

HOW TO PLAY WARHAMMER 40,000

Warhammer 40,000 is more than just a game – it's an absorbing hobby that encompasses painting miniatures, constructing scenery, preparing your armies for battle and – ultimately – bringing your forces to battle against other Warhammer 40,000 gamers. This boxed game introduces you to the Warhammer 40,000 universe. It contains the game rules themselves and the core of two opposing armies, the mighty Space Marines and the brutal Orks with their slinking Gretchin slaves.

START AT THE BEGINNING

This box contains several books, eighty finely detailed models, lots of cut-out card components, and a plentiful selection of dice. If you're feeling a bit overwhelmed and wondering where to start then read on!

To begin with, we suggest you read this sheet and work through the examples in order to get a broad idea of how the game works. Afterwards, you should read the Rulebook, which explains how to assemble the card components and miniatures, and how to play the Warhammer 40,000 game. You won't be able to learn the rules all in one go, so don't even try.

Once you have familiarised yourself with the Rulebook you can move on to the Codex Imperialis book. The Codex Imperialis describes the Warhammer 40,000 universe and the creatures that inhabit it, and provides special rules for many of them. The third book is the Wargear book, which describes the weapons, armour and equipment used by the warriors of the 41st millennium. A scenario book called Battle for Armageddon is also included, and this describes a series of battles fought between Space Marines and Orks and Gretchin which can be fought using the models in this box.

GETTING STARTED

Warhammer 40,000 is a very detailed game, so the rules need to be quite extensive and sometimes reasonably complex. However, the core idea behind the game isn't particularly difficult to grasp, so don't let the length of the Rulebook put you off. Many of the rules are designed to cover unusual situations such as vehicles, attacks against buildings, rules for psionics, and lots more. The core of the game is explained in the first few chapters up to and including the chapter entitled Breaking and Rallying. All the basic rules of the game are covered within these 48 pages. The remainder of the book adds detail and special rules.

To get you started really fast we have described a couple of encounters between Orks, Gretchin and Space Marines. If you play through these encounters as described you will soon pick up the idea of how Warhammer 40,000 works. You'll need to assemble a few of the Ork, Gretchin and Space Marine models before you start. There is no need to glue the models at this stage, you can simply clip them together and fix them loosely into their slottabases while you play the examples. Try to be careful when removing models from their plastic sprues – if you have a pair of clippers you can use these to carefully cut the models free. When using modelling tools of any kind always take care and don't rush or you may hurt yourself.

SPACE MARINE VERSUS GOFF ORK

Take a single Ork model and one of the Space Marine models armed with a boltgun (most of them are armed in this way). You will need a tape measure or ruler and some dice. Place the models 20" apart and facing each other over a level table.

Play proceeds in turns like chess – first one player and then the other. We will begin with the Space Marine.



SPACE MARINE TURN 1

It is the Space Marine's turn first. Space Marines are allowed to move up to 4" so move the Space Marine 4" towards the Ork. Once the Space Marine has moved he may shoot his boltgun. The Space Marine's boltgun has a maximum range of 24" so measure the distance to make sure he is within range (they should be 16" apart).

As the Space Marine is within range he may shoot. Take a dice and roll it. You will require a score of 3, 4, 5 or 6 to hit. This 'to hit' score varies depending on how good a shot the firer is and how difficult the target is to hit. Space Marines are quite skilful shots, so their chance of scoring a hit is pretty good.

If the Space Marine hits the Ork then you must roll another dice to see if the bolter shell kills him. Roll a dice, and if you score 4, 5 or 6 the shell has inflicted a mortal wound on the Ork and killed him. If the Ork is dead, remove the model from play.

ORK TURN 1

Assuming the Ork is still alive it is his turn. Orks are allowed to move up to 4", so move the Ork 4" towards the Space Marine. You will notice that both the Ork and the Space Marine move at the same speed of 4". The Ork is armed with a bolt pistol, a smaller version of the boltgun carried by the Space Marine. The bolt pistol has a range of only 16" so measure the distance to make sure the Ork is within range (if you have moved the models accurately they should now be 12" apart).

