





WARHAMMER

40,000

INDOMITUS

For more than a hundred centuries the Emperor has sat immobile on the Golden Throne of Earth. He is the Master of Mankind. By the might of his inexhaustible armies a million worlds stand against the dark. Yet, he is a rotting carcass, the Carrion Lord of the Imperium held in life by marvels from the Dark Age of Technology and the thousand souls sacrificed each day so his may continue to burn.

To be a man in such times is to be one amongst untold billions. It is to live in the cruelest and most bloody regime imaginable. It is to suffer an eternity of carnage and slaughter. It is to have cries of anguish and sorrow drowned by the thirsting laughter of dark gods.

This is a dark and terrible era where you will find little comfort or hope. Forget the power of technology and science. Forget the promise of progress and advancement. Forget any notion of common humanity or compassion. There is no peace amongst the stars, for in the grim darkness of the far future, there is only war.

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THE RULES

'No manual can truly prepare you for the horrors of battle. When the bullets and las-bolts begin to fly, and the roar of flames mingles with the screams of the dying, and the air fills with blood and boiling smoke, no text or primer will aid you. In such hours the Emperor alone will be your guide, and faith your only salvation.'

- Uriah Jacobus





HOW TO PLAY WARHAMMER 40,000

Warhammer 40,000 puts you in command of an army of mighty warriors and war machines as you battle for supremacy in the grim darkness of the far future. In each game you deploy your forces against those of your opponent and strive to achieve victory in your chosen mission. Each of you will take it in turns to manoeuvre your units, fire upon the enemy lines and charge into combat, claiming contested ground and driving your foe from the battlefield. To emerge triumphant will require cunning, bravado and the luck of the dice, and through your conquests you can spread hope across the stars or set the galaxy aflame.

Over the following pages you will find the rules for playing games of Warhammer 40,000. The first step is deciding what sort of game you want to play. There is no right or wrong way to play, and so long as you and your opponent agree you can play in any way you choose. However, there are three broad categories of games – open play, matched play and narrative play. All of these use the same core rules, found on pages 196-269.

After reading the basic rules and choosing the type of game you want to play, simply turn to the relevant section in the core rulebook to learn how to engage in an open play, matched play or narrative play game. These sections outline how to select your mission, as well as any other rules that will apply to your game. After that, you are ready to square off against your opponent and wage war. Don't worry if you forget a particular rule or make some tactical errors at first – the important thing is to have fun and to watch your collection of Citadel miniatures come to life on the tabletop. With every game you will become a more seasoned commander, and as your collection grows so too will the fear you strike into the hearts of your enemies!

OPEN PLAY

Open play allows you to play Warhammer 40,000 with as few boundaries and restrictions as possible. It is both the most straightforward way to play and allows for the greatest freedom in terms of the rules and miniatures you can use. Stripping away much of the framework that guides matched and narrative play, this style allows players to leap straight into the action and play out whatever game comes into their heads.

On pages 272-276 you will find the Open Hostility mission pack, which allows you to dive headlong into a range of open play games.

MATCHED PLAY

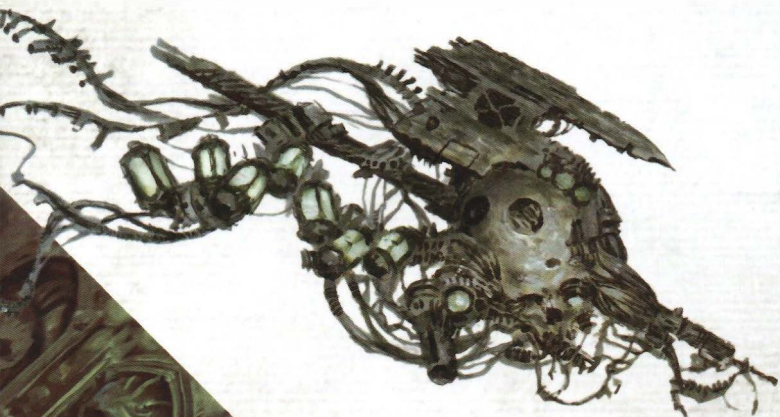
For those Warhammer 40,000 collectors who want a balanced and dynamic gaming experience, matched play is perfect. The refined rules of this style of play ensures that no matter who you play or with what armies, your games will be nail-biting strategic contests. Points values are used to determine the strength of matched play armies, allowing the effectiveness of a given force to be fine-tuned down to the last bit of wargear.

On pages 280-303 you will find the Eternal War mission pack, which has all the rules you need to fight engaging matched play battles.

NARRATIVE PLAY

Narrative play is the style of Warhammer 40,000 gaming focused on the storyline of both your army and its battles. With each game you will inject an element of backstory into your collection, while the personality of your collection will inform the types of games you will play and the missions you take on. Games are often linked together with the result of each influencing the next and rolling together into a grand storytelling gaming experience.

On pages 306-355 you will find rules for fielding a Crusade army, as well as the Crusade mission pack for waging battles with your thematic force.



RULES KEY

The rules found throughout this rulebook are presented using a number of different styles and formats. On this page you will find a key to these styles and formats and how each of them are used.

MOVEMENT PHASE 1

The ground shakes at the tread of marching feet and the growl of engines as armies advance across the battlefield and vie for advantageous positions.

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 118) of

3

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 as it ranged its weapon, that unit was selected as the target, that weapon attacks are always made against the target unit, even if no model(s) in the target unit remain visible to the range of it when you consider making them. (This can happen because of models being destroyed and removed from the battlefield as the result of resolving the shots with other weapons on the shooting model's unit first)

4

- Select targets for all weapons 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.
- If a unit targets multiple weapons on a vehicle, all attacks must be resolved before resolving attacks with the next.

LOCKED IN COMBAT

Models cannot make attacks with ranged weapons while their units are within Engagement Range of a unit from the enemy.

6

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 no 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. **PSYKERS** cannot be selected if they are in the back of the turn (other than **THUNDER** units) are not eligible. If you have no eligible **PSYKER** units from your army on the battlefield, and so other than the 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 **PSYKERS** 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 their psychic powers, progress to the Shooting phase (pg 216).

PSYCHIC POWERS

All **PSYKERS** know the **Smite** psychic power shown left. Some know other powers instead of, or in addition to, **Smite** – the unit's datasheet 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** can generate these powers before the battle.

- All **PSYKERS** know **Smite**.
- **PSYKERS** with other 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

1. Many sections of this rulebook start with a bold title and brief introduction. Together, these will put the rules you are about to read into context.

2. These red boxes are typically found on pages where a turn or phase is split into a sequence of steps that needs to be followed in a specific order.

3. This is an example of main rules text. This text will cover the key concepts and instructions you will need to play the game, such as moving and making attacks with your models.

4. After each chunk of rules there is a red bullet-pointed summary of the rules content. In most games you may find referencing this summary is all you need to resolve your rule, but if not, read the whole of the rules that are printed above it.

Resolve them (to be removed from the battlefield) weapons in the shooting model's unit.

- Select targets for all weapons before any attacks are resolved.
- At least one model in the target unit attacking model and within range.
- If a unit targets multiple units, all attacks must be resolved before resolving attacks against the next.
- If a unit shoots with multiple weapons that have the same characteristics profile, all attacks must be resolved before resolving attacks with the next.

LOCKED IN COMBAT

5. Examples can sometimes be found to the side of the rules, illustrating the rules in action. Occasionally you will also find a Hints & Tips section here – whilst not rules per se, they can help make your games run smoothly.

6. Advanced rules are sectioned off from the main rules text and presented after the phase of the game they would appear. These rules are not required in every game, and are only needed if your army includes certain units that interact with these rules.

you progress to the

- Select a **PSYKER** in your army.
- Select another **PSYKER** in your army to manifest its psychic powers.
- Once all your **PSYKERS** have manifested their psychic powers, progress to the Shooting phase (pg 216).

PSYCHIC POWERS

7. Sometimes you will see text printed in a special **KEYWORD** font. These are used to tag specific rules to specific models or units. You can find out more about keywords on page 197.

8. Some rules are written inside a white box. This just helps you to find the rule in question more easily when you need to reference it during your battles.

BASIC RULES

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

The following rules explain how to play a game of Warhammer 40,000. First select either the Only War mission (pg 238) or a mission pack. You will find mission packs for open play on pages 272-276, matched play on 280-303 and narrative play on 332-355. 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 rulebook, 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 page 236.

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 (defined opposite) in your army. A unit's Power Rating can be found on its datasheet – you can find out more about Power Ratings on page 240, 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 202-203.

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.

- **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:** A group of models from the same datasheet.
- Friendly models = all models in the same army.
- Enemy models = all models in your opponent's army.
- Friendly units = all units in the same army.
- Enemy units = all units in opponent's army.

For 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**.*

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!

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 206), but they can also be moved in the Charge phase (pg 224) and the Fight phase (pg 228).

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 260-261.

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.

Hints and Tips Wobbly Models

Sometimes you may find that a particular terrain feature makes it hard for you to place a model exactly where you want. If you delicately balance a model in place, it is very likely to fall as soon as someone nudges the table, leaving your painted model damaged or even broken. In cases like this, provided it is still physically possible to place the model in the desired location, you may find it helps to leave a model in a safer position, so long as both players agree and know its 'actual' location. If, later on, an enemy model is shooting the model, you will have to hold it back in place so they can check visibility.

Hints and Tips Dice Rolling

In a game of Warhammer 40,000 you and your opponent will be rolling, and in some cases re-rolling, lots of dice. It is good practice to always make sure your opponent knows what you are rolling dice for, and what abilities and rules are in effect that enable you to make any re-rolls.

Many gamers roll their dice somewhere on the battlefield, but some roll their dice elsewhere, such as in a dice tray. Wherever you roll your dice, make sure you roll the dice where your opponent can see the results too. If a dice is rolled 'out of bounds' (i.e. it rolls off of your battlefield, out of your dice tray or ends up on the floor), then it is very common to ignore the result of that dice and roll it again. Rolling an 'out of bounds' dice again doesn't count as having 're-rolled' the dice.

If a dice does not lie flat on your battlefield after it has been thrown, it is called a cocked dice. Some players use a house rule that unless a dice is flat after it has been rolled, or unless you can balance another dice on top of a cocked dice without it sliding off, it must be rolled again. It is more common for players to roll the dice again only if they can't be sure of the result. In either case, rolling a cocked dice again doesn't count as having 're-rolled' the dice.

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

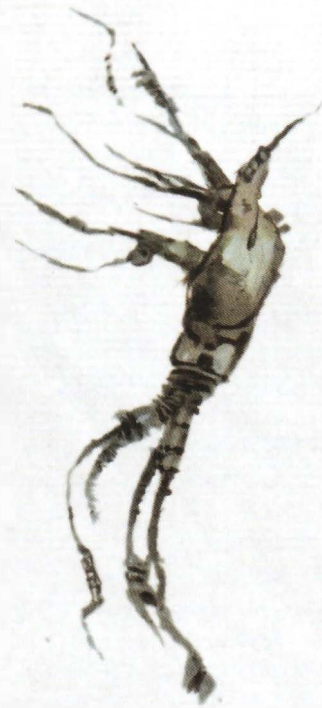
Some rules instruct players to roll off. To do so, both players roll one D6, and whoever scores highest wins the roll-off. If there is a tie for the highest roll, make the roll-off again. Neither player is allowed to re-roll or modify any of the D6 when making a roll-off.

- **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 220) made by a model in your army, or it was destroyed because it fled the battlefield (pg 233), or it was destroyed by a mortal wound (pg 222) 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 (pg 244).

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.

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ASSAULT INTERCESSOR SQUAD

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Assault Interceptor	10"	3+	3+	4	4	2	3	3+	3+
1	Assault Interceptor Sergeant	6"	3+	3+	4	4	2	3	3	3+

If this unit contains 5 or more models, its Power Rating is increased to 10. Every model is equipped with heavy bolt pistol. Asartes chainword, frag grenades, Krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolt pistol	18"	Pistol 1	4	-1	1	
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
-Standard	12"	Pistol 1	7	-1	1	
-Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is destroyed after shooting with this weapon.
Asartes chainword	14"	Word	1	-1	1	When the bearer lights, 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 Interceptor 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

OUTRIDER SQUAD

6 POWER

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

Every model is equipped with heavy bolt pistol, twin bolt rifle. Asartes chainword, 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	
Asartes chainword	14"	Word	1	-1	1	When the bearer lights, 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 7 to its 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

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

Outrider Squads rove in advance of the main Space Marine lines, guiding 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.

8. WARGEAR OPTIONS

Some datasheets have a bullet-pointed list of wargear options. When you include such a unit in your army, you can use these options to change the weapons and other wargear of models in the unit. The order you use these options in does not matter, but each can only be used once.

9. KEYWORDS

Datasheets have a list of keywords, separated into Faction keywords and other keywords. The former can be used to help guide which models to include in an army, but otherwise both sets of keywords are functionally the same.

DAMAGE TABLES

Some models' characteristics change as they lose wounds. These are shown by a "*" on the model's profile. Look at such a model's remaining wounds and consult the appropriate row of its damage chart to determine its current characteristics.

- Damage table:** Model's characteristics change as it loses wounds.

MODIFYING CHARACTERISTICS

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

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

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

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

Example: A Space Marine Sergeant (Strength characteristic 4) is making an attack with a power fist (Strength characteristic x2) while under the effects of a psychic power that increases his Strength characteristic by 1. The two modifiers (x2 and +1) are cumulative and applied concurrently. The attack is therefore resolved at Strength 9 ($[4 \times 2] + 1 = 9$).

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 254.

- 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 on page 244.

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 254.

- **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 198) 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 198). 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 208).

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 198).

- **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 214].



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 201), 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 224) or perform a Heroic Intervention (pg 225) 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 209), 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 256-257.

- **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 198) 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).

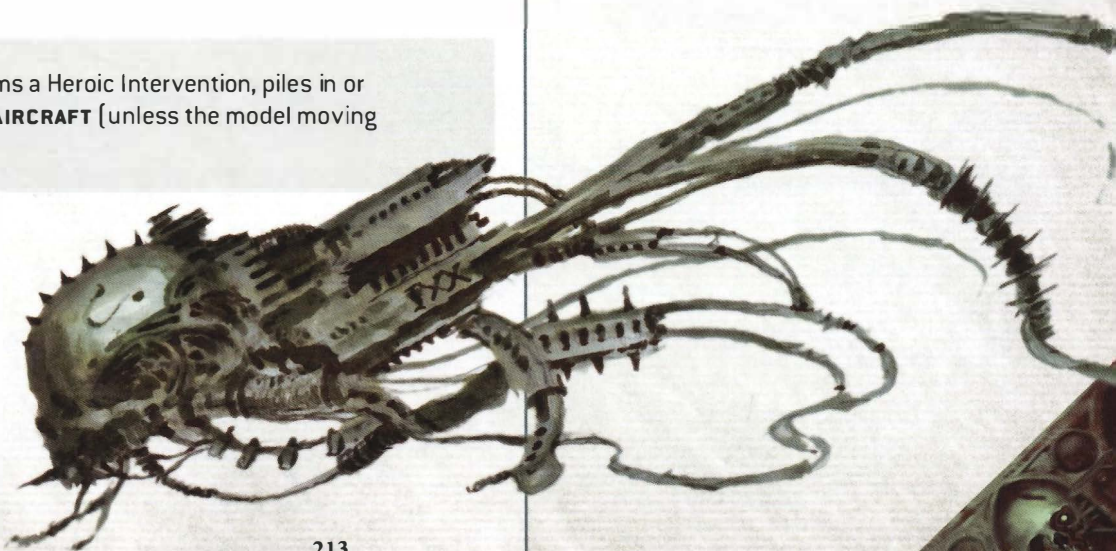
If, when a unit is selected to move in the Movement phase, the only enemy models that are within Engagement Range of it are **AIRCRAFT**, then it can still make a Normal Move or an Advance (i.e. it does not have to Fall Back or Remain Stationary).

- 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 225), piles in (pg 229) or consolidates (pg 231), 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.

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 222). 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.

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 216).

PSYCHIC POWERS

All **PSYKERS** know the *Smite* psychic power, shown left. 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.

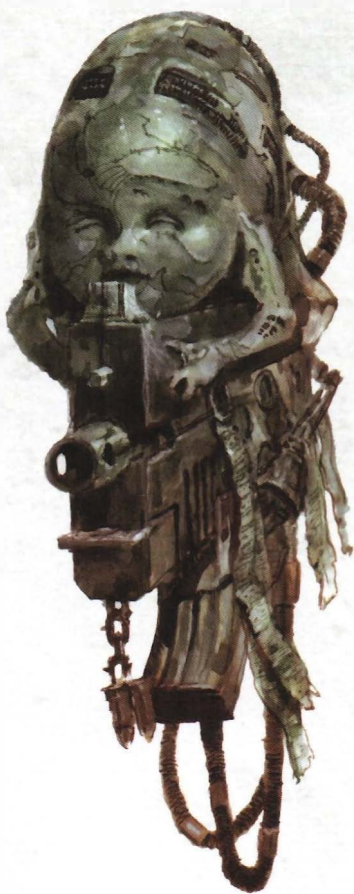
PERILS OF THE WARP

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 laser 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 224).

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.

LOCKED IN COMBAT

Models cannot make attacks with ranged weapons while their unit is within Engagement Range of any enemy models (pg 198). 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 220).

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.

***For 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.*

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 217). 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 207) 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.

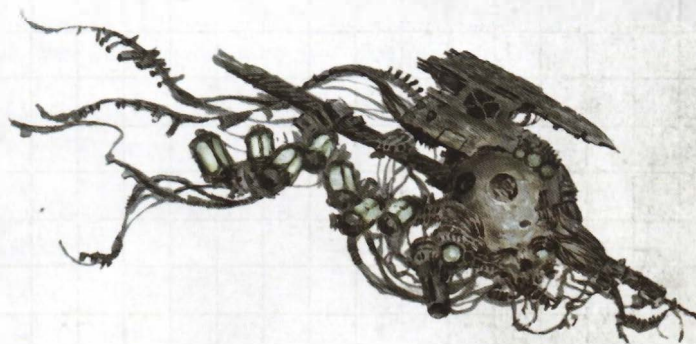
PISTOL

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.



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.~~

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 opposite. 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.

Hints and Tips Fast Dice Rolling

The rules for making attacks (pg 220) have been written assuming you will resolve them one at a time. However, it is possible to speed up your battles by rolling the dice for similar attacks together. In order to make several attacks at once, all of the attacks must have the same Ballistic Skill (if it's a shooting attack) or the same Weapon Skill (if it's a close combat attack). They must also have the same Strength and Armour Penetration characteristics, they must inflict the same Damage, they must be affected by the same abilities, and they must be directed at the same unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls. Your opponent can then allocate the attack one at a time, making the saving throws and suffering damage each time as appropriate. Remember, if the target unit contains a model that has already lost any wounds or has already had attacks allocated to it this phase, they must allocate further attacks to this model until either it is destroyed, or all the attacks have been saved or resolved.

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 225).

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 198) and within Engagement Range (pg 198) 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 228).

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 198).

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



CHARGING OVER TERRAIN

Unless stated otherwise, a model can be moved over a terrain feature when it makes a charge move, but not through it (so models can't move through a wall, or pass through a tree, but can climb up or over them).

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

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

FLYING WHEN CHARGING

If a unit's datasheet has the **FLY** keyword, then when it makes a charge move, its models can be moved across other models (and their bases) as if they were not there, but they must move over terrain features (including **BUILDING** units) like any other model. A model that can **FLY** cannot finish any move on top of another model.

- **FLY** models can move over other models when they make a charge move.
- **FLY** models move over terrain (including **BUILDINGS**) like any other model when they make a charge move.



OVERWATCH

Certain rules enable units to fire Overwatch at an enemy unit before it can charge. If an enemy unit declares a charge that targets one or more units from your army that have such a rule, each of those units can fire Overwatch before the charge roll is made. A unit cannot fire Overwatch if there are any enemy units within Engagement Range of it. Overwatch is resolved like a normal shooting attack (albeit one resolved in the Charge phase) and uses all the normal rules, except that an unmodified hit roll of 6 is always required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any hit roll modifiers. In addition, when a model fires Overwatch, it does so at the charging unit. Any rule that states the unit cannot be targeted unless it is the closest target (e.g. Look Out, Sir) does not apply when firing Overwatch.

- **Overwatch:** Before charge roll made, all charge targets that can fire Overwatch can do so.
- Can never fire Overwatch while enemy units are in Engagement Range.
- When firing Overwatch, shoot with unit, but attacks only hit on unmodified 6s.



FIGHT PHASE

Carnage engulfs the battlefield as the warring armies meet head-on. Fangs and claws crunch through bone. Blades ring like hammer on anvil. Blood spurts and flesh tears as hate-filled foes tear one another apart.

Starting with the player whose turn is not taking place, the players must alternate selecting an eligible unit from their army and fighting with it (see right). An eligible unit is one that is within Engagement Range of an enemy unit and/or made a charge move in the same turn. If neither player has any eligible units to fight with, the Fight phase ends.

No unit can fight more than once in the Fight phase. If all of one player's eligible units have fought, the opposing player can then fight with their remaining eligible units, one at a time. Note that after an enemy unit has fought and finished its Consolidation move, it might be that previously ineligible units now qualify as such – these units can then be selected to fight with. Once all eligible units have fought, the Fight phase ends and you progress to the Morale phase.

- Starting with your opponent, alternate selecting units to fight with.
- When a unit fights, it piles in, then it makes close combat attacks, then it consolidates.
- If one player has no more units left to fight with, their opponent then fights with their remaining units, one at a time.
- Once all units have fought, progress to the Morale phase (pg 232).



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 198).

- **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 198) 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 220).

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 $\frac{1}{2}$ " of another model in its own unit that is itself within $\frac{1}{2}$ " 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 198).

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



***For 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 below). 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 201); 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.

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 198, 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 198).
- 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 204).

For 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.





MISSIONS

Before you can wage war in a game of Warhammer 40,000, you must first select a mission. The basic rules include a single mission – Only War – that is ideal to get the action started quickly. Others can be found elsewhere in this or other books, or you could play a mission of your own creation. If you and your opponent can't agree which mission to play, the players must roll off, and the winner decides.

MISSION INSTRUCTIONS

All missions include a set of instructions that describe how a battle is fought. These should be followed in order, and will typically include the following steps:

1. Muster Armies

Each mission will guide players on what size armies they should muster, and may include further rules that could affect how you pick your armies.

2. Read Mission Briefing

Each mission has a description of the circumstances of the battle, and what the mission's Primary Objectives are (this will tell you how to secure victory). Some missions may also include one or more special rules. These cover unique situations, or abilities that can be used in the battle.

3. Create the Battlefield

Each mission will include details of the size of battlefield that you will need. Each mission will also instruct you if any terrain features or objective markers must be set up, and will provide details of where to set them up. Otherwise, it is assumed you are using the guidelines on pages 198-199 to create your battlefield. If you are using a battlefield that is a different size or shape, you will need to adjust distances, and the location of deployment zones, objective markers and terrain features, in an appropriate way.

4. Deploy Forces

Each mission includes a deployment map that shows where each player can set up the models in their army (called the army's deployment zone), and will list any restrictions that apply to setting up.

5. Determine First Turn

Each mission will tell you how to determine which player has the first turn.

6. Resolve Pre-battle Rules

Players should now resolve any pre-battle rules their army has (if any).

7. Begin the Battle

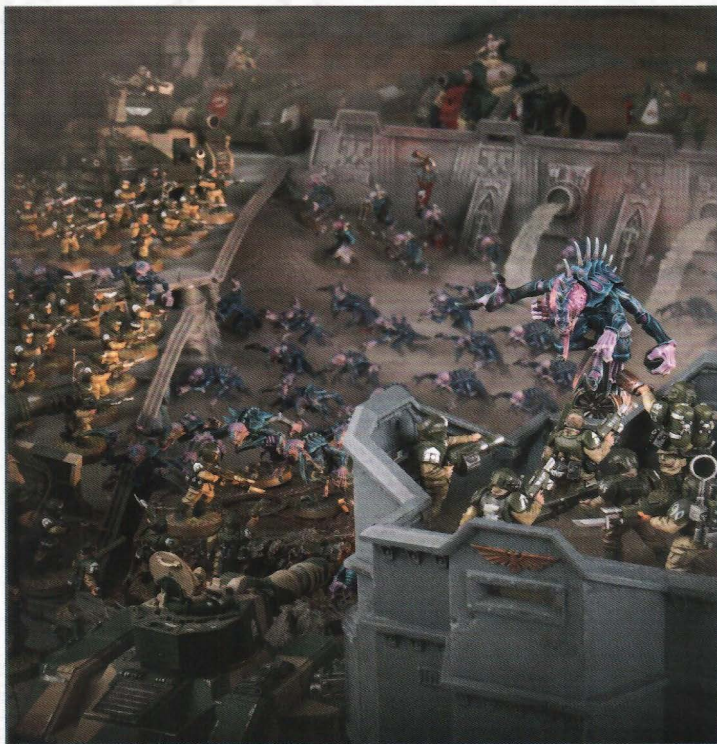
The first battle round begins. Players continue to resolve battle rounds until the battle ends.

8. Ending the Battle

Each mission will tell you when the battle ends. This will typically be after a set number of battle rounds have been completed, or when one player has achieved a certain victory condition.

9. Determine Victor

Each mission will tell you what you need to do in order to win the game. If neither player manages to achieve a victory then the game is considered to be a draw.



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.





MISSION ONLY WAR

1. MUSTER ARMIES

In order to play this mission, you and your opponent must first each muster an army from the miniatures in your collection. Your armies can use any models from your collections that you wish. It is up to the players to agree how big their armies will be – there is no reason why the two armies need to be the same size, though if that is what the players want they should agree to this now. If this is your first game of Warhammer 40,000, we recommend each player grabs a small handful of units. The table below gives a rough guide of how long the battle should take based on the size of the armies used; note that this is the combined Power Level (pg 240) of both your and your opponent's army.

BATTLES		
BATTLE SIZE	SIZE OF ARMIES (Combined Power Levels)	BATTLE DURATION
Combat Patrol	50	Up to 1 hour
Incursion	100	Up to 2 hours
Strike Force	200	Up to 3 hours
Onslaught	300	Up to 4 hours

Once you have mustered your army, select one of your models to be your Warlord. That model gains the **WARLORD** keyword. If your **WARLORD** has the **CHARACTER** keyword, they will have a Warlord Trait, which you choose now. Any Warlord can have the Inspiring Leader Warlord Trait (see below). Alternative Warlord Traits can be found in other publications.

Inspiring Leader (Warlord Trait, Aura)

Add 1 to the Leadership characteristic of friendly units while they are within 6" of this **WARLORD**.

2. MISSION BRIEFING

The time has come to prove your worth as the greatest commander in the galaxy! All that stands between you and ultimate glory is an opposing force bent upon your destruction. Destroy the enemy army and secure strategic sites littered across the battlefield while stopping your foe from doing likewise.

Mission Objectives:

Slay the Warlord: A player scores 1 victory point if the enemy **WARLORD** is destroyed at the end of the battle.

Capture and Control: At the end of each player's Command phase, the player whose turn it is scores 1 victory point for each objective marker they currently control (see below for details of how to set up Objective Markers). Players control objective markers as described on page 237. In addition, if one player controls more objective markers than their opponent does at the end of the battle, they score 1 bonus victory point.

3. CREATE THE BATTLEFIELD

The players now create the battlefield and set up terrain features using the guidelines on pages 198-199. 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"

The players must then alternate setting up objective markers on the battlefield, starting with whichever player wins a roll-off (pg 201), until a total of four have been placed. Objective markers cannot be placed within 6" of any battlefield edge, or within 9" of any other objective markers.

4. DEPLOY FORCES

Once the battlefield has been created, the players must roll off again. The winner chooses one of the two deployment zones to be theirs. The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. Models must be set up wholly within their own deployment zone. Continue setting up units until both players have set up all the units in their army, or you have run out of room to set up more units. If one player has finished setting up their army, their opponent continues to set up the remaining units from their army.

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.

5. DETERMINE FIRST TURN

The players should roll off again, and the winner can choose to take the first or second turn.

6. RESOLVE PRE-BATTLE RULES

Players should now resolve any pre-battle rules their army has (if any).

7. BEGIN THE BATTLE

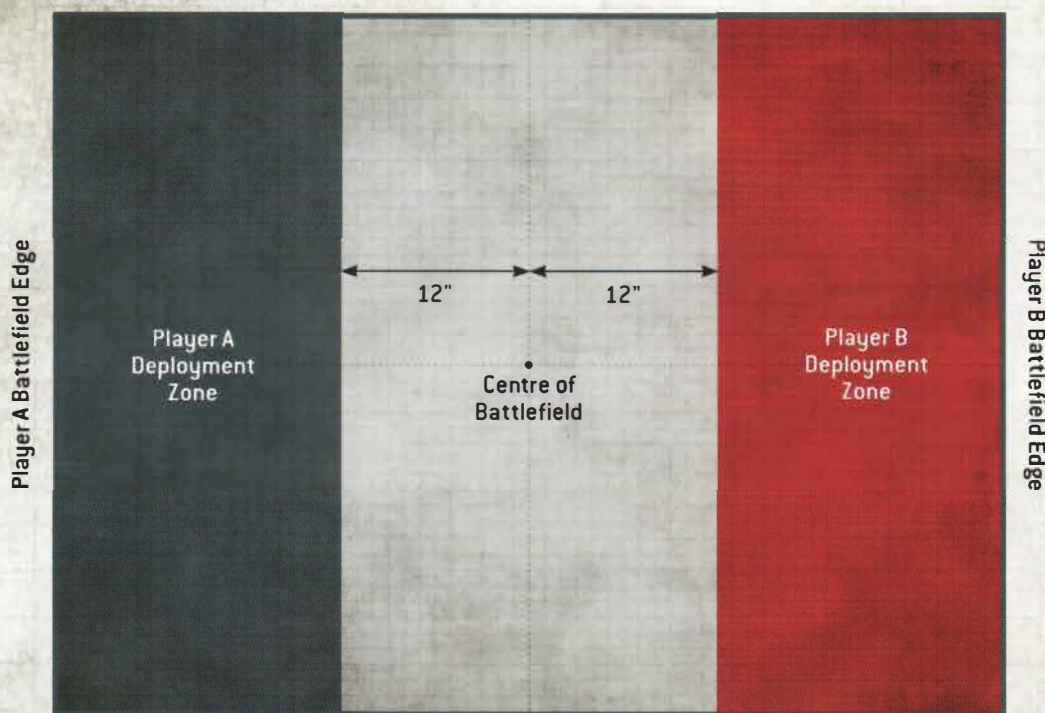
The first battle round begins. Players continue to resolve battle rounds until the battle ends.

8. ENDING THE BATTLE

The battle ends when all of the models in one player's army have been destroyed, or once the fifth battle round has ended (whichever comes first).

9. DETERMINE VICTOR

If, at the end of the battle, one army has been destroyed, the player commanding the opposing army is the victor. Otherwise, the player with the most victory points is the victor (in the case of a tie, the battle is a draw).





BUILDING AN ARMY

POWER RATINGS AND POINTS

Hints and Tips **Power Levels vs. Points Limits**

The mission you are using will tell you whether or not to muster your army using Power Levels or points limits. Typically, open play or narrative games are intended to be used primarily with Power Levels – as they are often the quickest method by which you can get an army together ready to play – while matched play games are intended to be used primarily with a points limit – to ensure both players can reflect the minutiae of the individual squad loadouts in a fair way.

There is, however, a relationship between Power Ratings and points values – a unit with a high Power Rating will also have a high points value. As a result, it is perfectly legitimate to play a matched play game using a pre-set Power Level instead of a points limit if that's what you want to do. Likewise, if you wish to use a points limit (or just points values) in a narrative game or open play game, then you can. We recommend both players use the same method as each other, but as long as you both agree, you can decide which method you prefer to use.

POWER RATINGS

Every unit has a Power Rating listed on its datasheet, and it is a measure of its efficacy on the battlefield. They are designed to give players, at a glance, an idea of how mighty a unit is on the battlefield, irrespective of the weapons its models can be equipped with. They can therefore be used as a quick guide to establish the comparative strength of each army.

The Power Rating on a datasheet is for a minimum-sized unit. A unit's Power Rating can be increased if additional models are added to the unit, and occasionally if other options are taken for the unit (such as equipping a unit with jump packs) – in either case the unit's datasheet will make it clear if the Power Rating listed at the top of the datasheet is increased as a result.

■ **Power Rating:** Quick measure of a unit's efficacy.

UNDERSTRENGTH UNITS

Sometimes you may find that you do not have enough models to field a minimum-sized unit; if this is the case, 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. The Power Rating of an Understrength unit is the same as if you had a minimum-sized unit, even though it contains fewer models.

- **Understrength unit:** A unit that starts the battle with fewer models than a minimum-sized unit.
- Has same Power Rating as a minimum-sized unit.

POWER LEVEL

An army's Power Level is a guide to how large and powerful an army is, so an army with a high Power Level is more powerful than one with a low Power Level. You can calculate the Power Level of an army by adding up the individual Power Ratings of every unit contained within it.

■ **Power Level:** Sum of all Power Ratings in army.

POINTS VALUES

Every model and weapon has a points value, which is found in a number of Warhammer 40,000 publications. Points values are similar to Power Ratings, in that they give you a guide as to how powerful certain warriors and weapons are, but they offer a greater degree of granularity. A unit's points value is calculated by adding together the points value of every individual model in that unit and the points value of every individual weapon equipped by a model in that unit. Certain items of wargear also have a points value, and must be included in a unit's points value if equipped by a model in that unit. While it takes a little longer to work out each unit's points value, doing so enables you to differentiate between two similar squads equipped with different weapon options, as the points values listed in our publications reflect the fact that some weapons are more powerful than others.

- **Points values:** Detailed measure of a unit's efficacy.

UNIT CHAMPIONS

Many units are led by a champion of some kind, such as a Sergeant. Unit champions often have better characteristics and access to different wargear options. Unless noted otherwise, unit champion models have the same points value as other models in their unit.

- **Unit champion:** The leader of a unit.
- Has same points value as any other model in their unit.

UNDERSTRENGTH UNITS

If your army includes any Understrength units, the unit's points value should still only reflect the models you actually have (and any weapons and wargear they have) even though the unit's Power Rating is that of a minimum-sized unit.

- **Understrength unit:** A unit that starts the battle with fewer models than a minimum-sized unit.
- Points value only calculated for models in the unit.

POINTS LIMIT

An army's size and relative power can also be described with a points limit instead of a Power Level – the bigger this limit, the larger and more powerful an army is. To use a points limit, you will first need to agree with your opponent what the points limit for your battle will be. Both players can use the same limit, but this does not need to be the case. You will then need to add up the points values for every unit in your army, and make sure the total does not exceed the agreed points limit for the game.

- **Points limit:** Sum of all points values in army cannot exceed this.

REINFORCEMENT POINTS

Some rules allow you to add new units to your army during the battle, or else replace units that have been destroyed. If you are playing a game that uses a points limit, then you must set aside some of your points in order to use these rules; these are your Reinforcement points. Each time a unit is added to your army during the battle, subtract the points of that unit from your pool of Reinforcement points. If there are not enough points in your pool to pay for the unit, you must either decrease the size of that unit (but no smaller than its minimum unit size) or the number of weapon options the unit has until you do have enough points to pay for it, otherwise it cannot be added to your army.

Sometimes a rule will allow you to add extra models to an existing unit from your army during the battle. Unless otherwise started, adding these models does not cost any Reinforcement points.

- **Reinforcement Points:** Difference between points limit and the total points value of all units in your army.
- When a unit is added to your army during a battle, reduce your Reinforcement points by the points value of the new unit.
- Adding models to existing units does not cost Reinforcement points.



This stunning Dark Angels army belongs to Elliot Hamer, one of the Rules Writers in the Warhammer 40,000 studio. As a hobbyist who enjoys both Narrative and Matched play, Elliot set out to collect a story inspired army that could also go toe-to-toe with even the toughest opposing forces.

For his inspiration, Elliot looked to the *Fall of Cadia* campaign book, part of Games Workshop's *Gathering Storm* series. During the momentous events described in the background section of that book, he found mention of the Dark Angels' 4th Company vanishing amidst the flames of war. Elliot decided that his army represented the new 4th Company recruited to replace those ill-fated heroes. This choice gave him a clear heraldic colour scheme to work with, which Elliot bought to life through the use of particularly striking effects. He painted Mortarion Green in thin layers over Warlock Bronze and Runelord Brass for his warriors' metallic green armour; all markings were applied with neat transfers, and he contrasted the unusual armour through the use of matt colouration on cloth, bases and the like.

Elliot's backstory also steered him towards his preferred choice of an all Primaris Space Marine army. Since that initial decision he has expanded upon this story, getting the sense of a force who are viewed as underdogs by the rest of their Chapter and sent to deal with all the dirtiest jobs! Elliot has ensured the army is well equipped to get those jobs done, however. He sees his Strike Force as behaving like an archetypal Space Marine army, possessing heavy firepower but also retaining its mobility. Upon the battlefield it is intended to operate as a series of circles, with its most elite warriors and heroes fighting from within a resilient ring of their comrades, echoing the many circles of knowledge and status within the Dark Angels Chapter themselves.

ELLIOT HAMER'S DARK ANGELS



Elliot's Redeptor Dreadnought looms over even his mighty Aggressors, a formidable centrepiece model for his collection and an intimidating foe for his opponents to face.





This is a collection that could never be described as short on firepower. Units such as Elliot's plasma-wielding Hellblasters and his massive Repulsor battle-tank not only look great on the tabletop, but can annihilate enemy forces in sustained firefights.



BATTLE-FORGED ARMIES

All armies, from the contingents of the T'au to the warbands of the Orks, are – to a greater or lesser extent – structured forces. This section explains how you can organise your units into **Detachments**: a group of units that fight together.

Some missions will tell you to muster a Battle-forged army. A Battle-forged army has a pool of strategic resources called Command points (CPs) with which to purchase one or more Detachments, into which every unit in that army must be organised. Any CPs that a Battle-forged army has remaining after purchasing Detachments can be spent to utilise Stratagems – each of which represents a strategic or tactical asset available to your army. You will also receive a Battle-forged CP bonus in each of your Command phases (pg 205). An army that is not Battle-forged is known as an Unbound army.

- **Battle-forged army:** An army organised so all its units are in Detachments.
- **Unbound army:** An army that is not Battle-forged.
- Battle-forged armies have a pool of Command points to spend, Unbound armies do not.
- Battle-forged armies receive a Battle-forged CP bonus every turn (pg 205).

COMMAND POINTS

The starting number of CPs each player starts with for Battle-forging their army depends on the size of the battle you are playing. This is usually defined in the mission pack that is being played, but if one is not presented in the mission pack, use the following table. Note that the total Power Level is based on the combined power of all the models used in the battle (so the combined Power Level of both your and your opponent's armies). If you are using a game that uses points values, then the points limit is the maximum points limit per side. You can find out more about points values and points limits on page 241.

