

Warhammer 40,000

2nd Edition



This is a rewrite of the original
Warhammer 40,000 2nd edition rules from 1993.

It is intended to be more concise,
and includes clarifications and amendments from all available FAQs,
but is in essence exactly the same set of rules.

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1.0 Starting The Game

1.1 Deployment Zones

Both players roll a d6, with the highest choosing which deployment zone to use.

The initial deployment zone is 12" from the centre of the table and 12" from the side of the table. This means there will typically be 24" between the two armies, and no models will be within 12" of the short table edges.

1.2 Missions

Unless players agree otherwise, the type of game to be played is determined by using mission cards.

After army selection and table set up, but before deployment each side should select a mission card. How this is done is up to the players- either randomly or deliberately.

1.2.1 Strategy Cards

Strategy cards represent luck and planning, and can be used if both players agree. Before deployment randomly deal out one card per 1000 points or part of 1000 points to each player. They should be kept secret from the opposing player.

Note: The Virus Outbreak! card should be removed from the deck, at the game designer's request!

1.3 Deployment

Forces are set up in order of ascending strategy rating, and if an army has units with differing strategy ratings then they must be deployed separately. *Note that this is not the commander's strategy rating!*

Models may deploy anywhere within their deployment zone, including inside buildings. Units in cover may begin in hiding. Vehicles start the game stationary or at slow speed.

1.3.1 Infiltration

Units with the infiltration rule are deployed after all enemy have been set up. If both sides have infiltrators then both roll a d6 with the lowest deploying first.

Infiltrating troops may be placed anywhere outside of the enemy's deployment zone, so long as they are out of the enemy's line of sight. They may also start the game in hiding.

1.4 Starting The Game

Both players roll a d6 and add their commander's strategy rating, with the highest going first.

Note that this may be different from the army's strategy rating!

1.5 Ending

The game typically lasts 4 turns, but is left for the player's to decide. Victory points are gained for destroying enemy units, with bonus points gained for achieving mission goals. Victory point charts are in the Dark Millennium booklet.



2.0 Units

2.1 Infantry Squad Coherency

Models in the same squad must remain within 2" of other models in the squad, and can't voluntarily break this rule. However, models engaged in hand-to-hand combat are except from this rule. They are temporarily exempt from squad coherency rules. Models which follow up are also permitted to move out of the normal 2" coherency distance.

2.1.1 Dispersed Formation

Models with the dispersed formation rule may extend the coherency distance from 2" to 4".

2.1.2 Broken Squad Coherency

If squad coherency is broken for any reason it must try to restore it in its next movement phase. If it can't then the smaller part of the squad becomes broken, or both parts if they are the same size.

If a squad is split up involuntarily, such as by a psychic power, then treat them as two separate units until freed of the power. Then they must rejoin in their next movement phase or the smaller part will break as above.

A squad which kills all of its opponents in hand-to-hand combat may find itself out of squad coherency. If in its following turn it declares a charge (4.2) it will remain except from the squad coherency rule. However, any part of the unit which fails to get into hand-to-hand will break as detailed above, unless it's the greater part of the unit.

2.2 Vehicle Squadrons

Vehicles worth less than 100 points must be formed into squadrons, and cannot operate individually unless there's only one such vehicle in the army. Different vehicle types may be mixed within squadrons, and the maximum number of squadrons is 1 for every 3 vehicles under 100 points.

The following rules apply to vehicle squadrons:

- a) Units in a vehicle squadron must be deployed together, in terrain normally passable to them.
- b) All vehicles in a squadron must travel at the same speed.
- c) Vehicles in a squadron may select different targets for their weapons, subject to the normal targeting rules. i.e. they act as a squad of infantry.
- d) Vehicle squadrons are immune to psychology and do not need to take break tests.
- e) When fired at, allocate hits across all vehicles in the squadron, like an infantry squad.

2.2.1 Troop Transports & Bike Squads

Vehicles used to transport infantry do not have to be formed into squadrons, but may be if the player wishes. Squads mounted on bikes use the squadron rules, but don't count towards the number of vehicles in the army for the purposes of forming squadrons (see 2.2)

2.2.2 Characters

Vehicles ridden by characters don't count towards the number of vehicles in the army for the purposes of forming squadrons (see 2.2) Likewise, characters on vehicles worth less than 100 points do not have to be formed into squadrons, but may be if the player wishes.

2.3 Support Weapons

Support weapons worth less than 100 points must be formed into batteries, and cannot operate individually unless there's only one such weapon in the army. Different weapon types may be mixed within batteries, and the maximum number of batteries is 1 for every 3 vehicles under 100 points.

The following rules apply to support weapon batteries:

- a) Units in a battery must be deployed together, in any terrain (including terrain normally impassable to them.) If deployed in impassable terrain they may not be moved during the game.
- b) If the battery takes a special action, like hiding or going into overwatch, the whole battery must take the same action.
- c) Weapons in a battery may select different targets for their weapons, subject to the normal targeting rules. i.e. they act as a squad of infantry.
- d) Batteries take break tests with +2 added to their crew's Leadership. A support weapon is considered destroyed if it is wrecked or its entire crew is killed.
- e) If a battery breaks the crew will abandon the weapons if they need to run.
- f) If a battery hides the support weapons can still be targeted, just the crew actually hide.

2.4 Squadron & Battery Coherency

Squadrons and batteries have a coherency distance of 6". If coherency is broken there are no penalties, but any support weapons or vehicles out of coherency at the end of the game count as destroyed.

Support weapon crew must remain within 4" of their weapon at all times unless they flee or their weapon is destroyed. Crews of destroyed weapons may join other support weapons in the same battery.

Spotters for support weapons are not subject to coherency rules.

2.5 Cavalry

Cavalry is defined as troops riding a living creature with one wound. Mount and rider are considered one model, and if the rider is killed the whole model is removed.

Cavalry have the following special rules:

- a) Cavalry use the rider's Leadership, Toughness and Wounds value.
- b) Cavalry use the mount's Movement value.
- c) Cavalry use the rider's Armour value, but with bonus a +1 increase.
- d) The rider's and mount's Attack values are added together in hand-to-hand combat.



3.0 Turn Sequence

Each turn is divided into the following phases. The phases are carried out in the following order:

1. Movement
2. Shooting
3. Hand-to-Hand Combat
4. Psychic
5. Rally



4.0 Movement Phase

Actions during the movement phase are carried out in a strict sequence:

1. Declare charges
2. Compulsory moves
3. Move chargers
4. Remaining moves

During their movement phase models can move up to their Movement rate in inches, in any direction. They may turn to face in any direction, and turning alone does not count as movement. You do not have to move the full amount allowed, or move at all.

Units may not move within 1" of an enemy unit during the movement phase unless they are charging.

4.1 Terrain

Terrain is divided into 4 types:

a) Open terrain is clear ground which is easily traversed, such as brush/scrub, woods, hills and ruins, stairs. Units may cross without any movement penalty.

b) Difficult terrain includes very dense forests, steep slopes, shallow water, bogs/marshes, and ladders. Units cross such ground at ½ of their normal rate.

c) Very Difficult terrain includes almost sheer slopes, tar pits, and deep or fast (but still fordable) flowing water. Units cross such ground at ¼ of their normal rate.

d) Impassable terrain includes cliffs, deep water and high walls, and cannot be crossed at all.

4.1.1 Obstacles

Obstacles are things like fences, walls, hedges and trenches which must be clambered over. If an obstacle is no more than 1" high and/or broad models can cross without penalty.

