

CORE RULES

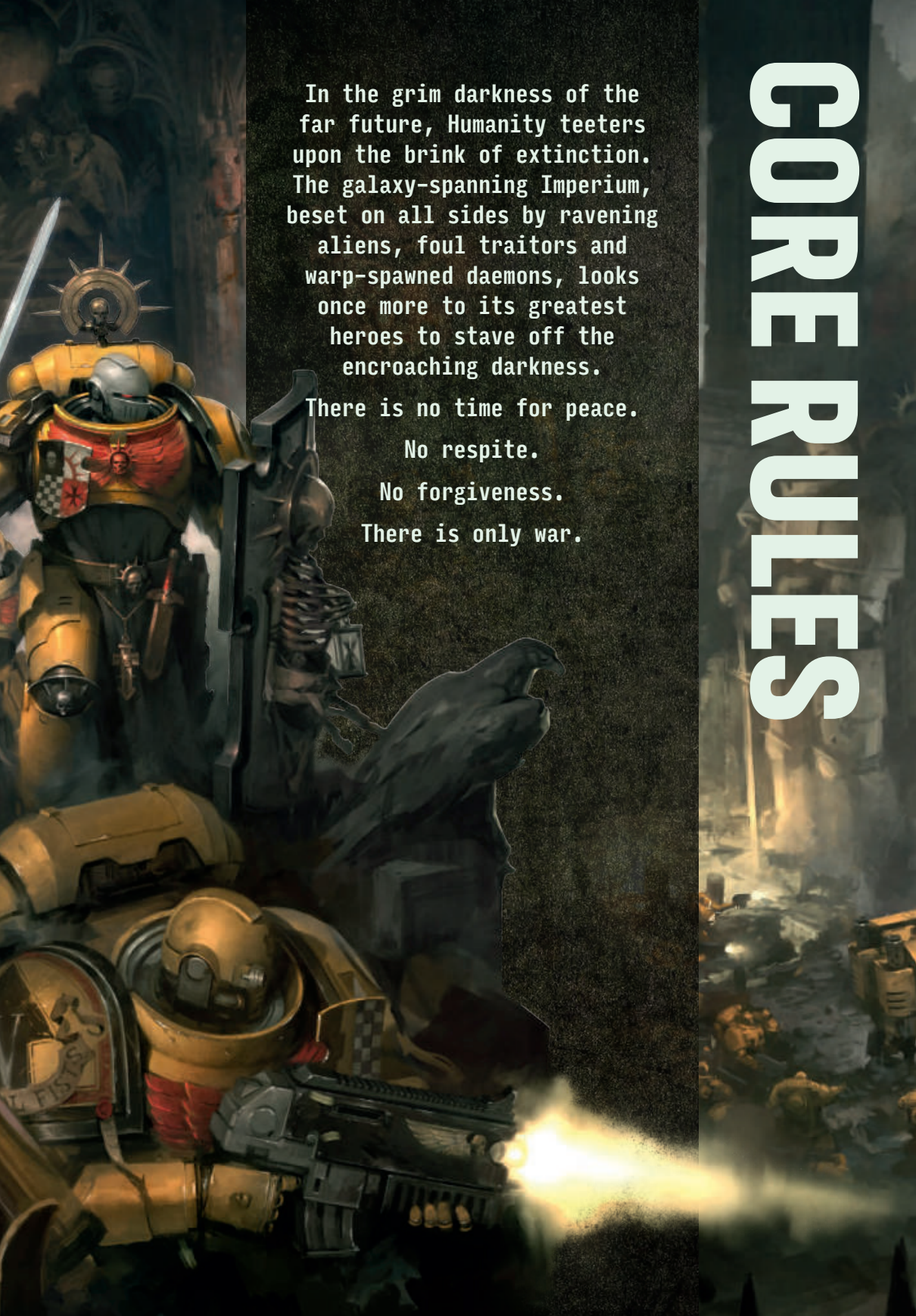
In the grim darkness of the far future, Humanity teeters upon the brink of extinction. The galaxy-spanning Imperium, beset on all sides by ravening aliens, foul traitors and warp-spawned daemons, looks once more to its greatest heroes to stave off the encroaching darkness.

There is no time for peace.

No respite.

No forgiveness.

There is only war.



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INTRODUCTION

Welcome to the Warhammer 40,000 Core Rules. The following pages contain everything you need to know in order to wage battle across the war-torn galaxy of the 41st millennium.

Warhammer 40,000 is a tabletop battle game in which each player commands an army of Citadel miniatures representing the forces of the Imperium or one of its many enemies. The game unfolds in a series of battle rounds, during which each player will take a turn made up of five phases. Across these phases, the players will move their forces around the

battlefield and make attacks to destroy their foes with deadly shooting and bloody hand-to-hand fighting.

A battle usually lasts for five battle rounds, at the end of which, through a combination of skill, tactics and a little luck, one of the players will be crowned the victor.



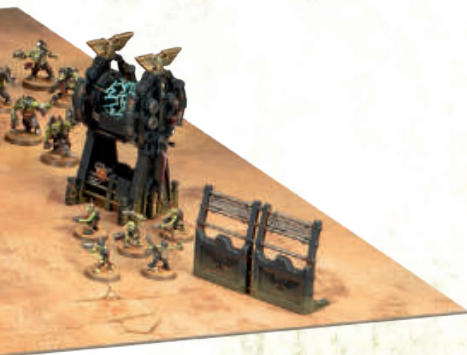
Each Warhammer 40,000 game is played using a **mission**, which you must generate before you begin. You can do so by using a Warhammer 40,000 mission deck. Each mission will tell you how to prepare for the battle and deploy your forces, as well as any additional rules that will be in effect. Crucially, it will also state what the players need to do to win!

Missions will instruct players to **muster an army** from their collection of Citadel miniatures, and will state the total size those armies should be. A simple guide to mustering an army can be found in the Warhammer 40,000 app. Doing so is a rewarding hobby in itself, with near limitless narrative themes and unit combinations to explore for over two-dozen factions.

For whichever faction you want to collect and game with, a **Codex** is an invaluable guide. Each Codex is the ultimate source book for that faction, filled with inspirational background, art and photography, as well as the rules representing that faction's models and the unique fighting styles they can use on the tabletop.

Finally, before playing a game of Warhammer 40,000, you will need to create a **battlefield** with some terrain. You can use any surface you can place your models and terrain upon; a table is ideal. Your mission will tell you the size of battlefield you should use, and guide you on the volume and placement of terrain. In doing so, players can recreate many of the 41st millennium's nightmarish war zones, from carnivorous death worlds to war-ravaged cityscapes.

