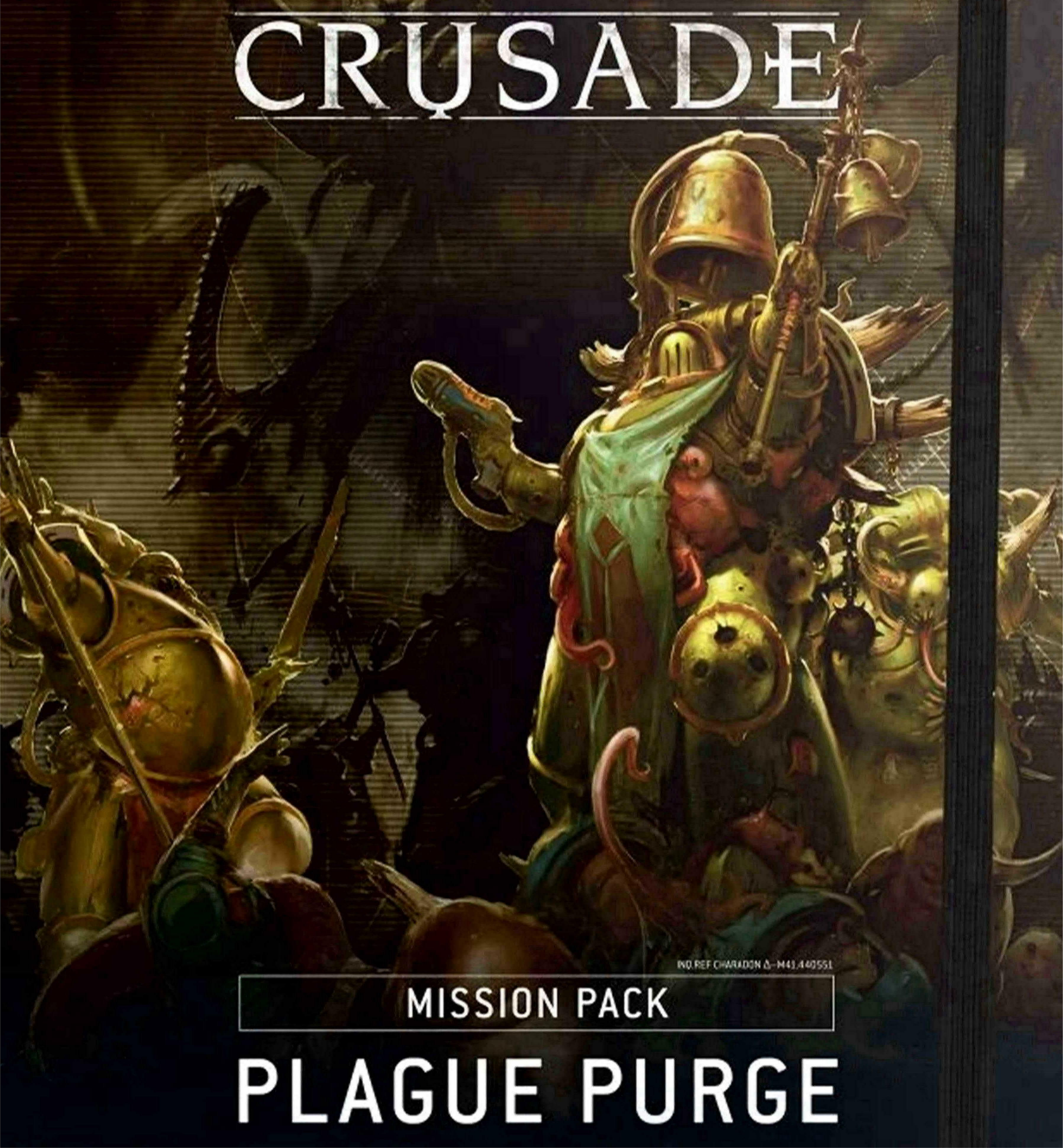
WARHAMMER 40,000

CRUSADE



MISSION PACK

PLAGUE PURGE

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This section contains a step by step sequence on how to play a Plague Purge battle, from determining your battle size and selecting a mission, to 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 to play a battle described in this mission pack.

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INTRODUCTION

Welcome to the Plague Purge mission pack! This is a narrative play mission pack for Crusade armies. On the following pages you will find a whole host of missions that your Crusade army can be despatched on as they battle to invade or to defend the sub-sectors around Metalica, or else to raid and pillage through the ruins.

At the heart of the Charadon Sector lies Forge World Metalica. It is a beating industrial heart, the unsleeping hub of martial manufacturing and military might around which the systems of the Obolis and Lirac Sub-sectors revolve. When the Great Rift opened, Metalica and its surrounding worlds stood strong. Then came Typhus, leading an immense tri-pronged invasion upon the orders of Warmaster Abaddon himself. Now the entire region is besieged, loyalist and traitor forces tearing at one another across countless contaminated battlefronts while xenos raiders strike like carrion ghouls from the shadows.

This pack contains a range of missions set within the disintegrating systems of War Zone Charadon that are tailored to different battle sizes, from Combat Patrols to full-blown Onslaught engagements. Each mission includes special rules and mission objectives that evoke the corrupt and rad-blasted horror of this war zone, and the merciless nature of the fighting therein. These missions have been written to be particularly suited to narrative play, and each includes special bonuses that reward the victors of Crusade armies specifically. Also included are a series of new Requisitions that can be purchased for your Crusade force, as well as two lists of unique Stratagems that can be used in various Plague Purge missions to recreate the tactics employed in War Zone Charadon.

Read on to absorb the full content of the mission pack, and to unlock the countless hours of exciting and close-run gaming it will provide.

WAR ZONE CHARADON

With the Imperium rent in two and its defenders reeling amidst the shadows of the Noctis Aeterna, Abaddon the Despoiler was closer to victory in the Long War than he had been in ten millennia. Capitalising on his grand strategic advantage, the Warmaster moved to pressure the Imperium across multiple fronts, the better to keep his hated foes off balance.

Traitor forces throughout the Imperium Nihilus wrought havoc in the early days of the Era Indomitus. They fought in the ascendant; with the Dark Gods' favour they could chance warp currents that would surely dash blinded Imperial warships to ruin; through unholy sorcery they could speak to one another more clearly than ever before, even as their loyalist prey were rendered virtually deaf and dumb by the nightmarish tumult raging about their worlds. Piratical warlords and daemonic despots raided Imperial space with impunity, and gloried in the slaughter they wrought.

Abaddon's vision was greater than mere anarchy, however. Just as he had never allowed the Chaos Gods to make a pawn of him, so now he refused to succumb to the temptation of loosing his legions to rampage at will. True victory would only be his if he could topple the Imperium Sanctus. To that end, he despatched agents to amass invasion forces led by potent champions of the Heretic Astartes. These forces would drive hard against the defenders of those Imperial strongholds on the Sanctus side of the Great Rift, the better to destabilise them and prevent any chance of a coordinated counter-attack or hardening of the Imperium Sanctus' new outer defences.

One such region was the Charadon Sector, deep within the Ultima Segmentum. Like all Imperial sectors, this one faced many threats, not least the constant peril of territorial expansion by the vast Ork Empire of the Arch-Arsonist, and the inexorable encroachment of the Necron Akannazad Dynasty. Yet as the shadows of the Noctis Aeterna dissipated, the Charadon Sector still emerged as a bastion of both military and industrial might. This was thanks in no small part to the formidable presence of Forge World Metalica, which sat at the heart of Charadon's Obolis Sub-sector. The forge world's cyborg armies and archeotech war engines crushed each new threat to Imperial order with merciless efficiency. Nor were they alone in these endeavours. The neighbouring Lirac Sub-sector was home to Kolossi, the home world of the formidable House Raven, whose ancient oaths of fealty pledged them to aid Metalica in their military endeavours and in maintaining the ironclad rule of law throughout the Charadon Sector. Coupled with the region's comparative closeness to the empire of Ultramar, this sector represented a strategic lynchpin that the Warmaster could ill afford to ignore.

Abaddon summoned Akhorath Zeid, a Lord Discordant of his own Black Legion who had distinguished himself sufficiently to stand amongst the Warmaster's Chosen. Zeid's mission was to seek out Typhus: the infamous First Captain of the Death Guard; the Traveller who had cursed countless worlds with Nurgle's ghastly walking plague. Between them, these two warlords were to gather an invasion force of prodigious size and strike at the heart of the Charadon Sector. Metalica was to fall. But more than this, the blow struck was to be so catastrophic as to crush morale and break Imperial resistance throughout the entire Sector.

Typhus was forced to break off a personal vendetta in order to answer Abaddon's summons, for the Traveller had matters to settle with Fabius Bile of the Emperor's Children. Yet even one such as Typhus did not deny the Warmaster's commands. Moreover, Metalica had proclaimed long and loud that the holy purity of their machines was incorruptible, and that organic growths were rendered infinitely inferior before their glory. Typhus gladly seized the excuse to humble the forge world, planning to subject it to a slow and humiliating demise in the grip of his god's choicest poxes.

THE LIGHT BURNS COLD

The region against which Typhus and Lord Zeid pitted their forces was heavily defended. Thanks to its uncompromising and bellicose nature, Metalica had acted as a beacon of defiance against the corruption and anarchy caused by the Noctis Aeterna. But the Metalican priesthood had won themselves few friends throughout neighbouring sub-sectors, for their methods were oppressive even by Imperial standards. The Tech-Priests made no secret that they were concerned less with the preservation of Human life than with the infrastructure and technologies that that life supported. Indeed, the Metalicans pointed without apparent understanding or irony to each fresh surge of civilian unrest their methods caused, citing these as further proof of the inferior nature of unaugmented organics.

Alone, the legions of Forge World Metalica might have crushed their own empire within their vice-like grip. Yet tempering influences were provided by the more conventional Imperial military forces present in huge numbers throughout the region. From the countless Astra Militarum regiments at large within the sector, through the Adepta Sororitas of Alexistor and Humblehope, to the Space Marines of the Excruciators Chapter and others, the Imperial military presence concentrated around the Obolis and Lirac Sub-sectors was vast. The region might have seethed with anger and unrest, might have been illuminated by a harsh and unforgiving light, but it resisted the all-consuming darkness of collapse and anarchy, nonetheless.

Directly prior to the Chaos invasion, however, that rigid stability began to show increasing stress-fractures. Already the Charus and Phlegyr Sub-sectors had succumbed to widespread mutation and heretical uprisings. As bleak omens and an alarming uptick in psychic emanations also manifested throughout the Obolis Sub-sector, so the attitudes of the Metalican priesthood became ever more inflexible. The explosive spread of metaphysical contagions such as the witch-madness of Alexistor and the outbreak of bubotic engorgism on Feryk were the last straw for Fabricator General Heptus Rho-Decima Khleng. Determined to scour the taint of biological impurity from his blessed realm, he approved the deployment of several monstrous eradication arks. These void-borne techno-atrocities were built for exterminatus-level rad-bombardment of entire worlds from low orbit. The Metalicans' allies – not to mention their more fractious planetary neighbours – may have believed that even the Tech-Priesthood would not bathe a settled Imperial world in killing radiation. They were disabused of such notions after the eradication arks settled over St Espin's Gift and unleashed their horrific payloads.

Outraged censure from Metalica's allies followed. Shock waves of fear rolled across the region, for it was common knowledge that more than one such ship had left Metalican orbit. It was quite possible that armed insurrection and civil war could have followed. Yet before matters could escalate further, the warp convulsed and Typhus' invasion began.

TRI-PRONGED INVASION

The heretic forces launched their attack from three directions at once, opening up a ritual tri-lobe of battle fronts throughout the Obolis Sub-sector. In the Chromyd System, a mighty force of Death Guard vectoriums and renegade warbands under Lord Thraxoplasmox surged from Barlech's Channel to attack. In opening up the first of Typhus' three offensives, they found a system well-garrisoned but with its soldiery badly out of position.

The reason for the Imperial disarray was a campaign of ongoing xenos piracy. Lelith Hesperax, Wych Queen of the Commorrite arenas, had transformed the shrine world of Martyr's Rest into a bloody gladiatorial spectacle. Seeking to outdo her grand display of hedonistic violence, several of Hesperax's rivals had then launched copycat raids of their own throughout the system.

Their forces brutalised by the arrogant Drukhari, the planetary governors of the Chromyd System appealed to Metalica for aid. This they received in the form of the storied Skitarii Marshal Decitor Septrax-Tertian and his elite macroclade, along with a host of Astra Militarum regiments who joined the local forces in a concerted purge of alien pirates. Though the subsequent battles were hard fought, the Imperial defenders were upon the brink of driving the Drukhari from their system when Thraxoplasmox's hordes descended upon them in terrifying numbers.

The result was anarchy, as the scattered and bloodied Imperial forces attempted to rally and reposition in the face of this new onslaught. Seeing a chance for vengeance, the spiteful Drukhari sowed confusion through the Imperial positions, further undermining their efforts to fight back. It was only due to the slow, inexorable manner in which Thraxoplasmox fought his war that the Imperium had time to form new battle lines. However, as the Death Guard hammered steadily away at the defenders of Okharium, Torthusa and Dyroch's Reach, it became clear that Lord Thraxoplasmox had not missed his opportunity, but rather sought to draw out the conflict into as miserable and drawn-out a war of attrition as he could.

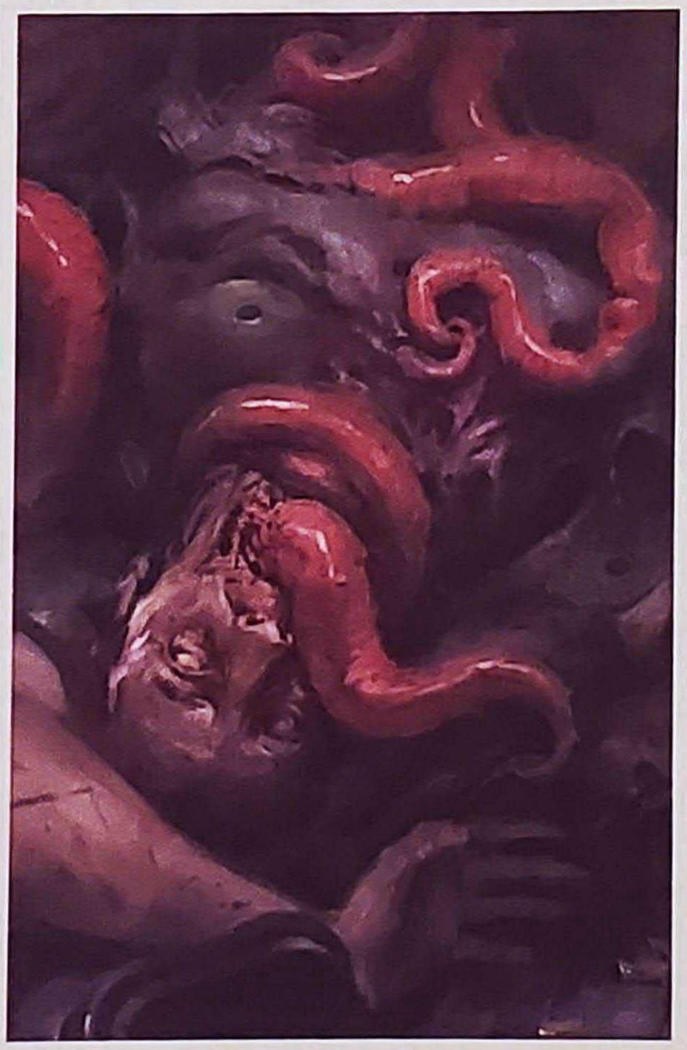
War in the Alumax System, by comparison, burned swift and hot like a fever. Led by the suppurating warships of Plague Captain

ROT AND RADIATION

The battle fronts throughout War Zone Charadon devolved swiftly into hellscapes. Hive cities became rust-rotted nightmares where combatants could be plunged into diseased filth, ensnared by pustulant growths or beset by shambling neverdead at any moment. Verdant agri-plains were transformed by rad-bombardment into glowing wastelands, where ash storms choked those who did not succumb to mutation and sickness. Oceans teemed with malefic microbes. Forests were blasted into voltagheist-haunted no-man's lands by ancient archeotechnological doomsday weapons. Everywhere the armies of the Imperium and Chaos clashed, the forces unleashed by both sides rendered the worlds over which they fought ever more inimical. Soon enough, the fight for War Zone Charadon became one of gruelling endurance against foes and horrific conditions both. With the warp roiling, interstellar communication and travel became increasingly difficult. Localised Imperial forces were often left without orders or viable supply lines, fighting on with no knowledge of the wider strategic picture or whether they had any hope of reinforcement. Engulfed by radiation storms and besieged upon worlds seething with deadly plagues, invaders and defenders alike fought increasingly vicious battles over the basic rudiments of survival. Grand strategy often took a back seat to shelter, supplies or communications equipment. The Metalicans, meanwhile, fought their own peculiar version of these actions as they delved into contaminated war zones not to save lives, but rather to rescue the blessed machinery and datastacks they considered far more valuable.

Oghlosmus Bilge, and by the corpse-pale Titans of Balequeen Lathfyr and her Legio Morbidus, the invaders struck this outlying system with shocking force. They had the element of surprise, emerging as they did from the midst of raging warp tides no Imperial fleet could have braved. Worlds fell in a matter of days before their fury. Despite determined rearguard actions by Cadian and Ultramarine forces, soon only the system's monitor station remained, holding out amidst the Skothian Grav-reefs while its handful of overtaxed Astropaths sent desperate cries for aid.

The heaviest fighting during the war's first stages occurred in the Duralim System. Here, Typhus and Lord Zeid led the attack in person, commanding their elite forces to overcome one of Obolis Sub-sector's most pivotal systems. Weeks of punishing carnage ground past upon the cardinal world of Alexistor as the witch-madness swept the planet. The Sisters of Battle and their Astra Militarum allies fell back one city-sprawl and shrineplex at a time, always on the brink of being overrun by the howling mobs, knowing that Typhus' armies marched just behind the diseased human tides, ready to strike wherever Imperial resistance endured.



One-by-one the world's fanes were toppled and the lights of Imperial faith extinguished. Meanwhile, Lord Zeid led his monstrous packs of Daemon Engines first against Magnifiria, then to the agri world of Sustace where he drove back the Imperial defenders, who were ill-prepared for such a sudden and savage onslaught. All through the system, traitor forces employed veteran skill and the element of surprise to crush the Imperial defenders, while seething tides of mutants and cultists rose up in praise of the Dark Gods.

In the Lirac Sub-sector, a more subtle conflict stirred. Typhus had called upon many heretic allies during as he amassed his invasion force, and amongst them were twin warbands of Word Bearers and Alpha Legionnaires who called themselves the Disciples. He had despatched these masters of esoteric war to the deepest shadows of the Lirac Sub-sector. They had orders to begin a reign of piracy and terror through the Cyclos and M'bor Systems, so as to draw the eye of neighbouring Kolossi and force the Knights of House Raven to look to their own defence instead of marching out to aid their Metalican allies. Little did Typhus know that even as his invasion began, the Disciples were looking to fulfil an agenda of their own…

PLAGUE PURGE GAMES

A Plague Purge game 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 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

D6	MISSION
1	Infiltrate the Ring (pg 20-21)
2	**Survivors of the Fallout (pg 22-23)**
3	Tech Relic (pg 24-25)
4	**Seed Malignifier (pg 26-27)**
5	Run Them Down (pg 28-29)
6	**Raid For Supplies (pg 30-31)**

INCURSION MISSIONS

D6	MISSION
1	Tech Hunt (pg 32-33)
2	**Grind (pg 34-35)**
3	Tip of the Spear (pg 36-37)
4	**Entrapment (pg 38-39)**
5	Obolis Incursion (pg 40-41)
6	**Methodical Eradication (pg 42-43)**

STRIKE FORCE MISSIONS

D6	MISSION
1	Tech Recovery (pg 46-47)
2	**Ring of Steel (pg 48-49)**
3	Let it Burn (pg 50-51)
4	**Pandemic Locale (pg 52-53)**
5	Extermination Sweep (pg 54-55)
6	**Strike for Supplies (pg 56-57)**

ONSLAUGHT MISSIONS

D6	MISSION
1	Choke Point (pg 60-61)
2	**Obolis Onslaught (pg 62-63)**
3	Fallout (pg 64-65)
4	**Encirclement (pg 66-67)**
5	Tech Seizure (pg 68-69)
6	**Pandemic Outbreak (pg 70-71)**

3. 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.

Some mission rules include actions that units can perform during the battle. Actions are described in the Warhammer 40,000 Core Book.

4. 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 opposite:

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

Details of how to Battle-forge an army, how to use Power Ratings and what information your army roster must contain can be found in the Warhammer 40,000 Core Book. If you are playing a Combat Patrol battle, the only Detachment your army can include is one Patrol Detachment, unless your Army Faction is **IMPERIAL KNIGHTS** or **CHAOS KNIGHTS**, in which case the only Detachment your army can include is one Super-heavy Detachment. Select one of your models to be your **WARLORD** (this cannot be a model with the Fortifications Battlefield Role) and note this on your army roster. This must be the **CHARACTER** model 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.

5. SELECT AGENDAS

Each player then secretly selects Agendas for the battle and writes them down. Each can award experience points to certain units in their army, as described on the Agenda itself. The Agendas that players can choose from can be found on pages 12-14.

The number of Agendas each player chooses depends on the battle size you have selected, as shown in the table below.

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

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

6. CREATE THE BATTLEFIELD

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

BATTLEFIELDS	
BATTLE SIZE	BATTLEFIELD SIZE (Minimum)
Combat Patrol/Incursion	44" x 30"
Strike Force	44" x 60"
Onslaught	44" x 90"

Unless noted otherwise, when setting up terrain features, use the guidelines noted in the basic rules section (pg 74). In these missions, players must use the battlefield terrain rules for terrain features, as described on pages 98-103.

7. DETERMINE ATTACKER AND DEFENDER

The players roll off and the winner decides who will be the Attacker and who will be the Defender. You may decide in some battles that it is better for a specific player to be the Attacker or Defender. In such instances, simply agree with your opponent who will be the Attacker and who will be the Defender.

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 and how these should be placed. 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 some missions will tell you which deployment zone is the Attacker's and which is the Defender's. If the deployment map does not show this, but instead labels deployment zones as Player A's or Player B's, then the Defender now selects one of the deployment zones for their army. Their opponent uses the other deployment zone.

10. DECLARE RESERVES AND TRANSPORTS

Unless the mission briefing states otherwise, these missions use the Strategic Reserves rules (pg 96-97). 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.

Unless stated otherwise, no more than half the total number of units in your army can be Strategic Reserve and/or Reinforcement units, and the combined Power Ratings of all your Strategic Reserve and Reinforcement units (including those that are embarked within **TRANSPORT** models that are Strategic Reserve and/or Reinforcement units) must be less than half of your army's Power Level, even if every unit in your army has an ability that would allow them to be set up elsewhere. In these missions, Reinforcement and Strategic Reserve units can never arrive on the battlefield in the first battle round. Any Strategic Reserve or Reinforcement unit that has not arrived on the battlefield by the end of the third battle round counts as having been destroyed, as do any units embarked within them (this does not apply to units that are placed into Strategic Reserves after the first battle round has started).

11. DEPLOY ARMIES

The players alternate setting up their remaining units, one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If one player has finished deploying all their units, their opponent then deploys the remainder of their units. If a model from your army is so large that it cannot physically be set up wholly within your deployment zone (i.e. the smallest dimension of that model is greater than the depth of your deployment zone), it must be set up so that it is touching your battlefield edge. In the first battle round, that model's unit cannot do any of the following: make a Normal Move, Advance, Fall Back, attempt to manifest or deny psychic powers, make any attacks with ranged weapons, declare a charge, perform a Heroic Intervention or 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 players roll off and the winner declares whether they will take the first or second turn. If the roll off is a tie, the Attacker is the winner.

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. Players continue to resolve battle rounds until the battle ends.

MISSION OBJECTIVES

During the battle, players can earn victory points by achieving mission objectives, which are described in the mission's mission briefing. Mission objectives can either be 'End Game' or 'Progressive'. End Game mission objectives are scored at the end of the battle. Progressive mission objectives are scored during the battle (exactly when is detailed in the mission objective itself), and can be achieved and hence award victory points several times.

15. 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.

16. DETERMINE VICTOR

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

17. 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 your 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 (see the Warhammer 40,000 Core Book). 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 roster for this battle gains 1 experience point.
- **Marked for Greatness:** Select one unit that was part of your army roster 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 enough during the battle, increase its experience points accordingly.
- **Agenda Achieved:** Any units that achieved Agendas (pg 12-14) 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.

18. 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.

AGENDAS

Each Agenda listed below has a category (e.g. Purge the Enemy, Shadow Operations etc). 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.

PURGE THE ENEMY

CALCULATED ERADICATION

Keep a Calculated Eradication tally for each unit from your army. Add 1 to a unit's Calculated Eradication tally each time it destroys an enemy unit (excluding **AIRCRAFT**) that was within range of an objective marker when it was selected as the target. At the end of the battle, each unit gains 1 experience point if it has one or more marks on its Calculated Eradication tally. In addition, the unit in your army that has the highest Calculated Eradication tally earns 2 additional experience points. If two or more units are tied, you choose which unit achieves the additional experience points.