An obstacle over 1" high but no more than twice the height of the model may be crossed at a cost of half the model's movement. If the model has insufficient movement it must halt in front of it, and not balanced halfway across. It is, however, allowable for a squad to be split over an obstacle so long as coherency is maintained. Obstacles over twice the height of the model may not be crossed.

4.2 Declare Charges and Overwatch

At the start of the move phase the first thing you must do is declare which units are going to charge, and which will be going on overwatch (5.8) Charging is the only way units are allowed to move into hand-to-hand combat.

Units may declare charges against models they cannot see, even hidden ones (4.5.2), except inside buildings (11.4)

4.3 Compulsory Moves

Models which the player has no control over are moved first, such as out of control vehicles. A model may inadvertently move into hand-to-hand combat in this way, which is an exception to the rule (4.1). Models entering combat this way do not receive the charge bonus.

4.4 Move Chargers

Units which declared a charge at the beginning of the turn may now be moved. See section 4.4 for rules on movement. When you charge an enemy first declare which unit is charging, then nominate which unit it wishes to charge (Pre-measuring is not allowed!)

A charging model may double its normal Movement rate, and is slowed by terrain as normal. A charging model may not fire weapons in the shooting phase, even if they fail to make contact with the enemy.

Charging models are moved one by one. A charging model *must charge the nearest enemy model*, regardless of what this is, but you may ignore enemy models already engaged in hand-to-hand combat. Models charging from off the table (Swooping Hawks for example) may charge any model at all.

A charging model may move around hazards or obstacles, but must still charge the enemy model which was closest at the point the charge was declared.

4.5 Remaining Moves

After compulsory moves and chargers have moved you may move the rest of your forces.

4.5.1 Running

Instead of moving normally a model may run, so long as there are no enemy models within 8". If a running unit moves within 8" of an enemy it must halt immediately.

A whole squad must run together or not at all. Running models double their Movement rate but cannot fire ranged weapons or throw grenades in the shooting phase.

4.5.2 Hiding

Models which didn't run or charge may hide at the end of the movement phase. Only regular sized models infantry may hide- vehicles, Terminators, Squat Exo-armour, Wraithguard, or cavalry may not hide. If a model is in a squad then the whole squad

must hide together. Mark hidden units with a counter.

If a hidden unit moves or shoots it is no longer hidden. However, if it remains concealed during its move it can keep its hidden status.

A model can hide when it is in cover or behind an obstacle which could reasonably conceal them, such as a wood, crater, ditch, or trench, or behind the edge of a door or window.

A hidden model cannot be seen and cannot be shot at. However, there are ways of discovering hidden models.

Spotting: If an enemy unit moves within Spotting distance they (and only them) will see the hidden models and be able to shoot normally. Spotting distance is equal to the model's Initiative in inches.

Detecting: Hidden troops which are spotted will have their location communicated to the rest of the enemy forces. Similarly, scanning devices or psychic powers can discover hidden models. When models are detected replace their hidden counter with a detected one.

Once hidden models are detected every model in the enemy force will be aware of their general location, even though they still cannot actually see them. They may only be targeted with area effect weapons such as flamers, or any weapon which uses a blast marker. Roll to hit as normal, but models caught under the blast are only hit on a 4+.



5.0 Shooting

During the shooting phase each model may shoot with one weapon or throw a grenade. Unless the model has a special rule which states otherwise a model can only shoot once.

5.1 Hitting the Target

To determine if a shot hits its target roll a d6. The score needed depends on the firer's Ballistic Skill. A roll equal to or over the score shown below indicates a hit:

BS of	1	2	3	4	5	6	7	8	9	10
shooter										
d6 Score needed	6	5	4	3	2	1	0	-1	-2	-3

A roll of 1 always misses. Sometimes it may be impossible to hit once modifiers have been taken into account, as a 7 or more may be needed. This is fine, so long as a 10 isn't required- shots needing 10+ have no chance of hitting.

The shooter must first roll a 6, and if successful a second roll is made, needing the score shown below to hit:

Roll required	7	8	9	10+
d6 roll needed	4+	5+	6	-

5.1.1 Facing

The direction faced by the model itself indicates the actual facing used in the game. A weapon may only be fired, or a grenade thrown, within a 90° arc to the front of the model. If there is any doubt as to whether a target is within this arc of fire, use a 50/50 dice roll to decide.

5.1.2 Line of Sight

A model must be able to see its target in order to shoot at it, this being called 'line of sight'. Generally speaking, if you can draw an unbroken line between the firing model and the target, then the shot is valid.

You may not shoot from one side of a wood or forest at a model on the other side- woodland always blocks line of sight. However, you may shoot into, out of or through up to 2" of woodland.

Other models also block line of sight, even models on your side.

5.1.3 Cover

Models which are partially obscured from view are said to be in cover. A model doesn't have to be *directly* behind something to claim cover- if the model is obscured then it's in cover.

Cover is classed as either hard or soft. Hard cover is anything solid which offers good protection, such as a wall or vehicle. Shooting at models in hard cover

suffers a -2 penalty to hit.

Soft cover offers lesser protection, such as vegetation. Shooting at models in soft cover suffers a -1 penalty to hit.

Cover is either hard or soft based on the degree of protection afforded by the cover, not the degree to which the model is hidden.

Models in a wood always count as being in soft cover.

Models in craters, trenches or pits, or at windows or doorways always count as being in hard cover from models outside.

Also see section 5.1.6 for taking shots together at targets in cover.

5.1.4 Other Modifiers

Some shots are easier than others. To reflect this the following modifiers apply to your roll to hit (5.1):

-1 Soft cover (5.1.3)

-2 Hard cover (5.1.3)

-1 Fast target. The target moved between 10" and 20" in its previous movement phase.*

-2 Very fast target. The target moved over 20" in its previous movement phase.*

-1 Shooting from a vehicle moving at its fast rate. This applies to all weapons, including those mounted on or carried in the vehicle.

+1 Large Target. Shooting at a large target, such as a tank, building or very large creatures.

-1 Overwatch. Shooting at a model which is either emerging from or entering cover, or which is charging the shooter, whilst the shooter is on overwatch.

* Models on overwatch (5.8) shooting at fast moving targets use the movement rate of the model itself to determine how fast it is moving. Otherwise, models on overwatch use the actual distance moved.

In addition to these, weapons will also often have their own modifiers for short or long range (5.1.5)

5.1.5 Range

The range is the distance from the shooting model to the target model. Weapons have a short range and a long range- the maximum any weapon can shoot is the maximum of its long range. Once the shooter has nominated his target (and not before!) measure the distance between the two. If the distance is within the maximum long range of the weapon then it is in range and the shot can be taken.

5.1.6 Taking Shots Together

To speed up play, when several models have the same 'to hit' roll all their dice can be rolled together. Similarly if the dice rolls needed to damage (7.0) are the same then they can all be rolled at the same time.

In a situation where some models are in cover whilst some are in the open you can simply split up your shots depending who you wish to target- e.g. three shots at the models in cover and two against models in the open. However, this method only works if the targets are all the same, as unscrupulous players may be tempted to 'snipe' at particular models.

A preferable method, and better suited to larger games, is to average out the cover modifiers:

- a) If more of a squad is in the open than in cover ignore the modifiers for cover altogether.
- b) Otherwise if any of the target squad is in the open reduce the cover save modifier by 1.
- c) If the entire squad is in cover but some are in hard whilst some are in soft cover, count the whole squad as being in soft cover.

5.1.7 Shooting into Combat

Any shooting into hand-to-hand combat risks hitting all combatants. Randomly allocate hits to everyone in the combat.