The following pages contain the Core Rules that every Warhammer 40,000 player will need to know. This book is your indispensable guide to playing exciting war games that bring the grim and desperate conflicts of the 41st millennium to life. So grab your dice and tape measure, steel your resolve, and may your victories go down in legend!



WARHAMMER 40,000: THE APP

The Warhammer 40,000 app is the best companion to your games of Warhammer 40,000! As well as including enhanced Core Rules with expanded reference features, the app allows you to easily create an army roster and access your faction's rules.

The Warhammer 40,000 app is also the best place to get the very latest updates for your faction, from additional background to brand new rules.

On the following pages, references to additional app content are highlighted in green, as shown below:

► Example App Reference

Scan the code below to get started with the Warhammer 40,000 app.





BASIC RULES



Before you learn how to move your warriors across the battlefield and attack the enemy in deadly firefights and bloody close combat, this section introduces some core concepts that underpin every Warhammer 40,000 battle.

ARMIES 01.01

Each player in a game of Warhammer 40,000 commands an army made up of units of models. You control all of the models in your army. If a rule refers to the 'controlling player', it is referring to the player who controls the models being affected by that rule.

UNITS AND MODELS 01.02

A unit can contain one or more models. These models move and fight together as a single group. Most models have a base, which is also part of that model for all rules purposes.

Rules sometimes affect 'friendly' or 'enemy' models or units, which are defined as follows:

- Friendly units and models are those in your army.
- Enemy units and models are those in your opponent's army.

If a rule affects units or models without specifying that they are friendly or enemy, that rule affects any unit or model, regardless of whose army they are in. When an effect or ability applies to a unit, it applies to every model in that unit.

ACTIVE PLAYER AND OPPOSING PLAYER 01.03

At any given time, one player is the 'active player' and their opponent is the 'opposing player'. Which player is which changes throughout the battle, but both players are always one or the other; whenever a player becomes the active player, their opponent becomes the opposing player, and vice versa.

While it is neither player's turn (e.g. at the start or end of the battle round), the player who takes the first turn in each battle round is the active player.

While it is a player's turn, that player is the active player, with the following exceptions:

- Each time a unit is **selected to move**, that unit's controlling player is the active player until that move ends.
- Each time a unit is **selected to shoot** or **selected to fight**, that unit's controlling player is the active player until those attacks are resolved.



MEASURING DISTANCES 01.04

Distances in Warhammer 40,000 are measured in inches ("). You can measure distances whenever you want to.

When a rule refers to a model's position in relation to anything else on the battlefield, unless otherwise stated, measure to or from the closest part of that model's base.

DICE 01.05

You will require some six-sided dice (often abbreviated to D6). There are many ways dice rolls are referred to, including:

- **2+, 3+, and so on:** 2+ means a result of 2 or more, 3+ means a result of 3 or more, and so on.
- **1-3, 4-6, and so on:** Any result within the specified range will interact with the rule stated.
- **2D6, 3D6, and so on:** Roll the stated number of D6 and add the individual values together (e.g. to roll 2D6, roll two D6 and add the values together).
- **D3:** Roll one D6 and halve the result (rounding up).
- **D6+1, 2D6+3, and so on:** Roll the stated number of dice and add the stated value to the result.

LEADERSHIP ROLLS 01.06

To make a **leadership roll** for a unit, its controlling player rolls 2D6: if the result is equal to or greater than one or more of the **Ld** characteristics in that unit, that roll succeeds. Otherwise, that roll fails. The rule that instructed you to make that **leadership roll** will describe the effects of that roll succeeding or failing.

BATTLE-SHOCK ROLLS 01.07

To make a **battle-shock roll** for a unit, its controlling player makes a **leadership roll** for it (see above).

- If that roll succeeds, that unit does not become **battle-shocked**.
- If that roll fails, that unit, and each model in it, is **battle-shocked**.

While a unit is **battle-shocked**:

- The Objective Control (**OC**) characteristic of all of its models is modified to '-' (02.02).
- Its controlling player cannot target that unit with **stratagems** (15).
- It is not **eligible to start an action** (16), and any **action** it has started cannot be completed.

SEE ALSO

UNITS AND MODELS

- Frame 17.02

ACTIVE PLAYER AND OPPOSING PLAYER

- ▶ Player's Rules
- ▶ Rules Sequencing

MEASURING DISTANCES

- ▶ Closest Model/Unit
- ▶ Table Quarter
- ▶ Within/Wholly Within

DICE

- ▶ Automatically Successful
- ▶ Modifying Dice Rolls
- ▶ Re-rolls
- ▶ Roll Off

BATTLE-SHOCK ROLLS

- Command Phase 08.00
- ▶ Multiple Battle-shock Rolls

BATTLEFIELD MORALE

The morale and organisation of troops can waver and break during battle. This is checked using **battle-shock rolls**, most commonly in the Command phase. Failing such a roll represents the unit's courage faltering due to taking casualties or through other disruption, reducing its battlefield effectiveness. Similarly, some rules will require you to check a unit's readiness by making a **leadership roll**.

DATASHEETS

Each unit has a datasheet that explains how it functions in battle. Here you will learn how to use datasheets when preparing your army and playing games.

1. DATASHEET NAME 02.01

Here you will find the name of the unit.

2. PROFILES 02.02

These contain the following characteristics that tell you how mighty the models in the unit are:

Move (M): The speed at which a model traverses the battlefield. If a model has an **M** characteristic of '-', it can be set up on the battlefield but otherwise cannot be moved.

Toughness (T): The model's resilience against harm.

Save (Sv): Presented as a dice result (e.g. 4+), this indicates the protection a model's armour gives it.

Invulnerable Save (InSv): Presented as a dice result (e.g. 4+). Some models are protected by esoteric means in addition to physical armour, such as force fields or preternatural reflexes. Not all models have an **InSv** characteristic, but if they do, it will be listed here.

Wounds (W): Wounds represent how much damage a model can sustain before it is **destroyed**. If a model's wounds are reduced to 0 or fewer, that model is **destroyed**.

Leadership (Ld): Presented as a dice result (e.g. 7+), this reveals how courageous, determined or self-controlled a model is.

Objective Control (OC): How effectively a model can control an **objective** on the battlefield. If a model has an **OC** characteristic of '-' it is unable to control **objectives** at all.

