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Game:	**WARHAMMER 40,000 10th Edition (Core Rules)**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

WARHAMMER 40,000

BASICS

Each player commands an **army** of models that move and fight in **units** (a group of models from the same datasheet). Friendly models/units are all models/units in the same army, and enemy models/units are all models/units in your opponent's army.

Unit coherency: A unit must be set up and finish any move as a single group, with all models within 2" horizontally and 5" vertically of at least 1 other model from that unit. If a unit has 7+ models, all models must be within the same distance of at least 2 other models. Models added to a unit during the battle must always be set up in unit coherency; any models that cannot be set up are destroyed. At the end of each turn, if your unit is not in unit coherency, you must remove models until it is.

Engagement range: While a model is within 1" horizontally and 5" vertically of an enemy model, those models (and their units) are within engagement range of each other. Models cannot be set up or end a normal, advance, or fall back move within engagement range of enemy models. If a model cannot do so, it is destroyed.

Measuring: Measure distances whenever you wish. Distances are in inches (") between the closest points of the model bases (or any part of the model if it has no base). If a rule applies 'within' a distance, it applies at any distance that is not more than the specified distance.

Visibility: Use true line of sight (LOS) from a model to determine visibility. A model can see through other models in its unit, and a model's base is also part of a model. If any part of another model can be seen, it is **visible** to the observer. If one or more models in a unit are visible, then that unit is visible. If every part of another model facing the observer can be seen, the model is **fully visible** to the observer. If every model in a unit is fully visible, that unit is **fully visible** (the observer can see though other models in the unit it is observing).

Dice: Re-rolls are applied before modifiers, and a die can never be re-rolled more than once. You must re-roll all dice if several are being added together. **Unmodified dice** refers to the result after re-rolls, but before modifiers.

If players must **roll-off**, each rolls a D6 and whoever scores highest wins. On a tie, roll again.

Sequencing: If 2 or more rules must be resolved at the same time, the player whose turn it is chooses the order. If this occurs before or after the battle or at the start or end of a battle round, roll off and the winner chooses.

Starting strength: The number of models a unit has when it is added to your army is its **starting strength**. If a unit has a starting strength of 1, it is below half-strength while its remaining number of wounds is less than half its **WOUNDS**. For any other unit, while the number of models in that unit is less than half of its starting strength, it is below half-strength.

The starting strength of an **attached unit** (a *Leader* character merged with a *Bodyguard* unit) is equal to its combined starting strength. If either unit is destroyed, the starting strength of the remaining unit changes to its original starting strength. Rules that trigger when a unit is destroyed trigger when one of the units making up an attached unit is destroyed.

When a unit is **destroyed**, it is removed from the battlefield. When all models in a unit are destroyed, that unit is destroyed.

THE BATTLE ROUND

A game is a series of battle **rounds**, each consisting of 2 **turns**, one per player. The same player (specified by the mission) always takes the first turn each round. A turn is divided into **phases**.

COMMAND PHASE

1. COMMAND

Both players gain 1 **command point** (CP). Then, resolve any other rules that occur in the command phase. Outside of the CP players gain at this time, each player can only gain a total of 1 CP per battle round, regardless of the source.

2. BATTLE-SHOCK

You must take a **battle-shock test** for each of your units on the battlefield that is below half-strength. Roll 2D6: if the result equals or exceeds the unit's best **LEADERSHIP**, the test is passed.

If the test is failed, that unit is **battle-shocked** until the start of your next command phase. **While a unit is battle-shocked:**

- The **OBJECTIVE CONTROL** of all its models is 0.
- If it falls back, you must make a **desperate escape test** for every model in that unit.
- Its controlling player **cannot use stratagems** to affect that unit.

MOVEMENT PHASE

1. MOVE UNITS

Select 1 of your units to make a **normal move**, **advance**, or **remain stationary**. A unit within **engagement range** of any enemy models can only choose to **remain stationary** or **fall back**. In an order of your choice, continue selecting units in your army and moving them until you have done so with all of your units.

You can move some or any of a unit's models. You can pivot a model and/or change its position along any path, but no part of its base can be moved across an enemy model, or cross the edge of the battlefield. It can be moved over friendly models as if they were not there, but it cannot end its move on top of another model. **MONSTER** or **VEHICLE** models, however, must move around friendly **MONSTER** or **VEHICLE** models.

Measure the movement distance using the part of the model's base (or part of the model itself if it doesn't have a base) that moves furthest along its path.

A unit must finish any move in **unit coherency**. If it cannot, the move cannot be made. No unit can be selected to move more than once in each movement phase.

REMAIN STATIONARY

None of the unit's models can be moved for the rest of the phase.

NORMAL MOVE

Each model in the unit can move a distance in inches equal to or less than its **MOVE** (**M**), but no model can be moved within engagement range of enemy models.

ADVANCE

Roll a D6 **advance roll** for the unit, and add the result to the **M** of each model until the end of the phase. Each model can then move up to this total distance, but none can be moved within engagement range of enemy models. **A unit cannot shoot or declare a charge in the same turn it advanced.**

FALL BACK

Each model in the unit can move in inches up to its **M**. While doing so it can move within engagement range of enemy models, but cannot end the move within engagement range of any enemy models (if this is not possible, it cannot fall back). **A unit cannot shoot or declare a charge in the same turn that it fell back.**

Models can fall back over enemy models as if they were not there, but you must make a **desperate escape test** for each model that does so (unless they are **TITANIC** or can **FLY**) before any models in the unit are moved. Also, if a unit is **battle-shocked** when it chooses to fall back, you must make a **desperate escape test** for every model in that unit before any are moved. The same model can only ever trigger 1 desperate escape test per phase.

Desperate escape test: Roll D6. For each result of 1-2, 1 model from the unit that is falling back (your choice) is destroyed.

TERRAIN

Models can move over terrain features but not through them.

A model may move over terrain features 2" or less in height as if they were not there. A model may climb up or down any higher terrain features, counting the vertical distance up and/or down as part of its move, but if the move would end mid-climb, that move cannot be made.

FLYING

When moving normally, advancing, or falling back, a model that can **FLY** can move over enemy models as if they were not there, and can move within engagement range of enemy models. Measure the movement 'through the air' if necessary if it starts or ends the move on a terrain feature.

MONSTER or **VEHICLE** models that can **FLY** can move over other **MONSTER** or **VEHICLE** models. Models that can **FLY** cannot end their move on top of another model or within engagement range of any enemy models.

2. REINFORCEMENTS

If you have any **reserves** units, you can select any of them and set them up on the battlefield, one at a time. Reserves always count as having made a normal move in the turn they are setup, so cannot move further that phase. Otherwise, they can act normally this turn.

Any reserves units that have not been set up on the battlefield when the battle ends count as destroyed.

SHOOTING PHASE

Select your eligible units one at a time and **shoot** with them. Units that **advanced** or **fell back** this turn cannot shoot, and each unit can only be selected to shoot once per phase.