As the Ork is within range he can shoot. To see if you score a hit roll a dice, you will require a 4, 5 or 6 to hit. Orks are not such good shots as Space Marines so they require a higher score to hit.

If the Ork hits the Space Marine then roll to see if the bolter shell kills the target. Roll a dice, and if you score a 4, 5 or 6 then the shell has slain the Space Marine. However, the Space Marine is wearing power armour. Armour is useful because it can deflect or absorb damage and save the life of the model

wearing it. To determine if the Space Marine's armour saves his life roll a D6. If you score a 4, 5 or 6 the shell that would have killed the Space Marine rebounds off his power armour and he is saved – the Space Marine is not slain after all!

SPACE MARINE TURN 2

Assuming the Space Marine is still alive it is his turn again. The Space Marine can move 4" towards the Ork and shoot once more. The Space Marine is now only 8" from his target. He requires only a 2 or more to hit because the range is shorter and the target therefore easier to hit. Most weapons are easier to hit with at short range than at long range. Roll to determine if you hit, and if you hit roll to see if the shot kills the Ork exactly as before, except you now need 2 or more to hit, and 4 or more to kill as before.

ORK TURN 2

If the Ork is still alive it is his turn again. The Ork moves another 4" towards the Space Marine and fires again. Roll to hit: if you hit roll to kill, and if you score a kill roll again to see if the Space Marine's armour saves him. As the Ork is now only 4" away he too is at short range. He scores a hit on the roll of a 2 or more and kills on a 4 or more. The Space Marine still saves on a 4 or more. You may notice that the Ork's bonus for being at short range is more than that of the Space Marine (+2 rather than +1 on the dice). This is because pistol weapons are very accurate at close range, although their maximum range is relatively low.

And so on! Play alternates in this fashion until one model is dead or until the combatants meet face to face. If the models actually move so they touch, then they fight hand-to-hand combat. Models touching in this way cannot shoot at each other, they must fight hand-to-hand combat instead. During hand-to-hand combat both sides fight together, and the winner strikes the loser one, two or even more times. To get an idea of how this works play out the example below.

HAND-TO-HAND FIGHTING – SPACE MARINE AGAINST GRETCHIN

Take one of the Space Marine models armed with a boltgun and place him on the table. Place a single Gretchin model 8" in front of him.

SPACE MARINE TURN 1

The Space Marine model charges towards the Gretchin. When a model charges it can move twice as fast as normal, so move the Space Marine 8" towards the Gretchin so that both models are touching.

Neither model is allowed to shoot at the other because they are fighting hand-to-hand combat. To work out what happens roll a single dice for each model and add the model's Weapon Skill to its own dice roll. This Weapon Skill (or WS) represents how good a fighter the model is. As it happens Space Marines are very good fighters indeed (WS value 4) while Gretchin are rather feeble (WS value 2). The Space Marine also adds a further bonus of +1 to his score because he charged – when a model charges the extra ferocity and impetus gives this advantage. Whichever model has the total highest score has won!



The difference between the winner's score and the loser's score indicates the number of times the winner has hit the loser. Eg, winner's score 7, loser's score 5: the winner has hit the loser twice. In the case of a draw the Space Marine automatically wins and hits the Gretchin once. Where a result indicates a draw the model with the fastest Initiative value always wins, and Space Marines have a better Initiative value than Gretchin (4 as against 2).

For each hit scored roll a D6 to see if the blow kills the enemy. If the Space Marine has won then roll a D6 for each hit inflicted on the Gretchin. If any of the dice scores a 3 or better then the Gretchin is killed. If the Gretchin wins then roll a D6 for each hit inflicted on the Space Marine: if any of the dice scores a 5 or better the Space Marine is killed. However, because of the Space Marine's armour he is allowed a *saving throw*. If the Space Marine is killed roll a D6 – if the score is 3 or more the Space Marine is saved and the hit has no effect. You may notice that the Space Marine has a better saving throw against the Gretchin than he did against the Ork's bolt pistol shots. This is because the Ork's weapon is much more effective than the Gretchin's – the better a weapon is the less chance there is of saving against it.

