.

STRONGHOLDS

Planetary forces often form their defences around towering bastions and outposts. Inevitably, these strongholds become vital lynchpins about which the fate of a battle will be decided.

In Planetstrike missions, objective markers can be placed within **TRANSPORT BUILDINGS**. Only one objective marker can be placed within each such **BUILDING**. If an objective marker is placed within such a **BUILDING**, it gains the **STRONGHOLD** keyword.

The following rules apply when determining who controls a **STRONGHOLD** (and hence the objective marker inside it):

- **STRONGHOLDS** count as objective markers during the battle and can be controlled as such. Any rules that apply to a unit while it is within range of an objective marker apply while it is within the same range of a **STRONGHOLD**.
- Like other objective markers in Planetstrike missions, **STRONGHOLDS** start the battle controlled by the Defender.
- Models that are embarked within a **STRONGHOLD** are counted towards the number of models that player has within range of it. If any of these units has the objective secured ability, that player will control that **STRONGHOLD** (and hence that objective marker), even if there are more enemy models within range of that **STRONGHOLD**.
- If both players have models with the objective secured ability (or a similar ability) within range of the same **STRONGHOLD**, then that **STRONGHOLD** is Besieged.
- A Besieged **STRONGHOLD** is not controlled by either player during the battle, but at the end of the battle, all Besieged **STRONGHOLDS** count as being controlled by the Attacker.

If a **STRONGHOLD** is destroyed and the model is removed from the battlefield, then before any unit(s) that were embarked within that **STRONGHOLD** units are set up on the battlefield, the Attacker first sets up an objective marker as close as possible to the centre of where the destroyed building was. If the **STRONGHOLD** model is not removed from the battlefield, treat its 'wreck' as one large objective marker for the rest of the battle instead.

- One objective marker can be placed inside each of the Defender's **TRANSPORT BUILDINGS**. These are called **STRONGHOLDS**.
- **STRONGHOLDS** are controlled just like objective markers. Units embarked within are counted when determining which player controls it.
- If both players have models with the objective secured ability within range of the same **STRONGHOLD**, it is Besieged.
- A Besieged **STRONGHOLD** is not controlled by either player during the battle, but is controlled by the Attacker at the end of the battle.
- If a **STRONGHOLD** is destroyed and removed from the battlefield, the Attacker replaces it with an objective marker.

PLANETSTRIKE STRATAGEMS

If you are playing a Planetstrike mission, then the Attacker has access to the Planetstrike Attacker Stratagems shown here, and the Defender has access to the Planetstrike Defender Stratagems, and the players can spend CPs to use them.

ATTACKER STRATAGEMS

RAPID DROP ASSAULT — 1CP

Planetstrike Attacker – Battle Tactic Stratagem

The generals of the attacking forces are adamant that their target should fall, and have tasked their elite troops to spearhead the assault in order to achieve their goal.

Use this Stratagem in your Charge phase, before declaring a charge with a unit from your army that arrived from Strategic Reserves this turn. Until the end of the phase, if that unit has the **INFANTRY**, **BEAST**, **SWARM** or **FLY** keyword, each time you make a charge roll for that unit, roll one additional D6 and then discard one D6 of your choice.

SCORCHED SKIES — 3CP

Planetstrike Attacker – Battle Tactic Stratagem

Some invasion forces employ such an unrelenting barrage of Drop Pods and heavy munitions that the skies turn into a roiling maelstrom. In the final moments before a planetfall, the defenders witness the skies themselves tear and burn.

Use this Stratagem before you launch the Firestorm. When you launch the Firestorm, if you are playing a Combat Patrol or Incursion battle, make an 1 additional Firestorm Attack, or if you are playing a Strike Force or Onslaught battle, make D3 additional Firestorm Attacks. You can only use this Stratagem once.

DARKEN THE SKIES — 2CP/3CP

Planetstrike Attacker – Strategic Ploy Stratagem

Whether by taking advantage of an eclipse, blotting out the sun with the bulk of a vast spacecraft or inducing darkness with even more esoteric means, the attackers bring the shroud of night to the battlefield for a few vital moments.

Use this Stratagem at the start of the battle round. Until the end of the battle round, each time a ranged attack is made against a target unit that is more than 12" away, subtract 1 from that attack's hit roll. You can only use this Stratagem twice during the battle. If it is the first time you are using this Stratagem during a battle, it costs 2CP; otherwise, it costs 3CP.

TECHNO-SPIRIT CURSE — 1CP/2CP

Planetstrike Attacker – Strategic Ploy Stratagem

The attacker has assailed the enemy strongholds with a terrible electronic affliction, causing their bastions and automated weapons systems to malfunction and even jam at critical moments.

Use this Stratagem at the start of your opponent's Shooting phase. Select one **BUILDING** on the battlefield. Until the end of the turn, each time that model makes a ranged attack, subtract 1 from that attack's hit roll. If that **BUILDING** is **TITANIC**, this Stratagem costs 2CP; otherwise, it costs 1CP. Each **BUILDING** can only be selected for this Stratagem once per battle.

GROUND OBSERVER — 1CP

Planetstrike Attacker – Strategic Ploy Stratagem

The attacking forces have planted forward observers deep within the enemy territory. Their covert signals enable not only the main invasion force a far greater chance of making a successful planetfall, but also their ordnance to slam home with unfailing accuracy.

Use this Stratagem when resolving a Firestorm Attack, after rolling to determine which Firestorm marker is hit, or in your Movement phase, after you have failed a Reserve roll.

- If you use this Stratagem when resolving a Firestorm Attack, you can change the result of the D6 roll by +1 or -1 (if you modify a roll of 1 by -1, it becomes a 6, and if you modify a roll of a 6 by +1, it becomes a 1).
- If you use this Stratagem in your Movement phase, that Reserve roll is considered to have been passed instead.

You can only use this Stratagem twice, unless you are playing an Incursion mission (in which case you can use it up to three times), or a Strike Force Mission (in which case you can use it up to four times), or an Onslaught mission (in which case you can use it up to five times).

HEAVY DUTY DROP 1CP

Planetstrike Attacker – Strategic Ploy Stratagem

The bulk lifter pilots who deploy an invasion's support fighters can, in desperate circumstances, drop their cargo directly onto the field of battle. These emergency drops are notoriously risky, as no bulk lifter wants to hang about over a battlefield for long!

Use this Stratagem in your Movement phase, when a **VEHICLE** or **MONSTER** unit from your army (excluding **TITANIC** units) arrives from Strategic Reserves, before setting that unit up. That unit can be set up anywhere on the battlefield that is more than 9" from any enemy models.

HIGH YIELD FIRESTORM 1CP

Planetstrike Attacker – Wargear Stratagem

With a tremendous roar, massive, high-yield ordnance hurtles out of the bruised skies into the ranks of the warriors below, destroying every structure caught in the resultant explosion in a blinding conflagration.

Use this stratagem when resolving a Firestorm Attack, before rolling to determine which Firestorm marker is hit. When resolving that Firestorm Attack, each **BUILDING** unit within 6" of the centre of the corresponding Firestorm marker suffers an additional D3 mortal wounds.

LASERBURN 2CP

Planetstrike Attacker – Strategic Ploy Stratagem

In the still of the void above, crosshairs fall upon the image of a doomed stronghold. Without warning, a pillar of searing ruby light flashes downwards and carves a great scar across the planet's surface.

Use this Stratagem in your Command phase. Place three Firestorm markers (or dice), numbered 1-3, anywhere on the battlefield such that all three are within 12" of each other. At the start of your next Command phase, roll two D3s (roll again if a double is rolled until two different results are rolled). Draw a straight, imaginary line between the two corresponding Firestorm markers, and then roll one D6 for each unit that this line crosses over, adding 1 to the result if that unit is a **BUILDING**: on a 2-5, that unit suffers D3 mortal wounds; on a 6+, it suffers D3+3 mortal wounds instead. The Firestorm markers are then removed. You can only use this Stratagem once.

DEFENDER STRATAGEMS

RAPID REINFORCEMENTS 1CP/2CP

Planetstrike Defender – Battle Tactic Stratagem

The planetary defenders maintain strong supply lines. This enables them to react swiftly to repulse the invader's forces.

Use this Stratagem in your Movement phase, before making any Reserve rolls. If you spent 2CP on this Stratagem, select up to two of your Strategic Reserves units; otherwise, select one of your Strategic Reserves units. Those units automatically arrive this turn – no Reserve rolls are required.

COORDINATED REDEPLOYMENT 2CP

Planetstrike Defender – Strategic Ploy Stratagem

As the invaders' deployment patterns reveal themslves and fresh intel on their attack plans is assessed, the defenders must redress their lines to ensure that they can survive the initial onslaught and strike the foe where they are weakest.

Use this Stratagem at the start of the first battle round after the Attacker has set up their Firestorm markers, but before they have launched the Firestorm. Select up to three units from your army that are in your deployment zone and redeploy them (you cannot select units with the Fortification Battlefield Role). Any of those units can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first. You can only use this Stratagem once.

FOXHOLES — 2CP

Planetstrike Defender – Strategic Ploy Stratagem

The defenders have wasted no time in digging themselves in, honeycombing the land with makeshift trenches and foxholes.

Use this Stratagem at the start of the first battle round, after the Firestorm has been resolved. Until the end of the battle round, all units in your army (except **AIRCRAFT**, **BUILDING** and **TITANIC** units) that are wholly within your deployment zone gain the benefit of Light Cover and Heavy Cover.

TARGETING JAMMERS — 1CP/3CP

Planetstrike Defender – Wargear Stratagem

The defender has deployed powerful jamming emitters that scramble orbital targeting sensors, throwing the invader's bombardments off.

Use this Stratagem at the start of the first battle round, after the Attacker has set up their Firestorm markers but before they launch the Firestorm. If you spent 1CP, you can select one of those markers; if you spent 3CP, you can select two of those markers. You can move each of the Firestorm markers you selected by up to 2D6" in any direction, rolling separately for each marker. The markers cannot be moved off the battlefield.

DROP ZONE DENIAL — 2CP/3CP

Planetstrike Defender – Strategic Ploy Stratagem

The defenders expect an orbital drop from the invaders, and have sought to make it as hazardous as possible. Flooded fields, obstacles and raging fires all render areas impossible for a landing.

Use this Stratagem at the start of the battle round. Select one battlefield edge that is not the Attacker's battlefield edge. Until the end of that battle round, none of the Attacker's Strategic Reserves can be set up within 6" of that battlefield edge. You can only use this Stratagem twice during the battle. If it is the first time you are using this Stratagem during a battle, it costs 2CP; otherwise, it costs 3CP.

STASIS TRAP — 2CP

Planetstrike Defender – Strategic Ploy Stratagem

The defender has secreted one of the most arcane weapons in the 41st Millennium – a stasis field trap. When triggered, the unfortunate attacker is wreathed in a shimmering force field that temporarily holds it imprisoned in a pocket of time like an insect in amber.

Use this Stratagem at the start of the Fight phase. Select one unit in your opponent's army that made a charge move during this turn. That unit is not eligible to fight until after all other eligible units have fought this phase.

DIRECTIONAL POWER FIELD — 1CP

Planetstrike Defender – Strategic Ploy Stratagem

The defenders have activated an ancient device that can generate a localised power field, and though it will provide only temporary reprieve from the orbital barrage, it should hold out long enough.

Use this Stratagem at the start of the first battle round, when your opponent launches the Firestorm and before any Firestorm Attacks are made. Select one unit from your army. Until the Firestorm has been resolved, each time a model in that unit suffers a mortal wound, roll one D6: on a 4+, that wound is not lost.

KRAK MINES — 2CP

Planetstrike Defender – Strategic Ploy Stratagem

The defender has placed a series of minefields across the wastes of no man's land, each surrounded by nests of krak grenades on hair-thin triggers. Should the enemy use these as coordinates for their planetary landing, they are in for a very nasty surprise...

Use this Stratagem in your opponent's Movement phase, after they have set up a Reinforcement or Strategic Reserves unit on the battlefield anywhere that is not wholly within the Attacker's deployment zone. Roll three D6s for each **VEHICLE** or **MONSTER** model in that unit, and one D6 for every other model in that unit. For each roll of 5+, that unit suffers 1 mortal wound (to a maximum of 6 mortal wounds). You can only use this Stratagem once.

AGENDAS

These Agendas can be selected for Planetstrike games in addition to those in other publications. Only the Attacker can select from the Planetstrike Attacker category, and only the Defender can select from the Planetstrike Defender category. These are new categories of Agendas, and follow all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

Some Agendas will instruct you to keep a certain tally for your units during the battle. These tallies will then be used after the battle to determine if you achieved certain Agendas, and how many experience points the units in question earned from them. You can use the 'Agenda Tallies' section of each unit's Crusade card to keep track of these tallies – we recommend you make these tallies in pencil so they can be deleted after the game, ready for your next battle.

PLANETSTRIKE ATTACKER

DESPERATE LAST PUSH

At the end of the battle, for each objective marker on the battlefield you control, you can select one unit from your army that is within range of that objective marker (excluding **AIRCRAFT** units). That unit gains 1 experience point (if that unit has the objective secured ability, it gains 2 experience points instead). In addition, if there are at least four objective markers on the battlefield,and you control every objective marker, you gain 1 Requisition point.

DEATH FROM ABOVE

Keep a Death From Above tally for each unit from your army. During the turn in which one of your units arrived from Strategic Reserves:

- Add 2 to that unit's Death From Above tally each time it destroys an enemy unit.
- At the end of each phase, add 1 to that unit's Death From Above tally if it failed to destroy any enemy units, but it destroyed one or more enemy models during that turn.

Each unit gains 1 experience point for every mark on its Death From Above tally.

PLANETQUAKE BOMB

If you selected this Agenda, then after both sides have finished deploying, your opponent must set up one objective marker anywhere on the battlefield. This objective marker represents the planetquake bomb, but does not count as an objective marker for any rules purposes other than for this Agenda. Keep a Planetquake Bomb tally for each unit in your army. **INFANTRY** units in your army can attempt the following action:

Prime Planetquake Bomb (Action): At the end of your Movement phase, one **INFANTRY** unit from your army that is within 3" of the Planetquake Bomb 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. If completed, add 1 to that unit's Planetquake Bomb tally.

If this action has been completed two or more times during the battle, then each unit gains 4 experience points for every mark on its Planetquake Bomb tally (to a maximum of 6 experience points).

RAZE AND RUIN

Keep a Raze and Ruin tally for each unit from your army.

- Add 1 to your **WARLORD**'s Raze and Ruin tally if one or more **STRONGHOLD** units were destroyed during the battle.
- Add 1 to a unit's Raze and Ruin tally each time it destroys an enemy **BUILDING** model with a Wounds characteristic of 10 or more (add 2 to its tally instead if the **BUILDING** model has a Wounds characteristic of 20 or more).

Each unit gains 3 experience points for every mark on its Raze and Ruin tally.

PLANETSTRIKE DEFENDER

THE TABLES TURNED

Keep a Tables Turned tally for each unit from your army. Add 1 to a unit's Table's Turned tally each time it destroys an enemy unit that arrived from Strategic Reserves during this battle.

- Each unit gains 1 experience point for every mark on its Tables Turned tally.
- If 5 or units from your army have at least 1 mark each on their Tables Turned tally, you gain 1 Requisition point.

REPEL THE FOE

At the end of each battle round, for each objective marker on the battlefield you control, you can select one unit from your army that is within range of that objective marker (excluding **AIRCRAFT** units, but including units embarked within **STRONGHOLDS**). Add 1 to that unit's Repel the Foe tally.

- At the end of the battle, the unit in your army that has the highest Repel the Foe tally earns 2 experience points. If two or more units are tied, you choose which unit achieves this Agenda.
- If there are at least three objective markers on the battlefield, and you control at least half of them at the end of the battle, every unit with at least one mark on its Repel the Foe tally earns 1 experience point (this is cumulative with the bullet point above).

COORDINATE THE DEFENCE

Keep a Coordinate the Defence tally for each **CHARACTER** unit from your army. Add 1 to a unit's Coordinate the Defence tally each time it successfully completes the following action:

Coordinate the Defence (Action): One **CHARACTER** unit from your army can start to perform this action at the end of your Command phase if it is within 6" of the centre of the battlefield. The action is completed at the start of your next Command phase. Each time this action is completed by your **WARLORD**, roll one D6: on a 4+, you gain 1 Command point.

- If a **CHARACTER** unit's Coordinate the Defence tally is 3 or more, it earns 3 experience points.
- If a **CHARACTER** unit's Coordinate the Defence tally is 4 or more, you earn 1 Requisition point.

DEFIANT TO THE END

At the end of the battle, so long as you control at least one objective marker, each unit from your army that is on the battlefield, including units that are embarked in **TRANSPORTS** that are on the battlefield, gains 1 experience point.



PLANETSTRIKE BATTLE TRAITS

When a unit gains a Battle Trait after a Planetstrike battle, you can use one of the tables below, depending on whether you were the Attacker or the Defender during that battle. If you do, roll one D6 and consult the appropriate table to randomly determine what Battle Trait the unit gains, or choose one 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.

BATTLE TRAITS (ATTACKER ONLY)

D6	TRAIT
1	**Siege Breaker** You can re-roll charge rolls for this unit during a turn in which it declares a charge against one or more of the following: • A **BUILDING** unit. • A unit that is wholly within an Area Terrain feature. • A unit that is wholly within 3" of an Obstacle terrain feature.
2	**Burner of Worlds** • When this unit arrives from Strategic Reserves, until the end of the turn, each time a model in this unit makes an attack, the target does not receive the benefits of cover against that attack. • If you are playing a Planetstrike mission, when you unleash the Firestorm (pg 14-15), for each unit with this trait that is in your Crusade army, you can re-roll one dice when determining which Firestorm marker is hit.
3	**Fortress Destroyer** Each time a model in this unit makes an attack against a **BUILDING** unit, re-roll a wound roll of 1.
4	**Masters of Timing** • This unit can treat the battle round as being 1 higher than it actually is for the purposes of arriving from Strategic Reserves. • If a Reserve roll is required to determine if this unit arrives from Strategic reserves, add 1 to the Reserve roll.
5	**Precision Target** When this unit arrives from Strategic Reserves, make a note of the closest visible enemy unit to that unit. Until the end of the battle, each time a model in this unit makes an attack against that enemy unit, add 1 to that attack's hit roll.
6	**Strategic Attacker** • If you are the Attacker, then at the start of your first Command phase, roll one D6 for each unit in your Crusade army that has this trait. If one or more results of 4+ are rolled, you gain 1CP. • If you are playing a Planetstrike battle, then once per battle, when you use a Planetstrike Attacker Stratagem, that Stratagem costs one fewer CP to use (to a minimum of 0CP) for each unit in your Crusade army with this trait. Note that the CP cost is only reduced by 1CP for that use of the Stratagem, any future usages of it cost the normal amount of CPs.

BATTLE TRAITS (DEFENDER ONLY)

D6	TRAIT
1	**Protector of Worlds** • While this unit is wholly within its own deployment zone, it has the Objective Secured ability (see the Warhammer 40,000 Core Book). • While this unit is receiving the benefits of cover, enemy models cannot use rules that would allow their ranged attacks to ignore the benefits of cover against this unit.
2	**Fortress Commanders** • While this unit is embarked within a **BUILDING**, each time an attack is made against that **BUILDING**, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the model making the attack may have. • Each time this unit is selected to shoot while it is either embarked within a **BUILDING** unit, or while it is within 6" of a friendly **BUILDING**, you can re-roll one hit roll or one wound roll.
3	**Lords of Ambush** • If the mission uses the Strategic Reserves rules, this unit can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves. • If a Reserve roll is required to determine if this unit arrives from Strategic Reserves, add 1 to the Reserve roll.
4	**Prescient Defender** • Each time a wound is allocated to a model in this unit, if the attacking model arrived from Strategic Reserves this turn, models in this unit have a 4+ invulnerable save against that attack. • If you are playing a Planetstrike mission, until the Firestorm has been resolved (pg 14-15), roll one D6 each time a model in this unit suffers a mortal wound: on a 5+, that wound is not lost.
5	**Counterfire Masters** Each time a model in this unit makes a ranged attack, if the target of that attack arrived from Strategic Reserves during this battle, add 1 to that attack's hit roll.
6	**Strategic Defender** • If you are the Defender, then at the start of your first Command phase, roll one D6 for each unit in your Crusade army that has this trait. If one or more results of 4+ are rolled, you gain 1CP. • If you are playing a Planetstrike battle, then once per battle, when you use a Planetstrike Defender Stratagem, that Stratagem costs one fewer CP to use (to a minimum of 0CP) for each unit in your Crusade army with this trait. Note that the CP cost is only reduced by 1CP for that use of the Stratagem, any future usages of it cost the normal amount of CPs.

PLANETSTRIKE MISSIONS IN A PANKALLIS ASSAULT CAMPAIGN

War Zone Octarius Act 1: Rising Tide is not only set in the Octarius Sector, but also describes how to run a campaign all about planetary invasions. As such, the Planetstrike missions in this pack are ideally suited to be incorporated into that campaign system. If you are running a Pankallis Assault Campaign from that book, then the Campaign Master should feel free to make use of this mission pack as they see fit. On these pages you will find some ready to use campaign trees that you can use for one or more phases of a Pankallis Assault Campaign. These only use missions that are found in this mission pack. Note that the stage 3 bonus for the final phase must always be Death or Glory (but if this is not the final phase in the campaign, an alternative is suggested). The Campaign Master should feel free to photocopy and use these, modify them, or simply use them as inspiration when making their own campaign trees.