COMMAND POINTS

BATTLE SIZE	TOTAL POWER LEVEL	POINTS LIMIT	COMMAND POINTS
Combat Patrol	Up to 50	Up to 500	3
Incursion	51-100	501-1000	6
Strike Force	101-200	1001-2000	12
Onslaught	201-300	2001-3000	18

- Starting number of Command points varies with battle size.

GAINING AND REFUNDING COMMAND POINTS

There are several rules that give you a chance to gain or refund CPs when you or your opponent either use a Stratagem or spend CPs to use a Stratagem. Each player can only gain or have refunded a total of 1 CP per battle round as the result of such rules, regardless of the source, and CPs that are spent on Stratagems that are not used during a phase, such as those used 'before the battle' or 'at the end of the battle round', can never be refunded. The limit of gaining or refunding 1 CP per battle round does not apply to the Battle-forged CP bonus a player gains at the start of their Command phase before doing anything else, or to any CPs gained by mission special rules that instruct players to gain CPs in their Command phase.

- Cannot gain or refund more than 1 CP per battle round.
- Cannot gain or refund CPs used before battle or at the end of a battle round.
- Battle-forged CP bonus and CPs gained at start of Command phase via mission special rules are exempt from this limit.

FACTIONS

A unit's Faction is important when building a Battle-forged army, because most Detachments require all units included in them to be from the same Faction. Importantly, for an army to be Battle-forged it must have an Army Faction (see below).

The Factions that a unit belongs to will be listed in the Faction keywords section of its datasheet.

- **Faction:** Described by Faction keywords on a unit's datasheet.
- If Detachment requires all units to be from the same Faction, they must all share at least one Faction Keyword.

ARMY FACTION

In a Battle-forged army, all of the units in your army – with the exception of those that are **UNALIGNED** – must have at least one Faction keyword in common (e.g. **IMPERIUM** or **CHAOS**) even if they are in different Detachments. If a unit does not have the correct Faction keyword, it cannot be included in your army.

- **Army Faction:** All units in army must share at least one Faction keyword.
- **UNALIGNED** units are exempt.

***For example:** An Intercessor Squad has the **IMPERIUM** and **ADEPTUS ASTARTES** Faction keywords, so belongs to both the Imperium and Adeptus Astartes Factions. This means that if an Intercessor Squad was part of a Detachment that specified that all units in it must be from the same Faction, all other units in that Detachment must either be from the Imperium Faction, or they must all be from the Adeptus Astartes Faction.*

DETACHMENTS

When you build a Battle-forged army, it will contain one or more Detachments. The maximum number of Detachments you can include in an army depends on the size of the battle you are playing, as shown in the table below.

DETACHMENTS	
BATTLE SIZE	NO. OF DETACHMENTS
Combat Patrol	1
Incursion	2
Strike Force	3
Onslaught	4

To include a particular Detachment in your army, you must first spend a number of CPs equal to that Detachment's Command Cost. If you do not have enough CPs for a specific Detachment, you cannot include it in your army. Then, you simply organise some or all of the units in your army so that they fit within the restrictions and limitations detailed for that Detachment. A unit cannot belong to more than one Detachment, and you will often need to use additional information found on a unit's datasheet, such as Faction and Battlefield Role (see below and right) to determine where it fits in a Detachment. Unless otherwise noted, you can include the same Detachment multiple times.

- Maximum number of Detachments an army can include varies with battle size.
- To include a Detachment in your army, you must pay the CPs specified.
- Units must fit into Detachments.
- A unit cannot belong to more than one Detachment.

DETACHMENT ABILITIES

Every Codex lists a set of abilities that units in a Detachment gain if every unit in that Detachment is from a specified Faction. Units in Auxiliary Support Detachments, Super-heavy Auxiliary Detachments and Fortification Network Detachments never gain any Detachment abilities, even if every unit in that Detachment is from the Faction specified.

- Auxiliary Support, Super-heavy Auxiliary and Fortification Detachments never gain Detachment abilities.

REINFORCEMENT UNITS

If a unit is ever added to a Battle-forged army during the battle, it is never considered to be part of a Detachment. This means that it never costs CPs to include them in your army but they will never benefit from any Detachment abilities.

- Units added to your army during the battle are never part of a Detachment.

Each Detachment contains the following information:

BATTLEFIELD ROLE SLOTS

This section of a Detachment's rules lists the minimum and maximum number of units in each Battlefield Role that you must or can include in the Detachment.

The icons on a Detachment are referred to as slots. Each slot will typically specify a single Battlefield Role, and allows you to take one unit. Red icons are compulsory selections – you must take at least this many units of the appropriate Battlefield Role to include the Detachment in your army. Grey icons are optional selections – you can include up to this number of units with the appropriate Battlefield Role when including the Detachment in your army. Any further units of the same Battlefield Role will need to be taken in a different Detachment. For example, in order to take a Battalion Detachment (pg 248) you must select three units with the Troops Battlefield Role, and cannot include more than six Troops units in the Detachment.

- Each unit has a Battlefield Role on its datasheet.
- Each unit takes up one slot of the appropriate Battlefield Role.
- Must include compulsory (red) slots.
- Can include optional (grey) slots.

DEDICATED TRANSPORTS

This details how many Dedicated Transport units the Detachment can include (if any). In many Detachments this is separated from other units, as the total number of Dedicated Transport units you can include in a Detachment cannot exceed the number of **INFANTRY** units you have included in that Detachment (i.e. in such Detachments, for each **INFANTRY** unit you include in the Detachment you can include up to one unit that has the Dedicated Transport Battlefield Role).

RESTRICTIONS

This section of a Detachment's rules lists any additional restrictions that apply to the units you can include as part of the Detachment. If a datasheet does not adhere to a particular restriction, it cannot be included as part of the Detachment. The most common restriction is that all of the units included in a Detachment must be from the same Faction.

COMMAND COST

This section of a Detachment's rules tells you how many Command points are required to include this Detachment in your army.

COMMAND BENEFITS

This section of a Detachment's rules lists any bonuses that apply if you include the Detachment in your army.



BATTLEFIELD ROLE

However you choose your army, all units have a Battlefield Role, which is typically shown as a symbol. Apart from providing a useful overview of the types of duties a unit is meant to perform, the role is also of importance when it comes to using Detachments. The most common Battlefield Roles are shown here.



HQ



TROOPS



ELITES



FAST ATTACK



FLYER



HEAVY SUPPORT



FORTIFICATION



DEDICATED
TRANSPORT



LORD OF WAR

PATROL DETACHMENT COMMAND COST: 2CP

Restrictions: All units must be from the same Faction. This Detachment cannot include any Understrength units.

Command Benefits: +2 Command points if your **WARLORD** is part of this Detachment.

Dedicated Transports:

Can include 1 for each **INFANTRY** unit taken.



HQ 1-2	TROOPS 1-3	ELITES 0-2	FAST ATTACK 0-2	HEAVY SUPPORT 0-2	FLYERS 0-2

BATTALION DETACHMENT COMMAND COST: 3CP

Restrictions: All units must be from the same Faction. This Detachment cannot include any Understrength units.

Command Benefits: +3 Command points if your **WARLORD** is part of this Detachment.

Dedicated Transports:

Can include 1 for each **INFANTRY** unit taken.



HQ 2-3	TROOPS 3-6	ELITES 0-6	FAST ATTACK 0-3	HEAVY SUPPORT 0-3	FLYERS 0-2

BRIGADE DETACHMENT COMMAND COST: 4CP

Restrictions: All units must be from the same Faction. This Detachment cannot include any Understrength units.

Command Benefits: +4 Command points if your **WARLORD** is part of this Detachment.

Dedicated Transports:

Can include 1 for each **INFANTRY** unit taken.



HQ 3-5	TROOPS 6-12	ELITES 3-8	FAST ATTACK 3-5	HEAVY SUPPORT 3-5	FLYERS 0-2

VANGUARD DETACHMENT..... COMMAND COST: 3CP

Restrictions: All units must be from the same Faction. This Detachment cannot include any Understrength units.

Command Benefits: None.

Dedicated Transports:
Can include 1 for each
INFANTRY unit taken.



HQ 1-2	TROOPS 0-3	ELITES 3-6	FAST ATTACK 0-2	HEAVY SUPPORT 0-2	FLYERS 0-2

SPEARHEAD DETACHMENT..... COMMAND COST: 3CP

Restrictions: All units must be from the same Faction. This Detachment cannot include any Understrength units.

Command Benefits: None.

Dedicated Transports:
Can include 1 for each
INFANTRY unit taken.



HQ 1-2	TROOPS 0-3	ELITES 0-2	FAST ATTACK 0-2	HEAVY SUPPORT 3-6	FLYERS 0-2

OUTRIDER DETACHMENT..... COMMAND COST: 3CP

Restrictions: All units must be from the same Faction. This Detachment cannot include any Understrength units.

Command Benefits: None.

Dedicated Transports:
Can include 1 for each
INFANTRY unit taken.



HQ 1-2	TROOPS 0-3	ELITES 0-2	FAST ATTACK 3-6	HEAVY SUPPORT 0-2	FLYERS 0-2

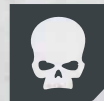
SUPREME COMMAND DETACHMENT COMMAND COST: OCP

Restrictions: You can only include one Supreme Command Detachment in your army. This Detachment can only include one **PRIMARCH**, **DAEMON PRIMARCH** or **SUPREME COMMANDER** unit, and this unit must be selected as your **WARLORD**.

Command Benefits: Select one of the following: +4 Command points if your army includes any Brigade Detachments; +3 Command points if your army includes any Battalion Detachments; +2 Command points if your army includes any Patrol Detachments.



OR



SUPER-HEAVY DETACHMENT COMMAND COST: 3CP OR 6CP

Restrictions: To include this Detachment in your army, you must spend either 3 or 6 Command points. If you only spend 3 Command points then you cannot include any **TITANIC** units in this Detachment. All units must be from the same Faction.

Command Benefits: None.

LORDS OF WAR
3-5



SUPER-HEAVY AUXILIARY DETACHMENT COMMAND COST: 3CP

Restrictions: None.

Command Benefits: None.



LORD OF WAR
1

FORTIFICATION NETWORK COMMAND COST: 1CP

Restrictions: You can only include one Fortification Network Detachment in your army. Your **WARLORD** cannot be a unit in this Detachment.

Command Benefits: +1 Command point if every unit in this Detachment is from the same Faction and that Faction is the same as your **WARLORD**'s Detachment.

FORTIFICATIONS
1-3



AUXILIARY SUPPORT DETACHMENT COMMAND COST: 2CP

Restrictions: This Detachment can only include one unit.

Command Benefits: None.



OR



OR



OR



OR



OR



OR



BATTLE-FORGED ARMY ROSTER

Once a player has selected a Battle-forged army, the details of it must be recorded. This is called an army roster; it can be written on a piece of paper or recorded digitally, but it must include the information shown below (this shows an example of an army roster you can download from warhammer-community.com).

[illegible]

* Some rules can be selected randomly. If you choose to randomly determine these rules then write 'random' on your army roster for that unit's rule. Then, after players have determined their mission, roll dice in front of your opponent to determine what your rules are.

1. What units are in your army, what their Battlefield Roles are and how many models are in each unit.
2. What weapons and wargear the models in each unit are equipped with.
3. The Power Rating and points value of each unit (the latter is only required if you are playing a game that is using a points limit).
4. Keywords, psychic powers, Warlord Traits and so on:
 - If a unit has any keywords that must be chosen by you (e.g. **<MARK OF CHAOS>**, **<LEGION>**, **<CHAPTER>** etc.), your army roster must make a note of what your choice is.
 - If a unit is a **PSYKER**, your army roster must make a note of which psychic powers it knows.*
 - If a unit has any rules that must, or can be, selected or generated before the battle, your army roster must detail what those selections are (e.g. Litanies of Battle, Powers of the C'tan, Exarch Powers).* This does not apply to rules that are selected at the start of the battle (e.g. Sacred Rites).
 - If a unit has been upgraded by a Stratagem before the battle, your army roster must make a note of the upgrade (e.g. Stratagems that enable additional models to have Relics or Warlord Traits or Stratagems that grant units better characteristics or abilities). If a unit has a Warlord Trait via such a Stratagem, these must be noted on your army roster.
 - If a unit has a Relic or a Warlord Trait, your army roster must say what Relic and/or Warlord Traits it has. The rules for Relics and Warlord Traits can be found in a number of Warhammer 40,000 publications.
5. If you are playing a game that is using a points limit, your army roster must list the total points cost of your army. This is the combined points cost of every unit in your army plus the total number of Reinforcement points you have set aside (if any).
6. What Detachments are included in your army, and which units are in which Detachment. If your army includes several different Detachments, write a separate Detachment roster for each and then write a summary army roster that references them. If a Stratagem upgrades a Detachment to be a Specialist Detachment, your army roster must make a note of this.
7. What your name, your army's name and your Army Faction is.
8. Which model in your army is your Warlord. This must be a model with the **CHARACTER** keyword (if your army has any) and cannot be a model with the Fortifications Battlefield Role. This model gains the **WARLORD** keyword and, if it also has the **CHARACTER** keyword, it will have a Warlord Trait, which you choose now and note on your roster*. Any Warlord can have the Inspiring Leader Warlord Trait [pg 238]. Alternative Warlord Traits can be found in other publications.
9. How many Command points your army has at the start of the battle.

MATT HUTSON'S THOUSAND SONS





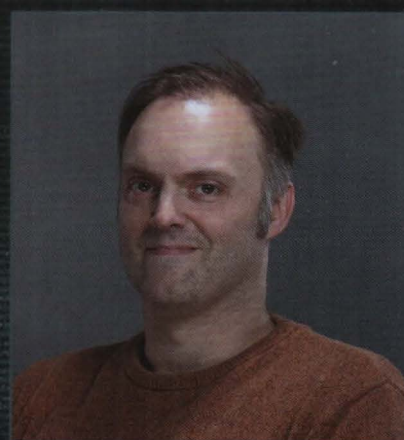
Matt's striking colour scheme, aided by some gruesome conversion work, brings his Helbrute to savage life.



Matt's Scarab Occult Terminators advance into battle as a flame-belching Heldrake screams low overhead.



Hovering into battle atop his infernal Disc of Tzeentch, Ahriman is the sorcerous master of this mighty force.



Matt Hutson is a veteran graphic designer who hails from Games Workshop's White Dwarf magazine. Matt has numerous sizeable armies that he's collected over the years, each more impressive than the last. Moreover, he's been known on occasion to dabble with the minions of the Chaos God Tzeentch, so it was only natural that, when the Thousand Sons received an invigorated model range, he would end up with a formidable army of them to lead to battle.

As a big fan of the exiled Thousand Sons Arch-Sorcerer Ahriman, Matt decided to theme his collection around the stories and background that he had read concerning this once favoured son of Magnus the Red. Of course, somewhere along the line Matt couldn't quite resist adding the Daemon Primarch himself to the collection – it is, after all, a truly magnificent centrepiece model – but this has only provided him with more opportunities for tabletop storytelling, as the exile and his former master fight alongside one another despite their mutual antipathy.

Matt has included a lot more narrative flourishes in his collection, not least of which is the substantial number of Cultists models. Between these and the large coven of sorcerers contained within the collection, Matt has provided Ahriman with plenty of followers capable of recording the arcane lore that their master finds along his travels. Another exciting element of this collection – one that ties into both its look and its story – is that Matt has painted the models' bases in precisely the same fashion as his Aeldari Harlequin army. Throughout the Black Library novels about his dark exploits, Ahriman is depicted battling these worshippers of the Laughing God many times. Accordingly, Matt has collected two opposing forces whose shared aesthetic ensures they look great pitted against one another.

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'.

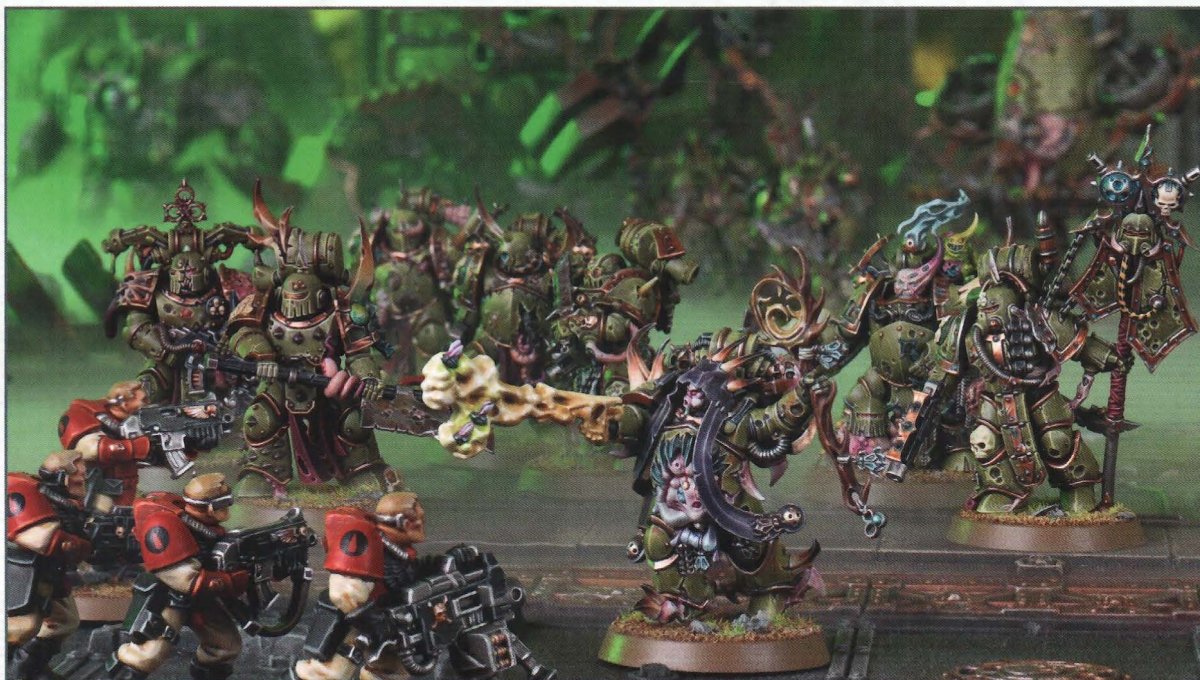
- To use a Stratagem you must pay the CPs specified.
- The same Stratagem cannot be used more than once during the same phase.
- Stratagems not used during a battle round are exempt from this limit.

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 224) or perform a Heroic Intervention (pg 225) 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 227) 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 (pg 244).

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 206) 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 205). 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.



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 215].
- 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 215].



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 on pages 266-269.

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 of 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.
- Hill 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 on page 247. 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 227) 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.

Scaleable

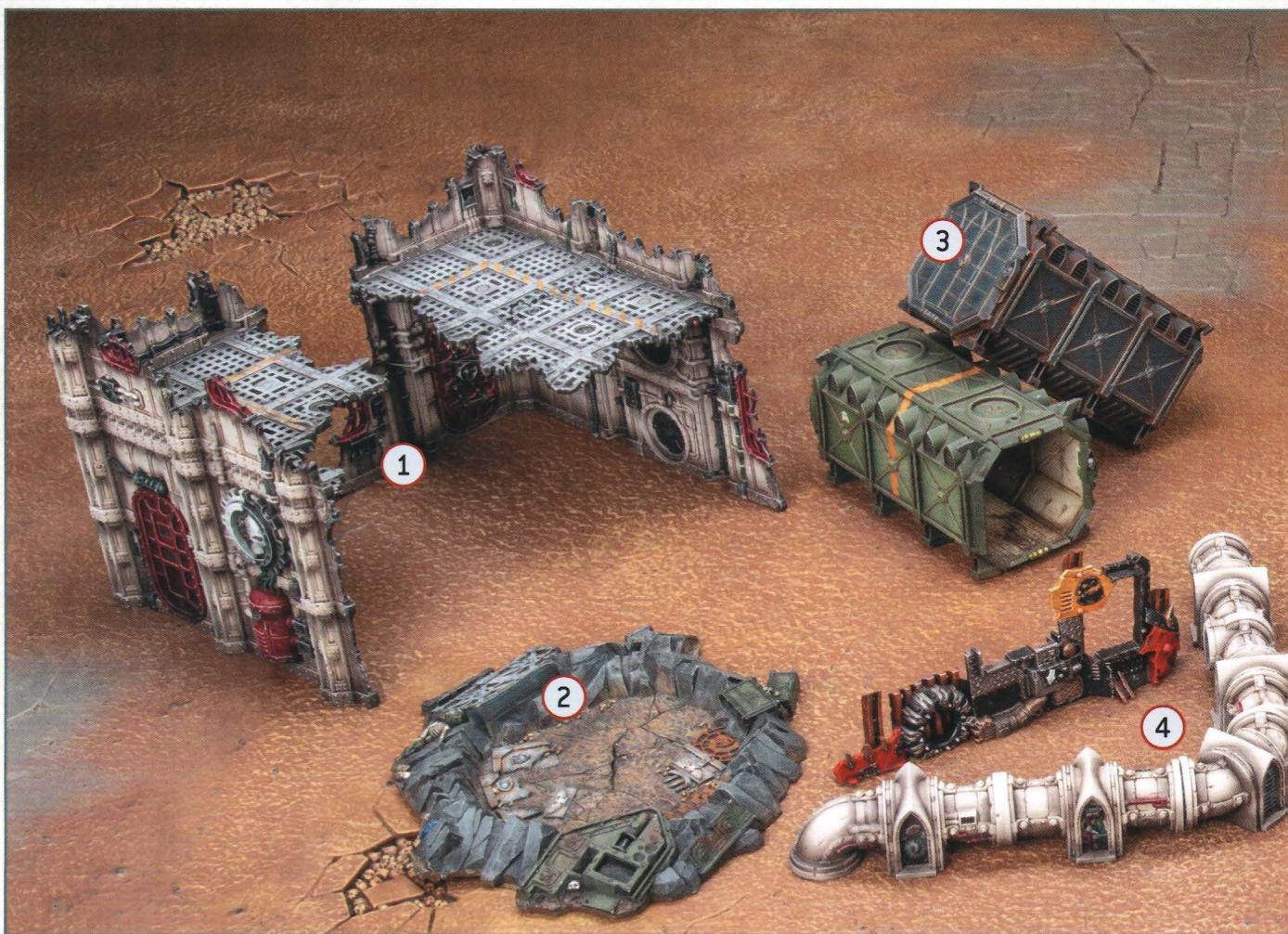
Only **INFANTRY**, **BEASTS** and **SWARM** models, and models that can **FLY**, can be set up or end a move on top of an Obstacles terrain feature with this trait. Only **INFANTRY**, **BEASTS** and **SWARM** models, and models that can **FLY**, can be set up or end a move on the upper floors of an Area 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 260-261] and terrain traits [pg 262-263] 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: Scaleable, 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, Scaleable, 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: Scaleable, 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

EXAMPLE BATTLEFIELDS

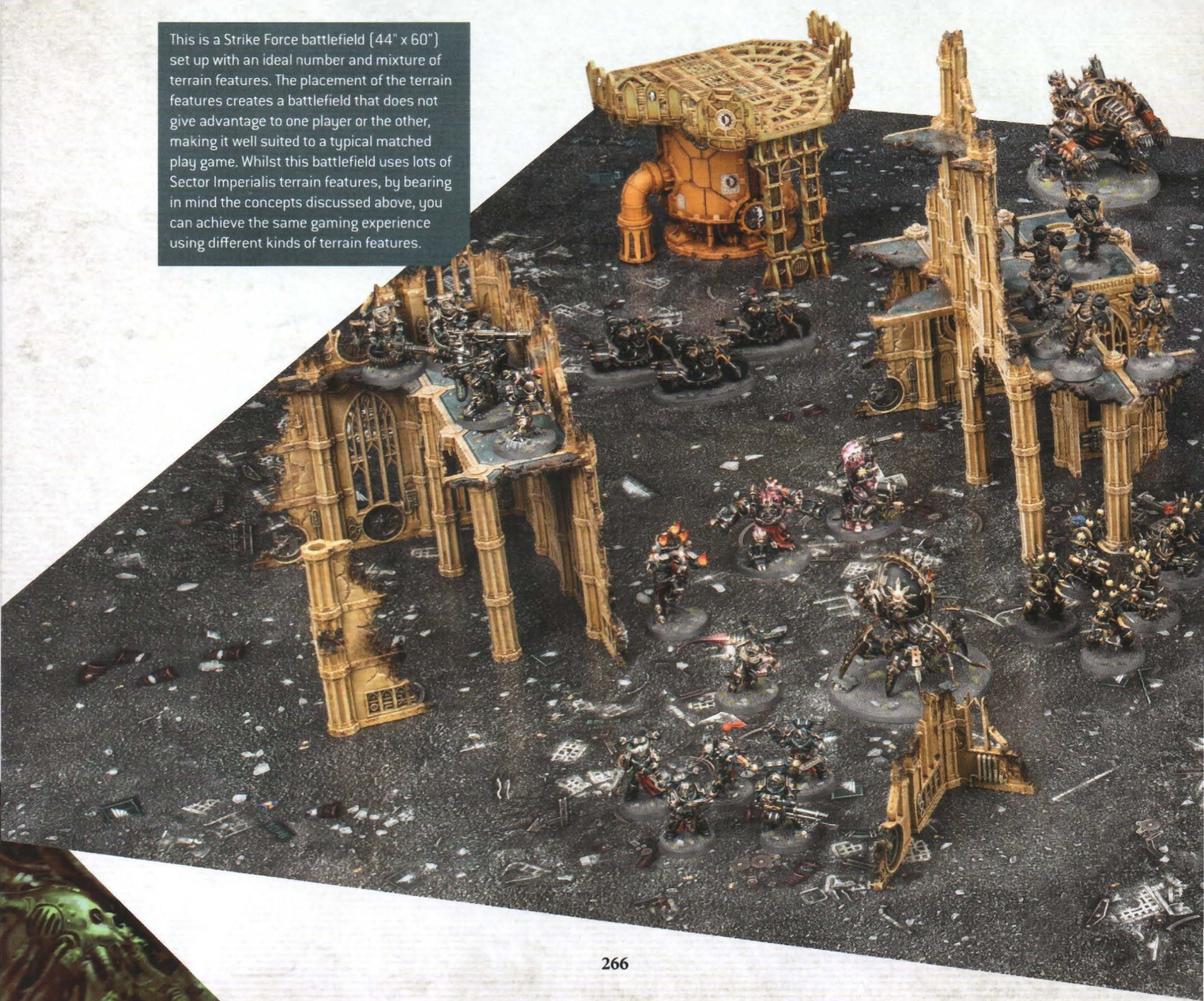
In the far future, battles are fought across an infinite variety of strange and alien planets where no land is left untouched by the tempest of war. Crystal moons, derelict space hulks, carnivorous death worlds and war-ravaged cityscapes are just a few of the fantastical landscapes that can be recreated.

Below is an example of a battlefield set up for a Strike Force-sized battle with an ideal number of terrain features. Assuming the terrain rules on pages 260-263 are used for the terrain features, their placement on this battlefield will create a dynamic gaming experience that doesn't favour one player over the other – this makes it ideal for a matched play game. This is because the terrain features – in this case, a good mixture of different Obstacles and Area Terrain features – are fairly evenly distributed across

the battlefield. There is also sufficient room for large units, such as tanks, to manoeuvre around the terrain features (especially near the edges) without getting trapped.

Importantly, some terrain features with the Obscuring trait have been placed near the middle of the battlefield, ensuring that it is not easy to draw visibility from one side of the battlefield to the other (battlefields where this is not the case can advantage armies that rely on shooting, or disadvantage armies that rely on melee).

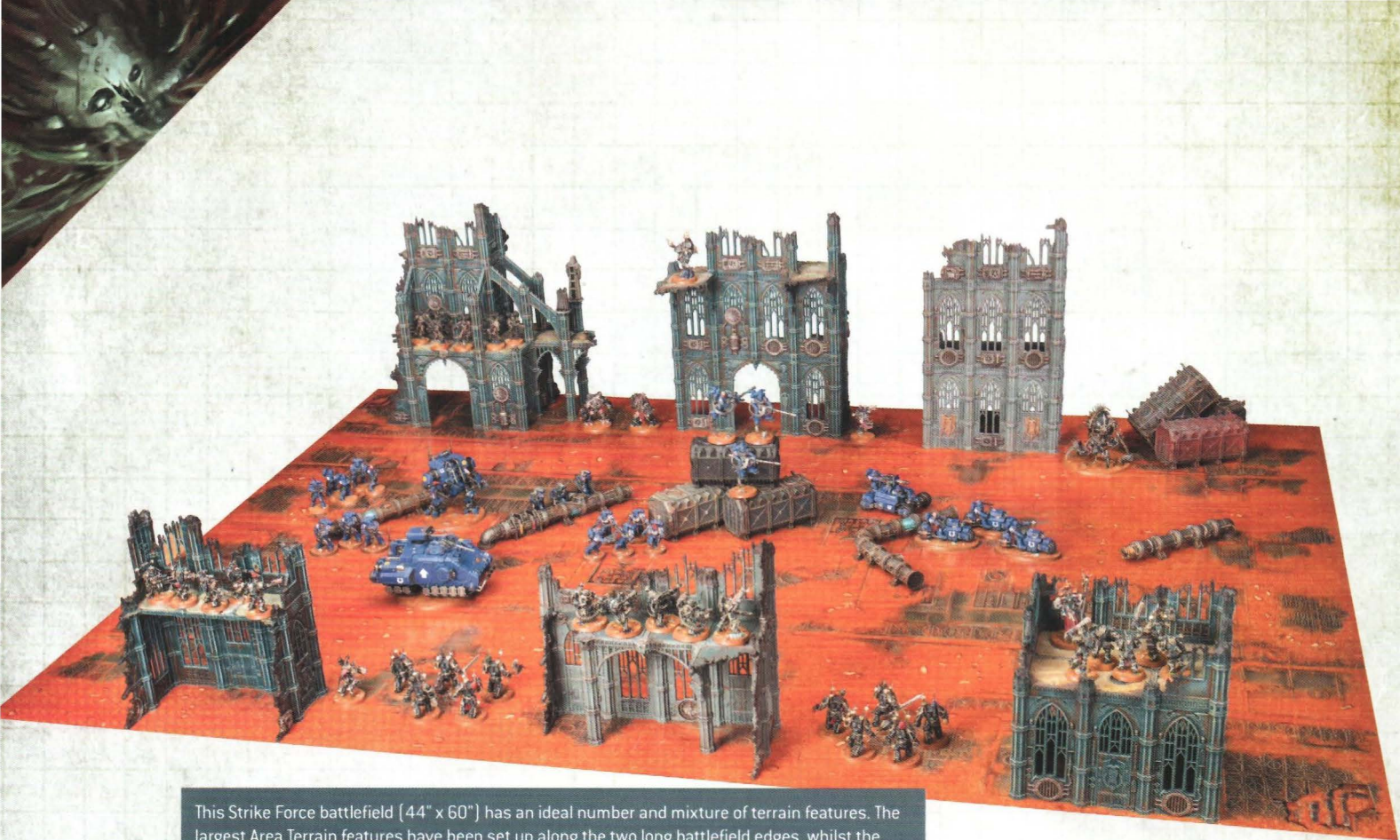
This is a Strike Force battlefield (44" x 60") set up with an ideal number and mixture of terrain features. The placement of the terrain features creates a battlefield that does not give advantage to one player or the other, making it well suited to a typical matched play game. Whilst this battlefield uses lots of Sector Imperialis terrain features, by bearing in mind the concepts discussed above, you can achieve the same gaming experience using different kinds of terrain features.





This Strike Force battlefield (44" x 60") has fewer terrain features set up on it than the one below. The terrain has still been set up so as not to give an advantage to one player or the other, and there is still terrain set up in the middle that blocks visibility from one side of the battlefield to the other. As a result, this battlefield would still make for a good matched play game. Battlefields with less terrain than this will start to advantage armies that rely on shooting over melee.





This Strike Force battlefield (44" x 60") has an ideal number and mixture of terrain features. The largest Area Terrain features have been set up along the two long battlefield edges, whilst the middle of the battlefield only has a scattering of Obstacles to provide any kind of shelter from enemy fire. Whilst this battlefield is not ideal for a matched play game, it would make for a very thematic set-up for a narrative play game such as Ambush.



This Strike Force battlefield (44" x 60") is very similar to the one above it in terms of number and types of terrain features, but they have been set up more evenly across the battlefield, and the middle contains terrain features that block visibility from one side of the battlefield to the other. This battlefield doesn't give an advantage to one player or the other, and is far more suited to a typical matched play game than the battlefield at the top of the page.

This IncurSION battlefield (44" x 30") has an ideal number and mixture of terrain features, including both Area Terrain and Obstacles. The terrain features are set up evenly across the battlefield, there is still space for units to manoeuvre around them, and lines of fire cannot easily be drawn from one edge to the other. This battlefield does not favour one player over the other.



This IncurSION battlefield (44" x 30") has been set up with fewer terrain features than the battlefield above. The terrain has still been set up so as not to give advantage to one player over the other. A battlefield with fewer terrain features than this will afford units no way to gain protection from ranged attacks, and so will give a strong advantage to armies that rely on shooting, whilst disadvantaging armies that rely on melee.

This IncurSION battlefield (44" x 30") has an ideal number and mixture of terrain features, and has been set up to create a strong thematic battlefield that, whilst not suited to many matched play missions, would be perfect for some narrative play missions, such as Sabotage or The Relic.





OPEN PLAY

Over the following pages you will find different examples of how to create missions for open play. If you want to start waging war right away, pick one of the three missions from the Open Hostility mission pack, detailed over the following pages. Alternatively, if you want the freedom and flexibility to create your own open play missions, we have provided a few ideas on page 277 to spark your imagination.

The open play rules provide a style of play that is as free-form and permissive as Warhammer 40,000 gets. In open play anything goes, whether it be deploying your armies without worrying about points of power, inventing your own missions, playing highly themed and entirely unbalanced games, or anything else that you think will prove enjoyable.

Perhaps you are looking to play your first few games of Warhammer 40,000 with whatever models you have to hand. Maybe you simply want to play with every tank you have in your collection, while your opponent has a swarm of huge monsters to send into battle against them. You and your opponent might have much larger or smaller collections than one another, and elect to play a battle where the smaller force must simply hold out for as long as it can from behind heavily fortified positions before it is finally overrun. Alternatively, maybe both of you have a handful of powerful heroes each and want to pit them against one another, or to send such a band of champions in against a horde of lesser foes and see how many they can slay. The limits of open play are few, and dictated only by your own imagination.

Open play mission packs provide a guide on how to dive into this sort of free-form wargaming. For example, Open War cards

provide randomised cues for how to set up and fight different missions, giving near endless possibilities for different battle. But the quickest way to start playing is to use the Open Hostility mission pack on the following pages. It provides guidelines for approximate game sizes, several fun and straightforward missions that you can play, and explains how big of a battlefield you're going to want in order to enjoy a satisfying game depending on how big your armies are. Within the content of these few pages, there are dozens of potential games to be played and long hours of wargaming enjoyment to be had.

Once you have gotten a feel for open play gaming, you may well find that you want to start devising your own missions that fit the armies you want to use and the stories you want to tell. On the last page of this section you will find a raft of exciting suggestions to help you on your way and inspire exciting games that you and your opponents will remember for years to come. Whether it be stopping your enemy's evil ritual (or completing your evil ritual before your foes can interfere), ambushing a convoy as it races through hostile territory, hunting down the enemy's spies or any of a host of other exciting ideas, you will be sure to find inspiration for your own fun and engaging open play missions.

OPEN HOSTILITY MISSION PACK

An Open Hostility battle is waged by following the sequence below:

1. MUSTER ARMIES

You and your opponent must first each muster an army from the miniatures in your collection. Your armies can be as big as you like, and you can use as many models from your collection as you wish.

It is up to the players to agree how big their armies will be – there is no reason why the two armies need to be the same size, though if that is what the players want they should agree to this now. The table below gives a rough guide of how long the battle should take based on the size of the armies used (note that this is the combined Power Level of both your and your opponent's army).

BATTLES		
BATTLE SIZE	SIZE OF ARMIES (Total Power Level)	BATTLE DURATION
Combat Patrol	50	Up to 1 hour
Incursion	100	Up to 2 hours
Strike Force	200	Up to 3 hours
Onslaught	300	Up to 4 hours

The missions in this mission pack have been designed to be used for armies that have certain relative Power Levels. As a result, you may wish to read on further before deciding what size armies to muster.

Once you have mustered your army, select one of your models to be your Warlord. This model gains the **WARLORD** keyword. If your Warlord has the **CHARACTER** keyword, they will have a Warlord Trait, which you choose now. Any **WARLORD** can have the Inspiring Leader Warlord Trait:

Inspiring Leader (Warlord Trait, Aura)

Add 1 to the Leadership characteristic of friendly units while they are within 6" of this **WARLORD**.

Alternative Warlord Traits can be found in other publications.

2. DETERMINE MISSION

The players determine which of the three Open Hostility missions will be used for the battle. This will determine the deployment map that the players use, as well as the specific mission briefing.

You can simply agree with your opponent which mission you will use. Alternatively, you can roll to randomly select a mission using the appropriate table below. Note, however, that the missions have been designed to be used with battles of certain relative Power Levels, as described in the table below:

MISSION

D6 OPEN HOSTILITY MISSIONS

- Annihilation** (pg 274)
1-2 This mission is designed for battles with two armies of roughly similar Power Level.
- Hold at All Costs** (pg 275)
3-4 This mission is designed for battles where the Power Level of one player's army is at least one third more than, but less than twice that of, the other.
- Death or Glory** (pg 276)
5-6 This mission is designed for battles where the Power Level of one player's army is at least twice that of the other.

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.

4. CREATE THE BATTLEFIELD

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

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

5. DETERMINE ATTACKER AND DEFENDER

If the Power Rating of one player's army is greater than that of their opponent's, then that player is the Attacker and their opponent is the Defender. Otherwise, the players roll off and the winner decides who will be the Attacker and who will be the Defender.

6. DECLARE RESERVES AND TRANSPORTS

Both players now secretly note down which of their units will start the battle in a location other than the battlefield, and which of their units will start the battle embarked within **TRANSPORT** models (they must declare what units are embarked on what models). When both players have done so, they declare their selections to their opponent.

7. DEPLOY ARMIES

The deployment maps for each mission will tell you which deployment zone is the Attacker's and which is the Defender's.

The players alternate setting up their remaining units, one at a time, starting with the Attacker. These models must be set up wholly within their player's deployment zone. If one player has finished deploying all their units, their opponent then deploys the remainder of their units.

If both players have units that have 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.

8. 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.

9. RESOLVE PRE-BATTLE ABILITIES

Players alternate resolving any pre-battle abilities units in their army may have, starting with the player who will take the first turn.