3. ABILITIES 02.03

Many units have abilities that may apply during the game. These will be described here.

4. WEAPONS 02.04

Weapons have the following characteristics:

Range (R): How far ranged weapons can shoot. Weapons with an **R** characteristic of 'Melee' are melee weapons.

Attacks (A): How many **attack dice** are used each time that weapon is used.

Ballistic Skill (BS): Presented as a dice result (e.g. 4+), this shows how accurate the bearer is when shooting with the relevant ranged weapon.

Weapon Skill (WS): Presented as a dice result (e.g. 4+), this reflects the bearer's skill in wielding the relevant melee weapon.

Strength (S): The higher a weapon's **S** characteristic, the more likely it is to wound a foe.

Armour Penetration (AP): Presented as a modifier to a dice roll (e.g. -1). The larger the modifier, the better the weapon is at cutting through the target's defences.

Damage (D): The amount of damage inflicted by an attack.

5. KEYWORDS 02.05

Datasheets have a list of keywords, separated into faction keywords and other keywords. The former are used when deciding which models to include in your army, but otherwise both are functionally the same. Keywords appear in full capitals, in **KEYWORD BOLD**.

Some rules are linked to one or more keywords. For example, a rule might say that it applies to **INFANTRY** units. This means it only applies to units that have the **INFANTRY** keyword. Singular and plural instances of the same keyword function in the same way.

6. UNIT COMPOSITION AND OTHER RULES 02.06

This section details the number and types of models in the unit. Each of those models will have one set of default wargear, which will be listed here. It may also list other rules, such as which units a **leader** unit can join or which units can embark within a **TRANSPORT**.

7. WARGEAR OPTIONS 02.07

Some datasheets have a list of wargear options. When you include such a unit in your army, you can use these options to alter the weapons and other wargear its models have.

SEE ALSO

PROFILES AND WEAPONS

- ▶ **Characteristic Modifiers**
- ▶ **Destroyed**
- ▶ **Random Characteristics**

ABILITIES

- Aura Abilities 22.01
- Faction Abilities 22.02
- Psychic Abilities 22.03
- Wargear Abilities 22.04

KEYWORDS

- ▶ **Mixed Keywords in Units**

1

BOYZ

2

M

T

SV

W

LD

OC

6"

5

5+

1

7+

2

BOYZ

6"

5

5+

2

7+

2

BOSS NOB

4

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Kustom shoota [RAPID FIRE 2]	18"	4	5+	4	0	1
Kombi-rokkit	24"	1	5+	10	-2	3
Kombi-shoota	24"	2	5+	4	0	1
Shoota [RAPID FIRE 1]	18"	2	5+	4	0	1
Slugga [CLOSE-QUARTERS]	12"	1	5+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Big choppa	Melee	3	3+	7	-1	2
Choppa	Melee	3	3+	4	-1	1

WARGEAR OPTIONS

- The Boss Nob can have its 1 kustom shoota replaced with 1 kombi-shoota and 1 kombi-rokkit.

3

ABILITIES

FACTION: Waaagh!

Get da Good Bitz: At the end of your Command phase, if this unit controls an **objective**, that **objective** is **secured** by your army.

6

UNIT COMPOSITION

- 1 Boss Nob
- 9 Boyz

The Boss Nob is equipped with: 1 slugga, 1 kustom shoota, 1 big choppa

Every Boyz is equipped with: 1 slugga, 1 shoota, 1 choppa

5

KEYWORDS: INFANTRY; BATTLELINE; NOB; EXPLOSIVES; BOYZ

FACTION KEYWORDS: ORKS

BOYZ charge forward in large, anarchic mobs led by hulking Boss Nobz. Laying down hails of inaccurate but enthusiastic dakka they dash toward the enemy before hurling themselves into close-quarters combat, where their sheer muscle, ferocity and vicious choppas help them make short work of the foe.

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During a battle, you will move your models by picking them up and changing their position on the battlefield. The principles of movement are explained here.

MOVING UNITS 03.01

There are several types of move a unit can make. Each one defines which units are eligible to make it, what its **maximum distance** or **set-up distance** is, and any conditions that must be met.

Each time you move a unit, you can move one or more of its models, one at a time, by moving it in a straight line and/or rotating it, as many times as you want to.

Each time you move a model, unless otherwise stated:

- It can be moved through friendly models.
- It can be moved through any space its base can fit through.
- Its base cannot be moved through enemy models.
- Its base cannot cross the edge of the battlefield.
- All stated 'While Moving' conditions must be met.

MOVING A MODEL IN A STRAIGHT LINE

Each time you move a model in a straight line, move it horizontally across the battlefield. Measure from the same point on its base at the start and end of that move, and add that distance to any other distance it has moved since its unit began that move. The distance moved cannot be greater than the **maximum distance** of that **move type**.

ROTATING A MODEL

Each time you rotate a model, turn it any amount around the centre of its base, while keeping it upright. Note that rotating a model does not count towards the distance it has moved.

ENDING A MOVE

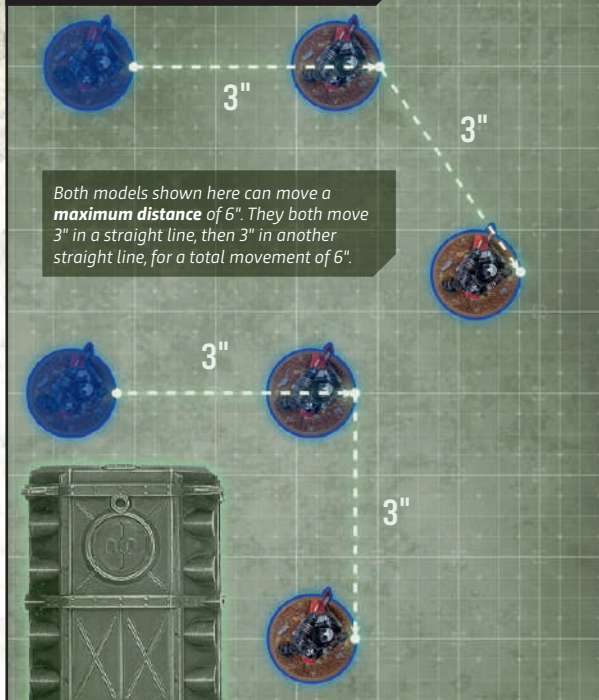
After you have finished setting up all of the models in a unit and/or moving all of the models in a unit that you want to move, check that all of the following apply:

- If that unit is on the battlefield, it is in **coherency** (03.03).
- No models in that unit are on another model or partway through a surface of a **terrain feature** (e.g. a wall or ceiling).
- All stated 'After Moving' conditions are met.