ASSASSINS

Keep an Assassins tally for each unit from your army. Add 1 to a unit's Assassins tally each time it destroys an enemy **CHARACTER** unit. Each unit gains 2 experience points for every mark on its Assassins tally.

PRIORITY TARGET

Keep a Priority Target tally for each unit from your army. Add 1 to a unit's Priority Target tally each time it destroys an enemy **VEHICLE** or **MONSTER** unit. Each unit gains 2 experience points for every mark on its Priority Target tally.

TITAN HUNTER

Keep a Titan Hunter tally for each unit from your army. Add 1 to a unit's Titan Hunter tally each time it destroys an enemy **TITANIC** unit. Each unit gains 4 experience points for every mark on its Titan Hunter tally.

KING SLAYER

If a unit from your army destroyed the enemy **WARLORD** during the battle, that unit gains 3 experience points. A unit does not achieve this Agenda if the enemy **WARLORD** is subsequently resurrected by any means. If the enemy **WARLORD** is resurrected but is subsequently destroyed again by another unit from your army, then it is the last unit to have destroyed it that achieves this Agenda.

NO MERCY, NO RESPITE

THERE IS ONLY WAR

At the end of each battle round, if more enemy units were destroyed during that battle round than friendly units, select one unit from your army that destroyed one or more enemy units during that battle round. That unit gains 1 experience point. Each unit from your army can gain a maximum of 3 experience points during the battle from this Agenda.

FIRST STRIKE

Keep a First Strike tally for each unit from your army. Add 1 to a unit's First Strike tally each time it destroys an enemy unit in the first battle round. Each unit from your army gains a number of experience points equal to their First Strike tally.

CULL THE HORDES

Keep a Cull the Hordes tally for each unit from your army. Add 1 to a unit's Cull the Hordes tally each time it destroys six or more models in the same phase. Each unit gains a number of experience points equal to their Cull the Hordes tally.

REAPER

The unit in your army that has the highest combat tally of enemy units destroyed during the battle earns 2 experience points. If two or more units are tied, you choose which unit achieves this Agenda.

BATTLEFIELD SUPREMACY

CRITICAL POSITION

After choosing deployment zones, your opponent selects one objective marker. Each unit from your army gains 2 experience points if, at the end of the battle, it is within range of that objective marker; if you control that objective

marker, each unit from your army that is within range of that objective marker gains 3 experience points instead.

CENTRE SECURED

At the end of the battle, select one unit from your army (excluding **AIRCRAFT**) within 1" of the centre of the battlefield. That unit gains 2 experience points if there are no enemy units (excluding **AIRCRAFT**) that are within Engagement Range of it or within 3" of the centre of the battlefield.

SENTINEL

At the start of your first Command phase, select one objective marker that is on the battlefield and one unit from your army. That unit gains 4 experience points after the battle if, at the end of the battle, it is in range of that objective marker and you control that objective marker.

BREAKTHROUGH

At the end of the battle, select up to three units from your army (excluding **AIRCRAFT**) that are wholly within 6" of your opponent's battlefield edge. Each of these units earns 2 experience points.

SURVIVOR

At the start of your first Command phase, select one unit from your army. That unit gains 2 experience points after the battle if it is not destroyed at the end of the battle, and an additional 2 bonus experience points if it is not below Half-strength. Units that have only a single model instead gain these bonus experience points if, at the end of the battle, the number of wounds that model has remaining is at least half their Wounds characteristic.

SHADOW OPERATIONS

SECURE SUPPLY CACHE

Keep a Secure Supply Cache tally for each unit from your army. Each time a unit successfully completes the Secure Supply Cache action, add 1 to that unit's Secure Supply Cache tally.

If you selected this Agenda, then units in your army can attempt the following action, as described in the Warhammer 40,000 Core Book.

Secure Supply Cache (Action): One or more units from your army (excluding **AIRCRAFT** and units with the Fortifications Battlefield Role) can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different objective marker that has not already been uncovered by your army. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** and units with the Fortifications Battlefield Role) in range of the same objective marker. If the unit performing the action is **INFANTRY**, it is completed at the end of your turn. Otherwise, it is completed at the start of your next Command phase. If this action is successfully completed, that objective marker has been uncovered by your army.

Each unit gains a number of experience points equal to their Secure Supply Cache tally.

SABOTAGE DEFENCES

Keep a Sabotage Defences tally for each unit from your army. Each time a unit successfully completes the Sabotage Defences action, add 1 to that unit's Sabotage Defences tally.

If you selected this Agenda, then units in your army can attempt the following action, as described in the Warhammer 40,000 Core Book:

Sabotage Defences (Action): One or more **INFANTRY** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be within 1" of a different terrain feature that is within your opponent's deployment zone and not within Engagement Range of any enemy units (excluding **AIRCRAFT** and units with the Fortifications Battlefield Role). The action is completed at the end of your turn.

Each unit gains 1 experience point for each mark on their Sabotage Defences tally (to a maximum of 3 experience points).

INVESTIGATE MALIGNANCY

Keep an Investigate Malignancy tally for each unit from your army. Each time a unit successfully completes the Investigate Malignancy action, add 1 to that unit's Investigate Malignancy tally.

If you selected this Agenda, then units in your army can attempt the following action, as described in the Warhammer 40,000 Core Book:

Investigate Malignancy (Action): One or more units from your army (excluding **AIRCRAFT** and units with the Fortifications Battlefield Role) can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be within 6" of an edge of the battlefield that has not already been investigated by your army, or within 3" of the centre

of the battlefield if it has not already been investigated by your army. If the unit performing the action is **INFANTRY**, it is completed at the end of your turn. Otherwise, it is completed at the start of your next Command phase. If this action is successfully completed, that battlefield edge or centre of the battlefield has been investigated by your army.

Each unit gains a number of experience points equal to their Investigate Malignancy tally.

WARPCRAFT

WITCH HUNTER

Keep a Witch Hunter tally for each unit from your army. Add 1 to a unit's Witch Hunter tally each time it destroys an enemy **PSYKER** unit (add 3 instead if the destroyed unit was a **PSYKER CHARACTER**).

Each unit gains a number of experience points equal to their Witch Hunter tally.

LORD OF THE WARP

Keep a Lord of the Warp tally for each unit from your army. Add 1 to a unit's Lord of the Warp tally each time it successfully manifests a psychic power, denies an enemy psychic power or completes a psychic action. Reset a unit's Lord of the Warp tally to 0 if and when they suffer Perils of the Warp. The unit from your army that has the highest Lord of the Warp tally gains 2 experience points (unless that unit's tally is 0, in which case it gains no experience points from this Agenda). If two or more units are tied, you select one of them to gain these experience points.

SCRY MALIGNANCY

Keep a Scry Malignancy tally for each **PSYKER** unit from your army. Each time a unit successfully completes the Scry Malignancy psychic action (see below), add 1 to that unit's Scry Malignancy tally. If you selected this Agenda, then units in your army can attempt the following psychic action:

Scry Malignancy (Psychic Action – Warp Charge 4): One **PSYKER CHARACTER** unit from your army can attempt to perform this psychic action in your Psychic phase if it is within range of an objective marker.

Each unit gains 1 experience point for each mark on its Scry Malignancy tally (to a maximum of 3 experience points).

PLAGUE PURGE REQUISITIONS

If your Crusade army is taking part in Plague Purge battles, you can spend Requisition points (RPs) on the Plague Purge Requisitions listed below in addition to those found in other sources.

VETERANS OF OBOLIS 1RP

Purchase this Requisition when mustering your army for a Plague Purge battle in which the Plague Purge Assault Stratagems are in use. Select one Plague Purge Assault Stratagem. You can use that Stratagem once in the battle without spending any Command points. You can only purchase this Requisition once per battle.

RAIDERS OF OBOLIS 1RP

Purchase this Requisition when mustering your army for a Plague Purge battle in which the Plague Purge Recon Stratagems are in use. Select one Plague Purge Recon Stratagem. You can use that Stratagem once in the battle without spending any Command points. You can only purchase this Requisition once per battle.

ADAPT TO OVERCOME 2RP/3RP

Purchase this Requisition either before or after a Plague Purge battle. Select one Crusade card from your Order of Battle that has one or more Weapon Enhancements. Select one of that unit's Weapon Enhancements and change it to a different Weapon Enhancement. This must be a Weapon Enhancement it could have. If that Weapon Enhancement is a Battle Honour from War Zone Charadon Act 1: The Book of Rust, this Requisition costs 2RP. Otherwise, it costs 3RP.

SPECIALIST ASSET 1RP

Purchase this Requisition when mustering your army for a Plague Purge battle. Select one unit from your army roster that has a Crusade card. That unit gains one Weapon Enhancement for the battle (it loses that Weapon Enhancement at the end of the battle). This must be a Weapon Enhancement it could have. Increase the unit's Crusade points accordingly while it has that Battle Honour.

ONE MORE INTO THE BREACH 1RP

Purchase this Requisition after a Plague Purge battle, when an Out of Action test is failed for a unit from your army of Battle-ready rank. That unit suffers a Devastating Blow but does not lose any experience points. All other effects apply.

STRENGTH THROUGH SUFFERING 1RP

Purchase this Requisition before a Plague Purge battle. Select one Crusade card from your Order of Battle that has one or more Battle Scars. While that unit has any Battle Scars, each time it would gain any experience points from a battle, it gains 1 additional experience point. Only one unit from your Order of Battle can be selected for this Requisition at any one time. To use this Requisition again, all of that unit's Battle Scars must be removed.

PLAGUE PURGE STRATAGEMS

Over the following pages you will find Stratagems to use in your Plague Purge games. The Stratagems are split into two categories, Recon and Assault, and each mission will specify which category of Stratagems are in use. When playing a Plague Purge mission, each player has access to the Stratagems in the specified category, and can use each Stratagem a maximum of once. These Stratagems cannot be used with any other missions.

RECON

ADVANCED SCOUTING — 3CP

Plague Purge Recon Stratagem

A unit has scouted ahead to secure a prime position for engagement and reconnaissance when the battle begins.

Use this Stratagem during deployment, when setting up a unit from your army that has the Fast Attack or Troops Battlefield Role. That unit can be set up wholly within 6" of your deployment zone and more than 9" from the enemy deployment zone and any enemy models.

MAINTAIN FOCUS — 2CP

Plague Purge Recon Stratagem

Suffering no distraction or setback from combat, the unit carries out their allotted task while still engaging the enemy.

Use this Stratagem in your Shooting phase. Select one unit from your army. Until the end of the phase, that unit can make attacks with ranged weapons while performing an action without that action failing.

SELFLESS PROSECUTION — 2CP

Plague Purge Recon Stratagem

The unit throws themselves at the enemy in order to buy time for a chosen few in their unit to carry out vital orders.

Use this Stratagem in any phase. Select one unit from your army. Until the end of the phase, that unit can perform an action while within Engagement Range of enemy units, even if the action specifies that enemy units cannot be within range of the same objective marker.

SWIFT ENGAGEMENT — 1CP

Plague Purge Recon Stratagem

Having laid eyes on the area prior to the battle, the forces now engage swiftly to secure their prize and ensure it is not stolen from under them.

Use this Stratagem in the charge phase, after making a charge roll for a unit in your army if an enemy unit within range of an objective marker was selected as the target(s) of that charge. You can re-roll one or both of the dice.

MENTAL CONCENTRATION — 2CP

Plague Purge Recon Stratagem

The psyker has prepared themselves for the task ahead, mentally scouting out the area and focusing on the objectives that they must achieve.

Use this Stratagem in the Psychic phase, after a **PSYKER** unit from your army attempts to perform a psychic action. That unit can attempt to manifest one additional psychic power this phase.

RAPID ADVANCE — 1CP

Plague Purge Recon Stratagem

All else is abandoned for a rapid advance to secure a vital position or key objective.

Use this Stratagem after making an Advance roll for a unit from your army. Change the result of that roll to a 6. Until the start of your next turn, that unit cannot shoot or charge, even if it has an ability that would allow it to do so in a turn in which it Advanced.

ASSAULT

STAND GROUND 2CP

Plague Purge Assault Stratagem

The unit has been given their orders, and they know they must hold this ground no matter the cost.

Use this Stratagem after failing a Morale test for a unit from your army that is within range of an objective marker. That test is passed instead.

TURN THE TIDE 2CP

Plague Purge Assault Stratagem

A key asset has been deployed. Applied in the right manner, it could turn the tide of the battle.

Use this Stratagem during deployment, when you deploy a unit from your army. That unit gains the Objective Secured ability until the end of the battle.

INSPIRED COMMAND 2CP

Plague Purge Assault Stratagem

In a moment of heroism or infamy, a leader steps forward to better inspire their followers and strike fear in their foes.

Use this Stratagem in your Command phase. Select one **CHARACTER** unit from your army, then select one aura ability that unit has. Until the start of your next Command phase, add 3" to the range of that aura ability for that unit.

DIG IN 2CP

Plague Purge Assault Stratagem

At a key site of previous conflict, a critical unit has established itself in a fortified position ready to engage the enemy before them.

Use this Stratagem during deployment, when a unit from your army (excluding **AIRCRAFT**, **TITANIC** units and units with the Fortifications Battlefield Role) is set up on the battlefield wholly within your deployment zone. Until the end of the battle, that unit gains the benefit of light cover. This bonus is lost if the unit makes any kind of move (excluding pile-in and consolidation moves).

TRENCH ASSAULT 1CP

Plague Purge Assault Stratagem

The unit gives in to wild abandon to fight a brutal melee in the close confines of the enemy's front line.

Use this Stratagem in the Fight phase, when a unit from your army is selected to fight with. Until the end of the phase, while a model in that unit is within the enemy deployment zone, add 1 to its Attacks characteristic.

GO TO GROUND 1CP

Plague Purge Assault Stratagem

A warning call goes out and the unit dives for cover to avoid a ruthless incoming barrage.

Use this Stratagem in any phase, when an **INFANTRY** unit from your army that has one or more models receiving the benefits of cover is selected as the target for a ranged attack. Until the end of the phase, each time a ranged attack is made against that unit, subtract 1 from that attack's hit roll. Until the end of your next turn, halve that unit's Move characteristic.

CRUSADE MISSIONS

'They say doing battle beneath the baleful glare of the Cicatrix Maledictum is a nightmare made real. Would that we were so fortunate as to be dealing with only one such nightmare! My soldiers must account not only for the warping effects of that damned rift, but also levels of toxicity, rad-saturation and unnatural disease that have reduced the very worlds they fight over to lambent ruins. It is a testament to their courage and their faith that they have done so, that they continue to do so and will continue to do so as long as the Emperor demands it!'

- Colour Sergeant Nurth Shieve
844th Umari Rifles

COMBAT PATROL MISSION

INFILTRATE THE RING

MISSION BRIEFING

A specialist force must attempt to infiltrate the enemy's fortified line. If successful, they will cause untold havoc for when their larger force makes the full assault.

MISSION RULES

Assault: The players have access to the Assault Stratagems on page 17. Each player can use each Stratagem once.

Front Line: After determining Attacker and Defender, the Defender chooses deployment zones and divides their deployment zone into three equal sections as shown on the deployment map. They then place an objective marker in the horizontal centre of each of these sections and 6" from the horizontal line that runs across the centre of the battlefield.

Patrol Duty: During the Deploy Forces step of the mission sequence, the players do not alternate setting up their units. Instead, the Defender sets up their units first in an order of their choosing, dividing their total number of units as evenly as possible between each section of their deployment zone. When setting up a unit in a section, it must be wholly within that section. If that is not possible, set it up as close as possible to that section, and in the first battle round, treat that unit as if it were a large model that was unable to be properly deployed as specified in this step of the mission sequence. After the Defender has set up all their units, the Attacker then sets up all their units in their deployment zone.

Surprise Attack: The Attacker decides who will have the first turn. At the start of one of their Command phases, the Attacker selects and reveals one objective marker to be the Alpha objective marker.

MISSION OBJECTIVES

Victory points are awarded as follows:

TEST THE LINE

Progressive Objective

Weak points have been identified in the defender's line. If they fall, it could be the turning point for the entire front.

At the end of each battle round, each player scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control the alpha objective marker (this condition is not achievable if the Attacker has not yet selected the alpha objective marker).
- They control more objective markers than their opponent controls.

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

INFILTRATE THE LINE

End Game Objective

If the defender is pushed back from this position, the attacker will have free reign to infiltrate agents and saboteurs.

At the end of the battle, each player scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

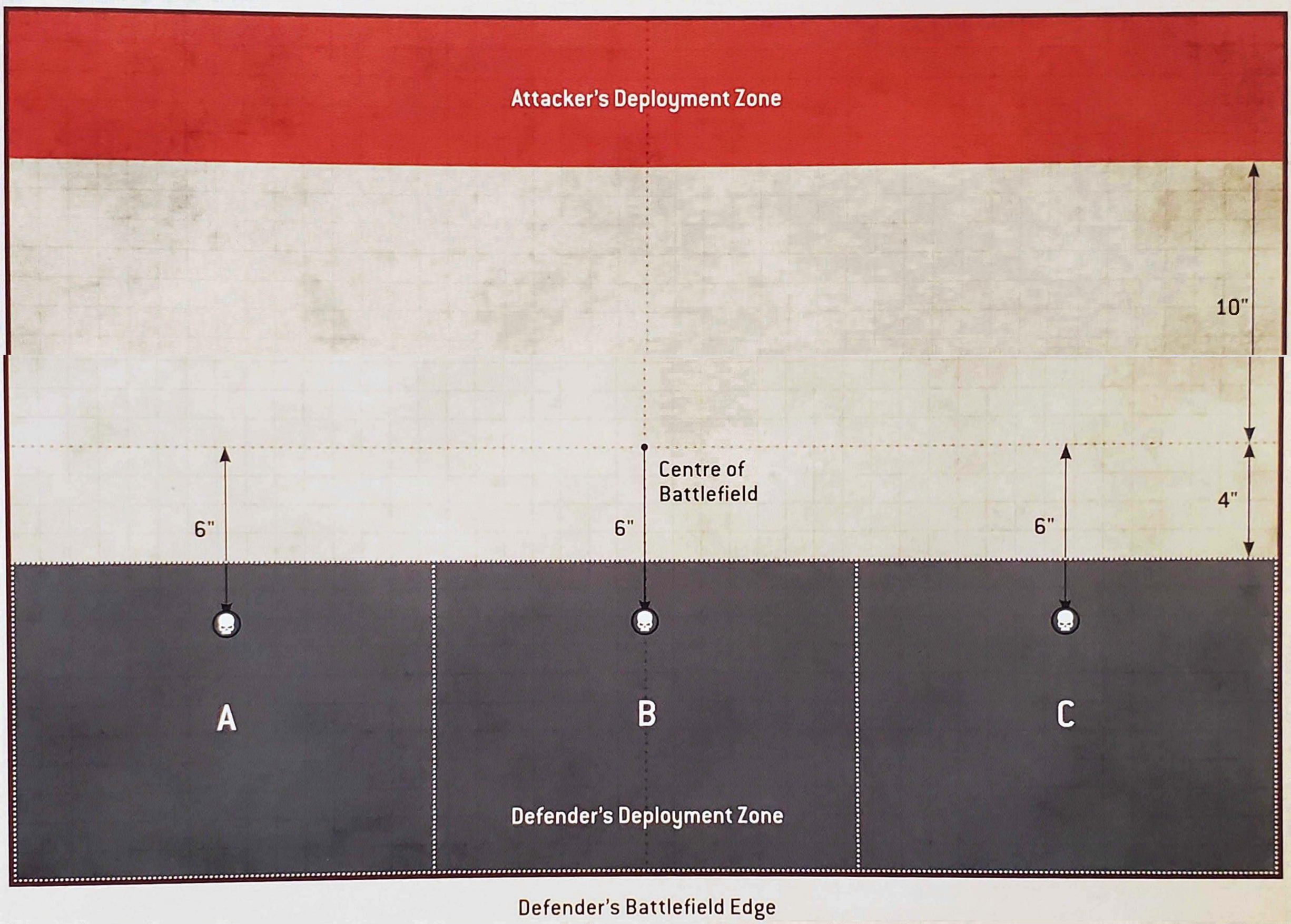
- They control one or more objective markers.
- They control the alpha objective marker.
- If the Attacker has one or more units wholly within the Defender's deployment zone, the Attacker satisfies this victory condition. If the Defender has one or more units wholly within their deployment zone and the Attacker does not, the Defender satisfies this victory condition.

VICTOR BONUS

The victor can select one unit from their army that was within range of the alpha objective marker at the end of the battle to gain 4 experience points. If the Attacker did not select the alpha objective marker, the victor can select one unit from their army that was within range of any objective marker at the end of the battle to gain 2 experience points.

COMBAT PATROL MISSION

INFILTRATE THE RING



COMBAT PATROL MISSION

SURVIVORS OF THE FALLOUT

MISSION BRIEFING

After an orbital bombardment or massed artillery fire, two surviving forces battle it out in the aftermath to wipe out their enemy and be the survivors of the fallout.

MISSION RULES

Recon: The players have access to the Recon Stratagems on page 16. Each player can use each Stratagem once.

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

Fallout: Each time a ranged attack targets a unit within the Fallout Zone, add 1 to that attack's wound roll.

MISSION OBJECTIVES

Victory points are awarded as follows:

SWEEP AND SECURE

Progressive Objective

Your forces must sweep the area to drive back the enemy and claim the battlefield.

At the end of each battle round, each player scores 4 victory points for each objective marker they control (for a maximum of 18 victory points).

VICTOR BONUS

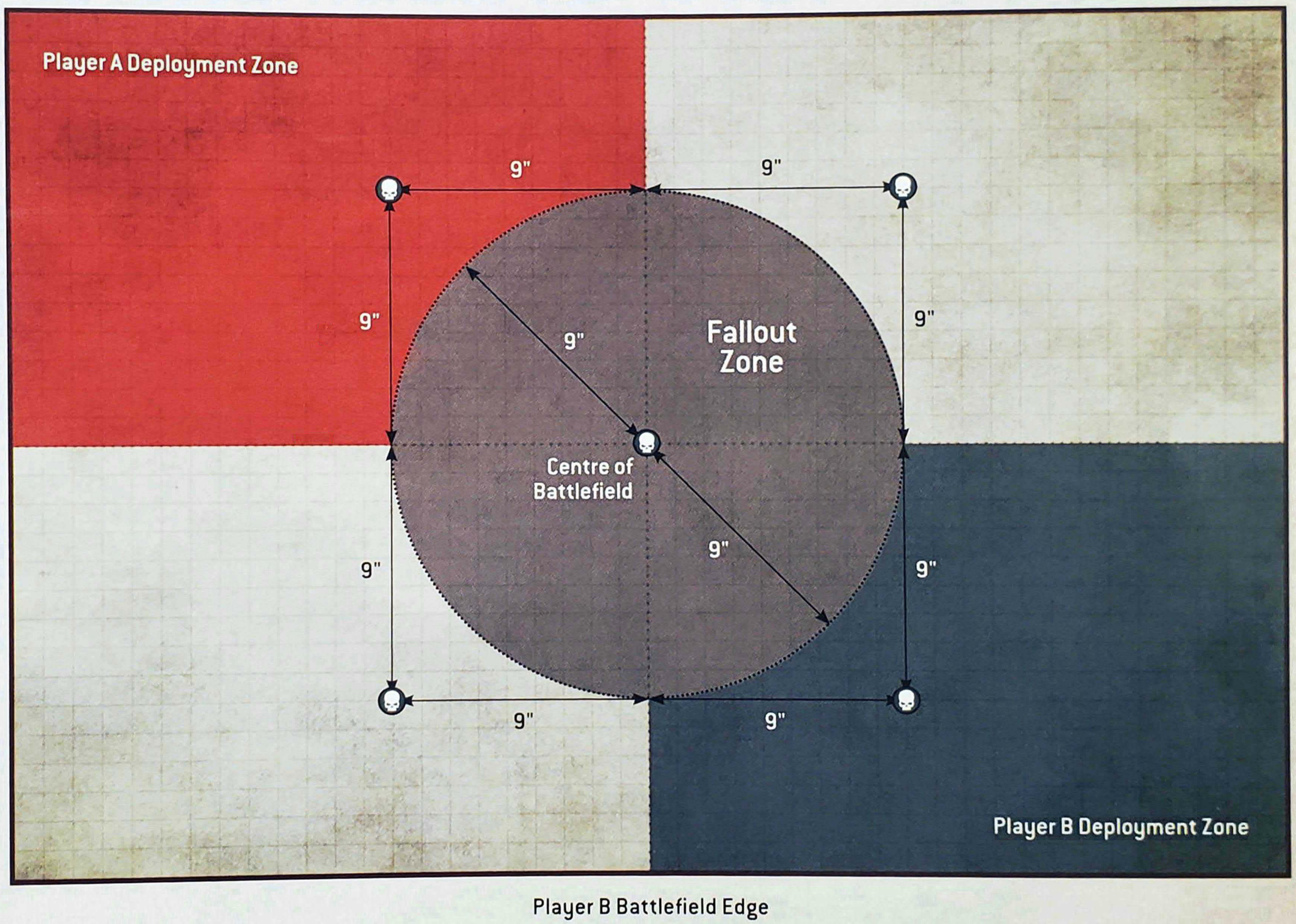
The victor can select two units from their army to be Marked for Greatness (see the Warhammer 40,000 Core Book) after the battle, instead of just 1.