10. BEGIN THE BATTLE

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

11. ENDING THE BATTLE

The battle ends when all of the models in one player's army have been destroyed, or once the fifth battle round has ended (whichever comes first).

12. DETERMINE VICTOR

At the end of the battle, both players check their mission objectives to determine who is the victor.



OPEN HOSTILITY

ANNIHILATION

MISSION BRIEFING

Two warlords face each other, intent on destroying all who stand before them. Each must attempt to annihilate their opponent while minimising their own losses.

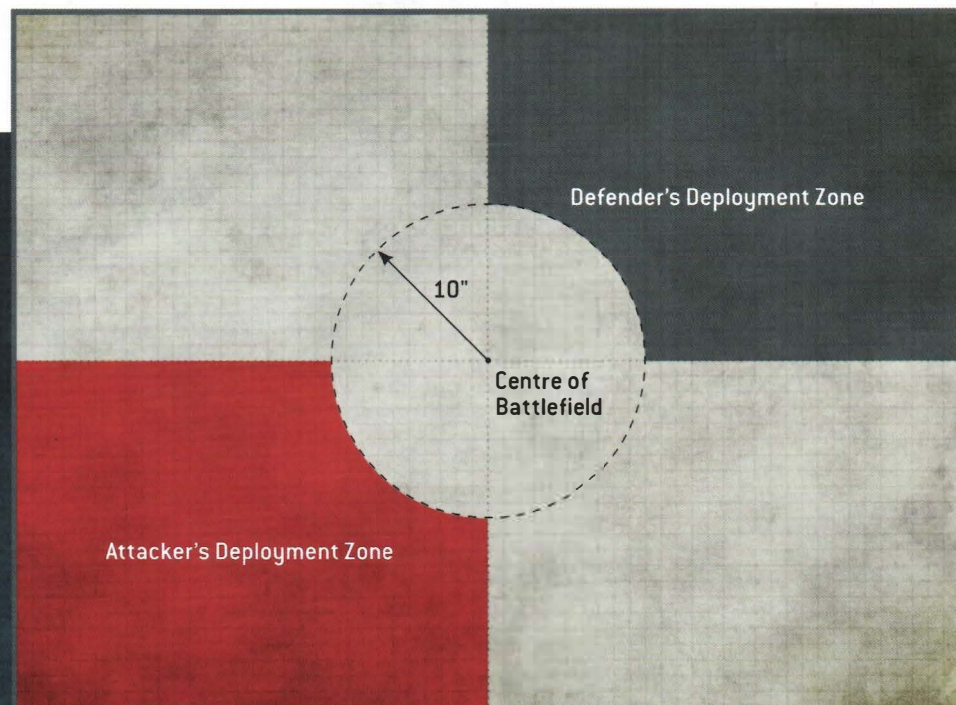
MISSION OBJECTIVES

No Mercy: If, at the end of the battle, one army has been destroyed, the player commanding the opposing army is the victor. Otherwise, the player with the most victory points is the victor (in the case of a tie, the battle is a draw). Victory points are awarded as follows:

Slay the Warlord: A player scores 1 victory point if the enemy **WARLORD** is destroyed at the end of the battle.

Purge the Enemy: At the end of the battle, each player adds up the Power Rating of all enemy units that were destroyed during the battle and divides the total by 10 (rounding up) – this is the number of victory points that player scores. If a unit splits to form two or more individual units during the battle, then divide that unit's Power Rating equally between the individual 'split' units (rounding up) when calculating this. Any units that are not on the battlefield at the end of the battle (other than units that are currently embarked within **TRANSPORT** models that are on the battlefield) count as destroyed for this mission objective.

Defender's Battlefield Edge



Attacker's Battlefield Edge

OPEN HOSTILITY

HOLD AT ALL COSTS

MISSION BRIEFING

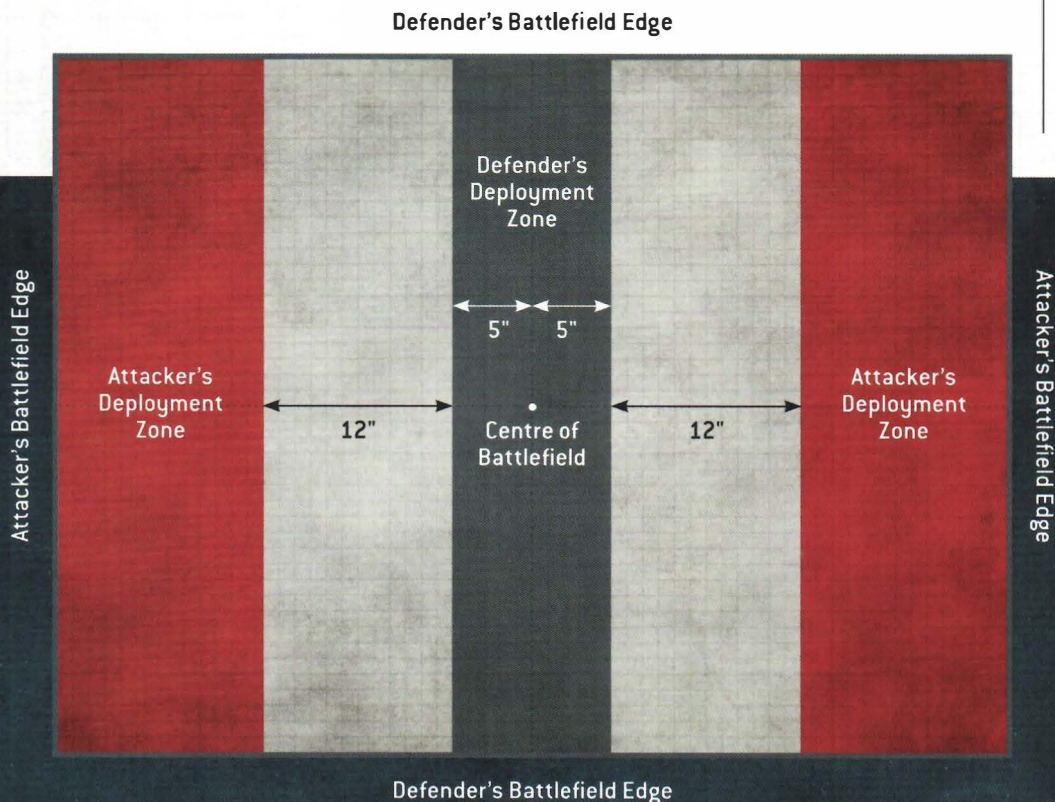
The battlefield lies at a crossing of key strategic importance. A defending army that has dug in stands ready to hold it at all costs in the face of a superior foe that surrounds them.

Mission Rules

Dug-in Positions: In the first battle round, the Defender adds 1 to all saving throws taken for their models that are wholly within their own deployment zone (invulnerable saves are unaffected).

MISSION OBJECTIVES

No Matter the Cost: If, at the end of the battle, one army has been destroyed, the player commanding the opposing army is the victor. Otherwise, the player who has the closest model to the centre of the battlefield is the victor (if both players have models that are the closest to the centre of the battlefield, the battle is a draw).



OPEN HOSTILITY

DEATH OR GLORY

MISSION BRIEFING

An outnumbered army faces inevitable defeat, but if they sell their lives dearly to allow even a single warrior to survive them, they will have earned a heroic death.

Mission Rules

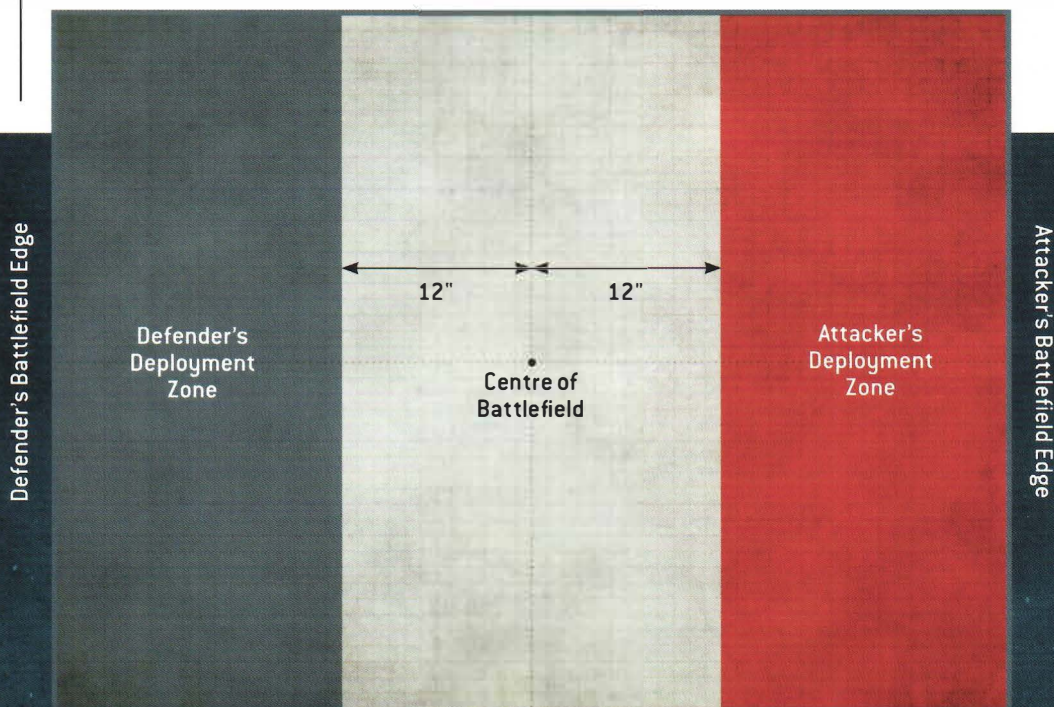
No Retreat: In this mission, the Defender automatically passes all Morale tests taken for their units (no dice are rolled).

FIRST TURN

The Defender decides which player has the first turn.

MISSION OBJECTIVES

Death or Glory: If, at the end of the battle, the Defender's army has been destroyed, the Attacker is the victor. Otherwise, the Defender is the victor.



SUGGESTIONS FOR OPEN PLAY MISSIONS

No form of war is unknown in the galaxy. Below you will find a few ideas below to spark your imagination for other open play missions; you should feel free to use these hooks as the basis of your battles, or simply create ones of your own.

- An elite force strikes behind enemy lines to assassinate the foe's commanders.
- An evil ritual is nearing completion – fight to prevent its culmination, or bring about its fruition.
- A group of sappers attempts to sabotage a mighty war machine or fortress before it, and its fearsome weapons, become fully operational.
- A convoy is ambushed – how many of its vital supplies can it escape with?
- You and your opponent(s) are trying to reach a powerful relic; use your fastest units to race across the long battlefield and claim the prize!
- The battlefield houses a holy shrine that must not fall into enemy hands. Protect it at any cost.
- As you signal the attack, your own allies suddenly reveal their traitorous intent and open fire upon your lines. Can you rally to wage a war on two fronts and prevail?
- An escape pod has crash landed nearby. Locate and recover the survivors before the enemy can capture them.
- Your enemy believes their position unassailable. Lead the forlorn attempt to create a breach and bring victory!
- The underground tunnels beneath the battlefield are infested with mutants, aliens or cultists. They boil to the surface, threatening to overwhelm the defenders.
- A band of operatives must silence enemy sentries to enable their army's approach to go undetected.
- A priceless piece of archeotech is lost within these war-torn ruins; your forces must be the ones to discover its location and take it back to your headquarters.
- A beleaguered army must hold out long enough for reinforcements to relieve them.
- You have been entrusted with the life of a dignitary – you must escort them safely across the war zone.
- Snipers and close-quarters fighters come into their own in a claustrophobic battle through the ruins of a fallen hive city.
- A spy is sheltering within ruins deep inside hostile territory. Their allies must attempt to extract them before they are discovered by patrols.
- After months of fighting, the enemy army is on the verge of routing. Break their morale and victory will be assured.





MATCHED PLAY

Matched play offers the most mechanically balanced Warhammer 40,000 gaming experience. With granular, in-depth army selection and a range of mission packs that present clearly defined and competitive victory conditions, matched play is a gaming experience with minimal pre-game negotiation between players. It also sets the stage for you to prove your tactical might upon the gaming table against any opponent and in any setting.

The matched play rules for Warhammer 40,000 can be thought of as a robust and highly adaptable framework. They provide great variation in the missions that you and your opponent can play and encourage significant player-led refinement of the game's parameters while retaining clean and clear rules of play to prevent any confusion or unnecessary debate. They also ensure the greatest possible balance between the competing players and their armies, providing a level playing field in which considered army selection, cunning play and a solid understanding of variables involved will be required to defeat your opponent.

There are multiple ways to play matched play games, each stemming from a different mission pack such as Maelstrom of War. The best way to get started with matched play, however, is the Eternal War mission pack that you will find on the following pages.

The first exciting feature of these missions comes with choosing the size of game you are going to play, be it Combat Patrol, Incursion, Strike Force or Onslaught. This choice dictates not only how many points you have to spend on your army, but also the range of potential missions you have

available to play. These missions have all been designed with the designated army sizes in mind, and so scale perfectly to present tactical challenges and exciting games that suit the forces you can bring to the table.

Another layer of tailoring is available in the form of your secondary objectives. There are a considerable number of these, divided into subcategories such as Purge the Enemy, Battlefield Supremacy or Shadow Operations. Prior to the battle, each player selects the secondary objectives that they want their forces to be trying to complete. In this way, while both players are seeking to complete the primary objectives stipulated by the mission they have chosen, each is able to tweak their overall goals to better suit the strengths of their army, and to capitalise on any weaknesses they see in their enemy.

Not only does this system offer a huge variety of potential primary and secondary combinations to keep your gaming experience fresh and exciting, it also ensures that the process of choosing your objectives requires you to employ strategy and cunning to tilt the odds in your favour!

ETERNAL WAR MISSION PACK

An Eternal War battle is waged by following the sequence below:

1. SELECT BATTLE SIZE

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

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

ARMY		
BATTLE SIZE	POINTS LIMIT	COMMAND POINTS
Combat Patrol	500	3
Incursion	1000	6
Strike Force	2000	12
Onslaught	3000	18

Details of how to Battle-forged an army can be found on page 244. Details of how to use a points limit can be found on page 241. Details of how to select a **WARLORD** and what information your army roster must contain can be found on pages 238 and 251 respectively. You cannot include any Understrength units in your army. All of the units in each Detachment in your Battle-forged army must have at least one Faction keyword in common, and this keyword cannot be **CHAOS**, **IMPERIUM**, **AELDARI**, **YNNARI** or **TYRANIDS**, unless the Detachment in question is a Fortification Network (this has no effect on your Army Faction). If you are playing a Combat Patrol battle, the only Detachment your army can include is one Patrol Detachment (pg 248), unless your Army Faction is **IMPERIAL KNIGHTS** or **CHAOS KNIGHTS**, in which case the

With the exception of units with the Troops or Dedicated Transport Battlefield Roles, or units that are added to your army during the battle that cost Reinforcement points, each player can only include the same datasheet in their army three times. For the purposes of this restriction, the Daemon Prince, Daemon Prince of Chaos, Daemon Prince of Nurgle and Daemon Prince of Tzeentch datasheets are all considered to be the same datasheet. In addition, if by deleting the word 'Cult' or 'Brood Brothers' from a datasheet's title in *Codex: Genestealer Cults* it would match the title of a datasheet from *Codex: Astra Militarum*, then for the purposes of this restriction, those datasheets are considered to be the same.

only Detachment your army can include is one Super-heavy Detachment (pg 250).

If either player has access to any Stratagems that are used before the battle that upgrade units, these must be used now and the details of the upgrades noted on the player's army roster. Each player must then provide a copy of the army roster for their opponent to read through.

3. DETERMINE MISSION

The players determine which mission will be used for the battle; they can choose from the missions for their chosen battle size. This will determine the deployment map that the players use, as well as the specific mission briefing. You can either simply agree with your opponent which you will use, or you can roll to randomly select a mission using one of the following tables:

COMBAT PATROL MISSIONS

D6	MISSION
1-2	Incisive Attack (pg 286)
3-4	Outriders (pg 287)
5-6	Encircle (pg 288)

INCURSION MISSIONS

D6 MISSION

- 1 **Divide and Conquer** (pg 289)
- 2 **Crossfire** (pg 290)
- 3 **Centre Ground** (pg 291)
- 4 **Forward Push** (pg 292)
- 5 **Ransack** (pg 293)
- 6 **Shifting Front** (pg 294)

STRIKE FORCE MISSIONS

D6 MISSION

- 1 **Retrieval Mission** (pg 295)
- 2 **Front-line Warfare** (pg 296)
- 3 **The Four Pillars** (pg 297)
- 4 **No Man's Land** (pg 298)
- 5 **Scorched Earth** (pg 299)
- 6 **Vital Intelligence** (pg 300)

ONSLAUGHT MISSIONS

D6 MISSION

- 1-2 **Lines of Battle** (pg 301)
- 3-4 **All-out War** (pg 302)
- 5-6 **Pathway to Glory** (pg 303)

4. READ MISSION BRIEFING

Each mission has a mission briefing that will detail the primary objectives that award victory points to the players. Some missions may also include one or more secondary objectives that players can choose to select during the Select Secondary Objectives step. Some mission briefings also list one or more mission rules that will apply for the duration of the battle. The players should read and familiarise themselves with these before proceeding.

5. PLACE OBJECTIVE MARKERS

The players now set objective markers up on the battlefield. Each mission's deployment map will show the players how many to set up, and where each should be placed.

6. CREATE THE BATTLEFIELD

The players now create the battlefield and set up terrain features. Missions are played on rectangular battlefields. The size of your

battlefield depends on the battle size you have selected, as shown in the table below (the table shows the minimum size of battlefields):

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 detailed on pages 266-269. Terrain features cannot be set up on top of objective markers. Players must use the battlefield terrain rules for terrain features, as described on pages 260-265.

7. SELECT SECONDARY OBJECTIVES

Each player then secretly selects three secondary objectives for the battle and writes them down. Each can award victory points to the player who chose them. The secondary objectives that players can choose from can be found on pages 284-285, though some missions will include secondary objectives the players can also choose from. Once both players have selected their secondary objectives, they reveal their selections to their opponent.

8. DETERMINE ATTACKER AND DEFENDER

The players roll off and the winner decides who will be the Attacker and who will be the Defender.

9. CHOOSE DEPLOYMENT ZONE

The Defender now selects one of the deployment zones for their army. Their opponent uses the other deployment zone.

10. DECLARE RESERVES AND TRANSPORTS

These missions use the Strategic Reserves rules (pg 256).

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 on what model). When both players have done so, they declare their selections to their opponent.

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

In Eternal War missions, Strategic Reserve and Reinforcement units can never arrive on the battlefield in the first battle round. Any Strategic Reserve or Reinforcement unit that has not arrived on the battlefield by the end of the third battle round counts as having been destroyed, as do any units embarked within them (this does not apply to units that are placed into Strategic Reserves after the first battle round has started).

11. DEPLOY ARMIES

The players alternate setting up their remaining units, one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If one player finishes 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, 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

The players roll off. The winner declares whether they will take the first or second turn.

13. RESOLVE PRE-BATTLE ABILITIES

Players alternate resolving any pre-battle abilities units in their army may have, and resolving any Stratagems that are used before the battle (excluding those that upgrade their units or those that enable them to set up a unit in a location other than the battlefield), starting with the player who will take the first turn.

14. BEGIN THE BATTLE

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

Ending the Battle Early or Conceding

Ideally, a battle should always be played until the end. On occasion, though, one or both players may not be able, or may not wish to, complete the battle.

If you and your opponent both agree to end the battle early, then you can end the battle at a mutually agreed point (we suggest at the end of a battle round). You and your opponent can then calculate your final victory points totals, taking into account any objectives achieved, to determine the victor.

If only one player wants to end the battle early then that player must concede and remove all their models from the battlefield. A player who concedes scores 0 victory points for that battle and their opponent is automatically the victor (even if they scored 0 victory points during the battle). The other player may continue to play out their turns until the battle ends if they wish, perhaps to accrue a few more victory points, or they can choose to end the battle now.

15. ENDING THE BATTLE

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 may 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 45 victory points from primary objectives and a maximum of 45 victory points from secondary objectives (from a maximum of 15 victory points from each of the 3 secondary objectives you have selected), for a total of 90 possible victory points from mission objectives (any excess victory points awarded are discounted). 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.

MISSION OBJECTIVES

During the battle, players can earn victory points by achieving mission objectives. There are two types of mission objectives: primary and secondary. Primary mission objectives are described in the mission's Mission Briefing. Secondary mission objectives are chosen by each player after the mission has been determined and the armies have been revealed. In either case, 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 on the objective itself), and can be achieved and hence award victory points several times.



SECONDARY OBJECTIVES

When you are instructed to select secondary objectives, you can select from any presented here, in addition to any secondary objective listed on the mission you are playing.

You can score no more than 15 victory points from each secondary objective you select during the mission (any excess victory points awarded are discounted).

Each secondary objective listed below has a category (e.g. Purge the Enemy). When you select secondary objectives, you cannot choose more than one from each category.

PURGE THE ENEMY

ASSASSINATE

End Game Objective

Score 3 victory points at the end of the battle for each enemy **CHARACTER** model that is destroyed.

BRING IT DOWN

End Game Objective

Score 2 victory points at the end of the battle for each enemy **MONSTER** or **VEHICLE** model with a Wounds characteristic of 10 or less that is destroyed, and 3 victory points for each enemy **MONSTER** or **VEHICLE** model with a Wounds characteristic of 11 or more that is destroyed.

TITAN SLAYERS

End Game Objective

Score 10 victory points at the end of the battle if one enemy **TITANIC** model is destroyed, or 15 victory points if two or more enemy **TITANIC** models are destroyed.

SLAY THE WARLORD

End Game Objective

Score 6 victory points at the end of the battle if the enemy **WARLORD** is destroyed.

NO MERCY, NO RESPITE

THIN THEIR RANKS

End Game Objective

If you select this objective, keep a tally of kill points; each time an enemy model is destroyed, add 1 to this tally (add 10 to this tally instead if the model that was destroyed had a Wounds characteristic of 10 or more). A model can, if it is resurrected for any reason (i.e. it was destroyed and subsequently returned to the battlefield), potentially add several points to this tally (assuming it is resurrected and subsequently destroyed several times over). At the end of the battle, divide your kill points tally by 10 and round down – the result is the number of victory points you score.

ATTRITION

Progressive Objective

Score 4 victory points at the end of the battle round if more enemy units than friendly units were destroyed this battle round.

WHILE WE STAND, WE FIGHT

End Game Objective

If you select this objective, then before the battle you must identify which three models from your army (excluding models with the Fortifications Battlefield Role) have the highest points value, and make a note of them on your army roster (if two or more are models are tied, you can choose between them). If your army has three or fewer models, then you instead identify all the units in your army. A model's points cost includes the points of all weapons and wargear it is equipped with. You score 5 victory points for each of these models that are on the battlefield at the end of the battle.

FIRST STRIKE

End Game Objective

Score 5 victory points at the end of the battle if any enemy units were destroyed in the first battle round, and score an additional 3 victory points if more enemy units than friendly units were destroyed in the first battle round.

BATTLEFIELD SUPREMACY

ENGAGE ON ALL FRONTS

Progressive Objective

Score 2 victory points at the end of your turn if you have one or more units from your army wholly within three different table quarters, and those units are all more than 6" from the centre of the battlefield. Score 3 victory points instead if you have one or more units from your army wholly within each table quarter, and those units are all more than 6" from the centre of the battlefield.

LINEBREAKER

Progressive Objective

Score 4 victory points at the end of your turn if two or more units from your army (excluding **AIRCRAFT**) are wholly within your opponent's deployment zone.

DOMINATION

Progressive Objective

Score 3 victory points if you control more than half the total number of objective markers on the battlefield at the end of your turn.

SHADOW OPERATIONS

INVESTIGATE SITES

Progressive Objective

Score 3 victory points each time a unit from your army successfully completes the following action: **Investigate Site (Action)**: One **INFANTRY** unit (excluding **CHARACTERS**) from your army can start to perform this action at the end of your Movement phase if it is within 6" of the centre of the battlefield and no enemy units (excluding **AIRCRAFT**) are within 6" of the centre of the battlefield. The Action is completed at the end of your turn.

REPAIR TELEPORT HOMER

Progressive Objective

Score 5 victory points each time a unit from your army successfully completes the following action: **Repair Teleport Homer (Action)**: One **INFANTRY** unit from your army can start to perform this action at the end of your Movement phase if it is wholly within your opponent's deployment zone. The Action is completed at the end of your next Command phase provided the unit attempting it is still wholly within your opponent's deployment zone.

RAISE THE BANNERS HIGH

Progressive and End Game Objective

If you select this objective, then units in your army can perform the following action: **Raise Banners (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 that does not have one of your banners raised upon it (see below). A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT**) in range of the same objective marker. The Action is completed at the end of your turn. If this Action is successfully completed, that objective marker is said to have one of your army's banners raised on it (the banner is 'removed' if your opponent controls the objective marker at the start of any phase). You score 1 victory point at the end of each of your Command phases, and 1 victory point at the end of the battle, for each objective marker on the battlefield that has one of your banners raised upon it.

WARPCRAFT

MENTAL INTERROGATION

Progressive Objective

Score 3 victory points each time you successfully complete the following psychic action: **Mental Interrogation (Psychic Action – Warp Charge 4)**: One **PSYKER CHARACTER** from your army can attempt to perform this psychic action in your Psychic phase if it is within 18" of any enemy **CHARACTER** models.

PSYCHIC RITUAL

End Game Objective

Score 15 victory points at the end of the battle if any unit from your army successfully completed the following psychic action 3 times during the battle: **Psychic Ritual (Psychic Action – Warp Charge 3)**: One **PSYKER CHARACTER** unit from your army can attempt to perform this psychic action in your Psychic phase if it is within 6" of the centre of the battlefield.

ABHOR THE WITCH

End Game Objective

You cannot select this secondary objective if your army includes any **PSYKER** units. Score 5 victory points at the end of the battle for each enemy **PSYKER CHARACTER** unit that is destroyed, and 3 victory points for every other enemy **PSYKER** unit that is destroyed.

ETERNAL WAR – COMBAT PATROL INCISIVE ATTACK

MISSION BRIEFING

Two forces have dug in and fought to a stalemate. Adopting a new approach to the war, opportunistic bands of warriors now venture forth into no man's land to seize vital ground and defeat the enemy with surgical assaults across the front.

Mission Rules

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.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): 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):

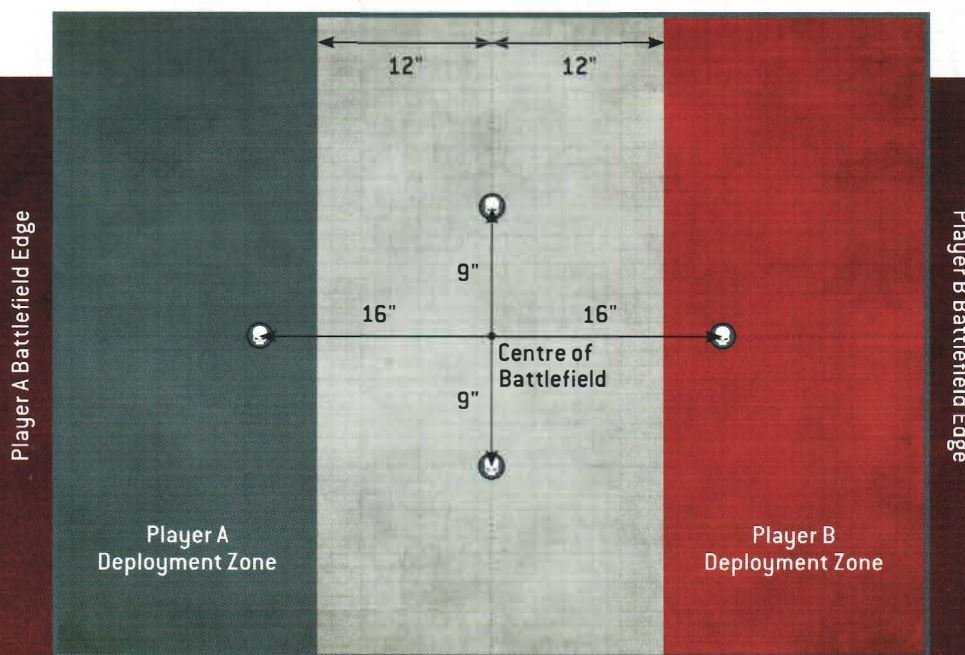
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Surgical Assault, below.

Surgical Assault (Progressive): Score 5 victory points if you control the objective marker in your opponent's deployment zone at the end of your turn.



ETERNAL WAR – COMBAT PATROL OUTRIDERS

MISSION BRIEFING

Advance parties have ranged ahead of the main force in preparation for a large push into enemy territory. They must scout the area, fight off enemy patrols and secure key locations that will prove vital to hold in the larger battle to come.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): 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):

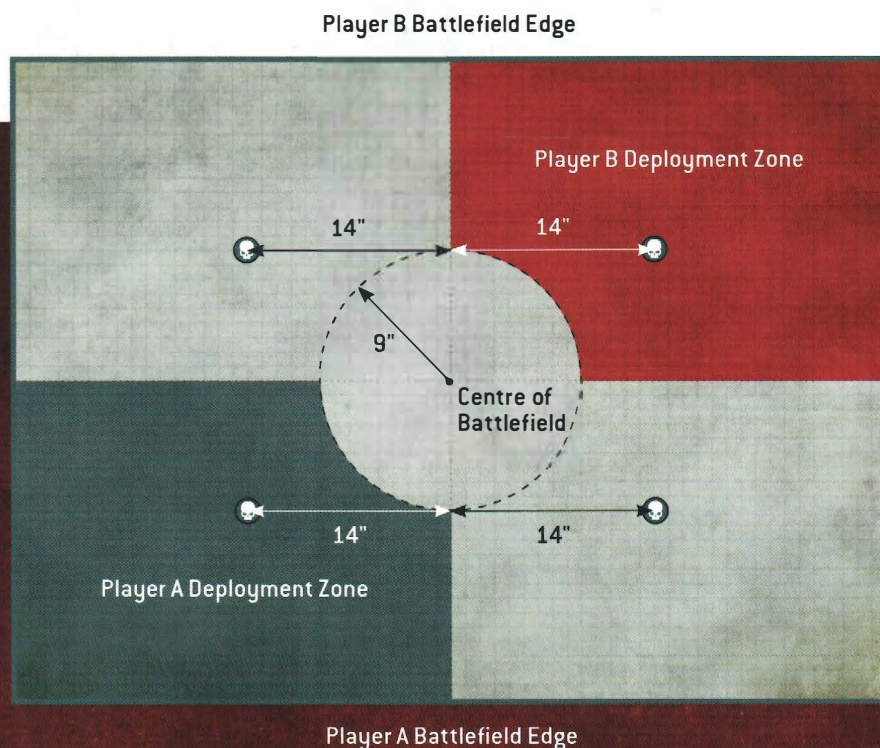
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Survey, below.

Survey (Progressive): Score 5 victory points if you control both of the objective markers that are not in either player's deployment zone at the end of your Command phase. This secondary objective cannot be scored in the first battle round.



ETERNAL WAR – COMBAT PATROL

ENCIRCLE

MISSION BRIEFING

Both forces have converged on this vital location and a firefight has ensued. Neither side is willing to cede ground, but successfully circumventing the enemy's position will open up a brutal crossfire leaving the objectives for the taking.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): 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):

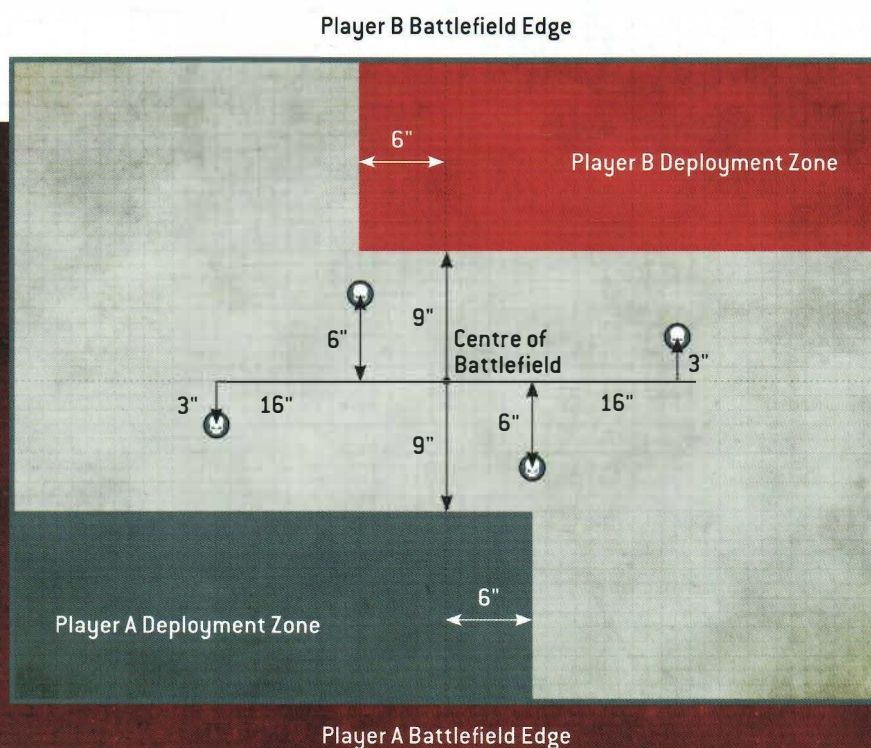
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Encircle, below.

Encircle (Progressive): Score 3 victory points if you have at least one unit from your army (excluding **AIRCRAFT**) wholly within 6" of your battlefield edge and at least one unit from your army (excluding **AIRCRAFT**) wholly within 6" of your opponent's battlefield edge at the end of your turn (score 5 victory points instead if one of these units is also wholly within your opponent's deployment zone).



ETERNAL WAR – INCURSION

DIVIDE AND CONQUER

MISSION BRIEFING

The enemy's advance forces are seeking to expand into our territory, but they risk overextending themselves. If you strike quickly and capture key battlefield locations you can drive a wedge between the foe's warriors, divorcing them from their support units and making them easy prey to dispatch at your leisure.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): 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):

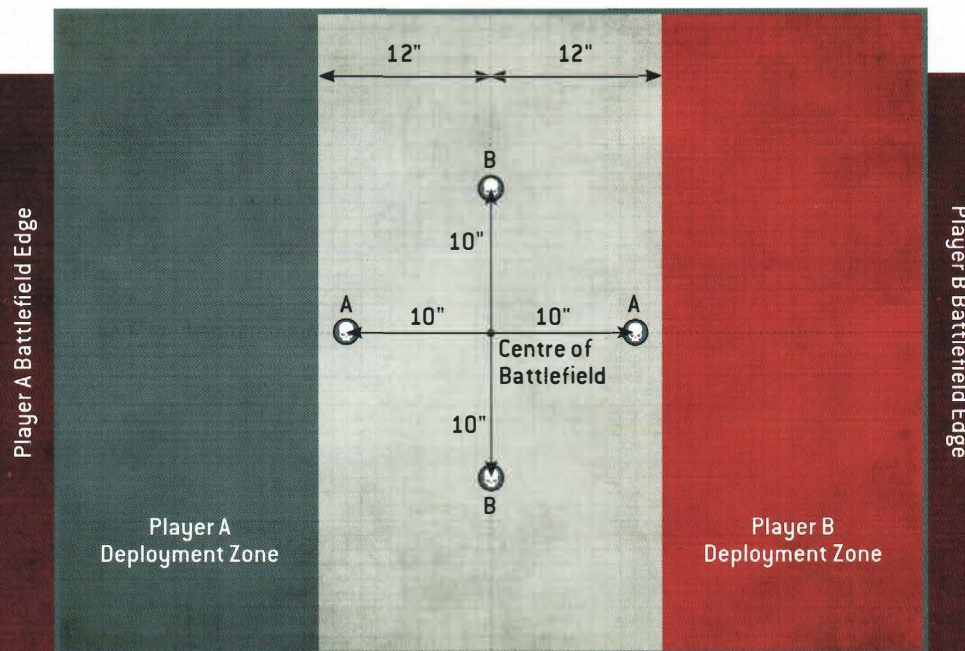
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Lines of Demarcation, below.

Lines of Demarcation (Progressive): At the end of your turn, you score 4 victory points if you control both objective markers labelled A, or 2 victory points if you control both objective markers labelled B.



ETERNAL WAR – INCURSION

CROSSFIRE

MISSION BRIEFING

Enemy forces are massing in the area, seeking to secure the battlefield. A direct assault against them may result in unacceptable casualties, but victory can be assured by outflanking the foe and catching them in a deadly crossfire.

Mission Rules

Crossfire: When resolving attacks against target units that are within 9" of the centre of the battlefield, those attacks ignore the benefits of cover provided you can satisfy at least one of the following conditions:

- You control both objective markers labelled A and the attacking model's unit is in range of an objective marker labelled A.
- You control both objective markers labelled B and the attacking model's unit is in range of an objective marker labelled B.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): 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 two or more objective markers.
- They control more objective markers than their opponent controls.

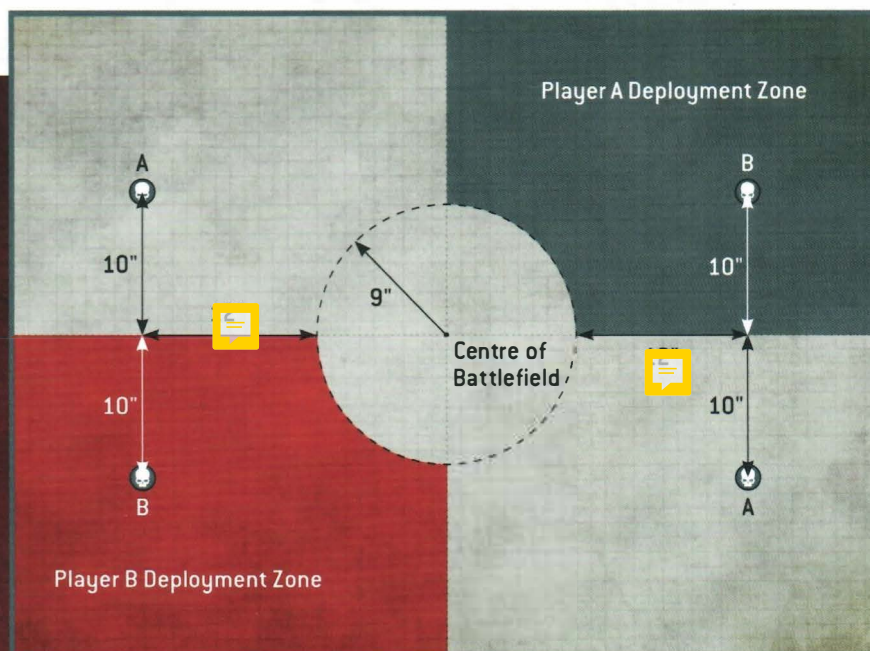
This primary objective cannot be scored in the first battle round.