5.1.8 Moving and Firing

Some weapons specify in their profile that the firer may 'move or fire'. If a model with such a weapon moves other than to turn on the spot during the movement phase then he may not fire that weapon during the shooting phase. This applies to models on foot as well as cavalry (2.5), but not to models riding in or on a vehicle, or to weapons mounted on a vehicle.

5.2 Choosing a Target

Without measuring, the player declares that a squad or model is shooting and nominates a target. If any weapons are out of range they miss automatically.

Members of a squad, squadron or battery must generally all fire at the same target. However, individual models within it armed with special or heavy weapons may fire at a different target.

The firing unit **must shoot at the nearest enemy unit**, with the following exceptions:

- a) A unit may ignore vehicles in favour of other targets, or other targets in favour of vehicles. i.e. you can shoot at the nearest vehicle or the closest target which isn't a vehicle.

Likewise a unit may ignore monstrous creatures in favour of other targets, or other targets in favour of monstrous creatures. i.e. you can shoot at the nearest monstrous or the closest target which isn't a monstrous creature.

- b) A unit may choose to shoot at a building.

- c) A unit may choose to shoot at a specific game or mission objective. For example, if you had the Witch Hunt mission you can always shoot at the enemy psyker- irrespective of the choosing a target rules.

- d) Enemy units in hand-to-hand combat may be ignored.

- e) Enemy units with broken morale may be ignored.

- f) Targets in cover may be ignored in favour of targets in the open.

- g) Small targets (such as Ripper Swarms or Nurglings) can always be ignored in favour of other targets unless they are within 6" of the firing models.

5.2.1 Characters

Heroes and other special characters may fire at any target they wish unless they are armed with a heavy weapon, in which case they are subject to the normal rules.

If a character is within coherency distance of an allied unit he may not be picked out as a target (including by enemy characters). If a unit containing a character is hit, randomly determine if he's hit. If a character model is more than 2" away from a squad then he may only be picked out as a target if he is the closest target.

5.2.2 Unusual Weaponry

Multiple hits from sustained fire weapons must all be applied to the same target unit. Also note that hits sustained fire weapons cannot be applied to models that would have been harder to hit than the first model hit. i.e. if you want to hit those models in a squad that are in cover, the initial roll to hit (5.1) must include the cover modifiers.

A template or blast marker must be placed so that most of the models hit are in the target unit. Catching other units in the blast is OK, so long as the target unit takes the majority of hits.

5.2.3 Splitting Fire

A squad may split its fire between different targets, usually because some models can't see what the rest of the unit is shooting at or they are actually closer to a different enemy unit. This is fine, so long as the normal targeting rules are otherwise adhered to. In fact it is permissible to deliberately split up a squad's shots by turning the models to face in different directions- remember each model has its own arc of fire (5.1.1). What isn't permissible is turning a model so that its arc of fire just happens to single out a character with pinpoint accuracy...

5.3 Blasts

When using a weapon which has a blast nominate a target and roll to hit as normal. If the target is out of range then the shot misses automatically, and will not land or cause damage.

If the shot hits, place a blast marker of the appropriate size directly over the target model. Any model whose base is completely under the marker is hit, whilst models whose bases are partially under the marker are hit on a 4+.

If the shot misses roll for scatter (5.3.1)

5.3.1 Scatter

Any shot that uses a blast marker must roll for scatter if it misses, to see where the shot lands. No shot will ever scatter by more than half the range between the shooter and target, though a shot may scatter beyond the normal fire arc.

To make a scatter roll take the artillery dice and the scatter dice and roll them together. If you roll a number on the artillery dice move the blast marker that many inches in the direction indicated by the scatter dice. (Notice there is a small arrow above the 'hit')

If you roll a 'misfire' then a fault has occurred. If the misfire is accompanied by an arrow on the scatter dice then the shot is a dud and nothing happens. If accompanied by a 'hit' on the scatter dice the weapon has malfunctioned catastrophically. Place the blast marker over the firing model and calculate damage as normal (7.0). If the model survives the weapon is destroyed.

5.4 Grenades

A model may throw a grenade instead of shooting- this is treated as a normal shooting attack, rolling to hit etc.

If a grenade misses roll for scatter (5.3.1), but halve the number on the scatter dice. Whereas normal shots don't scatter more than half the range between the shooter and firer, grenades ignore this rule.

A grenade may be thrown a distance equal to double the thrower's strength, plus 2". The maximum range is 12".

5.5 Targeting the Ground

Instead of targeting another model it may be advantageous to target a point on the ground. To do this nominate a target point and roll a die. To hit the exact spot requires a roll of a 6, unless a 7+ would normally be required- see (5.1). If the shot misses roll for scatter as normal (5.3.1). In this case only a 'hit' and 'misfire' indicates a dud, and will not destroy the weapon.

5.6 Template Weapons

These weapons use the tear-drop shaped template. No roll to hit is required to use template weapons

(so no modifiers to hit apply at all). Simply place the template so that the pointy end is touching the firing model's base and the rounded end is covering the target. Any models completely covered are hit automatically, whilst any models partially covered are hit on a 4+.

5.7 Sustained Fire

Weapons with very high rates of fire fire in a slightly different way to normal weapons. Roll to hit as normal (5.1). If you hit, roll the number of special 'sustained fire' dice indicated in the weapon's description to see how many hits are scored. You may roll less than the number of dice indicated, but not more. The hits must all be allocated to models in the same squad.

If any 'jam' results are rolled on the dice the weapon has malfunctioned. Place one jam counter per jam result next to the model to remind you. To repair a weapon the model must miss its next shooting phase while it clears the jam, and at the end of the shooting remove one jam counter- only one jam can be cleared each turn. If a model is on overwatch, has broken morale or in hand-to-hand combat it cannot clear jams, but if it's running or hiding it still can

5.8 Overwatch

Models may go on overwatch to shoot during their enemy's turn. To do this a player must declare which of his force are going onto overwatch the start of his turn along with declaring chargers (4.2). Only whole squads may go onto overwatch, it is not permissible for some models in a squad to go onto overwatch whilst some move or shoot.

5.8.1 Going on Overwatch

Any unit, including vehicles and characters may go on overwatch. Place an overwatch counter next to the unit to remind you.

Models other than vehicles on overwatch may do nothing else during their turn, neither moving or shooting. Vehicles which have separate gunners for their weapons may go on overwatch even if the vehicle moves, though transported troops may not. The vehicle still may not shoot in the shooting phase.

Models which have been knocked over (by a shotgun, for example) may not go on overwatch.

5.8.2 Firing on Overwatch

A model on overwatch may shoot, but not throw grenades, at any point during the opposing player's turn. All the normal choosing a target rules apply (5.2).

A model capable of firing more than one weapon must fire all of them when overwatch shots are taken, though not necessarily at the same targets.

Unless armed with a move or fire weapon models on overwatch can turn to face an enemy. This is always optional though, and troops don't *have* to turn to fire. This also applies to vehicle turrets.

Overwatch shots may not target enemy units teleporting directly into hand-to-hand, or charging from flying high. Warp Spiders teleporting into hand-to-hand are the only exception to this rule, and may be targeted.

5.8.3 Losing Overwatch

Unused overwatch counters are removed at the start of the player's own turn, though a model may go straight back onto overwatch if desired.

Troops shot at (but not necessarily hit!) whilst on overwatch must immediately pass a leadership test or lose their overwatch counter.

Troops charged and engaged in hand-to-hand combat whilst on overwatch may target their attackers, but as soon as they are engaged they lose overwatch.

5.9 Twin Linked Weapons

When firing linked weapons roll only one dice to hit, applying all the usual modifiers. If a hit is scored then both weapons hit, so roll twice to wound and roll two armour saves if required. If the linked weapons have a sustained fire capability (5.7) roll once to hit, then roll the sustained fire dice for both weapons together. Jams rolled will affect both weapons.