Tech-Priest Manipulus Stor-Vhaxil 0.2 drifted through the ruin of a rad-slain city. His Skitarii marched alongside him in lockstep ranks, while somewhere ahead his Ruststalkers prowled through the devastation, augmetic senses alive for danger. Hab-blocks towered over the Tech-Priest, skeletal and hollow. The armoured vehicles of the planetary defence forces stood silent where they had slewed to a halt, electromotives banished and crew-organics reduced to ravaged corpses by the remorseless bombardment from the holy Eradication Ark. Bodies lay everywhere, a carpet of rotting matter. None of it made the slightest impression upon Stor-Vhaxil 0.2. These deaths had been inflicted in the name of a greater cause, ordained by a higher power and carried out with optimal efficiency. Most importantly, the bombardment had been carefully modulated to preserve the only true units of worth upon Saint Espin's Gift. Those precious datastacks and their attendant cogitational machine spirits had been sheltered by the servo-shrines that had long held them aloof from the teeming organics who swarmed around them. Now, reclamation maniples like Stor-Vhaxil 0.2's had deployed to recover those Omnissiah-blessed relics.

A hard data-ping lit up the noosphere, jerking Stor-Vhaxil 0.2's head about. His Skitarii moved with him, redirecting their attention to where an aqua storage tower had collapsed across a squat, bunker-like servo-shrine. Stor-Vhaxil 0.2 felt a rush of autonomic electrorapture at the sudden closeness of the sacred data-reliquaries. He sent a motive pulse crackling through his footsoldiers, compelling them to hasten their advance. Then came a warning blurt from his Sicarian Prime. Hostile contacts. Logically improbable levels of bio-corruption closing from beyond the shrine. The first shells fell moments later, fat lumps of iron that looped down through drifting ash clouds to impact amidst the Skitarii. Each burst with a buzzing roar and discharged roiling swarms of rot-black particles. Where these billowed, Skitarii staggered and collapsed with their flesh bubbling and their augmetics corroding. As pustulant figures shambled into view, Stor-Vhaxil 0.2 sent imperatives flashing through the noosphere, marshalling his warriors and unleashing their fire upon the foe. The data-reliquaries were all that mattered. He would not permit heretic hands to touch them, no matter the cost.

COMBAT PATROL MISSION

SURVIVORS OF THE FALLOUT



COMBAT PATROL MISSION

TECH RELIC

MISSION BRIEFING

An enemy has withdrawn from the area and, in their haste, left behind a valuable tech relic ripe for the taking. Two forces now descend, intent on securing it for themselves. They must discover and secure the relic, and hold off an enemy looking to do the same.

MISSION RULES

Recon: The players have access to the Recon Stratagems on page 16. Each player can use each Stratagem once.

Objective Markers: The players alternate placing objective markers on the battlefield, one at a time, starting with the Attacker, until there are four on the battlefield. Each objective marker must be placed within 4" of the horizontal line that runs across the centre of the battlefield (see deployment map), more than 7" away from all other objective markers and more than 4" away from the edges of the battlefield.

Uncover Tech: Units from each player's army can perform the following action: '**Uncover Tech (Action):** One unit from your army (excluding **AIRCRAFT** and units with the Fortifications Battlefield Role) can start to perform this action at the end of your Movement phase if it is within range of an objective marker and the tech relic has not been uncovered. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** and units with the Fortifications Battlefield Role) in range of the same objective marker. If the unit performing the action is **INFANTRY**, it is completed at the end of your turn. Otherwise, it is completed at the start of your next Command phase. If this action is successfully completed, roll one D6 and consult the table below to determine if the tech relic has been uncovered.'

NUMBER OF OBJECTIVE MARKERS ON THE BATTLEFIELD	D6 ROLL REQUIRED
4	5+
3	4+
2	3+
1	1+

If the roll is successful, the tech relic has been uncovered; that objective marker is now the tech relic. Remove all other objective markers from the battlefield. If the roll is not successful, remove that objective marker from the battlefield.

Escort Tech: Units from each player's army can perform the following action: '**Escort Tech (Action):** One unit from your army (excluding **AIRCRAFT** and units with the Fortifications Battlefield role) can perform this action at the end of your Command phase if it is within range of the tech relic (determined by the Uncover Tech mission rule). Select one model from that unit within 1" of the tech relic, then remove the tech relic from the battlefield. This action is completed at the end of your subsequent Movement phase. If this action is successfully completed, set up the tech relic within 1" of that model. If that model is destroyed before the tech relic is set up, before it is removed from the battlefield, set up the tech relic within 1" of the model. Other than being destroyed, that model cannot otherwise be removed from the battlefield while its unit is performing this action. For example, it cannot embark upon a **TRANSPORT**.'

MISSION OBJECTIVES

Victory points are awarded as follows:

TECH RELIC SECURED

End Game Objective

Hidden before you is an ancient piece of archeotech, an invaluable relic to the force able to secure it.

At the end of the battle, if the tech relic has been uncovered, a player scores 90 victory points if they control the tech relic.

AREA SECURED

End Game Objective

Your forces may be unable to recover the archeotech, but securing the site will allow a dedicated team to locate it.

At the end of the battle, if the tech relic has not been uncovered, each player scores 45 victory points for each of the following conditions they satisfy (for a maximum of 90 victory points):

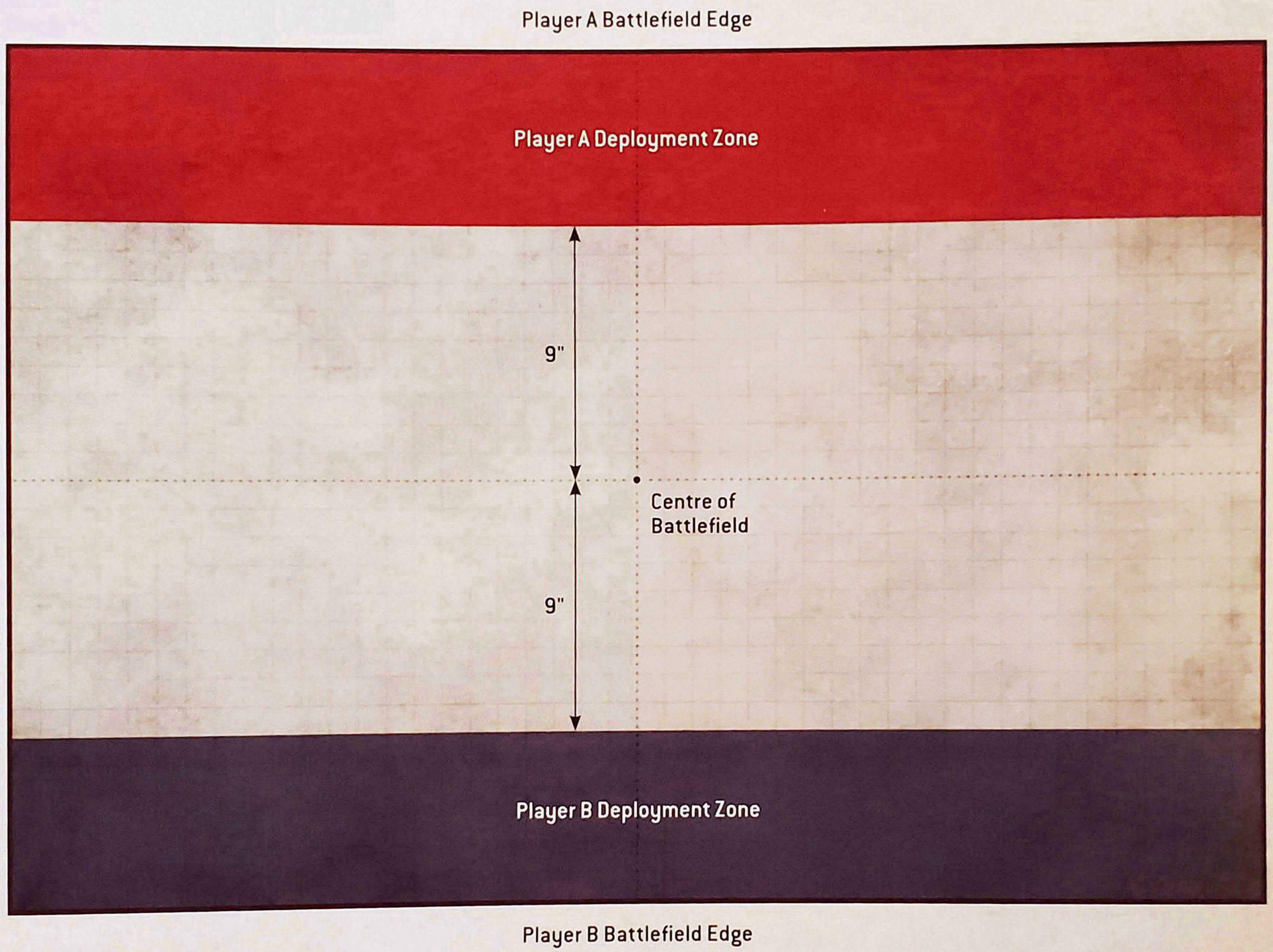
- They control one or more objective markers.
- They control more objective markers than their opponent controls.

VICTOR BONUS

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

COMBAT PATROL MISSION

TECH RELIC



COMBAT PATROL MISSION

SEED MALIGNIFIER

MISSION BRIEFING

A malefic horror could turn the tide of the war. One force must lay the groundwork so that it comes to pass, while the other must investigate this new threat and destroy anything they find.

MISSION RULES

Recon: The players have access to the Recon Stratagems on page 16. Each player can use each Stratagem once.

Malignant Interaction: Units from each player's army can perform the following action: '**Malignant Interaction (Action):** One or more **INFANTRY** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different objective marker. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** and units with the Fortifications Battlefield Role) in range of the same objective marker. This action is completed at the start of your next Command phase.'

> 'The weak call us butchers, but they do not comprehend the majesty of the Omnissiah's benevolence. They cannot, for they place value upon organic life that it does not merit. We are but conduits for the just judgement of the Machine God, before whose regard the merely organic proves its transience while the divinity of the blessed machine remains inviolate.'
>
> - *Magos Eradicatus Preemnor Hacetus Nung, Master of Eradication Ark* Necessitus-Ajax

MISSION OBJECTIVES

Victory points are awarded as follows:

CAPTURE AND CONTROL

Progressive Objective

Securing the area will allow your forces to further investigate the malignancy that lingers here.

At the end of each player's Command phase, the player whose turn it is scores 6 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

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

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

MALIGNANT INTERACTION

Progressive Objective

With the enemy before you, your forces must investigate these structures while they can, or lay their foundations in haste.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each Malignant Interaction action they completed during that phase (for a maximum of 12 victory points).

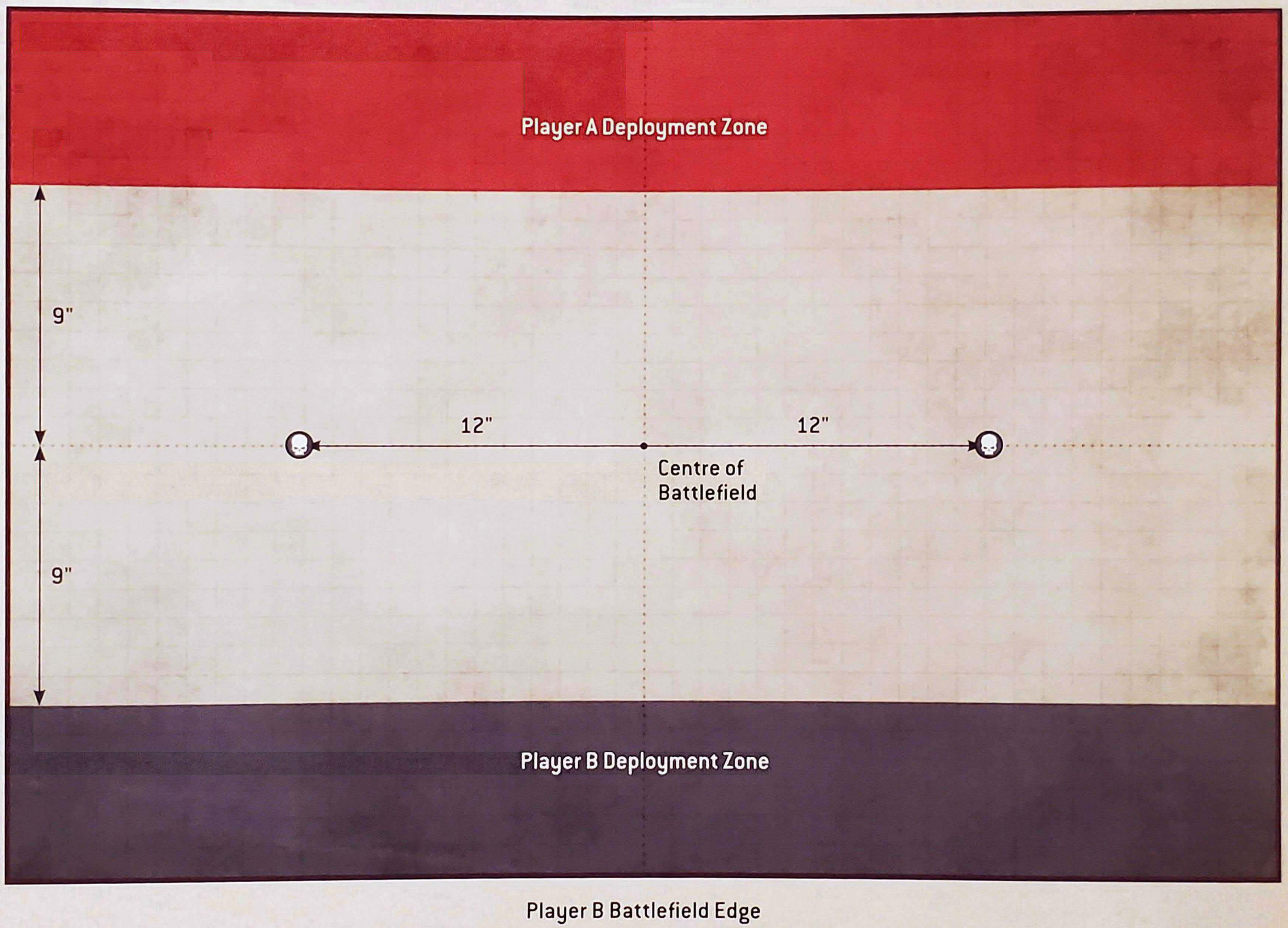
This mission objective cannot be scored in the first battle round.

VICTOR BONUS

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

COMBAT PATROL MISSION

SEED MALIGNIFIER



COMBAT PATROL MISSION

RUN THEM DOWN

MISSION BRIEFING

In the aftermath of a brutal assault, the attacker maintains their momentum to hunt down a retreating enemy and defeat them entirely.

MISSION RULES

Assault: The players have access to the Assault Stratagems on page 17. Each player can use each Stratagem once.

Spear Thrust: During battle rounds 1 and 2, add 1 to the Attacker's Advance and charge rolls.

Hold the Line: During battle rounds 1 and 2:

- The Defender can use the Fire Overwatch Stratagem without spending any Command points.
- Each time a Combat Attrition test is taken for a unit in the Defender's army, it can ignore any modifiers. If it could already ignore modifiers, it automatically passes Morale tests instead.

MISSION OBJECTIVES

Victory points are awarded as follows:

TAKE AND HOLD

Progressive Objective

The defender must hold the position against an attacker let loose to defeat them.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each objective marker they control, scoring an additional 4 victory points if they control the objective marker in their opponent's deployment zone (for a maximum of 20 victory points).

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

OVERRUN

End Game Objective

A decisive move could be enough to crush the enemy's momentum, or overrun them entirely.

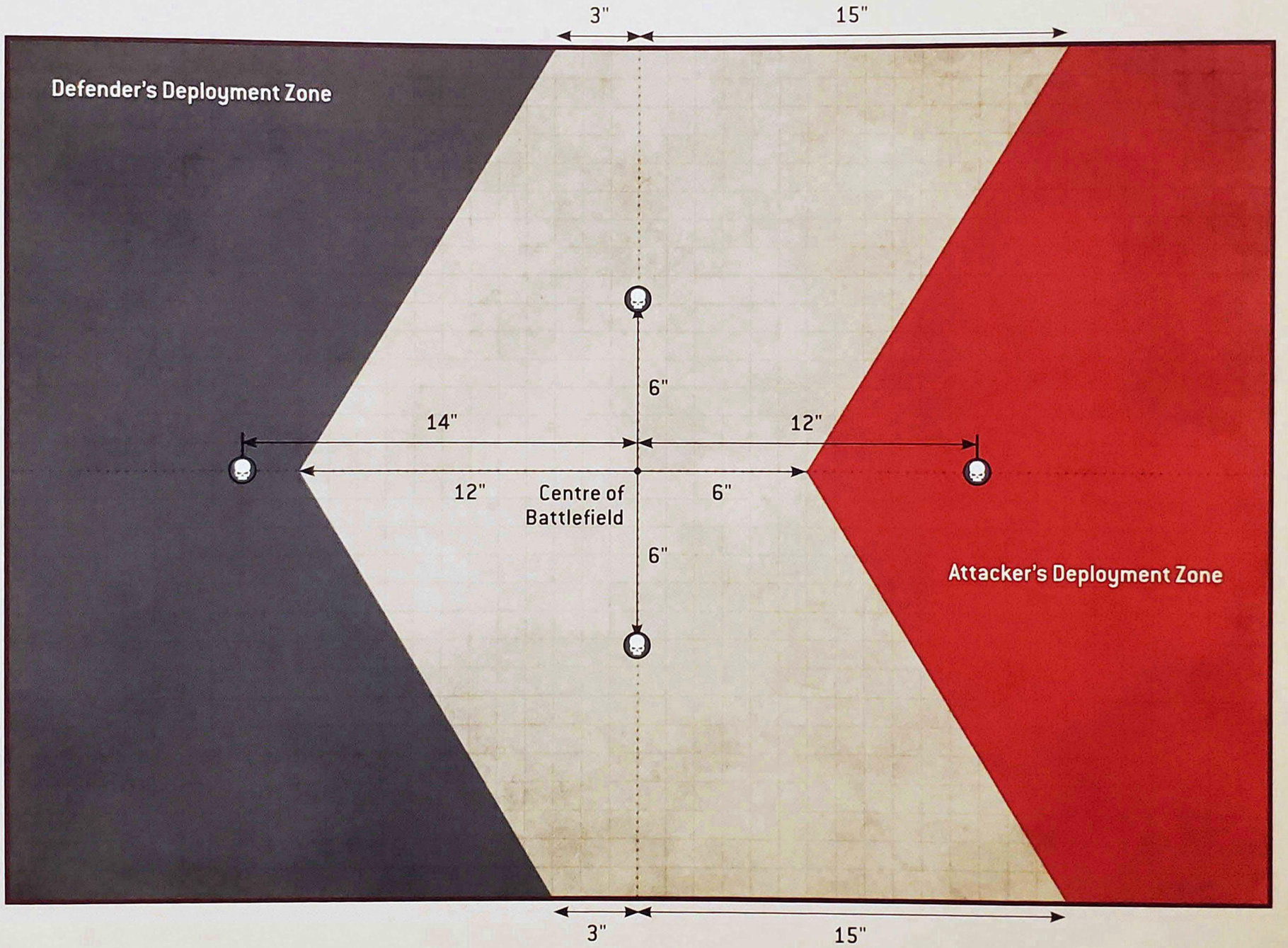
If a player has a unit wholly within their opponent's deployment zone at the end of the battle, that player scores 10 victory points.

VICTOR BONUS

The unit from the victor's army that destroyed the most enemy units during the battle gains 3 additional experience points.

COMBAT PATROL MISSION

RUN THEM DOWN



Battlefield Edge

Attacker's Battlefield Edge

COMBAT PATROL MISSION

RAID FOR SUPPLIES

MISSION BRIEFING

As major conflicts are fought on the front line, opportunistic raiders strike at an undefended position to loot supplies and claim materiel.

MISSION RULES

Recon: The players have access to the Recon Stratagems on page 16. Each player can use each Stratagem once.

Objective Markers: Before determining Attacker and the Defender, the players roll off. Starting with the winner, the players alternate placing objective markers on the battlefield, one at a time, until there are four on the battlefield. Each objective marker must be placed more than 6" away from all other objective markers and more than 6" away from the edges of the battlefield.

Loot: Units from each player's army can perform the following action: '**Loot (Action):** One or more units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different objective marker that is not depleted (see below). A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** and units with the Fortifications Battlefield Role) in range of the same objective marker. If the unit performing the action is **INFANTRY**, it is completed at the end of your turn. Otherwise, it is completed at the start of your next Command phase. If this action is successfully completed, that objective marker has been looted. Each objective marker can be looted three times, at which point it becomes depleted. We recommend placing a dice on each objective marker to remind you how many times it can be looted.'

MISSION OBJECTIVES

Victory points are awarded as follows:

RAID FOR SUPPLIES

Progressive Objective

The battlefield contains an abundance of resources and supplies that must be collected.

A player scores 8 victory points each time a unit from their army successfully completes a Loot action.

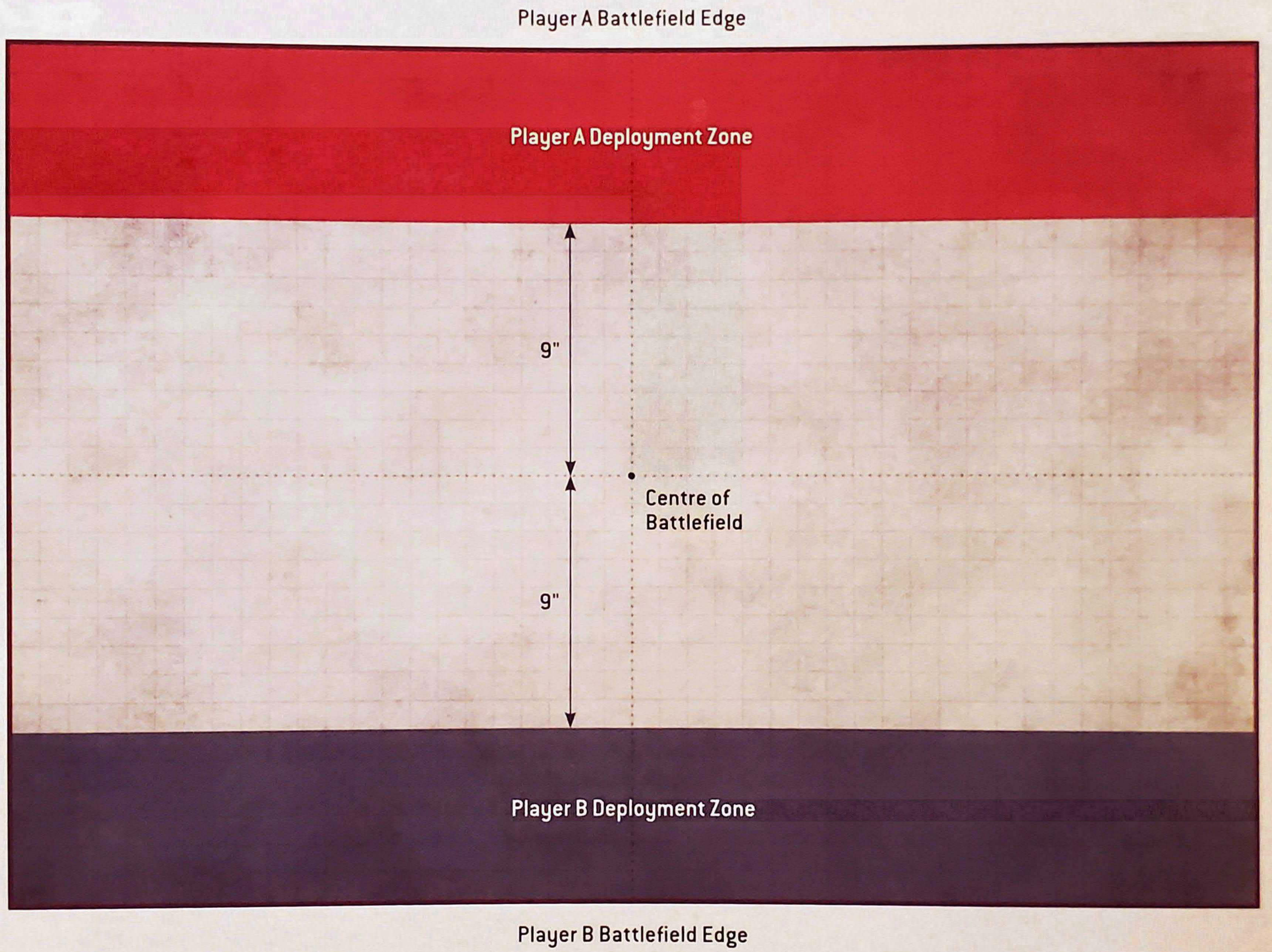
VICTOR BONUS

The victor can use a single Requisition before the next battle without spending any Requisition points.