If one or more of the above conditions are not met, that unit cannot make that move and its models are returned to their positions at the start of that move. Otherwise, after resolving any additional rules stated in the 'After Moving' section of that **move type**, that move ends.



MOVING IN A STRAIGHT LINE



SEE ALSO

- Frame 17.02
- Monsters and Vehicles 17.00
- Moving Vertically 13.06
- ▶ **Random Movement**
- Strategic Reserves 20.00
- Terrain 13.00
- Transports 18.00

MOVE TYPES

- Advance Move 09.06
- Charge Move 11.04
- Consolidation Move 12.08
- Disembark Move 18.04
- Emergency Disembark Move 18.05
- Fall-back Move 09.07
- Ingress Move 20.04
- Normal Move 09.05
- Pile-in Move 12.03
- Scout Move 24.32
- Surge Move 21.02

ROTATING



This model can move a **maximum distance** of 12". It moves in a series of straight lines and rotations, as follows:

- A) Moves 6" in a straight line
- B) Rotates
- C) Moves 6" in a straight line
- D) Rotates

This model has moved a total of 12".



**IF YOU CANNOT
SET UP A UNIT**

*This section explains how to set up your units on the battlefield. While doing so as the result of a **move type**, if you have to return a unit's models to their previous positions because it is not possible to set them all up, that unit has not been selected to make that move. This means it can be selected to make a move later, so could either attempt another set up or **remain stationary** (09.04).*

WHAT IS COHERENCY?

Coherency prevents models in the same unit from becoming too separated from each other while on the battlefield, ensuring they are set up and end every kind of move as a single group.

WHAT IS ENGAGEMENT?

*While opposing models are within each other's **engagement range**, they are able to fight in vicious melee, so unless they are seeking to make melee attacks, models should keep out of their foes' reach.*

SET UP 03.02

Before your units can move and make attacks, they will first need to be set up on the battlefield. This most commonly happens when deploying your army for battle, but can happen for other reasons as well.

Whenever a rule instructs you to set up a unit, place its models on the battlefield so that:

- That unit is in **coherency** (see below).
- That unit is **unengaged** (see below).
- All other requirements and restrictions are met.

If you cannot set up all of the models in a unit, remove that unit from the battlefield and return it to its original position (e.g. in **strategic reserves** or embarked within a **TRANSPORT**).

COHERENCY 03.03

A unit that contains more than one model must be set up and end any kind of move in **coherency**. A unit is in **coherency** while both of the following apply to every model in that unit:

- Within 2" horizontally and 5" vertically of at least one other model in that unit.
- Within 9" horizontally and 5" vertically of every other model in that unit.

REGAINING COHERENCY

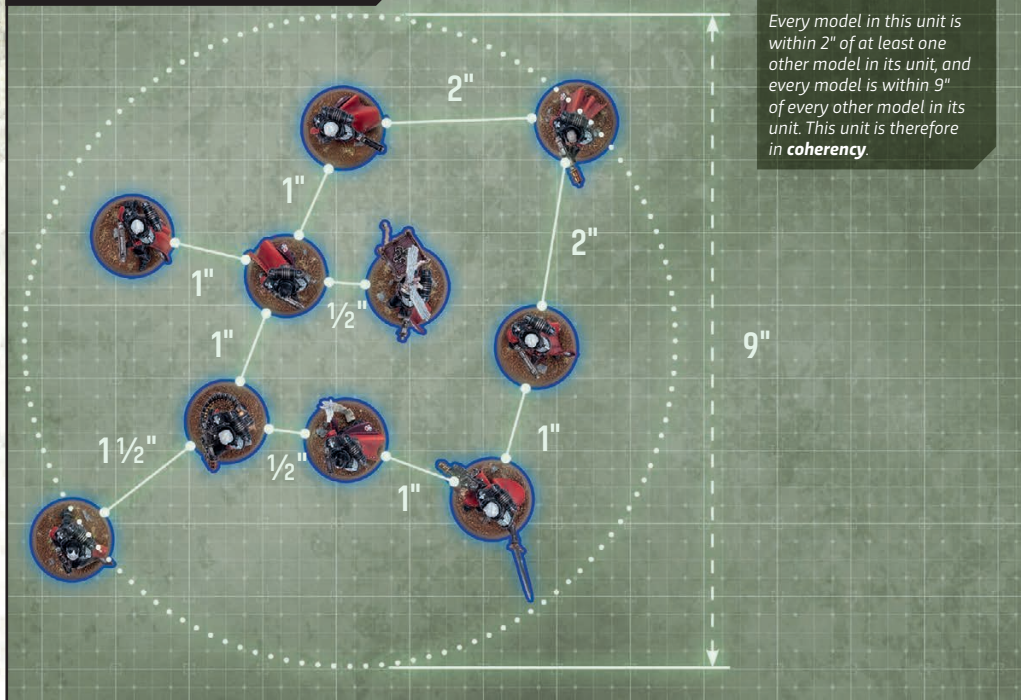
In the End of Turn step of each player's turn, if one or more units on the battlefield are not in **coherency**, those units' controlling players must remove models from them, one at a time, until they are in **coherency** again. Models removed in this way are **destroyed**, but they do not trigger rules that apply when a model is **destroyed**.