6.0 Hand-to-hand Combat

Opposing models fight in the hand-to-hand combat phase if their bases are touching. All models engaged can fight- it doesn't matter whose turn it is.

Only pistols, natural weapons (fists/claws etc.) and close combat weapons may be used in hand-to-hand combat. Models have a full 360° fighting arc, so can fight enemies all around them

6.1 Procedure

The procedure for single, one-on-one combat is as follows. Combat involving multiple opponents is slightly different and is given later (6.2).

- 1) Throw Attack Dice
- 2) Work Out Combat Score
- 3) Determine Winner
- 4) Number of Hits
- 5) Work Out Damage

6.1.1 Throw Attack Dice

Both players roll a number of d6's equal to their model's Attack characteristic. If the model has a permissible weapon in each hand (6.0) it rolls one additional dice.

6.1.2 Work Out Combat Score

Each player picks his single highest scoring dice and adds the model's Weapon Skill. He then adds or subtracts any of the following modifiers:

+1 Fumble

For every 1 your opponent rolls you automatically add +1 to your score.

+1 Critical

For every 6 you roll *after the first* adds +1 to your score.

+1 Charging

If the model charged (4.4) this turn add +1 to your score.

+1 Higher up

If the model is higher up, such as on a stair or piece of terrain add +1 to your score.

-1 Encumbered

If the mode is carrying a heavy weapon or similar piece of equipment, subtract -1 from your score.

-1 Obstacle

If you charge an enemy behind an obstacle (4.1.1) subtract -1 from your score, but only in the turn in which you charge.

If a model is armed with one or two weapons which have the parry ability then you *may* force your opponent to re-roll his highest attack dice. Re-rolled dice can still cause fumbles or critical hits, and if the enemy rolled several dice he can always use the next highest. Of course, the re-rolled dice may actually be higher than the original.

If both combatants have parries then they cancel each other out, one for one.

6.1.3 Determine Winner

The model with the highest total combat score after working out all modifiers, parries etc. is the winner.

6.1.4 Number of Hits

The winner subtracts the loser's combat score, with the result being the number of hits struck against the opposing model. In other words, the difference between the two scores is the number of times the winner has hit the loser.

6.1.5 Work Out Damage

Damage is worked out as normal, see 7.0 for full details. All hits in close combat are resolved using the strength and saving throw modifier of either the weapon being used or the model itself, whichever is better.

Models which are incapacitated for any reason (e.g. they have been hit by a graviton gun or similar) and are engaged in hand-to-hand, they are killed automatically. No rolls to wound are necessary, and saving throws are not allowed.

6.2 Multiple Combats

A multiple combat is where two or more models are fighting against a single model. To resolve the combat use the procedure for single combat (6.1) as normal.

First of all, the player whose models outnumber the lone warrior may choose which of his models fights first. The models still fight one-on-one, but if the outnumbered model survives it must then fight the second opponent, and so on.

To simulate the effects of being outnumbered, the second model to attack a single opponent rolls an extra attack dice and adds +1 to his combat score. Each further opponent adds +1 to his combat score and rolls an additional dice, so for example the third opponent would roll two extra dice and adds +2 to his combat score.

6.3 Follow Up

If all of a model's opponents are killed during the hand-to-hand combat phase it may make a special follow up move, regardless of whose turn it is. In a multiple combat (6.2) only the model which actually dealt the killing blow gets to follow up.

A follow up move is up to 2", and can be in any direction. No movement penalty is imposed for obstacles (4.1), but all other terrain penalties apply as normal. A model can still move as normal in the movement phase, provided it isn't in base to base contact with an enemy.

If a model uses its follow up move to move into base contact with an enemy the combat is worked out in the next hand-to-hand combat phase, and the model doesn't count as charging. Leave the models as they are until then. Remember that squad coherency rules don't apply to models in combat, including using their 2" follow up move to engage another enemy.

6.4 Disengaging from Combat

A squad or model may choose or be forced to break away from combat instead of fighting. Large models (typically anything on a 40mm base or larger, or which counts as two models for transportation purposes) can simply push past their opponents and leave combat without penalty. Normal sized models must fight their way out. In this case work out the combat as normal except that the model attempting to disengage counts his weapon skill as 0. It may roll attack dice as normal, but may not parry. If the model survives then it breaks away and moves 2d6" directly away from its opponent.

The retreating model(s) and the squad it's part of are automatically broken, unless the disengagement was involuntary (such as by a psychic power). Even normally unbreakable troops are broken.



7.0 Damage

Once you've established that you've hit your target, either through shooting, hand-to-hand or other means, you must work out whether you have caused sufficient damage to put the enemy out of action.

To do this compare the strength of the weapon or model dealing the damage to the toughness of the target. The following table shows the minimum roll required on a d6 to cause damage. Roll a d6 for each hit caused.

		TARGET'S TOUGHNESS									
		1	2	3	4	5	6	7	8	9	10
S T R E N G T H	1	4	5	6	6	-	-	-	-	-	-
	2	3	4	5	6	6	-	-	-	-	-
	3	2	3	4	5	6	6	-	-	-	-
	4	2	2	3	4	5	6	6	-	-	-
	5	2	2	2	3	4	5	6	6	-	-
	6	2	2	2	2	3	4	5	6	6	-
	7	2	2	2	2	2	3	4	5	6	6
	8	2	2	2	2	2	2	3	4	5	6
	9	2	2	2	2	2	2	2	3	4	5
	10	2	2	2	2	2	2	2	2	3	4

If the roll is successful, check how many wounds the weapon causes. In most cases this will be 1, but some weapons may cause more (such as a Meltagun, which caused 1d6 wounds).

7.0.1 Falling

Falling damage is calculated as follows. The strength of the hit is equal to the number of full inches fell. Falls of 0" to 3" cause 1 wound, falls over 3" cause 1d6 wounds, and falls of 12" or more cause automatic death. Saving throw modifiers are as described below (7.1)

7.1 Saving Throws

If a model taking damage is wearing armour he may attempt to see if the armour negates it. This is called the saving throw, and is taken before applying damage to a model. If successful all damage is ignored.

To make a save, roll a d6. The score needs to be equal to or higher than the armour's rating, which is found in either the wargear book or army codex.

7.2 Save Modifiers

Some weapons are better at penetrating armour than others, and often have a 'save modifier'. This modifier is applied to the target's save reducing its effectiveness. For example, a model wearing power armour (3+) is wounded by a weapon with a -2 save modifier. The model's save is now 5+.

Sometimes a saving throw modifier is unknown. In this case use the following modifier, based on the strength of the model or psychic power:

Attack Strength	Save Modifier
3 or less	0
4	-1
5	-2
6	-3
7	-4
8	-5
9 or more	-6

Some models have an energy field instead of/in addition to normal armour. These work in the same way as armour, giving the model a saving throw, but are not modified at all. It may be taken in addition to a normal armour save,

7.3 Removing Casualties

Once a model is reduced to 0 wounds it is dead, and is removed from play.

When casualties are applied to a squad the ones nearest to the firer are removed first. If this is unclear, randomise casualties among the potential casualties. No model will be 'killed' more than once unless he is the last member of the squad, i.e. all potential casualties must take a hit before doubling up.



8.0 Psychology

All psychology tests are taken by rolling 2d6 and comparing the result with the unit's leadership value. If the result is less than or equal to the leadership value the test is passed, otherwise it is failed.

In the case of cavalry (2.5) it is the rider's leadership value used.