Lord Fecuthrott ploughed through the shambling ranks of the neverdead. He felt impatience for battle burning through his veins like fever-heat. Grandfather Nurgle had gifted him with corpse-worshippers to reap, and he meant to gather a fine harvest in thanks. Blight shells whooped overhead, slamming down amidst the enemy and hurling flesh and metal skyward. From the flanks, gunning engines told where Bloxhos and Gulghrot's Plague Marines were deploying from their Rhinos to join the fight. Their bolters hammered, sounding to his ears like the death-rattle of a plague victim magnified a thousandfold. Fecuthrott bludgeoned aside a last handful of grinning Poxwalkers and suddenly the foe were before him. Cyborg soldiers had formed a cordon around the doors to the half-buried servo-shrine, screening a bloated Tech-Priest who hovered upon a cushion of shimmering energies. The priest's technomandrites were coupled with datasockets ringing the doors. His digits flickered over invisible noospheric keys. He was trying to access the vault and that, thought Lord Fecuthrott, would not do. Revving his plaguereaper, Fecuthrott strode through the Skitarii fusillade. Galvanic rounds cratered his armour and blew away chunks of his leprous flesh, but they could not slow his advance. Fecuthrott swung his plaguereaper high as he crashed into their line, bowling Skitarii from their feet before swinging his axe in a thunderous arc. Flesh and metal split before the blade, or were shredded to pulp by its whirling saw blades. The priest tried to turn, to disengage from his efforts, but too late. The plaguereaper tore right through him, bisecting his head and upper torso in an eruption of gore and leaping sparks. It ploughed onward to embed itself in the bunker door, which shuddered as tendrils of rot and rust radiated out from his weapon's blade. Within his helm, Fecuthrott grinned madly. This prize would be his, and neither warrior nor barrier of the weakling Omnissiah would stop him.

COMBAT PATROL MISSION

RAID FOR SUPPLIES



INCURSION MISSION

TECH HUNT

MISSION BRIEFING

An enemy has withdrawn from the area, and in their haste, have left behind valuable technology ripe for the taking. Two forces now descend, intent on securing it for themselves. They must discover and secure the technology, and prevent the enemy from doing the same.

MISSION RULES

Recon: The players have access to the Recon Stratagems on page 16. Each player can use each Stratagem once.

Objective Markers: The Attacker takes two objective markers and numbers them 1-2. The Defender takes two objective markers and numbers them 3-4. The players alternate placing objective markers on the battlefield, one at a time, starting with the Attacker. Each objective marker must be placed within 4" of the centreline (see deployment map), more than 7" away from all other objective markers and more than 4" away from the edges of the battlefield. When placing an objective marker, only the player placing them should know what number it is. If you have objective markers with a number on them, place it so the number is face down. Otherwise, we recommend writing the number on some very small paper and place it underneath the objective marker so your opponent cannot see. Once the objective marker has been placed, neither player can look at the number unless the Uncover Tech action is completed (see below).

Uncover Tech: Units from each player's army can perform the following action: **Uncover Tech (Action)**: One or more units from your army (excluding **AIRCRAFT** and units with the Fortifications Battlefield Role) can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different objective marker that has not already been uncovered. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** and units with the Fortifications Battlefield Role) in range of the same objective marker. If the unit performing the action is **INFANTRY**, it is completed at the end of your turn. Otherwise, it is completed at the start of your next Command phase. If this action is successfully completed, that objective marker has been uncovered. Reveal the number of that objective marker; if it is an odd numbered objective marker, remove that objective marker from the battlefield.

MISSION OBJECTIVES

Victory points are awarded as follows:

UNCOVER TECH

Progressive Objective

A variety of technology has been abandoned at this site. Your forces must find and collect it.

A player scores 10 victory points each time a unit from their army successfully completes the Uncover Tech action (for a maximum of 30 victory points).

SCAVENGE TECH

Progressive Objective

Much of the technology will require dedicated efforts to excavate and extract, but will yield greater rewards.

At the end of each player's Command phase, the player whose turn it is scores victory points as follows (for a maximum of 15 victory points):

- 10 victory points if they control one or more uncovered objective markers.
- 5 victory points if they control more uncovered objective markers than their opponent controls.

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

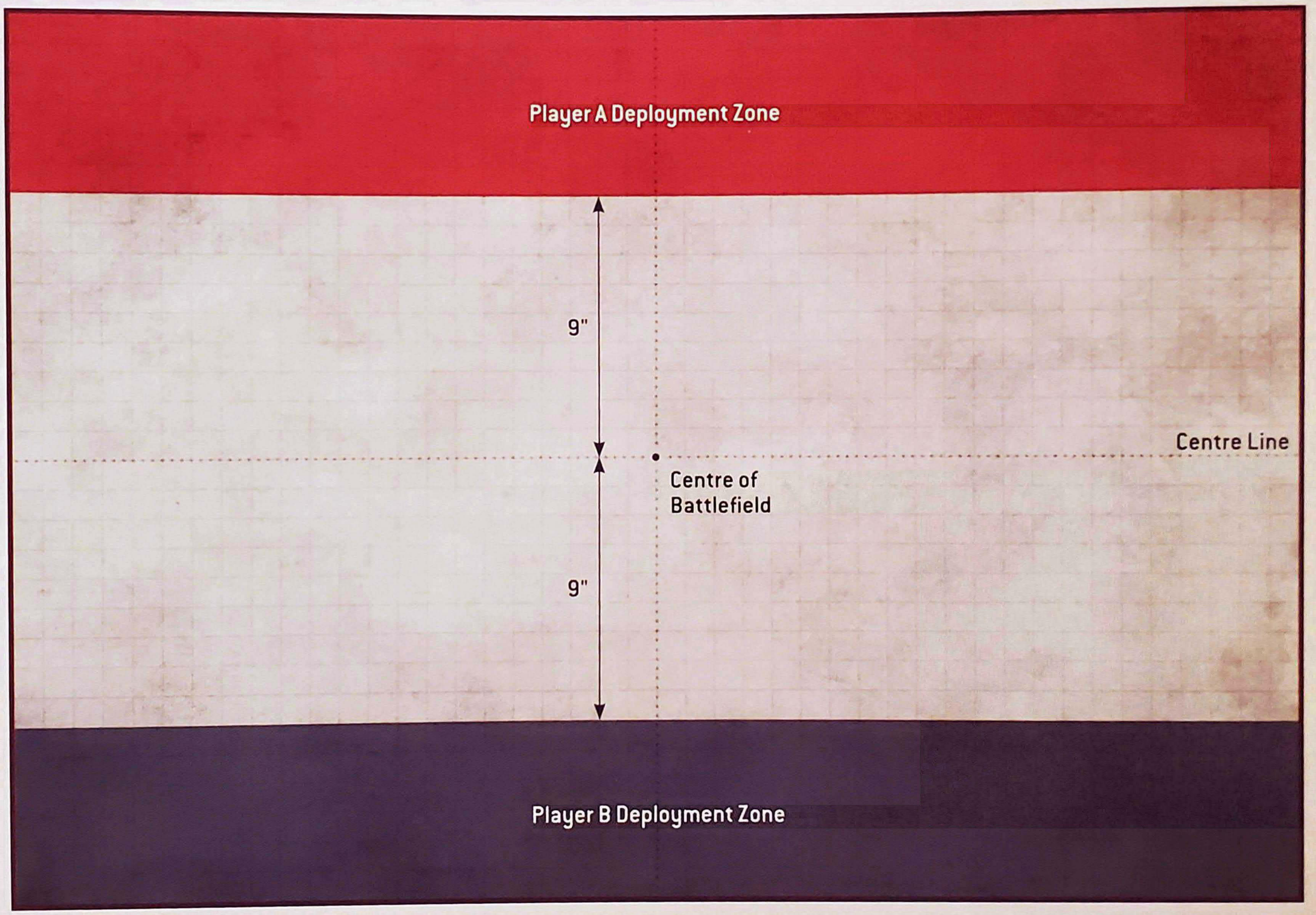
VICTOR BONUS

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

> 'We are the predators in this hunting ground. Our enemies are no better than prey. It is the nature of prey to believe themselves safe when they cower in their lairs, yet predators see this for falsehood. Our prey are not safe, they are cornered. Now comes the kill.'
>
> *- Lord Akhorath Zeid, Chosen of Abaddon*

INCURSION MISSION

TECH HUNT



INCURSION MISSION

GRIND

MISSION BRIEFING

Two forces have dug in and repelled all attempts at assault. Now specialist teams have been brought forward to break the deadlock.

MISSION RULES

Assault: The players have access to the Assault Stratagems on page 17. Each player can use each Stratagem once.

Defendable Position: The players determine Attacker and Defender before creating the battlefield. When creating the battlefield, before setting up any other terrain features, starting with the Defender each player follows the following steps:

- Set up an Area Terrain feature wholly within their deployment zone as shown on the deployment map, ensuring the objective marker can be placed as specified below.
- Set up an objective marker wholly within that terrain feature and in the location shown on the deployment map.
- Select one terrain trait (see the Warhammer 40,000 Core Book) for that terrain feature that it does not already have. Alternatively, if it already has the Light Cover or Heavy Cover trait, you can instead choose to add an additional 1 to the saving throw as a result of the benefits of cover from that terrain feature.

They then set up the remainder of the battlefield following the guidance in the Warhammer 40,000 Core Book.

> 'The heretics swarm across our worlds like vermin. Let them come, let them dash themselves against our redoubtable bastions. We will crush them, as we always have, for they do not realise that the true wall is not stone nor metal, ferrocrete or iron. It is us, always us, and we are indomitable.'
>
> *- Imperial Fists Veteran Sergeant Gherion Kade*

MISSION OBJECTIVES

Victory points are awarded as follows:

CAPTURE AND CONTROL

Progressive Objective

Key locations have been identified. Their capture will secure this position for your forces.

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):

- They control one or more objective markers.
- They control more objective markers than their opponent controls.
- They control the objective marker in their opponent's deployment zone.

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

POSITION SECURED

End Game Objective

The enemy's stronghold is a prize worth the cost of the lives required to take it.

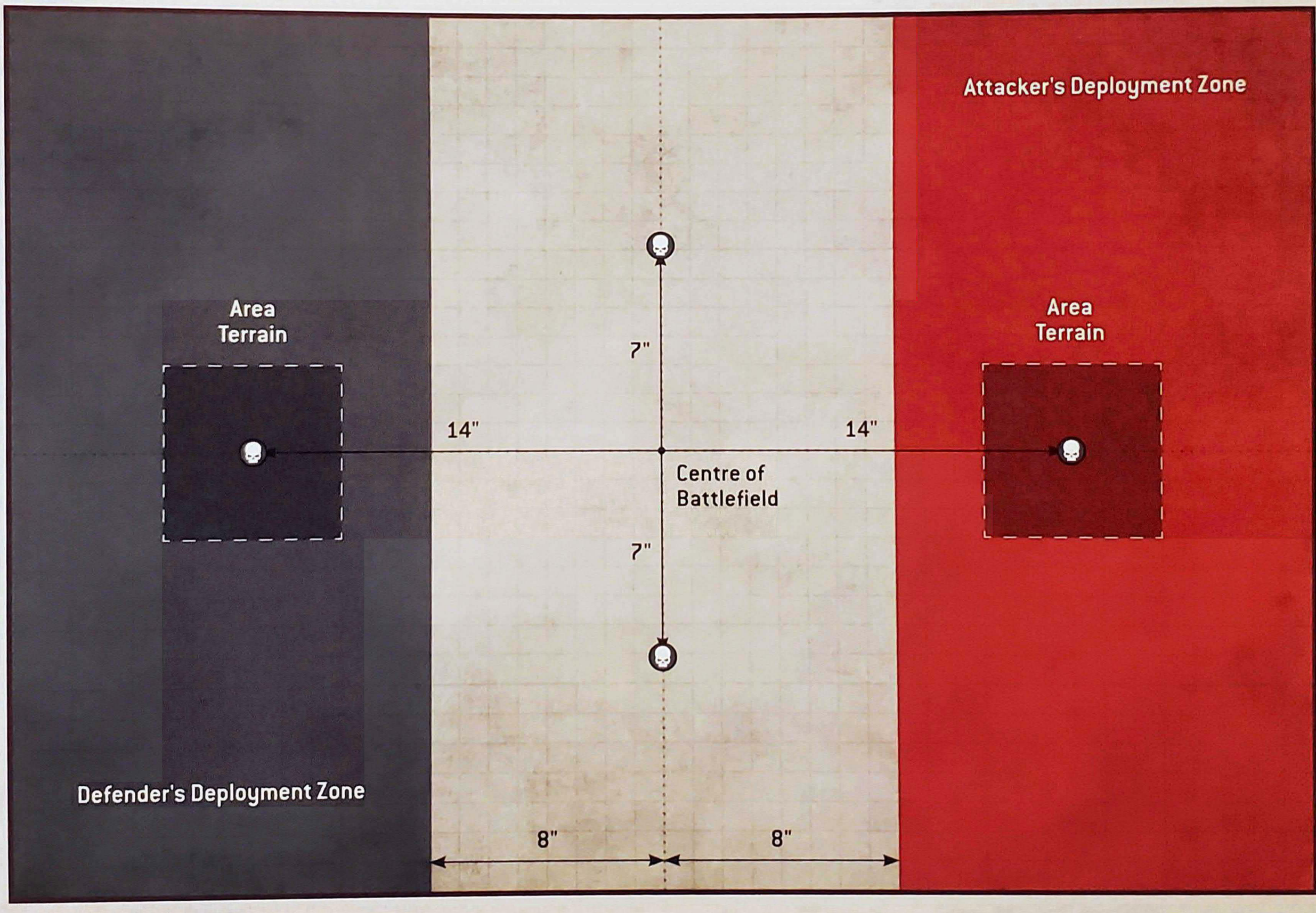
At the end of the battle, each player scores 30 victory points if they control the objective marker in their opponent's deployment zone.

VICTOR BONUS

The victor can select two units from their army to be Marked for Greatness (see the Warhammer 40,000 Core Book) after the battle, instead of just 1.

INCURSION MISSION

GRIND



INCURSION MISSION

TIP OF THE SPEAR

MISSION BRIEFING

Be it a shock assault or a vicious counter-attack, a determined advance is the decisive move that is required to win the day.

MISSION RULES

Assault: The players have access to the Assault Stratagems on page 17. Each player can use each Stratagem once.

Spear Thrust: During battle rounds 1 and 2, add 1 to the Attacker's Advance and charge rolls.

Hold the Line: During battle rounds 1 and 2:

- The Defender can use the Fire Overwatch Stratagem without spending any Command points.
- Each time a Combat Attrition test is taken for a unit in the Defender's army, it can ignore any modifiers. If it could already ignore modifiers, it automatically passes Morale tests instead.

MISSION OBJECTIVES

Victory points are awarded as follows:

TAKE AND HOLD

Progressive Objective

The defender must hold the position against an attacker let loose to defeat them.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each objective marker they control, scoring an additional 4 victory points if they control the objective marker in their opponent's deployment zone (for a maximum of 20 victory points).

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

OVERRUN

End Game Objective

A decisive move could be enough to crush the enemy's momentum, or overrun them entirely.

If a player has a unit wholly within their opponent's deployment zone at the end of the battle, that player scores 10 victory points.

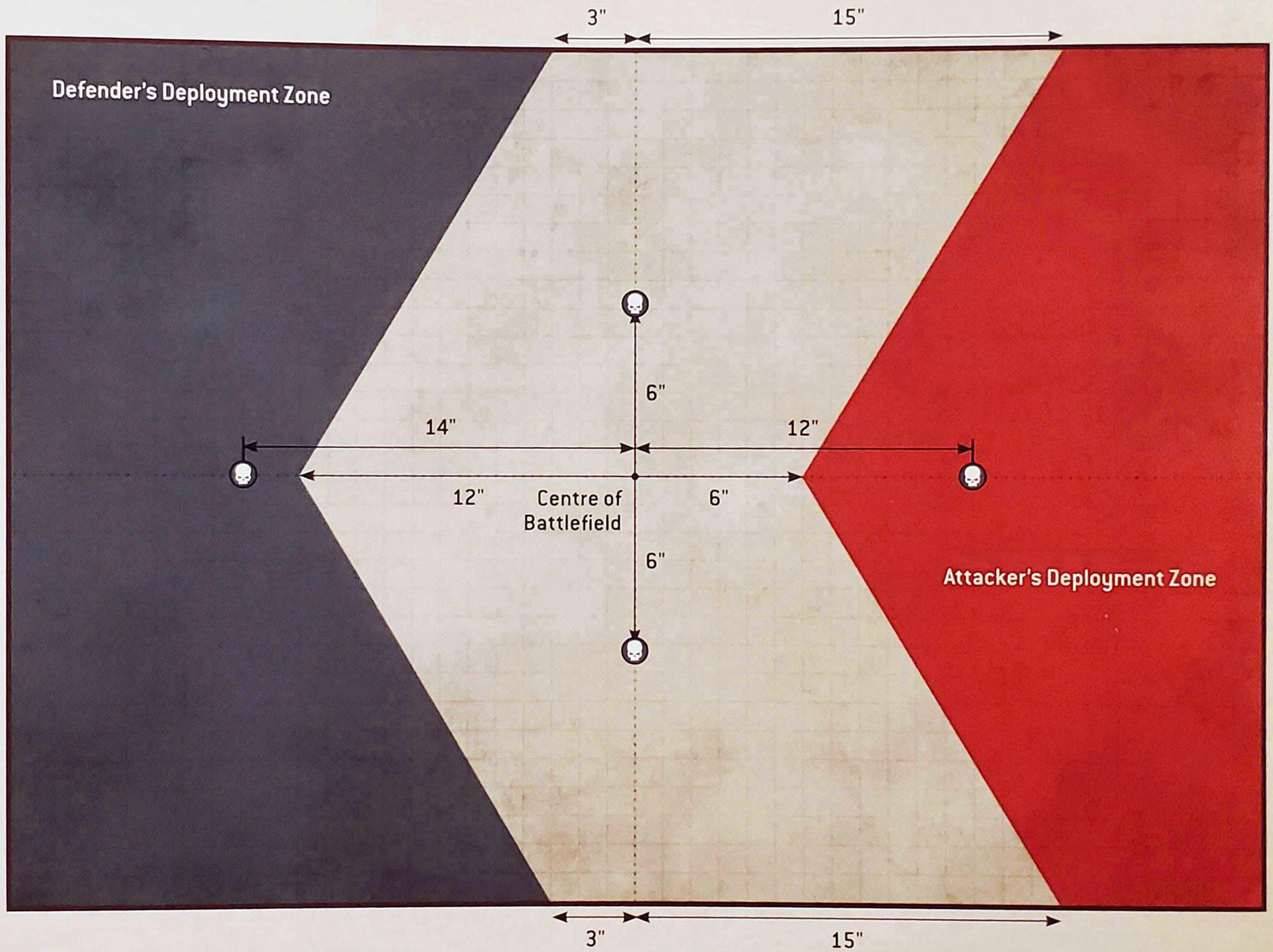
VICTOR BONUS

The unit from the victor's army that destroyed the most enemy units during the battle gains 3 additional experience points.

Something hit the front of the Rhino hard enough to buckle armour and send smoke boiling back into the vehicle's troop bay. Drakk snarled as the vehicle slewed then ground to a halt. Crimson hazard lumen flared. Flames crackled. Drakk was already on his feet, ignoring the jostling, cursing Berzerkers of his squad as he smashed the transport's top-hatch open and hauled himself out onto its roof. Fire and smoke rose about his feet. Lasfire sheeted around him like monsoon rain, shots scorching black patches across his blood-red armour. With a howl of bloodlust, Drakk flung himself from the roof of his crippled transport and hit the ground running. Thumping footfalls and bellowed war cries at his back told him that his warriors followed close on his heels. Drakk didn't care; the Blood God rewarded only those who fought for themselves. His skull, and those of his comrades, would be just as welcome at the foot of Khorne's throne as would those of the foe. It was a question of when, not if, and Drakk was determined that hundreds of his enemies' skulls would precede his own. Howling with inarticulate fury, Drakk hurled himself up the last incline and into the trench-line at its crest. A disdainful glance told him the corpse-worshippers were half-dead themselves, sickened by the rad-storms unleashed by their own warships. Drakk didn't care. He revved his chainaxe and let its dirge roll across the trenches as he went about his grim work. Blood spurted. Heads thumped into the mud, ravaged features distorted in horrified death-screams. Drakk kept killing, knowing that it could never be enough.

INCURSION MISSION

TIP OF THE SPEAR



INCURSION MISSION

ENTRAPMENT

MISSION BRIEFING

A small force is on the march to a key position. An enemy force has moved to ambush, and awaits the order to engage. An overwhelming assault is required to rout the defender entirely.

MISSION RULES

Recon: The players have access to the Recon Stratagems on page 16. Each player can use each Stratagem once.

Line of Retreat: At the start of deployment, before any units are set up, the Defender selects one short battlefield edge to be their battlefield edge. The Attacker has the other short battlefield edge.

MISSION OBJECTIVES

Victory points are awarded as follows:

IN THEIR MIDST

Progressive Objective

The defender must hold their nerve against an aggressive attacker seeking to rout them entirely.

At the end of each battle round, each player scores 5 victory points for each of the following conditions they satisfy (for a maximum of 10 victory points):

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

NO PRISONERS

Progressive Objective

Your forces must fight for their lives against an enemy focused on eradication.

At the end of each battle round, each player scores 5 victory points for each of the following conditions they satisfy (for a maximum of 10 victory points):

- One or more enemy units were destroyed during the battle round.
- More enemy units than friendly units were destroyed during the battle round.

VICTOR BONUS

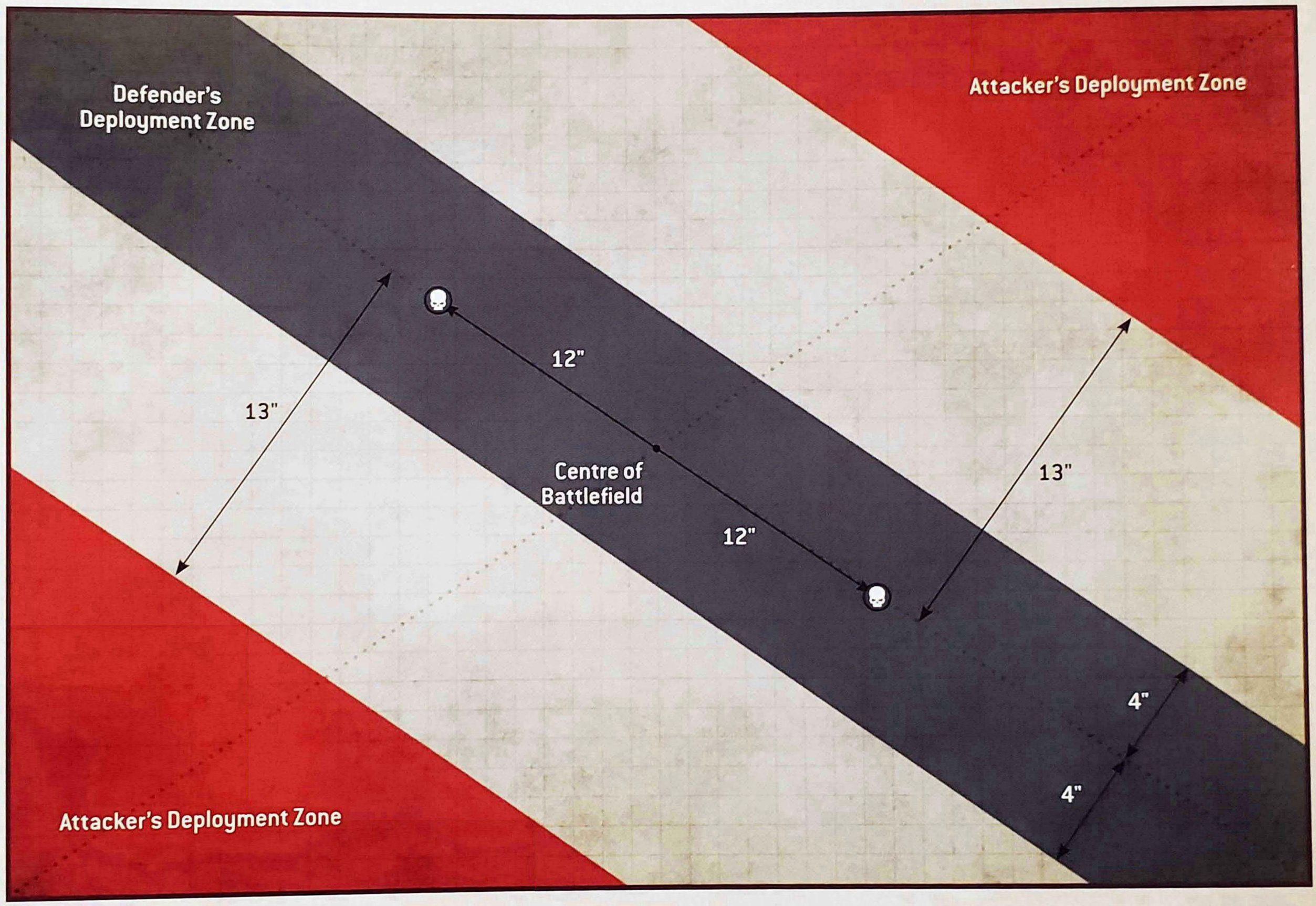
The victor of this mission can use the Increase Supply Limit and Repair and Recuperate Requisition once each for free.

'Shock is a weapon as potent as any blade or cannon. Surprise your enemies. Overwhelm their fallible organic senses and wrong-foot their feeble strategic predictions. So must they then battle not only your warriors, but also their own hesitation and dismay. Thus outnumbered by foes of their own creation, they will fall all the more easily.'