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Outflank, below.

Outflank (Progressive): At the end of your Command phase, you score 3 victory points if you control both of the objective markers labelled A. Score 5 victory points instead if, at the end of your Command phase, you control both of the objective markers labelled A and there is at least one enemy unit within 9" of the centre of the battlefield. This secondary objective cannot be scored in the first battle round.

Player A Battlefield Edge



Player B Battlefield Edge

ETERNAL WAR – INCURSION

CENTRE GROUND

MISSION BRIEFING

You must advance swiftly into contested territory to seize the battlefield while maintaining a strong rearguard to protect your supply lines. The battleground is won and lost one yard at a time, and a commander must simultaneously master offensive and defensive tactics if they are to prevail.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): 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 two or more objective markers.
- They control more objective markers than their opponent controls.

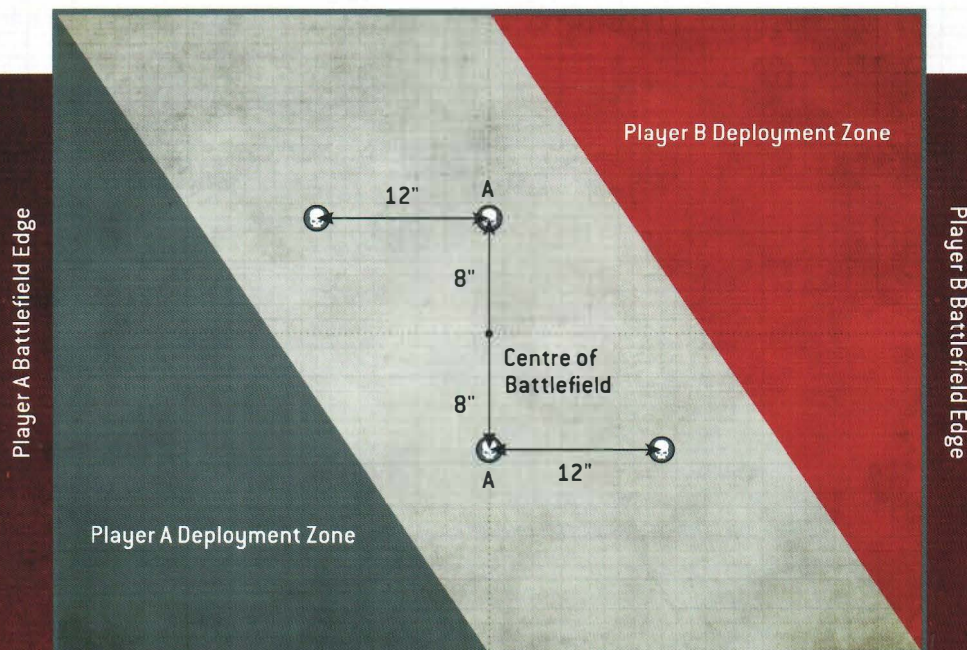
This primary objective cannot be scored in the first battle round.

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Centre Ground, below.

Centre Ground (Progressive): Each time a unit from your army successfully completes the following action, you score 3 victory points if you currently control one of the objective markers labelled A, or 5 victory points if you currently control both objective markers labelled A:

Centre Ground (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker labelled A and no enemy units (excluding **AIRCRAFT**) are within range of that objective marker. The action is completed at the end of your next Command phase so long as the unit performing it is still within range of the same objective marker.



ETERNAL WAR – INCURSION

FORWARD PUSH

MISSION BRIEFING

This area is of extreme importance and you have been ordered to push forward and lead an immediate all-out assault to capture it. Storm every site of tactical import and leave the foe with no place to hide.

Mission Rules

Quick March: Any Advance rolls of less than 3 made in the first battle round instead count as 3.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): 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 two or more objective markers.
- They control more objective markers than their opponent controls.

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

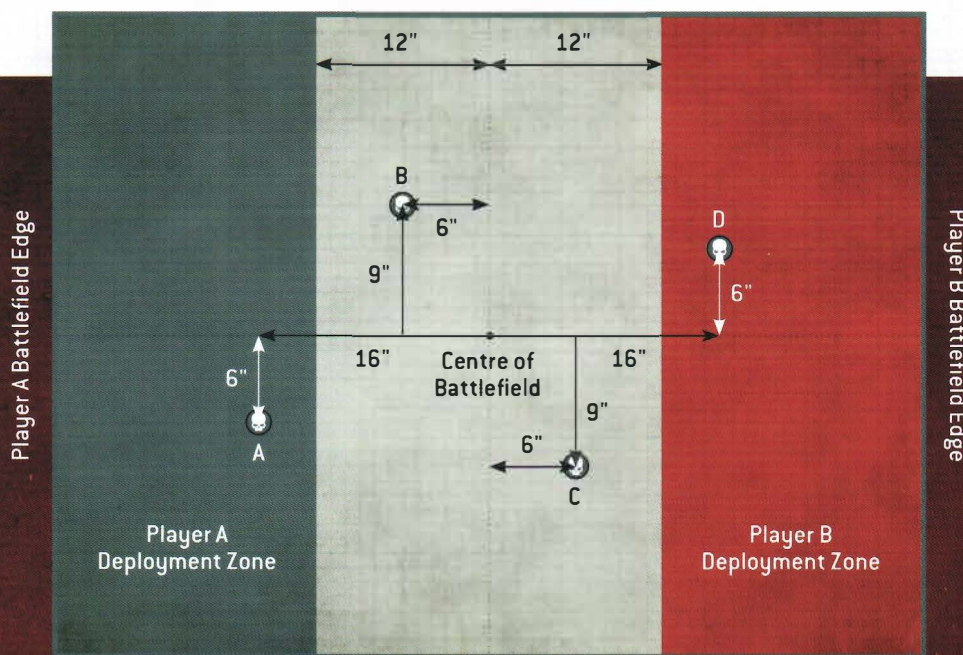
SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Forward Push, below.

Forward Push (Progressive): If you select this objective, then units in your army can perform the following action:

Forward Push (Action): One unit from your army can start to perform this action at the start of your Movement phase if it is within range of an objective marker that you control. The action is completed at the end of your turn and you score a number of victory points depending on which objective marker this action was performed on:

OBJECTIVE MARKER	PLAYER A VICTORY POINTS	PLAYER B VICTORY POINTS
A	1	8
B	2	4
C	4	2
D	8	1



ETERNAL WAR – INCURSION

RANSACK

MISSION BRIEFING

With reinforcements on the way, both forces hastily attempt to establish a fortified position. Whoever secures the line will be able to dig in and outlast their enemy. However, if the enemy's position can be overrun, a brutal grinding war could be avoided.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Domination (Progressive): 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 three or more objective markers.
- They control more objective markers than their opponent controls.

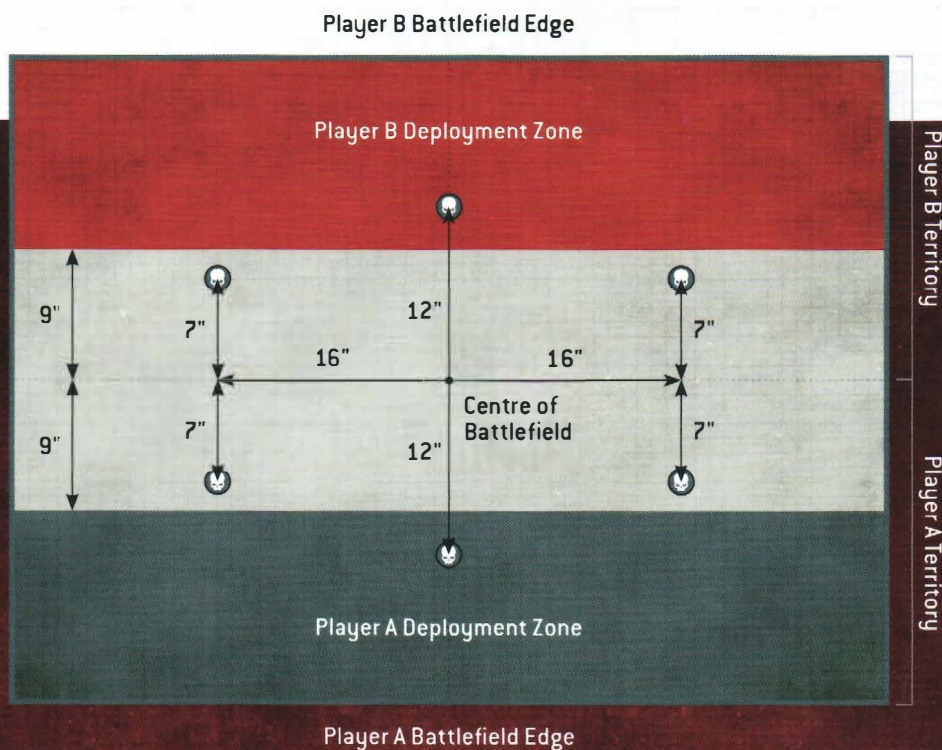
This primary objective cannot be scored in the first battle round.

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Ransack, below.

Ransack (Progressive): Score a number of victory points at the end of your Command phase if you control one or more of the objective markers that are within your opponent's territory, as shown in the table below:

NUMBER OF OBJECTIVE MARKERS IN OPPONENT'S TERRITORY YOU CONTROL	VICTORY POINTS SCORED
1	2
2	3
3	5



ETERNAL WAR – INCURSION

SHIFTING FRONT

MISSION BRIEFING

Both forces strike out from their positions, probing the front for vulnerable weak points ahead of an all-out offensive. The slightest gap in the opponent's defensive line could give our forces the breakthrough needed to cut off the enemy's supply lines.

Mission Rules

Supply Lines: In this mission, a player only receives the Battle-forged CP bonus at the start of their Command phase if they control the objective marker in their deployment zone.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): 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):

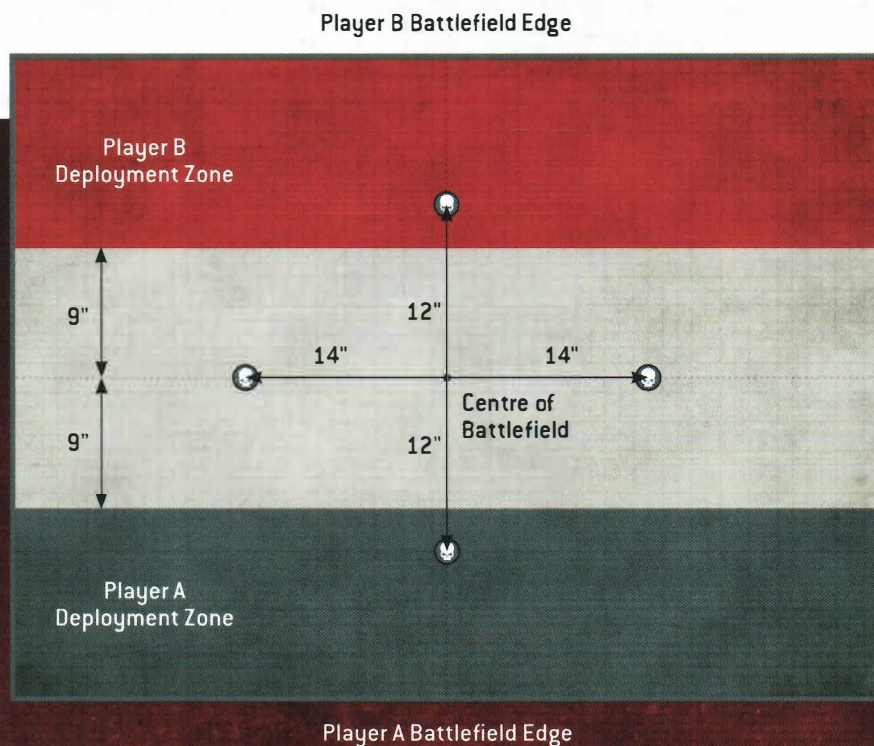
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Test Their Line, below.

Test Their Line (Progressive): Score 3 victory points at the end of your turn if two or more units from your army (excluding **AIRCRAFT**) are wholly within your opponent's deployment zone and at least two different battlefield edges have at least one of those units wholly within 6" of them (if one of those battlefield edges is your opponent's battlefield edge, score 5 victory points instead). For the purposes of this objective, a unit can only count as being wholly within 6" of one battlefield edge at a time – if a unit is within 6" of two battlefield edges because it is in the corner of the battlefield, you can select which battlefield edge it counts as being wholly within 6" of at the end of your turn.



ETERNAL WAR – STRIKE FORCE RETRIEVAL MISSION

MISSION BRIEFING

The battlefield is strewn with discarded equipment, supplies and other detritus of war that, for various reasons, you wish to recover. You must recover as many of these vital objectives as you can without sustaining unacceptable casualties in the process.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): 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):

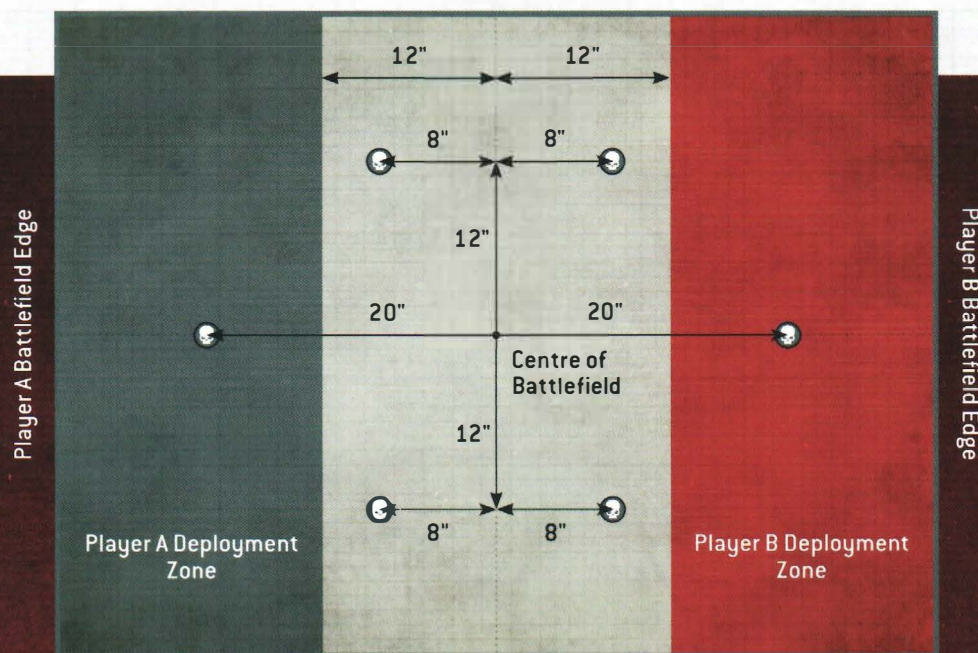
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Minimise Losses, opposite.

Minimise Losses (End Game): At the start of the battle, add up the number of units in your army – this is your army's Strength. If a unit splits to form two or more individual units during the battle, then immediately increase your army's Strength accordingly (e.g. if one unit in your army splits to form three individual units, your army's Strength is increased by 2). If a unit merges with another to form a combined unit during the battle, then decrease your army's strength accordingly (e.g. if two units from your army merge to form one unit, you immediately decrease your army's strength by 1). At the end of the battle, add up how many units from your army are left on the battlefield, including all units embarked within **TRANSPORTS**, but excluding all units that have been added to your army during the battle. If the total is 75% or more of your army's Strength, score 15 victory points; if the total is less than 75%, but is 50% or more of your army's Strength, score 10 victory points; if the total is less than 50%, but is 25% or more of your army's Strength, score 5 victory points.



ETERNAL WAR – STRIKE FORCE FRONT-LINE WARFARE

MISSION BRIEFING

Your forces have encountered the enemy along a contested border between your territory and theirs. It is imperative that you seize the disputed ground quickly, while preventing your foe from crossing the border into your own lands.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): 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):

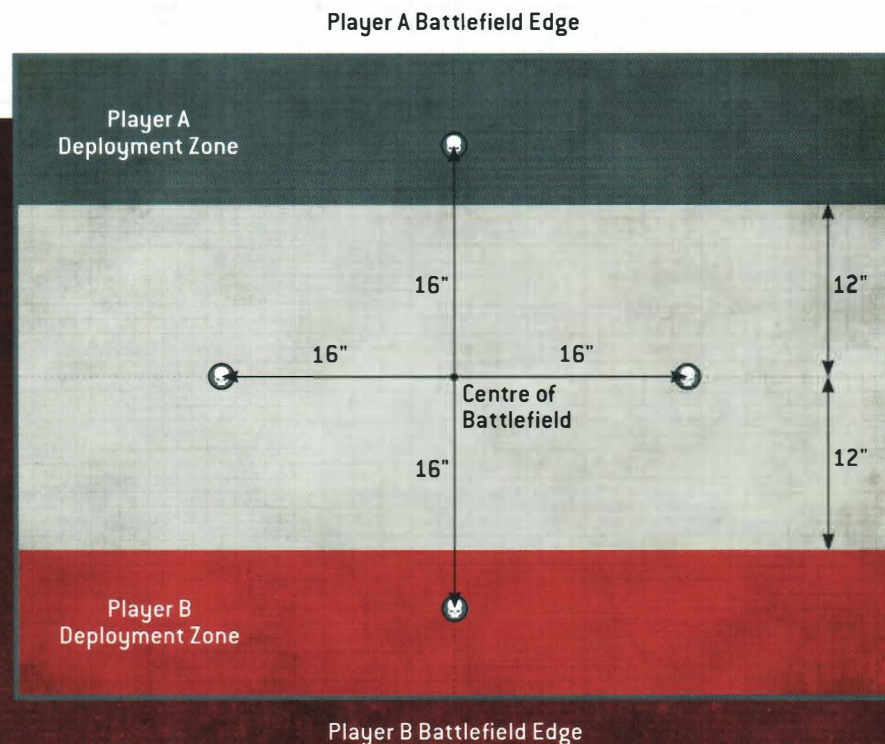
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Vital Ground, below.

Vital Ground (Progressive): At the end of each of your Command phases, you score 3 victory points if you control the objective marker in your opponent's deployment zone, and score 2 victory points for each objective marker that you control that is not in either player's deployment zone (for a maximum of 7 victory points). This secondary objective cannot be scored in the first battle round.



ETERNAL WAR – STRIKE FORCE

THE FOUR PILLARS

MISSION BRIEFING

Ancient alien pillars that crackle with distorting energies dominate this battlefield. If their power can be siphoned off, you will gain a significant resource to use against your foes.

Mission Rules

The Pillars: In this mission, Reinforcement units cannot be set up within range of any objective markers.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): 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 two or more objective markers.
- They control more objective markers than their opponent controls.

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

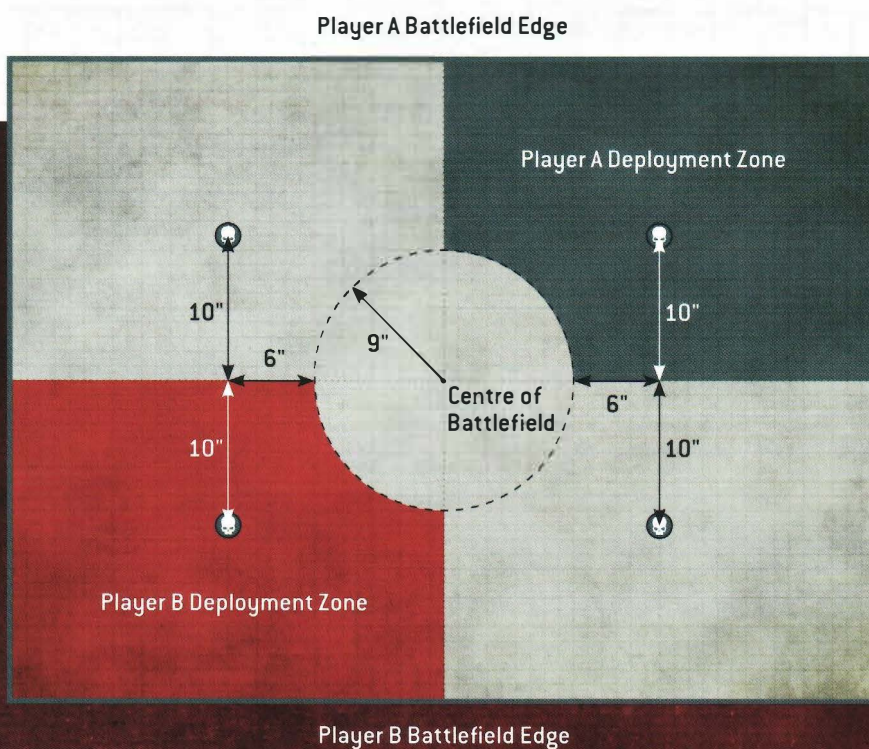
SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Siphon Power, below.

Siphon Power (Progressive): If you select this objective, units in your army can perform the following action:

Siphon Power (Action): One or more units from your army can start to perform this action at the end of your Movement phase. Each unit that starts to perform this action must be within range of a different objective marker. A unit cannot start this action while any enemy units (excluding **AIRCRAFT**) are in range of the same objective marker. The action is completed at the end of your next Command phase, and you score a number of victory points depending on how many units completed this action this phase, as shown in the table below:

SIPHON POWER ACTIONS	VICTORY POINTS
1	1
2	3
3	6
4	10



ETERNAL WAR – STRIKE FORCE

NO MAN'S LAND

MISSION BRIEFING

Following a bloody skirmish over a vital objective in no man's land, two forces have withdrawn to the relative safety of their own lines to rearm and reinforce before venturing forth once more to attempt to claim the prize, or at least deny it to the enemy.

Mission Rules

No Man's Land: If a unit has a pre-battle rule that allows it to be set up anywhere on the battlefield, that unit must still be set up wholly within your deployment zone. If a unit has a pre-battle rule that allows it to make a move, it must end that move wholly within your deployment zone.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): 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):

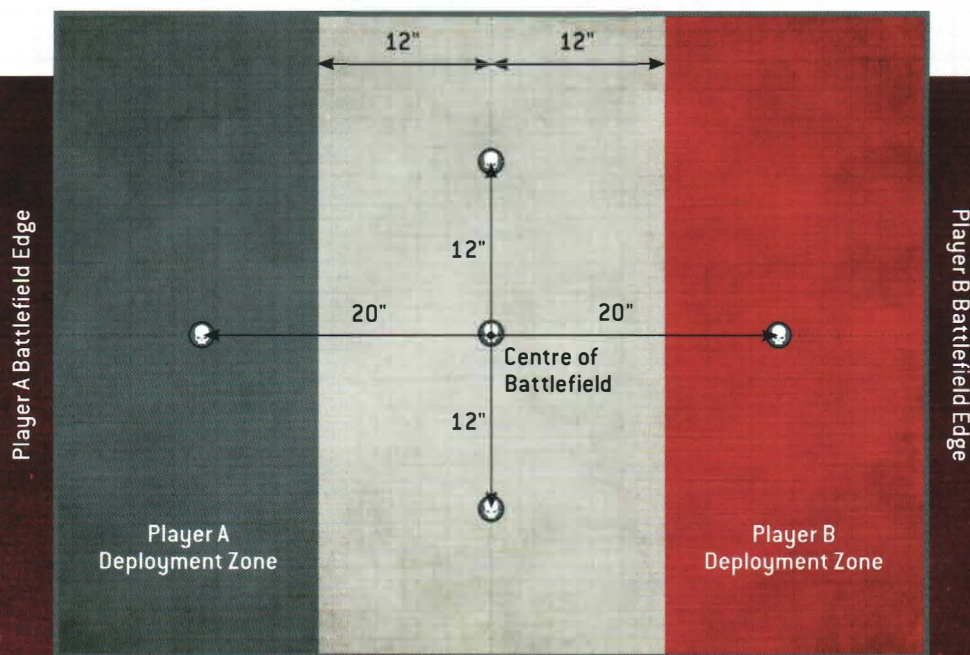
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Secure No Man's Land, below.

Secure No Man's Land (Progressive): At the end of each of your turns, if you control the central objective marker you score a number of victory points equal to the current battle round number (so 1 victory point in the first battle round, 2 victory points in the second battle round etc.).



ETERNAL WAR – STRIKE FORCE SCORCHED EARTH

MISSION BRIEFING

The time for a decisive strike against the foe is nigh. Key targets have been identified and their continued existence can no longer be tolerated. Spread ruination throughout the enemy's territory and leave nothing but heaped corpses and blazing wreckage in your wake!

Mission Rules

Raze Objective (Action): One unit from your army can start to perform this action at the start of your Movement phase if it is within range of an objective marker that can be razed and no enemy units (excluding **AIRCRAFT**) are within range of that objective marker. Player A can only attempt to raze the objective markers labelled B, and player B can only attempt to raze the objective markers labelled A. The action is completed at the end of your turn. If this action is successfully completed, that objective marker is razed and removed from the battlefield.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): 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):

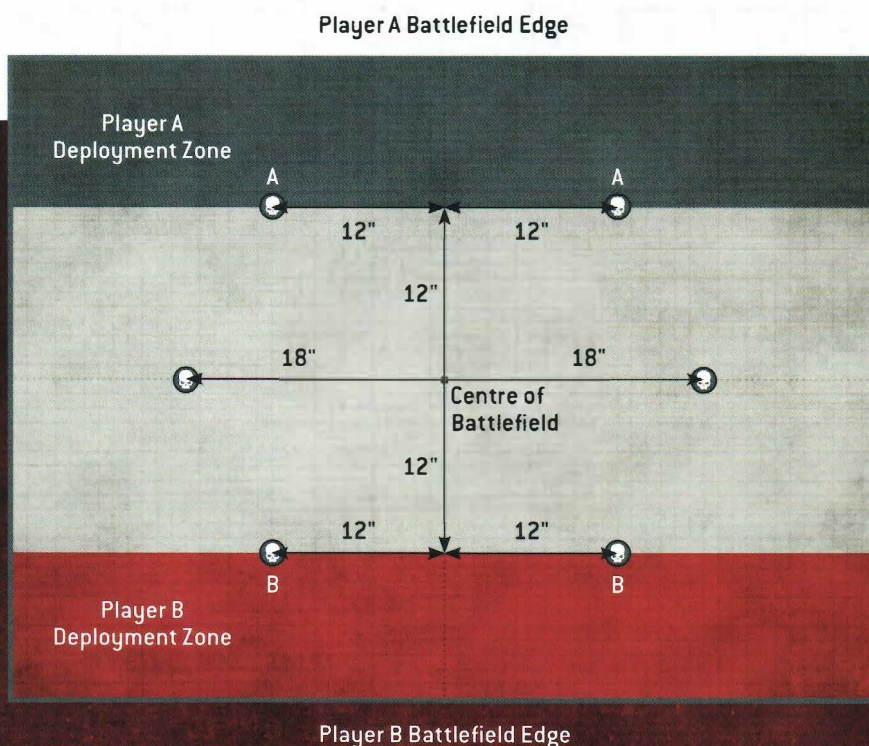
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Raze, below.

Raze (End Game): At the end of the battle, a player scores 5 victory points if one objective marker was removed from the battlefield due to a successful Raze Objective action performed by a unit from their army during the battle, and 15 victory points if two objective markers were so removed.



ETERNAL WAR – STRIKE FORCE VITAL INTELLIGENCE

MISSION BRIEFING

Important tactical information must be captured. Key data-terminals have been detected, but the machine spirits of several must be slaved to your data-tethers at the same time if you are to intercept the intelligence you need.

Mission Rules

Data Terminals: The objective markers in this mission represent data terminals. In this mission, if you control an objective marker at the end of your Command phase, it remains under your control unless your opponent controls it at the end of any subsequent phase, even if you have no models within range of it.

PRIMARY OBJECTIVES

Domination (Progressive): 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 three or more objective markers.
- They control more objective markers than their opponent controls.

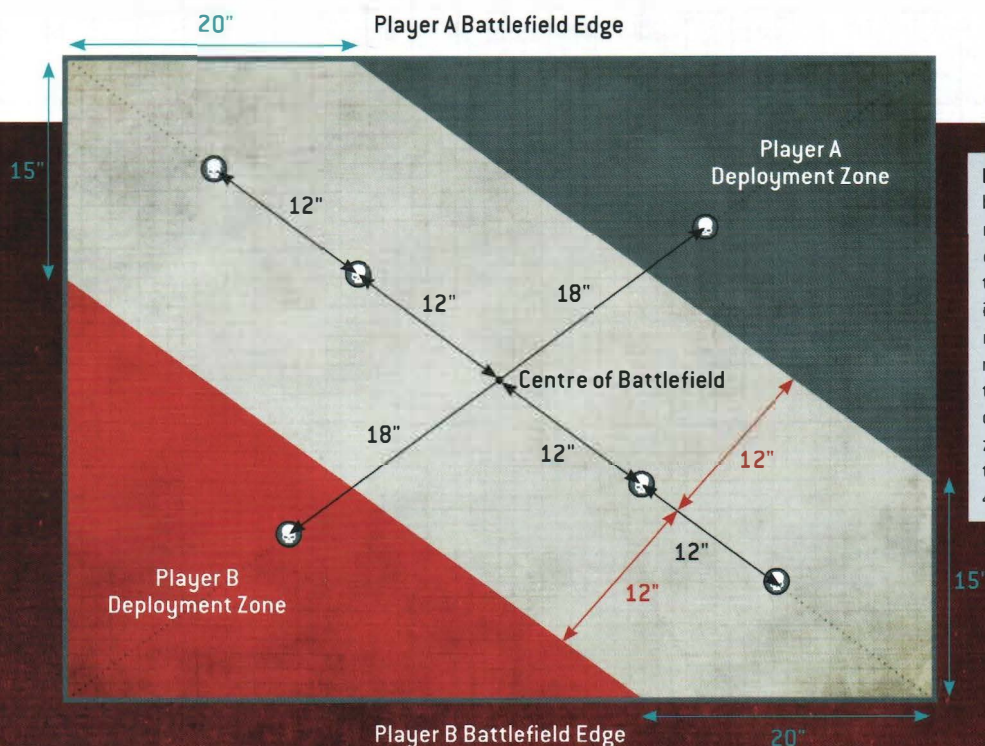
This primary objective cannot be scored in the first battle round.

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Data Intercept, below.

Data Intercept (Progressive): Each time a unit from your army successfully completes the following action, you score a number of victory points equal to the number of objective markers you currently control:

Data Intercept (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker and no enemy units (excluding **AIRCRAFT**) are within range of that objective marker. The action is completed at the end of your next Command phase so long as the unit performing it is still within range of the same objective marker.



Designer's note: This battlefield uses diagonal measurements. The shortest distance between the two deployment zones is **24"**. The deployment map includes some measurements in **blue** that help make finding the corners of the deployment zones easier on a battlefield that is approximately 44" x 60".

ETERNAL WAR – ONSLAUGHT LINES OF BATTLE

MISSION BRIEFING

The only way to drive the enemy back is to push forwards across a wide front. If we focus our force on one flank, the foe with break through on the other. We must anchor our forces around a central point and push them back as one.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Unified Advance (Progressive): 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):

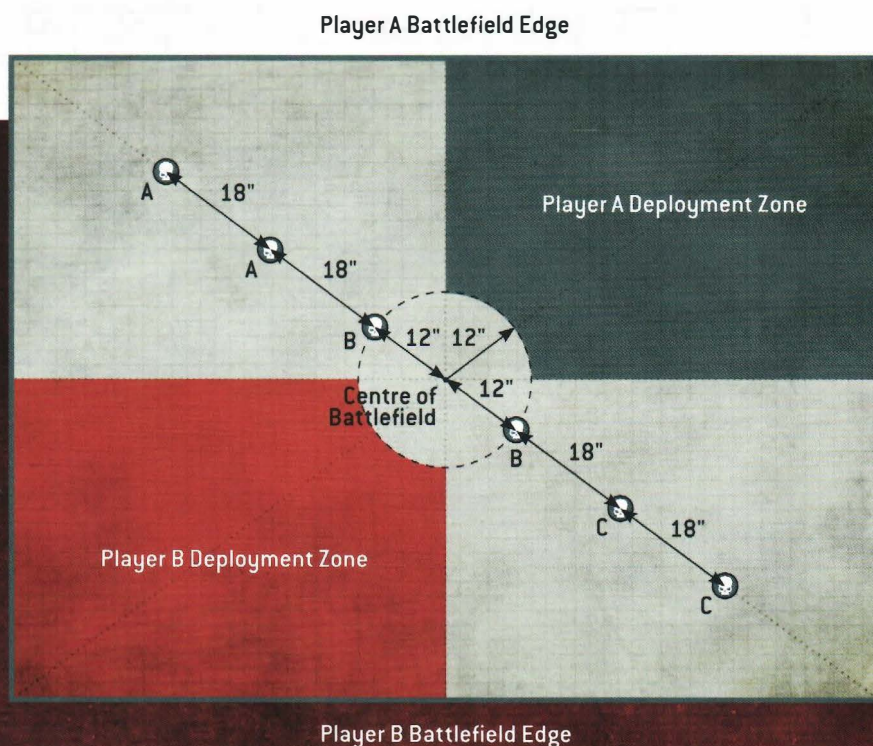
- They control one or more objective markers.
- They control at least one objective marker labelled A, and at least one objective marker labelled C.
- They control at least one objective marker labelled A, at least one objective marker labelled B and at least one objective marker labelled C.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Hold the Centre, below.

Hold the Centre (Progressive): Score 5 victory points at the end of your Command phase if you control more objective markers labelled B than your opponent does and you have more models wholly within 12" of the centre of the battlefield than your opponent does. This secondary objective cannot be scored in the first battle round.



ETERNAL WAR – ONSLAUGHT

ALL-OUT WAR

MISSION BRIEFING

This swathe of ground must be captured and denied to the enemy. Your commanders do not care whether you drive back the foe's centre or surround and exterminate them – complete domination of this area is their only concern.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Domination (Progressive): 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):

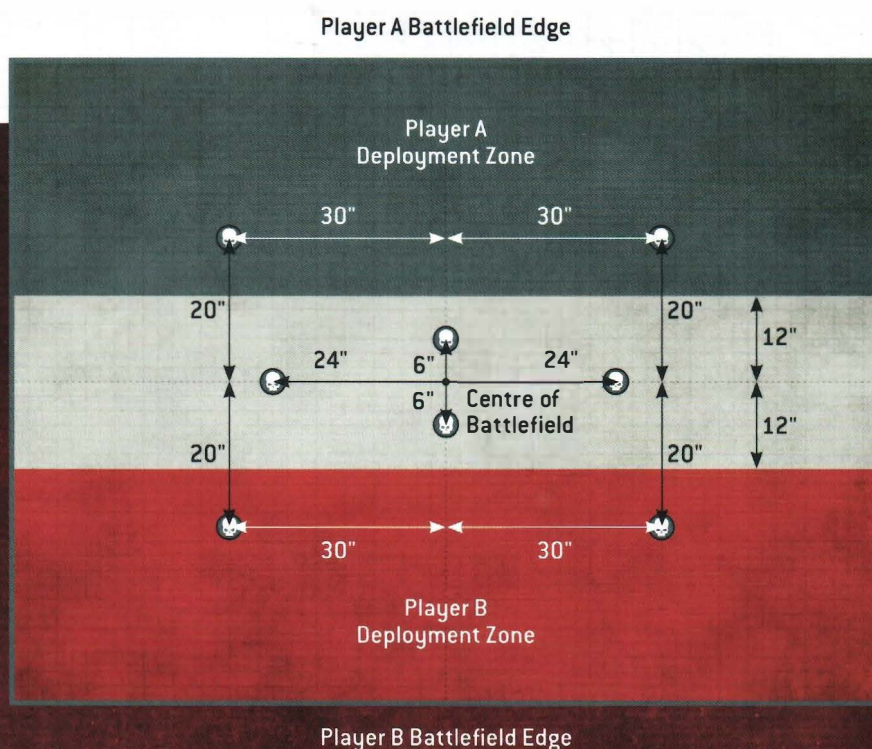
- They control two or more objective markers.
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Surround Them, below.

Surround Them (Progressive and End Game): Score 4 victory points at the end of your Command phase and at the end of the battle if you control both the objective markers in your deployment zone and one or more objective markers in your opponent's deployment zone. Score 8 victory points instead if you control all four objective markers that are in deployment zones.



ETERNAL WAR – ONSLAUGHT

PATHWAY TO GLORY

MISSION BRIEFING

High command has ordered you to discover the hidden entranceway to a long-lost webway portal, part of a network of an ancient pathway through the stars. If your forces can find and secure this portal before the enemy can, the strategic advantages are vast.

Mission Rules

Secure the Search Area: The area of the battlefield within 12" of the centre of the battlefield is the search area. In this mission, if you control an objective marker labelled A 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.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Domination (Progressive): 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 three or more objective markers.
- They control more objective markers than their opponent controls.

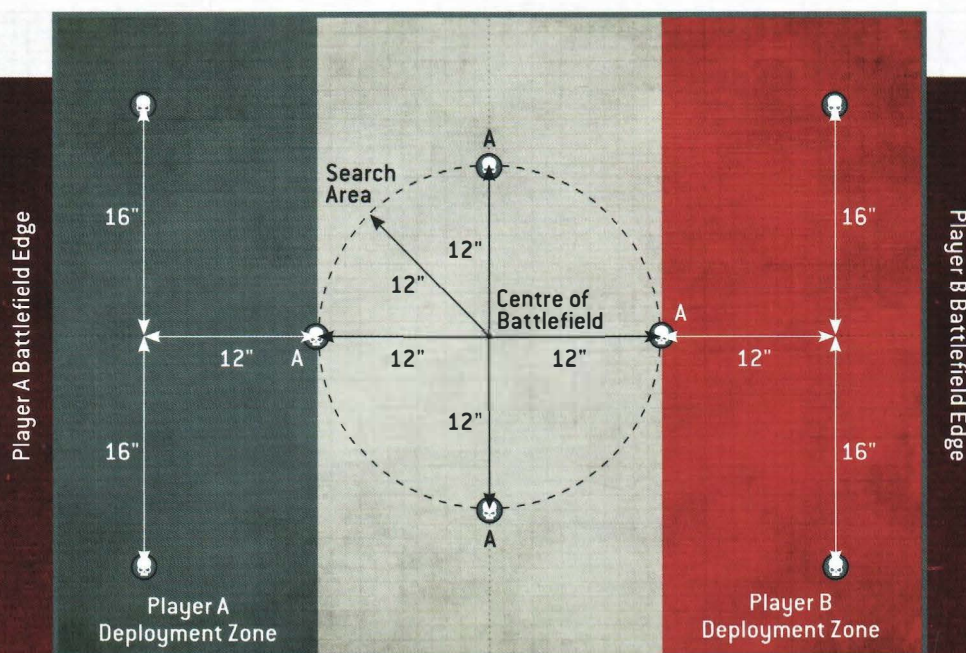
This primary objective cannot be scored in the first battle round.