EXAMPLE CAMPAIGN TREES

Example 1: Planetary Incursion (Combat Patrol and Incursion)

STAGE 1

Victor Bonus: Command Net

Defender is victor →

Attacker is victor →

Mission Pack: Planetstrike
Mission: Vanguard Operations
Battle Size: Combat Patrol

STAGE 2

Victor Bonus: Lines of Retreat

Mission Pack: Planetstrike
Mission: Evac Under Fire
Battle Size: Combat Patrol

Mission Pack: Planetstrike
Mission: Evac Under Fire
Battle Size: Combat Patrol

STAGE 3

Victor Bonus: Strategic Gambit/
Death or Glory

Mission Pack: Planetstrike
Mission: The Lure
Battle Size: Incursion

Mission Pack: Planetstrike
Mission: Staging Post
Battle Size: Incursion

Mission Pack: Planetstrike
Mission: Surgical Strike
Battle Size: Incursion

Example 2: Planetary Invasion (Incursion and Strike Force)

STAGE 1

Victor Bonus: Superior Intel

Defender is victor →

Attacker is victor →

Mission Pack: Planetstrike
Mission: Planetary Assault
Battle Size: Incursion

STAGE 2

Victor Bonus: Vital Supplies

Mission Pack: Planetstrike
Mission: Vital Strongpoint
Battle Size: Incursion

Mission Pack: Planetstrike
Mission: Wrack and Ruin
Battle Size: Incursion

STAGE 3

Victor Bonus: Devastating Onslaught/Death or Glory

Mission Pack: Planetstrike
Mission: Forlorn Hope
Battle Size: Strike Force

Mission Pack: Planetstrike
Mission: Planetquake
Battle Size: Strike Force

Mission Pack: Planetstrike
Mission: Seize and Destroy
Battle Size: Strike Force

Example 3: Planetary Onslaught (Strike Force and Onslaught)

STAGE 1

Victor Bonus: The Tables Turned

Defender is victor →

Attacker is victor →

Mission Pack: Planetstrike
Mission: The Lure
Battle Size: Strike Force

STAGE 2

Victor Bonus: Flexible Goals

Mission Pack: Planetstrike
Mission: Stranglehold
Battle Size: Strike Force

Mission Pack: Planetstrike
Mission: Desperate Assault
Battle Size: Strike Force

STAGE 3

Victor Bonus: Legendary Heroes/
Death or Glory

Mission Pack: Planetstrike
Mission: Counterpunch
Battle Size: Onslaught

Mission Pack: Planetstrike
Mission: All Fronts
Battle Size: Onslaught

Mission Pack: Planetstrike
Mission: Storm of Fire
Battle Size: Onslaught



CRUSADE MISSIONS

'The greenskins took our home and butchered our battle-brothers. They tore down the Cujiatl Forest and polluted the Earthsky Sea. Our people have been slaughtered or made into slaves. I make it my pledge, and I ask you make it yours, that before the last Obsidian Jaguar has breathed his last, no Ork will taint this galaxy with its presence. I swear to you all that I will spend every waking moment working to slay the greenskin wherever it is found. We will have vengeance for what we have lost, battle-brothers. Every Ork will rue the day that their foul kin attacked Ceibhal and will learn to fear our name.'

- Chapter Master Ahluic Xotzin of the Obsidian Jaguars



1

COMBAT PATROL MISSION

VANGUARD OPERATIONS

MISSION BRIEFING

Prior to the main fleet making orbit, the invaders have launched a small vanguard force to disable an early-warning sensor array in a sudden assault, aiming to overwhelm the garrison and disable the site before they can raise the alarm.

MISSION RULES

Firestorms, Planetary Control, Reserve Rolls, Shock Tactics, Strongholds (pg 14-16)

Objective Markers: The Defender places three objective markers on the battlefield. If there are any **TRANSPORT BUILDINGS** on the Battlefield, one objective marker can be placed within each, as described in the rules for **STRONGHOLDS** (pg 16). Other objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge, 6" from any **STRONGHOLD**, and 9" from any other objective marker.

Raise the Alarm: **INFANTRY** units in the Defender's army can attempt to perform the following action:

Raise the Alarm (Action): One **INFANTRY** unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker you control. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT**) in range of the same objective marker. The action is completed at the start of your next Command phase so long as the unit is still within range of the same objective marker and you still control that objective marker.

MISSION OBJECTIVES

Victory points are awarded as follows (remember that **STRONGHOLDS** count as objective markers):

SECURE DROP SITES

Progressive Objective (Max 60 VPs)

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control one or more objective markers.
- Control two or more objective markers.
- Control one or more **STRONGHOLDS**.

This objective cannot be scored in the first battle round.

DROP ZONE SECURE

End Game Objective (Max 40 VPs)

- A player scores 10 victory points for each objective marker they control.
- The Attacker scores 5 victory points for each of the Defender's **STRONGHOLDS** that was destroyed during the battle.

ALARM RAISED

End Game Objective (Max 15 VPs)

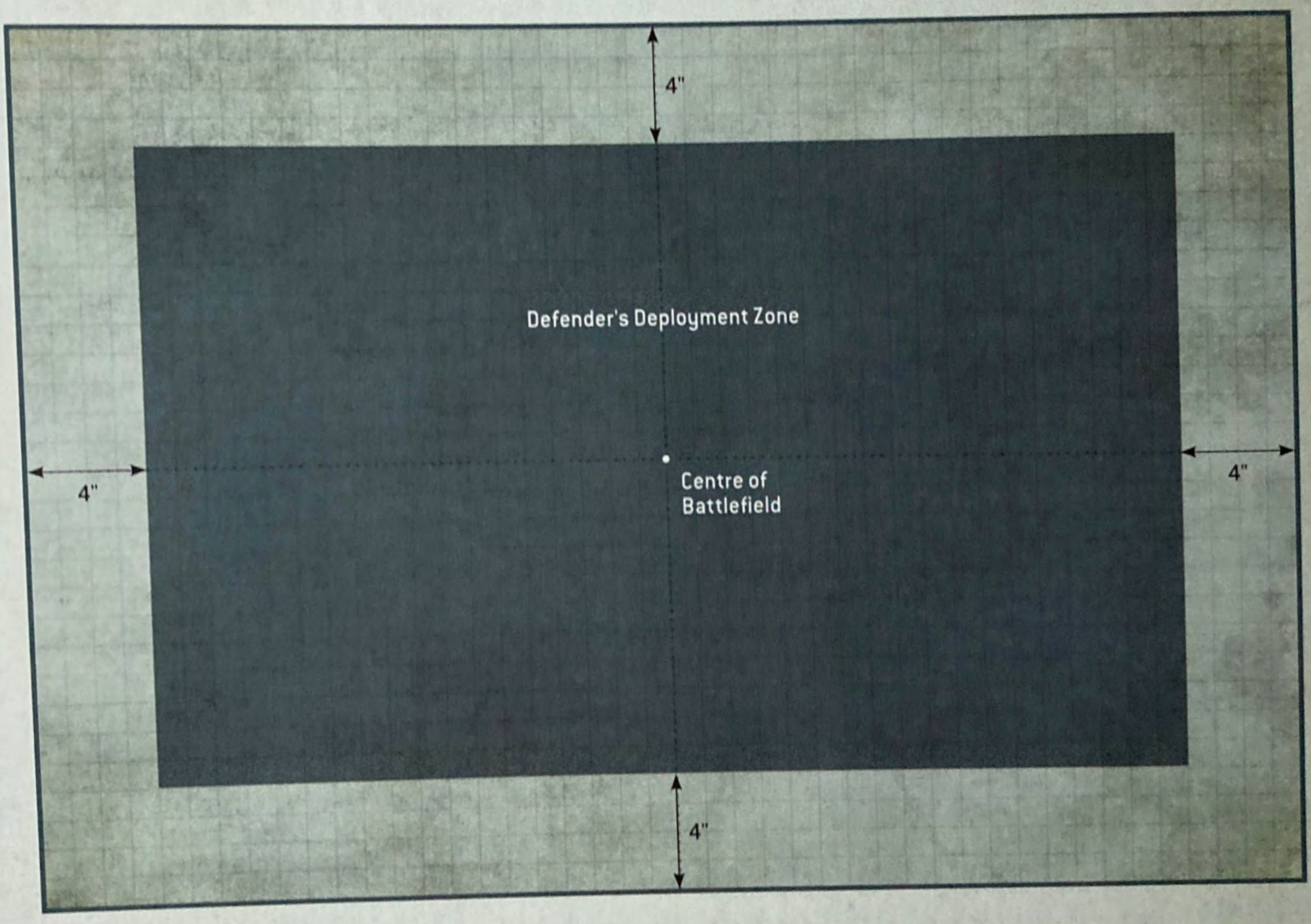
- If the Raise the Alarm action was completed three or more times during the battle by units in the Defender's army, the Defender scores 15 victory points.
- If the Raise the Alarm action was not completed at all during the battle by units in the Defender's army, the Attacker scores 10 victory points.

VICTOR BONUS

The victor can select one unit from their army. If that unit can gain a Battle Honour, it gains a Planetstrike Battle Trait of your choice (pg 22). Make a note of that Battle Trait on that unit's Crusade card and increase its Crusade points accordingly.

COMBAT PATROL MISSION

VANGUARD OPERATIONS



2

COMBAT PATROL MISSION

DROP AND DEMOLISH

MISSION BRIEFING

A lone outpost, situated in a remote location so as not to draw attention, secretly contains an uplink to the planetary defence network. If this relay can be demolished or subverted, the orbiting defence guns will be silenced, paving the way for a full scale invasion.

MISSION RULES

Firestorms, Planetary Control, Reserve Rolls, Shock Tactics, Strongholds (pg 14-16)

Vital Outpost: When the Defender creates the battlefield, the first Fortification or terrain feature they set up must be placed on the centre of the battlefield. If the Defender's army includes any **TRANSPORT BUILDINGS**, they must set up one of these first; otherwise, if their army includes any other **BUILDINGS**, they must instead set up one of these first.

The terrain feature set up in the centre of the battlefield is the Defender's Vital Outpost. If the Vital Outpost is a **BUILDING**, then for the duration of the battle, roll one D6 each time a model in that unit suffers a mortal wound; on a 4+, that wound is not lost.

If the Vital Outpost is an Obstacle or Area Terrain feature, it gains the Light Cover and Heavy Cover terrain traits, as described in the Warhammer 40,000 Core Book.

Objective Markers: The Defender places one objective marker on the battlefield. If the Defender's Vital Outpost is a **TRANSPORT BUILDING**, it must be within it, as described in the rules for **STRONGHOLDS** (pg 16). Otherwise, this objective marker must be placed as close to the centre of the battlefield as possible and this is their Vital Outpost (it must be placed in a position that is accessible to models).

Disable: Units in the Attacker's army can attempt the following action:

Disable (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker (excluding a **STRONGHOLD**), and no enemy units (excluding **AIRCRAFT**) are within range of that objective marker.

The action is completed at the end of your turn. If this action is successfully completed, that objective marker is disabled.

MISSION OBJECTIVES

Victory points are awarded as follows (remember that **STRONGHOLDS** count as objective markers):

STORM STRONGPOINT

Progressive Objective (Max 60 VPs)

At the end of each player's Command phase, the player who controls the objective marker scores 15 victory points. This objective cannot be scored in the first battle round.

DEMOLISH, DISABLE OR DEFEND

End Game Objective (Max 60 VPs)

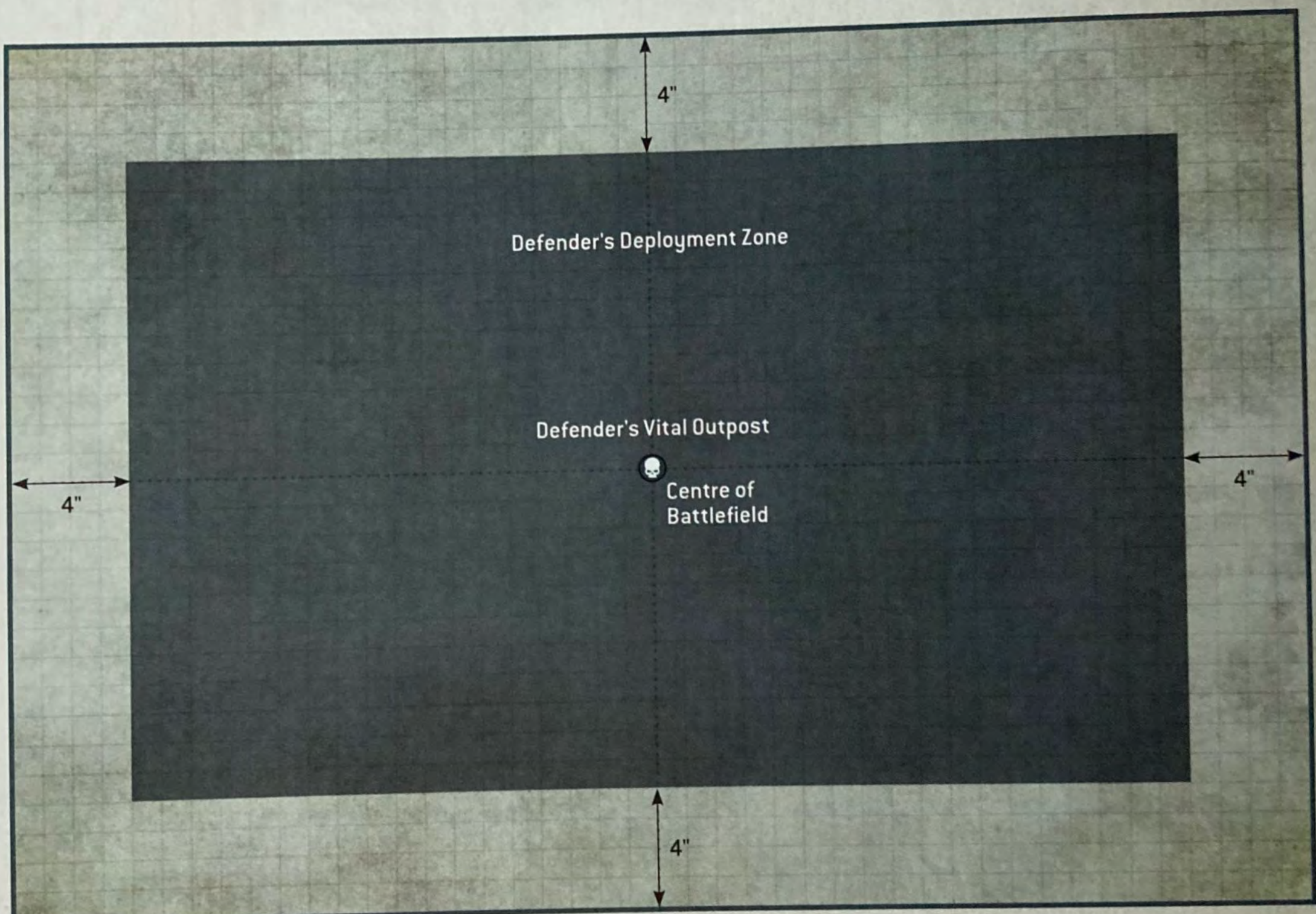
- If the Defender controls the Vital Outpost, they score 30 victory points.
- If the Vital Outpost was a **STRONGHOLD**, and it is besieged, the Attacker scores 15 victory points.
- If the Vital Outpost was a **STRONGHOLD** that has been destroyed during the battle, the Attacker scores 30 victory points.
- If the Disable action was completed by a unit in the Attacker's army during the battle, the Attacker scores 30 victory points.

VICTOR BONUS

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

COMBAT PATROL MISSION

DROP AND DEMOLISH



Designer's Note: *If possible, we recommend the Vital Outpost be a single small Fortification, such as an Imperial Bunker or an Aegis Defence Line with a Weapon Emplacement. Alternatively, a ruin or any impressive terrain feature that the Defender can protect with a garrison of warriors will suffice.*

3

COMBAT PATROL MISSION

EVAC UNDER FIRE

MISSION BRIEFING

A sudden bombardment heralds an attack against an installation protecting a rare and valuable artefact. The defenders must hold their ground and maintain their flakk attacks. If they do not, they will be overrun and the artefact will fall into enemy hands.

MISSION RULES

Firestorms, Planetary Control, Reserve Rolls, Shock Tactics, Strongholds (pg 14-16)

The Relic: The Relic is represented by an objective marker that starts the battle in the centre of the battlefield. No Fortifications or terrain features can be set up within 3" of the centre of the battlefield. The Relic can be carried if a unit successfully completes the Carry Relic action (see below). If this model is destroyed (even if it is subsequently resurrected or returns to the battlefield), place the Relic objective marker as close as possible to the spot where the destroyed model was. While it is carrying the Relic, that model's unit cannot embark within a **TRANSPORT** unless it is a **STRONGHOLD**, nor can it use any rule that enables it to be removed from the battlefield and set back up again.

INFANTRY units from either players army can attempt to perform the following action:

Carry Relic (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 Relic 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 the Relic.

Objective Markers: The Defender places three other objective markers on the battlefield. One (and only one) must be placed within the Defender's Evac Zone. If there are any **TRANSPORT BUILDINGS** on the battlefield, one objective marker can be placed within each, as described in the rules for **STRONGHOLDS** (pg 16). Other objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge, 6" from any **STRONGHOLD**, and 9" from any other objective marker.

Flakk Attack: Each time the Attacker makes a Reserve roll in this mission, subtract 1 from the result.

MISSION OBJECTIVES

Victory points are awarded as follows (remember that **STRONGHOLDS** count as objective markers):

SECURE DROP SITES

Progressive Objective (Max 60 VPs)

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control one or more objective markers.
- Control two or more objective markers.
- Control one or more **STRONGHOLDS**.

This objective cannot be scored in the first battle round.

THE RELIC

End Game Objective (Max 40 VPs)

If a model from the Defender's army is carrying the Relic, and that model is wholly within the Defender's Evac Zone (or is within a **STRONGHOLD** that is wholly within the Defender's Evac Zone), the Defender scores 40 victory points. Otherwise, the Attacker scores 40 victory points.

VICTOR BONUS

After the battle, the victor selects 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.

COMBAT PATROL MISSION

EVAC UNDER FIRE



1

INCURSION MISSION

PLANETARY ASSAULT

MISSION BRIEFING

Invading forces orbit above, raining fire upon the foe, their landing parties inbound to take for themselves any fortresses still standing. The defender must weather the storm and repel the enemy, no matter the cost. The attacker must not rest until the world is theirs.

Corporal Ven looked up. The once glorious blue skies of Phrankis were changed. Now they were a green haze thanks to alien taint.

'Vile, isn't it, Corporal,' said Sergeant Prol. The portly man sipped at a Guard-issue mug of recaff, leaning against the quadcannon they and the rest of the crew manned. They had been on high alert for several days, since the alien presence was announced to the military. They had been stationed on the roof of the Cathedrum of Saint Bazildus the whole time, sleeping next to their weapon.

Nothing had happened yet.

'Certainly is, Sergeant,' said Ven. 'I wish they attacked. This waiting is awful.'

'Be careful what you wish for, Corporal,' said Prol. 'You'd be asking for xenos monstrosities to set foot upon one of the God-Emperor's most holy worlds.'

Ven looked to his feet. His face felt hot.

'I am sorry, Sergeant, I should have thought better.'

'I understand eagerness to kill the foe. That is as it should be.'

'Thank you, Sergeant.'

Van looked up again. The sky was darker. It was only midday.

'What's caused that, Sergeant?' Ven asked.

'Caused what?'

'Everything is darker than it was earlier.'

'So it is.' The sergeant looked earnestly at the sky now, no longer leaning against their quadcannon.

Ven saw black shapes moving in the sky towards them.

'Get the gun ready!' roared Sergeant Prol.

MISSION RULES

Firestorms, Planetary Control, Reserve Rolls, Shock Tactics, Strongholds (pg 14-16)

Objective Markers: The Defender places three objective markers on the battlefield. If there are any **TRANSPORT BUILDINGS** on the battlefield, one objective marker can be placed within each, as described in the rules for **STRONGHOLDS** (pg 16). Other objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge, 6" from any **STRONGHOLD**, and 9" from any other objective marker.

MISSION OBJECTIVES

Victory points are awarded as follows (remember that **STRONGHOLDS** count as objective markers):

SECURE DROP SITES

Progressive Objective (Max 60 VPs)

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control one or more objective markers.
- Control two or more objective markers.
- Control one or more **STRONGHOLDS**.

This objective cannot be scored in the first battle round.

DROP ZONE SECURE

End Game Objective (Max 40 VPs)

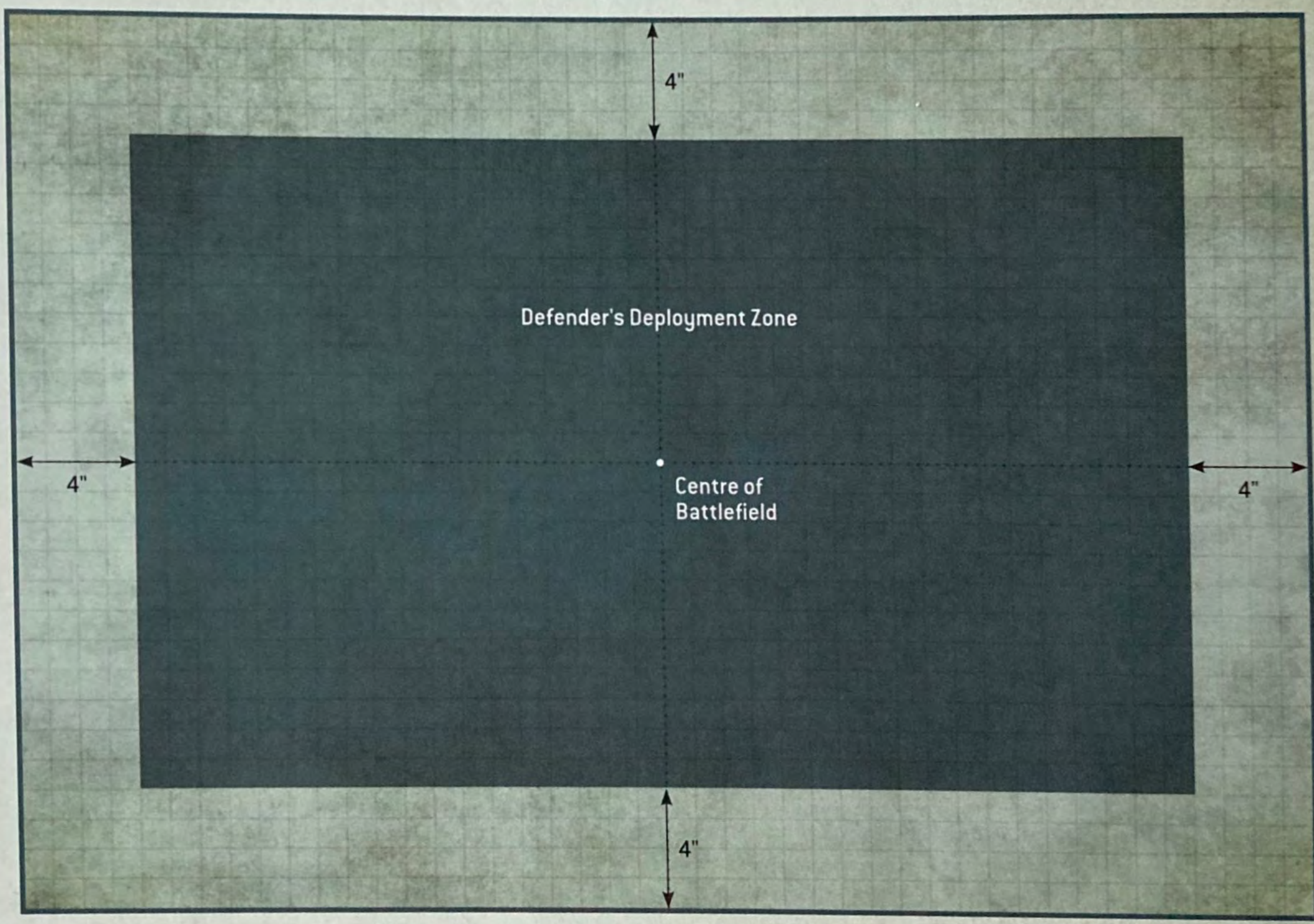
- A player scores 10 victory points for each objective marker they control.
- The Attacker scores 5 victory points for each of the Defender's **STRONGHOLDS** that was destroyed during the battle.