- Princeps Grevan, House Raven

INCURSION MISSION

ENTRAPMENT



Short Battlefield Edge

INCURSION MISSION

OBOLIS INCURSION

MISSION BRIEFING

Two forces have mobilised and stepped forward to fight. Strength of arms will win the day, but only if applied with a sharpness of mind.

MISSION RULES

Assault: The players have access to the Assault Stratagems on page 17. Each player can use each Stratagem once.

Mission Critical: After mustering armies, each player selects one unit from their army (excluding **AIRCRAFT** and units with the Fortifications Battlefield Role) to gain the Objective Secured ability until the end of the battle.

MISSION OBJECTIVES

Victory points are awarded as follows:

POSITION SECURED

Progressive Objective

Holding vital locations will secure the area for your forces and force the enemy to withdraw.

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 20 victory points):

- They control two or more objective markers.
- They control more objective markers than their opponent controls.
- They control one or more objective markers within their opponent's deployment zone.
- They control two objective markers within their opponent's deployment zone.

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

BREAKTHROUGH

End Game Objective

Breaking the enemy's line could force them to abandon their position entirely.

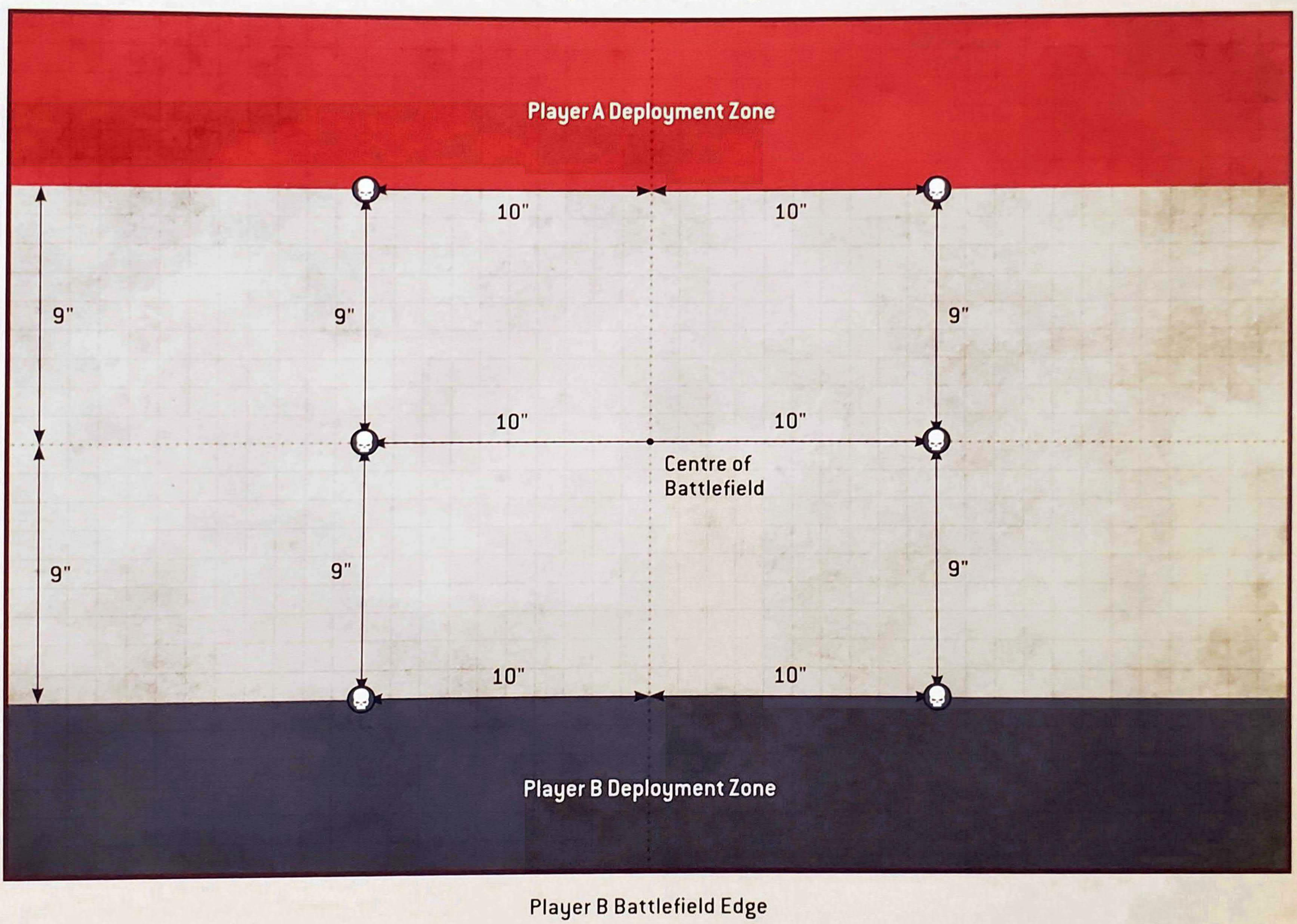
At the end of the game, each player scores 4 victory points for each unit from their army wholly within their opponent's deployment zone (for a maximum of 10 victory points).

VICTOR BONUS

The victor's **WARLORD** gains 3 experience points.

INCURSION MISSION

OBOLIS INCURSION



INCURSION MISSION

METHODICAL ERADICATION

MISSION BRIEFING

Two advance forces meet on the field of battle to claim the position and ensure no enemy escapes to relay information regarding their movements.

MISSION RULES

Assault: The players have access to the Assault Stratagems on page 17. Each player can use each Stratagem once.

Sharekka snarled in satisfaction as her Knight Desecrator stamped down upon a Skorpius transport. The vehicle crumpled then detonated, blazing humanoid figures spilling from within. Her Knight, Leech, growled and dragged at her thoughts, straining to strafe the survivors. Imperious, Sharekka cowed the engine and drove it onwards. She would leave the burning vermin to the troops following behind her. She and her Knights were made for greater prey. One-hundred-and-fifty champions of House Oblivitar marched beneath her banner this day, given the honour of spearheading an assault force whose frontage stretched over twenty miles. Billions of howling cultists and mutants flowed at the Knights' heels, Heretic Astartes and diabolic war engines borne forward amidst their zealous tide. In their path sprawled layer upon layer of trenchworks, redoubts, electrocoils and mega-turrets, all crawling with the slaves of the Machine God and the Corpse-Emperor. They held the mouth of the Sjen Valley, a formidable shield for Nuridia Hive fifty miles to their rear. Sharekka already knew they would not be formidable enough, for their gods were feeble echoes of hers. A flight of Archaeopters shot low over the enemy lines, wings spread and bomb-racks cycling as they came straight at the Knights. Sharekka tilted her ion shield as the enemy ordnance fell. Explosions flashed against it and billowed apart. Several of her fellows proved less fortunate, their steeds toppling beneath the rain of death. In return their fire tore the Archaeopters from the skies, sending them spiralling down to detonate amidst the throng. Sharekka marched on, commanding Leech to turn its cannon upon the foremost enemy trenches. Enemy fire flashed about her and spanged from her steed's ironclad hull. Sharekka merely laughed with scorn, feeling the satisfying thump as her cannon hurled death into the foe. Their line would break, and it would be House Oblivitar who broke it in the name of the Dark Gods.

MISSION OBJECTIVES

Victory points are awarded as follows:

SWEEP AND SECURE

Progressive Objective

Your forces must sweep the area to drive back the enemy and claim the battlefield.

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):

- They control one or more objective markers.
- They control more objective markers than their opponent controls.
- They control the objective marker in their opponent's deployment zone.

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

ERADICATION

Progressive Objective

Destroy the enemy so that your movements go unreported.

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

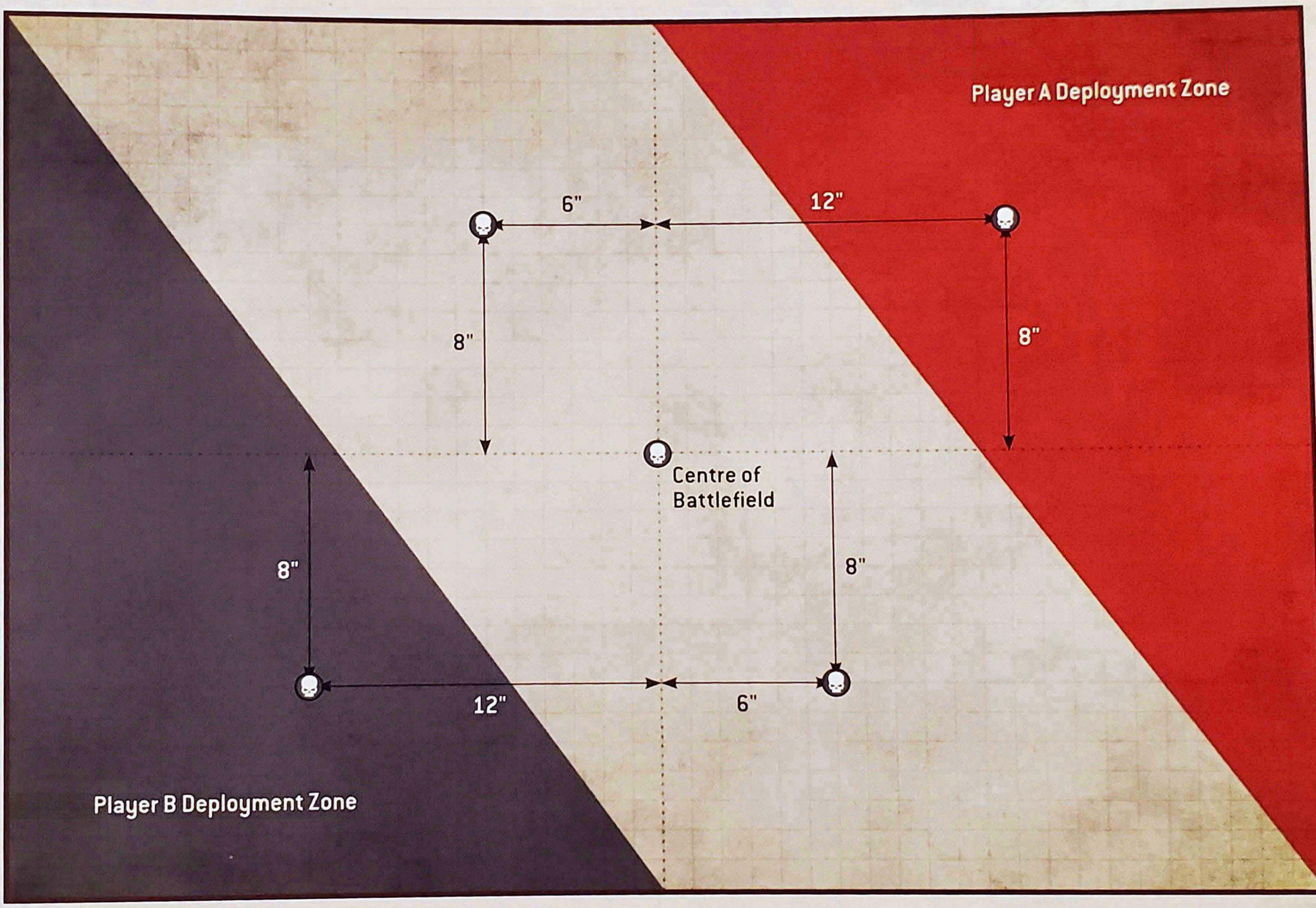
- One or more enemy units were destroyed during the battle round.
- More enemy units than friendly units were destroyed during the battle round.

VICTOR BONUS

The unit from the victor's army that destroyed the most enemy units during the battle gains 3 additional experience points.

INCURSION MISSION

METHODICAL ERADICATION



STRIKE FORCE MISSION

TECH RECOVERY

MISSION BRIEFING

An enemy has withdrawn from the area, and in their haste, left behind valuable technology ripe for the taking. Two forces now descend, intent on securing it for themselves. They must discover and secure the technology, and prevent the enemy from doing the same.

MISSION RULES

Recon: The players have access to the Recon Stratagems on page 16. Each player can use each Stratagem once.

Objective Markers: The Attacker takes three objective markers and numbers them 1-3. The Defender takes three objective markers and numbers them 4-6. The players alternate placing objective markers on the battlefield, one at a time, starting with the Attacker. Each objective marker must be placed within 9" of the horizontal line that runs across the centre of the battlefield (see deployment map), more than 9" away from all other objective markers and more than 6" away from the edges of the battlefield. When placing an objective marker, only the player placing them should know what number it is. If you have objective markers with a number on them, place it so the number is face down. Otherwise, we recommend writing the number on a very small piece of paper and placing it underneath the objective marker so your opponent cannot see. Once the objective marker has been placed, neither player can look at the number unless the Uncover Tech action is completed (see below).

Uncover Tech: Units from each player's army can perform the following action: '**Uncover Tech (Action):** One or more units from your army (excluding **AIRCRAFT** and units with the Fortifications Battlefield Role) can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different objective marker that has not already been uncovered. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** and units with the Fortifications Battlefield Role) in range of the same objective marker. If the unit performing the action is **INFANTRY**, it is completed at the end of your turn. Otherwise, it is completed at the start of your next Command phase. If this action is successfully completed, that objective marker has been uncovered. Reveal the number of that objective marker; if it is numbered 1 or 6, remove that objective marker from the battlefield.'

MISSION OBJECTIVES

Victory points are awarded as follows:

UNCOVER TECH

Progressive Objective

A variety of technology has been abandoned at this site. Your forces must find and collect it.

A player scores 5 victory points each time a unit from their army successfully completes the Uncover Tech action.

RECOVER TECH

Progressive Objective

Much of the technology will require dedicated efforts to excavate and extract, but will yield greater rewards.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each uncovered objective marker that they control (for a maximum of 16 victory points).

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

VICTOR BONUS

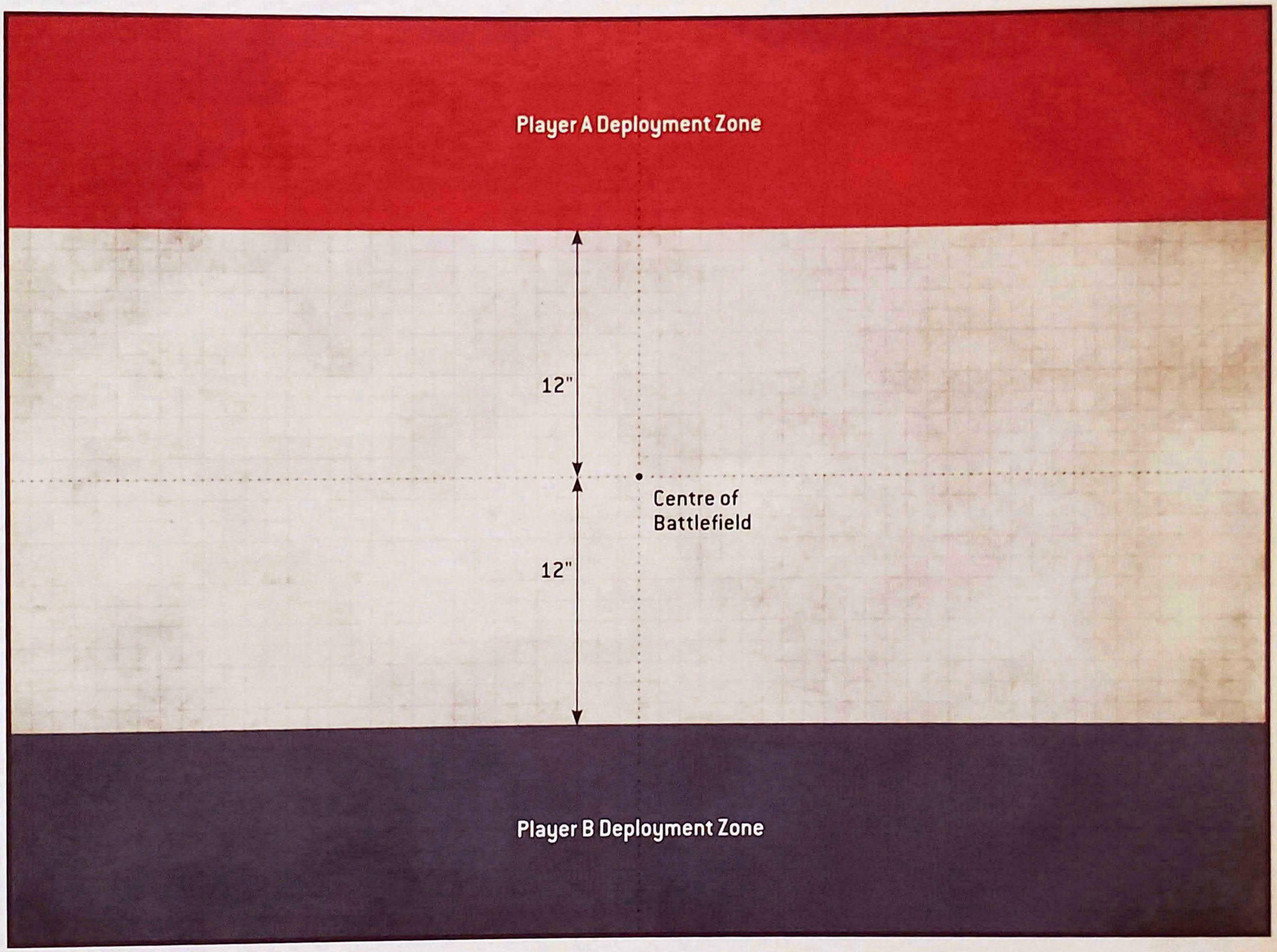
The victor can select one unit from their Order of Battle. If that unit can gain a Battle Honour, it gains a Weapon Enhancement of the victor's choice (see the Warhammer 40,000 Core Book). Make a note of it on that unit's Crusade card and increase its Crusade points accordingly.

'By the Throne, what sort of war is this? One side seeks to taint and to corrupt, seeping poison from every footfall and spreading disease wherever they go. The other reduces all to blasted sterility with indiscriminate rad-cleansing! What remains for honest men and women of the Imperium amidst such wholesale slaughter? Where do we find our victory?'

- Medicae Yathan Drudge, 48th Bascari Rifles

STRIKE FORCE MISSION

TECH RECOVERY



STRIKE FORCE MISSION

RING OF STEEL

MISSION BRIEFING

The defender holds the line from an impenetrable ring of steel that none have been able to break. The attacker has planned an attack to turn the tide, and throws their all at an assault to break through.

MISSION RULES

Assault: The players have access to the Assault Stratagems on page 17. Each player can use each Stratagem once.

Planned Attack:

- It does not cost the Attacker any Command points to place units into Strategic Reserve.
- The Attacker automatically has the first turn in this mission.

Prepared Position: The Defender can select one obstacle or Area Terrain feature wholly within their deployment zone and chooses one of the following options:

- Give it one terrain trait (see the Warhammer 40,000 Core Book) that it does not already have.
- If it already has the Light Cover or Heavy Cover trait, add an additional 1 to the saving throw as a result of the benefits of cover from that terrain feature.

MISSION OBJECTIVES

Victory points are awarded as follows:

TAKE AND HOLD

Progressive Objective

Key locations have been identified. Their capture will secure this position for your forces.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each objective marker they control (for a maximum of 20 victory points).

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

BREAK THE LINE

End Game Objective

By overrunning the enemy's position, the deadlock can be broken.

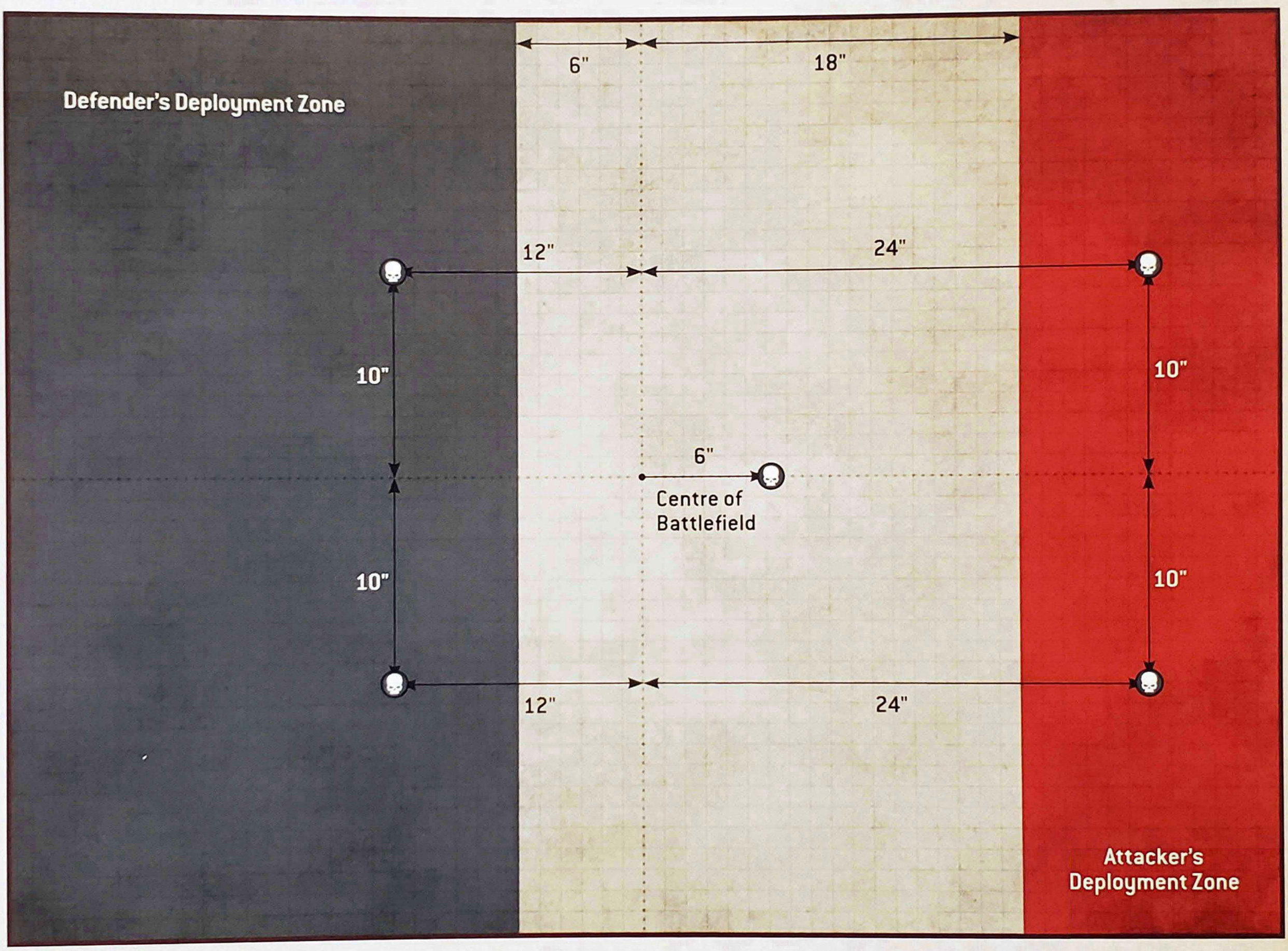
At the end of the battle, a player scores 5 victory points for each objective marker in the Defender's deployment zone that they control.

VICTOR BONUS

The unit from the victor's army that destroyed the most enemy units during the battle gains 3 additional experience points.

STRIKE FORCE MISSION

RING OF STEEL



STRIKE FORCE MISSION

LET IT BURN

MISSION BRIEFING

Be it an Adeptus Mechanicus bio-purge or arson and sabotage from the Emperor's enemies, the order has been given. The attacker must put this location to the flame and demolish all before them.

MISSION RULES

Assault: The players have access to the Assault Stratagems on page 17. Each player can use each Stratagem once.

Demolition: Units from the Attacker's army can perform the following action: '**Demolition (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 that is not within your deployment zone. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** and units with the Fortifications Battlefield Role) in range of the same objective marker. The action is completed at the end of your next Command phase.'

Smokescreen: Each time a unit from the Attacker's army starts performing the Demolition action, until the end of their next Command phase, the corresponding objective marker creates a smokescreen. Each time a ranged attack targets a unit within range of an objective marker that is creating a smokescreen, subtract 1 from that attack's hit roll.

MISSION OBJECTIVES

Victory points are awarded as follows:

CAPTURE AND BURN

Progressive Objective

Vital locations must be secured, lest the enemy put them to the flame.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each objective marker that they control. If it is the Attacker's turn and a unit from their army is performing the Demolitions action while controlling an objective marker, they can then remove that objective marker from the battlefield and score an additional 5 victory points.

This mission objective cannot be scored in the first battle round, and a player cannot score more than 20 victory points in each of their Command phases from this mission objective.

DEMOLITIONS

End Game Objective

Smoke and ruin is the attacker's objective, and the defender must do their all to prevent it.

At the end of the battle if the Attacker has completed two Demolition actions, they score 5 victory points; if they have completed three or more Demolition actions, they score 10 victory points instead; if they have completed less than two Demolition actions, the Defender scores 10 victory points.