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Search for the Portal, below.

Search for the Portal (Progressive): Each time a unit from your army successfully completes the Search for the Portal action (see below) you score 1 victory point, plus 1 additional victory point for each objective marker labelled A that is currently under your control (for a maximum of 5 victory points).

Search for the Portal (Action): One **INFANTRY** unit from your army (excluding **CHARACTERS**) can start to perform this action at the end of your Movement phase if it is wholly within the Search Area shown on the deployment map. The action is completed at the end of your next Command phase so long as the unit performing it is still wholly within the Search Area.





NARRATIVE PLAY

Narrative play allows you to take the already thematic gaming experience of Warhammer 40,000, and add to this any number of additional storytelling elements. From the simple act of giving names to your characters and units, to creating backstories for the missions you undertake, to creating sprawling campaigns in which individual battles help determine the outcome of a grand saga, the extent to which you take your narrative play games is entirely up to you.

The term narrative play can apply to many different types of games and styles of play. One of the most common ways of engaging in narrative play is to recreate famous battles found in Codexes, campaign books and Black Library novels, pitting your army and strategies against those of an opponent to see if you can change the course of history. Another is to wage a campaign in which a set group of players fight a series of missions over weeks, months or even years, with individual battles shaping the outcome of a long and bloody war. But perhaps the most flexible, engaging and comprehensive narrative play experience can be found in creating a Crusade force.

With a Crusade force you can fight any number of battles against any number of different opponents, and from mission to mission you will watch your army grow in size and experience. When you launch your Crusade, your force will be relatively small and inexperienced, but in short order you will shape it into a hardened Imperial battle group, a nightmarish Chaos warband, or a marauding xenos horde. Your units will develop skills that allow them to better slaughter the enemy, your characters will uncover prized relics that they can use in the ongoing war effort, and as your army continues to fight on new fronts, so too will you be assigned more and more warriors to command.

Each Crusade force is on a personal crusade that you, the commander, can define however you like. What this means is that you don't have to play with the same group of opponents if you don't want to – any Crusade force can be pitted against any other at any time. Furthermore, when two forces of different levels of experience encounter one another, the Crusade rules provide you the tools to ensure that the battle is not unfairly balanced in either direction.



Following the Crusade rules you will find the Crusade mission pack. This pack encourages a great range of dynamic and strategic play styles, containing a mixture of missions with balanced deployments and objectives, as well as those in which each army is pursuing entirely different goals. On top of this, each player is able to select specific Agendas that only their army is pursuing in battle, leading to endless diversity in the games you will play. Win or lose, your army will learn from each battle, gaining varying amounts of experience which they will carry with them as you continue your crusade.

CRUSADE FORCES

In the war-torn future of Warhammer 40,000 there are hard bitten groups of warriors who have battled side by side over countless campaigns. From the close-knit brotherhoods of the Adeptus Astartes to bonded Fire Warriors of the T'au Empire, such companies of fighters have fought together over several campaigns, each new battle teaching the skills and knowledge to help them survive the nightmarish battlefields upon which they must wage war. This section explains how you can muster an army for use in your own campaign, and how the units within it can progress and develop between one battle and the next.

A Crusade force is one that allows the player to track the development of their army from the greenest of recruits to the most hard-bitten veterans over the course of many battles. The more you play with a Crusade force, the more its units will gain experience, learn new abilities, acquire long-lost relics and earn battle scars. Crusade forces are designed to be used as part of a personal campaign where you play with and grow your favourite collection from a fledgling force into a powerful army feared across the

galaxy, earning new battle honours with every victory (or defeat). Every Crusade force will be different, and the journey each takes will tell a unique story.

To play with a Crusade force, you will first need to choose a Crusade Faction and then create an Order of Battle.

CRUSADE FACTION

When you start a Crusade force, you must decide what its Crusade Faction will be – this must be one of the following Faction keywords:

- IMPERIUM
- CHAOS
- AELDARI
- TYRANIDS
- ORKS
- NECRONS
- T'AU EMPIRE

In a Crusade force, all of the units in your Order of Battle (see opposite), with the exception of those that are **UNALIGNED**, must have at least one Faction keyword in common (e.g. **IMPERIUM** or **CHAOS**). If a unit does not have the correct Faction keyword, it cannot be included in your Order of Battle.

■ **Crusade Faction:** All units in your Crusade force must share this keyword (or be **UNALIGNED**).

ORDER OF BATTLE

A player's Order of Battle is primarily a list of all the units that they have as part of their Crusade force. A player's Order of Battle can consist of any number of units, but you must have a Crusade card for each unit and the combined Power Ratings of all the units in your starting Crusading force cannot exceed 50. This is called your Crusade force's Supply Limit, and it can be increased by playing more battles (as explained later). Make a note of each unit's Power Rating on your Order of Battle.

A unit's Crusade points is a measure of how many upgrades and bonuses it has accrued while part of your Crusade force – it will typically start at 0 when first included in your Crusade force, but will increase as the unit gains experience in battle. Make a note of each unit's current number of Crusade points on your Order of Battle (see Crusade Blessings on page 326 to find out more about how Crusade points effect your battles).

You can add new units to your Order of Battle at any time, provided that doing so does not exceed your Crusade force's Supply Limit. Once you have added a unit you cannot change any of its details. This means that you cannot change the number of models in that unit, the wargear they are equipped with, or any of the abilities, Warlord Traits, Relics,



psychic powers etc. you have chosen for that unit. Some units have keywords that you must choose for that unit. For example, when taking a unit with the <CHAPTER> keyword you must select which Chapter that unit is, e.g. **ULTRAMARINES**. Once you have chosen such a keyword for a unit in your Order of Battle, you cannot change it.

You can remove units from your Order of Battle at any time, but once you have removed a unit you cannot add it back into your Order of Battle (so any upgrades, Battle Honours etc. they have acquired are lost). Removing a unit from your Order of Battle does not affect your Crusade force's Supply Limit (so removing a unit can potentially leave you with the ability to add a new unit to your Order of Battle).

- **Order of Battle:** List of all the units that are part of your Crusade force.
- Can add or remove units from your Order of Battle at any time.
- Each unit must have a Crusade card [pg 312].
- Units cannot be changed once added to your Order of Battle.
- **Supply Limit:** Starts at 50. The combined Power Ratings of all units in your Crusade force must not exceed this.

BATTLE TALLY, REQUISITION POINTS AND OTHER INFORMATION

A player's Order of Battle must also have a tally of the number of battles you have played with it, as well as your current number of Requisition points (RPs). When you first start a Crusade army and you create an Order of Battle, you will start with 5 RPs. You can find out more about Requisition points on page 314. You can also include any other information you want on your Order of Battle, including notable victories or defeats, any vendettas or grudges you feel your army would have, or any additional background that you wish to add to your Crusade force or any of the units within it.

- **Battle tally:** Number of battles you have played using this Crusade force.
- **Requisition points:** Start at 5. Can be spent to use Requisitions [pg 316].

1 CRUSADE FORCE NAME: _____
CRUSADE FACTION: _____
PLAYER NAME: _____

2 BATTLE TALLY	BATTLES WON	3 REQUISITION POINTS	SUPPLY LIMIT	4 SUPPLY USED

CRUSADE CARDS		POWER RATING	CRUSADE POINTS
UNIT 1:			
UNIT 2:			
UNIT 3:			
UNIT 4:			
UNIT 5:			
UNIT 6:			
UNIT 7:			
UNIT 8:			
UNIT 9:			
UNIT 10:			
UNIT 11:			
UNIT 12:			
UNIT 13:			
UNIT 14:			
UNIT 15:			
UNIT 16:			
UNIT 17:			
UNIT 18:			
UNIT 19:			
UNIT 20:			

5

6 CRUSADE GOALS, INFORMATION AND NOTABLE VICTORIES

1. When you first create an Order of Battle, write the name of your Crusade force, its Crusade Faction and your name here.
2. Keep a record on your Order of Battle of the number of battles you have played using this Crusade force [your battle tally], and the number of victories it has secured.
3. Keep a note on your Order of Battle of the current number of Requisition points [RPs] your Crusade force has available.
4. The current Supply Limit of your Crusade force, as well as the combined Power Ratings of all the units in your Crusade force [the Supply Used] are noted down on your Order of Battle.
5. Your Order of Battle lists all the units in your Crusade force – for easy reference, make a note of each unit's Power Rating and the number of Crusade points each has acquired here.
6. There is space on an Order of Battle for all kinds of narrative information, such as personal goals, notable victories [or defeats], vendettas and more.

You can find a blank Order of Battle that you can photocopy on page 328.



SAM PEARSON'S GENESTEALER CULTS

There are few more fervent worshippers of the enigmatic Star Children than Rules Writer Sam Pearson. His Genestealer Cults Crusade force is a testament to this devotion. As a collection it's a great example of how a coherent, thematic and skilfully applied paint scheme can make an army look really striking on or off the tabletop. At the heart of this Crusade force is a veritable horde of Genestealers, the claw-limbed alien horrors that give the entire model range its name. Sam is a huge fan of Genestealers and has gathered these miniatures from a number of sources over the years, including the ever popular board game Space Hulk. At last count, he had over forty of these terrifying shock troops and was still itching to get his tendrils on more – Deathwatch commanders beware...

Another unusual and highly thematic feature of Sam's collection is that he has built up a substantial quantity of tabletop scenery, themed and painted to tie-in with the army itself. Intended to represent the Munitorium supply yards, arms caches, fuel depots and the like that the Genestealer Cults pilfer to feed their guerilla wars, this fantastic scenery allows Sam to quickly and effectively theme any battlefield he plays on to better suit the look and backstory of his force. This backstory is the other big driving factor behind Sam's collection. From his malevolent Biophagus, Doctor Onderghast, to the fact that his army comprises multiple gene-sects who – according to Sam – loathe each other with a passion, there are very few elements of this collection about whose character and plot he won't enthuse. As with many Warhammer 40,000 hobbyists, the ever developing storyline behind his army is what really brings Sam's Crusade games alive for him. Indeed, he's even planning a Tyranid element to the force next so that he can play games that see the Star Children arrive at last, no doubt with horrifying consequences for the cult and their enemies alike!

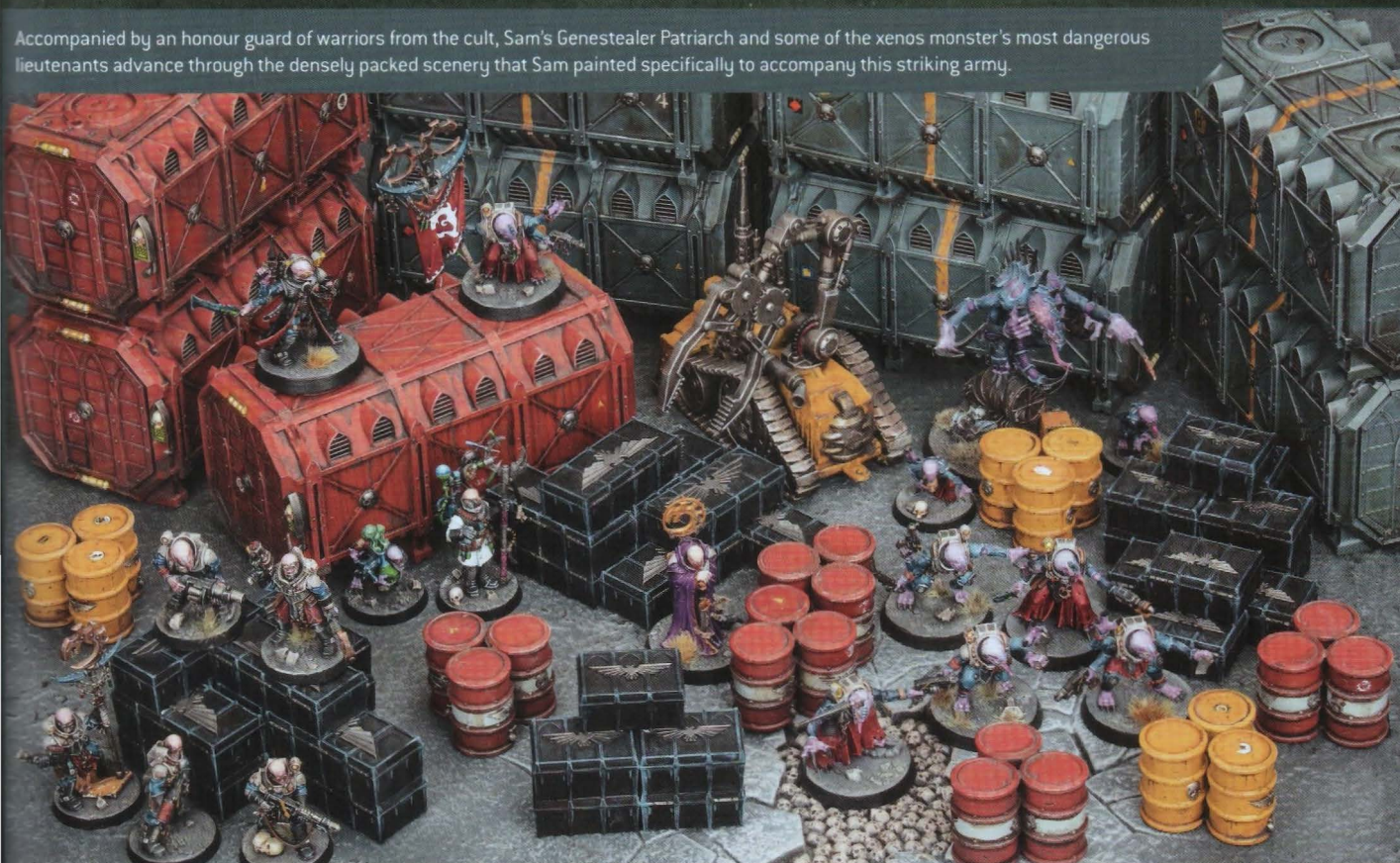


You can almost hear the gunning of engines and smell the exhaust fumes as Sam's Atalan Jackals and their accompanying Wolfquad roar into battle.





Accompanied by an honour guard of warriors from the cult, Sam's Genestealer Patriarch and some of the xenos monster's most dangerous lieutenants advance through the densely packed scenery that Sam painted specifically to accompany this striking army.





Magus Saivera Drisst, the Barbed Prophet, is the leader of Sam's Crusade army. The favoured Magus of her cult's Patriarch, Drisst has earned the Master of Lore Battle Honour and the Born Survivor Warlord Trait.



Doctor Onderghast himself! This Biophagus is particularly fond of experimenting on the force's Aberrants. Doctor Onderghast's Crusade card has numerous 'field notes', written by Sam in the master of gene-manipulation's voice, commenting on the events of his battles.



Whenever his Abominant, Specimen, is destroyed in a battle, Sam gives Specimen a new number, to represent Doctor Onderghast's reconstructing of the slain Abominant whilst retaining its experience from previous actions – the Specimen you see before you is Specimen VIII.

These heavily armed Armoured Sentinels are the Colosine Docks Security Unit. Combat veterans, they have earned the Elite Crew Battle Honour, making them even deadlier with their plasma cannons as they can overcharge without taking any risk! Sam has also given them the Sentinel Agenda, completely apt for these all-terrain bipedal walkers.



The Goliath Rockgrinder designated Delver Clearance Unit Omega is armed with a fearsome clearance incinerator, making it deadly against enemy infantry, and its grinder arrays make it perfect for charging enemy vehicles. Sam particularly enjoys loading it with his Aberrants or most valued leaders.



This unit of Aberrants, the Litoyev Laboratory Sect, is one of Sam's favourites in the entire army. He loves to throw them at the toughest enemy units, and they almost always emerge victorious! With the Battle Honour Fleet of Foot they are even deadlier, able to reach their foes much more quickly.

The Gamma Sub-section Sappers are armed to the teeth with hand flamers and demolition charges. Frequently ambushing in the perfect time and place, they've been so successful Sam wants to reinforce them, bringing their numbers up to ten!



Each time a player adds a unit to their Order of Battle, the unit's details must be recorded on a Crusade card. Each unit's Crusade card details the following:

- What models and how many of each are in the unit.
 - What weapons models in that unit are equipped with and what wargear they have.
 - The total Power Rating of the unit. You can find out more about Power Ratings and points on page 240.
 - If the unit has any keywords that must be chosen when that unit is included in your army, its Crusade card must make a note of what are those keywords (e.g. **<MARK OF CHAOS>**, **<LEGION>**, **<CHAPTER>** etc.).
 - If the unit is a **PSYKER**, its Crusade card must make a note of which psychic powers it knows.* When you are generating that unit's powers, you can ignore rules that state the unit must be part of a specific Detachment in order to know that power (though all other requisites, such as having the correct keywords, still apply).
 - If the unit has any abilities that must, or that can be selected or generated before the battle, your Crusade card must note what those selections are (e.g. Litanies of Battle, Prayers to the Dark Gods, Powers of the C'tan, Exarch Powers etc.).*
 - If you have used any Requisition points to upgrade the unit, the Crusade card must note all the details of those upgrades. So, if any units have been given a Relic, a Warlord Trait, or have been upgraded via a Stratagem, these must be noted on their unit card*.
 - Any Battle Honours or Battle Scars the unit has (see pages 318 and 325 respectively).
 - The unit's current number of experience points (when adding a unit to your Order of Battle, this will be 0).
 - The unit's Combat tallies (when adding a unit to your Order of Battle, these will be 0).
 - The unit's total number of Crusade points.
- * *Some Warlord Traits, psychic powers, Stratagems and certain other abilities can be selected randomly. It is up to you whether you pick or roll for these when you add the unit to your Order of Battle, but in either case, once determined they cannot later be changed. Make a note of your selection (whether chosen or rolled for randomly) on the unit's Crusade card.*

1. Each unit in your army should have a unique name to differentiate it from its peers.
2. The unit's Battlefield Role, Power Rating and equipment are listed on its Crusade card, along with other things you must select (e.g. keywords and psychic powers).
3. The number of experience and Crusade points the unit has acquired are noted here.
4. Keep a tally of how many enemy units this unit has destroyed (and how) here.
5. You can keep track of tallies required during a battle due to Agendas here.
6. When a unit acquires enough experience points to be promoted, tick the appropriate box to denote its rank.
7. All Battle Honours and Battle Scars that a unit currently has are noted down here.

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EXPERIENCE

When you add a unit to your Order of battle, it will start with 0 experience points. Units can gain experience points as follows:

- 1. Battle Experience:** At the end of a battle, each unit that has a Crusade card that was part of your army list for that battle gains 1 experience point.
- 2. Dealers of Death:** A unit gains 1 experience point for every third enemy unit it has destroyed in total.
- 3. Marked for Greatness:** At the end of a battle, you can select one unit that has a Crusade card that was part of your army list for that battle; that unit gains 3 experience points. Keep a tally on the unit's Crusade card of how many times it has been Marked for Greatness.

There are many additional ways in which units can gain experience points, as described in the Crusade Mission Pack (pg 335). Keep track of a unit's current experience points total on its Crusade card.

The following units never gain experience points, and so can never gain Battle Honours, however, they also are assumed to pass any Out of Action tests they are required to take (no dice is rolled) and so never accrue Battle Scars. You can find out more about Out of Action tests on page 324. You can mark the Experience Points section of their Crusade card as 'N/A' to remind you.

- Named characters (pg 315)
- **SWARMS**
- **DRONES**
- Units with the Fortifications Battlefield Role
- Summoned units (i.e. any unit that is added to your army during a battle) (pg 327)

- **Experience points:** Units start with 0, but gain them during battles.
- Some units never gain experience points (see above).

COMBAT TALLIES

A unit's Crusade card contains space to record all kinds of battle statistics. Each time your unit takes part in a battle, survives a battle, or destroys an enemy unit, make a note of that on the unit's Crusade card. Units can earn experience points from these tallies, as described on page 335.

There is also space on each unit's Crusade card to record Agenda tallies during a battle. These are always reset to 0 after each battle. You can find out more about Agendas on page 333.

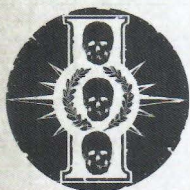
- **Combat tallies:** Used to record battle statistics for units during games.



The lethal warrior Drazhar leaps into battle with a Keeper of Secrets, Greater Daemon of Slaanesh. For either, slaying their opponent is a great deed to be celebrated.



Heinous warriors of the traitorous Alpha Legion clash with Sisters of the fanatical Order of Our Martyred Lady and logic-obsessed Space Marines of the Iron Hands Chapter. Both sides carry ancient relics into battle, and all are eager to purge their foes from this world.



It is an ancient truism that resources win wars. That is why we of the Inquisition have at our disposal the wealth of the Imperium entire. For our wars are the greatest, the darkest, the ones Humanity cannot afford to lose.

REQUISITION POINTS

Requisition points can be used to purchase Requisitions: these can upgrade your Crusade force, or units within them. Each time you spend a Requisition point, reduce your total by 1. Any Requisition points you do not spend are saved and can be used later. As you play more battles, you can accrue additional Requisition points, but a Crusade force can never have more than 5 (any additional Requisition points acquired beyond this are lost). Each time you play a battle, you will gain 1 Requisition point after that battle has been completed, regardless of the result of the battle itself. You should keep track of how many Requisition points you have on your Order of Battle.

The Requisitions you can purchase can be found on page 316. Each Requisition will tell you when it can be purchased; they can never be purchased during a battle. Unless stated otherwise, there is no limit on the number of Requisitions you can purchase, the number

of times you can purchase each Requisition, nor on the combination of Requisitions you can purchase, so long as you have enough Requisition points. If you do not have enough Requisition points to purchase a Requisition, you cannot purchase it.

- Requisitions cost Requisition points to purchase.
- You can never have more than 5 Requisition points.
- Each battle you play earns you 1 Requisition point (win, lose or draw).

Relics, Warlord Traits and Upgrades

No model in your Order of Battle can have a Relic or a Warlord Trait unless you have purchased the appropriate Requisition (see page 316). This means that your **WARLORD** does not automatically have a Warlord Trait, and

you do not automatically get to give a Relic to one **CHARACTER** in your army.

There are also several Stratagems, in Codexes and other publications, that can upgrade units before the battle. Examples include Stratagems that enable additional models to have Relics or Warlord Traits, or Stratagems that grant units better Characteristics or abilities. You cannot use any of these Stratagems to upgrade any unit in your Order of Battle unless you have purchased the appropriate Requisition, as described below.

- Not usable unless you have purchased the appropriate Requisition.
- Your Warlord does not have a Warlord Trait.
- No model in your army has a Relic.
- You cannot use Stratagems that upgrade units before the battle.

Named Characters

Named characters always have a Warlord Trait, even if they are not your Warlord (in such cases they are only considered to be your Warlord for the purposes of their trait). If a publication lists what a named character's Warlord Trait must be, then it must be this; they have this Warlord Trait even if another model in your Order of Battle already has this Warlord Trait, but having this named character in your Order of Battle does not prevent another model in your Order of Battle from having this Warlord Trait.

- Named characters always have a Warlord Trait (even if they are not your **WARLORD**).

Knight Characters

IMPERIAL KNIGHT Detachments and **CHAOS KNIGHT** Detachments both have a Detachment ability (Knight Lances and Traitoris Lances respectively). The part of this ability that enables a model to gain the **CHARACTER** keyword does not apply to Crusade Armies. The only method by which an **IMPERIAL KNIGHT** or a **CHAOS KNIGHT** model can gain the **CHARACTER** keyword is by purchasing the

Specialist Reinforcements Requisition (pg 316) when it is added to your Order of Battle in order to use either the Exalted Court or Tyrannical Court Stratagems (see *Codex: Imperial Knights* or *Codex: Chaos Knights* respectively). Note, however, that using one of these Stratagems will only result in that model gaining that **CHARACTER** keyword – it will not grant them a Warlord Trait as described on the Stratagem (as per the Specialist Reinforcement Requisition's rules). To give such a model a Warlord Trait you would have to additionally purchase the Warlord Trait Requisition (pg 316).

- **IMPERIAL KNIGHT** and **CHAOS KNIGHT** Detachments do not add the **CHARACTER** keyword to models via the Knight Lance or Traitoris Lance abilities.
- Exalted Court and Tyrannical Court Stratagems must be accessed by purchasing a Requisition, and will only give one model the **CHARACTER** keyword.

Nisaba felt the cold iron of the deck crawl through her whole body as she knelt before her master's throne. She dared not look up. Captain Kaurbek had little tolerance for perceived slights from his slaves. More than one of her fellows had been sent to Deck Seventeen to be fed to that... thing. The thought made her shudder. All she could see of her master was his huge iron boots, and the black and yellow chevrons that circled his command throne.

'Speak,' he said.

She hesitated, her voice caught in her throat.

'I shall not ask again, slave.'

Nisaba gulped. Her master would not enjoy what she had to say. 'We have less than three hundred rounds per heavy bolter, my lord, and no more than two krak and three frag missiles per functioning launcher in the armoury. Total fuel supplies allow only for thirty minutes of combat for the Predator Thunder of Olympia and forty minutes of combat for the Land Raider Perturabo's Chariot. Across all other supply types you ordered I collect, based on projections of expected combat usage, the warband will be combat ineffective within two months – provided we follow Epsilon-Theta rationing protocols.'

Kaurbek said nothing. Besides the binharic chant of the bridge's handful of remaining operational servitors, there was silence. Nisaba began to shake, beads of sweat forming on her forehead.

'It appears then, brothers, we have supplies to secure. Ready your squads, distribute what remains. Today our rise begins.'

REQUISITIONS

INCREASE SUPPLY LIMIT

1RP

Purchase this Requisition at any time. Increase your Crusade force's Supply Limit by 5 Power.

FRESH RECRUITS

1RP

Purchase this Requisition at any time. Select one unit from your Order of Battle (excluding **CHARACTERS**, **VEHICLES** and **MONSTERS**) that has a Crusade card. You cannot choose a unit that has achieved the Battle-hardened, Heroic or Legendary rank. Add any number of additional models to this unit (up to the maximum listed on its datasheet) and increase its Power Rating accordingly. If the unit you selected has achieved the Blooded rank, you must increase its Crusade points (pg 306) total by 1 if its Power Rating has gone from 10 or less to 11 or more.

REARM AND RESUPPLY

1RP

Purchase this Requisition at any time. Select one unit from your Order of Battle (excluding **CHARACTERS**) that has a Crusade card. You can change any wargear options that models in that unit are equipped with as described on that unit's datasheet, provided that none of those wargear options would change the Power Rating of the unit. You cannot replace a weapon that a model is equipped with if the weapon in question has been upgraded by a Weapon Enhancement (pg 320).

REPAIR AND RECUPERATE

1RP

Purchase this Requisition either before or after a battle. Select one Crusade card from your Order of Battle that has one or more Battle Scars. Select one of that unit's Battle Scars and remove it from its Crusade card (remember that for each Battle Scar removed, the unit's Crusade points will effectively increase by 1). You can find out more about Battle Scars on page 324.

PSYCHIC MEDITATIONS

1RP

Purchase this Requisition either before or after a battle. Select one **PSYKER** unit that has a Crusade card from your Order of Battle. You can change what psychic powers that

unit knows (make a note of the unit's new psychic powers on its Crusade card – all the usual rules for selecting psychic powers apply).

SPECIALIST REINFORCEMENTS

1RP

Purchase this Requisition when you add a Crusade card for a unit to your Order of Battle. If there is a Stratagem that could upgrade this unit to give it either a better characteristic profile and/or abilities, you can use that Stratagem to upgrade that unit for free, even if you would not normally have access to such a Stratagem unless your army includes a specific Detachment. Make a note of the upgrades afforded by that Stratagem on the unit's Crusade card, and add 1 to its Crusade points total for each Command point that the Stratagem would have cost (so +1 Crusade point if the Stratagem would have cost 1 Command point, +2 Crusade points if it would have cost 2 Command points and so on). This upgrade is permanent, and cannot be removed or changed. You cannot use this Requisition to give a **CHARACTER** a Relic or a Warlord Trait*, and you cannot use Stratagems that upgrade the unit to be part of a Specialist Detachment.

WARLORD TRAIT

1RP

Purchase this Requisition when you add a Crusade card for a **CHARACTER** unit to your Order of Battle, or when a **CHARACTER** in your Order of Battle gains a rank. You can give that **CHARACTER** one Warlord Trait (even if they are not your Warlord – in battle, this **CHARACTER** is only considered your Warlord for the purposes of this trait). This must still be a Warlord Trait it can have; any Warlord can have the Inspiring Leader Warlord Trait (see below). Alternative Warlord Traits can be found in other publications. Make a note of the Warlord Trait on the unit's Crusade card and add 1 to its Crusade points total (+2 instead if the **CHARACTER** is **TITANIC**). This Warlord Trait is permanent to this unit, and cannot be removed or changed. No model can have more than one Warlord Trait and the same Warlord Trait cannot be included more than once by any model in your Order of Battle.*

Inspiring Leader (Warlord Trait, Aura)

Add 1 to the Leadership characteristic of friendly units while they are within 6" of this **WARLORD**.

More Psykers means more sensors and bigger legions! More vehicles and better sensors means more Psykers!

RELIC

1RP

Purchase this Requisition when you add a Crusade card for a **CHARACTER** unit to your Order of Battle, or when a **CHARACTER** unit in your Order of Battle gains a rank. You can give one **CHARACTER** model in that unit one Relic (excluding Crusade Relics). This must still be a Relic it can have, and it cannot be a Relic that replaces a weapon this **CHARACTER** is equipped with if the weapon in question has been upgraded by a Weapon Enhancement or a Crusade Relic (e.g. Artificer Weapon). Make a note of the Relic on the unit's Crusade card and add 1 to its Crusade points total (+2 instead if the **CHARACTER** is **TITANIC**). This upgrade is permanent to this unit, and cannot be removed or changed. No model can have more than one Relic and the same Relic cannot be included more than once by any model in your Order of Battle.*

Please note that if a model with a Warlord Trait and/or Relic is removed from your Order of Battle, any Warlord Trait and/or Relic that the model had listed on its Crusade card are now available to be taken by another **CHARACTER unit (assuming you use the appropriate Requisition to upgrade it, of course).*

SPACE MARINE SUCCESSOR CHAPTERS AND FIRST FOUNDING CHAPTER RELICS

There is a Stratagem in some Space Marine Codex supplements that allows a **CHARACTER** from a successor Chapter to have a Relic that would normally only be available to their First Founding Chapter. When using the Relic Requisition to give a **CHARACTER** a Relic, you can effectively use this Stratagem, but if you do you add 2 to that unit's Crusade points instead of only adding 1, and you cannot have more than one **CHARACTER** in your Order of Battle that has a Relic from their First Founding Chapter.



Rad-soaked warriors of the Adeptus Mechanicus' Skitarii legions ambush ramshackle Bad Moons Orks vehicles as the greenskins careen at high speed along a debris-strewn road. The air is filled with the deafening sounds of relentless weapons fire, binharic chants and bestial roars.



RANKS AND BATTLE HONOURS

If a unit has accrued enough experience points it will gain a promotion and go up a rank (from Battle-ready to Blooded, for example). Each time a unit gains a rank, it will gain one Battle Honour; make a note of the unit's new rank and its Battle Honour on its Crusade card. You can find out more about Battle Honours opposite.

EXPERIENCE		
EXPERIENCE POINTS	RANK	BATTLE HONOURS
0-5	Battle-ready	0
6-15	Blooded	1
16-30	Battle-hardened	2
31-50	Heroic	3
51+	Legendary	4

- Once a unit earns enough experience points it will go up in rank.
- Each time a unit goes up in rank, it will gain a Battle Honour.

BATTLE HONOURS

Units gain one Battle Honour each time they gain a rank. Sometimes, a unit can gain an additional Battle Honour by other means (such as by winning certain missions). There are several types of Battle Honours that can be bestowed onto a unit: Battle Traits, Psychic Fortitudes, Weapon Enhancements and Crusade Relics. Each time a unit gains a Battle Honour, it can select from one of those categories. A unit can never have more than six Battle Honours. Make a note of each Battle Honour a unit has on its Crusade card.

Each time a unit gains a Battle Honour you must increase its Crusade points total by 1 (if the unit has a Power Rating of 10 or less) or 2 (if the unit has a Power Rating of 11 or higher).

- There are four types of Battle Honours:
 - Battle Traits:** New skills and abilities.
 - Weapon Enhancements:** Upgrade an item of wargear.
 - Psychic Fortitudes:** Boosts a unit's psychic might.
 - Crusade Relic:** Gain a rare and powerful artefact.
- Each time a unit gains a Battle Honour, increase its Crusade points by:
 - 1 if unit has a Power Rating of 10 or less.
 - 2 if unit has a Power Rating of 11 or more.

Dhenko gutted the soldier with a wide swing of his chainsword. Offal poured from the savage tear in the man's flesh, flopping to the ground in a bloody tumble. The mortally wounded trooper dropped to the floor, staring wide-eyed at his spilled organs before desperately attempting to scoop them back into his body.

The battle was almost over, the isolated Imperial mining outpost all but taken by the Iron Warriors, its weak garrison and populace all but destroyed. Dhenko saw Garakh pulverise a soldier's skull with a single punch, leaving little more than a mangle of flesh and bone hanging from a shattered neck. Sighor hacked another down with a heavy blow from his serrated combat knife. The blade cut straight through the lasgun held by the trooper, raised in a pathetic attempt to parry, before it practically cut her in half.

Vox clicks from others in Dhenko's squad informed him that they had run out of enemies to kill and awaited further orders.

'Take everything,' he said. 'Pick it clean. Every weapon, every round, every drop of fuel, every servitor that still babbles, and prepare all ore for collection by Thunderhawk. If some have somehow escaped our judgement and live still, take them as slaves. The guns need crew.'

'And our most ancient brother hungers,' interjected Zar, a dark smile detectable in the grim mirth of his words.

'Indeed he does, brother,' said Dhenko. 'And if you interrupt my orders again I'll see to it you are next sent to the seventeenth deck.'

Zar fell silent.

Dhenko smiled. Kaurbek would reward them for this.



BATTLE TRAITS

Battle Traits are skills or upgrades that units have acquired during their years of warfare, and help to give them a vital edge on the battlefield. Each time a unit gains a Battle Trait, roll one D6 and consult the table below to randomly determine what Battle Trait the unit has gained, or choose the Battle Trait that you think tells the best narrative for your unit. A unit can have more than one Battle Trait, but it cannot have the same Battle Trait more than once (if a duplicate result is rolled, roll again until a different result is rolled).

CHARACTER UNITS (Excluding VEHICLE and MONSTER units)

D6	TRAIT
1	Swift and Agile: Add 1" to this unit's Move characteristic. In addition, add 1 to Advance and charge rolls made for this unit.
2	Heroic Constitution: Add 1 to the Wounds characteristic of one CHARACTER model in this unit.
3	Resilient: Roll one D6 each time a CHARACTER model in this unit would lose a wound; on a 6, that wound is not lost.
4	Deadly Charge: Add 1 to the Attacks characteristic of CHARACTER models in this unit in the Fight phase if this unit made a charge move, was charged, or performed a Heroic Intervention this turn.
5	Inspiring Hero: Add 1 to the Leadership characteristic of friendly units while they are within 6" of a CHARACTER model from this unit. In addition, this unit can perform Heroic Interventions if, after the enemy has made all its charge moves, it is within 6" of any enemy units, and it can move up to 6" when doing so.
6	Tactical Experience: While a CHARACTER model from this unit is on the battlefield, roll one D6 each time you spend a CP to use a Stratagem; on a 6, you immediately regain 1 CP.

VEHICLE UNITS

D6	TRAIT
1	Enhanced Engines: Add 2" to this unit's Move characteristic. In addition, add 1 to Advance and charge rolls made for this unit.
2	Elite Crew: Re-roll hit rolls of 1 when resolving attacks made by VEHICLE models in this unit.
3	Improved Shielding: Add 1 to saving throws made for VEHICLE models in this unit against attacks that have an Armour Penetration characteristic of 0 or -1 (invulnerable saving throws are unaffected).
4	Armourbane: Re-roll wound rolls of 1 when resolving attacks made by VEHICLE models in this unit that target enemy VEHICLE or MONSTER units.
5	Repair Systems: VEHICLE models in this unit regain 1 lost wound at the start of each of your Command phases.
6	Blessed Hull: Roll one D6 each time a mortal wound is allocated to a VEHICLE model in this unit; on a 5+ that mortal wound is ignored.

MONSTER UNITS

D6	TRAIT
1	Unstoppable: Add 2" to this unit's Move characteristic. In addition, add 1 to Advance and charge rolls made for this unit.
2	Apex Predator: Re-roll hit rolls of 1 when resolving attacks made by MONSTER models in this unit.
3	Thickened Hide: Add 1 to saving throws made for MONSTER models in this unit against attacks that have an Armour Penetration characteristic of 0 or -1 (invulnerable saving throws are unaffected).
4	Frenzied: Add 1 to the Attacks characteristic of MONSTER models in this unit in the Fight phase if this unit made a charge move, was charged, or performed a Heroic Intervention this turn.
5	Regenerates: MONSTER models in this unit regain 1 lost wound at the start of each of your Command phases.
6	Terrifying: Roll two dice when taking a Morale test for an enemy unit within 6" of this unit and discard the lowest result (if both dice results are the same, discard either one of them).

ANY OTHER UNIT

D6	TRAIT
1	Fleet of Foot: Add 1" to this unit's Move characteristic. In addition, add 1 to Advance and charge rolls made for this unit.
2	Veteran Warriors: Re-roll hit rolls of 1 when resolving attacks made by models in this unit.
3	Grizzled: Roll one D6 each time a model in this unit would lose a wound; on a 6, that wound is not lost.
4	Headhunters: Add 1 to hit rolls and wound rolls made when resolving attacks with models in this unit that target enemy CHARACTER units.
5	Cool-headed: You can re-roll failed Morale tests taken for this unit. In addition, if a unit declares this unit as the target of their charge, this unit can fire Overwatch (and will score hits on unmodified rolls of 5+ instead of 6 when doing so).
6	Battle-tested: This unit has the Objective Secured ability and can make attacks with ranged weapons while performing an Action without that action failing. Combat Attrition tests taken for this unit are automatically passed while it is within range of an objective marker.

WEAPON ENHANCEMENTS

Weapon Enhancements are upgrades made to a warrior's armaments that improve their lethality in combat. Each time a unit gains a Weapon Enhancement, you must select one model in that unit (if the unit has a unit champion, such as a Sergeant, you must select that model), then you must select one weapon equipped by that model. You cannot select a weapon that has already been enhanced by this Battle Honour, nor can you select a weapon that is a Relic or a Crusade Relic – such artefacts cannot be modified.

If the weapon you have selected is equipped by a **TITANIC** model, roll one D3 and consult the appropriate table to randomly determine what Weapon Enhancement is gained (i.e. if it is a ranged weapon, roll on the Ranged Weapons table, if it is a melee weapon, roll on the Melee Weapons table). Alternatively, you can choose one Weapon Enhancement that you think tells the best narrative for your unit (if you do, it must be one of the first three options, i.e. result 1, 2 or 3).