ENGAGEMENT 03.04

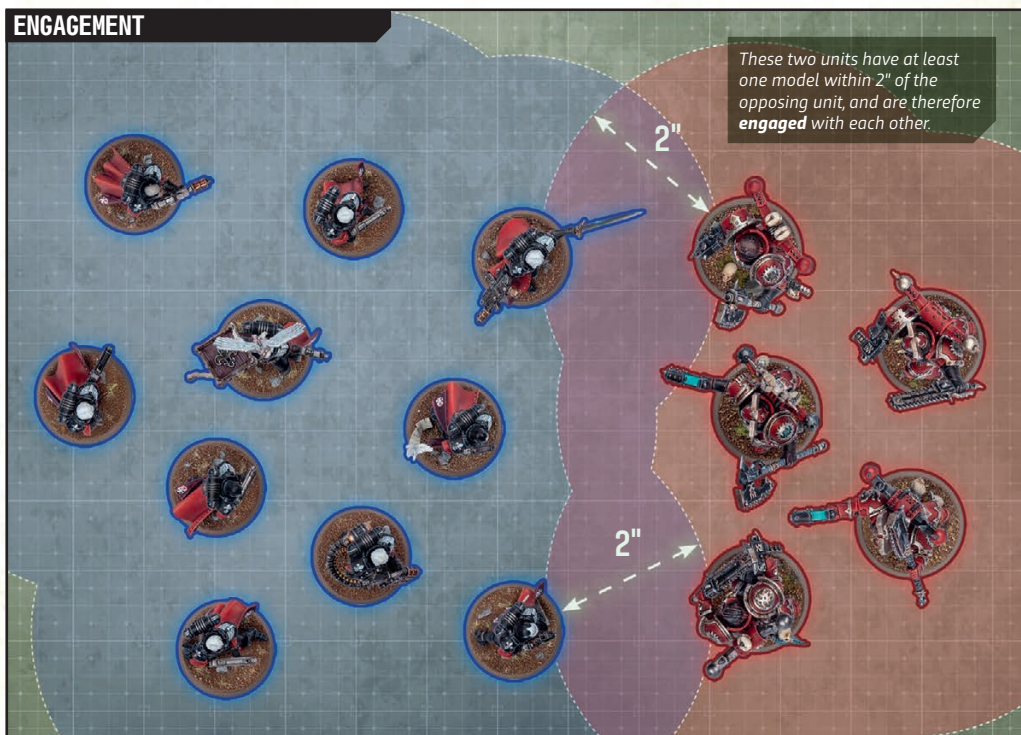
A model's **engagement range** is the area of the battlefield within 2" horizontally and 5" vertically of it.

- While a friendly model is within **engagement range** of one or more enemy models, those models – and the units they belong to – are **engaged** with each other.
- While a unit contains no **engaged** models, that unit is **unengaged**.

COHERENCY



ENGAGEMENT



MAKING ATTACKS

During the battle, your units will shoot at and fight the enemy, making attacks with their weapons each time they do so. This section explains how to make attacks with your models.

Each time a unit shoots or fights, the active player follows these steps:

1. SELECT WEAPONS
2. SELECT TARGETS
3. RESOLVE ATTACKS

MODELS WITHOUT RANGED/MELEE WEAPONS

A model that does not have any ranged weapons cannot make ranged attacks, and a model that does not have any melee weapons cannot make melee attacks.

SELECTING TARGETS

When shooting or fighting, you can select different targets for each weapon. If you cannot select a target for a weapon, or if you choose not to select a target for a ranged weapon, the model with that weapon will not make attacks with it.

SIDEARMS

Some models are equipped with [CLOSE-QUARTERS] weapons in addition to other firearms. Such models can be an exception to the rules in this section, as you may not be able to select all of their weapons to make attacks with.

1. SELECT WEAPONS 04.01

For each model in the attacking unit, select which weapons that model will make attacks with. Models make ranged attacks with ranged weapons, and make melee attacks with melee weapons.

WHILE SHOOTING

You can select one or more ranged weapons that model has.

WHILE FIGHTING

You must select one melee weapon that model has.

2. SELECT TARGETS 04.02

For each weapon selected:

WHILE SHOOTING

Select one enemy unit to be the target of that weapon. Unless otherwise stated, each target must be:

- **Visible** to the model that has that weapon (06.01).
- Within range of that weapon.
- **Unengaged**.

WHILE FIGHTING

Select one or more enemy units to be the targets of that weapon:

- Each target must be **engaged** with the model that has that weapon.
- You cannot select more targets than that weapon's **A** characteristic.

3. RESOLVE ATTACKS 04.03

Resolve attacks using the following sequence:

1. **Select Enemy Unit:** Select one of the enemy units targeted by one or more weapons.
2. **Gather Attack Dice:** Select one weapon targeting that unit that has not yet been used to make attacks against it, and gather a number of D6 equal to that weapon's **A** characteristic. These are **attack dice** – each one represents one attack being made by an attacking model with that weapon.

If one or more other weapons targeting that unit make **identical attacks** to the selected weapon (see below) and those weapons have not yet been used to make attacks against that target, they do so now and you gather those weapons' **attack dice** as well (e.g. for three weapons making **identical attacks**, each with an **A** characteristic of 2, gather a total of six D6).

3. **Resolve Attack Dice:** Resolve the attack sequence (05) for all of the **attack dice** you just gathered.
4. **Other Attacks:** Follow the first of the instructions below that applies:

- | | |
|---|--|
| → | If there are any weapons targeting the same unit that have not yet been used to make attacks, return to the Gather Attack Dice step. |
| → | Otherwise, if there are any weapons with unresolved attacks targeting a different unit, return to the Select Enemy Unit step. |
| → | Otherwise, if all weapons have been used to make all of their attacks, this sequence ends and the attacking unit's attacks have been resolved. |

IDENTICAL ATTACKS

Identical attacks are those that have the same **BS/WS**, **S**, **AP** and **D** characteristics, and which are affected by the same applicable abilities and rules.

SPLITTING MELEE ATTACKS

While selecting targets, if you select more than one unit as the target of a melee weapon, you must split that weapon's attacks between those target units. To do so, declare how many of that weapon's attacks will be made against each unit (you must declare at least one attack per unit targeted).

In the Gather Attack Dice step, for each weapon that is splitting its attacks, only gather a number of **attack dice** for that weapon equal to the number of attacks you declared would be made against that target with that weapon.

SEE ALSO

SELECT WEAPONS

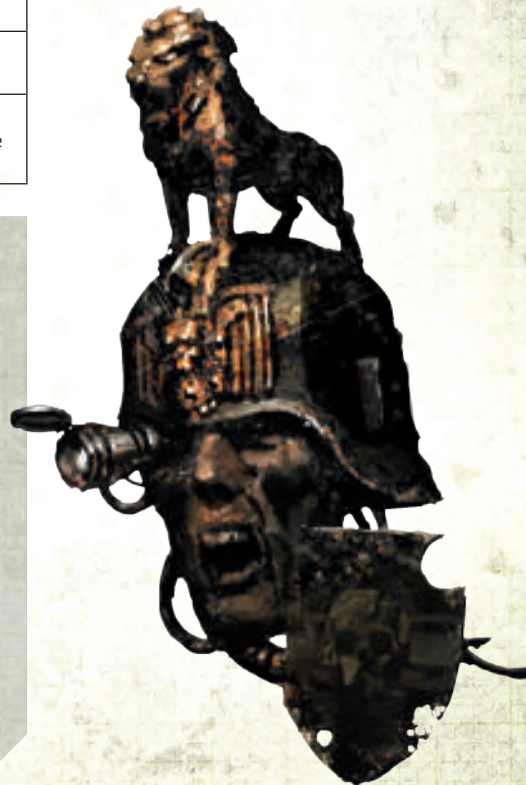
- **[CLOSE-QUARTERS]** 24.07
- **[EXTRA ATTACKS]** 24.11
- ▶ **Multiple Weapon Profiles**

SELECT TARGETS

- **Frame** 17.02
- **Shooting at Engaged Monsters and Vehicles** 17.03

RESOLVE ATTACKS

- ▶ **Random Characteristics**
- ▶ **Target No Longer Eligible or Viable**



ATTACK SEQUENCE

Whenever models make attacks, you will follow the sequence detailed in this section to find out if they inflict damage.