VICTOR BONUS

The victor can select one unit from their army. If that unit can gain a Battle Honour, it gains a Planetstrike Battle Trait of your choice (pg 22). Make a note of that Battle Trait on that unit's Crusade card and increase its Crusade points accordingly.

INCURSION MISSION

PLANETARY ASSAULT



2

INCURSION MISSION

WRACK AND RUIN

MISSION BRIEFING

The defenders will stand defiant, manning their fortress walls and refusing to yield. The invaders will reduce their defences to nought but rubble and wreckage to show them the error of their ways.

MISSION RULES

Firestorms, Planetary Control, Reserve Rolls, Shock Tactics, Strongholds (pg 14-16)

Objective Markers: The Defender places three objective markers on the battlefield. If there are any **TRANSPORT BUILDINGS** on the battlefield, one objective marker can be placed within each, as described in the rules for **STRONGHOLDS** (pg 16). Other objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge, 6" from any **STRONGHOLD**, and 9" from any other objective marker.

Wrack and Ruin: Each time a **STRONGHOLD** is destroyed in this mission, no objective marker is placed on the battlefield, as would normally be the case (pg 16).

Raze: Units in the Attacker's army can attempt the following action:

Raze (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker or **STRONGHOLD** that is in your opponent's deployment zone, and no enemy units (excluding **AIRCRAFT** units) are within range of that objective marker.

The action is completed at the end of your turn. If this action is successfully completed, if that objective marker is a **STRONGHOLD**, it suffers D3+3 mortal wounds, otherwise that objective marker is razed and removed from the battlefield.

MISSION OBJECTIVES

Victory points are awarded as follows (remember that **STRONGHOLDS** count as objective markers):

SECURE DROP SITES

Progressive Objective (Max 60 VPs)

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control one or more objective markers.
- Control two or more objective markers.
- Control one or more **STRONGHOLDS**.

This objective cannot be scored in the first battle round.

INVIOLATE DEFENCES

End Game Objective (Max 60 VPs)

- The Defender scores 15 victory points for each objective marker and **STRONGHOLD** that is still on the battlefield.
- The Defender scores 5 victory points for each objective marker they control.

RUBBLE AND RUIN

End Game Objective (Max 60 VPs)

- The Attacker scores 10 victory points for each objective marker they control.
- The Attacker scores 15 victory points for each of the Defender's **STRONGHOLDS** that was destroyed during the battle.
- The Attacker scores 15 victory points for each objective marker that was removed from the battlefield due to a successful Raze action performed by a unit from their army during the battle.

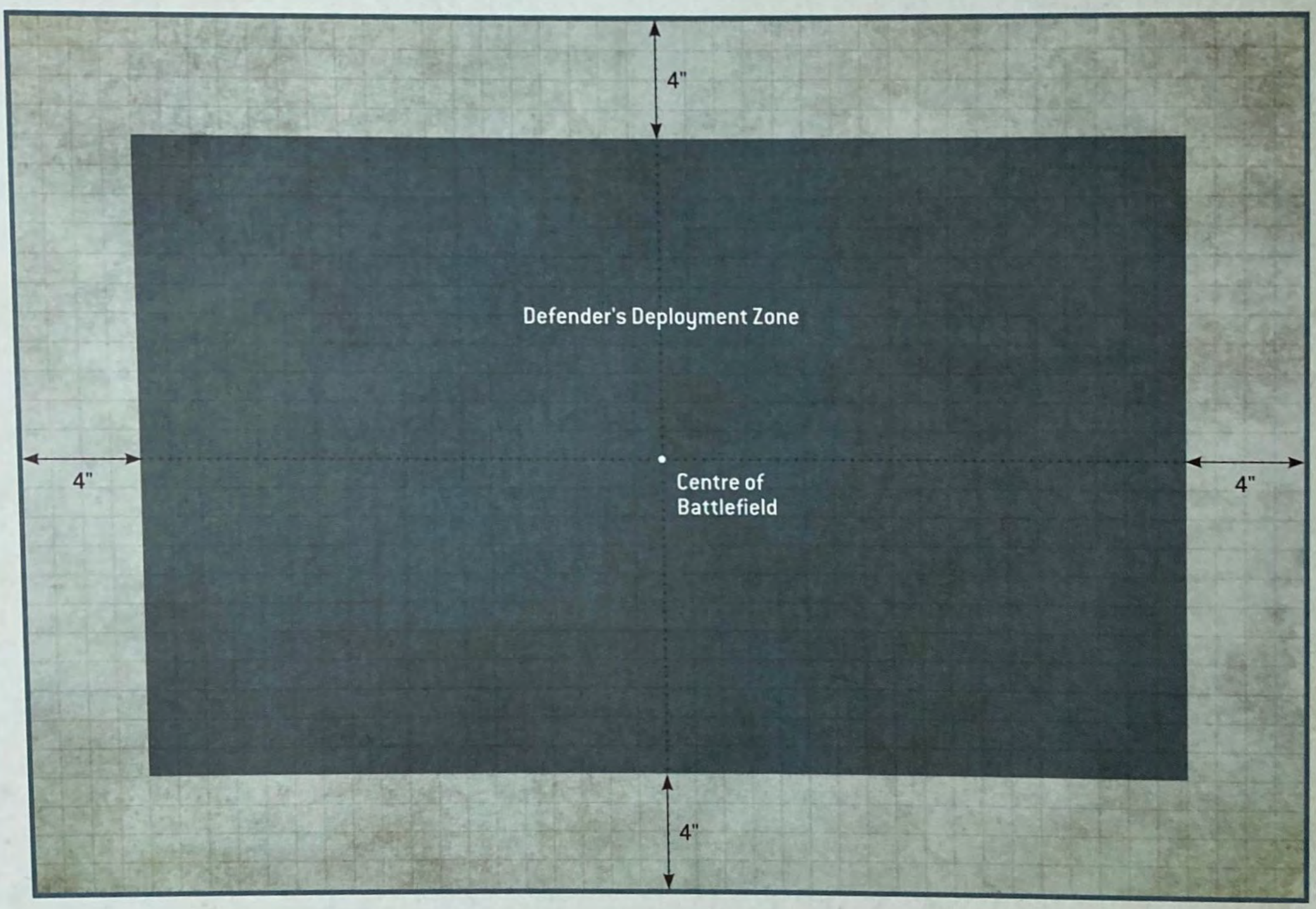
VICTOR BONUS

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

2

INCURSION MISSION

WRACK AND RUIN



3

INCURSION MISSION
VITAL STRONGPOINT

MISSION BRIEFING

Far from the bedlam of the front lines lies an emplacement of utmost importance – if the invaders capture it, their foes will find a coordinated defence almost impossible to achieve. The defender must keep the attacking forces at bay lest they gain control of this vital stronghold and the supplies it contains.

MISSION RULES

Firestorms, Planetary Control, Reserve Rolls, Shock Tactics, Strongholds (pg 14-16)

Vital Strongpoint: When the Defender creates the battlefield, the first Fortification or terrain feature they set up must be placed on the centre of the battlefield. If the Defender's army includes any **TRANSPORT BUILDINGS**, they must set up one of these first; otherwise, if their army includes any other **BUILDINGS**, they must instead set up one of these first.

The terrain feature set up in the centre of the battlefield is the Defender's Vital Strongpoint. If the Vital Strongpoint is a **BUILDING**, then for the duration of the battle, roll one D6 each time a model in that unit suffers a mortal wound: on a 4+, that wound is not lost. In addition, if this **BUILDING** is besieged at the end of the battle, no player controls it (even though normally the attacker would control it).

If the Vital Strongpoint is an Obstacle or Area Terrain feature, it gains the Light Cover and Heavy Cover terrain traits, as described in the Warhammer 40,000 Core Book.

Objective Markers: The Defender places three objective markers on the battlefield. If the Defender's Vital Strongpoint is a **TRANSPORT BUILDING**, the first objective marker placed must be within it, as described in the rules for **STRONGHOLDS** (pg 16). Otherwise, the first objective marker set up must be placed as close to the centre of the battlefield as possible and this is their Vital Strongpoint (it must be placed in a position that is accessible to models). If there are any other **TRANSPORT BUILDINGS** on the battlefield, one objective marker can be placed within each. Other objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge, 6" from any **STRONGHOLD**, and 9" from any other objective marker.

Outnumbered Garrison: At least half the Defender's units must start the battle in Strategic Reserves (and the combined Power Ratings of all these units must be at least half the Power Level of the army). No more than three quarters of the total number of the Defender's units can be Reserve and/or Reinforcement units (and the combined Power Ratings of all such units, including those embarked within **TRANSPORTS** that are Strategic Reserve and/or Reinforcement units, must be less than three quarters of the Defender's army's Power Level), even if every unit has an ability that would allow them to be set up elsewhere. It does not cost the Defender any Command points to place units in Strategic Reserves in this mission.

MISSION OBJECTIVES

Victory points are awarded as follows (remember that **STRONGHOLDS** count as objective markers):

SECURE VITAL STRONGPOINT

Progressive Objective (Max 60 VPs)

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control one or more objective markers.
- Control two or more objective markers.
- Control the Vital Strongpoint.

This objective cannot be scored in the first battle round.

PRIORITY OBJECTIVE

End Game Objective (Max 40 VPs)

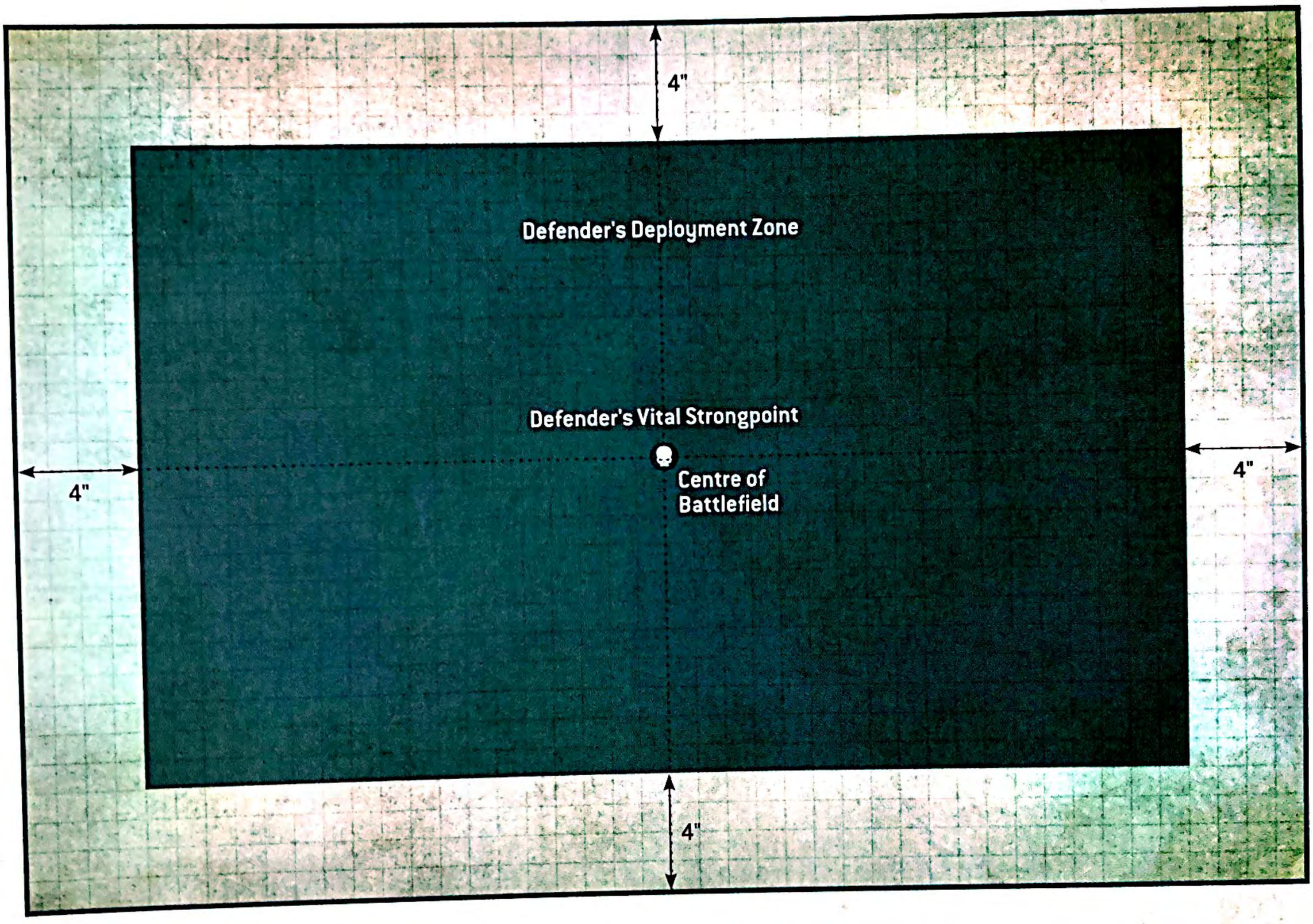
- The player who controls the Vital Strongpoint scores 40 victory points.
- If the Vital Strongpoint was a **STRONGHOLD** that has been destroyed during the battle, the Attacker scores 20 victory points.

VICTOR BONUS

The victor can use the Increase Supply Limit and Rearm and Resupply Requisitions once each for free.

INCURSION MISSION

VITAL STRONGPOINT



Designer's Note: *If possible, we recommend the Vital Strongpoint be a single medium-sized Fortification, ideally a Bastion, though a Void Shield Generator or a Skyshield Landing Pad will also work well. Alternatively, a multi-level ruin or any impressive terrain feature that the Defender can protect with a garrison of warriors will suffice.*

INCURSION MISSION
THE LURE

MISSION BRIEFING

The defenders have prepared an ambush around an installation too tempting for the invaders to resist. This presents an opportunity to catch them in a trap, but risks a critical location falling to the enemy.

MISSION RULES

Firestorms, Planetary Control, Reserve Rolls, Shock Tactics, Strongholds (pg 14-16)

Objective Markers: The Defender places four objective markers on the battlefield. If there are any **TRANSPORT BUILDINGS** on the Battlefield, one objective marker can be placed within each, as described in the rules for **STRONGHOLDS** (pg 16). Other objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge, 6" from any **STRONGHOLD**, and 9" from any other objective marker.

The Trap is Sprung: The Attacker does not automatically get the first turn. Instead, the Defender decides.

Lying in Ambush: At least half the Defender's units must start the battle in Strategic Reserves (and the combined Power Ratings of all these units must be at least half the Power Level of the army). No more than three quarters of the total number of the Defender's units can be Reserve and/or Reinforcement units (and the combined Power Ratings of all such units, including those embarked within **TRANSPORTS** that are Strategic Reserve and/or Reinforcement units, must be less than three quarters of the Defender's army's Power Level), even if every unit has an ability that would allow them to be set up elsewhere. It does not cost the Defender any Command points to place units in Strategic Reserves in this mission. In addition, each time the Defender makes a Reserve roll during this mission, add 1 to the result.

Hidden Explosives: Once per battle, at the start of either player's Shooting phases, the Defender can trigger their buried explosives. To do so, they must first set up six Explosives markers (or dice) numbered 1 through 6 anywhere on the battlefield that is at least 9" apart from any other Explosives marker. Once these have all been placed, the Defender makes three Explosives Attacks. Each must be resolved one at a time. Each time a Explosives Attack is made, the Defender must roll one D6 to determine which Explosives marker is hit: every unit within 3" of the centre of the corresponding Explosives marker suffers D6 mortal wounds, and every other unit within 4-6" of the centre of the corresponding Explosives marker suffers D3 mortal wounds. Once all Explosives Attacks have been made, remove all the Explosives markers (or dice) from the battlefield.

MISSION OBJECTIVES

Victory points are awarded as follows (remember that **STRONGHOLDS** count as objective markers):

SECURE DROP SITES

Progressive Objective (Max 60 VPs)

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control one or more objective markers.
- Control two or more objective markers.
- Control one or more **STRONGHOLDS**.

This objective cannot be scored in the first battle round.

AN IRRESISTIBLE PRIZE

End Game Objective (Max 50 VPs)

- The Attacker scores 10 victory points for each objective marker they control.
- The Attacker scores 5 victory points for each of the Defender's **STRONGHOLDS** that was destroyed during the battle.

CUT THEM DOWN

End Game Objective (Max 50 VPs)

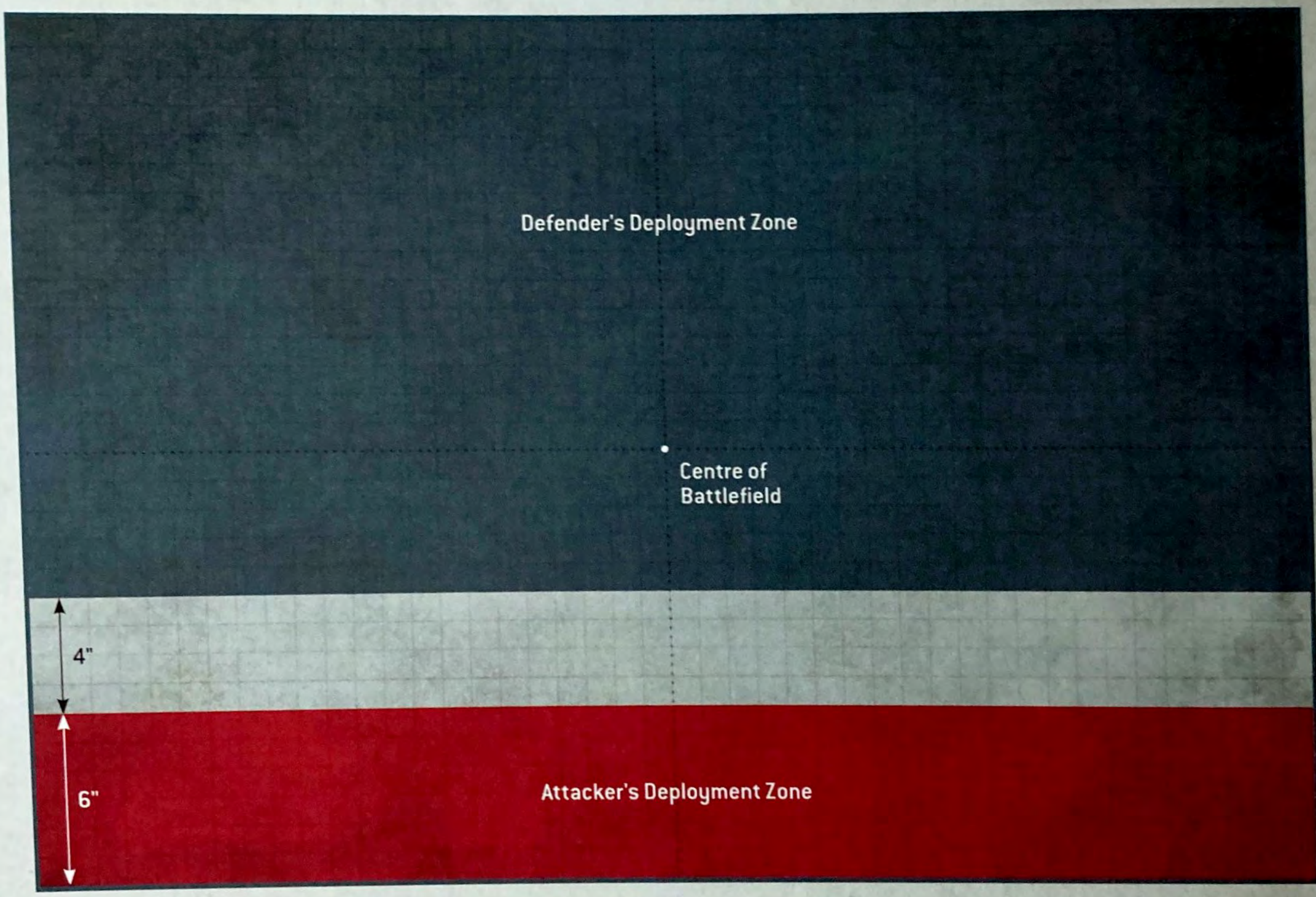
At the end of the battle, the Attacker adds up the Power Ratings of each of their units that have been destroyed during the battle. The Defender scores a number of victory points equal to the result. If a unit splits during the battle, then for the purposes of this mission objective, divide the unit's original Power Rating as equally as possible between the individual units. The only exception to this are units of **T'AU EMPIRE DRONES** that split from a larger unit during the battle – these **DRONE** units are considered to have a Power Rating of 0, and the Power Rating of the unit they split from remains unchanged.

VICTOR BONUS

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

INCURSION MISSION

THE LURE



5

INCURSION MISSION

STAGING POST

MISSION BRIEFING

The attacking forces have captured one of the defender's installations. They are using it as a staging post to coordinate further attacks and call for reinforcements. The defenders must mount a counter-attack to retake the installation, or destroy it.