If the weapon you have selected is equipped by a **CHARACTER**, **VEHICLE** or **MONSTER** model that is not **TITANIC**, roll one D6 and consult the appropriate table to randomly determine what Weapon Enhancement is gained. Alternatively, you can choose one Weapon Enhancement that you think tells the best narrative for your unit.

If the weapon you have selected is equipped by any other model, roll one D6 and one D3 and consult the appropriate table to randomly determine what two Weapon Enhancements are gained (if a duplicate result is rolled, roll both dice again until two different results are rolled). Alternatively, you can choose the two Weapon Enhancement that you think tells the best narrative for your unit (if you do, one of them must be one of the first three options i.e. result 1, 2 or 3).

If a weapon has more than one profile, the Weapon Enhancement(s) it gains applies to all of that weapon's profiles. If a weapon has both a ranged and a melee profile (e.g. a burna), you can only select Weapon Enhancements from the Melee Weapons table, but they apply to both of the weapon's profiles.

RANGED WEAPONS

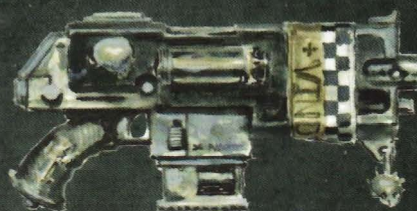
D3/D6	ENHANCEMENT
1	Auto-loader: When resolving an attack with this weapon, each unmodified hit roll of 6 scores one additional hit on the target.
2	Armour Piercing: Improve the weapon's Armour Penetration characteristic by 1 (e.g. AP 0 becomes AP -1, AP -1 becomes AP -2 and so on).
3	High Calibre: Add 1 to the weapon's Strength characteristic.
4	Improved Sights: When resolving an attack with this weapon, add 1 to the hit roll.
5	Accelerator: Increase the weapon's Range characteristic by 6". If the weapon has a minimum Range characteristic, this remains unchanged.
6	Master-worked: Add 1 to the Weapon's Damage characteristic.

MELEE WEAPONS

D3/D6	ENHANCEMENT
1	Heirloom: When resolving an attack with this weapon, each unmodified hit roll of 6 scores one additional hit on the target.
2	Razor-edged: Improve the weapon's Armour Penetration characteristic by 1 (e.g. AP 0 becomes AP -1, AP -1 becomes AP -2 and so on).
3	Brutal: Add 1 to the weapon's Strength characteristic.
4	Finely Balanced: When resolving an attack with this weapon, add 1 to the hit roll.
5	Shredder: When resolving an attack with this weapon, an unmodified wound roll of 4+ is always successful, irrespective of the target's Toughness characteristic.
6	Fleshbane: Add 1 to the Weapon's Damage characteristic.

'One's weapons are one's closest friends and most trusted allies. They become a part of you as one's heart, limbs, perhaps even soul. They are with you in times most glorious and even when despair threatens to overwhelm you. Treat them well, for one's life depends utterly on them, and without them, carrying out one's duty is utterly impossible.'

- Inquisitor Lord Memnon Lenka, Ordo Xenos



PSYCHIC FORTITUDES

Psychic Fortitudes are otherworldly powers that sorcerers and warp-practitioners gain as they hone and master their psychic skills. Only **PSYKER** units can be given Psychic Fortitudes. Each time a unit gains a Psychic Fortitude, roll one D6 and consult the table below to randomly determine what Psychic Fortitude the unit has gained, or choose the Psychic Fortitude that you think tells the best narrative for your unit. A unit can have more than one Psychic Fortitude, but it cannot have the same Psychic Fortitude more than once (if a duplicate result is rolled, roll again until a different result is rolled).

PSYCHIC FORTITUDES

D6 PSYCHIC FORTITUDE

- | | |
|-----|---|
| 1-2 | Psychic Might: Add 1 to the number of psychic powers this unit can attempt to manifest in your Psychic phase. |
| 3-4 | Adamantium Will: Add 1 to the number of psychic powers this unit can attempt to deny in your opponent's Psychic phase. |
| 5-6 | Master of Lore: Add 1 to the number of psychic powers this unit knows from one of the disciplines available to them. Write down this new power on the unit's Crusade card. |

Magos Farek examined the weapons closely. Their core structure bore the distinct marks of a bolter weapon, but it was heavily modified and upgraded, using technology not utilised in the era of the Legiones Astartes. The scopes were more powerful than ever he had seen before on Adeptus Astartes weapons, making the firer as deadly at night as during daylight. The weapons' silencers were near perfect.

'Rol'uk was foolish to claim these,' said Kaurbek, the Iron Warriors' captain approaching the magos. 'Seven of my warriors died for them.'

'Far from foolish, captain,' said Farek. 'These are fine specimens. Guilliman's new warriors are powerful. We can learn from them, and arm our warriors in kind. You will find these much to your liking.'

Kaurbek selected one of the weapons, holding it firmly in both of his bionic hands. He felt the rifle's balance, taking aim down its scope. He returned it to the bench on which it had rested.

'Use these to modify our weapons,' he said.



CRUSADE RELICS

Crusade Relics are rare items of power that your heroes discover as they quest across the galaxy. Only **CHARACTER** models can gain Crusade Relics. When a model gains a Crusade Relic, simply select the Crusade Relic that you want that model to have (note, however, that some Crusade Relics can only be given to certain models).

A **CHARACTER** model can have any number of Crusade Relics, but the same Crusade Relic cannot be included in your Order of Battle more than once. A **CHARACTER** model can have Crusade Relics even if they have other Relics (from a Codex, for example).

The Crusade Relics that can be given are listed below. There are three categories of Crusade Relics: Artificer Relics, Antiquity Relics and Legendary Relics.

ARTIFICER RELICS

Any **CHARACTER** model can be given an Artificer Relic.

Artificer Weapon

Select one weapon that the model is equipped with (excluding a Relic or a weapon that has been enhanced by the Weapon Enhancement Battle Honour). Each unmodified hit roll of 6 made for an attack with that

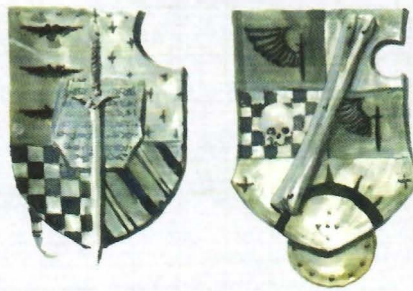
weapon inflicts 1 mortal wound on the target in addition to the normal damage. Note that this is cumulative with any other mortal wounds inflicted by the weapon.

Master-crafted Armour

~~The model's Save characteristic is improved by 1 (e.g. a Sv 3+ becomes Sv 2+, Sv 2+ becomes Sv 1+ etc.).~~ In addition, roll one D6 each time this character suffers a mortal wound; on a 6, that mortal wound is ignored.

Laurels of Victory

If this model is included in your army list for a battle, you receive 2 bonus Command points to use in that battle. However, if this model is destroyed during the battle, you immediately lose 2 Command points.



Conversion Field

INFANTRY only. This model has a 4+ invulnerable save. In addition, each time you roll an unmodified 6 when making a saving throw for this model, the closest enemy unit within 1" suffers 1 mortal wound.

Artisan Bionics

INFANTRY, CAVALRY or **BIKER** only. Add 1 to the model's Strength characteristic. In addition, roll one D6 each time this model loses a wound; on a 5+ that wound is not lost.

Frenzon Injector

INFANTRY, CAVALRY, BIKER or **MONSTER** only. You can re-roll Advance and charge rolls made for this model's unit. In addition, add 1 to this model's Attacks characteristic during any turn in which its unit made a charge move, was charged or performed a Heroic Intervention.



ANTIQUITY RELICS

Any Heroic **CHARACTER** model or Legendary **CHARACTER** model can be given an Antiquity Relic. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

Xenotech Digital Lasers

This model gains the following weapon:

	RANGE	TYPE	S	AP	D
Xenotech Digital Lasers	12"	Pistol 1	*	*	*

Abilities: If this weapon hits, the target suffers D3 mortal wounds.

Blackstone Shard Amulet

This model's unit can never be targeted or affected by psychic powers in any way, nor can it attempt to manifest any psychic powers or perform any psychic actions.

Archeotech Nano-med

INFANTRY only. The first time this model is destroyed, keep it to one side; at the end of the current phase, roll one D6. On a 2+, set this model back up again, as close as possible to its previous position, with D3 wounds remaining.

Dark Age Displacer Belt

INFANTRY only. Instead of making a Normal Move or Falling Back in your Movement phase, this model's unit can be removed from the battlefield and then set back up on the battlefield, anywhere that is more than 9" from any enemy models.

LEGENDARY RELICS

Any Legendary **CHARACTER** model can be given a Legendary Relic. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add an additional 2 to a unit's total Crusade points for each Legendary Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +3.

Vortex Grenade

This model gains the following weapon:

	RANGE	TYPE	S	AP	D
Vortex grenade	6"	Grenade 1	*	*	*

Abilities: One use only. If this weapon hits, the target suffers 3D3 mortal wounds and you roll one D6 for every other unit within 6" of the target unit (roll before any destroyed models are removed); on a 4+ the unit being rolled for suffers D3 mortal wounds as well.



Null-field Disruptor

Invulnerable saves cannot be made against attacks made with this model's melee weapons.

'The Ganthe Ridges cost us many lives. The dead rotted in the insufferable heat as insects buried themselves into the spoiling flesh. But with each furious assault and desperate defence, we learned more. When we finally planted the standard at the peak, we were the finest troops in the regiment, renowned.'

- Acting Sgt. Valimes Lox, 87th Kantarri Rifles

What treasures lie undiscovered in this galaxy of ours? So many wars, so many years... truly the bounties must be endless! Acquiring but a taste of what lies hidden and lost will change fortunes forever.

OUT OF ACTION

After a battle, all models from your army that were destroyed in the battle are restored to your Order of Battle; any wounds they have lost are likewise regained. This represents units replenishing their numbers, wounded warriors returning to the fray, and battle tanks being recovered and repaired for their next battle. The only lasting effects are any Battle Scars the unit has acquired, as described below.

After the battle, before you have determined the total number of experience points each unit gains, you must first take an Out of Action test for each unit in your army that has a Crusade card that was destroyed in that battle. You do not have to test for a unit that was destroyed but was subsequently returned to the battlefield during that battle – only roll for units that are destroyed at the end of the battle.

To take an Out of Action test, roll 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:

1. Devastating Blow: That unit loses D6 experience points (to a minimum of 0) and cannot gain experience points from this battle from Agendas Achieved, Battle Experience or from being Marked for Greatness (pg 335). Update its Crusade card accordingly.

2. Battle Scar: That unit gains one Battle Scar (see below). 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.

Note that even if a unit loses experience points it does not lose any rank (or any associated Battle Honours) it had previously achieved, but neither will that unit be promoted again (and hence gain a Battle Honour) if it subsequently regains these lost experience points.

- **Out of Action:** If a unit is destroyed at the end of the battle, you must take an Out of Action test for it.
- Roll one D6: on a 1, that test is failed. The unit suffers one of the following:
 - **Devastating Blow:** Lose D6 experience points and cannot gain any from this battle (except from Dealers of Death).
 - **Battle Scar:** Gain one Battle Scar (pg 325).



In a heroic charge, warriors of the Ultramarines 1st Company storm a position held by the heretics of the hated Word Bearers Traitor Legion. They stride into a hail of bolt fire, returning the punishing salvos with their only deadly firepower, determined to destroy their foes.



BATTLE SCARS

Each time a unit gains a Battle Scar, roll one D6 and consult the table below to randomly determine what Battle Scar the unit has gained, or choose the Battle Scar that you think tells the best narrative for your unit.

A unit can have more than one Battle Scar, but it cannot have the same Battle Scar more than once (if a duplicate result is rolled, roll again until a different result is rolled). A unit cannot have more than six Battle Scars (if such a unit fails an Out of Action test, you must select the

Devastating Blow result for it). Make a note of each Battle Scar a unit has on its Crusade card and subtract 1 from its Crusade points for each Battle Scar it currently has (this can mean a unit has a negative number of Crusade points).

■ Subtract 1 from a unit's Crusade points for each Battle Scar it currently has.

CHARACTER UNITS (Excluding VEHICLE and MONSTER units)

D6	TRAIT
1	Lost Leg: Subtract 1" from this unit's Move characteristic. In addition, subtract 1 from Advance and Charge rolls made for this unit.
2	Blind in one Eye: You must re-roll hit rolls of 6 when resolving attacks made by CHARACTER models in this unit.
3	Deep Scars: This unit cannot perform any actions or psychic actions, and it cannot make Heroic Interventions.
4	Chest Wound: Reduce the Wounds characteristic of one CHARACTER model in this unit by 1 (to a minimum of 1).
5	Deep Concussion: You cannot use any Stratagems to affect this unit, nor can you use the Command Re-roll Stratagem to affect any dice rolls made for it.
6	Loss of Reputation: If this unit has any aura abilities on its datasheet, the range of those aura abilities is reduced by 3". If this reduces the range of an aura ability to 0" or less, then the unit loses that aura ability while it has this Battle Scar. If this unit has no aura abilities on its datasheet, then it is unaffected by the aura abilities of any friendly units.

VEHICLE UNITS

D6	TRAIT
1	Engine Fault: Subtract 2" from this unit's Move characteristic. In addition, subtract 1 from Advance and Charge rolls made for this unit.
2	Targeters Cracked: You must re-roll hit rolls of 6 when resolving attacks made by a VEHICLE model in this unit.
3	Weakened Armour: Each time this unit is hit by a weapon with a Strength characteristic of 8 or more, this unit suffers 1 mortal wound in addition to any normal damage.
4	Weapon Damaged: Select one weapon equipped by a VEHICLE model in this unit (if this unit has any ranged weapons, you must select one of them, and if any of those are Heavy, then you must select one of them). Subtract 1 from hit and wound rolls when resolving attacks with that weapon.
5	Angered Machine Spirit: You cannot use any Stratagems to affect this unit, nor can you use the Command Re-roll Stratagem to affect any dice rolls made for it.
6	Vox Comms Destroyed: This unit is unaffected by the aura abilities of any friendly units.

MONSTER UNITS

D6	TRAIT
1	Crippling Injury: Subtract 2" from this unit's Move characteristic. In addition, subtract 1 from Advance and Charge rolls made for this unit.
2	Crippled Limb: You must re-roll hit rolls of 6 when resolving attacks made by MONSTER models in this unit.
3	Critical Wound: Each time this unit is hit by a weapon with a Strength characteristic of 8 or more, this unit suffers 1 mortal wound in addition to any normal damage.
4	Tissue Damage: Subtract 1 from the Attacks characteristic of one MONSTER model in this unit (to a minimum of 1).
5	Fractured Skull: You cannot use any Stratagems to affect this unit, nor can you use the Command Re-roll Stratagem to affect any dice rolls made for it.
6	Enraged and Unreasoning: If this unit has any aura abilities on its datasheet, the range of those aura abilities is reduced by 3". If this reduces the range of an aura ability to 0" or less, then the unit loses that aura ability while it has this Battle Scar. If this unit has no aura abilities on its datasheet, then it is unaffected by the aura abilities of any friendly units.

ANY OTHER UNIT

D6	TRAIT
1	Walking Wounded: Subtract 1" from this unit's Move characteristic. In addition, subtract 1 from Advance and Charge rolls made for this unit.
2	Fatigued: This unit cannot control objective markers. When determining which player controls an objective marker, ignore all models in this unit.
3	Battle-weary: This unit cannot perform any actions or psychic actions, and it cannot gain more than 1 experience point at the end of a battle for any reason (any additional experience points gained are lost).
4	Shell Shock: Subtract 1 from this unit's Leadership characteristic. In addition, subtract 1 from Combat Attrition tests taken for this unit.
5	Disgraced: You cannot use any Stratagems to affect this unit, nor can you use the Command Re-roll Stratagem to affect any dice rolls made for it.
6	Mark of Shame: This unit is unaffected by the aura abilities of any friendly units.

SELECTING A CRUSADE ARMY

Some missions will tell you to muster a Crusade army. To do so, simply select an army from the units listed in your Order of Battle – you cannot select units that are not part of your Order of Battle. Unless otherwise instructed, you must muster a Battle-forged Crusade army; this means you must also organise all the units in your army into Detachments, as described in the Battle-forged armies section (pg 244-251).

You will need to record all the details of the army you are using. This is called your army roster, and can be written down on a piece of paper or recorded digitally, but it must be clear and include the following information:

- What your Army Faction is (pg 245).
- Which units are in your army. For each unit, you must include that unit's Crusade card.
- The Power Level of your army. This is the combined Power Ratings of all the units in your army.
- What Detachments are included in your army, and which units belong to which Detachment (pg 246). If your army includes several different Detachments, you may find it helpful to write a separate roster for each Detachment and then write a summary army roster sheet that references your appended Detachment rosters.
- The number of Command points you have (pg 244).
- The combined Crusade points of all the units in your army (pg 306).
- Which model in your army is your Warlord – this is the model that leads your army. This must be the **CHARACTER** on your army roster with the highest Leadership characteristic, if your army includes one (in a tie, you can choose amongst them which model will be the Warlord). Your Warlord cannot be a model with the Fortifications Battlefield Role. The model selected to be your Warlord gains the **WARLORD** keyword.

Players must let their opponent look through their army roster whenever they wish. If possible, we recommend players provide a copy of their army roster for their opponent to read through at their leisure (and if they wish, to keep and add to your growing collection of battles fought).

CRUSADE BLESSINGS

When two Battle-forged Crusade armies battle each other, it is likely that one or the other will be more experienced. To determine this, after players have mustered their armies, both players should compare the combined Crusade points of all the units that are on their army rosters. If there is a difference, then the player whose army roster has the lower total number of Crusade points gains a number of bonus Command points to use in that battle equal to half the difference (rounding up). This represents high command funneling additional resources to the underdog to help them combat a more elite foe.

***For example:** Joel and Ruby have finished mustering their armies. The total number of Crusade points of the units on Joel's army roster is 7. The total number of Crusade points of the units in Ruby's army is 4. Ruby therefore gains 2 bonus Command points to spend on Stratagems in the forthcoming battle (because half the difference between 7 and 4, rounded up, is 2).*

- **Crusade Blessings:** Both players add up Crusade points of all units on their army roster.
- Player with lowest total gains a number of bonus Command points equal to half the difference.

Nisaba knelt before her master. The sweat dripped and her body shook as it always did. She dared not look upon him. The cold was there as it always was, her thin slave's robes offering little protection from it. She never had got used to it, and doubted she ever would.

'Speak,' said Kaurbek.

She had learned to not hesitate now.

'We have tallied the recoveries made by your warriors, my lord.

We have run the cogitations in accordance with your wishes.

Based on an Epsilon-Gamma rationing pattern, the warband can remain combat effective for six months. Three dozen potential

recruits are held below. If I may say, my lord, in my sixteen years of service, you have never been stronger.'

Kaurbek said nothing. The bridge's servitor population was increased slightly, their binharic babbling a louder drone than in previous years. They were joined by nervous ship officers, plucked from stormed Imperial vessels, who whispered orders nervously. The Iron Silence lived up to its name less and less.

'We are in ascendance, my brothers,' declared Kaurbek. 'Your recent efforts have proven fruitful, but much work is to be done. The Long War continues, and as ever, we shall pursue our ends in it.'

CRUSADE APPENDIX

SPLIT UNITS

Some units have an ability that instructs you to deploy the unit at the same time, but then treat different models (or groups of models) in that unit as separate units for the duration of the battle. These are referred to as split units. The most common split units are **VEHICLE** squadrons, units of **MONSTERS**, or **T'AU EMPIRE** units that have accompanying drones, but there are others. If you have any such units in your Order of Battle you must fill out a separate Crusade card for each model (or group of models) that is treated as a separate unit during the battle – these individual components gain experience points, Battle Honours, take Out of Action tests and acquire Battle Scars separately. When you make a Crusade army, if you select this unit to be part of your army list you must include all the separate Crusade cards (you cannot, for example, only choose part of the unit).

- **Split Units:** Units that split into multiple independent units during a battle.
- Each individual unit in a split unit must have its own Crusade card and is treated as a separate unit for all Crusade rules.

COMBAT SQUADS

Units with the Combat Squads ability are an exception to the above rule – you only have one Crusade card for this unit, even if it chooses to split into combat squads during a battle. If this squad has any Battle Honours, both its combat squads count as having those Battle Honours if it chooses to split during the battle. You only need to take an Out of Action test for this unit if both its combat squads are destroyed during a battle.

- The Split Units rules do not apply to units with the Combat Squads ability.

SUMMONED UNITS

There are many rules (abilities, psychic powers, Stratagems etc.) that can be used to add units to your army during a battle. These units are only added to your army for the duration of that battle – they are not added to your Order of Battle. Note that these rules do not apply to units from your Order of Battle that have had models added to them during a battle.

- **Summoned Units:** Units that are added to your army during the battle, and are not permanently added to your Order of Battle.

COMBINED UNITS

Some units can merge together during a battle via an ability or a Stratagem – these are called combined units. If two units merge to form a combined unit, any Battle Traits the individual units have cease to apply during that battle unless all units that are part of the combined unit have the same Battle Traits.

So long as a single model from a combined unit remains alive at the end of the battle, none of the units that made up the combined unit have to take Out of Action tests. However, if a combined unit is destroyed during a battle, then you must make an individual Out of Action test for each separate unit that made up the combined unit.

Every individual unit that makes up a combined unit earns 1 experience point for taking part in a battle as normal. If a combined unit earns any Combat tallies for units destroyed, or for Agendas achieved, or if a combined unit earns any bonus experience points for any reason (such as for achieving an Agenda), those tallies and/or bonus experience points can only be marked on the Crusade card of/awarded to one of the units (of your choice) that made up the combined unit.

- **Combined Units:** Units that have merged during battle.
- Combined units cannot use Battle Traits unless all units in the Combined unit have the same Battle Trait.
- Combat tallies for destroyed units are marked on one unit (of your choice) that makes up the combined unit.
- Experience points (other than Battle Experience) can only be gained by one unit (of your choice) that makes up the combined unit.
- Out of Action tests (pg 324) are taken for entire Combined unit, but for each individual unit separately.

CRUSADE FORCE NAME:

CRUSADE FACTION:

PLAYER NAME:

BATTLE TALLY	BATTLES WON	REQUISITION POINTS	SUPPLY LIMIT	SUPPLY USED

CRUSADE CARDS		POWER RATING	CRUSADE POINTS
UNIT 1:			
UNIT 2:			
UNIT 3:			
UNIT 4:			
UNIT 5:			
UNIT 6:			
UNIT 7:			
UNIT 8:			
UNIT 9:			
UNIT 10:			
UNIT 11:			
UNIT 12:			
UNIT 13:			
UNIT 14:			
UNIT 15:			
UNIT 16:			
UNIT 17:			
UNIT 18:			
UNIT 19:			
UNIT 20:			

CRUSADE GOALS, INFORMATION AND NOTABLE VICTORIES

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UNIT NAME:	
BATTLEFIELD ROLE:	
CRUSADE FACTION:	
SELECTABLE KEYWORDS:	

POWER RATING	EXPERIENCE POINTS	CRUSADE POINTS

UNIT TYPE:	
EQUIPMENT:	
PSYCHIC POWERS:	
WARLORD TRAITS:	
RELICS:	

OTHER UPGRADES AND SELECTABLE ABILITIES:

Entries below should remain blank when the unit is first added to your Order of Battle. Fill these entries out as you play a battle with the unit and when it has earned any Battle Honours or Battle Scars.

COMBAT TALLIES		
BATTLES PLAYED:	BATTLES SURVIVED:	
	... During this battle:	... In total:
Enemy units destroyed ...		
Enemy units destroyed with psychic powers ...		
Enemy units destroyed with ranged weapons ...		
Enemy units destroyed with melee weapons ...		
Agenda 1 tally...		
Agenda 2 tally...		
Agenda 3 Tally...		

RANK				
Rank Achieved (tick when reached)				
BLOODED	☐	BATTLE-HARDENED	☐	HEROIC
				LEGENDARY
BATTLE HONOURS:				
BATTLE SCARS:				





CRUSADE MISSION PACK

A Crusade battle is waged by following the sequence below:

1. SELECT BATTLE SIZE

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

BATTLES	
BATTLE SIZE	BATTLE DURATION
Combat Patrol	Up to 1 hour
Incursion	Up to 2 hours
Strike Force	Up to 3 hours
Onslaught	Up to 4 hours

2. MUSTER ARMIES

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

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

Details of how to Battle-forge an army can be found on page 244. Details of how to use Power Ratings can be found on page 240. Details of what information your army roster must contain can be found on page 251. If you are playing a Combat Patrol battle, the only Detachment your army can include is one Patrol Detachment (pg 248), 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 (pg 250).

Select one of your models to be your Warlord (this cannot be a model with the Fortifications Battlefield Role) and note this on your army roster. This must be the **CHARACTER** in your army with the highest Leadership characteristic,

if your army includes one (in a tie, you can choose amongst them which model will be the Warlord). This model gains the **WARLORD** keyword.

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

3. DETERMINE MISSION

The players determine which mission will be used for the battle; they can choose from the missions for their chosen battle size. This will determine the deployment map that the players use, as well as the specific mission briefing. You can either simply agree with your 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
1-2	Sweep and Clear (pg 338)
3-4	Supply Drop (pg 339)
5-6	Assassinate (pg 340)

INCURSION MISSIONS

D6	MISSION
1	Supply Cache (pg 341)
2	The Relic (pg 342)
3	Sabotage (pg 343)
4	Recon Patrol (pg 344)
5	The Ritual (pg 345)
6	Behind Enemy Lines (pg 346)

STRIKE FORCE MISSIONS

D6	MISSION
1	Supplies From Above (pg 347)
2	Narrow the Search (pg 348)
3	Cut Off the Head (pg 349)
4	Retrieval (pg 350)
5	Raze and Ruin (pg 351)
6	Ambush (pg 352)

ONSLAUGHT MISSIONS

D6 MISSION

1-2	Firestorm [pg 353]
3-4	Grand Assault [pg 354]
5-6	Field of Glory [pg 355]

4. READ MISSION BRIEFING

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

5. SELECT AGENDAS

Each player then secretly selects Agendas for the battle and writes them down. Each can award experience points to certain units in that player's army, as described on the Agenda itself. The Agendas that players can choose from can be found on pages 336-337. The number of Agendas each player chooses depends on the battle size you have selected, as shown in the table below.

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 size of your battlefield depends on the battle size you have selected, as shown in the table below:

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 266-269). In these missions, players must use the battlefield terrain rules for terrain features, as described on pages 260-265.

7. DETERMINE ATTACKER AND DEFENDER

The players roll off and the winner decides who will be the attacker and who will be the defender.

8. PLACE OBJECTIVE MARKERS

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

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 256).

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 Reserve and/or Reinforcement units, and the combined Power Ratings of all your Strategic Reserve and Reinforcement units (including those that are embarked within **TRANSPORT** models that are Strategic Reserve and/or Reinforcement units) must be less than half of your army's Power Level, even if every unit in your army has an ability that would allow them to be set up elsewhere.

~~In these missions, Reinforcement units can never arrive on the battlefield in the first battle round (but Strategic Reserve units can). 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).~~

10. 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, 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.

11. 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.

12. RESOLVE PRE-BATTLE ABILITIES

Players alternate resolving any pre-battle abilities units in their army may have, and resolving any Stratagems that are used before the battle, 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 on page 314.

13. 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.

14. ENDING THE BATTLE

Unless the mission instructs otherwise, the battle ends after five battle rounds have been completed. If one player has no models remaining in their army at the start of their turn, the other player can continue to play out their turns until the battle ends.

15. DETERMINE VICTOR

At the end of the battle, the player with the most victory points is the winner. If 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.

16. UPDATE CRUSADE CARDS

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

1. Take Out of Action tests

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

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

b) **Battle Scar:** That unit gains one Battle Scar (pg 325). This must be determined before the player's next battle and the unit's Crusade card must be updated to reflect any and all changes.

2. Update Experience Points

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

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

Agendas (pg 336) during the battle gain experience points as described by those agendas.

3. Determine Battle Honours

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

4. Update Combat Tallies

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

17. UPDATE ORDER OF BATTLE

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

'Brothers. Sisters. Beloved of the Star Children! Devotees of the Four-armed Emperor! Harken to me when I tell you that no battle is worthless. No conflict is without merit, for with every blow we strike and every disbeliever we cut down we become stronger! Every hardship and trial is a test sent by the gods of the void that we might temper ourselves and ascend to become worthy in their sight! Fight hard, my brothers and sisters, and know that in your bloody tribulations you become all that the Four-armed Emperor demands!'

- Magus Saivera Drisst,
the Address Before Ascension

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

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

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

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 THE AREA

Keep a Secure the Area tally for each unit from your army. Add 1 to a unit's Secure the Area tally each time it successfully completes the following action:

Secure the Area (Action): One **INFANTRY** unit from your army (excluding **CHARACTERS**) can start to perform this action at the end of your Movement phase if it is within 6" of the centre of the battlefield. The action is completed at the end of your turn.

Each unit gains a number of experience points equal to their Secure the Area tally.

SEARCH FOR ARCHEOTECH

Keep a Search for Archeotech tally for each unit from your army. Add 1 to a unit's Search for Archeotech tally each time it successfully completes the following action:

Search for Archeotech (Action): One or more **INFANTRY** units from your army that are wholly within your opponent's deployment zone can start to perform this action at the end of your Movement phase. The action is completed at the end of your turn.

Each unit gains 3 experience points if their Search for Archeotech tally is at least 2.

DEPLOY VOX-RELAYS

At the start of the first battle round, but before the first turn begins, select one **INFANTRY** unit from your army. That unit can perform the following action:

Deploy Vox-relay (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker that has not already got a Vox-relay deployed on it (see below). The action is completed at the end of your turn. If this action is successfully completed, that objective marker is said to have a Vox-relay deployed on it (the Vox-relay is 'lost' if your opponent controls the objective marker at the start of any phase).

The unit gains 2 experience points for each objective marker on the battlefield that has one of your Vox-relays deployed on it at the end of the battle.

RECOVER MISSION ARCHIVES

Keep a Recover Mission Archives tally for each unit from your army. Add 1 to a unit's Recover Mission Archives tally each time it successfully completes the following action:

Recover Mission Archives (Action): One **INFANTRY**, **CAVALRY** or **BIKER** 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 has not already been successfully searched by a unit from your army this battle. The action is completed at the end of your next Command phase provided the unit performing it is still within range of the same objective marker.

Roll one D6 at the Agenda Achieved step of the game (pg 335). If the score is equal to or less than the combined total of your units' Recover Mission Archives tallies, or if the combined tally equals the number of objective markers that were set up at the start of the battle, then one unit of your choosing that successfully performed this action gains 6 experience points.

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 BATTLE PLANS

Keep a Scry Battle Plans tally for each **PSYKER** unit from your army. Add 1 to a unit's Scry Battle Plans tally each time it successfully completes the following psychic action:

Scry Battle Plans (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 18" of an enemy **CHARACTER** unit.

Each unit gains 5 experience points if their Scry Battle Plans tally is at least 2.

CRUSADE MISSION – COMBAT PATROL SWEEP AND CLEAR

MISSION BRIEFING

Your patrols have encountered enemy forces approaching your battle lines. It is imperative that you move to intercept them and clear the battlefield of their presence before they can establish a foothold that will extend their own front lines.

Mission Rules

Objective Markers: The players alternate placing four objective markers on the battlefield, one at a time, starting with the Attacker. One objective marker must be placed wholly within each deployment zone, and the other two must be placed wholly within the Centre Ground area shown on the deployment map. Objective markers must be placed more than 6" from any battlefield edge and more than 9" from any other objective marker.

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

MISSION OBJECTIVES

Victory points are awarded as follows:

Capture and Control (Progressive): At the end of each player's Command phase, the player whose

turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

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

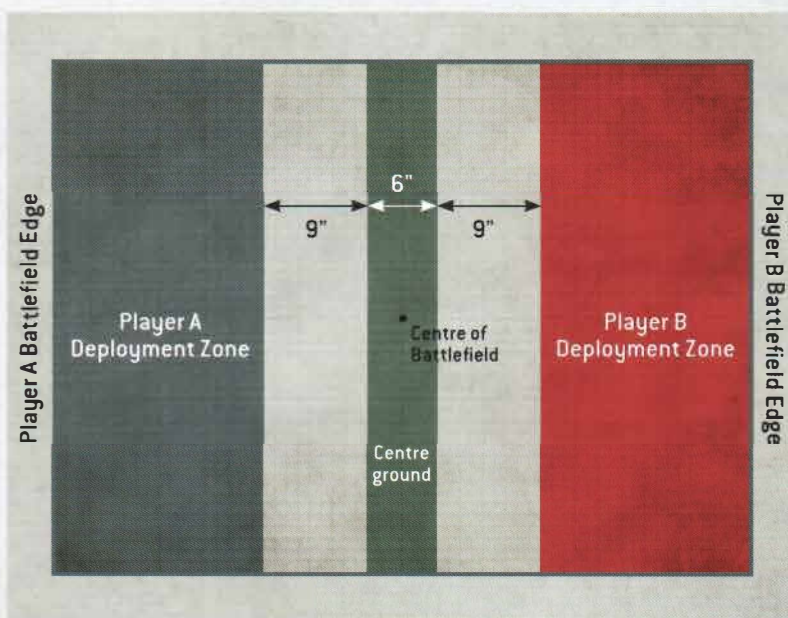
This mission objective cannot be scored in the first battle round.

VICTOR BONUS

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

'We were pushing up on the mechanarium yards when they hit us. The xenocultists came in waves, pouring out of every duct and run-off channel. No, they weren't exactly the best shots, not Imperial-trained accuracy you understand but... we lost a lot of good men and women hanging onto those damned "points of strategic interest". Hope to the Emperor it was worth it.'

- Astra Militarum Sergeant Kalem Thrale



CRUSADE MISSION – COMBAT PATROL SUPPLY DROP

MISSION BRIEFING

Braving the flak batteries of the foe, your best pilots are inbound with supplies to drop to your beleaguered forces. You must race your enemy to the prize, driving them away from the drop coordinates and seizing the supplies as they land.

Mission Rules

Objective Markers: The players alternate placing three objective markers on the battlefield, one at a time, starting with the Attacker. The first objective marker placed must be wholly within 6" of the centre of the battlefield. The remaining objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge and more than 9" from any other objective marker.

Supplies Incoming: At the start of the fourth battle round, the players randomly determine one of the objective markers and remove it from the battlefield. At the start of the fifth battle round, the players randomly determine one of the two remaining objective markers and remove that from the battlefield as well. The remaining objective marker represents the landed supplies.

MISSION OBJECTIVES

Victory points are awarded as follows:

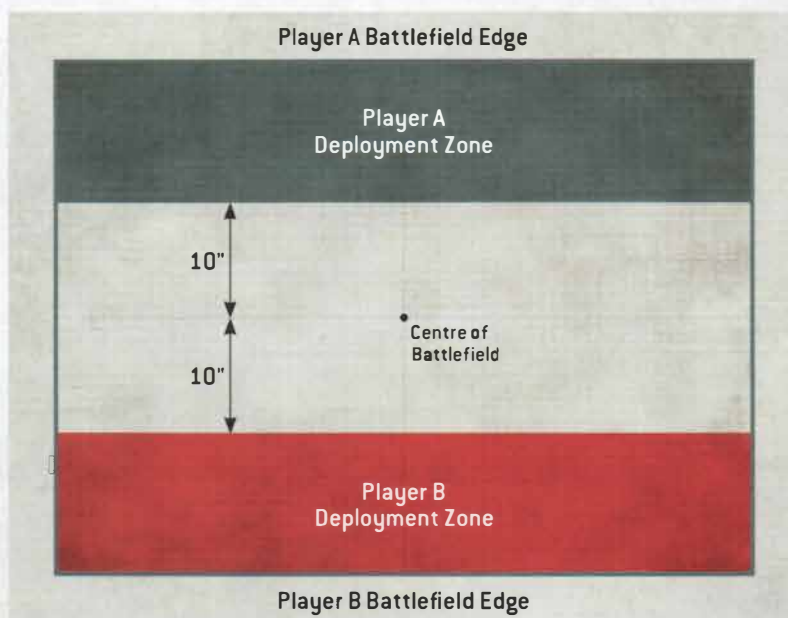
Secure Landing Sites (Progressive): At the end of each player's Command phase, the player whose turn it is scores a number of victory points for each objective marker they control, depending on which battle round it is, as shown in the table below:

BATTLE ROUND	VICTORY POINTS PER OBJECTIVE CONTROLLED
2 AND 3	10
4	15
5	30

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.



CRUSADE MISSION – COMBAT PATROL ASSASSINATE

MISSION BRIEFING

An army without its commanders is helpless, a beast ready for slaughter. An elite enemy force has been dispatched with the intent of eliminating the enemy command structure as quickly as possible, thereby disrupting the war effort in the area so that rapid gains can be made.

Mission Rules

Target Sighted: The Defender's **WARLORD** must be set up wholly within 6" horizontally of the centre of their deployment zone, as shown below. This unit cannot be set up in Strategic Reserves, nor can it use any rule that allows it to set up elsewhere (whether elsewhere on the battlefield or on a location other than the battlefield). If the Defender's **WARLORD** is destroyed, the battle ends at the end of the current battle round.

Restoratives: If the Defender's **WARLORD** is a model with a Wounds characteristic of less than 10, then they have access to Restoratives, and the Defender rolls one D6 each time their Warlord loses a wound; on a 6 that wound is not lost. In addition, if the Defender's Warlord has Restoratives, then their **WARLORD** regains 1 lost wound at the start of each of the Defender's turns.

First Turn: The Attacker chooses who gets the first turn in this mission.

MISSION OBJECTIVES

Victory points are awarded as follows:

Target Wounded (Progressive): The Attacker scores 10 victory points at the end of a battle round if the enemy **WARLORD** lost any wounds during that battle round.