WHEN DOES THIS SEQUENCE END?

If an attack fails or inflicts damage, this sequence ends for that attack. When all attacks have either failed or inflicted damage, this sequence ends and those attacks have been resolved.

CRITICAL HITS AND CRITICAL WOUNDS

Critical hits are still hits, and **critical wounds** are still wounds. In addition, other rules can be triggered by a **critical hit** or a **critical wound**, such as [LETHAL HITS] and [DEVASTATING WOUNDS] (24).

Each time the active player is instructed to resolve the attack sequence, they follow the steps below. In each step, if there is more than one dice to roll, make all of those rolls simultaneously.

1. HIT ROLLS
2. WOUND ROLLS
3. SAVE ROLLS
4. INFLECT DAMAGE

1. HIT ROLLS 05.01

Make one **hit roll** for each **attack dice** by rolling one D6. For each result, check if it fails or is a hit by matching the first condition below that applies:

→ Unmodified 	FAILS
→ Unmodified 	CRITICAL HIT
→ Equal to or greater than that attack's BS/WS characteristic	HIT
→ Any other result	FAILS

2. WOUND ROLLS 05.02

Make one **wound roll** for each hit by rolling one D6. For each result, check if it fails or is a wound by matching the first condition below that applies:

→ Unmodified 	FAILS	
→ Unmodified 	CRITICAL WOUND	
→ Equal to or greater than the required result below:	WOUND	
ATTACK'S STRENGTH VS TARGET'S TOUGHNESS		REQUIRED RESULT
Strength is TWICE (or more than twice) the Toughness		 +
Strength is GREATER than the Toughness		 +
Strength is EQUAL to the Toughness		 +
Strength is LESS than the Toughness		 +
Strength is HALF (or less than half) the Toughness		 +
→ Any other result	FAILS	

05

3. SAVE ROLLS 05.03

The opposing player resolves the following sequence:

- 1. Create Groups:** Divide all models in the target unit into the following groups, as many times as required:
 - One group for each **CHARACTER** model.
 - One group for all other models with the same **W**, **Sv** and **InSv** characteristics.
- 2. Allocation Order:** Declare the order in which those groups will have attacks allocated to them, applying **all** of the following:
 - If a non-**CHARACTER** group contains a model that has lost one or more wounds, that group must be first in the allocation order.
 - No **CHARACTER** group can be earlier in the allocation order than a non-**CHARACTER** group.
 - **CHARACTER** groups containing a model that has lost one or more wounds must be earlier in the allocation order than **CHARACTER** groups containing no wounded models.
- 3. Make Save Rolls:** The opposing player makes one **save roll** for each attack that wounded the target by rolling one D6.

SEE ALSO

- ▶ **Destroyed**
- ▶ **Modified Characteristics**
- ▶ **Modifying Damage**
- ▶ **Modifying Dice Rolls**
- ▶ **Random Characteristics**

4. INFLICT DAMAGE 05.04

The opposing player resolves the following sequence for each **save roll**, working from lowest result(s) to highest result(s), until all attacks are resolved or all models in the target unit are **destroyed** – in the latter case, any excess attacks are lost.

- 1. Select Model:** Select one model in the current allocation group (see right); this must be a model that has lost one or more wounds if possible.
- 2. Check Save Roll:** For each result, check if that attack inflicts damage or fails by matching the first condition below that applies:

CURRENT ALLOCATION GROUP

*The first group in the allocation order begins as the current group. Once all models in an allocation group are **destroyed**, the next group in the allocation order becomes the current one.*

→ Unmodified 	INFLECTS DAMAGE
→ Invulnerable Save: The models in the current allocation group have an InSv characteristic, and the result is equal to or greater than that characteristic.	FAILS
→ Save and AP: After modifying the result by the attacking weapon's AP characteristic, it is equal to or greater than the Sv characteristic of models in the current allocation group.	FAILS
→ Any other result	INFLECTS DAMAGE

Example: An **AP** characteristic of -1 would modify a **save roll** of 3 to a 2. For models with a **Sv** characteristic of 2+ or better, that attack would fail.

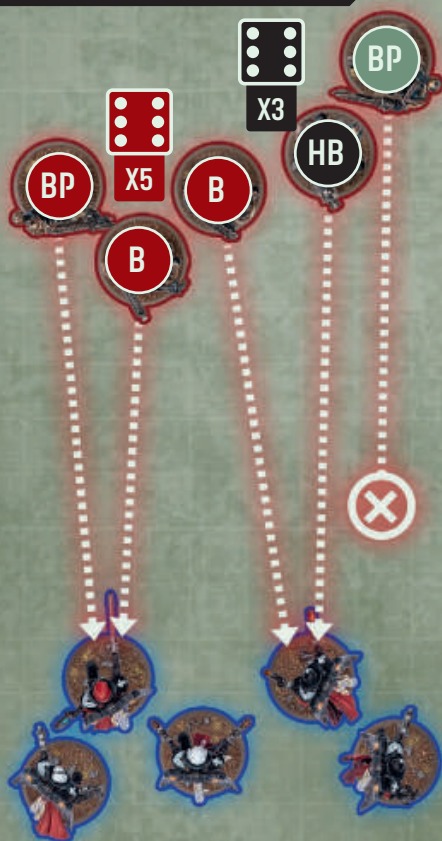
- 3. Resolve Damage:** If that attack inflicts damage, the selected model loses a number of wounds equal to that attack's **D** characteristic. If this reduces that model's remaining wounds to 0 or fewer, it is **destroyed**.