Each time a unit shoots, declare the enemy units that will be the targets, which models will target them, and with which weapons. If any weapons have more than 1 profile, you must also declare which profile is being used.

You can only select an enemy unit as a target if at least 1 model is both within range of that weapon (the distance is equal to or less than the weapon's **RANGE**) and visible to the attacking model.

A model with more than 1 ranged weapon can shoot all at the same target, or shoot each at different targets, but it cannot split attacks from the same weapon across more than 1 target.

A unit with more than 1 model can shoot at the same or different targets.

Each time a model shoots, it makes a number of attacks equal to the **ATTACKS** of that weapon. Make 1 **hit roll** for each attack.

If attacking multiple units, resolve all the attacks against 1 target before moving on to the next. If a unit shoots with multiple weapons, all attacks made with weapons with the same profile must be resolved before resolving any other attacks.

Provided at least 1 model in the target unit was visible and in range of the shooter when that target was selected, that weapon's attacks can still be made, even if none of the models remain visible or in range when you resolve them.

A unit cannot shoot while it is within engagement range of any enemy models. An enemy unit within engagement range of any friendly units cannot be selected as a target of ranged weapons.

LONE OPERATIVE

Unless part of an attached unit, a **LONE OPERATIVE** unit can only be selected as a target if the attacking model is within 12".

STEALTH

If every model in a unit has *Stealth*, then each time a ranged attack is made against it, subtract 1 from that attack's hit roll.

MONSTERS AND VEHICLES

MONSTER and **VEHICLE** units may shoot even within engagement range of enemy units, and their ranged weapons can target enemy units they are in engagement range of, even if other friendly units are also within engagement range of that enemy unit.

Each time a **MONSTER** or **VEHICLE** unit makes a ranged attack, if it is within engagement range of any enemy units when it selected its targets (and unless that attack is made with a **pistol**), subtract 1 from the hit roll.

You can select an enemy **MONSTER** or **VEHICLE** unit within engagement range of any units from your army as a target. Unless that attack is made with a **pistol**, subtract 1 from the hit roll.

CHARGE PHASE

Select any eligible units from your army one at a time to declare a **charge** into close combat. Each can only be selected once per phase. A unit is eligible to charge if it is within 12" of any enemy units at the start of your charge phase. Units that advanced or fell back this turn, are within engagement range of any enemy models, or are **AIRCRAFT**, are not eligible.

After selecting a unit, select one or more enemy units within 12" of it as the targets of that charge (they do not need to be visible).

Make a 2D6 **charge roll** for the charging unit. The result is the maximum number of inches each model in the unit can be moved if a charge move is possible, and must be sufficient to enable the charging unit to end that move:

- Within engagement range of every unit that you selected as a target of that charge;
- Without moving within engagement range of any enemy units that were not a target of the charge; and
- In unit coherency.

If any of these conditions cannot be met, the charge fails and no models in the charging unit move this phase. Otherwise, the charge is successful: move the models in the charging unit a number of inches up to the result of the charge roll, so that each model ends its move closer to one of the target units. If you can also move a model in base-to-base contact with one or more enemy models while still enabling the unit to satisfy all the charging conditions above, you must do so. The controlling player chooses the order in which to move their models.

Models can charge over terrain, but not through it. They can move over terrain features 2" or less in height as if they were not there, and can move vertically up, down, and over taller features, counting the vertical distance as part of the charge move. Models cannot end a charge move mid-climb, and if they cannot make a charge move without doing so, the charge fails.

When a model that can **FLY** starts or ends a charge move on a terrain feature, measure its path 'through the air'. It can also move over other models as if they were not there, but cannot end any move on top of another model.

CHARGE BONUS: When a unit makes a charge move, until the end of the turn, it has the *Fights First* ability.

FIGHT PHASE

Starting with the player whose turn is *not* taking place, players alternate selecting an eligible unit from their army to **fight**. A player cannot pass or opt not to fight when they have any units that are eligible to fight. A unit is eligible if it is within engagement range of an enemy unit and/or it made a charge move this turn. 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.

After an enemy unit has fought and finished its consolidation move, previously ineligible units may become eligible, and can then be selected to fight.

1. FIGHTS FIRST

All eligible units with the *Fights First* ability (every model in the unit must have it), including those that charged this turn, fight.

2. REMAINING COMBATS

All remaining eligible units fight, including any units with the *Fights First* ability that were not eligible to fight at the start of the fight phase, but have since become eligible.

FIGHT

A fighting unit first **piles in**, then its models **make melee attacks**, then the unit **consolidates**.

1. PILE IN

Move each model in the unit that is not already in base-to-base contact with an enemy model up to 3". A unit must be able to end these moves within engagement range of one or more enemy units and in unit coherency. If these conditions cannot be met, no models in the unit can make pile-in moves this phase.

Each model making a pile-in move must end that move closer to the closest enemy model. A model already touching an enemy model cannot move, but still counts as having piled in.

2. MAKE MELEE ATTACKS

WHICH MODELS FIGHT: Only models in the attacking unit that are either within engagement range of an enemy unit, or in base-to-base contact with another model from their own unit that is in base-to-base contact with an enemy unit, can fight.

SELECT WEAPON: A model fights with an equipped melee weapon. If it has more than one, declare which one it is using before resolving its attacks. If that weapon has more than 1 profile, declare which profile it is using before resolving its attacks. A model makes a number of melee attacks equal to the **ATTACKS** of the melee weapon it is using.

SELECT TARGETS: Select the targeted enemy units. The attacking model must either be within engagement range of an enemy unit, or in base-to-base contact with another model from their own unit that is in base-to-base contact with an enemy unit.

If the model's melee weapon can make more than 1 attack, it can make them all against the same target, or split them between different targets. If a unit has more than 1 model, each can make their attacks at the same or different targets. Declare which attacks are targeting which units before any are resolved.

If there are no eligible targets, that unit cannot make melee attacks this phase, but can still consolidate.

MAKE ATTACKS: Melee attacks are resolved in the same way as ranged attacks, and you make 1 hit roll for each attack. If more than 1 enemy unit has been targeted, resolve all of the attacks against 1 target before moving on to the next.

If a model is attacking with more than 1 melee weapon, and they have different profiles, then after you have resolved an attack with one of those weapons, if any other weapons with the same profile are also being used, you must resolve those before resolving any other attacks against them.

Resolve all of the attacks you declared targets for, even if no models in the target unit remain within engagement range.

3. CONSOLIDATE

After a unit has finished making its melee attacks, it consolidates. You can move each model in the unit that is not in base-to-base contact with an enemy model up to 3". Each model must finish its consolidation move within engagement range of one or more enemy units and in unit coherency.

If these conditions cannot be met, then each model in the unit can instead make a consolidation move towards the closest objective marker, but only if they end up within range of that marker and in unit coherency. If these conditions can also not be met, no models in the unit can make consolidation moves this phase and that unit's fight ends.