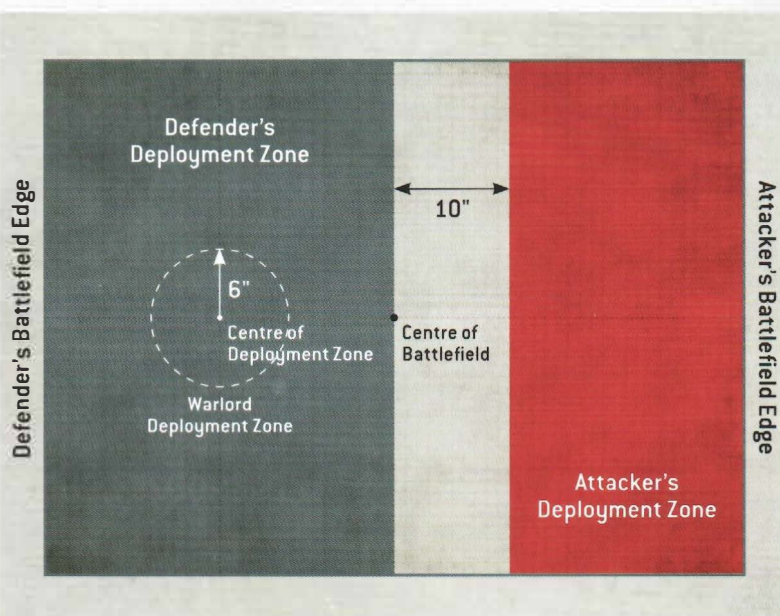
Target Eliminated (End Game): If the Defender's **WARLORD** is destroyed at the end of the battle, the Attacker scores 40 victory points.

No Meek Prey (Progressive): The Defender scores 10 victory points at the end of a battle round if their **WARLORD** destroys any enemy models during that battle round.

Bloody but Unbowed (End Game): If the Defender's **WARLORD** is not destroyed at the end of the battle, the Defender scores 50 victory points.

VICTOR BONUS

After the battle, the victor can select one unit from their army that has a Crusade card (this must be a unit that can gain Battle Honours) – that unit gains a Battle Trait of your choice (make a note on the unit's Crusade card and increase its Crusade points accordingly).



CRUSADE MISSION – INCURSION SUPPLY CACHE

MISSION BRIEFING

Somewhere amidst the smouldering ruins of the battlefield lie the supplies and materiel you so desperately need to push forward to victory. Search the battlefield and seize them before your foe can do so.

Mission Rules

Objective Markers: The players alternate placing four objective markers on the battlefield, one at a time, starting with the Attacker. Objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge and more than 6" from any other objective marker.

MISSION OBJECTIVES

Victory points are awarded as follows:

Capture and Control (Progressive):

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

- They control one or more objective markers.
- They control any objective marker 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.

VICTOR BONUS

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

Vasper's heart thumped as he crouched behind a stack of rusty promethium barrels. He glanced about at his brothers and sisters of the cult. Each crouched in his or her own makeshift refuge, clutching crudely stamped autoguns and mouthing hurried prayers to the Four-armed Emperor.

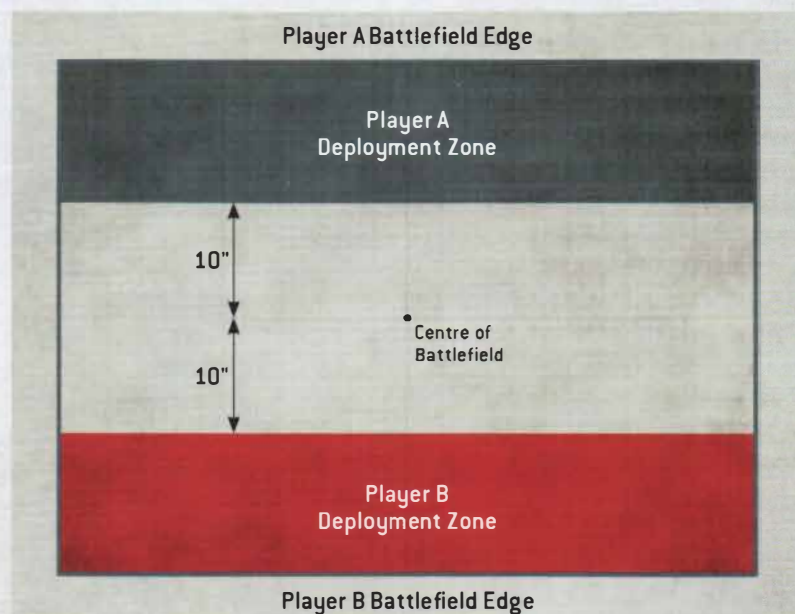
Las-blasts flashed around them, drizzling over their paltry cover and striking sparks from the barrels' flanks. Vasper heard a cry and looked around to see Yeramaiah toppling backward with a smouldering hole in his shoulder. As the cultist spilled clumsily from cover more rounds found him, spraying the contents of his skull across the ferrocrete and making his corpse jerk and twitch.

'We cannot stay here, Vasper!' hissed Constynce, ducking her head as shots ricocheted off the stack behind which she crouched. 'If they don't pick us off piecemeal, they'll blow us into the arms of the Star Children when they spark off the promethium in these barrels!'

Vasper knew she was right. He gripped his weapon tighter as he gathered his nerve to give the order he knew he must give. They had done this before, he told himself. They had fought the Imperial oppressors for months now. They had been tested as Magus Drisst said they would be. He and his comrades had been tempered.

'Brothers, sisters, in the name of the Four-armed Emperor, charge!'

He burst from cover and ran, bent low, towards the storage containers they had been sent to claim. Las blasts flew around him in flicker-quick profusion, fired by the Cadian troopers crouched around the containers. Veils of smoke boiled through the air, parting before him as he ran. Vasper squeezed his trigger and felt his gun kick his shoulder, saw his bullets take one of the oppressors in the gut and throw her back in a spray of blood. His brothers and sisters ran with him, screaming oaths and firing deadly hails of shot into the foe. Elation filled Vasper. This day, they would be victorious, he thought! This day, they were worthy!



CRUSADE MISSION – INCURSION THE RELIC

MISSION BRIEFING

Both sides are attempting to recover a valuable relic from the front lines. It might be an ancient artefact, an item of spiritual significance or some other irreplaceable heirloom that must be recovered at any cost. Move with speed and secure the relic to prevent the enemy from either capturing or tampering with the artefact before you can retrieve it.

Mission Rules

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

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

MISSION OBJECTIVES

Victory points are awarded as follows:

Relic Secured (Progressive): At the end of each player's Command phase, the player whose turn it is scores 10 victory points if a model from their army is carrying the Relic, or if they control the Relic objective marker.

Relic Recovered (End Game): At the end of the battle, if a model from a player's army is carrying the Relic, that player scores 60 victory points. If the Relic is not being carried, the player with a model closest to the Relic scores 30 victory points. If both players have models equally close to the relic, then they both score 10 victory points.

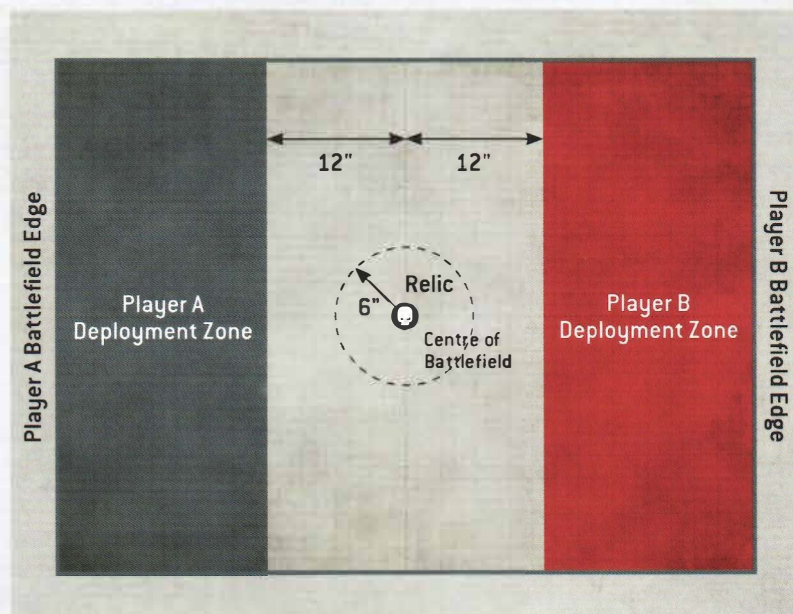
VICTOR BONUS

After the battle, the victor selects one **CHARACTER** unit from their army that took part in the battle (this must be a **CHARACTER** that can

gain Battle Honours) and gives that **CHARACTER** one Crusade Relic (all the normal rules and restrictions apply). Make a note on the unit's Crusade card and increase its Crusade points accordingly.

'This paltry gewgaw holds no significance to us, it is true. But to the Imperial oppressors the sceptre of Saint Veritasias is the most precious artefact upon this entire planet. By seizing it we will shatter their morale and consign them to a slow and miserable defeat as their faith crumbles about them in ruins.'

- Strategic ruminations of
Primus Cryllic



CRUSADE MISSION – INCURSION SABOTAGE

MISSION BRIEFING

The attacker is leading a force on a surprise raid deep into enemy territory. Their mission is to cripple the enemy's supply lines by planting explosives on vital weak points as well as eliminating any sentries guarding them. The defender must protect their supplies at all costs and kill all the saboteurs if possible.

Mission Rules

Objective Markers: The Defender places four objective markers anywhere on the battlefield that are more than 9" from any battlefield edge and more than 9" from any other objective marker.

Sabotage (Action): One unit from the Attacker's army can start to perform this action at the end of their Movement phase if it is within 1" of an objective marker. The action is completed at the end of the Attacker's turn. If this action is successfully completed, that objective marker is sabotaged and removed from the battlefield.

First Turn: The Attacker chooses who gets the first turn in this mission.

MISSION OBJECTIVES

Victory points are awarded as follows:

Supplies Destroyed (Progressive):

The Attacker scores 20 victory points each time an objective marker is destroyed.

Supplies Protected (End Game):

The Defender scores 20 victory points at the end of the game for each objective marker that is still on the battlefield.

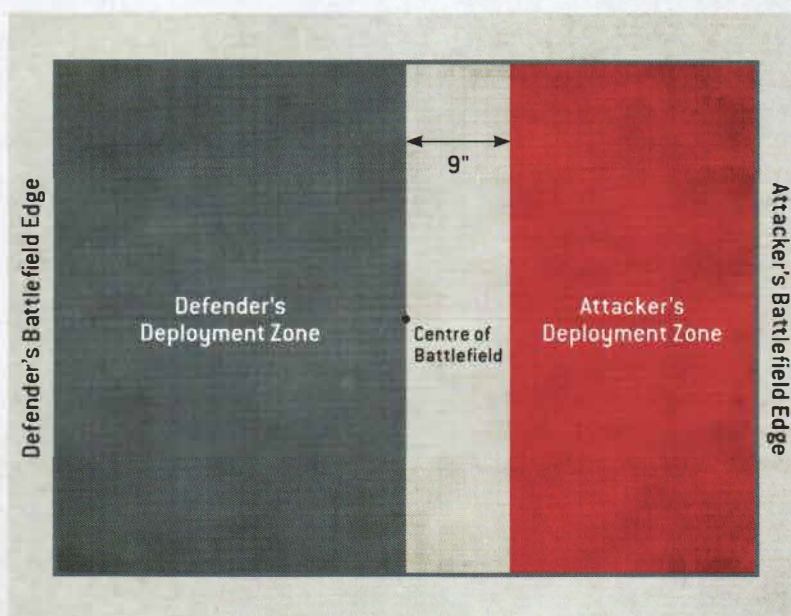
No Prisoners (Progressive): Score 10 victory points at the end of the battle round if more enemy units than friendly units were destroyed during this battle round.

VICTOR BONUS

If the Defender is the victor, then after the battle they can use the Increase Supply Limit and Rearm and Resupply Requisitions once each for free.

If the Attacker is the victor, they can select one unit from their army (not a **CHARACTER, VEHICLE** or **MONSTER**) that has a Crusade card that took part in the battle (you must select a unit that can gain Battle Honours) – that unit gains one Battle Trait of your choice after the battle (make a note on the unit's Crusade card and increase its Crusade points accordingly).

Trooper Henders frowned. He had heard something, the clink of metal against metal out there in the darkness beyond the light of the arc lumen. Henders brought his lasgun up, muttering the prayer of arming as he peered out into the gloom. Behind him, the promethium exchanger rumbled and fumed, its petrochemical stink wreathing him and its steady grumbling impeding his straining ears. A quick glance showed no other sentries in view, and that made Henders' heart climb into his mouth. Where had Bordwyn and Kreich gone? They should both have been visible, walking the perimeter. The killers came suddenly, three-and-four-armed elite cultists dropping down from above him and pinning Henders to the ground. Two of them had already begun mag-locking demolition charges to the exchanger before the third even saw fit to drive its blade into his throat...



CRUSADE MISSION – INCURSION RECON PATROL

MISSION BRIEFING

You have been detailed to conduct vital reconnaissance in no man's land, but enemy patrols are also operating in this area. Additional forces are near at hand should you encounter the foe, but be warned – the enemy have their own reserves.

Mission Rules

Objective Markers: The players alternate placing four objective markers on the battlefield, one at a time, starting with the Attacker. Objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge and more than 9" from any other objective marker. No more than one objective marker can be set up within each table quarter.

Strategic Reserves: In this mission, each player must put at least half the number of their units into Strategic Reserves at the Declare Reserves and Transports step of the game – it does not cost any Command points to place units into Strategic Reserves in this mission. No more than three quarters of the total number of units in your army can be Reserve and/or Reinforcement units, and the combined Power Ratings of all your Strategic Reserve and Reinforcement units (including those that are embarked within **TRANSPORTS** that are Strategic Reserve and/or Reinforcement units) must be less than three quarters 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 addition, any of these units that wish to arrive and be set up on the battlefield in the first and second battle rounds must first pass a Reserve test. This is done by rolling

a D6; on a 4+, that unit arrives, otherwise it must remain in Strategic Reserves until the third battle round.

Recon Sweep (Action): One unit from your army can start to perform this action at the start of your Movement phase if it is wholly within a table quarter that has not already been reconnoitred by a unit from your army and it is more than 10" from the centre of the battlefield. The action is completed at the end of your turn provided the unit is still wholly within that table quarter; that table quarter is then said to have been reconnoitred by your forces.

MISSION OBJECTIVES

Victory points are awarded as follows:

Take and Hold (Progressive): 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 two or more objective markers.
- They control more objective markers than their opponent controls.

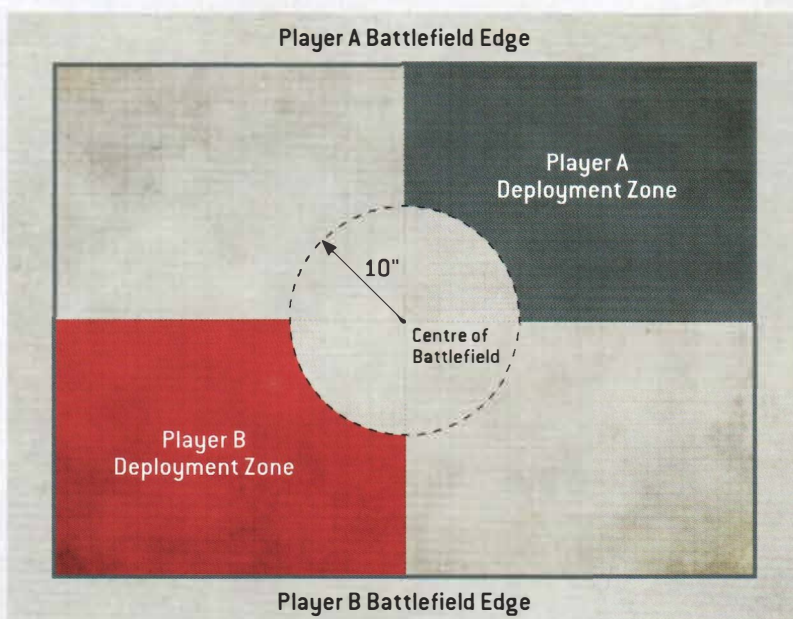
This mission objective cannot be scored in the first battle round.

Reconnoitre (End Game): Each player scores a number of victory points for the number of table quarters that have been reconnoitred by their forces, as shown below:

TABLE QUARTERS RECONNOITRED	VICTORY POINTS
0-1	0
2	5
3	15
4	45

VICTOR BONUS

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



CRUSADE MISSION – INCURSION

THE RITUAL

MISSION BRIEFING

The enemy is in the process of enacting complex rites, such as extracting vital information from an STC device, transmitting vital battle plans, or some other, more esoteric ritual. In any case, the attacker must stop the ritual before it is too late, while the defender must ensure nothing prevents this task from reaching completion.

Mission Rules

The Ritual Site: The Ritual Site is a circular area, 3" in radius, located in the centre of the Defender's deployment zone. No terrain features can be set up within 3" of the Ritual Site. The Defender's **WARLORD** must be set up within the Ritual Site, and has a 4+ invulnerable save while it is wholly within this site.

Objective Markers: The players alternate placing four objective markers on the battlefield, one at a time, starting with the Attacker. Objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge and more than 6" from any other objective marker, and more than 6" from the Ritual Site.

Perform Rites (Action): The Defender's **WARLORD** can start to perform this action at the end of their Movement phase if it is within the Ritual Site. The action is completed at the end of your turn so long as the **WARLORD** is still wholly within the Ritual Site.

Warp Rites (Psychic Action): The Defender's **WARLORD** can, if it is a **PSYKER CHARACTER**, attempt to perform the following psychic action:

Warp Rites (Psychic Action – Warp Charge 3): One **PSYKER CHARACTER**

from your army can attempt to perform this psychic action in your Psychic phase if it is within 9" of the Ritual Site.

MISSION OBJECTIVES

Victory points are awarded as follows:

Seize Ground (Progressive): At the end of each player's Command phase, the player whose turn it is scores 10 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.

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

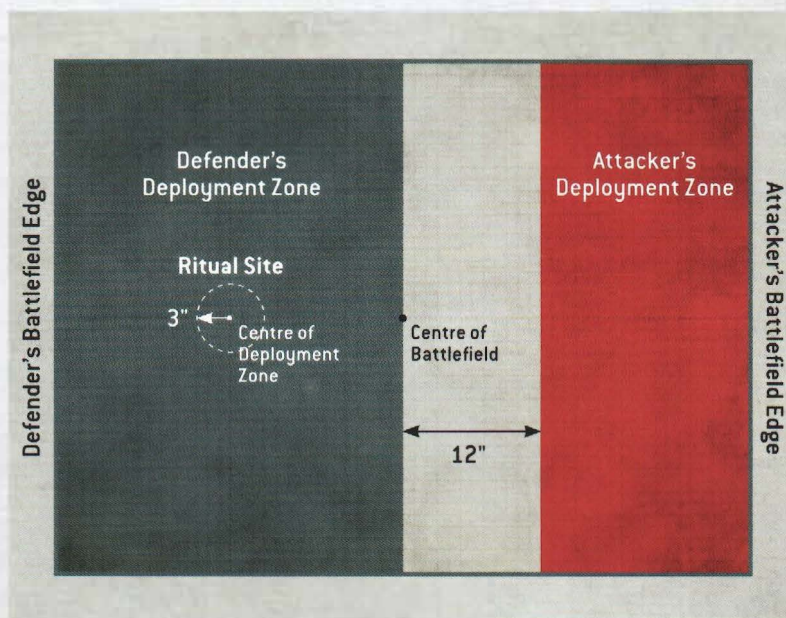
The Ritual (Progressive): The Defender earns 10 victory points each time they successfully complete the Perform Rites or Warp Rites action (see Mission Rules).

Slay the Warlord (End Game): At the end of the game, the Attacker scores 30 victory points if the enemy **WARLORD** is destroyed.

VICTOR BONUS

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

If the Defender is the victor, then after the battle, they can give their **WARLORD** either one Battle Trait of their choice, or if it is a **PSYKER**, one Psychic Fortitude of their choice (your **WARLORD** must be able to gain Battle Honours to gain this bonus) – make a note on the unit's Crusade card and increase its Crusade points accordingly.



CRUSADE MISSION – INCURSION BEHIND ENEMY LINES

MISSION BRIEFING

Under cover of darkness, both forces are attempting to infiltrate mission specialists past the enemy and behind their front lines while preventing the foe from doing the same. If any of these forces succeed in their mission, they will return as heroes. The area, however, is littered with scramblers, as well as anti-tank and aerial mines, meaning that these specialists will have to negotiate this pass on foot.

Mission Rules

Scrambler Fields: Units must deploy wholly within their deployment zones, even if they have an ability that allows them to set up elsewhere. If a unit can move after deployment but before the first turn begins, it must end that move wholly within your deployment zone. Any time a unit is set up on the battlefield, either because it is arriving from Strategic Reserves or Reinforcements or it has been affected by a rule that instructs you to remove the unit and set it back up on the battlefield, it must be set up wholly within your own deployment zone.

Cover of Darkness: When resolving an attack, subtract 1 from the hit roll if the target is more than 18" away from the model making the attack.

Exfiltration (Action): Any unit from a player's army can start to perform this action at the end of their Movement phase if every model in that unit is within 6" of their opponent's battlefield edge. Units that were added to your army during the battle cannot attempt this action. The action is completed at the end of your turn.

If a unit completes this action, remove it from the battlefield – note

that it has been exfiltrated from the battlefield and does not count as being destroyed for any reason.

VEHICLES and units that can **FLY** must complete this action twice in two consecutive battle rounds in order to be exfiltrated from the battlefield (they must plot a course through the minefields).

MISSION OBJECTIVES

Victory points are awarded as follows:

Line Breaker (Progressive): Score 5 victory points at the end of your turn if two or more units from your army (excluding **AIRCRAFT**) are wholly within your opponent's deployment zone.

Behind Enemy Lines (End Game): Each time a player's unit is exfiltrated from the battlefield, that player earns a number of victory points equal to double that unit's Power Rating (e.g. if a unit with a Power Rating of 10 is exfiltrated from the battlefield,

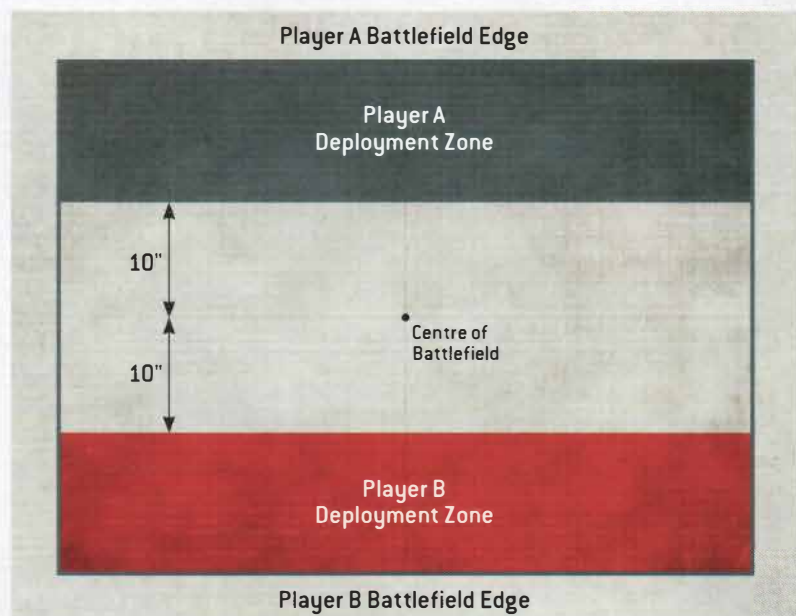
you gain 20 victory points). If the unit is part of a unit that has split into multiple units during the battle, you only receive victory points if every one of those units has been exfiltrated from the battlefield; if any part of the split unit fails to be exfiltrated from the battlefield, no victory points are awarded.

Hold Them Back (Progressive):

Score 5 victory points at the end of the battle round if no enemy units have been exfiltrated from the battlefield in this battle round. You cannot score this mission objective in the fifth battle round.

VICTOR BONUS

After the battle, the victor can select one unit from their army that has been exfiltrated from the battlefield in the battle (you must select a unit that can gain Battle Honours) – that unit gains one Battle Trait of your choice after the battle (make a note on the unit's Crusade card and increase its Crusade points accordingly).



CRUSADE MISSION – STRIKE FORCE SUPPLIES FROM ABOVE

MISSION BRIEFING

Valuable supplies are being delivered in slow-fall drop canisters. You must secure the landing sites; they are hard to judge from the ground, so your forces must be ready to react and secure them while driving the enemy away from these locations.

Mission Rules

Objective Markers: The players alternate placing six objective markers on the battlefield, one at a time, starting with the Attacker. Objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge and more than 9" from any other objective marker.

Drifting on the Wind: At the start of each battle round, one of the players rolls two dice as close to the centre of the battlefield as possible (if a dice lands more than 12" from the centre of the battlefield, roll it again until it lands within 12" of the centre of the battlefield). Draw a straight line between the two dice, from the one with the lowest result to the one with the highest, and move each objective marker, one at a time, D3+3" in the direction shown by this arrow (if the results are the same, there is no wind this battle round and the objective markers do not move). Objective markers can be moved over models, objective markers and terrain features, but they cannot end the move on top of models or objective markers and they cannot leave the battlefield – if they would, reduce the distance they are moved by the minimum amount necessary.

MISSION OBJECTIVES

Victory points are awarded as follows:

Capture and Control (Progressive):

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

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

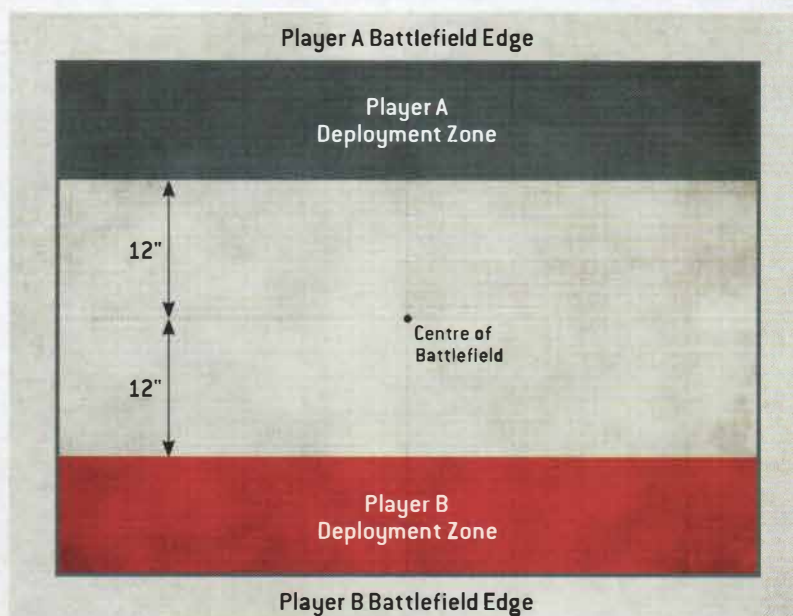
This mission objective cannot be scored in the first battle round.

VICTOR BONUS

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

'Mana from the heavens, brave soldiers of Cadia! That's what we can expect; fresh las cells; clean aqua-canisters; a full med-pack restock, praise the Emperor in his beneficence! Best look lively though, we've had reports of xenocultists closing on the drop-site and I expect you to secure every blessed package before the filthy mutants get their claws on them!'

- Cadian Lieutenant Phrake



CRUSADE MISSION – STRIKE FORCE

NARROW THE SEARCH

MISSION BRIEFING

Several ammo stores have been identified in the area, but orbital scanners are still locating a large hidden weapons cache. You must secure the area while they narrow their scans to its exact location, for it is hidden by a disruptive null-field. The enemy is hunting it too, however, and must be intercepted and destroyed before they can discover its final location.

Mission Rules

Objective Markers: The players alternate placing four objective markers on the battlefield, one at a time, starting with the Attacker. Objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge and more than 12" from any other objective marker.

Search Area: At the start of the first battle round, the Search Area is defined by a circle, 18" in radius, centred on the centre of the battlefield. At the start of each battle round thereafter, the size of the Search Area's radius shrinks by 3" (so it has a radius of 15" in the second battle round, a radius of 12" in the third battle round and so on).

Null Field: Invulnerable saving throws cannot be made for units that are within 12" of the centre of the battlefield.

MISSION OBJECTIVES

Victory points are awarded as follows:

Take and Hold (Progressive): 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 two or more objective markers
- They control more objective markers than their opponent controls.

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

Zeroing In (Progressive): At the end of each player's Command phase, the player whose turn it is scores 15 victory points if they control the Search Area. A player controls the Search Area if they have more models within it than their opponent does. For the purposes of this mission objective, each **VEHICLE** or **MONSTER** unit counts as 5 other models and each **TITANIC** unit counts as 10 other models. Note that the Search Area is not an objective marker, so rules such as Objective Secured do not apply when

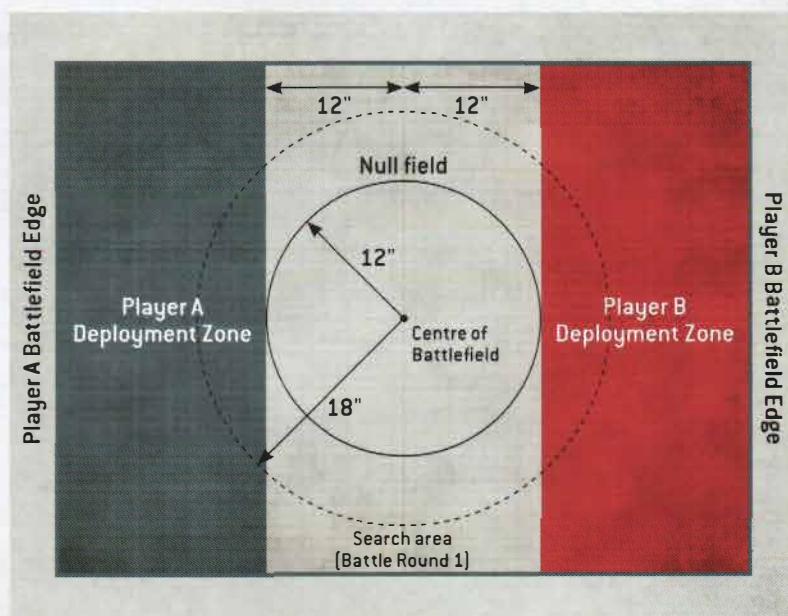
determining which player controls the Search Area.

VICTOR BONUS

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

'If I wish to continue my experimentations then, regrettably, I must secure fresh ordnance for my guards. Fortunately, I have just the highly advanced specimens I need to see this task completed swiftly, and with a wealth of field-test data into the bargain!'

- From the notes of Biophagus Onderghast



CRUSADE MISSION – STRIKE FORCE CUT OFF THE HEAD

MISSION BRIEFING

Your commanders were gathering for a crucial tactical meeting when battle was joined. Your leaders must survive to preserve the information they carry, or else transmit it back to headquarters, while preventing the enemy commanders from doing so.

Mission Rules

Objective Markers: The players alternate placing one objective marker each on the battlefield, starting with the Attacker. Objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge, more than 9" from either deployment zone and more than 12" from the other objective marker.

Intel Points: At the start of each player's first Command phase, that player must allocate 30 Intel points, as evenly as possible, between the **CHARACTER** units in their army, and note this down on their army roster. If a player's army has no **CHARACTERS**, 10 Intel points are instead allocated to that player's **WARLORD** unit.

Transmit Intel (Action): One **CHARACTER** unit from your army that has Intel points allocated to it can start to perform this action at the end of your Movement phase if it is within range of an objective marker. The action is completed at the end of your next Command phase so long as the unit performing it is still within range of the same objective marker.

MISSION OBJECTIVES

Victory points are awarded as follows:

Crucial Intel (Progressive): At the end of each player's Command

phase, that player adds up the number of Intel points allocated to units from their army that are currently on the battlefield, or that are currently embarked within a **TRANSPORT** model that is on the battlefield; this is the number of victory points that player scores. This mission objective cannot be scored in the first and second battle rounds.

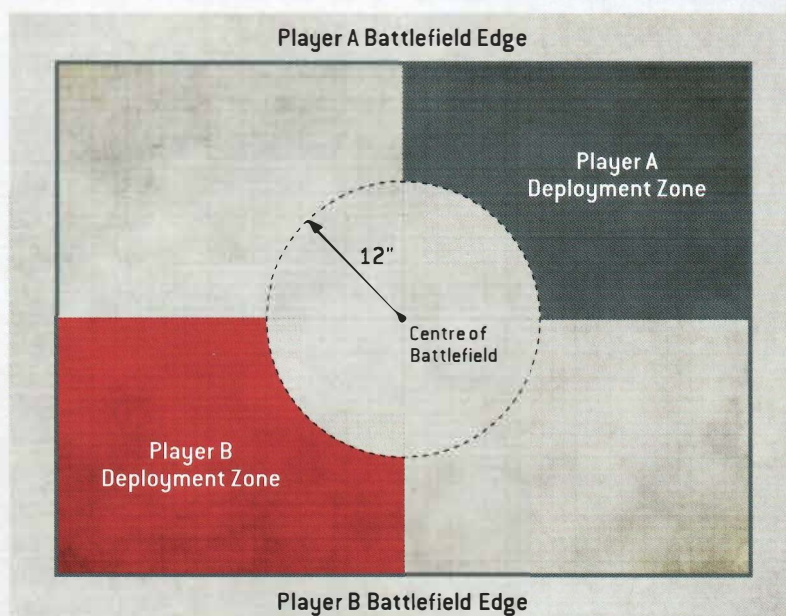
Intel Transmitted (Progressive):

You score 10 victory points each time a **CHARACTER** unit from your army successfully completes the Transmit Intel action.

Intel Lost (Progressive): Each time a unit that had Intel points allocated to it is destroyed, the opposing player gains a number of victory points equal to the Intel points allocated to that unit. This mission objective cannot be scored in the third and subsequent battle rounds.

VICTOR BONUS

After the battle, the victor can select one **CHARACTER** unit from their army that had Intel points allocated to it. You can use the Warlord Trait Requisition on that unit for free, even if it has not gained a rank (make a note on the unit's Crusade card and increase its Crusade points accordingly when you do so).



CRUSADE MISSION – STRIKE FORCE RETRIEVAL

MISSION BRIEFING

A trusted ally transporting a rare artefact was wounded behind enemy lines. Before losing consciousness, the courier hid their cargo. The defender must attempt to find the courier and stabilise them – they will be a valuable asset should they be healed to rejoin your forces. The attacker must seek out and interrogate the courier to discover the location of the transported relic.

Mission Rules

Objective Markers: The players alternate placing six objective markers on the battlefield, one at a time, starting with the Attacker. Objective markers can be placed anywhere that is wholly within the Attacker's deployment zone that is more than 6" from any battlefield edge and more than 9" from any other objective marker.

Search Site (Action): One unit from your army can start to perform this action at the end of their Movement phase if it is within range of an objective marker. The action is completed at the end of your turn. If this action is successfully completed, roll one D6, adding 1 to the result for every other Search Site action that has been completed (by both players) during the battle. On a 6+, you have discovered the location of the courier; remove all other objective markers from the battlefield. Otherwise, remove the objective marker you have just searched from the battlefield.

MISSION OBJECTIVES

Victory points are awarded as follows:

Area Searched (Progressive):

A player earns 10 victory points each time a unit from their army

successfully completes the Search Site action (see above). A player earns 10 bonus victory points if it was a unit from their army that discovered the location of the courier.

Courier Secured (Progressive): At the end of each player's Command phase, the player whose turn it is scores 20 victory points if they control the Courier objective marker.

VICTOR BONUS

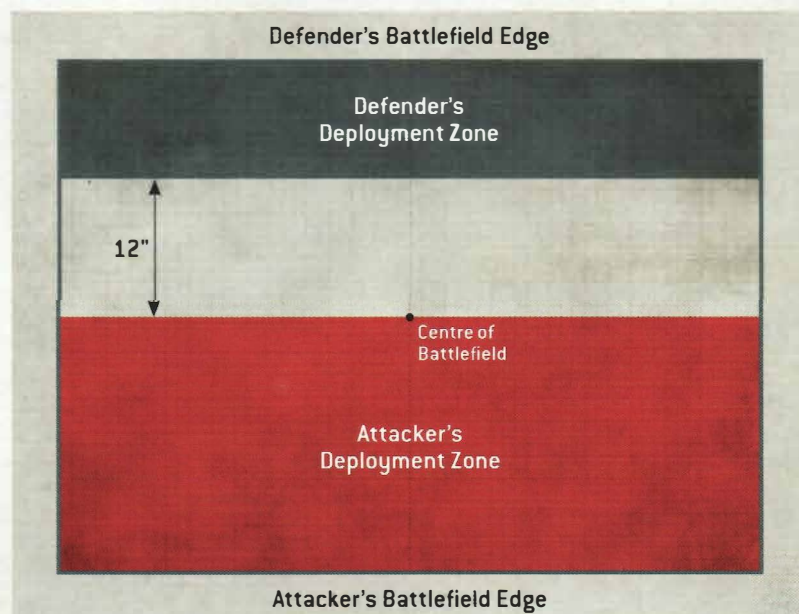
If the Attacker is the victor, then after the battle, they can select one **CHARACTER** unit from their army that took part in the battle (this must be a **CHARACTER** that can gain Battle Honours) and give that **CHARACTER** one Crusade Relic (all the normal rules and restrictions apply). Make a note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

If the Defender is the victor, then after the battle, before the next battle, the victor can add one new

CHARACTER unit to their Order of Battle (if they have sufficient Supply Limit). When they do so, they can (so long as the **CHARACTER** is not a named character) use either the Warlord Trait, Relic or Specialist Reinforcement Requisition on that **CHARACTER** for free. Make a note on the unit's Crusade card and increase its Crusade points accordingly.

'Information is a resource as valuable as ammunition, food or fuel. In fact, the right information at the right moment can prove far more valuable than any of these. It must be seized at any cost, and those who bear it kept alive at least long enough to serve their purpose...'

- Primus Cryllic, Teachings of the Four-armed Emperor



CRUSADE MISSION – STRIKE FORCE

RAZE AND RUIN

MISSION BRIEFING

You are fighting for control of key strategic assets scattered throughout this region to secure superior supply lines. However, while seizing these locations is undoubtedly valuable, destroying those crucial to your enemy is more important still, and will likely bring you victory.

Mission Rules

Objective Markers: The players alternate placing six objective markers on the battlefield, one at a time, starting with the Attacker. Two objective markers must be placed wholly within the centre ground area (see below) and two objective markers must be placed wholly within each player's territory (see below). Objective markers must be set up more than 3" from either player's deployment zone, more than 6" from any battlefield edge and more than 12" from any other objective marker.

Raze (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker that is in your opponent's territory, and no enemy units (excluding **AIRCRAFT**) are within range of that objective marker. The action is completed at the end of your turn. If this action is successfully completed, that objective marker is razed and removed from the battlefield.

MISSION OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): 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 two or more objective markers
- They control more objective markers than their opponent controls.

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

Demolitions (End Game): At the end of the battle, a player scores 15 victory points if one objective marker was removed from the battlefield due to a successful Raze action performed by a unit from their army during the battle, and 45 victory points if two objective markers were so removed.