ATTACK SEQUENCE EXAMPLES

05



MAKING ATTACKS



1. SELECT WEAPONS

The **RED** unit is attacking. The following weapons are selected to make attacks with:

- 2 boltguns (**B**)
- 2 bolt pistols (**BP**)
- 1 heavy bolter (**HB**)

2. SELECT TARGETS

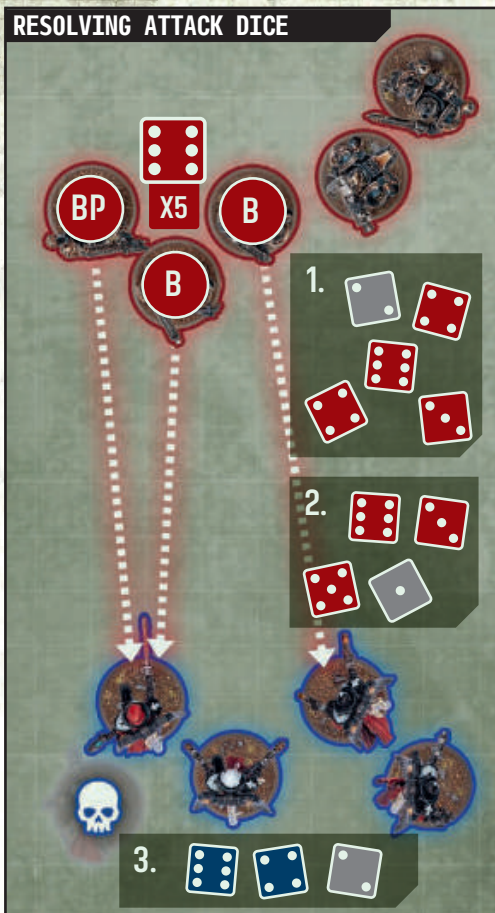
The **BLUE** unit is selected as the target. The unit is **visible** to all models in the attacking unit. All of the selected weapons are in range, with the exception of one bolt pistol. As a result, that weapon will not make any attacks.

3. RESOLVE ATTACKS

There is only one enemy unit being targeted, so the controlling player now gathers **attack dice**:

- Five **attack dice** are gathered for the boltguns and bolt pistol, which have **A** characteristics of 2 and 1 respectively and all make **identical attacks**.
- Three **attack dice** are gathered for the heavy bolter, which has an **A** characteristic of 3 but does not make **identical attacks**.

RESOLVING ATTACK DICE



1. HIT ROLLS

The controlling player chooses to make the five **hit rolls** for the boltguns and bolt pistol first. The **BS** characteristic of the weapons is 3+. Four of the attacks hit the target.

2. WOUND ROLLS

The controlling player makes four **wound rolls**. The weapons have an **S** characteristic of 4 and the target unit has a **T** characteristic of 3, so rolls of 3+ are required to wound. Three of the attacks wound the target.

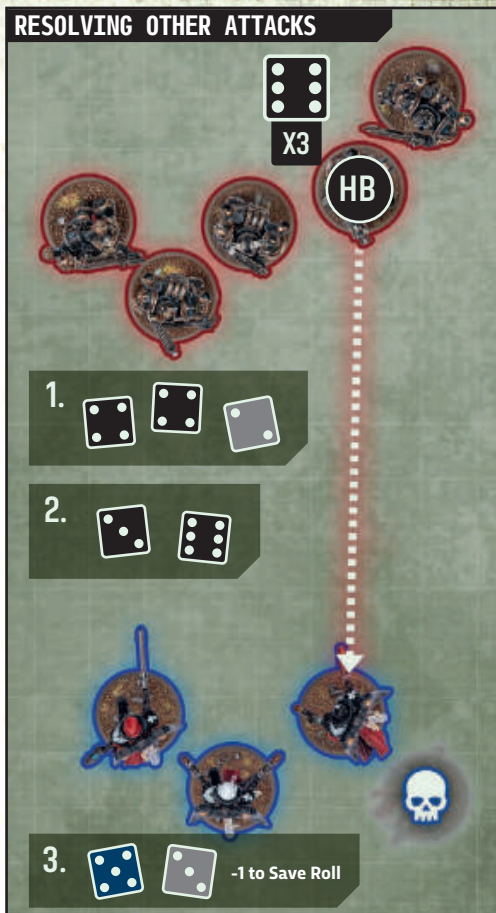
3. SAVE ROLLS

The target unit's controlling player makes three **save rolls**.

4. INFLECT DAMAGE

- The lowest result is less than both the **InSv** and **Sv** characteristics of the target, so that attack inflicts damage. This reduces the model to which that attack was allocated to 0 wounds, which **destroys** it.
- The next lowest result is less than the target's **InSv** characteristic, but greater than its **Sv** characteristic of 3+; that attack fails.
- The other result is greater than the target's **InSv** characteristic of 5+; that attack also fails.

RESOLVING OTHER ATTACKS



1. HIT ROLLS

The controlling player then makes three **hit rolls** for the heavy bolter. The **BS** characteristic of the weapon is 4+. Two of the attacks hit the target.

2. WOUND ROLLS

The controlling player makes two **wound rolls**. The weapon has an **S** characteristic of 5, so rolls of 3+ are required to wound. Both attacks wound the target.

3. SAVE ROLLS

The target unit's controlling player makes two **save rolls**.

4. INFLECT DAMAGE

- The lowest result, when modified by the attacking weapon's **AP** characteristic of -1, is less than the target's **Sv** characteristic of 3+, so that attack inflicts damage. This reduces the model to which that attack was allocated to 0 wounds, which **destroys** it.
- The other result is equal to the target's **InSv** characteristic of 5+; that attack fails.

ATTACKING ATTACHED UNITS



1. SELECT WEAPONS

The **RED** unit is attacking. The following weapons are selected to make attacks with:

- 7 boltguns (**B**)
- 1 plasma pistol (**PP**)
- 2 heavy bolters (**HB**)

2. SELECT TARGETS

The **BLUE** unit is selected as the target. It is an **attached unit** (19) formed from a Seraphim unit and Saint Celestine (with her two Geminae Superia). The unit is **visible** to all models in the attacking unit, and all of the selected weapons are in range.