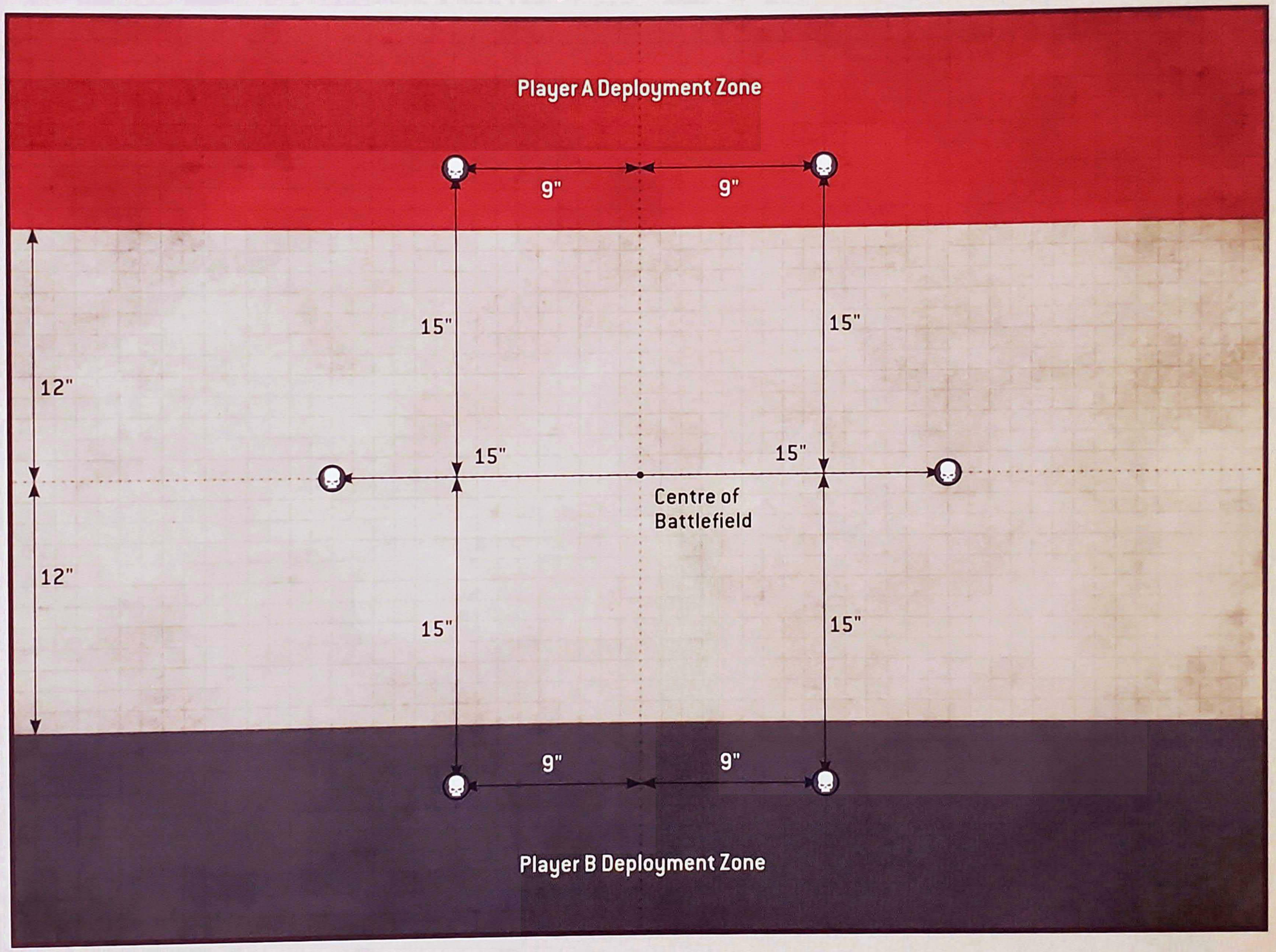
VICTOR BONUS

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

Sister Brenna squeezed her trigger. The Godwyn-De'az bolter thumped in her fists, spitting shells into the howling mob beyond the barricade. Diseased bodies detonated with wet thuds, their remains vanishing beneath the trampling feet of countless fellows. The witch-cursed screamed with one voice. Their eyes burned with green fire. Their lank hair and peeling flesh swarmed with parasites. And, Brenna now admitted to herself, there were just too many of them. Up and down the line her sisters fought with faith undimmed, but all must have accepted the truth by now. They were going to be overrun. Brenna ducked back, Sister Malenka taking her place as she hastily ejected her spent clip and reloaded. Somewhere to the left a window shattered, green-eyed bodies squirming through it like maggots spilling from a wound. To her right, she heard eviscerators howl as they churned through flesh and bone. The Battle Sisters sang as they fought, several dozen voices raised in a defiant hymnal. Even vox-amplified, the sound was almost lost amidst the baying of the mob. Sister Brenna rejoined the line, pouring fire into the enemy, but even as she did so she cast a prayer skywards. Until today she had prayed for victory in the Emperor's name. Now she beseeched him to send the rad ships. Better, she thought, to be scoured from the face of Alexistor in cleansing fire than to become one of the cursed. Hoping with all her heart that her prayers for oblivion would be answered, Sister Brenna kept fighting.

STRIKE FORCE MISSION

LET IT BURN



STRIKE FORCE MISSION

PANDEMIC LOCALE

MISSION BRIEFING

A rampant pandemic is on the verge of an outbreak. Your forces must locate malignant structures buried within the ground to prevent contagion, or bring about its gifts.

MISSION RULES

Assault: The players have access to the Assault Stratagems on page 17. Each player can use each Stratagem once.

Objective Markers: Place objective markers after determining deployment zones. The Attacker takes two objective markers and numbers them 1 and 2. The Defender takes two objective markers and numbers them 3 and 4. The players alternate placing objective markers on the battlefield, one at a time, starting with the Attacker. Each objective marker must be placed more than 6" from each player's deployment zone, more than 6" away from the edge of the battlefield and more than 12" from each other.

Pandemic Locale: At the start of the second battle round, the Attacker selects odds or evens; the corresponding objective markers are removed from the battlefield. At the start of the third battle round, the Defender selects one remaining objective marker to be removed from the battlefield.

MISSION OBJECTIVES

Victory points are awarded as follows:

PANDEMIC LOCALE

Progressive Objective

A malignant structure must be located to either prevent, or hasten, an outbreak.

At the end of each battle round, each player scores victory points for each objective marker they control. The number of victory points they score is as follows:

BATTLE ROUND	VICTORY POINTS
1	5
2	10
3	20
4	15
5	15

VICTOR BONUS

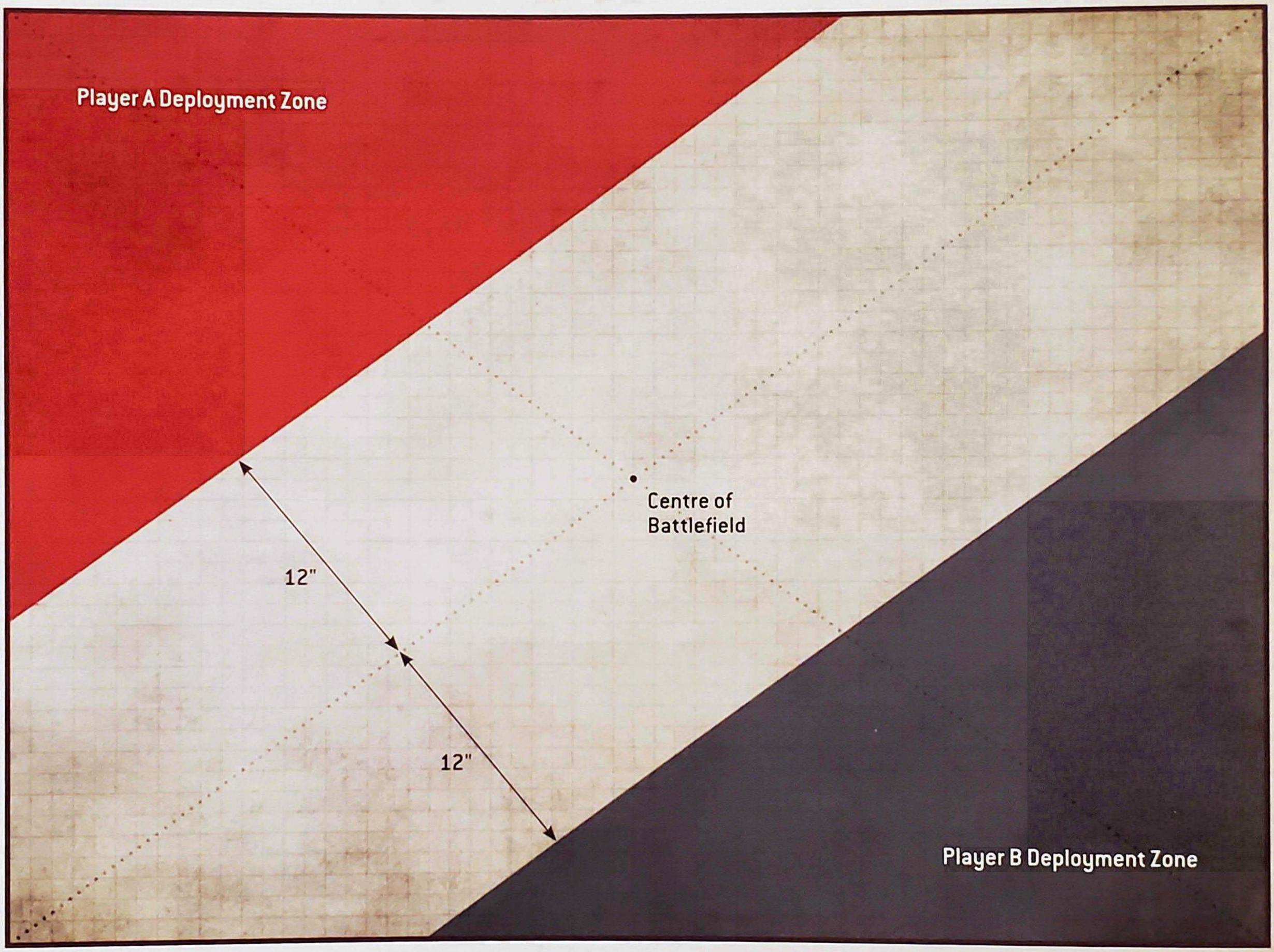
The victor of this mission can use the Increase Supply Limit and Repair and Recuperate Requisition once each for free.

Sergeant Asmov heard water dripping somewhere amongst the ducts. He smelt wetmould and verbyn-spoor. A cold, moist tang clung to the back of his throat, the product of too many hours breathing rec-air. Still, according to his auspex they were closing in on the energy signature at last. Communicating in vox-clicks, the Vostokh Sergeant sent three of his kill team forward: Markev and Piett with their shotguns ready; Asmilla already priming her melta bombs. The bright glare of the charges as they burned through the rusted duct-head was blinding, their hiss shockingly loud in the confined space. The moment the metal slab fell away, Asmov clicked his soldiers forward. Bhelk squeezed past with an apologetic nod, the fuel-tanks of his heavy flamer scraping against the duct's low ceiling. Asmov followed his squad into the broad space beyond, stopping short as his boots squelched down into foetid muck. He blinked in astonishment, attempting to process the pulsing tangle of biomechanical horror he and his soldiers had uncovered. The air was thick with putrescence, the walls heaving with mould-furred metal pipes that spilled like rotting innards from a huge, squat furnace at the room's centre. A glance at his auspex confirmed it – this was the source of the anomalous life-signs, but what in Throne's name was it? Nauseated, breath clotting in his lungs as he drew in the diseased air, Asmov turned to face his voxman. That was when they attacked, diseased horrors pouring in from every direction. Gunfire roared briefly in the confined space then died. Sergeant Asmov never made his report...

STRIKE FORCE MISSION

PANDEMIC LOCALE

Player A Battlefield Edge



Player B Battlefield Edge

STRIKE FORCE MISSION

EXTERMINATION SWEEP

MISSION BRIEFING

The battlefield is a site of former conflict littered with the detritus of war. Two fresh forces meet to pick it clean, reclaim the position and exterminate the foe.

MISSION RULES

Recon: The players have access to the Recon Stratagems on page 16. Each player can use each Stratagem once.

Sweep and Clear: Units from both players' armies can perform the following action: '**Sweep and Clear (Action):** One or more **INFANTRY** units 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. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** and units with the Fortifications Battlefield Role) in range of the same objective marker. At the end of your turn, if you control that objective marker, the action is completed. That objective marker remains under your control, even if you have no models within range of it, unless your opponent controls it at the end of any subsequent phase.'

Outriders: Units with the Fast Attack Battlefield Role gain the Objective Secured ability until the end of the battle. If such units already have the Objective Secured ability, each model in the unit counts as two models for the purposes of determining who controls objective markers.

MISSION OBJECTIVES

Victory points are awarded as follows:

SWEEP AND SECURE

Progressive Objective

Your forces must sweep the area to drive back the enemy and claim anything of worth.

At the end of each battle round, each player scores 6 victory points for each of the following conditions they satisfy (for a maximum of 18 victory points):

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

VICTOR BONUS

The victor can select two units from their army to be Marked for Greatness (see the Warhammer 40,000 Core Book) after the battle, instead of just 1.

Chapter Master Tanielu roared as he swept his thunder hammer in a crackling arc. The ceremonial weapon came down upon a knot of Poxwalkers like a falling meteor, blowing them apart. Taking advantage of the gap he had created, Tanielu bulled forward and drove the walking corpses back. For a moment he was surrounded by rictus grins and writhing tentacles, bloated flesh pressing against his hallowed power armour from all sides. Tanielu roared again and span, his hammer starting low and ripping its way upward in a spiral of death.

'Now!' he barked over the vox, and his Mafan'ua pressed forwards, storm shields raised. They hit the neverdead like a rolling barricade, trampling any that fell beneath their armoured boots. Several grinning horrors spilled around the wall of brightly coloured shields. They stumbled through the remains of a mid-hive commercia and came at the Mafan'ua from the side. Tanielu was there, hammer swinging, pulverising the creatures before they could so much as lay a grasping hand upon his battle-brothers. His vox crackled, Sergeant Oandua's voice coming over the groans of the plague-dead.

'Herded in, m'lord. Waitin' your word.'

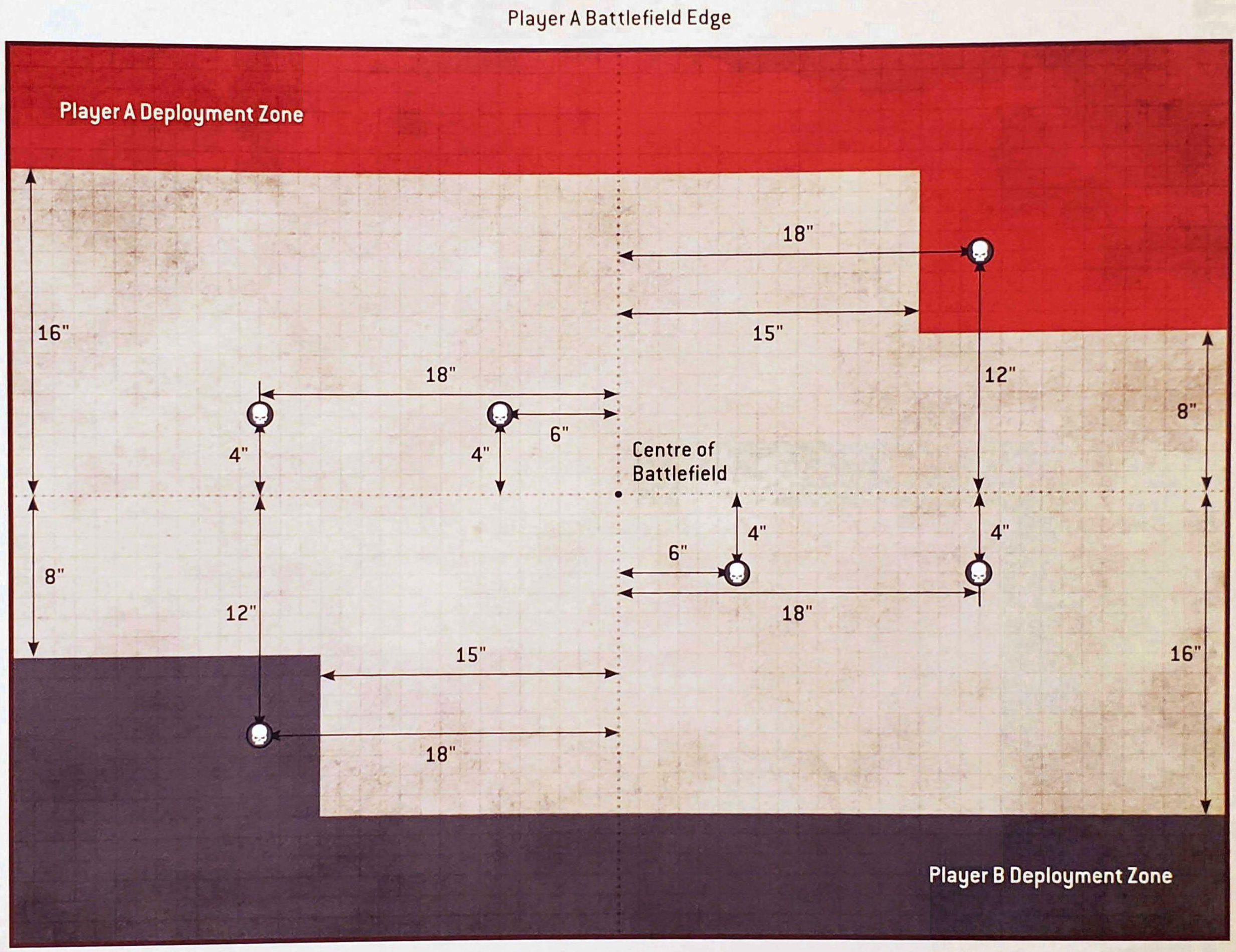
'Given,' replied Tanielu, stalking through the remains of the commercia and staring out at the public meeting square beyond. Several hundred Poxwalkers had been herded into the confined space by the Excruciators' concerted efforts. Now, on his order, the Aggressors advanced from all sides. As one they levelled their flamestorm gauntlets and unleashed billowing promethium death into the packed square. The neverdead burned. Their bodies blistered, their eyeballs bursting and their blackened lips peeling back to widen their grotesque grins even further. Still they fought, clawing and lashing mindlessly at the Space Marines.

Soon enough it was over, and ashes hung thick on the air. Tanielu surveyed the hillock of blackened, twitching corpses with distaste then turned away.

'Next sector, begin sweep,' he ordered. There would be more of the damned things staggering in towards them even now. There were always more.

STRIKE FORCE MISSION

EXTERMINATION SWEEP



STRIKE FORCE MISSION

STRIKE FOR SUPPLIES

MISSION BRIEFING

As major conflicts are fought on the front line, opportunistic raiders strike at an undefended position to loot supplies and claim materiel.

MISSION RULES

Recon: The players have access to the Recon Stratagems on page 16. Each player can use each Stratagem once.

Objective Markers: Before determining Attacker and the Defender, the players roll off. Starting with the winner, the players alternate placing six objective markers on the battlefield, one at a time. Each objective marker must be placed more than 9" away from any other objective marker, more than 5" away from the edge of the battlefield and not within a player's deployment zone.

Loot: Units from each player's army can perform the following action: '**Loot (Action):** One or more units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different objective marker that is not depleted. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** and units with the Fortifications Battlefield Role) in range of the same objective marker. If the unit performing the action is **INFANTRY**, it is completed at the end of your turn. Otherwise, it is completed at the start of your next Command phase. If this action is successfully completed, that objective marker has been looted. Each objective marker can be looted three times, at which point it becomes depleted. We recommend placing a dice on each objective marker to remind you how many times it can be looted.'

MISSION OBJECTIVES

Victory points are awarded as follows:

STRIKE FOR SUPPLIES

Progressive Objective

The battlefield contains an abundance of resources and supplies that must be collected.

A player scores 5 victory points each time a unit from their army successfully completes a Loot action.

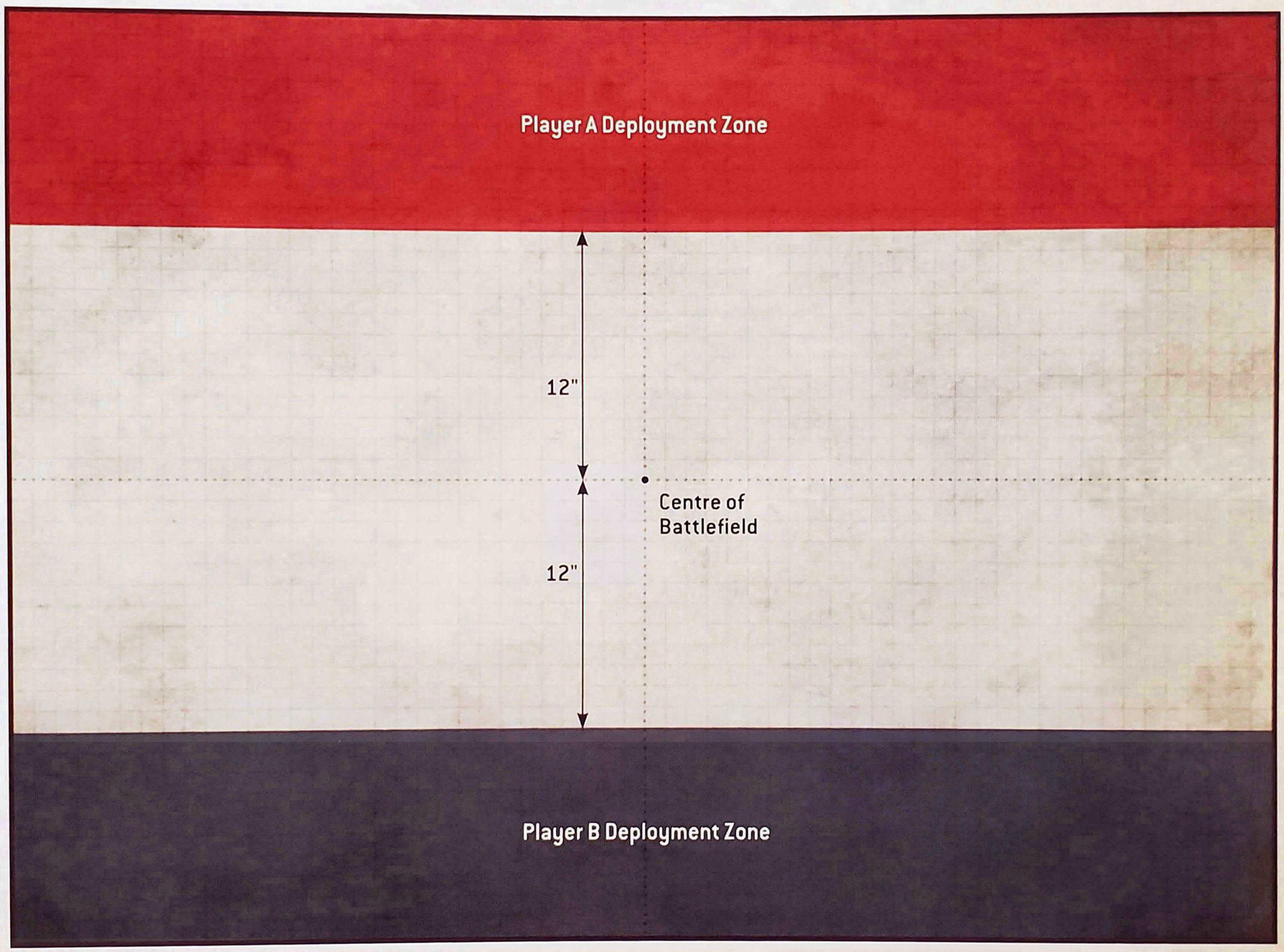
VICTOR BONUS

The victor can use a single Requisition before the next battle without spending any Requisition points.

> 'Fiddledy-fulgh and gloppity-splot,
> See the seeds grow filth and rot!
> Gleeful shambling in the meadows so brown,
> The Traveller's donned his reapsman's crown!
> Now come slopsome, clotling and blight,
> And see the most repugnant sight!'
>
> *- Malefic vox-signal corruption recorded during the Battle for Fathom*

STRIKE FORCE MISSION

STRIKE FOR SUPPLIES



PRIMUS

ONSLAUGHT MISSION

CHOKE POINT

MISSION BRIEFING

Two forces meet at a key crossing. Whoever holds it can manoeuvre their forces into key locations to win the war. Only the most resolute will shrug off enemy fire, push through the choke point and claim the position.

MISSION RULES

Assault: The players have access to the Assault Stratagems on page 17. Each player can use each Stratagem once.

Choke Point: Unless they can **FLY**, models cannot be set up or finish any kind of move in the areas marked impassable.

Norghol the Befouler grasped the Skitarii's jaw in one armoured gauntlet. He twisted, and leered as the flimsy little cyborg's neck snapped in his hand. Norghol cast the broken thing aside, smiling to see how the Grandfather's seeds of despair were already taking root in the corpse's bubbling flesh. Grunting with satisfaction, he swung his rusted cleaver into the chest of another machine-worshipper, relishing the meaty thunk as the weapon caved in his victim's ribcage and lung-bellows both. All around him, mayhem reigned as the Blighted Sons fought Skitarii clad in the grey and silver of Metalica. They battled through salt-rusted spars and along creaking gantries, while down below the waters of Fathom's endless oceans angrily crashed and churned. Bodies tumbled through broken railings, pinwheeling away to vanish into the hungry waters. The carnage was glorious!