If a unit can end its consolidation within engagement range of enemy units, then each time one of its models makes a consolidation move, it must end that move closer to the closest enemy model. If it can also end that move in base-to-base contact with one or more enemy models while still satisfying the conditions above, it must do so. The controlling player chooses the order in which to move their models.

ATTACKS

1. HIT ROLL

Roll D6 for each attack. If the result equals or exceeds the attack's **BALLISTIC SKILL** (BS) if using a ranged weapon, or **WEAPON SKILL** (WS) if using a melee weapon, the hit roll is successful and scores 1 hit against the target unit. Otherwise the attack fails and the attack sequence ends.

An unmodified 6 is a **critical hit** and is always successful, and an unmodified 1 always fails. A hit roll can never be modified by more than -1 or +1.

2. WOUND ROLL

Each time an attack scores a hit against a target unit, make a **wound roll**. Roll D6 and compare the attack's **STRENGTH** (S) with the target's **TOUGHNESS** (T):

STRENGTH VS TOUGHNESS	D6 RESULT REQUIRED
S **twice** (or more) than T	2+
S **greater** than T	3+
S **equal** to T	4+
S **lower** than T	5+
S **half** (or less) than T	6+

If the result equals or exceeds the required number, the wound roll is successful and scores 1 wound against the target unit. Otherwise the attack fails and the attack sequence ends.

An unmodified 6 is a **critical wound** and is always successful, and an unmodified 1 always fails. A wound roll can never be modified by more than -1 or +1.

3. ALLOCATE ATTACK

If an attack successfully wounds the target unit, the player controlling that unit allocates that attack to 1 model in the unit.

If a model in the target unit has already lost any wounds or has already had attacks allocated to it this phase, that attack must be allocated to that model. Otherwise, it may be allocated to any model in the target unit. It does not matter if that model is visible to or within range/engagement range of the attacking model.

4. SAVING THROW

The player controlling the target unit then makes 1 **saving throw**. Roll D6 and modify the result by the **ARMOUR PENETRATION** (AP) of the attack.

If the result equals or exceeds the **SAVE** (SV) of the model the attack was allocated to, the saving throw is successful and the attack sequence ends. Otherwise, that saving throw fails and that model suffers damage.

An unmodified saving throw of 1 always fails. A saving throw can never be improved by more than +1.

INVULNERABLE SAVES: When an attack is allocated to a model with an invulnerable save, the controlling player must choose to use that model's **SAVE** or its invulnerable save, but not both. If it has more than 1 invulnerable save, it can only use one of them. **Invulnerable saving throws are never modified by an attack's AP.**

BENEFIT OF COVER: Each time a ranged attack is allocated to a model that has the **benefit of cover**, add 1 to the saving throw made for that attack (excluding invulnerable saving throws). Models with a SV of 3+ or better cannot have the benefit of cover against attacks with an AP of 0. Multiple instances of the benefit of cover are not cumulative.

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5. INFLICT DAMAGE

The damage inflicted is equal to the **DAMAGE** (D) of the attack. A model loses 1 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. Excess damage is lost and has no effect.

FEEL NO PAIN X+: Each time a model with this ability suffers damage and so would lose a wound (including wounds lost due to mortal wounds), roll D6: if the result equals or exceeds x, that wound is ignored and is not lost. You can only use 1 copy of this ability each time that model would lose a wound.

DEADLY DEMISE X+: When a model with this ability is destroyed, roll D6 before removing it from play. On a 6, each unit within 6" suffers a number of mortal wounds equal to x (if this is a random number, roll separately for each unit within 6").

MORTAL WOUNDS

Each mortal wound inflicts 1 point of damage on the target unit, always applied one at a time. Do not make a wound roll or saving throw (including invulnerable saves) against a mortal wound. Excess damage from mortal wounds is not lost if the damage can be allocated to another model. 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 normal damage, resolve the normal damage first. If the normal damage is saved, the target unit still suffers the mortal wounds.

IGNORING WOUNDS: If a model can ignore wounds and has multiple such rules, you can only use 1 each time the model loses a wound (including wounds lost due to mortal wounds).

LEADERSHIP TESTS

To take a **leadership test**, roll 2D6: if the total equals or exceeds the best **LD** in the unit, the test is passed. Otherwise, it is failed.

OTHER ABILITIES

Aura abilities affect multiple models or units in range. A model with an aura ability is always within range of its own aura ability. A unit can be affected by more than 1 aura ability at a time, but if it is within range of the same aura ability more than once, that ability only applies to that unit once.

Psychic weapons and abilities that can only be used by **PSYKERS**. If a psychic weapon or ability causes any unit to suffer wounds, each of those wounds has been inflicted by a **psychic attack**.

TRANSPORTS

TRANSPORT models have a **transport capacity** that determines the type and maximum number of friendly models that can embark within them (they can start the battle embarked).

EMBARK

If a unit makes a normal, advance, or fall back move, and every model in that unit ends that move within 3" of a friendly **TRANSPORT**, they can **embark** within it. A unit cannot embark if it has already disembarked from a **TRANSPORT** in the same phase. Remove the unit from the battlefield. Units cannot normally do anything or be affected in any way while they are embarked.

DISEMBARK

A unit that starts its movement phase embarked within a **TRANSPORT** can **disembark** in that phase. Set up the unit wholly within 3" of the **TRANSPORT** and not within engagement range of enemy models. If it cannot be set up, it cannot disembark. It can then act normally the rest of the turn as long as the **TRANSPORT** remained stationary, or has not yet made a normal, advance, or fall back move this phase. It cannot choose to remain stationary.

Units that disembark from a **TRANSPORT** that made a normal move this phase count as having made a normal move. They can otherwise act normally in the rest of the turn. Units cannot disembark from a **TRANSPORT** that advanced or fell back this turn.

DESTROYED TRANSPORTS

If a **TRANSPORT** is **destroyed**, any units embarked within it must immediately disembark before the **TRANSPORT** is removed from the battlefield. Those units are not affected by the **TRANSPORT'S** *Deadly Demise* ability; instead roll D6 for each disembarking model, and on a roll of 1 that model suffers 1 mortal wound.

If a model disembarks from a destroyed **TRANSPORT**, until the start of its controlling player's next command phase, that unit is **battle-shocked**. Also, until the end of the turn, that unit counts as having made a normal move, and cannot declare a charge.

If a **TRANSPORT** is destroyed and you cannot set up a disembarking unit wholly within 3" of it and not within engagement range of enemy models, that unit performs an **emergency disembarkation**. Disembark as you would from a destroyed **TRANSPORT**, but set up wholly within 6" and not within engagement range of enemy models. When rolling for each model, it suffers 1 mortal wound on a roll of 1-3 instead of 1. If it still cannot be set up, it is destroyed.

AIRCRAFT

When you are instructed to Declare Battle Formations, **AIRCRAFT** must start the battle in reserves instead of being set up on the battlefield. Once the battle has started, they are then treated as **strategic reserves** units. Only units that are themselves placed into reserves can start the battle embarked within **AIRCRAFT TRANSPORT** models that are in reserves.