8.1 Breaking and Rallying

A squad must take a break test if it loses 25% or more of its current numbers during a single turn. The test is taken as soon as the squad suffers enough casualties to warrant it, interrupting their opponents turn if necessary. Usually only one test is ever taken per turn, so even if subsequent casualties would normally require a test this is ignored. However, some psychic powers may force a squad to take a test even if it has already taken one in the same turn.

If the leadership test is failed the squad is broken-mark it with a counter to remind you. Broken troops may not do *anything* except move as described below.

If the unit is in cover it will remain where it is, and hide (4.5.2) in its next movement phase. If the unit is not in cover it will immediately flee 2d6" towards the nearest cover, but away from any enemy models. If it was engaged in hand-to-hand combat the enemy it will have to disengage (6.4).

If a squad in a building is broken each model will flee towards the nearest exit. If this results in the squad splitting up they will try to regain coherency once outside.

Broken troops still in the open at the beginning of their next movement phase will flee another 2d6" towards cover. If attacked in hand-to-hand combat, or if a model which causes fear (8.2) or terror (8.3) moves within 8" it will flee another 2d6".

Fleeing troops ignore terrain penalties (4.1) but may not enter impassable terrain.

During the rally phase broken units may attempt to rally, provided that:

- It is in or behind cover.
- It didn't flee (move 2d6") during the same turn.
- The closest friendly model(s) aren't also broken.
- It has over 25% of its starting numbers remaining.

To rally, the broken unit must pass a leadership test.

8.1.1 Insane Bravery

If a unit attempting to rally rolls a double 1 for its leadership test it may immediately take an extra turn. It may move, fire, go on overwatch etc. It may

charge, but combat will be worked out next turn. It may not, however, use psychic powers.

8.1.2 Craven Cowardice

If a unit attempting to rally rolls a double 6 for its leadership test its morale crumbles completely. Remove the whole unit from play as if it were a casualty.

8.2 Fear

Some units cause fear. This will be noted in the army list entry for the model. A unit must take a fear test in the following situations:

a) If it is charged by an enemy that it fears, and can see. If successful then it can fight as normal. If it fails then it will break (8.1) automatically if outnumbered. If it's not outnumbered then it can still fight but halves its weapon skill (rounding up) in the first turn of combat and may not fire overwatch shots at the charging enemy. This test is taken once the charge is declared, provided the chargers are in range.

b) If it wishes to charge an enemy that it fears, a unit must take a fear test. If it fails it may not charge or move, but may still fire normally.

c) If hit by a weapon that it fears, a unit must take an immediate break test regardless of casualties caused.

A squad outnumbered by an enemy that it fears in hand-to-hand combat must take a break test at the end of each hand-to-hand combat phase, regardless of casualties sustained.

8.3 Terror

Units only have to take terror tests once in the game. Pass or fail, once it has faced the terrifying enemy it needn't test again. However units which cause terror also cause fear automatically, and fear liabilities apply all game. Units don't have to take both fear and terror tests at the same time, as terror takes priority. So in the first encounter apply a terror test, and any subsequent encounters with the same foe will merely cause fear.

A unit must take a terror test if charged by or wishes to charge an enemy which causes terror, or if at the start of its turn there's a terror-causing enemy within 8".

A unit which fails a terror test will break immediately (8.1), and must flee 2d6" directly away from the terror-causing model(s) regardless of whether they are in cover or not.

8.3.1 Fear and Terror Liabilities

A creature that causes fear is not affected by an enemy that causes fear. Faced with an enemy that causes terror, a fear-causing unit only suffers fear, not terror.

A unit that causes terror is not affected by fear or terror.

A normal unit containing a fearsome or terrifying model will only force a test if that model itself takes part in the combat.

Similarly, if a unit wishes to charge a normal unit containing a fearsome or terrifying model, you will only need to test if that model itself takes part in the combat. If the chargers can charge without contacting the fearsome or terrifying model they don't need to test.

8.4 Stupidity

Stupid units must test to overcome their stupidity at the start of each of their turns. Make one test for each squad of stupid models, or for individual stupid models. If they fail the following rules apply until the start of their next turn, when they must test again.

a) If in hand-to-hand combat roll a d6 for each stupid model that's actually in combat:

- On a 1-3 it forgets what it's doing- it may not roll any attack dice or parry, but still counts its weapon skill.

- On a 4+ it fights as normal.

b) If not in hand-to-hand combat roll a d6 for the whole unit:

- On a 1-3 move each stupid creature their normal movement value in inches in a random direction. (This counts as a compulsory move- see 4.3) Any enemy models encountered are automatically engaged in hand-to-hand combat. It does not count as charging, and fights as detailed above.

- On a 4+ they will stand around looking confused, and may do nothing at all this turn.

c) Models cannot shoot or use psychic powers whilst suffering from stupidity.

Models suffering from stupidity ignore all other psychology, such as fear, terror etc, but have to take break tests as normal. Units already broken are not liable for stupidity tests until they have rallied.

If a stupid creature is being used as a mount, use the rider's leadership value when taking stupidity tests. The rider may fight normally if required, but doesn't add the mount's attacks to his own if the test was failed.

8.5 Frenzy

Units subject to frenzy will automatically succumb to

frenzy if there is an enemy unit within charge range at the start of their turn, and remain in that state until broken or there are no enemy units within charge range.

If you wish to control units subject to frenzy then make a leadership test for them at the start of their turn. If successful then they will act as normal. If unsuccessful, or you don't wish to control them, they will automatically enter a frenzied state. The following rules then apply to them:

a) They *must* charge the enemy if they are within charge range.

b) Frenzied units double their attack value (before adding any bonus attacks!)

c) Frenzied units may not parry (6.1.2)

d) They *must* use their 2" follow up move, if they get one, to engage another enemy in hand-to-hand combat. If this is not possible they must move closer to the enemy. They may not use the follow up move to get into cover.

e) While frenzied, units are not subject to any other psychology rules, except for break tests.

If broken in hand-to-hand combat whilst frenzied, their frenzy is automatically ended, and they flee like ordinary troops. If they rally they may still act normally, but are not subject to frenzy again.

8.6 Hatred

Troops who hate their enemy take any break tests with a leadership of 10.

Troops fighting hand-to-hand with a hated enemy may re-roll any attack dice during the first turn of combat. In addition, they *must* use their 2" follow up move, if they get one, to engage another hated enemy in hand-to-hand combat. If this is not possible they must at least move closer to the enemy.

8.7 Commanders

Any squad with models within 12" of the commander may use his leadership value. However, if the commander is killed any squad with models within 12" must take an immediate break test, *even if they have already taken one this turn!*

8.8 Battle Standards

Any squad with models within 12" of the standard may retake a failed break test once per turn.



9.0 Psionics

Psychic powers are represented by cards, each detailing one power. The price for these powers is included in the price of the psyker model.

9.1 Choosing Powers

A Psyker receives a number of powers equal to his mastery level.

Each Psyker has one main discipline, called his **primary discipline**, from which he must choose at least one power. Some Psykers have access to other disciplines, called **tertiary disciplines**, which he may choose powers from if he wishes.

Psyker Type	Primary	Tertiary
Space Marine Librarians	Librarian	Inquisition Adeptus
Inquisitors & Grey Knights	Inquisition	Librarian Adeptus
Adeptus Psykers	Adeptus	None
Squat Ancestor Lords	Squat	Adeptus
Ork Wierdboyz	Ork	None
Eldar Warlocks & Farseers	Eldar	None
Chaos Magus	Chaos	Adeptus
Daemons	Chaos	None
Tyranids (Tyrant/ Patriarch)	Tyranid	None
Genestealer Magus	Tyranid	Adeptus

9.1.1 Dealing Powers

Powers are dealt before either army is deployed. Each psyker is randomly dealt a number of psychic cards equal to his mastery level. If any of these cards are unwanted they may be replaced by randomly drawn replacements, but these replacements must be kept.