Yet Norghol knew that this was not the real fight, but rather a distraction, staged loud and messy to keep the enemy's eyes away from Vhex and his slinking comrades. As though the thought had summoned it, a tri-lobed rune flared acid green in the peripheral of Norghol's auto-senses. He felt a surge of elation at the knowledge that Vhex had completed the real mission. Another batch of Miasmic Malignifiers had been seeded, and the enemy none the wiser to the dark blessings even now bestowed in their midst. It was time to order the retreat, before the Metalicans brought overwhelming numbers of Skitarii to bear. There was more than one way to win a war, after all…

MISSION OBJECTIVES

Victory points are awarded as follows:

TAKE AND HOLD

Progressive Objective

Key locations have been identified. Their capture will help secure this position for your forces.

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):

- They control two or more objective markers.
- They control one or more alpha objective markers in their opponent's deployment zone.
- They control more objective markers than their opponent controls.

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

BREAKTHROUGH

End Game Objective

Your forces must force their way over the choke point and securing the crossing.

At the end of the game, each player scores 5 victory points as follows:

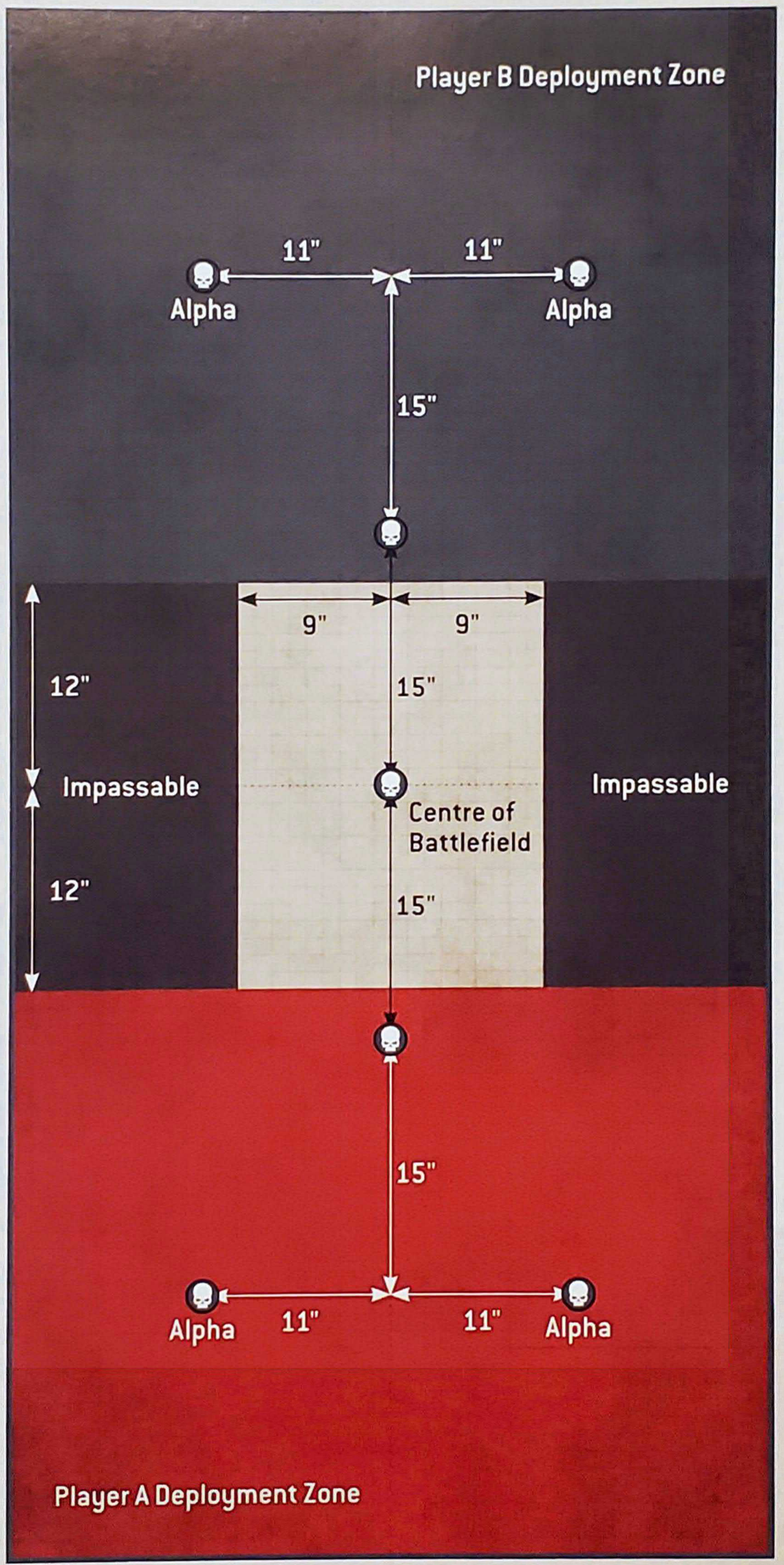
- For each marker they control that is not an alpha objective marker in their own deployment zone.
- If they control one or more alpha objective markers in their opponent's deployment zone.

VICTOR BONUS

The victor can select two units from their army to be Marked for Greatness (see the Warhammer 40,000 Core Book) after the battle, instead of just 1.

ONSLAUGHT MISSION

CHOKE POINT



ONSLAUGHT MISSION

OBOLIS ONSLAUGHT

MISSION BRIEFING

Two large forces have mobilised and stepped forward to fight. Strength of arms will win the day, but only if applied with a sharpness of mind.

MISSION RULES

Assault: The players have access to the Assault Stratagems on page 17. Each player can use each Stratagem once.

MISSION OBJECTIVES

Victory points are awarded as follows:

POSITION SECURED

Progressive Objective

Holding vital locations will secure the area for your forces and force the enemy to withdraw.

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 20 victory points):

- They control two or more objective markers.
- They control more objective markers than their opponent controls.
- They control one or more objective markers in their opponent's deployment zone.
- They control two or more objective markers in their opponent's deployment zone.

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

BREAKTHROUGH

End Game Objective

Breaking into the enemy's line could force them to abandon their position entirely.

At the end of the game, each player scores 4 victory points for each unit from their army wholly within their opponent's deployment zone (for a maximum of 10 victory points).

VICTOR BONUS

The victor's **WARLORD** gains 3 experience points.

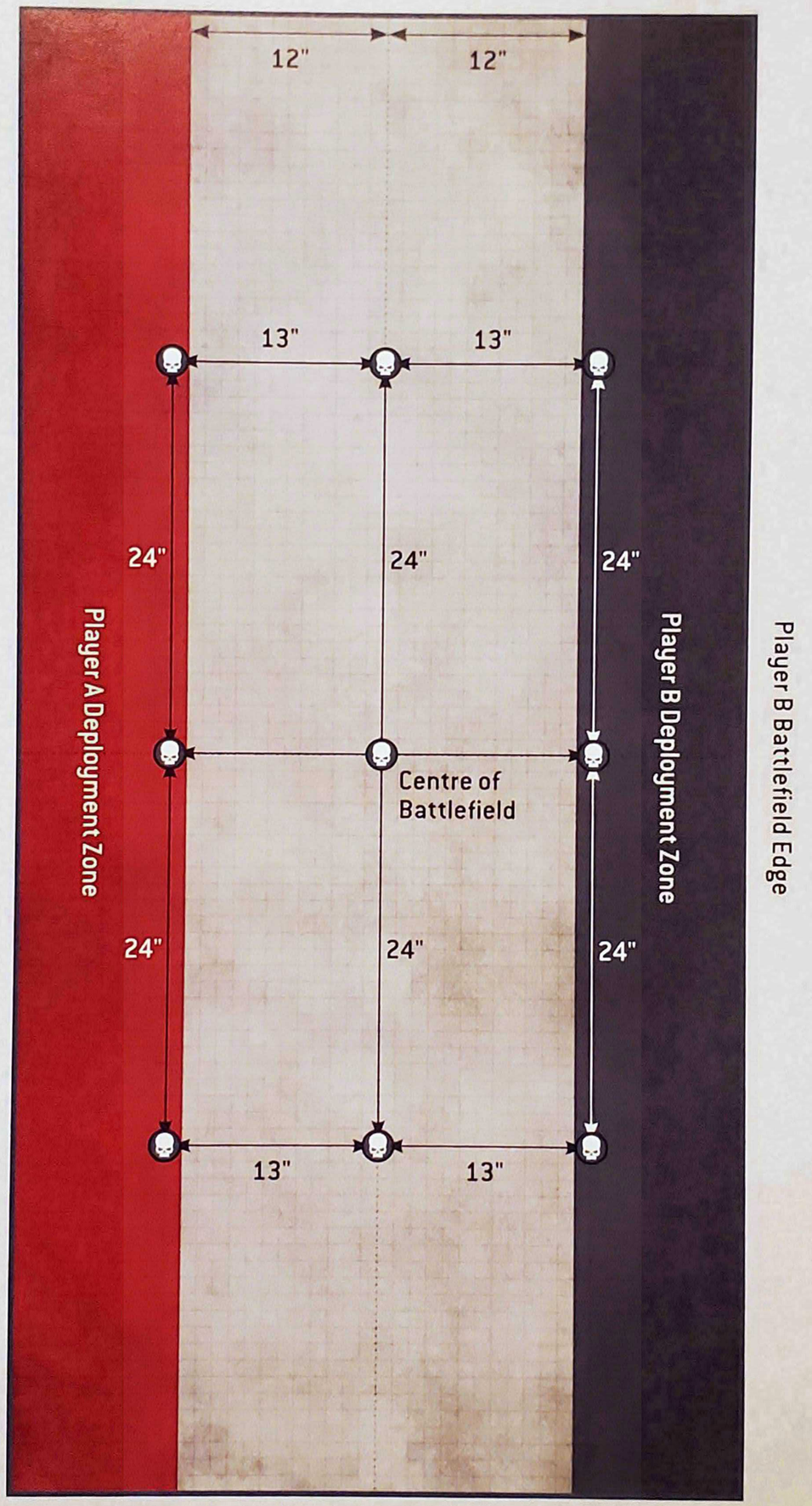
Commander Letvonev sat in the bucket-seat of her tank's cupola and stared hard through its periscope. For all her effort, she could see precious little. The Cadian Leman Russ, ironically named Vigilance*, ground forwards through a dense yellow-brown fog that swirled with clouds of fat-bodied flies. Visibility was down to a matter of feet, and so Letvonev had ordered her driver, Haage, to take it slow and steady. Rusting wreckage, manufactorum rubble and plague-bloated corpses churned beneath the tank's tracks as it prowled, following the ghostly ping-return of the herald beacon on the auspex. Letvonev's gunners, Chomsek and Rapvenov, crouched in the guts of the tank and prayed, as per her orders. The vehicle's hull, filtration block and auto-shrine had all received the blessings of the regimental priest before they set out. Still, amidst all this Letvonev would take all the divine aid she could get.*

'Coming up on the contact now, Commander,' reported Haage. His voice was tight with the tension that they all felt. The enemy was out there somewhere and the entire crew knew it, but what else could they do? Without the supplies at the drop point, the field medicae at Bachter's Cross became nothing more than a converted hauler shed for the wounded to die in. And so, Vigilance *was out here amidst the hab-hulks and the plague smog, escorting two Savlari Chimeras to the drop point for pickup, and half-seen enemy contacts be damned.*

'Understood,' she replied, then keyed her vox, eyes never leaving her slowly panning periscope. 'Lieutenant Burns, it's all yours. We'll provide cover while you execute pickup.' Her answer was a trio of rapid vox-clicks, followed by the guttural snarl of engines. The two Chimeras, which had thus far trailed in tight convoy behind the Vigilance*, now gunned past and skidded to a halt beside the heap of half-visible munitorum containers. Rear ramps clanged down and soldiers in rebreathers piled out, hastening to begin opening the crates and ferrying their contents aboard the Chimeras. Letvonev didn't envy the men and women exposed to the plague smog. Even with masks on, by the time they got back to base half of them would probably need doses of the very medicines they had been sent to collect. Some probably wouldn't make it that far. Yet she couldn't let such dark thoughts distract her, not when the enemy could be lurking out there, might even now be drawing targeting solutions upon her and her charges. And so she sat, as flies buzzed and sweating soldiers lugged crates, and watched her periscope. And prayed.*

ONSLAUGHT MISSION

OBOLIS ONSLAUGHT



ONSLAUGHT MISSION

FALLOUT

MISSION BRIEFING

After an orbital bombardment or massed artillery fire, two forces battle it out in the aftermath to wipe out their enemy and be the survivors of the fallout.

MISSION RULES

Recon: The players have access to the Recon Stratagems on page 16. Each player can use each Stratagem once.

Fallout: Each time a ranged attack targets a unit within the Fallout Zone, add 1 to that attack's wound roll.

Sweep and Clear: Units from both players' armies can perform the following action: '**Sweep and Clear (Action):** One or more **INFANTRY** units 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. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** and units with the Fortifications Battlefield Role) in range of the same objective marker. At the end of your turn, if you control that objective marker, the action is completed. That objective marker remains under your control, even if you have no models within range of it, unless your opponent controls it at the end of any subsequent phase.'

MISSION OBJECTIVES

Victory points are awarded as follows:

SWEEP AND SECURE

Progressive Objective

Your forces must sweep the area to drive back the enemy and claim the battlefield.

At the end of each battle round, each player scores 6 victory points for each of the following conditions they satisfy (for a maximum of 18 victory points):

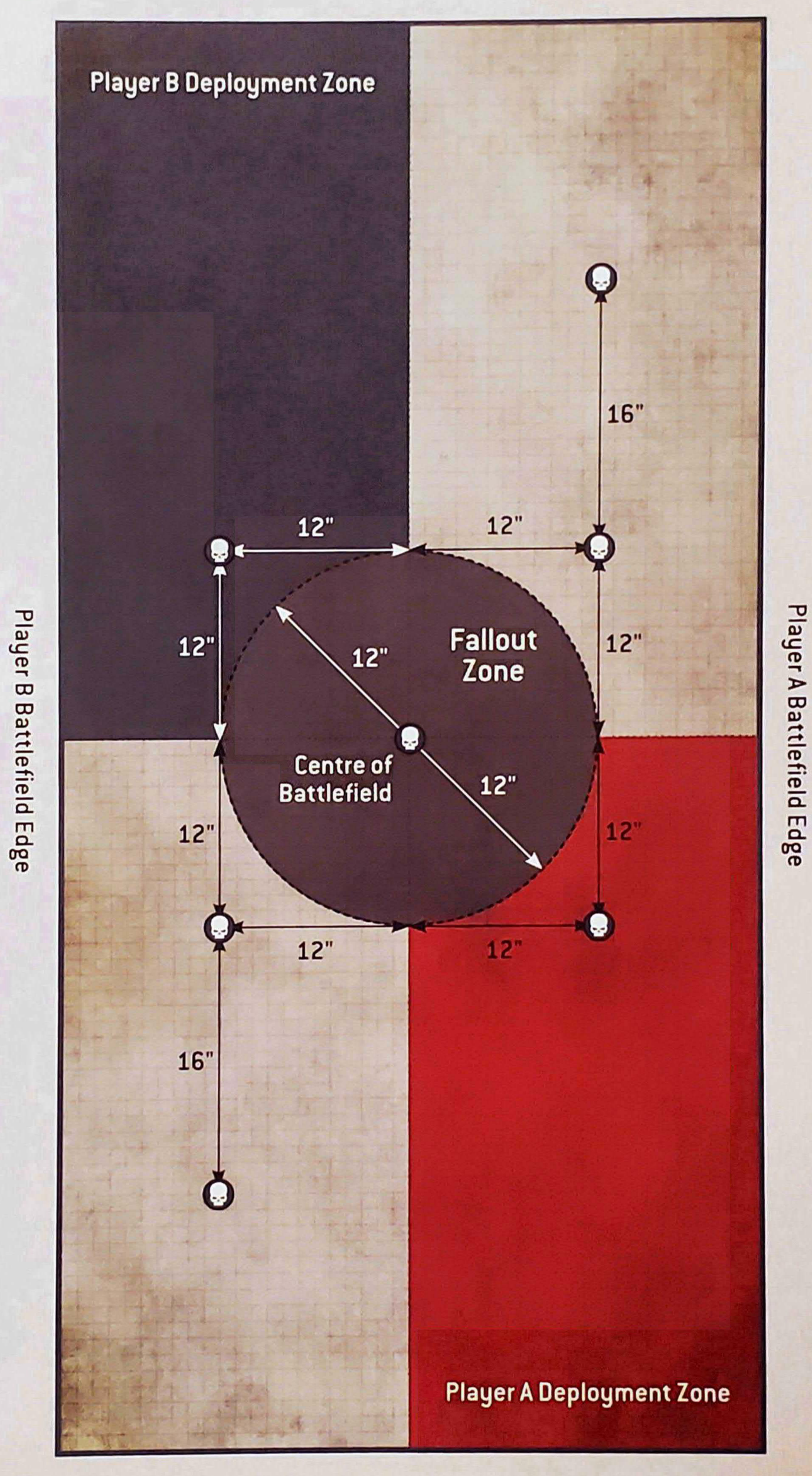
- They control two or more objective markers.
- They control more objective markers than their opponent controls.
- They control objective markers in three or more table quarters (the objective marker in the centre of the battlefield does not count towards this condition).

VICTOR BONUS

The victor can select two units from their army to be Marked for Greatness (see the Warhammer 40,000 Core Book) after the battle, instead of just 1.

ONSLAUGHT MISSION

FALLOUT



ONSLAUGHT MISSION

ENCIRCLEMENT

MISSION BRIEFING

A large force is on the march to a key position. An enemy force has moved to ambush, and awaits the order to engage. An overwhelming assault is required to rout the defender entirely.

MISSION RULES

Recon: The players have access to the Recon Stratagems on page 16. Each player can use each Stratagem once.

Line of Retreat: At the start of deployment, before any units are set up, the Defender selects one short battlefield edge to be their battlefield edge. The Attacker has the other short battlefield edge.

'So much butchery! Endless garlands of offal and cull-meat offered up to the Plague Lord! Such rampant sickness and swift-spreading disease! This war is a blessing, its battlefields an endless bounty. Let us work our experiments and test our seventh-blessed phages until our black hearts burst with delight. Praise Nurgle for this glorious war!'

- Plague Surgeon Septismus Bubol

MISSION OBJECTIVES

Victory points are awarded as follows:

IN THEIR MIDST

Progressive Objective

The defender must hold their nerve against an aggressive attacker seeking to rout them entirely.

At the end of each battle round, each player scores 5 victory points for each of the following conditions they satisfy (for a maximum of 10 victory points):

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

NO PRISONERS

Progressive Objective

Your forces must fight for their lives against an enemy focused on eradication.

At the end of each battle round, each player scores 5 victory points for each of the following conditions they satisfy (for a maximum of 10 victory points):

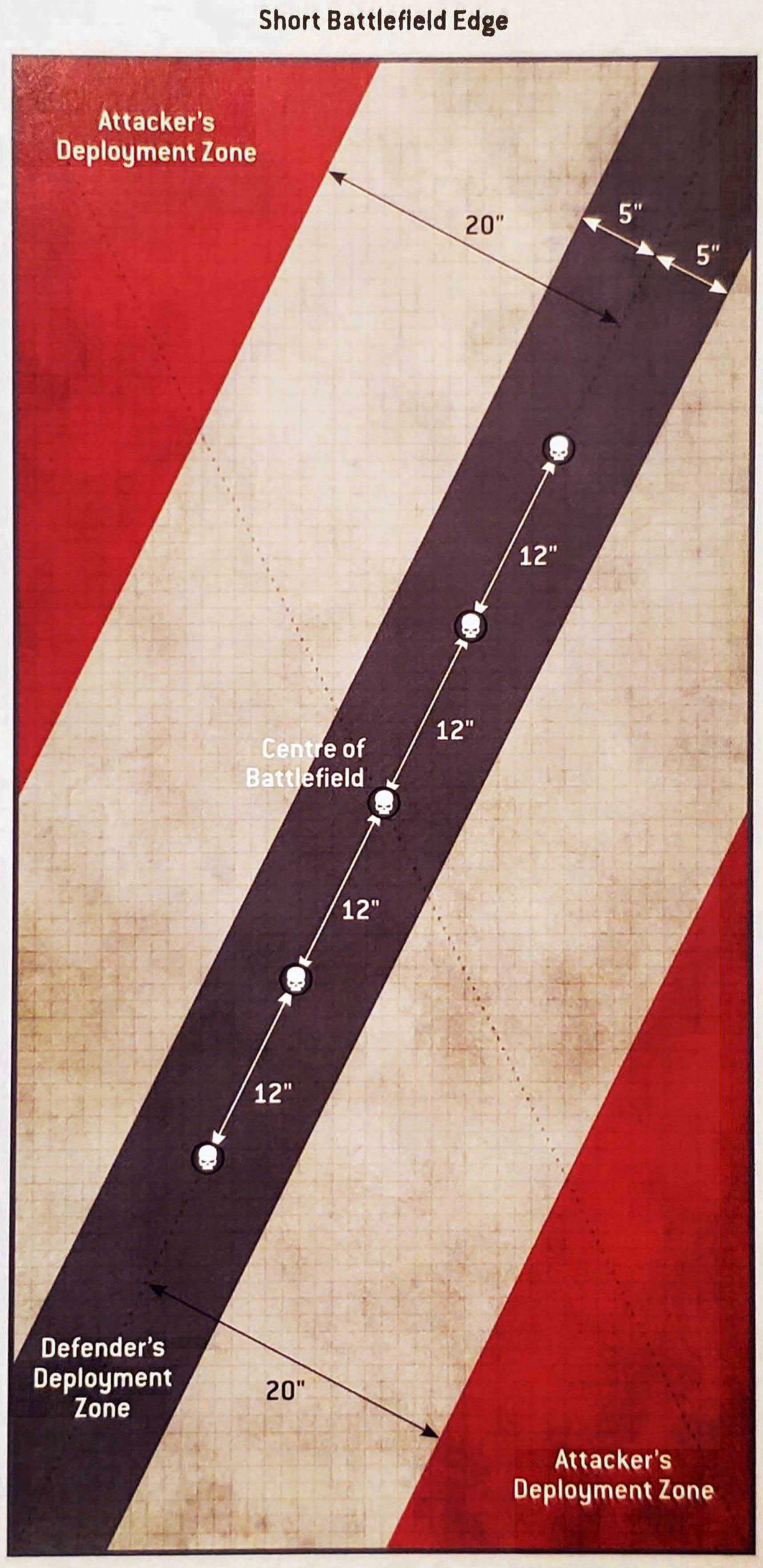
- One or more enemy units were destroyed during the battle round.
- More enemy units than friendly units were destroyed during the battle round,

VICTOR BONUS

The victor of this mission gains 2 Requisition points after this battle, instead of just 1, and can use the Repair and Recuperate Requisition once for free.

ONSLAUGHT MISSION

ENCIRCLEMENT



ONSLAUGHT MISSION

TECH SEIZURE

MISSION BRIEFING

An enemy has withdrawn from the area, and in their haste have left behind valuable technology including a rare piece of archeotech. Two forces now seek to secure it all for themselves.

MISSION RULES

Objective Markers: Before determining the Attacker and the Defender, the players roll off. Starting with the winner, the players alternate placing objective markers until there are six on the battlefield. Each objective marker must be placed more than 9" away from all other objective markers, more than 9" away from the edge of the battlefield and not within a player's deployment zone.

Recon: The players have access to the Recon Stratagems on page 16. Each player can use each Stratagem once.

Uncover Tech: Units from each player's army can perform the following action: '**Uncover Tech (Action):** One unit from your army (excluding **AIRCRAFT** and units with the Fortifications Battlefield Role) can start to perform this action at the end of your Movement phase if it is within range of an unsearched objective marker and the tech relic has not been discovered. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** and units with the Fortifications Battlefield Role) in range of the same objective marker. If the unit performing the action is **INFANTRY**, it is completed at the end of your turn. Otherwise, it is completed at the start of your next Command phase. If this action is successfully completed, the objective marker is no longer unsearched. Then, roll one D6 and consult the table below to determine if the tech relic has been uncovered. If the roll is successful, the tech relic has been uncovered; that objective marker is now the tech relic (note that it still counts as an objective marker).'

NUMBER OF UNSEARCHED OBJECTIVE MARKERS ON THE BATTLEFIELD	D6 ROLL REQUIRED
5	6+
4	5+
3	4+
2	3+
1	2+
0	1+

Escort Tech: Units from each player's army can perform the following action: '**Escort Tech (Action):** One unit from your army (excluding **AIRCRAFT** and units with the Fortifications Battlefield Role) can perform this action at the end of your Command phase if it is within range of the tech relic. Select one model from that unit within 1" of the tech relic, then remove the tech relic from the battlefield. This action is completed at the end of your subsequent Movement phase. If this action is successfully completed, set up the tech relic within 1" of that model. If that model is destroyed before the tech relic is set up, before it is removed from the battlefield, set up the tech relic within 1" of the model. Other than being destroyed, that model cannot otherwise be removed from the battlefield while it's unit is performing this action. For example, it cannot embark upon a **TRANSPORT**.'

MISSION OBJECTIVES

Victory points are awarded as follows:

UNCOVER TECH

Progressive Objective

Your forces must find and collect the valuable technology here.

A player scores 5 victory points each time a unit from their army successfully completes the Uncover Tech action.