AIRCRAFT IN THE MOVEMENT PHASE

AIRCRAFT cannot advance, fall back or remain stationary. When they are selected to move, they can still make a normal move if enemy units are within engagement range of them.

Each time an **AIRCRAFT** makes a normal move, first move the model straight forward a minimum of 20" (all parts of the model's base must end the move at least this far from where they started). Then it can pivot on the spot up to 90°(this does not contribute to how far the model moves). If any part of the model's base crosses the edge of the battlefield, or it cannot move a minimum of 20", its move ends and it is placed into strategic reserves. There is no upper limit to how far aircraft models can move.

If placed into strategic reserves, an aircraft model always arrives from strategic reserves in your next turn.

When a unit is selected to move in the movement phase, if the only enemy models within engagement range are **AIRCRAFT**, then that unit can still make a normal or advance move.

Whenever a model makes any kind of move, it can be moved over enemy **AIRCRAFT** as if they were not there, and can be moved within engagement range of enemy **AIRCRAFT**, but it cannot end that move on top of another model or within engagement range of any enemy **AIRCRAFT**.

HOVER: When you are instructed to Declare Battle Formations, you must first declare which models from your army with this ability will be in **hover** mode. The M of a model in hover mode is changed to 20", and it loses the **AIRCRAFT** keyword and all associated rules. Models in hover mode do not start the battle in reserves, but you can choose to place them into strategic reserves as normal if you wish.

AIRCRAFT IN THE CHARGE AND FIGHT PHASES

AIRCRAFT cannot declare a charge, and only units that can **FLY** can select an **AIRCRAFT** unit as a target of their charge. Such units can end their charge move within engagement range of one or more enemy **AIRCRAFT**.

An **AIRCRAFT** model is only eligible to fight if it is within engagement range of one or more enemy units that can **FLY**, and it can only make melee attacks against units that can **FLY**. Only models that can **FLY** can make melee attacks against **AIRCRAFT**.

AIRCRAFT cannot make pile-in or consolidation moves. Each time a model makes such a move, unless it can **FLY**, **AIRCRAFT** models are ignored when moving closer to the closest enemy model.

STRATEGIC RESERVES

Strategic reserves are units that players have chosen to keep off the battlefield until they require them. They are technically **reserves** units, but the reverse is not true.

Before the battle, when you Declare Battle Formations, you can select one or more units from your army to be placed into **strategic reserves**. The combined points value of these units (including those embarked within **TRANSPORT** models that are themselves placed into strategic reserves) cannot exceed 25% of your total points limit. So for an incursion game, a maximum of 250 points, for a strike force game, 500 points, and for an onslaught game, 750 points.

Strategic reserve units can arrive later in the battle during the reinforcements step of any of your movement phases except during the first battle round.

Any strategic reserve units that are not on the battlefield at the end of the battle count as destroyed.

They are set up when they arrive as follows:

- During the second battle round, arriving SR units must be set up wholly within 6" of any battlefield edge, but none of their models can be set up within the enemy deployment zone.
- Starting from the third battle round, arriving SR units must be set up wholly within 6" of any battlefield edge.

In any case, SR units cannot be set up within 9" horizontally of any enemy models. Apply all other rules for setting up reserves.

OBJECTIVES

If a mission specifies the placement of **objective markers**, use round 40mm diameter markers, and place them so they are centred on the point specified by the mission. When measuring distances to and from objective markers, measure to and from the closest part of that marker. Models can move over them as if they were not there, but they cannot end a move on top of one.

A model is in range of an objective marker if it is within 3" horizontally and 5" vertically of that marker.

To determine a player's **level of control** over an objective marker, add together the **OC** of all the models from that player's army that are within range of it. A player controls an objective marker at the end of any phase if their level of control over it is greater than their opponent's. If both players have the same level, that objective marker is **contested**.

TERRAIN FEATURES

CRATERS AND RUBBLE
Keywords: AREA TERRAIN, CRATER

Movement: Normal.

Visibility: Normal.

Benefit of cover: INFANTRY models wholly on top of this terrain.

BARRICADES AND FUEL PIPES
Keywords: OBSTACLE, BARRICADE

Movement: Models can move up, over and down this terrain, but cannot be set up or end any kind of move on top of it.

Visibility: Normal.

Engagement range: In the charge phase, if an enemy unit is within 1" of this terrain, a charging unit on the opposite side of this terrain can still make a charge move against that enemy unit provided it ends that charge move as close as possible to this terrain and within 2" of that enemy unit. In the Fight phase, units are eligible to fight, and models can make attacks, if their target is on the opposite side of this terrain and within 2" of them.

Benefit of cover: INFANTRY models wholly within 3" of this terrain, and if the models are not fully visible to every model in the attacking unit because of this terrain.

BATTLEFIELD DEBRIS AND STATUARY
Keywords: OBSTACLE, BATTLEFIELD DEBRIS

Movement: Models can move up, over and down this terrain, but cannot be set up or end any kind of move on top of it.

Visibility: Normal.

Benefit of cover: If the model is not fully visible to every model in the attacking unit because of this terrain.

HILLS, INDUSTRIAL STRUCTURES, SEALED BUILDINGS AND ARMOURED CONTAINERS
Keywords: HILL

Movement: These are raised areas that models can be set up on top of or end a move on top of, provided the model's base does not overhang the terrain (if the model does not have a base, no part of it that would be in contact with the battlefield at ground level can overhang). Other terrain features can be set up on top of **HILLS**, provided no part of them overhang that terrain.

Visibility: Normal.

Benefit of cover: If the model is not fully visible to every model in the attacking unit because of this terrain.

WOODS
Keywords: AREA TERRAIN, WOODS

Footprint: When this terrain is set up, both players must agree upon its **footprint** (its boundary at ground level). If this terrain is mounted on a base, that defines its footprint.

Movement: Normal.

Visibility: Models and units wholly within this terrain are never fully visible to an observing model. If a model not wholly within this terrain must look through or over this terrain to draw LOS to another model, then that other model is never considered to be fully visible to that observer, and so it has the **benefit of cover** from this terrain. **AIRCRAFT** and **TOWERING** models are exceptions (visibility to and from such models is as normal, even if this terrain is wholly in between them and the observer). Models wholly within this terrain can see out of it normally.

Benefit of cover: If the model is either wholly within this terrain, or is not fully visible to every model in the attacking unit because of this terrain.

RUINS
Keywords: AREA TERRAIN, RUINS

Footprint: When this terrain is set up, both players must agree upon its **footprint** (its boundary at ground level). If this terrain is mounted on a base, that defines its footprint.

Plunging fire: Each time a model wholly within this terrain makes a ranged attack, if it is 6" or more vertically from ground level, and every model in the target unit is at ground level, improve the **AP** of that attack by 1.