MISSION RULES

Firestorms, Planetary Control, Reserve Rolls, Shock Tactics, Strongholds (pg 14-16)

Beachhead: When creating the battlefield, the Defender cannot set up any terrain features within 3" of the Attacker's deployment zone.

Forward Outpost: The Attacker can include one Fortification Network Detachment in their army. This has a Command Cost of 0CP, its Command Benefits are changed to 'None', and it does not count towards the maximum number of Detachments the Attacker can take. In addition, the Attacker can select a number of additional units to use in the battle; all these additional units must have the Fortification Battlefield Role and their combined Power Level cannot exceed 10. These units can be taken from the Attacker's Order of Battle as normal, but the Attacker can also include any number of **UNALIGNED** units with the Fortification Battlefield Role for the battle, even if they are not part of the Attacker's Order of Battle. These are only used for the duration of that battle, and are not added to the Attacker's Order of Battle (and so can be taken even if a player has reached their Supply Limit). When the Attacker deploys their army, these additional units must be set up first, wholly within their own deployment zone.

Objective Markers: The Attacker places one objective marker anywhere that is wholly within their deployment zone. Then the Defender places two objective markers anywhere that is wholly within their deployment zone. If there are any **TRANSPORT BUILDINGS** on the battlefield, one objective marker can be placed within each, as described in the rules for **STRONGHOLDS** (pg 16). Other objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge, 6" from any **STRONGHOLD**, and 9" from any other objective marker. Any **STRONGHOLDS** and objective markers that start the battle within the Attacker's deployment zone start the battle controlled by the Attacker.

MISSION OBJECTIVES

Victory points are awarded as follows (remember that **STRONGHOLDS** count as objective markers):

SECURE DROP SITES

Progressive Objective (Max 60 VPs)

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control one or more objective markers.
- Control two or more objective markers.
- Control one or more **STRONGHOLDS**.

This objective cannot be scored in the first battle round.

PUSH FORWARDS

End Game Objective (Max 35 VPs)

- The Attacker scores 15 victory points for each objective marker they control that is within the Defender's deployment zone.
- The Attacker scores 5 victory points for each of the Defender's **STRONGHOLDS** that was destroyed during the battle.

DRIVE THEM BACK

End Game Objective (Max 35 VPs)

- The Defender scores 25 victory points if they control the objective marker within the Attacker's deployment zone.
- The Defender scores 5 victory points for each of the Attacker's **STRONGHOLDS** that was destroyed during the battle.

VICTOR BONUS

The victor can select one unit from their army that is wholly within the enemy's deployment zone at the end of the 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 that Battle Trait on that unit's Crusade card and increase its Crusade points accordingly.

5

INCURSION MISSION

STAGING POST



6

INCURSION MISSION

SURGICAL STRIKE

MISSION BRIEFING

The invaders have located the position of a high-ranking enemy officer, and they launch an immediate orbital assault to slay them and destroy their command and control centre. The defenders have not left their leader defenceless, however...

MISSION RULES

Firestorms, Planetary Control, Reserve Rolls, Shock Tactics, Strongholds (pg 14-16)

Objective Markers: The Defender places three objective markers on the battlefield. If there are any **TRANSPORT BUILDINGS** on the battlefield, one objective marker can be placed within each, as described in the rules for **STRONGHOLDS** (pg 16). Other objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge, 6" from any **STRONGHOLD**, and 9" from any other objective marker.

Personal Stasis Shelter: The Defender's **WARLORD** is not set up on the battlefield until after the Attacker has resolved their Firestorm, after which they must be set up wholly within the Warlord Deployment Zone, as shown opposite. This unit cannot be set up in Strategic Reserves, nor can it use any rule that allows it to set up elsewhere (whether elsewhere on the battlefield or on a location other than the battlefield), but it can be set up within a **STRONGHOLD** that is itself within the Warlord Deployment Zone. If the Defender's **WARLORD** cannot be set up after the Firestorm, it is destroyed.

Oversee the Defences: The Defender's Warlord cannot be removed from the battlefield for any reason other than to embark within a **STRONGHOLD** that is itself within the Warlord's Deployment Zone. This means they cannot use rules to embark on other **TRANSPORTS**, enter Strategic Reserves or 'teleport' about the battlefield.

MISSION OBJECTIVES

Victory points are awarded as follows (remember that **STRONGHOLDS** count as objective markers):

SECURE DROP SITES

Progressive Objective (Max 60 VPs)

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control one or more objective markers.
- Control two or more objective markers.
- Control one or more **STRONGHOLDS**.

This objective cannot be scored in the first battle round.

I STILL STAND

Progressive Objective (Max 50 VPs)

At the end of each battle round, the Defender scores 10 victory points if their **WARLORD** is on the battlefield, or is embarked within a **STRONGHOLD** that is on the battlefield.

EXECUTE

End Game Objective (Max 50 VPs)

- If the Defender's **WARLORD** is destroyed at the end of the battle, the Attacker scores 50 victory points.
- If the Defender's **WARLORD** is not destroyed at the end of the battle, but it either embarked within a besieged **STRONGHOLD**, or has half or fewer its starting number of wounds remaining, the Attacker scores 25 victory points.

VICTOR BONUS

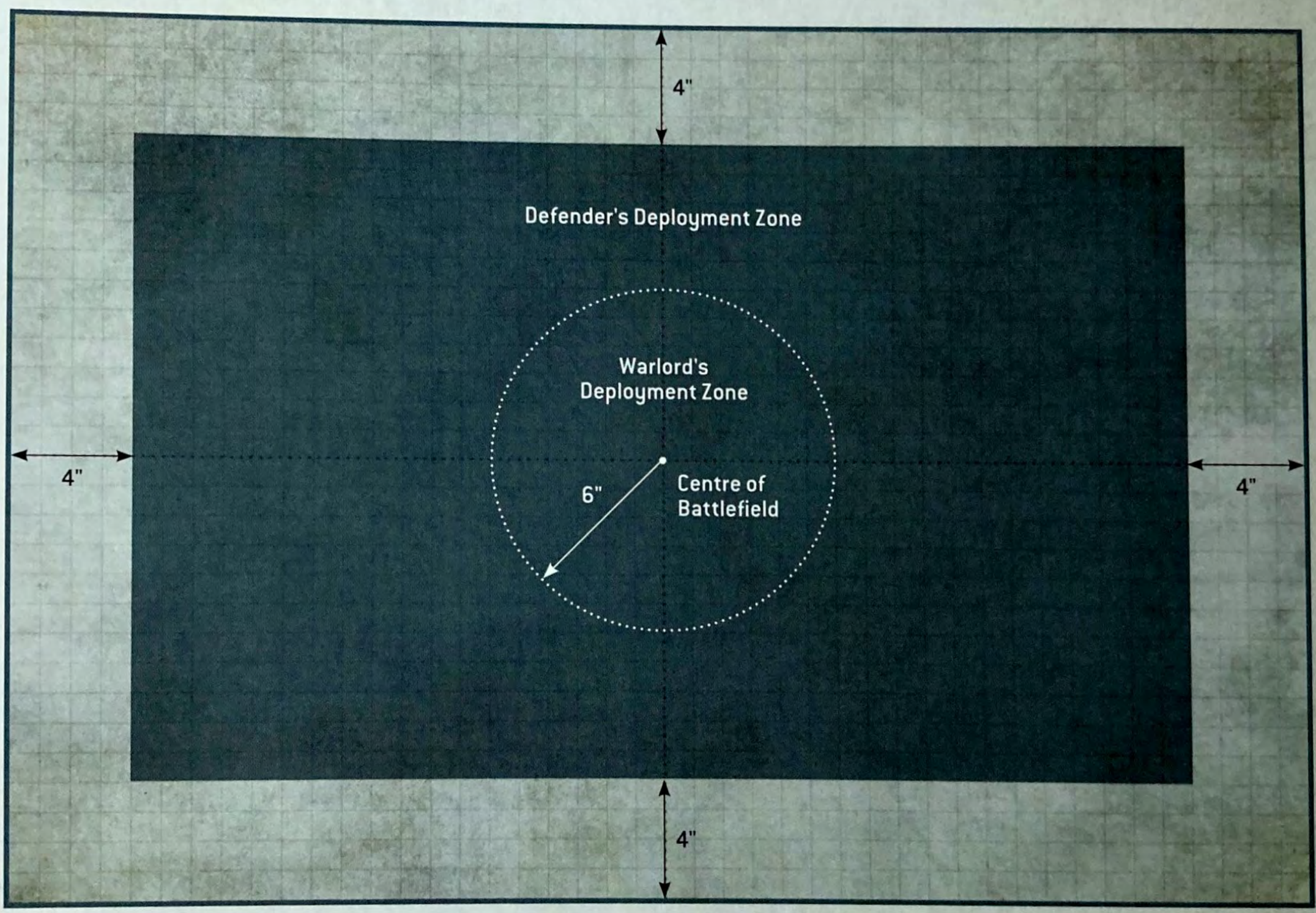
If the Attacker is the victor, the unit in their army that destroyed the enemy **WARLORD** gains one Battle Honour of the player's choice (provided it can gain Battle Honours). Make a note on the unit's Crusade card and increase its Crusade points accordingly.

If the Defender is the victor, their **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.

6

INCURSION MISSION

SURGICAL STRIKE



1

STRIKE FORCE MISSION

PLANETFALL

MISSION BRIEFING

The skies over the planet grow dark with smoke and ash. Invading forces orbit the world, raining fire upon fortresses, armies and cities. Landing parties are ready to invade and capture what is left. The defenders must weather the storm and repulse the enemy, or they will die.

MISSION RULES

Firestorms, Planetary Control, Reserve Rolls, Shock Tactics, Strongholds (pg 14-16)

Objective Markers: The Defender places five objective markers on the battlefield. If there are any **TRANSPORT BUILDINGS** on the battlefield, one objective marker can be placed within each, as described in the rules for **STRONGHOLDS** (pg 16). Other objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge, 6" from any **STRONGHOLD**, and 9" from any other objective marker.

Ta'Varr Dallor shook violently in his restraint harness. The Drop Pod was hurtling at maximum velocity to Kusolst Prime's surface. He had lost count of the number of times he had surged into war in such a machine.

There is no better way to reach the burning heart of battle.

It would not be long now before they slammed into the ground, the Drop Pod's doors opened and he would be in the fray. He imagined himself firing bursts of ignited promethium from his combi-flamer at throngs of Orks and Tyranids. He imagined the smell of their burning corpses and their screeches of pain. He imagined hurling grenades into their ranks and blowing them apart with salvoes of bolter fire. These were good thoughts.

Primarch, see my aim true. See the fire in my hearts burn bright. See my mettle tempered and hardened ever more in the crucible of war.

Dallor never went to war without honouring his Primarch, Vulkan.

I am vengeance. I am vigilance. I am the patient hunter and the watchful guardian. I am the blade that never tires. I am the shield that never breaks. I am the crusader who never wavers. I am of the Deathwatch, and by my deeds are the xenos smote from the galaxy.

MISSION OBJECTIVES

Victory points are awarded as follows (remember that **STRONGHOLDS** count as objective markers):

STORM DROP SITE

Progressive Objective (Max 60 VPs)

At the end of the Attacker's Command phase, the Attacker scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control one or more objective markers.
- Control two or more objective markers.
- Control or besiege one or more **STRONGHOLDS**.

This objective cannot be scored in the first battle round.

PLANETARY DEFENCE

Progressive Objective (Max 60 VPs)

At the end of the Defender's Command phase, the Defender scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control two or more objective markers.
- Control more objective markers than your opponent.
- Control one or more **STRONGHOLDS**.

This objective cannot be scored in the first battle round.

DROP ZONE SECURE

End Game Objective (Max 40 VPs)

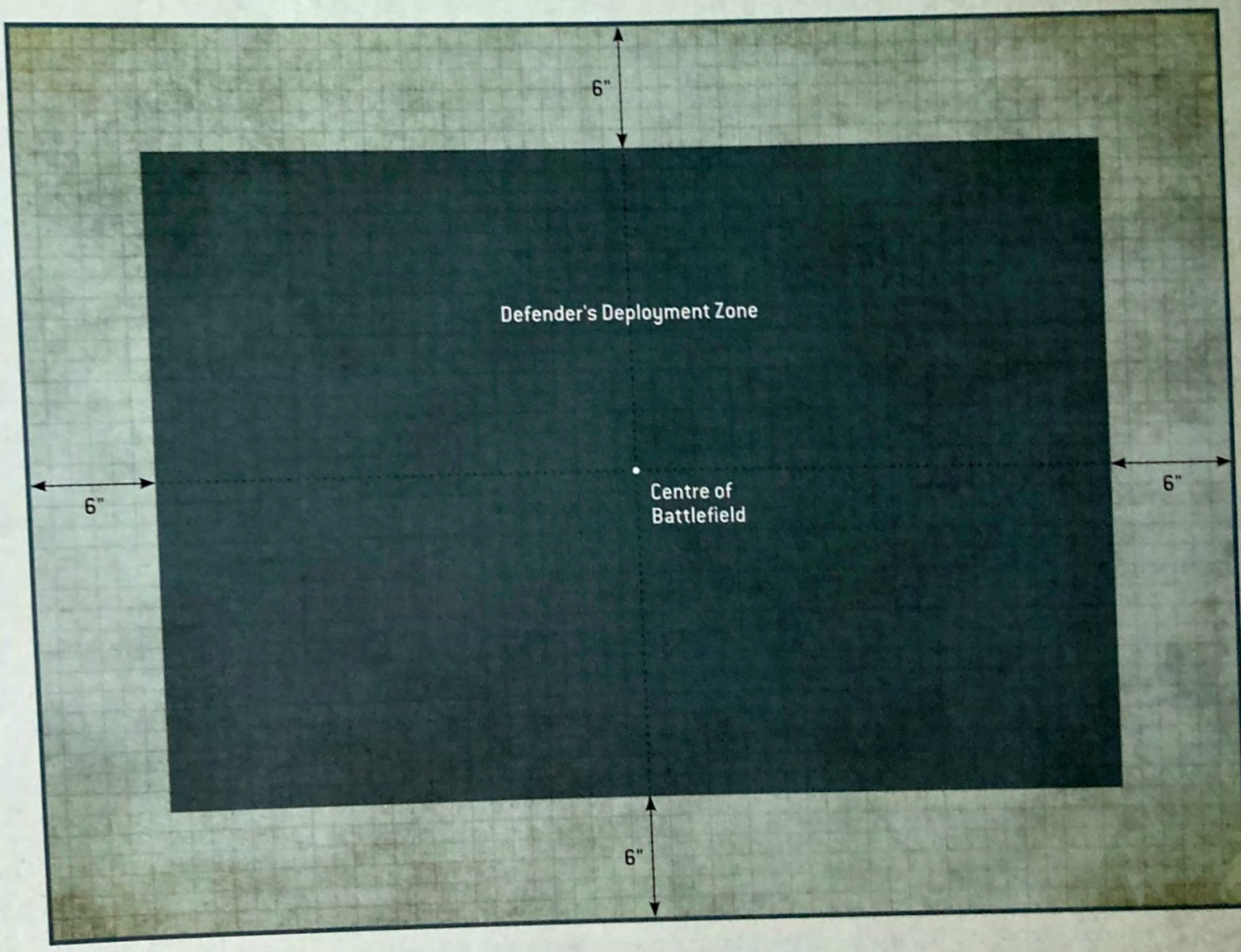
- A player scores 10 victory points for each objective marker they control.
- The Attacker scores 5 victory points for each of the Defender's **STRONGHOLDS** that was destroyed during the battle.

VICTOR BONUS

The victor can select one unit from their army. If that unit can gain a Battle Honour, it gains a Planetstrike Battle Trait of your choice (pg 22). Make a note of that Battle Trait on that unit's Crusade card and increase its Crusade points accordingly.

STRIKE FORCE MISSION

PLANETFALL



2

STRIKE FORCE MISSION

DESPERATE ASSAULT

MISSION BRIEFING

The attacking forces have but a tenuous presence upon the planet's surface. The defender must take this chance to rout the enemy from their drop site before the invaders establish a permanent beachhead.

MISSION RULES

Firestorms, Planetary Control, Reserve Rolls, Shock Tactics, Strongholds (pg 14-16)

Beachhead: When creating the battlefield, the Defender cannot set up any terrain features within 3" of the Attacker's deployment zone.

Forward Outpost: The Attacker can include one Fortification Network Detachment in their army. This has a Command Cost of 0CP, its Command Benefits are changed to 'None', and it does not count towards the maximum number of Detachments the Attacker can take. In addition, the Attacker can select a number of additional units to use in the battle; all these additional units must have the Fortification Battlefield Role and their combined Power Level cannot exceed 15. These units can be taken from the Attacker's Order of Battle as normal, but the Attacker can also include any number of **UNALIGNED** units with the Fortification Battlefield Role for the battle, even if they are not part of the Attacker's Order of Battle. These are only used for the duration of that battle, and are not added to the Attacker's Order of Battle (and so can be taken even if a player has reached their Supply Limit). When the Attacker deploys their army, these additional units must be set up first, wholly within their own deployment zone.

Objective Markers: The Attacker places one objective marker anywhere that is wholly within their deployment zone. Then the Defender places three objective markers anywhere that is wholly within their deployment zone. If there are any **TRANSPORT BUILDINGS** on the battlefield, one objective marker can be placed within each, as described in the rules for **STRONGHOLDS** (pg 16). Other objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge, 6" from any **STRONGHOLD**, and 9" from any other objective marker. Any **STRONGHOLDS** that start the battle within the Attacker's deployment zone start the battle controlled by the Attacker.

MISSION OBJECTIVES

Victory points are awarded as follows (remember that **STRONGHOLDS** count as objective markers):

SEIZE GROUND

Progressive Objective (Max 60 VPs)

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control two or more objective markers.
- Control more objective markers than your opponent.
- Control one or more **STRONGHOLDS**.

This objective cannot be scored in the first battle round.

PUSH FORWARDS

End Game Objective (Max 35 VPs)

- The Attacker scores 15 victory points for each objective marker they control that is within the Defender's deployment zone.
- The Attacker scores 5 victory points for each of the Defender's **STRONGHOLDS** that was destroyed during the battle.

DRIVE THEM BACK

End Game Objective (Max 35 VPs)

- The Defender scores 25 victory points if they control the objective marker within the Attacker's deployment zone.
- The Defender scores 5 victory points for each of the Attacker's **STRONGHOLDS** that was destroyed during the battle.

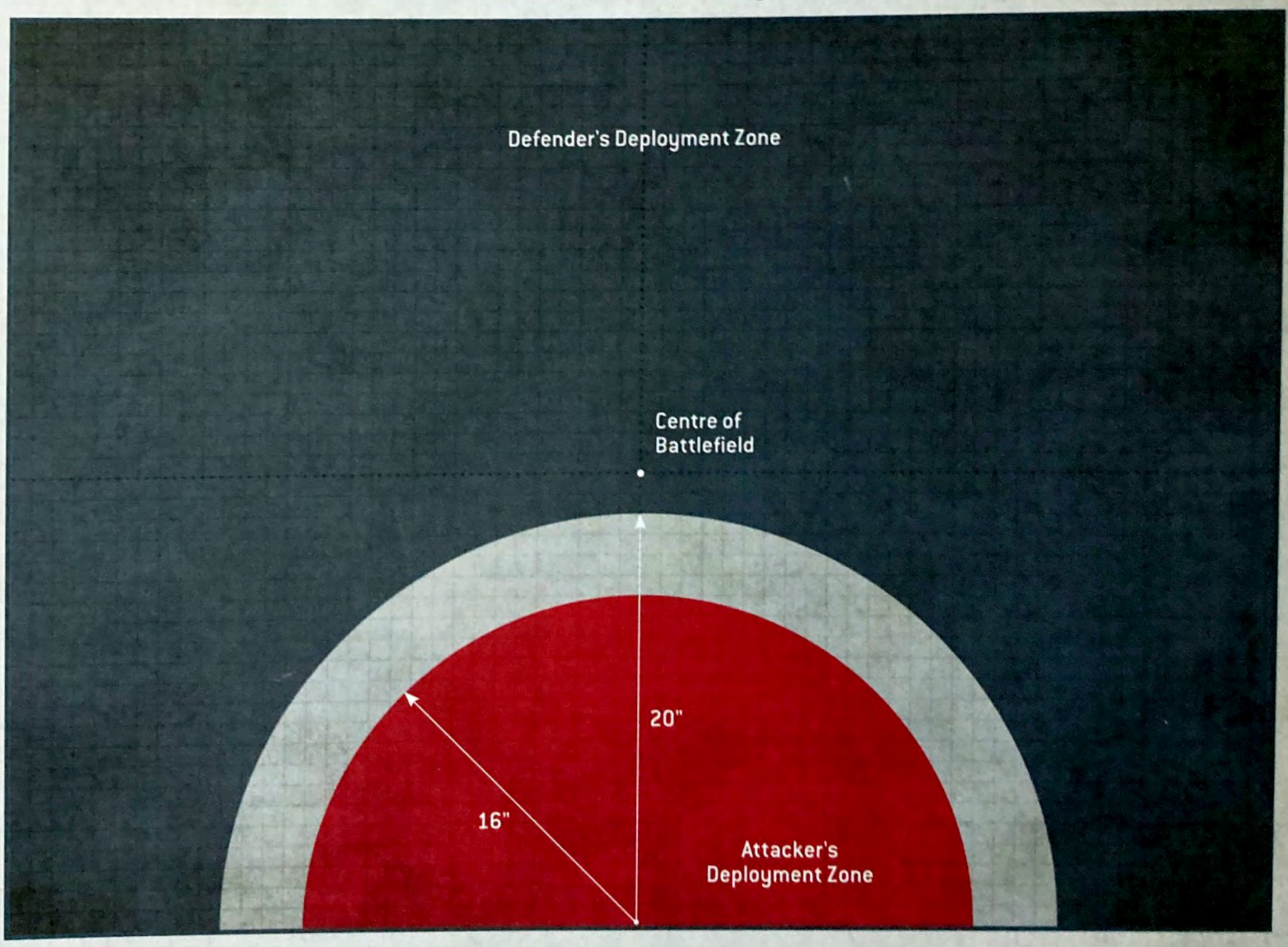
VICTOR BONUS

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

2

STRIKE FORCE MISSION

DESPERATE ASSAULT



STRIKE FORCE MISSION

SEIZE AND DESTROY

MISSION BRIEFING

As the attacker's mailed fist closes around their foe's throat in a vital theatre of war, victory approaches. But the defenders still refuse to yield, a stubborn pocket of resistance that will defend their ground to the last.