9.1.2 Dealing Priority

Deal all primary discipline cards first, starting with the psyker with the highest mastery level, then deal tertiary powers in the same way. If two or more psykers have the same mastery level roll a d6, with the highest going first.

It is acceptable to combine more than one set of psychic power cards if playing very large games.

9.2 The Psychic Phase

The Psychic phase is carried out in the following way; First determine the Warp Flux, then deal Warp Cards, and finally use psychic powers.

9.2.1 Warp Flux

At the start of each player's Psychic phase work out how strong the Warp Flux is. The Warp Flux is the amount of psychic power available each turn. This is typically determined by rolling 2d6, but more dice

may be rolled if the players wish. However, you never roll more dice than there are Psykers on the table, excluding dead or broken models, or ones which cannot use their powers for any reason.

9.2.2 Dealing Warp Cards

Once you've determined the Warp Flux, deal that number of Warp Cards out between the players starting with the player whose turn it is. If one side has no psykers it still receives warp cards, but **only** Nullify and Daemonic Attack cards can be used. If all the cards are used up, shuffle the deck and start again.

Warp cards are of the following type:

Force

Force cards are needed to make psychic powers work.

Nullify

A Nullify card can be played as soon as any psyker uses a power in order to stop it working, and only works to stop powers. The defending player's highest level psyker rolls a d6- on a 4+ the power is cancelled, and the Warp cards are wasted. If the nullify attempt fails then the defending player may try again if he has a second psyker and another Nullify card.

Psykers receive a +1 bonus if trying to nullify a power used by a lower level psyker, and a -1 penalty if attempting to nullify a power used by a higher level psyker.

A Nullify card may be played instead of a power to cancel a power already in play. It is used in exactly the same way, but only one attempt can be made per psychic phase.

Unused Nullify cards are discarded at the end of the Psychic phase.

Destroy Power

If a power is used against one of your psykers of a model within 6" of one of your psykers, this card can be played immediately. The power is automatically cancelled.

In addition, both players roll 1d6, adding +1 for each Force card they wish to spend. If your score is higher the power is permanently removed from your opponent's hand.

This card may be kept until you decide to use it.

Energy Drain

This card may be used instead of using a psychic power card, and ends the Psychic phase immediately. **All** Warp cards held by the players are discarded, including ones stored in force weapons, and all powers currently in play are nullified.

Reflection

If a power is used against one of your psykers of a model within 6" of one of your psykers, this card can be played immediately. The power is automatically reflected 4d6" straight back toward the psyker who used it, ignoring intervening terrain, affecting the first eligible target in its path. It may be used on psychic templates when they come within range.

This card may be kept until you decide to use it.

Daemonic Attack

You may play this card when an enemy psyker uses a psychic power. The power is automatically nullified (unless the Ultimate Force card was used). The enemy psyker must then roll a d6, adding his mastery level and deducting the number of Force cards he was using to play the power:

- 1 – 3 The psyker is dragged into the warp and killed
- 4 – 6 The psyker fights off the Daemon and survives

In squads with psychic powers (9.4) only one model is affected. Grey Knights and Ork Weirdboyz are only affected by the Daemonic Attack card if you first roll a 6 on a d6.

Psychic Duel

This card may be used instead of using a psychic power card. Pick one enemy psyker to be the target of the duel. Both players roll a d6 and add their psyker's mastery level. The player with the highest total wins, and one randomly chosen power is removed from the loser's hand. Draws have no effect.

Ultimate Force

This card is used as a Force card, and counts as three. Any power cast with it cannot be Nullified, Reflected or Destroyed on the turn it is cast.

9.2.3 Using Powers

Start with the player whose turn it is. He nominates one of his Psyker models, and chooses one of that model's powers to use. Each power requires a number of Force cards to work. The player puts down that many warp cards, face up, so his opponent can see that he has enough force to employ the power. The used warp cards are then discarded, and the power takes effect.

Play then passes to the other player, and so on until all the warp cards are either used, stored in force weapons, or retained. If any warp cards cannot be used they are discarded.

Each psychic power can be attempted once per psychic phase.

9.3 Psychic Power Effects

The effects of each power is given on each psychic power card.

9.3.1 Range

A power's range is measured from the base of the psyker to the base of either the target model or the base of any model in a target squad.

If a power uses a template then the centre of the template must be within the maximum range.

9.3.2 Line of Sight

Psykers have a 360° field of fire. Unless a power states that it follows a path (see below) then no line of sight is required.

Some powers state that they "strike the first model in its path". These powers shoot in a straight line, and must have a clear line of sight. They may be aimed at any target, even characters (5.2.1), but are stopped by terrain or models.

Some powers state that you "draw a straight line". They will affect everything on along that line, and it is not blocked by terrain or other models. The width of the line is ½".

Some powers enable the psyker to place a template. These attacks do not need a line of sight are not blocked by intervening terrain. The template can be freely placed, and need not be centred on a model.

9.3.3 Duration

A power is either instantaneous or it will remain in play.

A power which remains in play applies any ongoing effects after the Warp Cards have been dealt but before any new powers are cast. It will remain in play until nullified or the psyker chooses to end it by taking it back into his hand instead of casting a power.

While a power remains in play it cannot be used again, and a power which is ended by the psyker who cast it cannot be cast again until the next turn.

A power which states that it remains in play until the beginning of the next psychic phase ends automatically, and may be played again in that psychic phase.

9.3.4 Choosing a Target

Psychic powers do not use the Choosing a Target rules (5.2), and psykers are free to target whatever they choose.

Some powers state that they affect a single model. This may be any model in range, even specific models within a squad. Any vehicle location counts as a single model.

Some powers state that they affect a squad. A squad, in this case, consists of:

1. A squad of troops.
2. A character or large creature on its own.
3. A group of characters or large creatures moving together as a squad.
4. Individual support weapons with crew.
5. Vehicles including passengers and crew.

Any damaging hits on squads will be randomised between members of the squad.

9.3.5 Powers and vehicles

Psychic powers will only affect vehicles if they inflict hits with a strength value, or if the power specifically gives rules for how it affects vehicles. Otherwise psychic powers cannot affect vehicles.

Psychic attacks need to penetrate armour as normal. If no armour penetration is given, work it out in the same way as for close combat with vehicles (XXXX)

Templates which hit a vehicle will hit each location covered or partially covered on a 4+.



10.0 Vehicles

All vehicles have a **datafax**, a card which contains all the details you need to use the vehicle.

With the exception of vehicles bought as upgrades for a character, such as bikes, the points cost includes the crew. The crew are allowed to board or leave the vehicle in the same way as other models (10.1.3), but must remain within 6" of it unless it has been destroyed. In this case they form their own unit. Vehicle crew are immune to psychology (8.0) unless they have left their vehicle.

Each crew member is able to occupy any position in the vehicle, and so can take over if another crew member is killed. It takes a whole turn to swap positions in this way. Adeptus Mechanicus Engineers, Techmarines, Squat Engineer Guildmasters and Ork Mekaniaks can also take over a position in this way.

10.1 Movement

Vehicles are moved at the same time as other models. They start the game either stationary or travelling at slow speed (10.1.1)

10.1.1 Moving and Turning

Most vehicles have three different movement rates; **fast**, **combat** and **slow**, which are shown on the vehicle's datafax. A vehicle may accelerate or decelerate by one speed rate per turn, or remain within its current rate.