Movement: INFANTRY and **BEAST** models can move through this terrain as if it were not there. A model cannot end a move within a wall or floor or similar. **INFANTRY**, **BEAST** and **FLY** models can be set up or end a move on any floor level, but if that level is not the ground floor, they can only do so if their base does not overhang the floor at that level (if a model does not have a base, no part of that model that would be in contact with the battlefield at ground level can overhang that floor). All other models can only be set up or end a move on the ground floor of this terrain.

Visibility: Models cannot see over or through this terrain feature (even through open windows, doors, etc.). **AIRCRAFT** and **TOWERING** models are exceptions (visibility to and from such models is as normal, even if this terrain is wholly in between them and the observing model). Models can see into this terrain feature normally, and models that are wholly within this terrain feature can see out of it normally.

Benefit of cover: If the model is either wholly within this terrain, or it is not fully visible to every model in the attacking unit because of this terrain.

MUSTERING AN ARMY

1. SELECT BATTLE SIZE: With your opponent, select a battle sizes. This determines the total number of points each player can spend to build their army and how long the battle will last.

INCURSION: 1000 points per army. Up to 2 hours duration.
STRIKE FORCE: 2000 points per army. Up to 3 hours duration.
ONSLAUGHT: 3000 points per army. Up to 4 hours duration.

2. START YOUR ARMY ROSTER: Record the details of your army on an **army roster**. Players must show this to their opponent before battle commences.

3. SELECT ARMY FACTION: Select 1 army **faction** keyword.

4. SELECT DETACHMENT RULES: Note on your army roster 1 set of **detachment rules** for your army. Some of these list units that you must include or cannot include in your army.

5. SELECT UNITS: Select all the units you want to include in your army. **Your army must include at least 1 CHARACTER unit.** Each time you include a unit in your army, it can take any **upgrade**, **enhancement**, or **options** it has access to.

Note on your army roster the number of models in the unit, any weapons, wargear, upgrades and any enhancement it has, and its points value. You can only include a unit in your army if:

- That unit has the faction keyword you chose for your army.
- You have enough points remaining.
- Your army does not already contain 3 units with the same datasheet name as that unit; or 6 units with the same datasheet name as that unit if it is a **BATTLELINE** or **DEDICATED TRANSPORT** unit. Every **DEDICATED TRANSPORT** unit from your army must start the battle with at least 1 unit embarked within it, or it cannot be deployed for that battle and will instead count as having been destroyed during the first battle round.

Only **CHARACTER** can be given enhancements and your army cannot include more than 3 enhancements in total. No unit can have more than 1 enhancement and each enhancement included in your army must be unique.

EPIC HEROES cannot be given any enhancements. Your army cannot include the same **EPIC HERO** more than once.

6. SELECT WARLORD: Select 1 **CHARACTER** model from your army to be your **warlord** (the leader of your army) and note this on your army roster. Your warlord gains the **WARLORD** keyword.

MISSIONS

Choose a mission, or roll off, and the winner decides.

1. MUSTER ARMIES: Players muster their armies based on their selected battle size. The mission may include further rules and guidelines.

2. READ MISSION OBJECTIVES: The mission describes its primary objectives and special rules.

3. CREATE THE BATTLEFIELD: The mission describes the size of the battlefield and how to set up any terrain features or objective makers. Otherwise, use the normal guidelines.

4. DETERMINE ATTACKER AND DEFENDER: Players roll off and the winner is the **attacker**; their opponent is the **defender**.

5. DECLARE BATTLE FORMATIONS: Both players secretly note:

- Which of their *Leader* units start the battle **attached** (specify which *Leader* unit is attached to which *Bodyguard* unit).
- Which of their units start the battle **embarked** within **TRANSPORT** models (specify which units are embarked on which models).
- Which of their units will start the battle in **reserves** (including strategic reserves).

Declare your selections to your opponent.

COMBAT PATROL MISSIONS

1. SELECT COMBAT PATROL AND ENHANCEMENT: Players select and declare their combat patrols. Choose 1 of the 2 enhancements (typically for your **WARLORD**).

2. DETERMINE MISSION: Choose or roll for a combat patrol mission.

3. CREATE THE BATTLEFIELD: Set up terrain features and objective markers on a battlezone 44"x30".

4. DETERMINE ATTACKER AND DEFENDER: Players agree which battlefield edge is the attacker's and which is the defender's. They then roll off and the winner decides who is the **attacker** and who is the **defender**.

5. DECLARE BATTLE FORMATIONS: Both players secretly note:

- Which of their units form **patrol squads**. If a unit has this ability, it can be split into 2 or more smaller units.
- Which of their *Leader* units start the battle **attached** (specify which *Leader* unit is attached to which *Bodyguard* unit).
- Which of their units start the battle **embarked** within **TRANSPORT** models (specify which units are embarked on which models).
- Which of their units will start the battle in **reserves** (usually those with the *Deep Strike* ability).

Declare your selections to your opponent.

6. DEPLOY ARMIES: Players alternate setting up their remaining units one at a time, starting with the defender. Your models must be set up wholly within your **deployment zone**.

7. DETERMINE FIRST TURN: Players roll off and the winner takes the first turn.

8. RESOLVE PRE-BATTLE RULES: Players alternate resolving any pre-battle rules their units have, starting with the player taking the first turn.

9. BEGIN THE BATTLE: Begin the first battle round. Continue resolving battle rounds until the battle ends.

10. END THE BATTLE: The battle ends after 5 battle rounds. If a player has no models in their army at the start of their turn, the other player may continue their turns until the battle ends.

11. DETERMINE VICTOR: The player with the most VPs is the winner (on a tie, the battle is a draw).

SECURING OBJECTIVE MARKERS

At the end of each command phase, if the player whose turn it is controls an objective marker and any **BATTLELINE** units from their army (excluding **battle-shocked** ones) are within range of it, that marker is **secured** by that player.

While an objective marker is secured by a player, it remains under their control, even if they have no models within range of it. It stops being so if their opponent controls it at the end of any subsequent command phase.

(right column, top)

6. DEPLOY ARMIES: The mission's deployment map shows where each player can set up (their **deployment zone**).

7. DETERMINE FIRST TURN: The mission describes how to determine who has the first turn.

8. RESOLVE PRE-BATTLE RULES: Players alternate resolving any pre-battle rules units their units have, starting with the player taking the first turn.

9. BEGIN THE BATTLE: Begin the first battle round. Continue resolving battle rounds until the battle ends.

10. END THE BATTLE: The mission describes when the battle ends; usually after a set number of rounds, or when one player has achieved a certain victory condition.

11. DETERMINE VICTOR: The mission describes its victory conditions. If neither player achieves a victory, the game is a draw.

WEAPON ABILITIES

ANTI Each time an **anti** weapon attacks a target with the keyword after the word 'anti-', an unmodified wound roll of X+ scores a critical wound.

ASSAULT If a unit that **advanced** this turn is equipped with any **assault** weapons, it may still shoot in the shooting phase, but only with its assault weapons.

BLAST Each time you determine how many attacks are made with a **blast** weapon, add 1 to the result for every 5 models that were in the target unit when you selected it as the target (round down). Blast weapons can never be used to make attacks against a unit within engagement range of units from your own army (including its own unit).