MISSION RULES

Firestorms, Planetary Control, Reserve Rolls, Shock Tactics, Strongholds (pg 14-16)

Objective Markers: The Defender places four objective markers on the battlefield. No objective marker can be placed within 9" of the centre of the battlefield, and one must be placed in each battlefield quarter. If there are any **TRANSPORT BUILDINGS** on the battlefield, one objective marker can be placed within each, as described in the rules for **STRONGHOLDS** (pg 16), but remember that each battlefield quarter can only contain a single objective marker (or **STRONGHOLD**). Other objective markers can be placed anywhere that is more than 6" from any battlefield edge and 9" from any other objective marker (or **STRONGHOLD**).

Wrack and Ruin: Each time a **STRONGHOLD** is destroyed in this mission, no objective marker is placed on the battlefield, as would normally be the case (pg 16).

Raze: Units in the Attacker's army can attempt the following action:

Raze (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker or **STRONGHOLD** that is in your opponent's deployment zone, and no enemy units (excluding **AIRCRAFT** units) are within range of that objective marker.

The action is completed at the end of your turn. If this action is successfully completed:

- If that objective marker is a **STRONGHOLD**, it suffers D3+3 mortal wounds.
- If that objective marker is not a **STRONGHOLD**, it is razed and removed from the battlefield.

MISSION OBJECTIVES

Victory points are awarded as follows (remember that **STRONGHOLDS** count as objective markers):

SECURE DROP SITES

Progressive Objective (Max 60 VPs)

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control one or more objective markers.
- Control two or more objective markers.
- Control one or more **STRONGHOLDS**.

This objective cannot be scored in the first battle round.

UNYIELDING DEFENCES

End Game Objective (Max 60 VPs)

- The Defender scores 10 victory points for each objective marker and **STRONGHOLD** that is still on the battlefield.
- The Defender scores 5 victory points for each objective marker they control.

RAIN FIRE AND DESTRUCTION

End Game Objective (Max 60 VPs)

- The Attacker scores 10 victory points for each of the Defender's **STRONGHOLDS** that was destroyed during the battle.
- The Attacker scores 5 victory points for each of the Defender's **STRONGHOLDS** that they control.
- The Attacker scores 10 victory points for each objective marker that was removed from the battlefield due to a successful Raze action performed by a unit from their army during the battle.

VICTOR BONUS

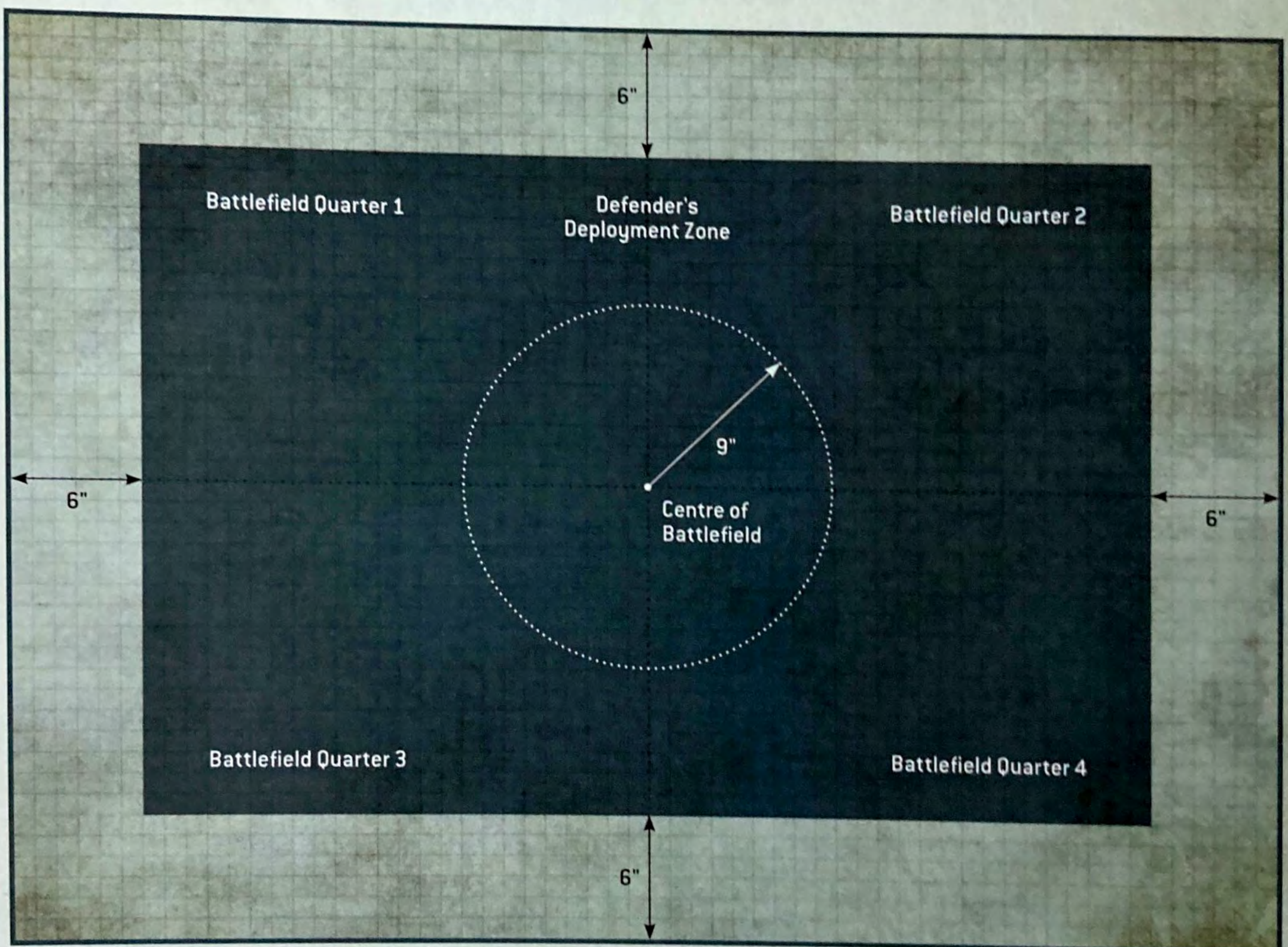
The victor of this mission gains 2 Requisition points after this battle, instead of just 1.

'Tyranid digestion pool network identified. All squads to my position immediately. I have never seen anything like it. It is colossal. Have identified Tyranids numbering in the tens of thousands at least. We must destroy it all.'

- Watch Master Vuur Yangin of Furor Shield, on Kusolst Prime

STRIKE FORCE MISSION

SEIZE AND DESTROY



4

STRIKE FORCE MISSION

STRANGLEHOLD

MISSION BRIEFING

Though the battle for the fate of the planet still rages fiercely, the attacker's conquest is reaching its culmination in one quadrant vital to the war effort. Victory on this battlefield could well end the war in a single blow, so the defender must do whatever it takes to deny their enemy – even if it means setting their own defences to self-destruct.

MISSION RULES

Firestorms, Planetary Control, Reserve Rolls, Shock Tactics, Strongholds (pg 14-16)

Objective Markers: The Defender places four objective markers on the battlefield. If there are any **TRANSPORT BUILDINGS** on the battlefield, one objective marker can be placed within each, as described in the rules for **STRONGHOLDS** (pg 16). Other objective markers can be placed anywhere on the battlefield that is more than 9" from any battlefield edge, 6" from any **STRONGHOLD**, and 9" from any other objective marker.

Backs to the Wall: The Defender's units automatically pass Morale tests in this mission.

Denial: **INFANTRY** units in the Defender's army can attempt to perform the following action:

Remote Self-destruct (Action): One **INFANTRY** unit from your army can start to perform this action at the end of your Movement phase if it is within range of a **STRONGHOLD**. The action is completed at the end of your Shooting phase. If this action is successfully completed, that **STRONGHOLD** is destroyed and automatically explodes (no roll is needed). In addition, each time you roll to see if a nearby unit suffers any mortal wounds as a result of the explosion or not, and each time you roll to see how many mortal wounds are inflicted as a result of that explosion, roll one additional dice and discard the lowest result (in the case of a tie, discard either dice).

MISSION OBJECTIVES

Victory points are awarded as follows (remember that **STRONGHOLDS** count as objective markers):

STORM DROP SITE

Progressive Objective (Max 60 VPs)

At the end of the Attacker's Command phase, the Attacker scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control one or more objective markers.
- Control two or more objective markers.
- Control or besiege one or more **STRONGHOLDS**.

This objective cannot be scored in the first battle round.

BLUNT THE ASSAULT

End Game Objective (Max 80 VPs)

- At the end of the battle, the Attacker adds up the Power Ratings of each of their units that have been destroyed during the battle. The Defender scores a number of victory points equal to the result. If a unit splits during the battle, then for the purposes of this mission objective, divide the unit's original Power Rating as equally as possible between the individual units. The only exception to this are units of **T'AU EMPIRE DRONES** that split from a larger unit during the battle – these **DRONE** units are considered to have a Power Rating of 0, and the Power Rating of the unit they split from remains unchanged.
- For each time a unit in the Defender's army completed the Remote Self-destruct action during the battle, the Defender loses 5 victory points (to a minimum of 0).

SECURE BATTLEFIELD

End Game Objective (Max 40 VPs)

A player scores 10 victory points for each objective marker they control.

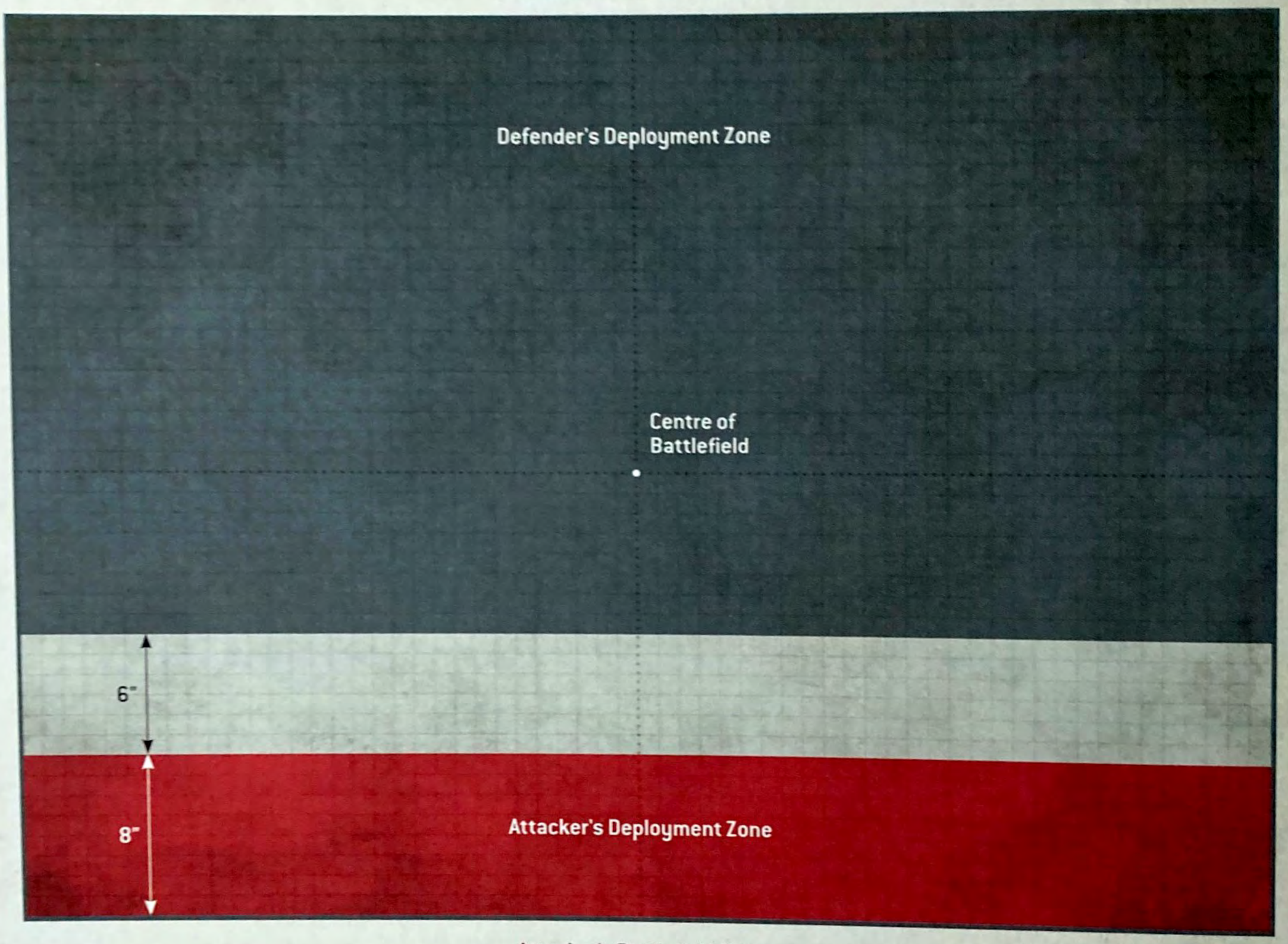
VICTOR BONUS

If the Attacker is the victor, they can select one unit from their army that has a Crusade card that ended the battle within range of an objective marker (you must select a unit that can gain Battle Honours) – after the battle that unit gains a Battle Trait of your choice (make a note on the unit's Crusade card and increase its Crusade points accordingly).

If the Defender is the victor, they can use the Increase Supply Limit Requisition twice, for free, unless the Remote Self-destruct action was successfully completed twice or more during the battle, in which case they can only use the Increase Supply Limit Requisition once, for free.

STRIKE FORCE MISSION

STRANGLEHOLD



5

STRIKE FORCE MISSION
FORLORN HOPE

MISSION BRIEFING

As a sign of the importance of this great assault, the invader's general will entrust his personal banner to his chosen warriors, ordering them to plant the standard atop the burning ruins of the enemy fortifications. Such a task is seen as a great honour by some, and a suicide mission by others.

MISSION RULES

Firestorms, Planetary Control, Reserve Rolls, Shock Tactics, Strongholds (pg 14-16)

Objective Markers: The Defender places three objective markers on the battlefield. If there are any **TRANSPORT BUILDINGS** on the battlefield, one objective marker can be placed within each, as described in the rules for **STRONGHOLDS** (pg 16). Other objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge, 6" from any **STRONGHOLD**, and 9" from any other objective marker.

Raise the General's Banner: Units in the Attacker's army that have the Objective Secured ability can attempt to perform the following action:

Raise the General's Banner (Action): One unit from your army can start to perform this action at the end of your Movement phase if they are in range of an objective marker (excluding a **STRONGHOLD**) that you control. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** units) in range of the same objective marker.

If a unit is destroyed while it is performing this action, subtract 1 from that unit's subsequent Out of Action test.

The action is completed at the start of your next Command phase so long as the unit is still within range of the same objective marker and no enemy units with the Objective Secured ability are now within range of it.

The first time this action is successfully completed on an objective marker, that objective marker is controlled by the Attacker for the remainder of the battle, even if you have no models within range of it, and the Defender can never regain control of this objective marker. If this action is successfully completed for a second time on the same objective marker, the battle immediately ends.

MISSION OBJECTIVES

Victory points are awarded as follows (remember that **STRONGHOLDS** count as objective markers):

DEFEND DROP SITE

Progressive Objective (Max 60 VPs)

At the end of the Defender's Command phase, the Defender scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control one or more objective markers.
- Control two or more objective markers.
- Control one or more **STRONGHOLDS**.

This objective cannot be scored in the first battle round.

LOOK TO THE COLOURS

End Game Objective (Max 40 VPs)

If the Attacker successfully completed the Raise the General's Banner action (see left) twice on the same objective marker during the battle, the Attacker scores 40 victory points. Otherwise, the Defender scores 20 victory points.

FORLORN ASSAULT

End Game Objective (Max 60 VPs)

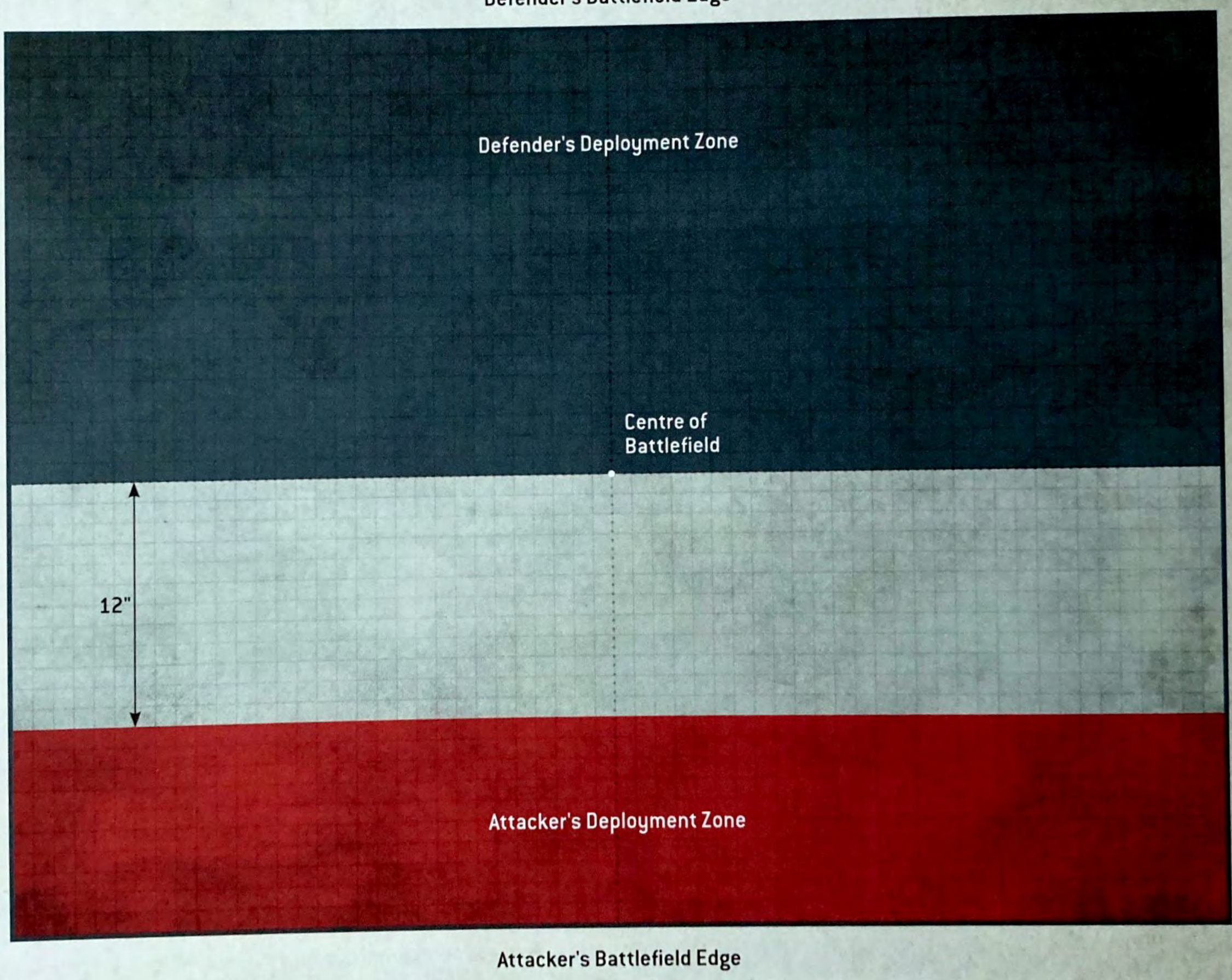
- The Attacker scores 15 victory points for each objective marker they control.
- The Attacker scores 10 victory points for each of the Defender's **STRONGHOLDS** that was destroyed during the battle.

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.

STRIKE FORCE MISSION

FORLORN HOPE



Designer's Note: *Obviously not all armies make use of banners as such, so players are encouraged to imagine what their army might use to signal their ultimate victory. Necrons might erect some arcane soul-harvesting device, while Tyranids might plant a pulsating, brain-like hive node.*

6

STRIKE FORCE MISSION

PLANETQUAKE

MISSION BRIEFING

The skies glow like the firmament of hell as a punishing bombardment of fire rains down, and the shattered earth begins to crumble and break apart under the massive forces wreaked upon it. The battlefield is utterly consumed by war. Can the defenders hold fast as their fortifications crumble around them?

MISSION RULES

Firestorms, Planetary Control, Reserve Rolls, Shock Tactics, Strongholds (pg 14-16)

Objective Markers: The Defender places five objective markers on the battlefield. If there are any **TRANSPORT BUILDINGS** on the battlefield, one objective marker can be placed within each, as described in the rules for **STRONGHOLDS** (pg 16). Other objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge, 6" from any **STRONGHOLD**, and 9" from any other objective marker.

Shellstorm: After the Attacker has launched their Firestorm, do not remove Firestorm markers 1-3 from the battlefield. Starting from the second battle round, at the start of the battle round, the Attacker must roll three D3, one at a time. Each time they do so, every unit within 3" of the centre of the corresponding Firestorm marker suffers D3+3 mortal wounds, and every other unit within 4-6" of the centre of the corresponding Firestorm marker suffers D3 mortal wounds. Though they use Firestorm marker, these are not Firestorm Attacks for rules purposes.

Tectonic Upheaval: At the start of the third, fourth and fifth battle rounds, before resolving the Shellstorm mission rule, for each **BUILDING** that is on the battlefield, the Defender must roll one D6 and apply the result from the table below to that **BUILDING**:

TECTONIC UPHEAVAL	
D6	**RESULT**
1-2	**Ominous Rumblings:** The **BUILDING** rumbles and shakes, but suffers no adverse effects.
3	**Ker-rack!:** That **BUILDING** suffers D3 mortal wounds.
4	**Cave In:** That **BUILDING** suffers D3+3 mortal wounds.
5	**She's Coming Apart!:** That **BUILDING** suffers D6+3 mortal wounds.
6	**Total Collapse:** That **BUILDING** is destroyed.