A vehicle travelling at fast speed may make one turn of up to 45° at any point during its move.

A vehicle travelling at combat speed may up to two turns of up to 45° at any point during its move. They may be combined if required.

A vehicle travelling at slow speed may any number of turns, at any degree.

Bikes can accelerate up to two speed bands (10.1.1) per turn, and decelerate one speed band. They are subject to the usual turning restrictions, and can make additional **Skid Turns**. A bike may attempt to make an unlimited number of additional turns of up to 45°, rolling on the following chart to determine success. Check the bike's speed rating and roll a d6.

Bike Speed		Result
Combat	Fast	
-	1	The bike crashes and is destroyed together with its rider. The wreck travels straight forward for the remainder of its maximum fast move then explodes, 1" blast S4.
1	2	Success, but no weapons can be fired from the bike this turn
2-3	3-4	Success, but the rider may not shoot this turn. Passengers may still shoot as normal.
4+	5+	Success

Walkers have a Movement stat like normal troops, and can double this if they wish to run or charge. Walkers must move straight ahead, but can turn by up to 90° at the start and end of their movement. Any other turns cost 1" of movement for each turn up to 90°.

10.1.2 Motive Types

There are 5 motive types, each of which works slightly differently.

Terrain	Tracks	Wheels	Bikes	Walker	Skimmer
Difficult	Yes	Slow	Slow	Yes	Yes
Very Difficult	Yes	Slow	Slow	Yes	Yes
Woods	½ Slow	No	Slow	Yes	Yes
Obstacle	Slow	No	No	Yes	Yes
Shallow Water	Yes	Slow	Slow	Yes	Yes
Deep Water		No	No	½ move	Yes

Tracked vehicles entering a bog will become stuck on a d6 roll of a 6. Walkers may enter buildings if they can physically fit.

Skimmers can move over any obstacle without penalty, and end its move above any terrain feature. Skimmers can land if travelling at slow speed, but will crash if going any faster. In subsequent turns they may take off again, travelling at slow speed. They may remain stationary without landing by hovering, and must either land or hover for troops to mount or dismount.

10.1.3 Boarding and Leaving

If a vehicle can transport troops it will be indicated on the datafax. Large models, such as Terminators, take up two spaces. Any number of models may board **or** leave during a turn. Unit coherency applies as usual (2.1).

Models leaving a vehicle can leap out at any point during the vehicle's move, interrupting it if necessary. The models are placed touching the sides or rear of the vehicle, and may make a normal move immediately (but may not charge!)

Models may board a vehicle which was either stationary or moving slow in its previous turn if they are within 2" of its side or rear at the end of their normal move. The vehicle can then move.

If a vehicle moves up to and including 10", then models can board or leave without risk. If it moves over 10" then each model takes an automatic hit, detailed below, causing 1 wound.

Move Rate	11	12	13	14	15	16	17	18	19	20+
Hit Strength	1	2	3	4	5	6	7	8	9	10
Save Mod.	0	0	0	-1	-1	-2	-2	-3	-3	-4

Troops in a vehicle wishing to charge may do so, but must disembark before the vehicle moves.

10.1.4 Out of Control

Only vehicles which moved in its previous turn can go out of control. This is a compulsory move (4.3).

An out of control vehicle moves 3d6". To determine which direction, roll a d6:

- 1-2 = 45° Left
- 3-4 = Straight ahead
- 5-6 = 45° Right

Skimmers use these same rules, and in addition you must then roll on the following chart:

- 1 = Skimmer crashes into the ground
- 2-5 = Stays at same altitude
- 6 = Skimmer stalls and crashes, 2d6" away in a random direction.

The vehicle's datafax, or other cause of the vehicle going out of control, will specify how long it lasts.

10.1.5 Collisions and Ramming

If a vehicle moving *over* 10" hits another vehicle, a building or terrain that it cannot cross, or troop models then this will result in a collision. Vehicles *other than walkers or skimmers* may do this deliberately, or any vehicle may do this if it is out of control (10.1.4).

Collisions are worked out using the vehicle's **ram value**, which is found on its datafax.

Vehicles colliding with other vehicles

The vehicle locations of both vehicles which actually touch are hit automatically, whilst every other location will be hit on a 4+. Roll for damage using the ram value of each vehicle against the other. This is done in the usual way (10.4)

Bikes suffer damage in the same way, but being smaller will only cause damage to the one location they hit.

Vehicles colliding with buildings/terrain

The vehicle locations which actually touch are hit automatically, whilst every other location will be hit on a 4+. Roll for damage against the vehicle using its own ram value. This is done in the usual way (10.4). The maximum armour penetration is equal to the armour value of the building.

Vehicles colliding with troops/infantry

Infantry in the path of a vehicle travelling 10" or less will automatically move out of the way, being placed to either side of the vehicle.

Infantry in the path of a vehicle travelling over 10" must attempt to dive out of the way by passing an Initiative test. The first model's test is unmodified, whilst the second receives a +1 modifier, the third a +2 etc. A roll of a 6 always fails.

Infantry models hit will suffer damage in the usual way (7.0) with strength and armour save modifiers being notes on the vehicle's datafax. The vehicle will receive a hit to a random location, with an armour penetration (10.4) equal to 1d6 plus the model's Toughness.

10.2 Shooting

During the shooting phase each crewman, including the driver, can fire one of the weapons mounted on the vehicle. Unless the weapon description specifies otherwise, a vehicle mounted weapon (even 'move or fire' weapons) can always fire even if the vehicle moves.

10.2.1 Shooting from Vehicles

Transported troops may shoot their own weapons from a vehicle during the shooting phase. Move or fire weapons cannot fire if the vehicle moves.

If the vehicle is open-topped then any number of models can shoot out. In this case only, the driver does not block line of sight.

If the vehicle is enclosed, the number of models which can shoot out depends on the position of doors, hatches etc. These vary widely, but assume that two models can fire out of a door, and one model can fire from a view port.

10.2.2 Shooting at Vehicles

At least 1/3 of a vehicle must be obscured for it to claim any benefit from cover.

10.3 Hand-to-hand Combat with Vehicles

Vehicles may be attacked in hand-to-hand combat like any other unit, except for skimmers. Skimmers may only be engaged if they have landed.

How they behave in combat depends on whether they have a Weapon Skill stat or not.

An attacker striking any type of vehicle in hand-to-hand combat may always choose the location hit (which must be reasonably in reach!) and gains a bonus to its armour penetration (10.4) :

Attacker's Strength	1-3	4-5	6-7	8-10
Bonus Die	None	+1d6	+1d12	+1d20

Attackers fighting a stationary or immobilised vehicles gain an additional d6 bonus to armour penetration. Damage is determined in the usual way (10.4)

If a model attacks a vehicle with exposed crew, it must fight the crew instead of attacking the vehicle itself. This is carried out in the normal way (6.0)

Vehicles with a Weapon Skill

Any type of vehicle that has a Weapon Skill may fight in hand-to-hand combat using the normal rules (6.0). The vehicle may declare and make charge moves (4.2) as normal. The vehicle will only be locked in combat if it engaged with a model of similar size. Against smaller, man-sized opponents it may simply move out of combat in its movement phase without penalty, as per the disengaging from combat rules (6.4)

Attackers may use any close combat weapons, pistols or grenades against a vehicle with a Weapon Skill.

Vehicles without a Weapon Skill

Any type of vehicle without a Weapon Skill may not declare or make charge moves (4.2)

Attackers may make charge moves and attack the vehicle in the hand-to-hand combat phase, but they are not locked in combat and so may leave without penalty in subsequent movement phases.