DEVASTATING WOUNDS Each time a **devastating wounds** weapon attacks, a critical wound inflicts a number of mortal wounds on the target equal to the weapon's **DAMAGE**, and the attack sequence ends.

EXTRA ATTACKS Each time the bearer of an **extra attacks** weapon fights, it can make attacks with that weapon in addition to the one it chooses to fight with. The number of attacks made with an extra attacks weapon cannot be modified by other rules.

HAZARDOUS Each time a unit is selected to shoot or fight, if any models attack with **hazardous** weapons, then after that unit has resolved all its attacks, take 1 **hazardous test** for each hazardous weapon used.

Roll D6: on a 1 that test is failed and 1 model in the unit equipped with a hazardous weapon (selected by the controlling player) is destroyed.

If that model is a **CHARACTER, MONSTER,** or **VEHICLE**, it suffers 3 mortal wounds instead. If you selected a character model in an attached unit, the mortal wounds must be allocated to that model first.

HEAVY Each time a **heavy** weapon attacks, if the attacking model's unit remained stationary this turn, add 1 to the hit roll.

IGNORES COVER Each time an **ignores cover** weapon attacks, the target cannot gain the benefit of cover against that attack.

INDIRECT FIRE Attacks can be made with **indirect fire** weapons even if the target is not visible. If no models are visible when you select a target unit, then each time a model in the attacking unit makes an attack against that target using an indirect fire weapon, subtract 1 from that attack's hit roll and the target has the benefit of cover against that attack.

LANCE Each time a **lance** weapon attacks, if the bearer made a **charge** move this turn, add 1 to that attack's wound roll.

LETHAL HITS Each time a **lethal hit** weapon attacks, a critical hit automatically wounds the target.

MELTA Each time a **melta** weapon attack targets a unit within half that weapon's range, increase that attack's **DAMAGE** by X.

PISTOL If a unit contains any models equipped with **pistols**, it may shoot in its shooting phase even while it is within engagement range of enemy units.

When it shoots, you can only resolve attacks using its pistols, and can only target one of the units in engagement range (even if other friendly units are within engagement range of that enemy unit).

A model equipped with a pistol (unless it is a **MONSTER** or a **VEHICLE**) can either shoot with its pistols or with all of its other ranged weapons. Declare which before selecting targets.

PRECISION Each time an attack made with a **precision** weapon successfully wounds an **attached** unit, if a **CHARACTER** model in that unit is visible to the attacking model, the attacker can choose to have that attack allocated to that character instead of following the normal attack sequence.

RAPID FIRE Each time a **rapid fire** weapon targets a unit within half that weapon's range, increase its **ATTACKS** by X.

SUSTAINED HITS Each time a **sustained hits** weapon attacks, if a critical hit is rolled, that attack scores additional hits equal to X.

TORRENT Each time a **torrent** weapon attacks, that attack automatically hits the target.

TWIN-LINKED Each time a **twin-linked** weapon attacks, you can re-roll that **WOUND** roll.

DEPLOYMENT ABILITIES

DEEP STRIKE During the Declare Battle Formations step of mission setup, if every model in a unit has this ability, you can set it up in **reserves** instead of setting it up on the battlefield.

If you do, 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" horizontally away from all enemy models.

INFILTRATORS During deployment, if every model in a unit has this ability, you can set it up anywhere on the battlefield more than 9" horizontally away from the enemy deployment zone and all enemy models.

LEADER CHARACTER units with this ability are **leaders,** and the units they can lead are their **bodyguard.**

During the Declare Battle Formations step of mission setup, for each leader in your army, if your army also includes any of their bodyguard units, you can select one. The leader then attaches to that unit for the battle and is said to be **leading** it. Each bodyguard unit can only have 1 leader attached to it.

While a bodyguard unit contains a leader, it is an **attached** unit and, with the exception of rules triggered when units are destroyed, it is treated as a single unit.

Each time an attack targets an attached unit, until the attacking unit has resolved all of its attacks, you must use the **TOUGHNESS** of the bodyguard models in that unit, even if a leader in that unit has a different **TOUGHNESS**.

Each time an attack successfully wounds an attached unit, that attack cannot be allocated to a **CHARACTER** model in that unit, even if that **CHARACTER** has lost any wounds or has already had attacks allocated to it this phase.

As soon as the last bodyguard model in an attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to **CHARACTER** models in that unit.

SCOUTS If every model in a unit has the *Scouts X* ability, then at the start of the first battle round, before the first turn begins, it can make a normal move of up to X" as if it were your movement phase.

If the unit starts the battle embarked in a **DEDICATED TRANSPORT** model, and only models with this ability are within that model, that **DEDICATED TRANSPORT** can make this move.

The movement must end more than 9" horizontally away from all enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.

WARHAMMER 40,000

STRATAGEMS

Command points can be spent during the battle to use **stratagems**. When you use a stratagem, reduce your CP total by the amount listed. If you do not have enough CP for a specific stratagem, you cannot use it. You can use the same stratagem multiple times during a battle, but you cannot use the same stratagem more than once in the same phase.

All players can use these core stratagems:

EITHER PLAYERS TURN

COMMAND RE-ROLL (1 CP)   CORE, BATTLE TACTIC

WHEN: In any phase, just after you have made a hit roll, a wound roll, a damage roll, a saving throw, an advance roll, a charge roll, a desperate escape test, a hazardous test, or just after you have rolled the dice to determine the number of attacks made with a weapon, for an attack, model or unit from your army.

EFFECT: You re-roll that roll, test or saving throw.

COUNTER OFFENSIVE (2 CP)   CORE, STRATEGIC PLOY

WHEN: Fight phase, just after an enemy unit has fought.

TARGET: One unit from your army that is within engagement range of one or more enemy units and that has not already been selected to fight this phase.

EFFECT: Your unit fights next.

EPIC CHALLENGE (1 CP)   CORE, EPIC DEED

WHEN: Fight phase, when a **CHARACTER** unit from your army that is within engagement range of one or more attached units is selected to fight.

TARGET: One **CHARACTER** model in your unit.

EFFECT: Until the end of the phase, all melee attacks made by that model have the *Precision* ability.

YOUR TURN

INSANE BRAVERY (1 CP)   CORE, EPIC DEED

WHEN: Battle-shock step of your command phase, just after you have failed a battle-shock test taken for a unit from your army.

TARGET: The unit from your army that battle-shock test was just taken for (even though your battle-shocked units cannot normally be affected by your stratagems).

EFFECT: Your unit is treated as having passed that test and is not battle-shocked.

GRENADE (1 CP)   CORE, WARGEAR

WHEN: Your shooting phase.

TARGET: 1 **GRENADES** unit from your army that is not within engagement range of any enemy units and has not been selected to shoot this phase.

EFFECT: Select 1 enemy unit that is not within engagement range of any units from your army and is within 8" of and visible to your **GRENADES** unit. Roll six D6: for each 4+, that enemy unit suffers 1 mortal wound. .