MISSION OBJECTIVES

Victory points are awarded as follows (remember that **STRONGHOLDS** count as objective markers):

STORM DROP SITE

Progressive Objective (Max 60 VPs)

At the end of the Attacker's Command phase, the Attacker scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control one or more objective markers.
- Control two or more objective markers.
- Control or besiege one or more **STRONGHOLDS**.

This objective cannot be scored in the first battle round.

PLANETARY DEFENCE

Progressive Objective (Max 60 VPs)

At the end of the Defender's Command phase, the Defender scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control two or more objective markers.
- Control more objective markers than your opponent.
- Control one or more **STRONGHOLDS**.

This objective cannot be scored in the first battle round.

SECURE BATTLEFIELD

End Game Objective (Max 40 VPs)

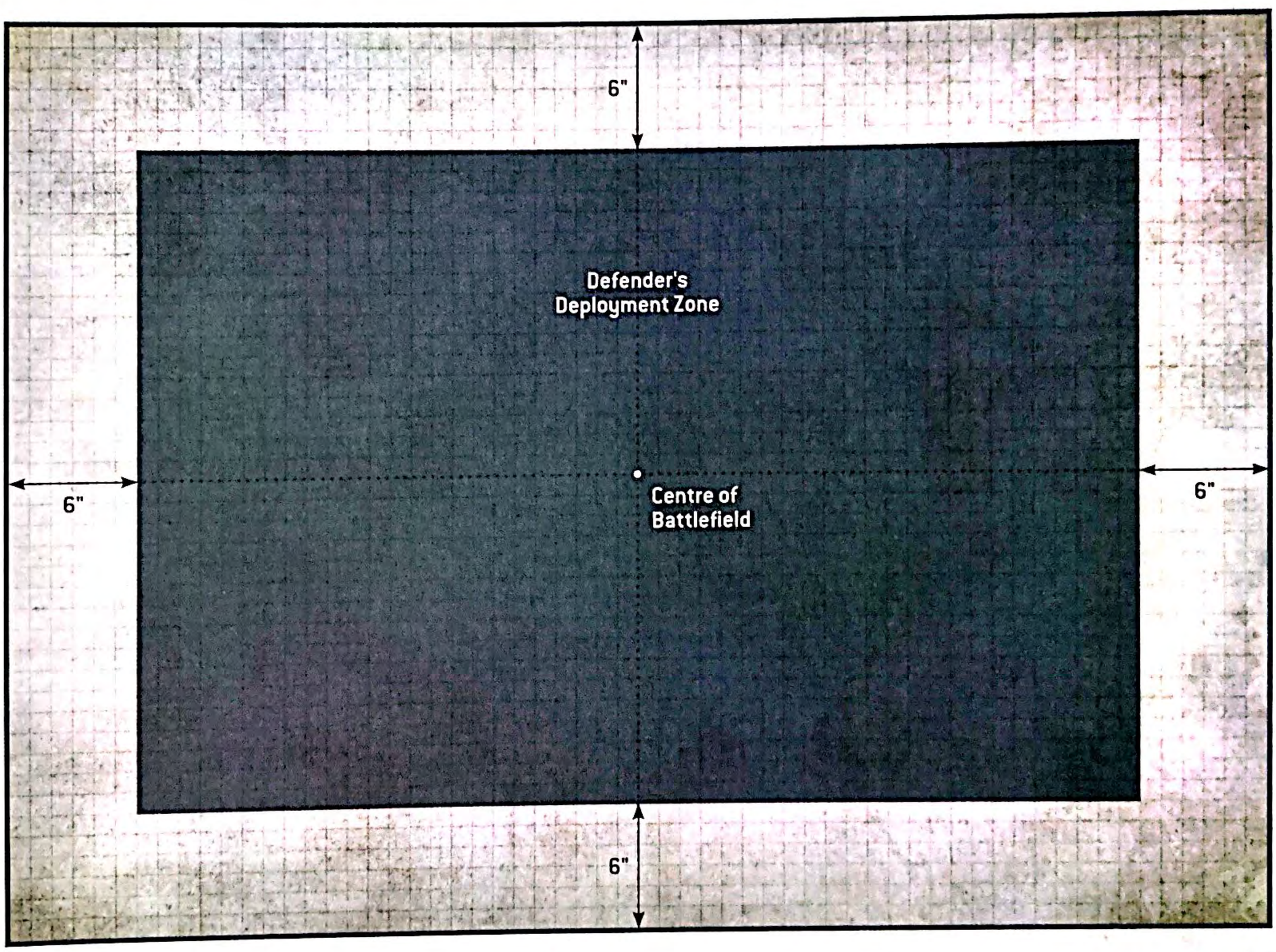
A player scores 10 victory points for each objective marker they control.

VICTOR BONUS

After the battle, every unit in the victor's army gains 2 experience points because of Battle Experience, instead of only 1.

STRIKE FORCE MISSION

PLANETQUAKE



1

ONSLAUGHT MISSION

PLANETARY ONSLAUGHT

MISSION BRIEFING

The air is filled with deafening shrieks and earth-shattering explosions, a mere prelude to the destruction to come as invading forces hammer down onto the planet below.

MISSION RULES

Firestorms, Planetary Control, Reserve Rolls, Shock Tactics, Strongholds (pg 14-16)

Objective Markers: The Defender places six objective markers on the battlefield. If there are any **TRANSPORT BUILDINGS** on the battlefield, one objective marker can be placed within each, as described in the rules for **STRONGHOLDS** (pg 16). Other objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge, 6" from any **STRONGHOLD**, and 9" from any other objective marker.

'High General, we have reports of Orks landing in battle-sectors QA-7, PF-3, LW-5 and more. 3rd and 28th Nazkhan Spiders under pressure, withdrawing back to trenchline delta-H7. 99th and 206th Kaistan Ordnanceers bombarding xenos dropsites near the Jeriko Macrobastion, 402nd Hallicon Armoured, 45th Eunixian Dust Devils and 841st Cadian Armoured moving in to close them down.'

That was just one of twenty voices reading out situation reports, force deployments and casualty numbers. Officers frantically pushed blocks around an enormous table representing one quadrant of the fortress world of Kaist.

It's only been two days, thought General Lanceer. It has barely begun.

'34th and 35th Kaistan Wallholders report ninety per cent losses.'

'Pontvue Redoubt under siege.'

'Trenchline omicron-T4 overrun.'

'Greenskins crossing the Tenoo River.'

'Aeronautica divisions in battle-sectors OB-9 and XS-1 report overwhelming numbers of Ork aircraft.'

One voice suddenly stood out.

'Gargants identified!'

'Where?' demanded General Lanceer.

'Heading for Gunjokine Keep. It won't hold for long against them,' said the officer.

'Bring out the 7th Heavytreads. Get their Shadowswords to the keep – now.'

MISSION OBJECTIVES

Victory points are awarded as follows (remember that **STRONGHOLDS** count as objective markers):

STORM DROP SITE

Progressive Objective (Max 60 VPs)

At the end of the Attacker's Command phase, the Attacker scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control one or more objective markers.
- Control two or more objective markers.
- Control or besiege one or more **STRONGHOLDS**.

This objective cannot be scored in the first battle round.

PLANETARY DEFENCE

Progressive Objective (Max 60 VPs)

At the end of the Defender's Command phase, the Defender scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control two or more objective markers.
- Control more objective markers than your opponent.
- Control one or more **STRONGHOLDS**.

This objective cannot be scored in the first battle round.

DROP ZONE SECURE

End Game Objective (Max 40 VPs)

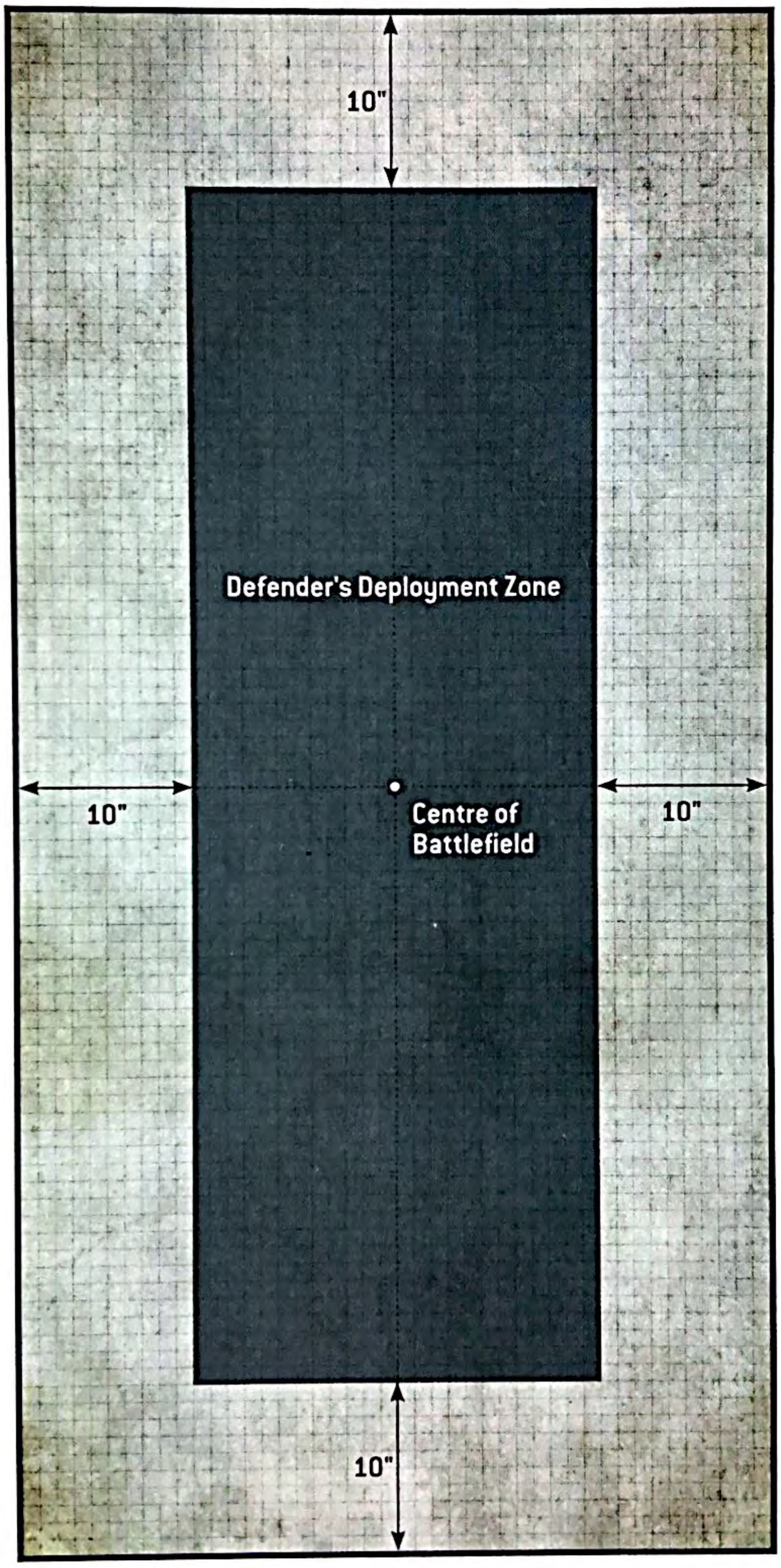
- A player scores 10 victory points for each objective marker they control.
- The Attacker scores 5 victory points for each of the Defender's **STRONGHOLDS** that was destroyed during the battle.

VICTOR BONUS

The victor can select one unit from their army. If that unit can gain a Battle Honour, it gains a Planetstrike Battle Trait of your choice (pg 22). Make a note of that Battle Trait on that unit's Crusade card and increase its Crusade points accordingly.

ONSLAUGHT MISSION

PLANETARY ONSLAUGHT



2

ONSLAUGHT MISSION
HAMMER AND ANVIL

MISSION BRIEFING

The only possible landing zone in this quadrant is a patch of no man's land surrounded by two imposing fortification networks. The invaders will likely suffer heavy casualties as they face these defences, but face them they must.

MISSION RULES

Firestorms, Planetary Control, Reserve Rolls, Shock Tactics, Strongholds (pg 14-16)

Objective Markers: The Defender places six objective markers on the battlefield. A minimum of one objective marker must be placed in each of the Defender's two deployment zones and a maximum of two objective markers can be placed in each. If there are any **TRANSPORT BUILDINGS** on the battlefield, one objective marker can be placed within each, as described in the rules for **STRONGHOLDS** (pg 16), up to two in each of the Defender's two deployment zones. Objective markers can be placed anywhere on the battlefield that is more than 9" from any battlefield edge, 9" from any **STRONGHOLD**, and 12" from any other objective marker.

Caught in a Crossfire: During this battle, the Attacker's Strategic Reserves units cannot be set up within the Defender's deployment zones unless they are being set up using the Shock Tactics ability, in which case they cannot be set up within the defender's deployment zones during the first battle round.

MISSION OBJECTIVES

Victory points are awarded as follows (remember that **STRONGHOLDS** count as objective markers):

STORM DROP SITES

Progressive Objective (Max 60 VPs)

At the end of the Attacker's Command phase, the Attacker scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control one or more objective markers.
- Control one or more objective markers within each of the Defender's deployment zones.
- Control or besiege one or more **STRONGHOLDS** within each of the Defender's deployment zones.

This objective cannot be scored in the first battle round.

CROSSFIRE DEFENCE

Progressive Objective (Max 60 VPs)

At the end of the Defender's Command phase, the Defender scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control one or more objective markers within each of their deployment zones.
- Control more objective markers than their opponent.
- Control one or more **STRONGHOLDS** within each of their deployment zones.

This objective cannot be scored in the first battle round.

DROP ZONE SECURE

End Game Objective (Max 40 VPs)

- A player scores 10 victory points for each objective marker they control.
- The Attacker scores 5 victory points for each of the Defender's **STRONGHOLDS** that was destroyed during the battle.

VICTOR BONUS

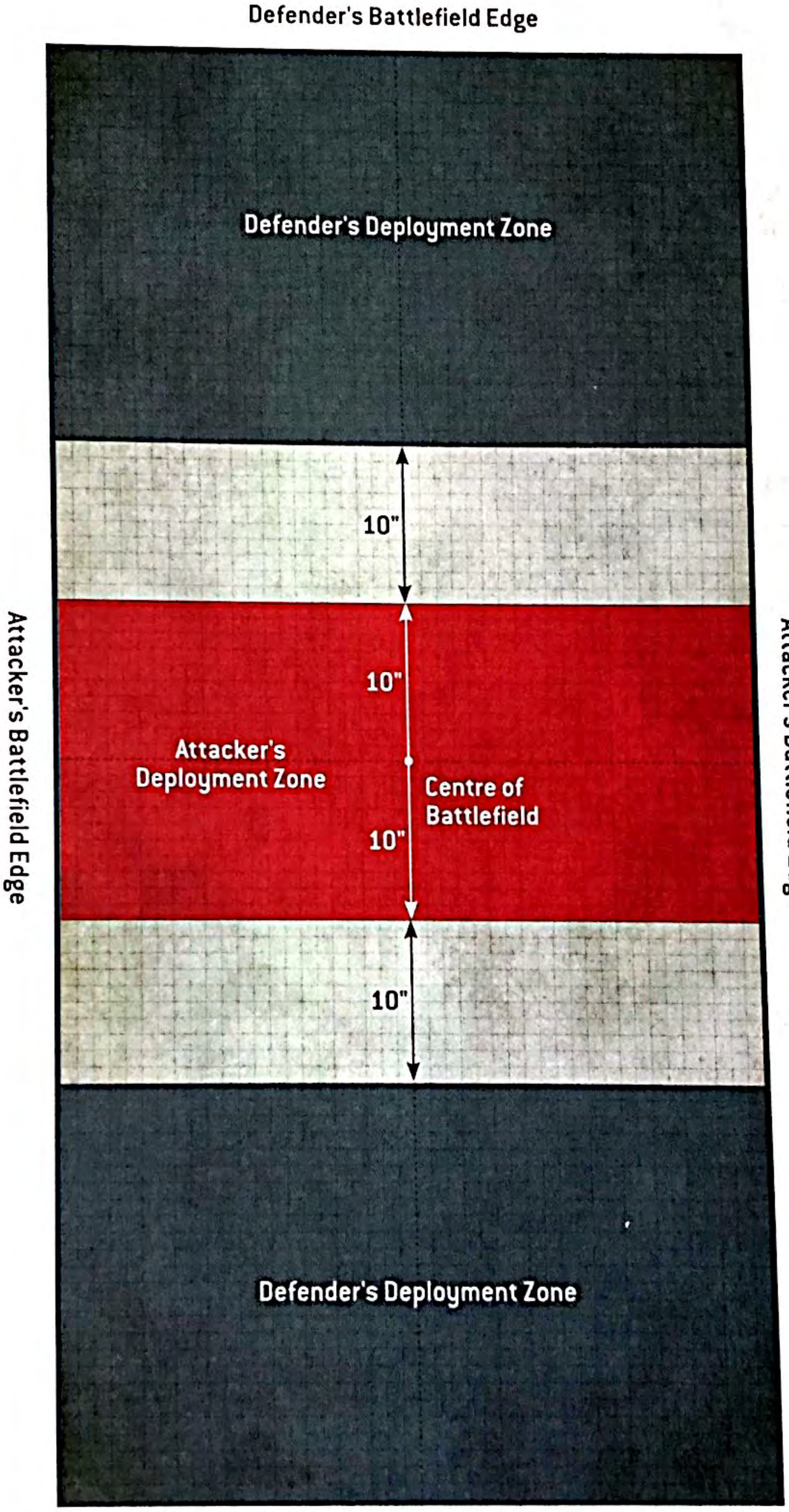
The victor of this mission gains 2 Requisition points after this battle, instead of just 1.

'This is the only place the Orks can land for hundreds of kilometres, between the Bladepeak Mountains and the Greysheen Sea. Here we must break them. If they get so much as a toehold they'll spread. I want every crew drilling daily. I want every gun zeroed with its own kill zone and the range checked every day. We will only have one chance here.'

- General Anahele Flyghurn, Commander of the Darkmontan Rockblasters III Artillery Corps

ONSLAUGHT MISSION

HAMMER AND ANVIL



3

ONSLAUGHT MISSION

WAR ON ALL FRONTS

MISSION BRIEFING

The invaders must seize a vital objective, no matter the cost. If it falls, it will be disaster for the defenders. Both sides call in reinforcements to ensure victory.

MISSION RULES

Firestorms, Planetary Control, Reserve Rolls, Shock Tactics, Strongholds (pg 14-16)

Vital Strongpoint: When the Defender creates the battlefield, the first Fortification or terrain feature they set up must be placed on the centre of the battlefield. If the Defender's army includes any **TRANSPORT BUILDINGS**, they must set up one of these first; otherwise, if their army includes any other **BUILDINGS**, they must instead set up one of these first.

The terrain feature set up in the centre of the battlefield is the Defender's Vital Strongpoint. If the Vital Strongpoint is a **BUILDING**, then for the duration of the battle, roll one D6 each time a model in that unit suffers a mortal wound; on a 4+, that wound is not lost. In addition, if this **BUILDING** is besieged at the end of the battle, no player controls it (even though normally the attacker would control it).

If the Vital Strongpoint is an Obstacle or Area Terrain feature, it gains the Light Cover and Heavy Cover terrain traits, as described in the Warhammer 40,000 Core Book.

Objective Markers: The Defender places four objective markers on the battlefield. If the Defender's Vital Strongpoint is a **TRANSPORT BUILDING**, the first objective marker placed must be within it, as described in the rules for **STRONGHOLDS** (pg 16). Otherwise, the first objective marker set up must be placed as close to the centre of the battlefield as possible and this is their Vital Strongpoint (it must be placed in a position that is accessible to models). If there are any other **TRANSPORT BUILDINGS** on the battlefield, one objective marker can be placed within each. Other objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge, 6" from any **STRONGHOLD**, and 9" from any other objective marker.

Reinforcements Requested: During the second, third and fourth battle rounds, at the end of each of each player's Movement phases, the player whose turn it is rolls one D6 for each of their units that has been destroyed, adding 1 to the result if that unit has the Troops Battlefield Role: on a 6+, a unit that is identical to the destroyed unit is added to your army and set up as if it had just arrived from Strategic Reserves. This replacement unit has no Battle Honours, Battle Scars, Relics or Warlord Traits – even if the original did. Also note that you must still take an Out of Action test for the original unit at the end of the battle, even if its replacement unit is still on the battlefield. A maximum of three units can return to each player's army per battle round via this rule.

A player can, at the end of any of their turns, remove any of their units from the battlefield that have a quarter or fewer of their starting number of models (or, in the case of single-model units, a quarter or fewer of its starting number of wounds). This unit then counts as having been destroyed for all purposes.

MISSION OBJECTIVES

Victory points are awarded as follows (remember that **STRONGHOLDS** count as objective markers):

SECURE VITAL STRONGPOINT

Progressive Objective (Max 60 VPs)

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control one or more objective markers.
- Control two or more objective markers.
- Control the Vital Strongpoint.

This objective cannot be scored in the first battle round.

PRIORITY OBJECTIVE

End Game Objective (Max 40 VPs)

- The player who controls the Vital Strongpoint scores 40 victory points.
- If the Vital Strongpoint was a **STRONGHOLD**, and it is besieged, both players score 20 victory points.
- If the Vital Strongpoint was a **STRONGHOLD** that has been destroyed during the battle, the Attacker scores 20 victory points.