GRETCHIN TURN 1

If the Gretchin managed to survive the Space Marine's turn then it is the Gretchin's turn. As the Gretchin is fighting hand-to-hand he can neither move nor shoot. Instead work out a further round of fighting. Roll a D6 for each model and add its WS as before. This time there is no bonus for charging, as the Space Marine charged last turn. Whichever combatant scores the highest has won.

As before, the difference between the winner's score and the loser's score indicates how many blows have been struck. Roll the appropriate number of dice to see if the loser is killed. The Gretchin is killed on a 3 or more, the Space Marine on a 5 or more exactly as before. Don't forget, the Space Marine gets his armour saving throw of 3 or more should he be killed.

And so on! Hand-to-hand combat carries on turn after turn until one of the combatants is killed. Neither model can move or shoot his weapons until the hand-to-hand combat has been resolved by the death of one combatant.

SPACE MARINES VERSUS GRETCHIN

We have seen how models move, shoot and fight hand-to-hand combat. Now we are going to put the whole thing together and fight out a short battle between two groups of warriors.

Take five Space Marines with boltguns and line them up in a row so that each model is 2" away from the next and they are all facing forwards. This is a combat squad of Space Marines. When the squad advances the whole squad moves together as a single body. You can move each model up to 4" as you wish, but the models must be within 2" of each other once they have all moved so they form a continuous chain.

Place a couple of ruined wall sections about 14" in front of the Space Marines. Now take ten Gretchin and line them up behind the walls and facing the Space Marines (make sure you pick walls the Gretchin can see over!). Like the Space Marines, the Gretchin must form an unbroken line or group, with each model within 2" of the next.

SPACE MARINE TURN 1

The Space Marines go first. Move the entire Space Marine squad 4" towards the Gretchin. Make sure that the Space Marines still form a continuous chain with 2" links at the end of their move. The Space Marines then open fire with their boltguns.

The range will be about 10". At this range each Space Marine would normally need to roll 2 or more on a D6 to hit but because the Gretchin are taking cover behind a wall the Space Marines need to roll 4 or more to hit. Roll five dice (one for each Space Marine firing) and pick up any that score 4, 5 or 6. These shots have hit the unfortunate Gretchin lurking behind the wall. Roll the dice which scored hits again, and each roll of 3 or more slays one of the Gretchin. Take off any Gretchin that are killed.



For example, if you score five hits then roll five dice to see how many Gretchin are killed. If these score two kills then two Gretchin are slain and two Gretchin models are removed. It does not matter which Gretchin models you remove, but it is commonly accepted that targets nearest the shooters are always removed first.

If 25% or more of the Gretchin are killed in one go (three or more if there are ten at the start of the turn) then there is a chance the rest will turn tail and run away. To decide if the Gretchin run away they take special test called a *Break test*. Don't worry about this for now, simply assume the Gretchin pass any Break test they have to take and continue fighting. We'll explain how Break tests work later.

GRETCHIN TURN 1

It is the Gretchin's turn. If any gaps of more than 2" have been opened in their squad because Gretchin have been killed, then the survivors must move so that they form a continuous chain with 2" links as before. Other than this bit of reshuffling the Gretchin decide not to move this turn. They stay behind their wall and shoot at the advancing Space Marines.

The Space Marines are 10" away so they are well within range of the Gretchin's autoguns which have a range of 24". Take one dice for every surviving Gretchin and roll them all at once. Any dice which score 3 or more have hit. Take any dice which have hit and roll them again. Any dice which score 5 or more will kill a Space Marine, unless his power armour saves his life. Roll one dice for each Space Marine that is killed – if you score a 3 or more then that Space Marine is saved by his armour. Remove any Space Marines that fail to save.

If 25% or more (two or more) of the Space Marines are killed the remainder have to take a Break test. As before, we'll ignore this for now and simply assume that the Space Marines pass any Break test they are required to take.