TANK SHOCK (1 CP)   CORE, STRATEGIC PLOY

WHEN: Your charge phase.

TARGET: 1 **VEHICLE** unit from your army.

EFFECT: Until the end of the phase, after your unit ends a **charge** move, select 1 enemy unit within engagement range of it, then select 1 melee weapon your unit is equipped with.

Roll a number of D6 equal to that weapon's **STRENGTH**. If that characteristic is greater than that enemy unit's **TOUGHNESS**, roll 2 additional D6. For each 5+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

OPPONENT'S TURN

RAPID INGRESS (1 CP)   CORE, STRATEGIC PLOY

WHEN: End of your opponent's movement phase.

TARGET: 1 unit from your army that is in reserves.

EFFECT: Your unit can arrive on the battlefield as if it were the reinforcements step of your movement phase.

RESTRICTIONS: You cannot use this stratagem to enable a unit to arrive on the battlefield during a battle round it would not normally be able to do so in.

FIRE OVERWATCH (1 CP)   CORE, STRATEGIC PLOY

WHEN: Your opponent's movement or charge phase, just after an enemy unit is set up or when an enemy unit starts or ends a **normal**, **advance**, **fall back** or **charge** move.

TARGET: 1 unit from your army that is within 24" of that enemy unit and that would be eligible to shoot if it were your shooting phase.

EFFECT: Your unit can shoot that enemy unit as if it were your shooting phase.

RESTRICTIONS: Until the end of the phase, each time a model in your unit makes a ranged attack, an unmodified hit roll of 6 is required to score a hit, irrespective of the attacking weapon's **BALLISTIC SKILL** or any modifiers. You can only use this stratagem once per turn.

GO TO GROUND (1 CP)   CORE, BATTLE TACTIC

WHEN: Your opponent's shooting phase, just after an enemy unit has selected its targets.

TARGET: One **INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, all models in your unit have a 6+ invulnerable save and have the benefit of cover.

SMOKESCREEN (1 CP)   CORE, WARGEAR

WHEN: Your opponent's shooting phase, just after an enemy unit has selected its targets.

TARGET: One **SMOKE** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, all models in your unit have the benefit of cover and the *Stealth* ability.

HEROIC INTERVENTION (2 CP)   CORE, STRATEGIC PLOY

WHEN: Your opponent's charge phase, just after an enemy unit ends a charge move.

TARGET: One unit from your army that is within 6" of that enemy unit and would be eligible to declare a charge against that enemy unit if it were your charge phase.

EFFECT: Your unit now declares a charge that targets only that enemy unit, and you resolve that charge as if it were your charge phase.

RESTRICTIONS: You can only select a **VEHICLE** unit from your army if it is a **WALKER**. Note that even if this charge is successful, your unit does not receive any charge bonus this turn.

THE BATTLE ROUND

COMMAND PHASE

1. COMMAND
Both players gain 1 **command point** (CP). Beyond this, each player can only gain 1 CP per round, regardless of the source.

2. BATTLE-SHOCK
Take a 2D6 **battle-shock test** for each of your units on the battlefield that is below half-strength. If the result equals or exceeds the unit's best **LEADERSHIP**, the test is passed.

If failed, that unit is **battle-shocked** until the start of your next command phase. **While a unit is battle-shocked:**
- The **OBJECTIVE CONTROL** of all its models is 0.
- If it falls back, you must make a **desperate escape test** for every model in that unit.
- Its controlling player **cannot use stratagems** to affect it.

MOVEMENT PHASE

1. MOVE UNITS
Select your units in any order to make a **normal move**, **advance**, or **remain stationary**.

A unit within **engagement range**(ER) of any enemy models can only choose to **remain stationary** or **fall back**.

A unit must finish a move in **unit coherency** or it cannot move.

REMAIN STATIONARY: None of the unit's models can move.

NORMAL MOVE: Move up to **M**, but not within ER.

ADVANCE: Move up to **M** plus a D6 advance roll for the unit, but none can be moved within ER. **A unit cannot shoot or declare a charge in the same turn it advanced.**

FALL BACK: Move up to **M**. Can move within ER, but cannot end the move within ER. **A unit cannot shoot or declare a charge in the same turn that it fell back.**

For each model that falls back over an enemy model, make a D6 **desperate escape test** (unless **TITANIC** or **FLY**) before any models in that unit are moved. If the falling back unit is **battle-shocked**, make a **desperate escape test** for every model before any are moved. For each result of 1-2, 1 model from the falling back unit is destroyed.

2. REINFORCEMENTS
You can set up any of your **reserves** units, one at a time. They count as having made a normal move this turn.

SHOOTING PHASE

Select your eligible units one at a time and **shoot** with them. Units that **advanced** or **fell back** this turn cannot shoot.

Declare the shooters, targets, weapons, and weapon profile if a weapon has more than one. An enemy unit can be selected as a target if it has at least 1 model within range and visible.

A unit cannot shoot while within ER. An enemy unit within ER of any friendly units cannot be selected as a target.

A shooting model makes a number of attacks equal to its weapon's **ATTACKS**: make 1 **hit roll** for each.

LONE OPERATIVE: Unless part of an attached unit, a **LONE OPERATIVE** can only be targeted if the attacker is within 12".

STEALTH: Subtract 1 from the attack's hit roll.

MONSTER/VEHICLE units may shoot even within ER, even if other friendly units are also within ER of that enemy unit. When they attack, if they are within ER range (unless a **pistol** attack), subtract 1 from the hit roll. You can select an enemy **MONSTER/VEHICLE** unit within ER of any your units from as a target. Unless a **pistol** attack, subtract 1 from the hit roll.

CHARGE PHASE

Select your eligible units one at a time to declare a **charge** into close combat. The unit must be within 12" of an enemy units, and cannot have advanced or fallen back this turn, be within ER, or be **AIRCRAFT**. Select enemy unit(s) within 12" as the targets of that charge (they do not need to be visible).

Make a 2D6 **charge roll** to find the maximum number of inches each model in the unit can move, and must be enough for the charging unit to end that move in unit coherency to within ER of every unit you selected as a target without moving within ER of any enemy units that were not selected. If any of these conditions cannot be met, the charge fails and no models in the charging unit move this phase.

Otherwise, move the charging models in the charging unit the charge distance, so that each ends its move closer to one of the target units. A model must move into base-to-base contact with one or more enemy models if possible.

FIGHT PHASE

Starting with the player whose turn is *not* taking place, players alternate selecting one of their units within ER of an enemy unit and/or that made a charge move this turn to **fight**.

1. FIGHTS FIRST
Eligible units with the *Fights First* ability fight (every model in the unit must have this ability), including units that made a charge move this turn and that have a charge bonus.

2. REMAINING COMBATS
All remaining eligible units fight, including any units with the *Fights First* ability that were not eligible to fight at the start of the fight phase, but have since become eligible.