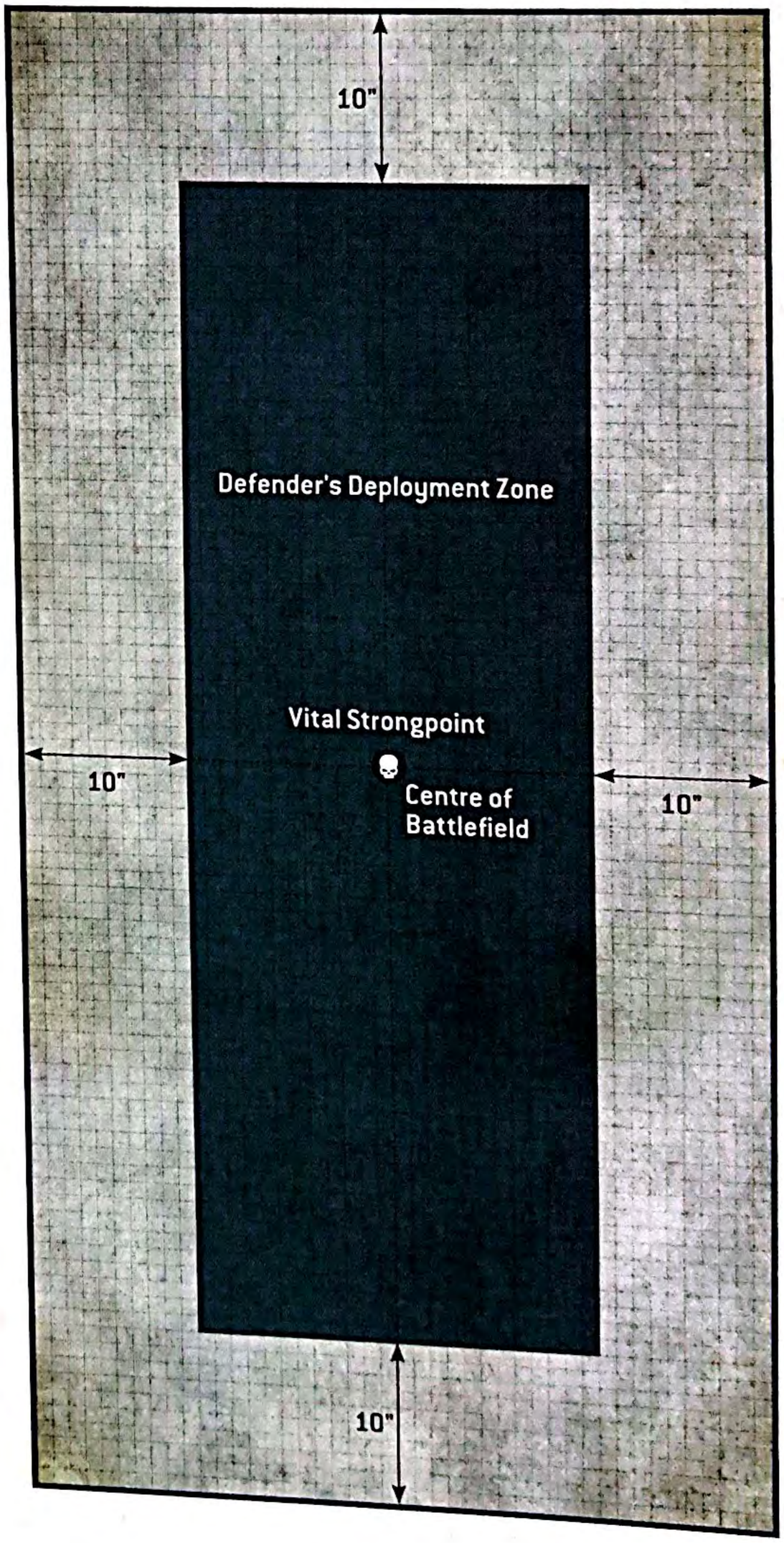
ONSLAUGHT MISSION

WAR ON ALL FRONTS

VICTOR BONUS

The victor selects two units from their army to be Marked for Greatness after the battle, instead of just 1. If the victor selects a unit that is within range of the Vital Strongpoint at the end of the battle (excluding replacement units – see Reinforcements Requested, left), that unit earns 5 experience points from being Marked for Greatness, instead of just 3.

Designer's Note: *If possible, we recommend the Vital Strongpoint be a single large Fortification, such as a Fortress of Redemption. However, a large, multi-level ruin or any impressive terrain feature that the defender can protect with a garrison of warriors will suffice.*



4

ONSLAUGHT MISSION

DUST AND ASHES

MISSION BRIEFING

All around the planet is cast into ruin, and the corpses of invader and defender alike litter the ground. The death toll has reached epic proportions, but neither side will concede defeat and surrender is unthinkable. The attacker will not rest until the defences of this world have been cast down, but the defender's still refuse to yield.

MISSION RULES

Firestorms, Planetary Control, Reserve Rolls, Shock Tactics, Strongholds (pg 14-16)

Objective Markers: The Defender places two objective markers in each battlefield quarter on the battlefield. If there are any **TRANSPORT BUILDINGS** on the battlefield, one objective marker can be placed within up to four of them, as described in the rules for **STRONGHOLDS** (pg 16), but remember that each battlefield quarter can only contain a maximum of two objective markers (or **STRONGHOLDS**). No objective marker can be placed within 12" of the centre of the battlefield, within 6" of any battlefield edge or within 9" of any other objective marker (or **STRONGHOLD**).

Wrack and Ruin: Each time a **STRONGHOLD** is destroyed in this mission, no objective marker is placed on the battlefield, as would normally be the case (pg 16).

Raze: Units in the Attacker's army can attempt the following action:

Raze (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker or **STRONGHOLD** that is in your opponent's deployment zone, and no enemy units (excluding **AIRCRAFT** units) are within range of that objective marker.

The action is completed at the end of your turn. If this action is successfully completed, if that objective marker is a **STRONGHOLD**, it suffers D3+3 mortal wounds, otherwise that objective marker is razed and removed from the battlefield.

MISSION OBJECTIVES

Victory points are awarded as follows (remember that **STRONGHOLDS** count as objective markers):

SECURE BATTLEZONE

Progressive Objective (Max 60 VPs)

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control two or more objective markers.
- Control more objective markers than your opponent.
- Control one or more **STRONGHOLDS**.

DUST AND ASHES

End Game Objective (Max 60 VPs)

- The Defender scores 10 victory points for each battlefield quarter that has one or more objective markers and/or **STRONGHOLDS** on it.
- The Attacker scores 20 victory points for each battlefield quarter that has no objective markers and/or **STRONGHOLDS** on it.

VICTOR BONUS

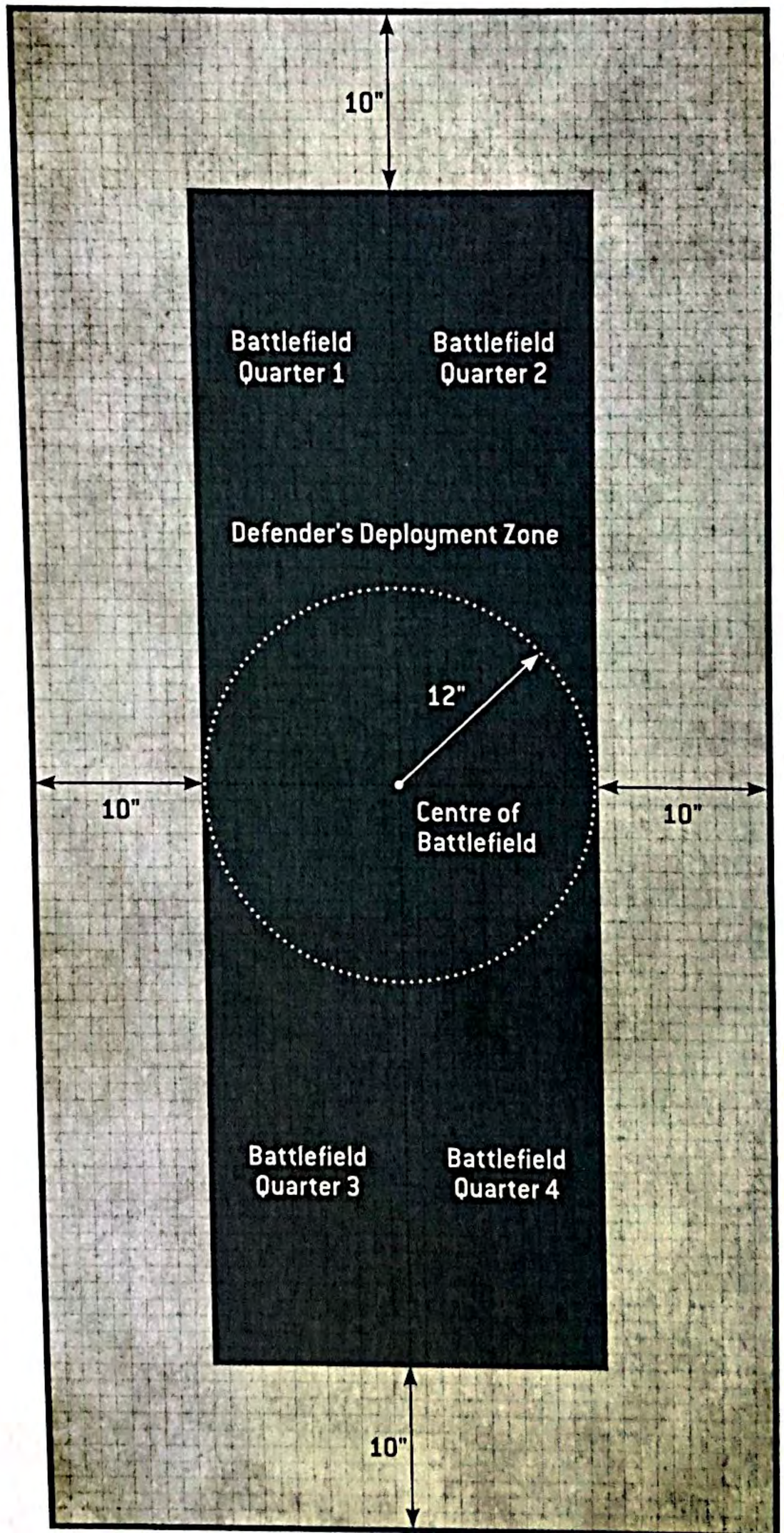
The victor can select one unit from their army. If that unit can gain a Battle Honour, it gains a Battle Trait of your choice (see the Warhammer 40,000 Core Book). Make a note of that Battle Trait on that unit's Crusade card and increase its Crusade points accordingly.

'For months I crawled through the tunnels, might be a 'nid round every bend. I've never shaken so much. I rigged demolitions, set traps, must've killed loads. I was lucky, most of my comrades got sniffed out by the 'nids. Emperor knows, I hate those creatures. I'd kill every last one, if I could.'

- Hamis Glun, Saint's Blessing 'Tunnel Devil'

ONSLAUGHT MISSION

DUST AND ASHES



5

ONSLAUGHT MISSION
COUNTERPUNCH

MISSION BRIEFING

The attacking forces have almost succeeded in overrunning the defender's entire planetary defence network, having razed or captured a string of fortifications. Now, the defenders prepare to take back what is rightfully theirs.

MISSION RULES

Firestorms, Planetary Control, Reserve Rolls, Shock Tactics, Strongholds (pg 14-16)

Beachhead: When creating the battlefield, the Defender cannot set up any terrain features within 6" of the Attacker's deployment zone.

Forward Outposts: The Attacker can include one Fortification Network Detachment in their army. This has a Command Cost of 0CP, its Command Benefits are changed to 'None', and it does not count towards the maximum number of Detachments the Attacker can take. In addition, the Attacker can select a number of additional units to use in the battle; all these additional units must have the Fortification Battlefield Role and their combined Power Rating cannot exceed 25. These units can be taken from the Attacker's Order of Battle as normal, but the Attacker can also include any number of **UNALIGNED** units with the Fortification Battlefield Role for the battle, even if they are not part of the Attacker's Order of Battle. These are only used for the duration of that battle, and are not added to the Attacker's Order of Battle (and so can be taken even if a player has reached their Supply Limit). When the Attacker deploys their army, these additional units must be set up first, wholly within their own deployment zone.

Objective Markers: The Attacker places two objective markers anywhere that is wholly within their deployment zone. Then the Defender places four objective markers anywhere that is wholly within their deployment zone. If there are any **TRANSPORT BUILDINGS** on the Battlefield, one objective marker can be placed within each, as described in the rules for **STRONGHOLDS** (pg 16). Other objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge, 9" from any **STRONGHOLD**, and 12" from any other objective marker. Any **STRONGHOLDS** that start the battle within the Attacker's Deployment zone start the battle controlled by the Attacker.

MISSION OBJECTIVES

Victory points are awarded as follows (remember that **STRONGHOLDS** count as objective markers):

SEIZE GROUND

Progressive Objective (Max 60 VPs)

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- Control two or more objective markers.
- Control more objective markers than your opponent.
- Control one or more **STRONGHOLDS**.

This objective cannot be scored in the first battle round.

PUSH FORWARDS

End Game Objective (Max 60 VPs)

- The Attacker scores 15 victory points for each objective marker they control that is within the Defender's deployment zone.
- The Attacker scores 5 victory points for each of the Defender's **STRONGHOLDS** that was destroyed during the battle.

DRIVE THEM BACK

End Game Objective (Max 60 VPs)

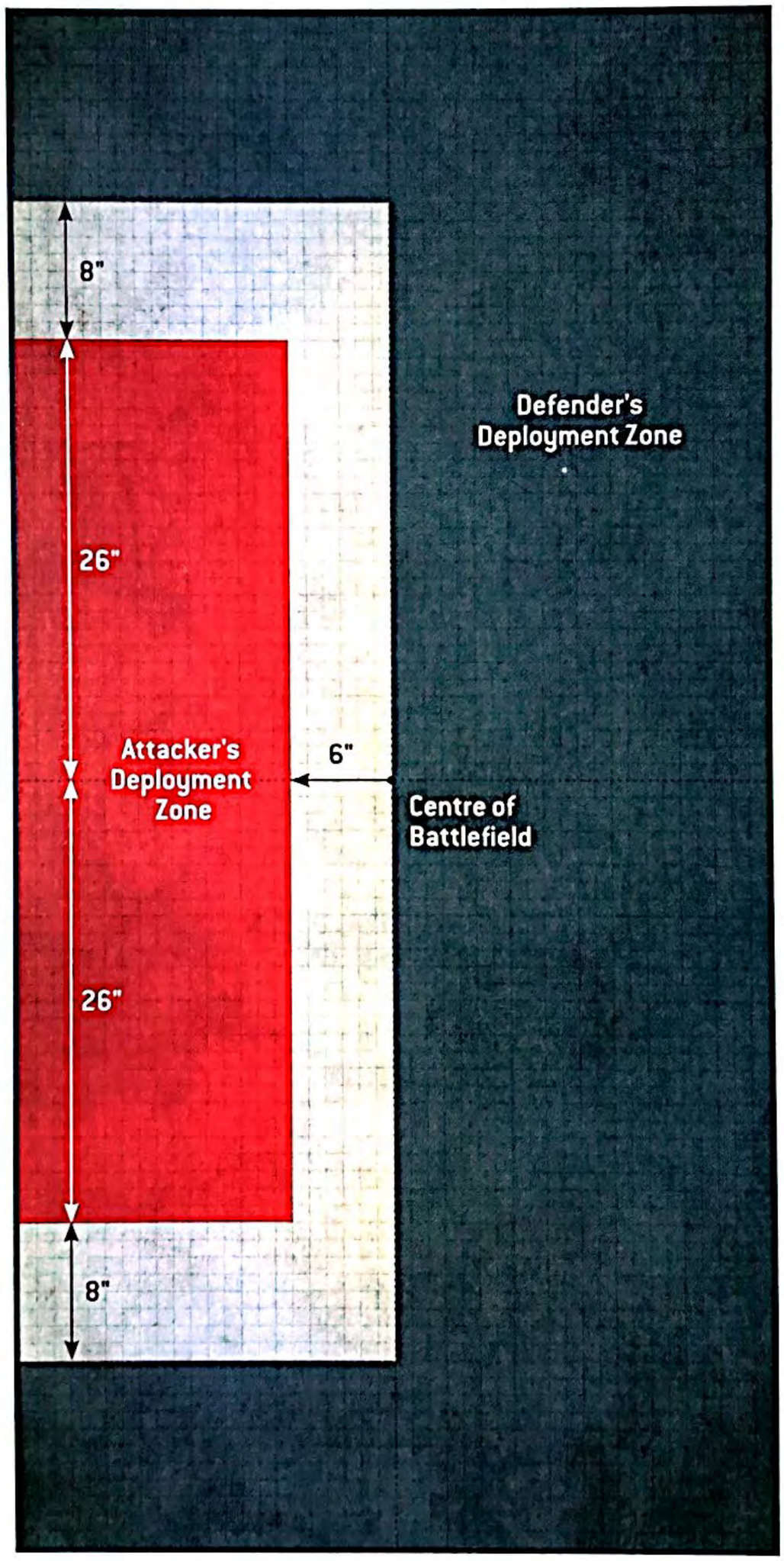
- The Defender scores 25 victory points for each objective marker they control within the Attacker's deployment zone.
- The Defender scores 5 victory points for each of the Attacker's **STRONGHOLDS** that was destroyed during the battle.

VICTOR BONUS

The victor of this mission can use the Increase Supply Limit Requisition twice before the next battle without spending any Requisition points.

ONSLAUGHT MISSION

COUNTERPUNCH



6

ONSLAUGHT MISSION

STORM OF FIRE

MISSION BRIEFING

The fury of the invasion is cataclysmic. The planet is afire. Rage has consumed invader and defender both – all notions of conquest are secondary as all seek little but slaughter.

MISSION RULES

Firestorms, Planetary Control, Reserve Rolls, Shock Tactics, Strongholds (pg 14-16)

Objective Markers: The Defender places four objective markers on the battlefield. If there are any **TRANSPORT BUILDINGS** on the battlefield, one objective marker can be placed within each, as described in the rules for **STRONGHOLDS** (pg 16). Other objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge, 6" from any **STRONGHOLD**, and 9" from any other objective marker.

Storm of Fire: After the Attacker has launched their Firestorm, do not remove any Firestorm markers from the battlefield. Starting from the second battle round, at the start of the battle round, the Attacker must roll three D6, one at a time. Each time they do so, every unit within 3" of the centre of the corresponding Firestorm marker suffers D3+3 mortal wounds, and every other unit within 4-6" of the centre of the corresponding Firestorm marker suffers D3 mortal wounds. Though they use Firestorm markers, these are not Firestorm Attacks for rules purposes.

Ablaze: At the start of the third, fourth and fifth battle rounds, before resolving the Storm of Fire mission rule, for each **BUILDING** that is on the battlefield, the Defender must roll one D6 and apply the result from the table below to that **BUILDING**:

ABLAZE	
D6	**RESULT**
1-2	**Fire Contained:** The **BUILDING** suffers no adverse effects.
3	**Fire Spreads:** That **BUILDING** suffers D3 mortal wounds.
4	**Interior Inferno:** That **BUILDING** suffers D3+3 mortal wounds. If any units are embarked within the **BUILDING**, the controlling player must roll one D6 for each model embarked inside. For each result of 1, a model embarked within (controlling player's choice) is destroyed.
5	**Flaming Collapse:** That **BUILDING** is destroyed.
6	**Magazine Explosion:** That **BUILDING** is destroyed. If it has the Explodes ability, it automatically explodes (no roll is required).

MISSION OBJECTIVES

Victory points are awarded as follows (remember that **STRONGHOLDS** count as objective markers):

BLOOD AND FIRE

End Game Objective (Max 75 VPs)

At the end of the battle, each player adds up the Power Ratings of each of their units that have been destroyed during the battle (excluding units with the Fortification Battlefield Role). Their opponent scores a number of victory points equal to half the result (rounding up).

Remember to add the Power Ratings of any units that were added to your army during the battle but were subsequently destroyed.

Units that merged during the battle to form larger units are only added to your total if the entire merged unit has been destroyed by the end of the battle, but if it is, add together all the Power Ratings of all the units that made it up (and then halve that, as described above).

If a unit splits during the battle, then for the purposes of this mission objective, divide the unit's original Power Rating as equally as possible between the individual units. The only exception to this are units of **T'AU EMPIRE DRONES** that split from a larger unit during the battle – these **DRONE** units are considered to have a Power Rating of 0, and the Power Rating of the unit they split from remains unchanged.

SECURE BATTLEFIELD

End Game Objective (Max 30 VPs)

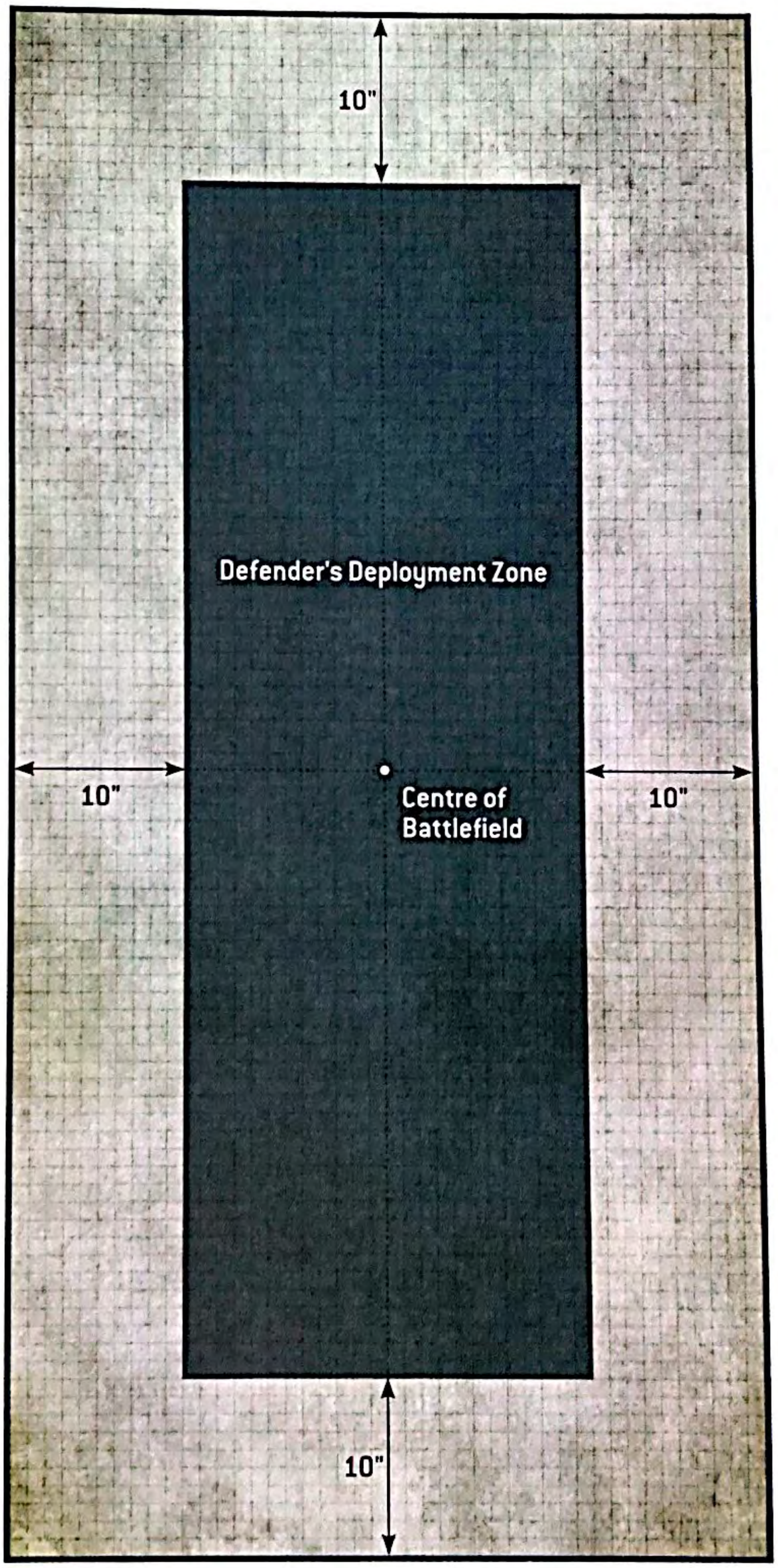
- A player scores 10 victory points for each objective marker they control.