Attackers automatically hit once for each Attack it has, including bonuses for two close combat weapons (6.1.1). Attackers may use any grenade, close combat, or ranged weapon that isn't 'move or fire'. Any blast/area of effect is ignored, and sustained fire weapons hit once without rolling the sustained fire dice (5.7)

10.4 Vehicle Damage

If a vehicle is hit you will need to work out the resulting damage. All vehicles have a datafax, which shows possible hit locations and armour values.

10.4.1 Hit Location

Except during hand-to-hand combat, where the attacker can choose the location hit, each time a vehicle is hit roll on the hit location chart. This will determine where the vehicle has been hit, and what its armour value is on that location. Shots originating from the front 90° will use the front armour value, otherwise use the side/rear armour value.

10.4.2 Armour Penetration

Each weapon has an armour penetration value. This is usually noted in the weapon's description, but is worked out as follows. Roll 1d6 and add the weapon's strength. If the weapon does a variable number of wounds then add those dice too.

Roll the dice, needing to roll **equal to or over** the armour value that has been hit. If you succeed then roll a d6 and consult the vehicle's damage section on its datafax.

If a location on a vehicle has been destroyed then any subsequent hits on that location are ignored.

10.4.3 Weapons with a Blast Marker

When shooting at a vehicle with a weapon which uses a blast treat each vehicle location as a separate target. Place the blast marker on any visible location and roll to hit as normal. If the shot misses it will scatter, otherwise the location covered by the hole in the centre of the blast marker is automatically hit, and every other location covered or partially covered by the marker will be hit on a 4+. Roll to penetrate the armour as normal.

10.4.4 Range

Weapons lose power over distance. The armour penetration of a shot is modified as shown below:

Range	Below 24"	24-48"	48-72"	Over 72"
Modifier	0	-1	-2	-3

10.5 Bikes

A model can mount a stationary bike if it is within 2" at the end of its move, and may ride off in its next movement phase. Riders or passengers may dismount at any point, suffering damage if the bike moved over 10" as normal (10.1.3). If the rider dismounts whilst the bike is moving it will go out of control next turn (10.1.4)

Instead of firing the mounted weapons a rider may fire a pistol, or a passenger may fire a basic weapon or pistol. These shots have a 360° arc of fire.

Hit and Run Attacks

Riders and passengers of bikes, including bikes that are skimmers, may make special hit and run attacks as they pass during the movement phase. Only one such attack is allowed per move, and it prevents the rider or passenger from shooting in the shooting phase.

The attack is resolved using the normal hand-to-hand combat rules (6.0), except the bike doesn't halt to fight, and each combatant rolls one attack dice only. The biker gains a +1 bonus for charging, and is always considered to have the higher Initiative. Neither side may parry.

10.6 Pop-Up Attacks

A skimmer which was either stationary or travelling at slow speed in its previous turn may make a special pop-up attack. This must be declared in the movement phase.

Instead of moving normally the skimmer moves upwards to a high altitude. In the shooting phase they may trace their line of sight as if they were 12" above the table. Enemy models on overwatch (5.8) can shoot at them as they pop up, but must add 12" to the range. This does not apply to the skimmer! After it has shot the skimmer drops back down to normal height.



11.0 Buildings

11.1 Moving in and Around Buildings

Where possible use maps or floor plans of buildings so the locations of models inside can be accurately known. Otherwise it is best to count buildings as impassable.

If it is possible to position models on ramps or stairs they can travel between levels using their normal movement rate. Otherwise consider movement between levels to take an entire movement phase. This also applies to models using a lift.

Models move into and out of buildings without penalty. Once inside however, models may only move at their normal rate- they may not run. They still move at double rate if charging, but can only charge at enemy that can be seen when the charge is declared.

Doors can be opened and moved through without restriction. However, if a building is being defended at the start of the game then the doors are locked. Models on the defending side may pass without penalty, but enemy models may not.

Doors may be shot at if they are within 6", otherwise the building itself must be targeted, and attacked in close combat. They are hit automatically in either case.

11.2 Shooting from Buildings

Models may shoot from windows, doorways and firing slits using the normal shooting rules (5.0). The number of models that can shoot will depend on the building. These vary widely, but assume that two models can fire out of a door, and one model can fire from a firing slit.

11.3 Shooting at Buildings

Unless a building is less than 4" square a building will be hit automatically if shot at. Weapons with a blast marker that hit a vehicle won't affect other models- the building absorbs the blast. Likewise buildings aren't damaged by blasts directed at nearby models. A deliberate attempt must be made to damage a building.

Scatter (5.3.1) works slightly differently if shooting into or out of a building. Roll for scatter and place the blast marker normally. If the centre of the marker is within line of sight of the firer then this is where the shot has landed. Otherwise move the marker in a straight line toward the firer until it is within line of sight. This is where the shot lands.

Any blast weapon which detonates inside an area which the blast template won't completely fit into adds +1 to its strength and gets an additional -1 armour save modifier. Flamers and gas weapons add +1 to their dice roll to affect models in confined

spaces.

11.4 Hand-to-hand Combat in Buildings

Hand-to-hand combat is worked out normally inside buildings (6.0) Models trying to fight their way in through a defended window or door count the -1 modifier for attacking across an obstacle.

11.5 Hand-to-hand Combat against Buildings

Any model in contact with a building may attack it in the hand-to-hand combat phase. Normal models cannot shoot in the same turn, but large models may do so. As a general rule if a model counts as two for transportation purposes or is larger, it can shoot and attack a building in the same turn.

Attackers automatically hit once for each Attack it has, including bonuses for two close combat weapons (6.1.1). Attackers may use any grenade, close combat, or ranged weapon that isn't 'move or fire'. Any blast/area of effect is ignored, and sustained fire weapons hit once without rolling the sustained fire dice (5.7)

Attackers gain a bonus to their armour penetration and the bonus for stationary targets in the same way as combat against vehicles (10.3)

11.6 Building Damage from Shooting

Buildings have an armour value the same as vehicles. The list below gives typical building armour values:

Type of Building	Armour Value
Tent or inflatable structure	5
Wood, straw, wood or tin shack	10
Plexiglass or plastic	15
Timber, stone, concrete or plascrete	20
Steel, plasteel or rockcrete	25
Armaplas, ceramite or adamantium	30

If the armour value is **equalled or beaten** then roll on the building damage table:

D6 Roll	Effect
1-3	Shaken. Any models inside or on the roof are knocked over and may not move or shoot next turn. If engaged in combat they may fight normally. Add +1 to any subsequent rolls on this table
4-5	Badly Shaken. Any models inside or on the roof are knocked over and may not move or shoot next turn. If engaged in combat they are separated immediately. All movement inside the building is at half rate. Add +2 to subsequent rolls on this table
6	Collapsed. Any models inside must pass an armour save or be killed. Survivors may not move or shoot next turn. If engaged in combat they are separated immediately.

If the building is very large you may divide it up into several sections.

11.7 Building Damage from Hand-to-hand

If the armour value is **equalled or beaten** then the attacker knocks a hole in the building or door the same size as its base. You do not roll on the building damage chart.

11.8 Door Damage

Exterior doors are usually of the same armour value as the building, and interior doors one grade lower. If a door is hit roll for armour penetration as normal. If the armour value is **equalled or beaten** it is destroyed, leaving the entrance clear. If the armour penetration roll is **double or more** the door is obliterated and in addition the attacker rolls on the building damage table.

Type of Door	Armour Value
Plexiglass or plastic	5
Timber, stone, concrete or plascrete	10
Steel, plasteel or rockrete	15
Armoplas, ceramite or adamantium	20