FIGHT
1.PILE IN
Move each model in the unit that is not already in base-to-base contact with an enemy model up to 3" to stop within ER of enemy units and in unit coherency. If these conditions cannot be met, no models in the unit can make pile-in moves. Each model making a pile-in move must end that move closer to the closest enemy model.

2. MAKE MELEE ATTACKS
WHICH MODELS FIGHT: Only models in the attacking unit that are either within ER of an enemy unit, or in base-to-base contact with another model from their own unit that is in base-to-base contact with an enemy unit, can fight.

SELECT WEAPON: Declare the melee weapon and profile being used. A model makes a number of melee attacks equal to the **ATTACKS** of its melee weapon.

SELECT TARGETS: Select the targeted enemy units. If there are no eligible targets, that unit cannot make melee attacks this phase, but can still consolidate.

MAKE ATTACKS: Resolve melee attacks in the same way as ranged attacks.

CONSOLIDATE: A unit consolidates after its attacks. You can move each model not in base-to-base contact with an enemy model up to 3". They must finish this move within ER and in unit coherency. If this is not possible, each model can instead make a consolidation move towards the closest objective marker if they end up within range of it and in unit coherency.

ATTACKS

1. HIT ROLL

Roll D6 for each attack. If the result equals or exceeds the attack's **BS** if using a ranged weapon, or **WS** if using a melee weapon, the hit roll scores 1 hit. Otherwise the attack fails and the attack sequence ends.

An unmodified 6 is a **critical hit**, and an unmodified 1 always fails. A hit roll can never be modified by more than -1 or +1.

2. WOUND ROLL

Each time an attack scores a hit against a target unit, make a **wound roll**. Roll D6:

STRENGTH VS TOUGHNESS	D6 RESULT REQUIRED
S twice (or more) than **T**	2+
S greater than **T**	3+
S equal to **T**	4+
S lower than **T**	5+
S half (or less) than **T**	6+

If the result equals or exceeds the required number, the wound roll scores 1 wound. Otherwise the attack fails and the attack sequence ends.

An unmodified 6 is a **critical wound**, and an unmodified 1 always fails. A wound roll can never be modified by more than -1 or +1.

3. ALLOCATE ATTACK

If an attack successfully wounds the target unit, the player controlling that unit allocates it to 1 model in the unit, starting with models that have already lost any wounds or have already had attacks allocated to them this phase.

4. SAVING THROW

The player controlling the target unit makes 1 **saving throw**. Roll D6 and modify the result by the attack's **AP**.

If the result equals or exceeds the **SV** of the model the attack was allocated to, the attack sequence ends. Otherwise, that model suffers damage.

An unmodified saving throw of 1 always fails. A saving throw can never be improved by more than +1.

INVULNERABLE SAVES: When an attack is allocated to a model with an invulnerable save, the controlling player must choose to use that model's **SAVE** or its invulnerable save, but not both. **Invulnerable saving throws are never modified by an attack's AP.**

BENEFIT OF COVER: Each time a ranged attack is allocated to a model that has the **benefit of cover**, add 1 to the saving throw made for that attack (excluding invulnerable saving throws). Models with a **SV** of 3+ or better cannot have the benefit of cover against attacks with an **AP** of 0.

5. INFLICT DAMAGE

The damage inflicted is equal to the attack's **D**. A model loses 1 wound for each point of damage it suffers.

FEEL NO PAIN X+: When this model would lose a wound (including mortal wounds), roll D6: if the result equals or exceeds x, that wound is ignored.

DEADLY DEMISE X+: When this model is destroyed, roll D6: on a 6, each unit within 6" suffers a number of mortal wounds equal to x.

MORTAL WOUNDS

Each mortal wound inflicts 1 point of damage with no wound roll or saving throw (including invulnerable saves). Excess damage from mortal wounds is not lost if the damage can be allocated to another model.

TRANSPORTS

EMBARK

If a unit makes a normal, advance, or fall back move, and every model in that unit ends that move within 3" of a friendly **TRANSPORT**, they can **embark**. They cannot have disembarked from a **TRANSPORT** in the same phase.

DISEMBARK

A unit that starts its movement phase embarked within a **TRANSPORT** can **disembark**. Set up the unit wholly within 3" of the **TRANSPORT** and not within ER. It can then act normally the rest of the turn as long as the **TRANSPORT** remained stationary, or has not yet made a normal, advance, or fall back move this phase. The unit cannot remain stationary.

Units that disembark from a **TRANSPORT** that made a normal move count as having made a normal move. Units cannot disembark from a **TRANSPORT** that advanced or fell back.

DESTROYED TRANSPORTS

If a **TRANSPORT** is **destroyed**, any units within it must immediately disembark. They are not affected by the **TRANSPORT'S** *Deadly Demise*; instead roll D6 for each model, and on a roll of 1 that model suffers 1 mortal wound.

If a model disembarks from a destroyed **TRANSPORT**, it is **battle-shocked** until the start of its controlling player's next command phase. Until the end of the turn, it also counts as having made a normal move, and cannot declare a charge.

If a **TRANSPORT** is destroyed and you cannot set up a disembarking unit wholly within 3" of it and not within ER, it performs an **emergency disembarkation**. Disembark as you would from a destroyed **TRANSPORT**, but set up wholly within 6" and not within ER. Each model suffers 1 mortal wound on a 1-3 instead of 1. If it still cannot be set up, it is destroyed.

AIRCRAFT

AIRCRAFT IN THE MOVEMENT PHASE

AIRCRAFT cannot advance, fall back or remain stationary. When they are selected to move, they can still make a normal move if enemy units are within ER.

When making a normal move, first move the model straight forward a minimum of 20", then it can pivot up to 90°. If it cannot move a minimum of 20", or crosses the battlefield edge, its move ends and it is placed into strategic reserves. If placed into strategic reserves, an aircraft model always arrives from strategic reserves in your next turn.

When a unit is selected to move in the movement phase, if the only enemy models within ER are **AIRCRAFT**, that unit can still make a normal or advance move. When a model makes any kind of move, it can be moved over enemy **AIRCRAFT** as if they were not there, and within ER of them, but cannot end that move on top of a model or within ER of enemy **AIRCRAFT**.

HOVER: Before the battle, declare which models with this ability will be in **hover** mode. Their **M** becomes 20", and they lose the **AIRCRAFT** keyword. They do not start the battle in reserves, but you can place them into strategic reserves.

AIRCRAFT IN THE CHARGE AND FIGHT PHASES

AIRCRAFT cannot declare a charge, and only units that can **FLY** can select an **AIRCRAFT** unit as a charge target. Such units can end their charge within ER of enemy **AIRCRAFT**.

An **AIRCRAFT** model is only eligible to fight if it is within ER of one or more enemy units that can **FLY**, and it can only make melee attacks against units that can **FLY**. Only models that can **FLY** can make melee attacks against **AIRCRAFT**.

AIRCRAFT cannot make pile-in or consolidation moves. Each time a model makes such a move, unless it can **FLY**, **AIRCRAFT** models are ignored when moving closer to the closest enemy model.