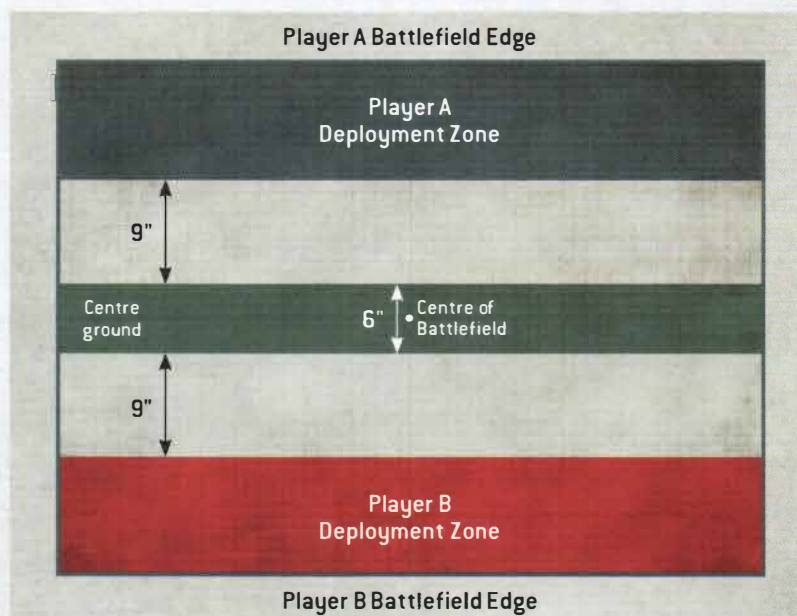
VICTOR BONUS

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

Another explosion shook the battlefield, almost knocking Corporal Jayvin from her feet. The Cadian cheered along with the soldiers around her as the armoured bastion collapsed into ruin and took its filthy xenocult banners with it. She sighted and let fly as wounded cultists squirmed like maggots from the rubble and seething dust clouds. Bullets came her way, snatching two of her squad off their feet but Jayvin kept firing and one by one the xenos-worshippers were gunned down.

'Third platoon, ready to advance!' came the booming voice of Captain Hosker from behind their line. 'Artillery are re-targeting on the next enemy asset, and we need to keep the filthy mutants contained while our guns do their job! In the Emperor's name, advance and purge!'

Jayvin kept firing as she and her squad pressed forward, into the heart of the enemy's degenerate lair.



CRUSADE MISSION – STRIKE FORCE AMBUSH

MISSION BRIEFING

The attacker's forces aim to catch an enemy convoy in a trap, but their foe is ahead of schedule and not all of the ambusher's troops are in position. The attacker must choose whether to strike now with the element of surprise, or wait until their full force has arrived.

Mission Rules

Hunter, Prey: At the Declare Reserves and Transports step of the game, the Attacker must first choose whether they will press the attack or if they will wait for additional forces.

If they press the attack, then at least half the Attacker's units must start the battle in Strategic Reserves (and the combined Power Ratings of all these units must be at least half the Power Level of the army). No more than three quarters of the total number of the Attacker's units can be Reserve and/or Reinforcement units (and the combined Power Ratings of all such units, including those embarked within **TRANSPORTS** that are Strategic Reserve and/or Reinforcement units, must be less than three quarters of the Attacker's army's power level), even if every unit has an ability that would allow them to be set up elsewhere.

If the Attacker instead waits for further forces, then they Declare Reserves and Transports as normal, as described on page 333.

In either case, the Attacker's Reserve and Reinforcement units cannot arrive on the battlefield until the third battle round, and it does not cost any Command points to place units in Strategic Reserves in this mission.

None of the Defender's units can be set up in Strategic Reserves; all

of their units must deploy wholly within their deployment zone, even if they have an ability that allows them to be set up elsewhere.

On Our Own: Units cannot be added to your army during the battle, and units cannot use any rules that enable them to merge into larger units.

First Turn: If the Attacker pressed the attack, they choose who gets the first turn. Otherwise, the Defender chooses who gets the first turn.

MISSION OBJECTIVES

No Prisoners (End Game): At the end of the battle, each player adds up the Power Ratings of each of their units that have been destroyed during the battle. Their opponent scores a number of victory points equal to the result.

If a unit splits during the battle, then for the purposes of this mission objective, divide the unit's original Power Rating as equally as possible

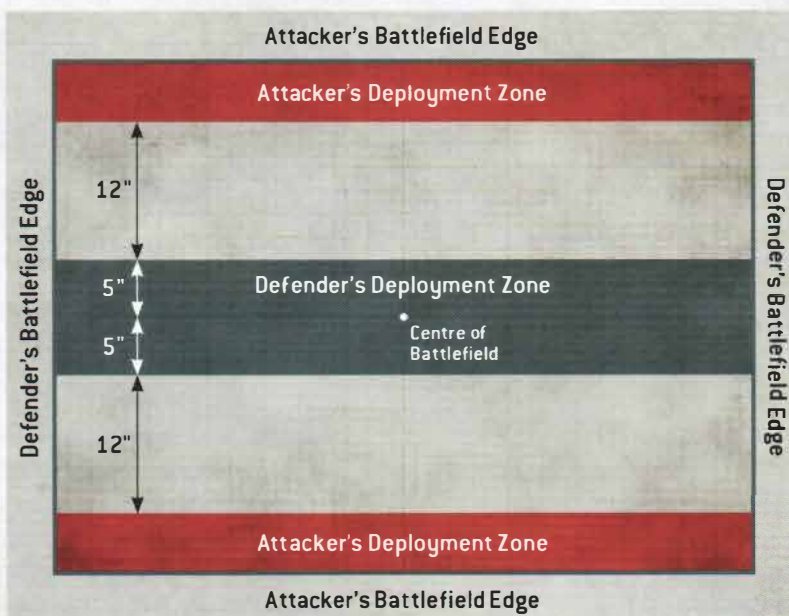
between the individual units. The only exception to this are units of **T'AU EMPIRE DRONES** that split from a larger unit during the battle – these **DRONE** units are considered to have a Power Rating of 0, and the Power Rating of the unit they split from remains unchanged.

Slay the Warlord (End Game):

Each player scores 10 bonus victory points at the end of the battle if the opponent's **WARLORD** is destroyed.

VICTOR BONUS

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



CRUSADE MISSION – ONSLAUGHT FIRESTORM

MISSION BRIEFING

The skies glow with fire as a punishing bombardment rains down, and the shattered earth begins to crumble and break apart with the forces unleashed upon it. The battlefield is utterly consumed by war, yet neither side will rest until their foes have been utterly vanquished, their leaders slain and their greatest weapons annihilated.

Mission Rules

Firestorm: Each player rolls six D6s at the start of their Command phase. For each roll of 6, they can select one separate enemy unit and inflict **D3** mortal wounds on it (or 3 mortal wounds if the unit selected is either **TITANIC** or has more than 10 models). You cannot select an enemy unit that contains a **CHARACTER** model with a Wounds characteristic of 9 or less unless there are no other enemy units to select.

MISSION OBJECTIVES

Victory points are awarded as follows:

Unquestioning Superiority (End Game): At the end of the battle, each player adds up the Power Ratings of each of their units that have been destroyed during the battle, doubling the Power Ratings of **WARLORD**, **CHARACTER**, **VEHICLE** and **MONSTER** units, and units that have merged during the battle to form larger units. Their opponent scores a number of victory points equal to one third the result (rounding up).

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

Units that merged during the battle to form larger units are only added

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

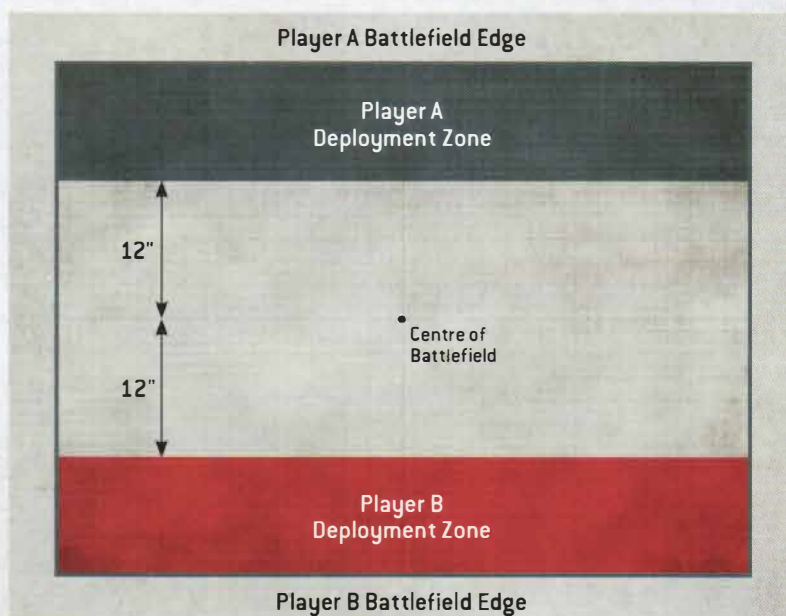
If a unit splits during the battle, then for the purposes of this mission objective, divide the unit's original Power Rating as equally as possible between the individual units. The only exception to this are units of **T'AU EMPIRE DRONES** that split from a larger unit during the battle – these **DRONE**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

VICTOR BONUS

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

'Our enemies thought us defeated. How little they know of our strength! We are the faithful of the Four-armed Emperor, the scions of the Star Children, and on this day our gods come to raise us up to eternal glory! Fight now as you never have before, my beloved brothers and sisters, for the gods demand nought less than the absolute annihilation of our enemies!'

- Magus Saivera Drisst, the Torvastis City Offensive



CRUSADE MISSION – ONSLAUGHT GRAND ASSAULT

MISSION BRIEFING

After years of brutal conflict, the opportunity has arisen for one army to strike a decisive blow against its hated foes, and crush the last vestiges of resistance with overwhelming numerical superiority.

Mission Rules

Objective Markers: The Defender places eight objective markers, one after the other, anywhere on the battlefield that is more than 9" from any battlefield edge and more than 9" from any other objective marker. No more than four of these objective markers can be set up wholly within the Defender's deployment zone; the remainder must be set up more than 3" from the Defender's deployment zone. At the start of the battle, and until they are controlled by the enemy, all the objective markers on the battlefield are controlled by the Defender, even if the Defender has no models within range of them.

Plant Banner (Action): One or more units from the Attacker's army can start to perform this action at the end of the Attacker's Movement phase if they are within range of an objective marker that does not have one of your banners planted upon it. Each unit from your army that starts to perform this action must be in range of a different objective marker that does not have one of your banners raised upon it (see below). A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT**) in range of the same objective marker. The Action is completed at the end of your turn. If this Action is successfully completed, that objective marker is said to have one of your army's banners planted on it; that objective marker remains under the Attacker's control for

the remainder of the battle, even if the unit that completed this action moves away or is destroyed.

Sustained Assault: At the end of each of the Attacker's Movement phases, the Attacker rolls one D6 for each of their units that has been destroyed by the enemy, adding 1 to the result if that unit has the Troops Battlefield Role. On a 6+, a unit that is identical to the destroyed unit is added to your army and set up as if it had just arrived from Strategic Reserves. This replacement unit has no Battle Honours, Battle Scars, Relics or Warlord Traits – even if the original did. Also note that you must still take an Out of Action test for the original unit at the end of the battle, even if its replacement unit is still on the battlefield.

The Attacker can, at the end of any of their turns, remove any of their units from the battlefield that have a quarter or less of their starting number of models (or, in the case of

single-model units, a quarter or less of its starting number of wounds). This unit then counts as having been destroyed for all purposes.

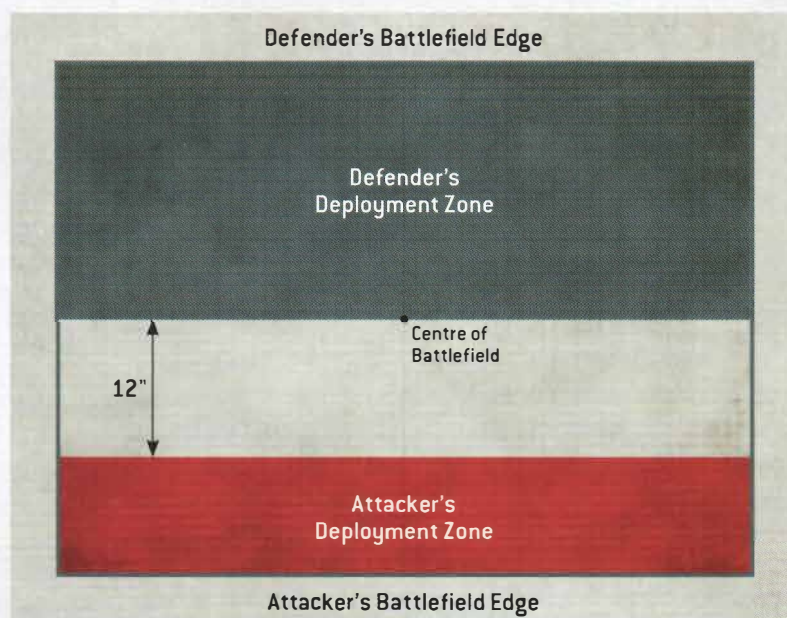
MISSION OBJECTIVES

Victory points are awarded as follows:

Hold at All Costs (End Game): At the end of the battle, each player scores 15 victory points for each objective marker they control.

VICTOR BONUS

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



CRUSADE MISSION – ONSLAUGHT FIELD OF GLORY

MISSION BRIEFING

You engage the enemy across ground steeped in fire and blood. Littered with sites of tactical import, you must lead your forces from the front and establish dominion over the battlefield at any cost.

Mission Rules

Objective Markers: The players alternate placing eight objective markers on the battlefield, one at a time, starting with the Attacker. Objective markers can be placed anywhere on the battlefield that is more than 9" from any battlefield edge and more than 9" from any other objective marker. At least one objective marker must be placed wholly within each deployment zone.

MISSION OBJECTIVES

Victory points are awarded as follows:

Capture and Control (Progressive):

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

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

Lead From the Front (Progressive):

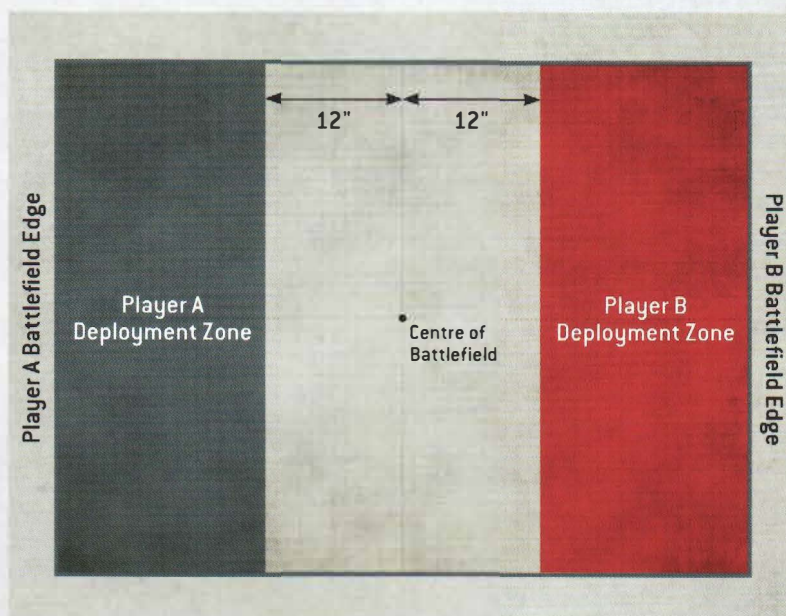
At the end of each player's turn, that player scores 10 victory points so long as their **WARLORD** is either in Engagement Range with an enemy unit or if it has fulfilled all of the following criteria:

- They are on the battlefield.
- They are not within their own deployment zone.
- They are at least 6" closer to the enemy's battlefield edge than they were at the start of their turn.

VICTOR BONUS

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

The corpse-worshippers were falling back on every front. Vasper exulted in their defeat, singing his hymns of welcome to the Star Children as the skies churned with coiling tendrils and the blazing contrails of battling aircraft. Not all of his brothers and sisters had lived to see this glorious day, and for that Vasper felt sorrow, but even their absence could not sour this glorious day. With expert ease he pivoted and shot down another screaming Cadian as the soldier ran at him, bayonet levelled. How strange, he thought, that once he had been nought more than a manufactorum labourer. Now he was a veteran warrior, a soldier of the Four-armed Emperor and a destroyer of the Imperial oppressors. Another shot, another fallen foe, and Vasper sang louder than ever. With every kill he felt a little closer to his gods, and he knew that they would welcome him with honour for his mighty deeds.

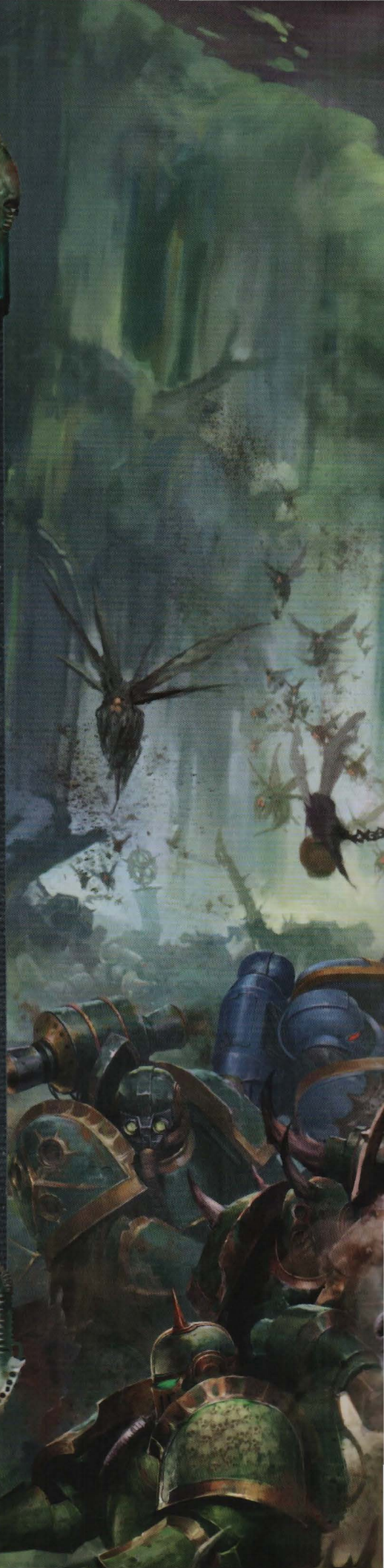




RULES APPENDIX

'Praise be to the artificers of war! Praise be to their clangorous hammers and ringing anvils, their thundering forges and their sparking tools! Praise be to the blades and the guns and the engines of war into which they breathe wrathful life! Emperor's blessings upon them! Praise be, praise be, praise be!'

- The Chant Autosanctus Munificarum,
468th Verse





DESIGNER'S COMMENTARY

Welcome to the latest edition of Warhammer 40,000. By now you've no doubt read through the basic rules section and perused some of the mission packs in this book, and you may even have played a few games. It has been a great privilege to write these rules, and I hope you will have as much fun reading and using them as I did developing them. This appendix is the final section of the rulebook, and it covers four distinct appendices: Blast Weapons, Aircraft, Rare Rules and the Glossary.

This edition of Warhammer 40,000 introduces several new and exciting features. Amongst these are the introduction of Blast weapons and expanded rules for Aircraft. The introduction of the Blast ability to certain weapons helps to further differentiate between how different weapons play on the battlefield, allowing weapons that fire a large or explosive shots to feel different to weapons that are firing a random number of smaller, individual shots. The Blast rules also grant a cool bonus when used against the largest and most densely packed enemy formations, which seemed entirely appropriate. The rules for aircraft help to differentiate these units from other **VEHICLE** units that can **FLY**, such as hover tanks.

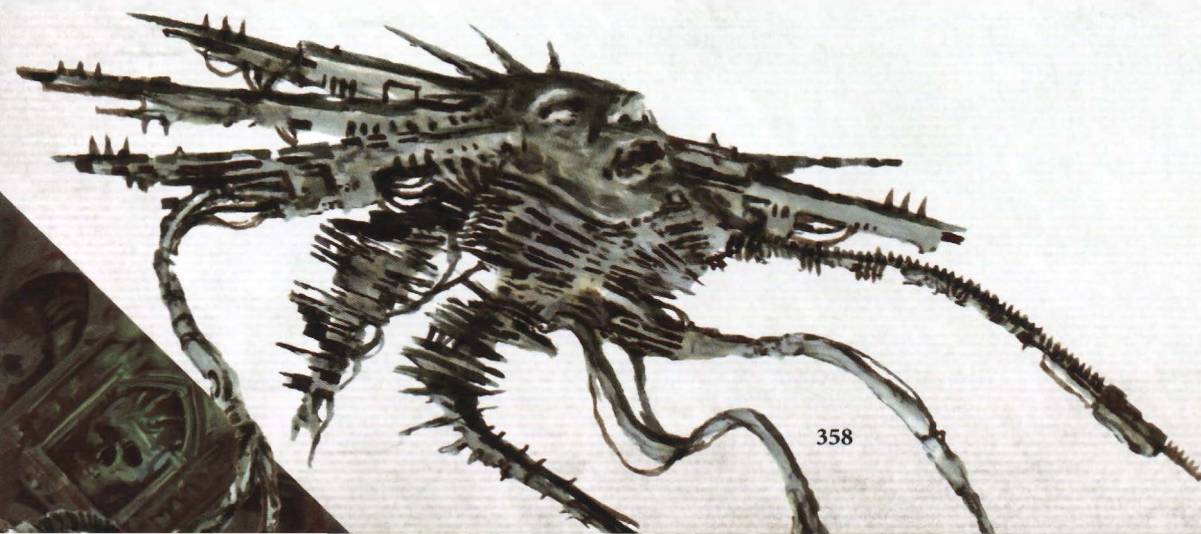
To facilitate these additions it is necessary to make some changes to the datasheets and weapon profiles that appear in the extant range of Codexes. The first two appendices in this section list those weapons and units that, at the time of printing, appear in Codexes that require an amendment: either by gaining the Blast ability or the **AIRCRAFT** keyword. These appendices will be of most interest to players who are using these rules at, or close to, the time of this rulebook's release. As the next edition of each Codex is written, the Blast ability and **AIRCRAFT** keyword will simply be incorporated into the necessary datasheets and weapon profiles, with the goal to making these two appendices redundant over time.

The third section of this appendix is titled Rare Rules. Many units have abilities on their datasheets, or else that unit's Codex will give it access to other rules such as Stratagems, psychic powers etc. that can enhance their combat potential on the battlefield or else hamper the enemy's. On occasion such a rule can potentially combine with other rules that an enemy unit has in a way that is not clear at first glance. These situations are unlikely to arise in every battle though, or, depending on what units are taking part in the battle, may not arise at all. For this reason, instead of cluttering up the basic rules section with rules that are rarely required, the more common of these 'rare' rules have been collected here. As a result, I suggest you skim through the topics discussed in this section, and then, if during a battle you encounter a rule or rules interaction that you and your opponent are not entirely sure how to resolve, quickly refer back to this section to check if it is described. If it is, simply use the rules printed here to resolve your situation. If it is not, use the Most Important Rule (pg 202) to resolve the situation and get back to the action as soon as possible.

The final section of this appendix is a glossary. As you'd expect, this collects lots of useful terms and definitions that you will encounter when reading Warhammer 40,000 rules and places them into one easy-to-reference place.

I hope that you will find all these rules add to your Warhammer 40,000 gaming experience, and that you enjoy using this rulebook to wage war on the battlefields of the 41st Millennium in countless battles. May your bolter always fire true, and may you always roll that lucky 6 when you need it the most.

- Robin Cruddace



BLAST WEAPONS

This appendix is an alphabetised list of weapons that gain the Blast ability. If a weapon has more than one profile, then all of that weapon's profiles that make a random number of attacks gain the Blast ability. Weapons that are Relics are denoted by an asterisk (*). You can find details of the Blast ability on page 219.

- Accelerated photon grenade*
- Aeldari missile launcher
- Airbursting fragmentation projector
- Aquila macro-cannon
- Archeotech grenade
- Artillery barrage
- Astartes grenade launcher
- Balistus grenade launcher
- Barbed strangler
- Balethorn Cannon*
- Baneblade cannon
- Battle cannon
- Belleros energy cannon
- Bellicatus missile array
- Bile spurt
- Bio-plasma
- Bio-plasmic scream
- Blackstar rocket launcher
- Blasting charge
- Blastmaster
- Blight grenade
- Blind grenade
- Bolt sniper rifle
- Brogg's Buzzbomb*
- Bubblechukka
- Burna bottles
- Cache of demolition charges
- Cawl's Wrath*
- Centurion missile launcher
- Cerberus launcher
- Choking spores
- Cluster rocket system
- Concussion grenade
- Cyclone missile launcher
- D-cannon
- Da Boomer*
- Da Souped-up Shokka*
- Dark scythe
- Death ray
- Deathstrike missile
- Deathwatch frag cannon
- Deathwind launcher
- Deffkannon
- Demolisher cannon
- Demolition charge
- Disruptor missile launcher
- Doomsday cannon
- Doomweaver
- Earthshaker cannon
- Ectoplasma cannon
- Eradication beamer
- Eradication ray
- Eradicator nova cannon
- Executioner plasma cannon
- Exorcist conflagration rockets
- Exorcist missile launcher
- Frag bomb
- Frag cannon
- Frag grenade
- Fragstorm grenade launcher
- Fury of Mars*
- Fusion collider
- Grenade harness
- Grenade launcher
- Grenadier gauntlet
- Grotzooka
- Havoc launcher
- Hammer of Sunderance*
- Haywire cannon
- Heavy mining laser
- Heavy mortar
- Heavy plasma cannon
- Heavy squig launcha
- Heavy venom cannon
- Helbrute plasma cannon
- Helfrost cannon
- Helfrost destructor
- Hellhammer cannon
- High-capacitance railgun*
- Hyper blight grenade
- Icarus rocket pod
- Ichor cannon
- Ion accelerator
- Ion cannon
- Ion rifle
- Ironstorm missile pod
- Kannon
- Killkannon
- Kustom mega-kannon
- Kustom mega-zappa
- Laser destructor
- Lobba
- Macro plasma incinerator
- Magma cannon
- Melta cannon
- Missile launcher
- Miasma Cannon*
- Mortar
- Multiple rocket pod
- Neutron laser
- Phantasm grenade launcher
- Phlegm bombardment
- Phosphex bombs
- Photon grenade
- Plagueburst mortar
- Plasma cannon
- Plasma culverin
- Plasma decimator
- Plasma exterminator
- Plasma grenade
- Plasma obliterator
- Plasma storm battery
- Prism cannon
- Prismatic cannon
- Psyk-out grenade
- Pulse driver cannon
- Quake cannon
- Rapid-fire battle cannon
- Railgun
- Ravenwing grenade launcher
- Razorwing missiles
- Redemption missile silo
- Rift cannon
- Rokkit kannon
- Salvo launcher
- Shadow weaver
- Shokk attack gun
- Shock grenade
- Shockcannon
- Shredder
- Skorcha missiles
- Skull cannon
- Skullhurler
- Smasha gun
- Solar atomiser
- Spirit vortex
- Squig launcha
- Star bolas
- Stikkbomb
- Stikkbomb chukka
- Stikkbomb flinga
- Stikksquig
- Storm eagle rocket
- Stormfrag auto-launcher
- Stormsword siege cannon
- Stranglethorn cannon
- Suncannon
- Supa-rokkit
- Supernova launcher*
- Tankbusta bomb
- Taurox battle cannon
- Taurox missile launcher
- Tempest launcher
- Thermal cannon
- Thermal spear
- Thunderfire cannon
- The Thunder of Voltaris*
- Transdimensional beamer
- Tremor cannon
- Twin Aeldari missile launcher
- Twin heavy plasma cannon
- Twin helfrost cannon
- Twin siegebreaker cannon
- Typhoon missile launcher
- Venom cannon
- Voidraven missiles
- Volcano cannon
- Volcano lance
- Vortex missile battery
- Wazbom mega-kannon
- Whirlwind castellan launcher
- Whirlwind vengeance launcher
- Wrist-mounted grenade launcher
- Wyvern quad stormshard mortar

AIRCRAFT

This appendix is an alphabetised list of units that gain the **AIRCRAFT** keyword [this keyword must be added to the **Keyword** line of each of the listed units' datasheets]. You can find details of how **AIRCRAFT** move in the **Movement** phase on page 212, and details of how **AIRCRAFT** interact with **Strategic Reserves** on page 257.

- AX3 Razorshark Strike Fighter
- AX39 Sun Shark Bomber (NB: only the **VEHICLE** gains the **AIRCRAFT** keyword, not its **DRONES**).
- Blitza-bommer
- Burna-bommer
- Corvus Blackstar
- Crimson Hunter
- Crimson Hunter Exarch
- Dakkajet
- Doom Scythe
- Hemlock Wraithfighter
- Nephilim Jetfighter
- Night Scythe
- Ravenwing Dark Talon
- Razorwing Jetfighter
- Stormfang Gunship
- Stormraven Gunship
- Stormtalon Gunship
- Stormhawk Interceptor
- Stormwolf
- Valkyries
- Voidraven Bomber
- Wazhom Blastajet

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 263) 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 263).

- 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 214–215 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 below). 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 229-231). 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 be 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.



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 363 – 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 363 – 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 363 – 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 363 – 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 363 – 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 363 – 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 363, 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 363, 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 363 – Rare Rules

Add the following:

Desperate Breakout and Rules that Prevent Falling Back

Some rules either prevent enemy units from falling back, or when a unit is selected to, or otherwise wishes to Fall Back, triggers a roll-off, test or other dice roll that can result in the enemy unit being unable to Fall Back. In either cases, a rule that prevents Falling Back takes precedence over Desperate Breakout Stratagem (pg 255). This means, in the first case, that using the Stratagem on a unit would not enable it to Fall Back – you would be spending CPs only for the chance to destroy some of your own models. In the second case, if the Desperate Breakout stratagem is used on a unit, then after rolling to see if any models in that unit are destroyed, any roll-off, test or other roll is then triggered and resolved (which may result in the unit not being able to Fall Back). Note that in either case, if a rule prevents a unit from Falling Back, no models in that unit can make (and hence end) a Fall Back move, so no additional models in that unit are destroyed, but the unit the Stratagem was used on will still be unable to do anything else this turn.

■ Rules that prevent Falling Back take precedence over the Desperate Breakout Stratagem.

Page 363 – Rare Rules

Add the following:

Manifesting Priority

While manifesting a psychic power, you'll occasionally find that two rules are in direct conflict and cannot both apply – for example, when one rule says that a psychic power cannot be denied and another rule says that a psychic power is denied (or resisted). When this happens, rules that say a psychic power cannot be denied take precedence over rules that say the psychic power is denied.

■ If a psychic power is manifested and is affected by conflicting rules regarding whether it can or cannot be denied, rules that say that the psychic power cannot be denied take precedence.

Page 363 – Rare Rules

Add the following:

Multiple attacks that inflict mortal wounds

Some attacks can inflict mortal wounds either instead of, or in addition to, the normal damage. If, when a unit is selected to shoot or fight, more than one of its attacks that target an enemy unit have such a rule, all the normal damage inflicted by the attacking unit's attacks are resolved against that target before any of the mortal wounds are inflicted on it.

■ If a unit can make multiple attacks that inflict mortal wounds, all of the normal damage inflicted by all of the attacking unit's attacks is resolved before any of the mortal wounds are resolved.

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Add the following sub-section:

SCORING ADDITIONAL HITS

When a model makes an attack, some rules will let that attack score one or more additional hits on a particular hit roll (e.g. ‘each time an attack is made with this weapon, an unmodified hit roll of 6 scores 1 additional hit’). If the attacking model is also benefiting from any other rules that trigger on a particular hit roll (e.g. ‘each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target’), then only the original attack benefits from those rules. If any additional hits are scored as the result of a particular hit roll, those additional hits are not considered to have been made with any hit roll – they simply hit the target and you must continue the attack sequence for them (i.e. make a wound roll).

- If a hit roll scores additional hits, those additional hits do not benefit from any other rule that triggered on the original attack’s hit roll.

Page 363 – Rare Rules

Add the following:

Stratagems that Gain or Refund CPs

The advanced rules for Command points state that you cannot gain, or have refunded, more than 1 Command point per battle round because of any rules (other than via the exceptions listed on page 245, such as the Battle-forged CP Bonus). However, there are a small handful of Stratagems that let players gain or refund several Command points when used (e.g. Feeder Tendrils in *Codex: Tyranids*). So long as such a Stratagem is used during a phase (i.e. it is not used ‘before the battle’ or ‘at the end of a battle round’), the limit of gaining or refunding 1 Command point per battle round does not apply to any Command points gained via Stratagems.

- The limit of gaining or refunding 1 CP per battle round does not apply to any CPs gained via Stratagems that are used during a phase. Breakout Stratagem.

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Add the following:

Moving Through Models

Some models have a rule that enables them to ‘move through/over models’, or ‘move through/over models as if they were not there’. Sometimes such a rule will only apply to specific types of movement (e.g. Normal Moves, Advance moves, charge moves etc.) while other times it will apply to all types of movement. In any case, when moving a model with such a rule, it can be moved within Engagement Range of enemy models, but it can never finish a move on top of another model, or its base, and it cannot finish a Normal Move, Advance or Fall Back move within Engagement Range of any enemy models, and it can only end a charge move in Engagement Range of units it declared a charge against that phase).

- Models that can move through/over enemy models can also be moved within Engagement Range of enemy models.
- Models cannot end a move on top of another model.
- Models cannot end a Normal Move, Advance or Fall Back move within Engagement Range of any enemy unit.
- Models can only end a charge move within Engagement Range of enemy units that they declared a charge against that phase.

Page 363 – Rare Rules

Add the following:

Ignoring Wounds vs. Rules that Prevent Models from Ignoring Wounds

Some models have a rule that says that they cannot lose more than a specified number of wounds in the same phase/turn/battle round, and that any wounds that would be lost after that point are not lost. When such a model is attacked by a weapon or model with a rule that says that enemy models cannot use rules to ignore the wounds it loses, that rule takes precedence over the previous rule, and if that attack inflicts any damage on that model, it loses a number of wounds equal to the Damage characteristic of that attack, even if it has already lost the specified number of wounds already this phase/turn/battle round.

- Rules that say models ‘cannot use rules to ignore the wounds they lose’ take precedence over rules that say that a model ‘cannot lose more than a specified number of wounds, and any wounds lost after that point are not lost.’

***Page 363 – 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 202).

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 (pg 245).

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 202).

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 204).

Battle-forged CP bonus: In a player's Command phase, if their army is Battle-forged, they gain 1 Command point (pg 205).

Bearer: The bearer of a weapon, or a Relic that replaces a weapon, is the model that is equipped with it. The bearer of any other piece of

wargear, or a Relic that does not replace a weapon, is the model that has it.

Can Fly: Refers to any model or unit that has the **FLY** keyword.

Improving WS, BS and Sv characteristics: When improving a WS, BS or Sv characteristic, subtract the appropriate amount from the number before the plus sign. For example, improving a WS of 3+ by 1 would result in a WS of 2+.

Reducing WS, BS and Sv characteristics: When reducing a WS, BS or Sv characteristic, add the appropriate amount to the number before the plus sign. For example, reducing a WS of 3+ by 1 would result in a WS of 4+.

Improving an AP characteristic: When improving an AP characteristic, subtract the appropriate amount from the characteristic. For example: improving an AP of -1 by 1 would result in an AP of -2; improving an AP of 0 by 1 would result in an AP of -1.

Reducing an AP characteristic: When reducing an AP characteristic, add the appropriate amount to the characteristic, to a maximum of 0. For example: reducing an AP of -1 by 1 would result in an AP of 0; reducing an AP of 0 by 1 would result in an AP of 0.

Improving an invulnerable save: When improving an invulnerable save, subtract the appropriate amount from the number before the plus sign. For example, improving an invulnerable save of 3+ by 1 would result in an invulnerable save of 2+.

Reducing an invulnerable save: When reducing an invulnerable save, add the appropriate amount to the number before the plus sign. For example, reducing an invulnerable save of 3+ by 1 would result in an invulnerable save of 4+.

Or better (WS, BS, Sv characteristics & invulnerable saves): When referring to the value of a WS, BS or Sv characteristic, or an invulnerable save, a better value is one with a lower number before the plus sign. For example, a WS of 2+ is better than a WS of 3+.

Or worse (WS, BS, Sv characteristics & invulnerable saves): When referring to the value of a WS, BS or Sv characteristic, or an invulnerable save, a worse value is one with a higher number before the plus sign. For example, a WS of 3+ is worse than a WS of 2+.

Or better (AP characteristics): When referring to the value of an AP characteristic, a better value is one with a higher number after the minus sign (note an AP of 0 can be considered to be an AP of -0). For example, an AP of -2 is better than an AP of -1, and an AP of -1 is better than an AP of 0.

Or worse (AP characteristics): When referring to the value of an AP characteristic, a worse value is one with a lower number after the minus sign (note an AP of 0 can be considered to be an AP of -0). For example, an AP of -1 is worse than an AP of -2, and an AP of 0 is worse than an AP of -1.

Casualties Suffered: When a rule refers to the casualties suffered by a unit, it is referring to the number of models that were destroyed.

Charging

Charge move: Move made in the Charge phase as part of a successful charge [pg 224].

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 230].

Combat Attrition test: Dice roll made for a unit in the Morale phase to see how many models flee from that unit [pg 233].

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 231].

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 [pg 244].

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 200].

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: D6 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 214].

Detachment: When building a Battle-forged army, units are organised into Detachments using the Battlefield Roles shown on their datasheets [pg 246].

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 [pg 246].

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 197].

Engagement Range: Engagement Range is 1" horizontally and 5" vertically [pg 198].

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 228-231].

Friendly models/friendly units: Two models or units are considered friendly to one another if they are in the same army [pg 197].

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 201].

Heroic Intervention: 3" move that must end with the model closer to the closest enemy model [pg 225].

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 222].

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** [pg 238].

Invulnerable saving throw: An invulnerable saving throw is a saving throw made using a model's invulnerable save instead of its Save characteristic (pg 222).

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 197).

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 197).

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 197).

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, D6 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 201).

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, D6 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 203).

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 232-233).

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 222).

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 203).

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 237).

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 237).

Out of coherency: Units that are not in unit coherency in the Morale phase are said to be out of coherency (pg 198).

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 227).

Pile-in move: 3" move that must end with the model closest to the closest enemy model (pg 229).

Psychic test: D6 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 215).

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 203).

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 200).

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 208).

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 201).

RP: Requisition point (pg 314).

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 208).

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 216).

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 201).

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 215).

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 210).

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 202-203).

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 198).

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 199).

Unit's Engagement Range: A unit's Engagement Range is the area covered by the Engagement Range of all models in that unit (pg 198).

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'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.

Weapon Types

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 199).

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 199).

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 199). When resolving a rule on a model or unit that refers to a model or unit being within a specified distance, measure the distance from the former to the latter.

Wounds: If a wound is successful, the attack is said to wound.

Unit Characteristics