RECOVER TECH

Progressive Objective

Extracting the technology here will yield great rewards.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 8 victory points):

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

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

TECH RELIC SECURED

End Game Objective

Amongst the trove of technology lies an ancient piece of archeotech, an invaluable relic to the force able to secure it.

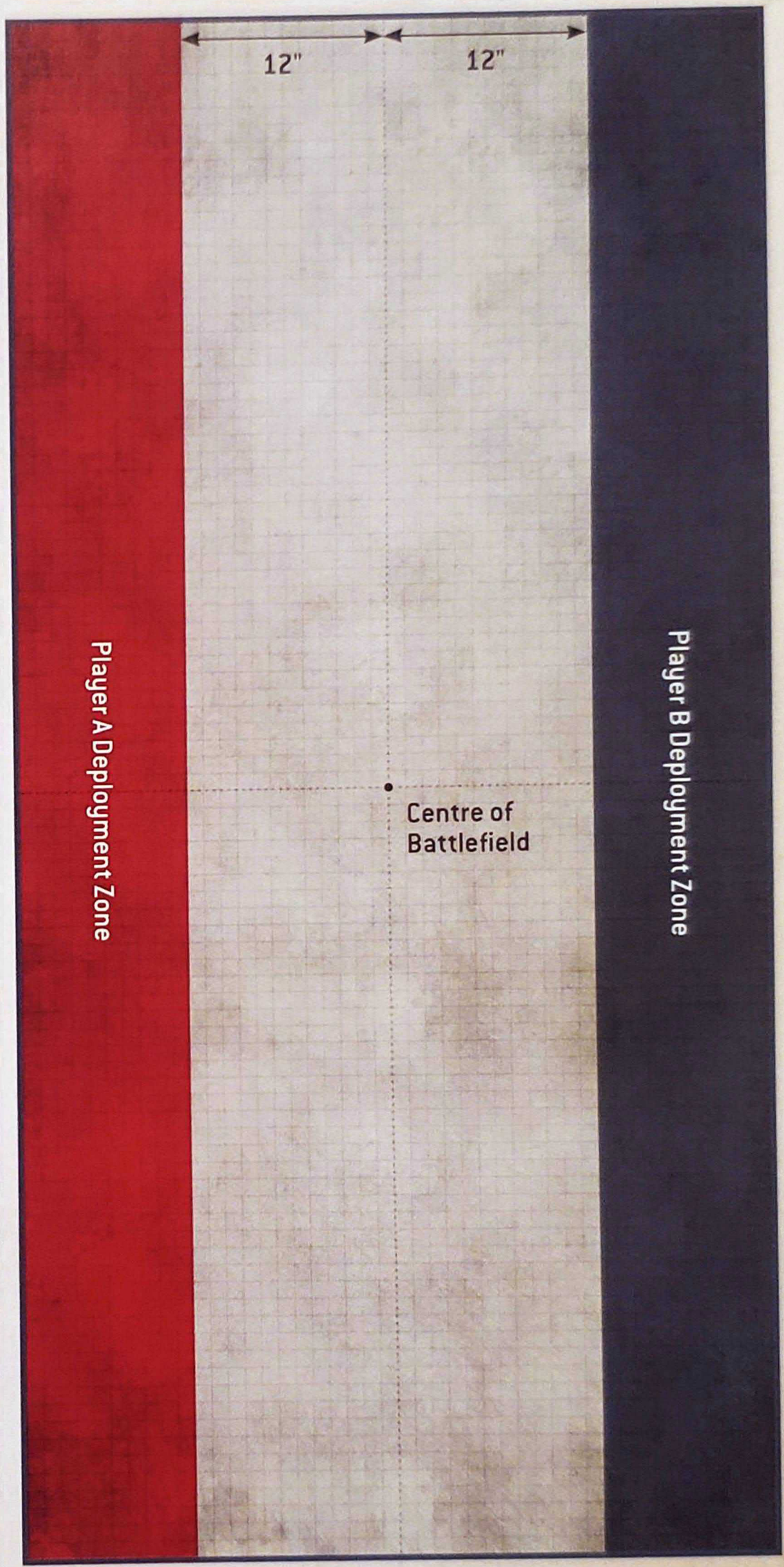
At the end of the battle, if the tech relic has been uncovered, a player scores 28 victory points if they control the tech relic.

ONSLAUGHT MISSION

TECH SEIZURE

VICTOR BONUS

The victor can select one unit from their Order of Battle. If that unit can gain a Battle Honour, it gains a Weapon Enhancement of their choice (see the Warhammer 40,000 Core Book). In addition, if the victor controlled the tech relic at the end of the battle, they can select one **CHARACTER** unit from their Order of Battle. If that **CHARACTER** can gain Battle Honours, it can gain one Crusade Relic of the victor's choice (see the Warhammer 40,000 Core Book). In both cases, all the normal rules and restrictions apply, and make a note on the units' Crusade cards and increase their Crusade points accordingly.



ONSLAUGHT MISSION

PANDEMIC OUTBREAK

MISSION BRIEFING

A rampant pandemic is on the verge of an outbreak. Your forces must locate malignant structures buried within the ground to prevent contagion, or bring about its gifts.

MISSION RULES

Assault: The players have access to the Assault Stratagems on page 16. Each player can use each Stratagem once.

Objective Markers: Place objective markers after determining deployment zones. Each player takes three objective markers and labels each of them alpha, beta and gamma. The players alternate placing objective markers on the battlefield, one at a time, starting with the Attacker. Each objective marker must be placed more than 12" away from all other objective markers, more than 6" from each player's deployment zone and more than 6" away from the edges of the battlefield.

Pandemic Outbreak: At the start of the second battle round, the Attacker selects the alpha, beta or gamma objective markers to be removed from the battlefield. At the start of the third battle round, the Defender selects one of the remaining objective marker categories to be removed from the battlefield. At the start of the fourth battle round, the Attacker randomly determines one objective marker to be removed from the battlefield so that one objective marker remains.

MISSION OBJECTIVES

Victory points are awarded as follows:

PANDEMIC LOCALE

Progressive Objective

A malignant structure must be located to either prevent, or hasten, an outbreak.

At the end of each battle round, each player scores victory points for each objective marker they control. The number of victory points they score is as follows:

BATTLE ROUND	VICTORY POINTS
1	3
2	4
3	9
4	18
5	20

VICTOR BONUS

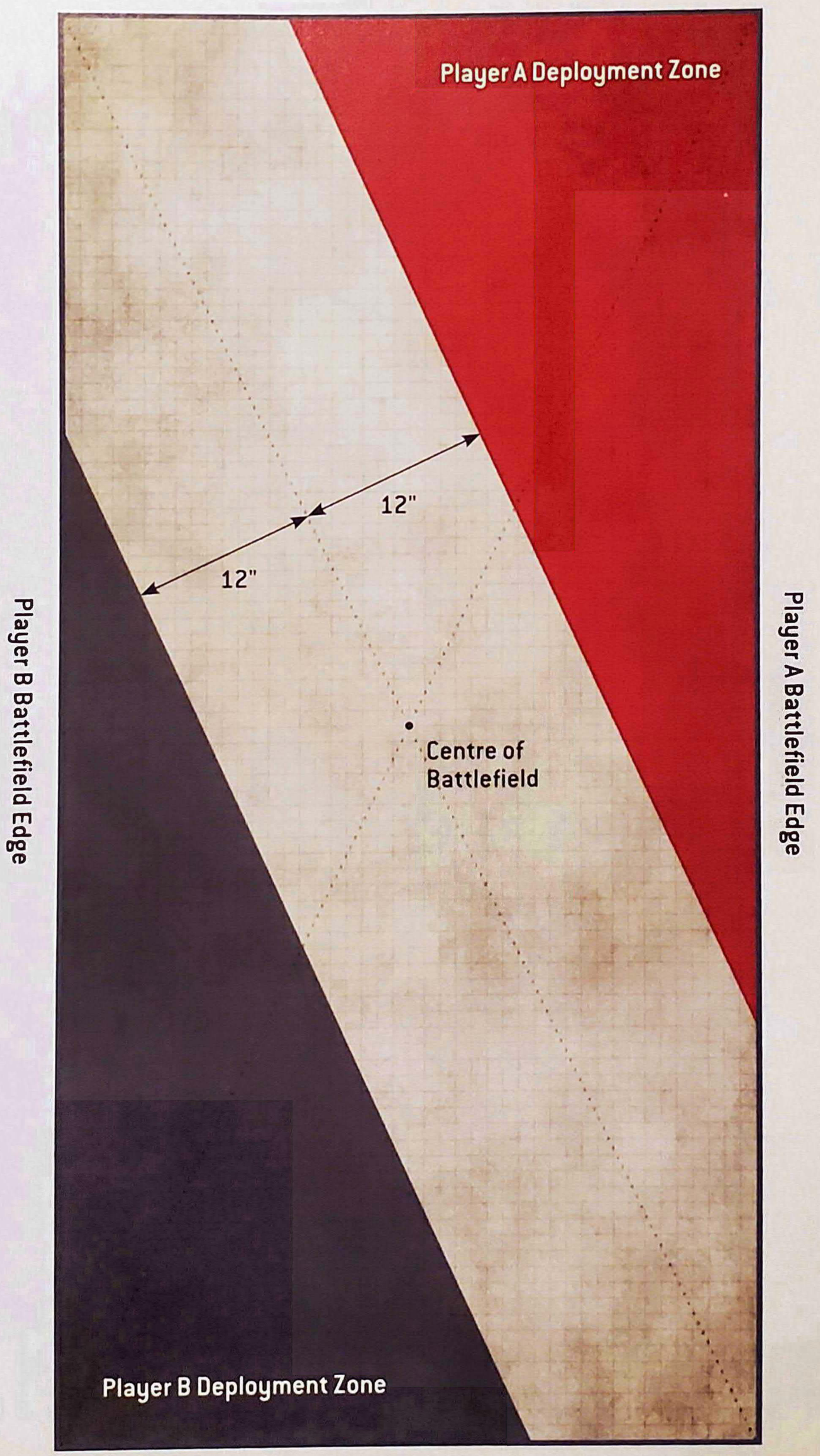
The victor of this mission can use the Increase Supply Limit and Repair and Recuperate Requisition once each for free.

'The greater the chronological duration of this conflict, the more inimical to unaugmented organic lifeforms its battlefields become. As these theatres are rendered ever more the sole provenance of suitably adapted extremophiles, so lesser beings must scrabble for the dwindling supplies that will sustain them for another precious cycle. So is the supremacy of the blessed cyborg proven, and thus the pre-eminence of the most holy Omnissiah of Mars.'

- *Magos Biologus Tarsilimus Kzaphtor Theng Loxus.*

ONSLAUGHT MISSION

PANDEMIC OUTBREAK



03

BASIC RULES

REPRINTED FROM "BEYOND THE VEIL"

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

The following rules explain how to play a game of Warhammer 40,000. First you will need to select a battle size and a mission from those presented on pages 22-71 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 76-77.

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 79), but they can also be moved in the Charge phase (pg 88) and the Fight phase (pg 90).

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 98-99.

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 87) made by a model in your army, or it was destroyed because it fled the battlefield (pg 92), or it was destroyed by a mortal wound (pg 88) 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
[illegible]	Assault Intercessor	6"	3+	3+	4	4	2	2	7	3+
[illegible]	Assault Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+

If this unit contains 5 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	[illegible]	Pistol 1	7	-3	1	-
- Supercharge	[illegible]	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
2	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 94-95.

- 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 94.

- **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 74) 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 74). 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 80).

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 74).

- **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 83).

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, 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 75), 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 88) or perform a Heroic Intervention (pg 89) 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 80), 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 96-97.

- **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 74) 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 89), piles in (pg 90) or consolidates (pg 91), 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 84).

PSYCHIC POWERS

All **PSYKERS** know the *Smite* psychic power (pg 84). 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.

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 88). 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 88).

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 74). 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 87).

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 unit is within 3" of any other friendly **VEHICLE** or **MONSTER** unit, or while it is within 3" of any other friendly units that have 3 or more models, unless that **CHARACTER** unit is both visible to the firing model and it is the closest enemy unit to the firing model – the maelstrom of battle makes it difficult to pick out such individuals. Ignore other enemy **CHARACTER** models with a Wounds characteristics of 9 or less when determining if the target is the closest enemy unit to the firing model.

- Cannot shoot at an enemy **CHARACTER** with 9 or less wounds while it is within 3" of a friendly unit (**MONSTER**, **VEHICLE** or unit of 3+ models) 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 79) 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 89).

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 74)

and within Engagement Range (pg 74) 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 90).

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 74).

- **Heroic Intervention:** Move up to 3".
- Must end closer to the closest enemy model.

ADVANCED RULES

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 92).

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 74).

- **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 74) 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 87).

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 74).

- **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 75); 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 74, 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 74).
- 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 78).

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, and the same action cannot be started by more than one unit from your army in the same 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 83).
- 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 83).

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 88) or perform a Heroic Intervention (pg 89) 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 89) 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 79) 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 79). 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 89) 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 this terrain feature 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 making the attack 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

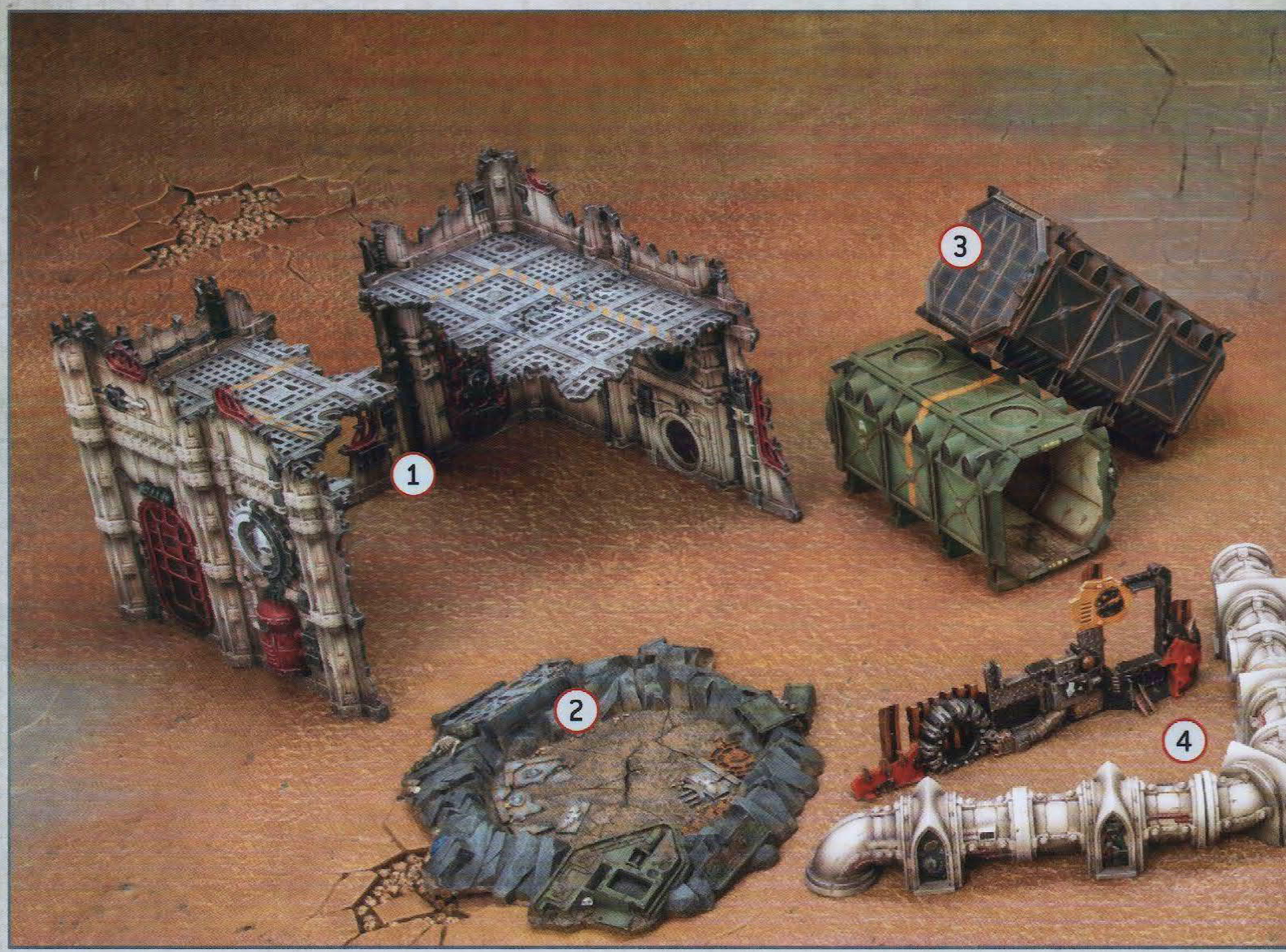
Only **INFANTRY**, **BEASTS** and **SWARM** models, and models that can **FLY**, can be set up or end a move on top of an Obstacles terrain feature with this trait. Only **INFANTRY**, **BEASTS** and **SWARM** models, and models that can Fly, can be set up or end a move on the upper floors of an Area 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 98-99) and terrain traits (pg 100-101) 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

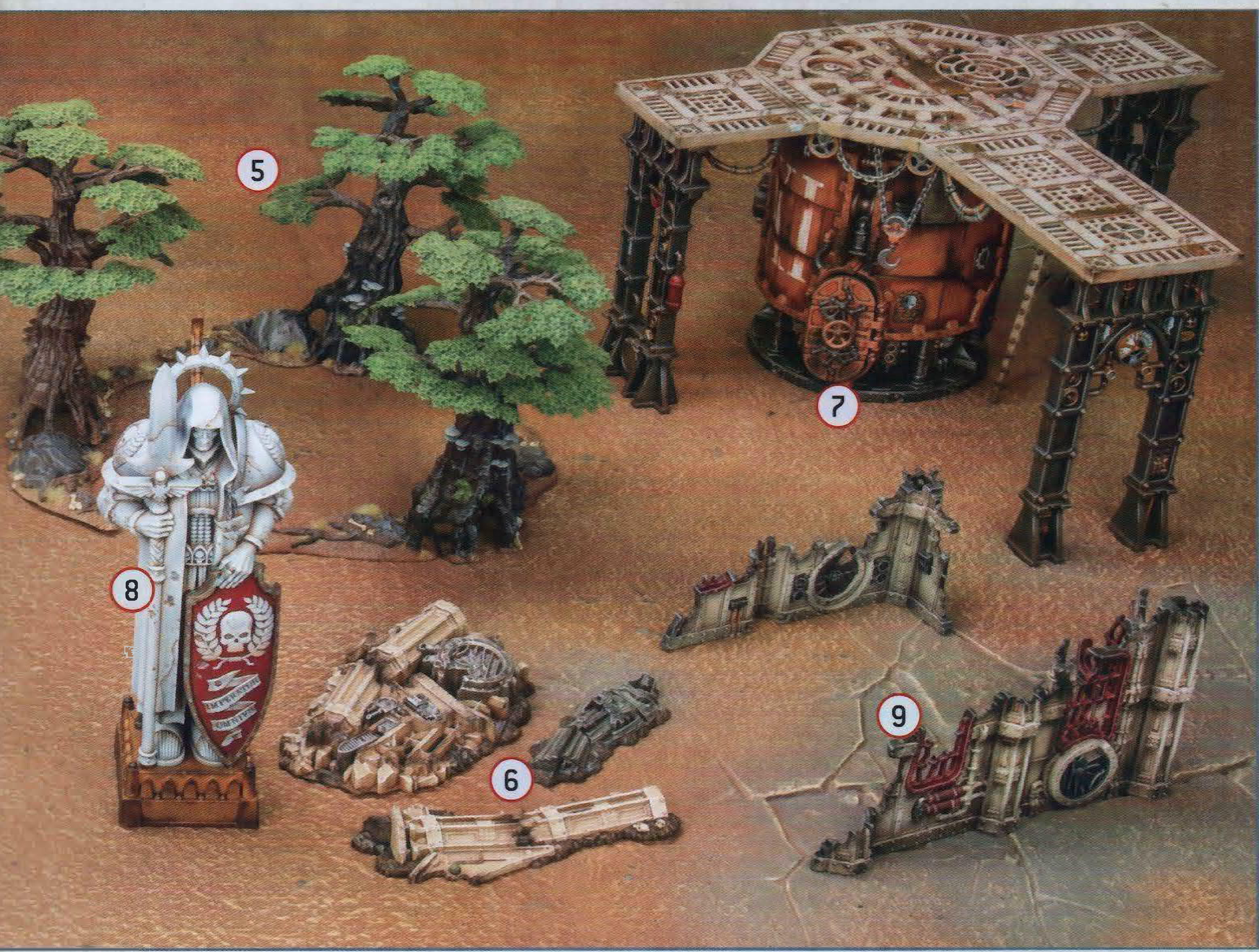
These vast steel containers are built strong to protect the cargo within.

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 101) 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 101).

- 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 83-84 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.

- 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 90-91). 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.

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.

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.

***Page 107 – Rare Rules**

Add the following:

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.

***Page 107 – Rare Rules**

Add the following:

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** model, and they can end a charge move within Engagement Range of it.

- Units that can **FLY** can declare a charge against **AIRCRAFT** models.

***Page 107 – Rare Rules**
Add the following:

Disembarking Large Models

Some models are so large that when they are disembarking from a **TRANSPORT** model it is not possible to set them up wholly within 3", typically because the disembarking model is itself larger than 3" in all dimensions. In these cases, set such a model 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** model because it is too large, set it up within 1" of its **TRANSPORT** model instead.

***Page 107 – Rare Rules**
Add the following:

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.

***Page 107 – Rare Rules**
Add the following:

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 is 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 Reserves 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 being set 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.

***Page 107 – Rare Rules**
Add the following:

Defensive Rules that Apply to Attacks with Specific Characteristics

Some rules only apply against attacks that have a specific characteristic. For example, 'Each time an attack with an Armour Penetration characteristic of -1 is allocated to a model in this unit, that attack has an Armour Penetration characteristic of 0 instead.' Each time you determine if such a rule is triggered, and so applies, always use the modified characteristics of that attack at the Allocate Attack step of the attack sequence. In the example above, that means that if an attack which originally has an Armour Penetration characteristic of 0, but then is modified by another rule before the Allocate Attack step to be -1, then at the Allocate Attack step it would then trigger the ability and be changed back to 0 instead.

- To determine if a defensive rule applies against an attack, use the modified characteristics of that attack at the Allocate Attack step of the attack sequence.

***Page 107, Rare Rules**
Add the following:

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 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.

***Page 107, Rare Rules**

Add the following:

Shooting Whilst Embarked on a Transport

Some rules, such as Open-topped, enable units to shoot and make ranged attacks even while embarked within a **TRANSPORT** model. 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** model when models in that unit make the ranged attacks.

3. If the **TRANSPORT** model 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** model is within Engagement Range of any enemy units, unless the ability that the **TRANSPORT** model 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** model.

6. If the unit was under the effects of a rule when it embarked on the **TRANSPORT** model (such as rules bestowed on it during the Command phase, by a psychic power or 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** model, that same restriction applies to units embarked within it. For example, if the **TRANSPORT** model 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** model is under the effects of a modifier to its ranged attacks (such as a modifier to its hit rolls, wound rolls, etc.) the same modifier applies each time an embarked model makes a ranged attack.

***Page 107 – Rare Rules**

Add the following:

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 76).

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 76).

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 78).

Battle-forged CP bonus: In a player's Command phase, if their army is Battle-forged, they gain 1 Command point (pg 78).

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.

Characteristics

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 88).

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 91).

Combat Attrition test: Dice roll made for a unit in the Morale phase to see how many models flee from that unit (pg 92).

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 91).

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 75).

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 83).

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 73).

Engagement Range: Engagement Range is 1" horizontally and 5" vertically (pg 74).

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 90-91).

Friendly models/friendly units: Two models or units are considered friendly to one another if they are in the same army (pg 73).

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 75).

Heroic Intervention: 3" move that must end with the model closer to the closest enemy model (pg 89).

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 88).

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 88).

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 73).

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 73).

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 73).

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 82).

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 77).

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 92).

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 88).

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 77).

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 104).

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 104).

Out of coherency: Units that are not in unit coherency in the Morale phase are said to be out of coherency (pg 74).

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 89).

Pile-in move: 3" move that must end with the model closer to the closest enemy model (pg 90).

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 83).

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 77).

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 75).

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 80).

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 75).

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 80).

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 84).

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 75).

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 83).

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 81).

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 76-77).

Unit Characteristics

Modifying a unit's characteristic: When a rule modifies a unit's characteristic, it modifies that characteristic for every model in that unit.

Unit's Leadership characteristic: This is the value of the highest Leadership characteristic of any of the models in that unit.

Unit's Save characteristic: If a rule refers to a unit's Save characteristic, it refers to the most common Save characteristic amongst models in that unit. If two different Save characteristics are equally common amongst models in a unit, that unit's controller decides which of those characteristics constitutes that unit's Save characteristic for the purpose of such a rule. When a rule modifies a unit's Save characteristics, it modifies the Save characteristic of every model in that unit.

Unit's type: A unit's type is the name printed on its datasheet.

Unit coherency: The distance within which models in a unit must remain with each other. This is 2" horizontally and 5" vertically. Units must end any kind of move in unit coherency (pg 74).

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 74).

Unit's Engagement Range: A unit's Engagement Range is the area covered by the Engagement Range of all models in that unit (pg 74).

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 74).

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 74).

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 74). 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.