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

STORM OF FIRE





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 28-69 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 8-11.

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.

ASSAULT INTERCESSOR SQUAD — 5 POWER

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

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

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

WARGEAR OPTIONS

- The Assault Intercessor Sergeant can be equipped with 1 plasma pistol instead of 1 heavy bolt pistol.

ABILITIES

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

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

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



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

OUTRIDER SQUAD — 6 POWER

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

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

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

ABILITIES

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

Devastating Charge: If this unit makes a charge move, add 2 to the Attacks characteristic of models in this unit until the end of the turn.

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

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



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

MODIFYING CHARACTERISTICS

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

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

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

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

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

THE BATTLE ROUND

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

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

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

2. MOVEMENT PHASE
Your units manoeuvre across the battlefield.

3. PSYCHIC PHASE
Your psykers use powerful mental abilities.

4. SHOOTING PHASE
Your units shoot enemy units.

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

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

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

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

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

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

ADVANCED RULES

MOVING OVER TERRAIN

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

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

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

FLYING

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

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

TRANSPORTS

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

Transport Capacity

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

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

- **Transport capacity:** Maximum number of models that can embark within the **TRANSPORT**.
- Units can start the battle embarked in a **TRANSPORT**.

EMBARK

If a unit makes a Normal Move, an Advance or it Falls Back, and every model in that unit ends that move within 3" of a friendly **TRANSPORT** model they can embark within it. A unit cannot embark within a **TRANSPORT** model that is within Engagement Range of enemy models, and it cannot embark if it has already disembarked from a **TRANSPORT** model in the same phase. Remove the unit from the battlefield and place it to one side – it is now embarked within the model.

Units cannot normally do anything or be affected in any way while they are embarked. Unless specifically stated, other units' abilities have no effect on units while they are embarked, and Stratagems cannot be used to affect units while they are embarked. For all rules purposes, units that are embarked within a **TRANSPORT** model that has made a Normal Move, Advanced, Fallen Back or Remained Stationary also count as having made the same kind of move that turn.

- Units can embark in a friendly **TRANSPORT** if every model ends a Normal Move, an Advance or a Fall Back within 3" of it.
- A unit cannot embark within a **TRANSPORT** that is within Engagement Range of any enemy models.
- A unit cannot embark and disembark in the same phase.
- Units cannot do anything, or be affected in any way, while they are embarked within a **TRANSPORT**.

DISEMBARK

If a unit starts its Movement phase embarked within a **TRANSPORT** model, that unit can disembark in that phase so long as the model itself has not yet made a Normal Move, an Advance or has Fallen Back that phase.

When a unit disembarks, set it up on the battlefield so that it is wholly within 3" of the **TRANSPORT** model and not within Engagement Range of any enemy models.

Units that disembark can then act normally (move, shoot, charge, fight, etc.) in the remainder of the turn, but its models count as having moved that turn, even if they are not moved further (i.e. they never count as having Remained Stationary).

- Units that start their Movement phase embarked in a **TRANSPORT** can disembark this phase.
- A unit must disembark before their **TRANSPORT** moves.
- Disembarking units must be set up wholly within 3" of their **TRANSPORT** and not within Engagement Range of any enemy models.
- Units that have disembarked count as having moved this turn.

DESTROYED TRANSPORTS

If a **TRANSPORT** model is destroyed (pg 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).

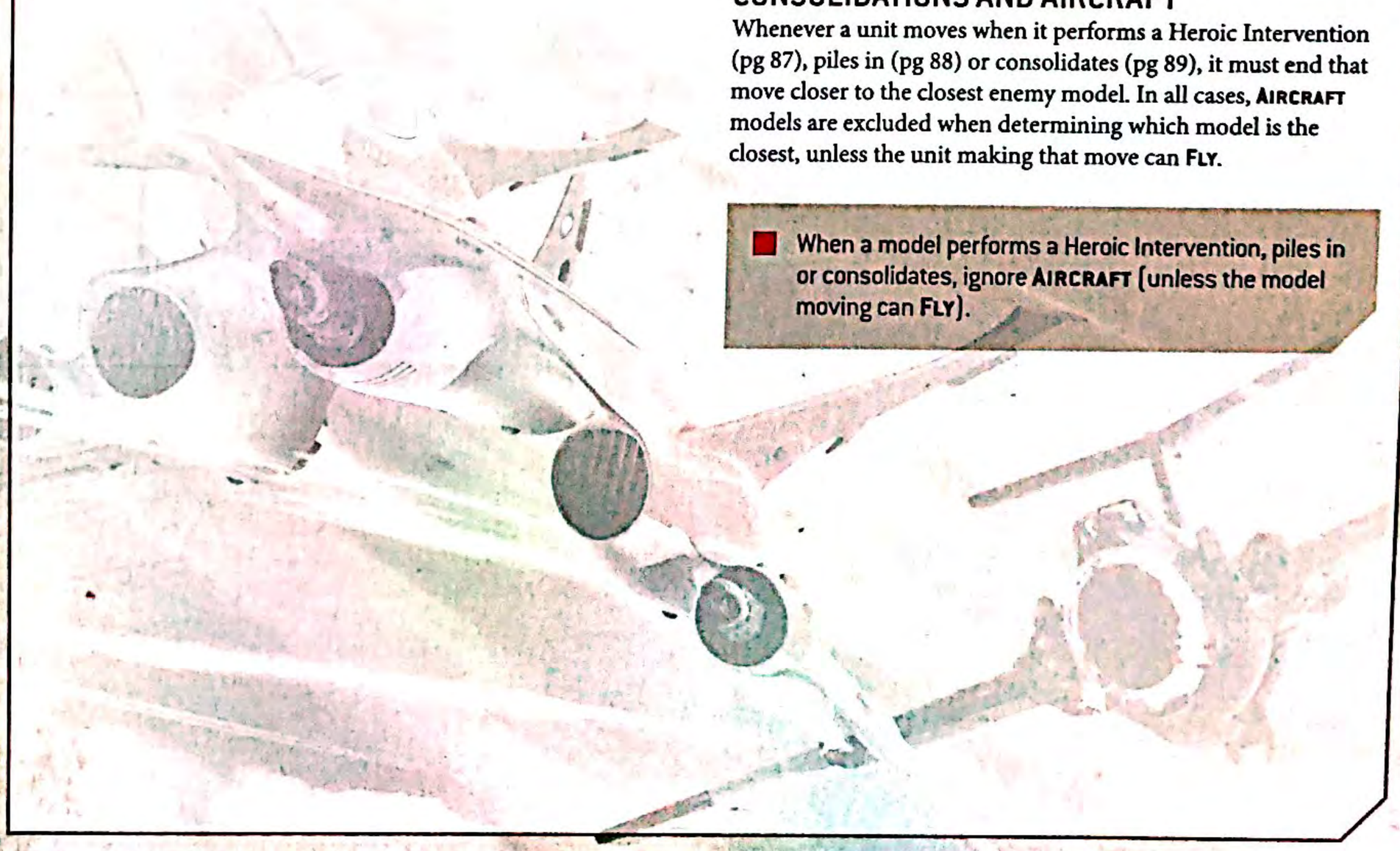
If, when a unit is selected to move in the Movement phase, the only enemy models that are within Engagement Range of it are **AIRCRAFT**, then it can still make a Normal Move or an Advance (i.e. it does not have to Fall Back or Remain Stationary).

- 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 85). 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 (pg 90).

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 so on.

A **PSYKER** unit from your army can attempt to perform a psychic action in its Psychic phase instead of attempting to manifest any psychic powers. A **PSYKER** unit cannot attempt to perform a psychic action if it has Fallen Back this turn, or if it is also attempting to perform another action. A **PSYKER** unit can only attempt to perform one psychic action a battle round.

To perform a psychic action with a **PSYKER** unit, you must first pass a Psychic test in the same manner as if it were attempting to manifest a psychic power. If the result of the Psychic test is a double 1 or a double 6, the **PSYKER** unit attempting the psychic action immediately suffers Perils of the Warp (if the **PSYKER** unit is destroyed as a result, the psychic action automatically fails). The opposing player can then select one of their **PSYKER** units that is within 24" of the **PSYKER** unit attempting to perform the psychic action and attempt to deny that action in the same manner as if it were attempting to deny a psychic power, by passing a Deny the Witch test.

- **Psychic action:** A psychic task a **PSYKER** unit can attempt to perform.
- A unit cannot perform a psychic action if it Fell Back this turn.
- **PSYKER** can attempt to perform one psychic action instead of attempting to manifest any psychic powers.
- To perform a psychic action, must pass a Psychic test (pg 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'.

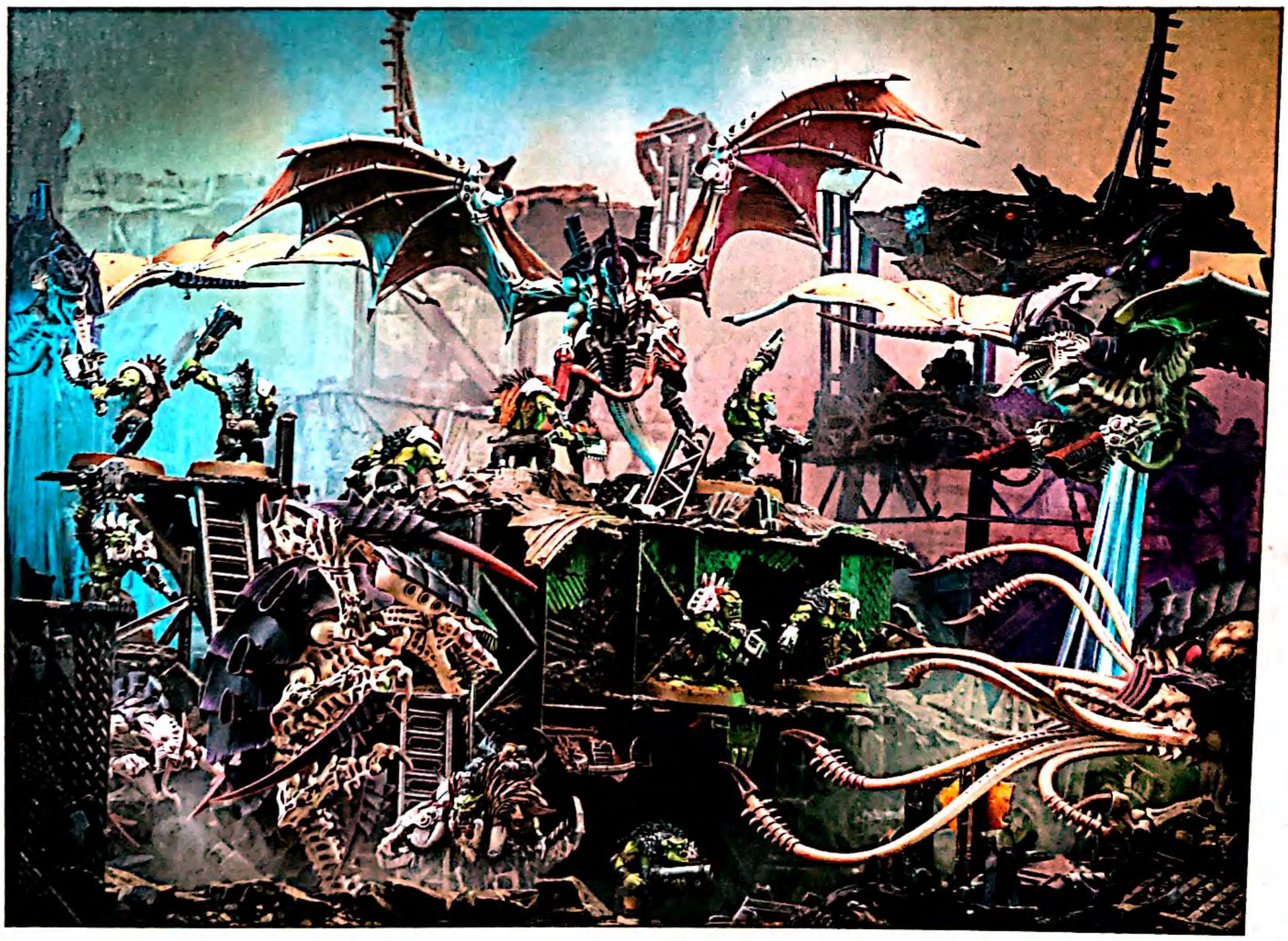
- To use a Stratagem you must pay the CPs specified.
- The same Stratagem cannot be used more than once during the same phase.
- Stratagems not used during a battle round are exempt from this limit.

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.

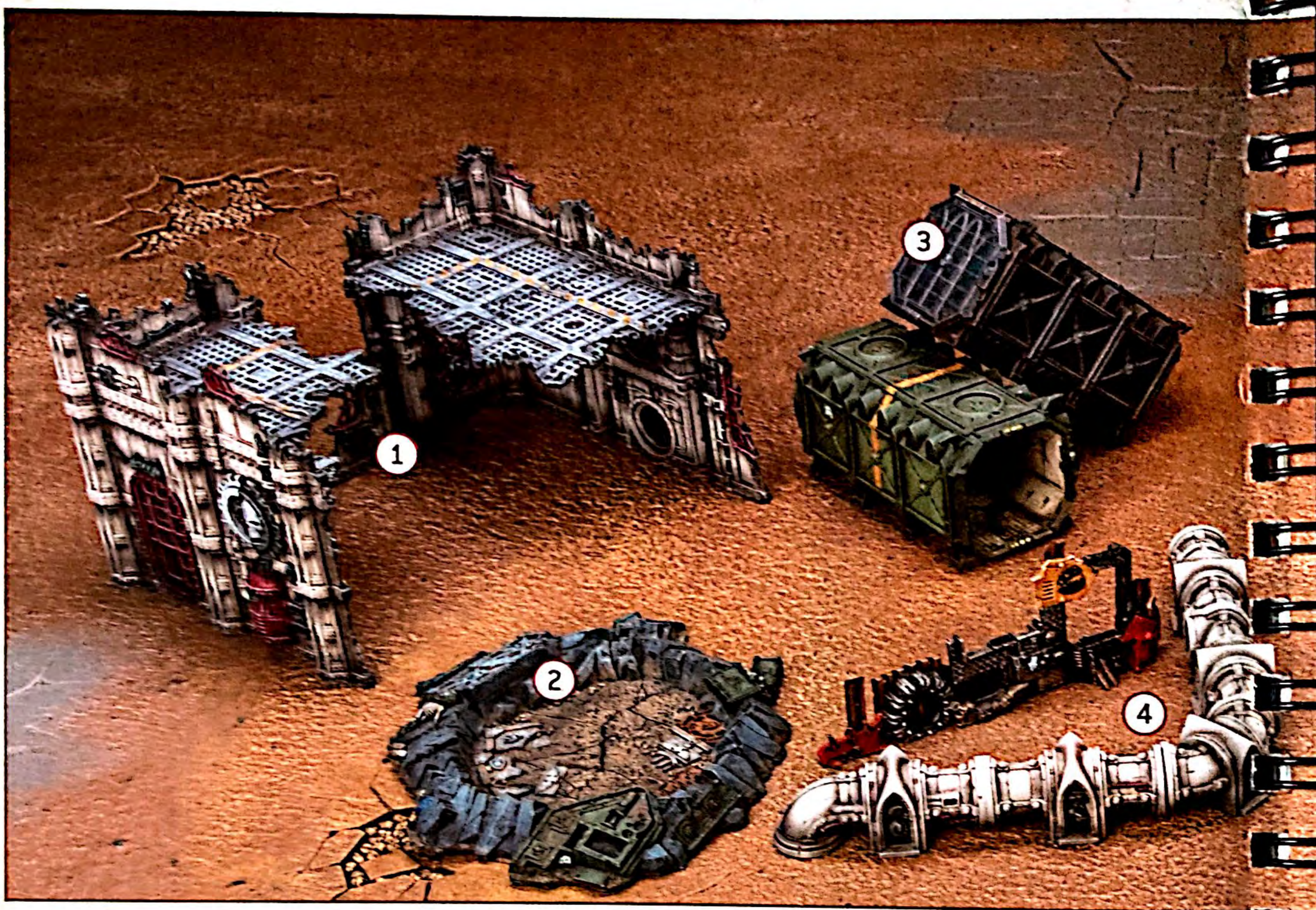
Scalable
Only **INFANTRY**, **BEASTS** and **SWARM** models, and models that can **FLY**, can be set up or end a move on top of an Obstacles terrain feature with this trait. Only **INFANTRY**, **BEASTS** and **SWARM** models, and models that can Fly, can be set up or end a move on the upper floors of 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

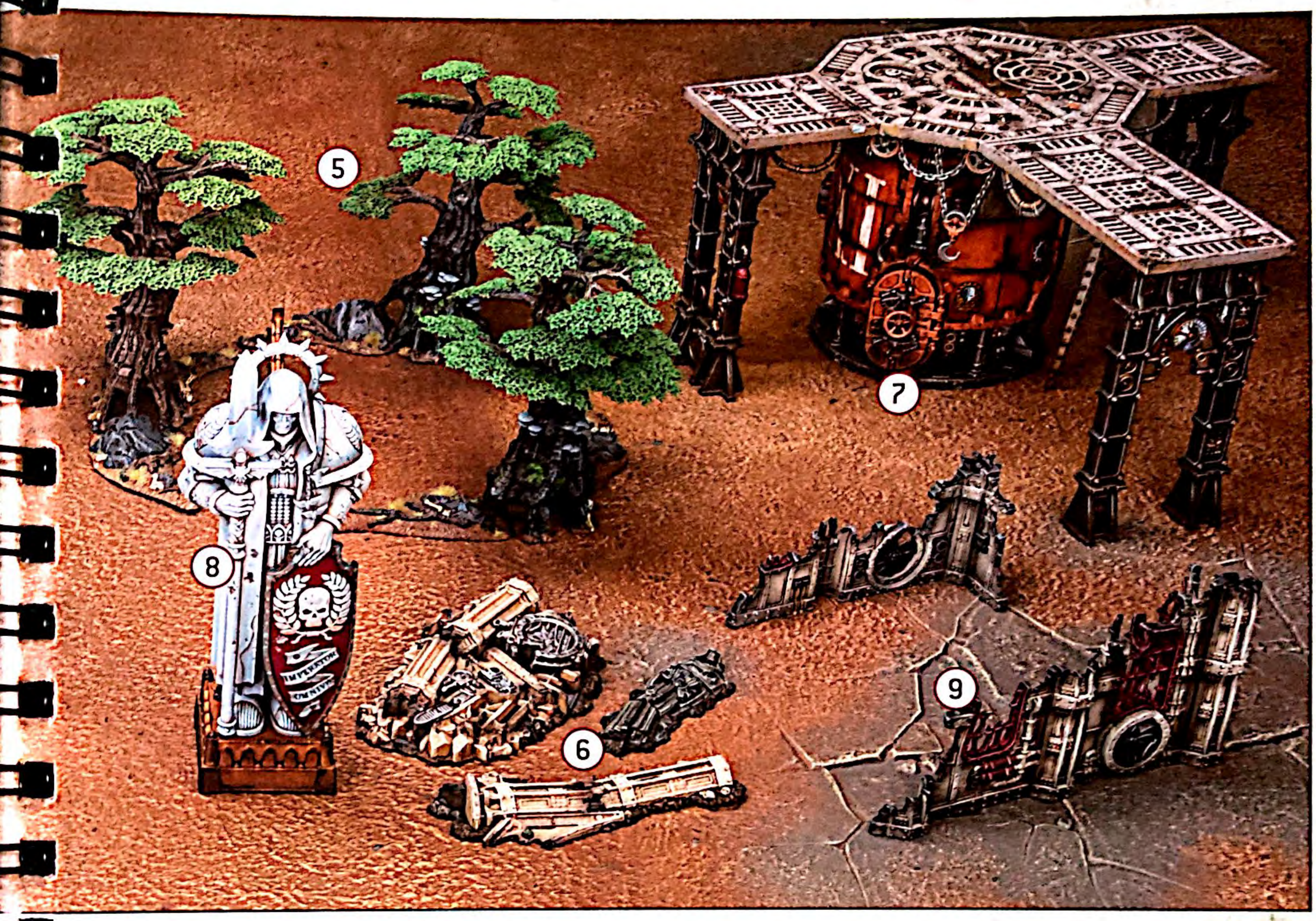
These vast steel containers are built strong to protect the cargo within.

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 on page 76, 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, its 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 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.

TRANSPORTS AND RULES THAT COUNT AS REMAINING STATIONARY

Some rules allow a model to count as having Remained Stationary, even if that model has moved during its Movement phase. Even if a **TRANSPORT** model is subject to such a rule, embarked models still cannot disembark from that **TRANSPORT** model during the Movement phase if that **TRANSPORT** model has already moved, unless that **TRANSPORT** model (or the models embarked within it) have a rule that explicitly allows them to disembark after the **TRANSPORT** model has moved.

- Units cannot disembark from a **TRANSPORT** model after it has moved, even if that Transport model is under the effects of a rule that lets it count as having Remained Stationary even if it has moved.

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 89).

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 80).

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 73).

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 59).

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 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.

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.





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