SPACE MARINE TURN 2

Move the whole squad 4" towards the Gretchin, bringing them within 6". As before make sure that when the Space Marines move they maintain a continuous chain of models with gaps no bigger than 2" wide between them.

Any surviving Space Marines can now shoot at the Gretchin, needing 4's to hit and 3's to kill as before.

GRETCHIN TURN 2

The Gretchin stay behind the wall and fire at the Space Marines again. The Gretchin still need 3's to hit and 5's to kill. Remember that the Space Marines' power armour will save them from getting killed on a D6 roll of 3 or more.

SPACE MARINE TURN 3

Space Marines normally move 4" and can charge up to 8". The Space Marines bellow "Charge!" and pounce upon the Gretchin. Move the Space Marines up to the Gretchin so that each Space Marine's base touches the wall opposite one of the Gretchin. There is no shooting to work out, so proceed to work out hand-to-hand combat.

Work your way through each pair of combatants one at a time. Roll a D6 for the Space Marine and add his WS of 4 to the result (the Space Marines' bonus for charging is negated by the fact they have to fight across a wall). Roll a D6 for each Gretchin and add his WS of 2 to it.

The model with the highest total wins the combat and hits the loser a number of times equal to the difference between the two scores. In the case of a draw the Space Marine automatically wins and scores one hit on the Gretchin. Roll a

D6 for each hit. Victorious Space Marines kill Gretchin on a roll of 3 or more; Gretchin kill Space Marines on a roll of 5 or more. A Space Marine's power armour will save him from a 'kill' on a D6 roll of 3 or more.

After you have worked out the hand-to-hand combats for all the models fighting then you can do the *follow-up moves*. A follow-up move is an extra move permitted to any model that kills its hand-to-hand opponent. Models which have killed their opponents may move up to 2". You can use this move to engage another enemy model in hand-to-hand combat or to get away from the fighting. Note that while models are engaged in the hurly burly of hand-to-hand combat they don't have to remain within 2" of their fellows.

And so on! The Space Marines and Gretchin continue to fight hand-to-hand combat until one unit is destroyed or breaks as described below.

BREAK TESTS

So far we've not paid any attention to Break tests but they are an important part of the game none-the-less. Often a unit will run away before it is destroyed. In fact you are more likely to win the game because your enemy is running in flight rather than because you have killed every single enemy model.

A Break test is taken by a unit if it loses 25% of its number to shooting or hand-to-hand combat casualties. For example, a unit of ten Space Marines must test if it loses three or more models at once. If reduced to eight models a unit must test if it loses two casualties. A unit of five models will test if it loses two casualties. A unit reduced to three models must test if it loses one, and so on! It is only ever necessary to make one test in any turn – if you pass a test and then take even more casualties you don't have to test again that turn.

To take a test roll 2 dice and add the scores together. If the total is more than the unit's Leadership value the test is failed. If you score equal to or less than your Leadership value the test is passed with no further effect. This Leadership value, or Ld, varies from unit to unit. Space Marines have a very high value (8) whilst Orks have a reasonable value (7) and Gretchin are very low (5). This means Space Marines will generally pass their test and Gretchin will usually fail theirs... roll a few dice and you'll see what we mean.

A unit that fails its Break test is described as 'broken' and it immediately flees away from the enemy. As soon as models break they are moved away from the enemy 2D6" (the score of 2 dice added together). A broken unit always flees towards the nearest cover, and if it can do so it will hide behind any cover it reaches. Once broken a unit cannot shoot and can only move to get behind cover. If already behind cover when it breaks, a unit can stay where it is, but will flee 2D6" if attacked in hand-to-hand fighting.

You might like to use the Break rules to fight out the battle between Space Marines and Gretchin described above. If you do so then the first side to break automatically loses! You can be fairly sure the Gretchin will break first, so don't expect too much of them.

This is only a brief summary of the Break rules which are covered in full in the Rulebook. In fact, Space Marines have a special rule which makes them even harder to break. You'll discover all this and more besides as you read through the Warhammer 40,000 Rulebook.

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