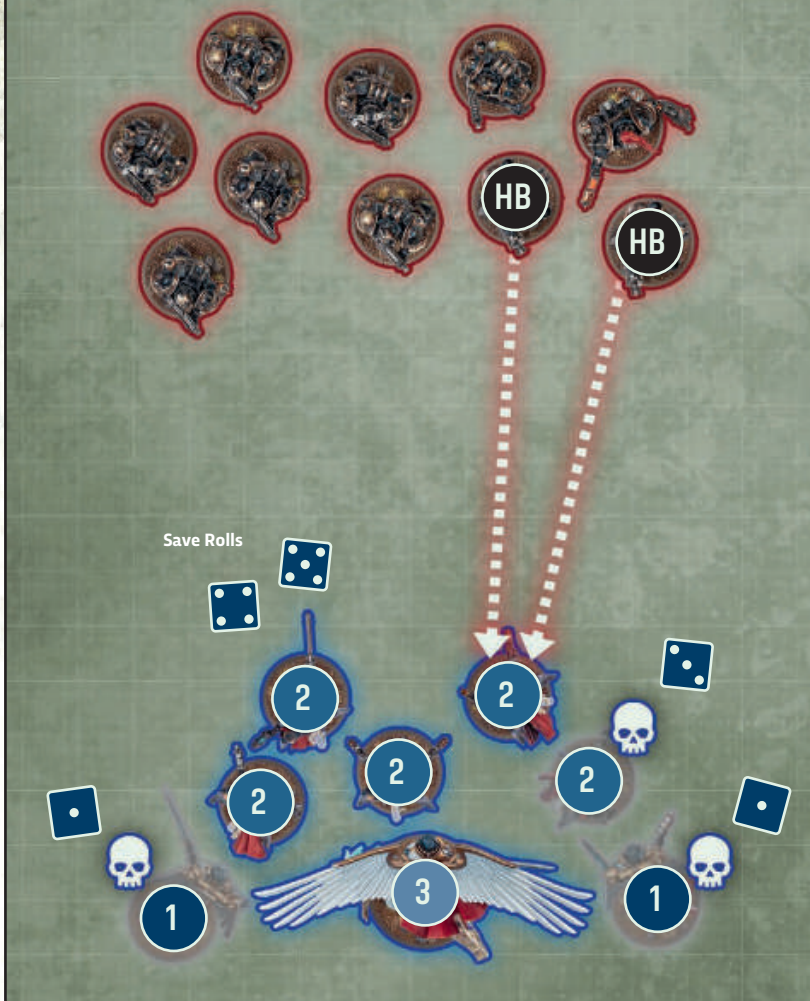
3. RESOLVE ATTACKS

There is only one enemy unit being targeted, so the controlling player now gathers **attack dice**. They decide to resolve the heavy bolter attacks first, which each have an **A** characteristic of 3, so six **attack dice** are gathered.

The **attack dice** for the remaining weapons will be gathered once the heavy bolter attacks are resolved (see opposite), as follows:

- 14 **attack dice** for the boltguns, which each have an **A** characteristic of 2.
- One **attack dice** for the plasma pistol, which has an **A** characteristic of 1.

ALLOCATION GROUPS



1. CREATE GROUPS AND DECLARE ORDER

The target unit's controlling player divides it into groups; one containing Saint Celestine, one containing the Geminae Superia, and one containing the Seraphim. They then declare the allocation order, choosing the Geminae Superia first (1), hoping their better **Sv** and **InSv** characteristics will weather the attacks. The Seraphim must be chosen second (2), as Saint Celestine is a **CHARACTER** model so must be last in the order (3).

2. RESOLVE ATTACK DICE

The heavy bolters' attacks wound the target five times, so the target unit's controlling player makes five **save rolls**.

The attacks are resolved one at a time, from lowest **save rolls** to highest:

- The two results of 1 are allocated first, to the current allocation group (the Geminae Superia). They both inflict damage, and both Geminae Superia are **destroyed**.
- The result of 3 is now allocated to the Seraphim, who have become the current allocation group. When modified by the attacking weapon's **AP** characteristic of -1, this also inflicts damage, **destroying** one Seraphim model.
- The remaining attacks fail, so no further damage is inflicted.

3. SELECT NEXT GROUP OF ATTACK DICE AND REPEAT



This section contains some additional rules concepts that are most frequently used while making attacks.

VISIBILITY 06.01

Line of sight is used to determine visibility between models. For an observing model to have **line of sight**, it must be possible to draw an imaginary straight line, 1 mm wide, from any part of that model to any part of the model being observed. This line is the **line of sight**. While doing so, other models in the observing model's unit and in the observed model's unit are ignored.

Other models and units can be either **visible** or **fully visible** to the observing model, as shown opposite. Note that terrain applies additional rules to visibility (13.07).

MORTAL WOUNDS 06.02

Some attacks or rules inflict **mortal wounds** on units. Each time a unit suffers one or more **mortal wounds**, its controlling player must resolve the following sequence for each of those **mortal wounds**, until either all of them have been inflicted or that unit is **destroyed**:

- 1. Select Model:** Select one model in that unit by following the first instruction below that applies:

→	If a non- CHARACTER model in that unit has lost one or more wounds, you must select that model.
→	Otherwise, if that unit contains one or more non- CHARACTER models, you must select one of those models.
→	Otherwise, if one or more CHARACTER models in that unit have lost one or more wounds, you must select one of those models.
→	Otherwise, you must select one CHARACTER model in that unit.

- 2. Resolve Damage:** The selected model loses 1 wound. If this reduces that model's remaining wounds to 0, it is **destroyed**.

MORTAL WOUNDS AND NORMAL DAMAGE

When resolving **attack dice**, if those attacks inflict a mixture of both **mortal wounds** and normal damage, resolve all of the normal damage first, then resolve all of the **mortal wounds**.

HAZARD ROLLS 06.03

To make a **hazard roll** for a unit, roll one D6: on a 1-2, that roll fails and that unit suffers 1 **mortal wound** (see above), or 3 **mortal wounds** instead if each model in that unit is a **MONSTER/VEHICLE** model. If more than one **hazard roll** is required for a unit, make all of those rolls simultaneously.

MODEL VISIBLE



MODEL FULLY VISIBLE



UNIT VISIBLE



UNIT FULLY VISIBLE





THE BATTLE ROUND



THE BATTLE ROUND

Games of Warhammer 40,000 are played in a series of battle rounds. This section describes the structure of the battle round, defining the order in which players take turns to move their units and make attacks with them.

Each battle round is resolved by following these steps:

1. **START OF BATTLE ROUND**
2. **PLAYER TURNS**
3. **END OF BATTLE ROUND**

1. START OF BATTLE ROUND 07.01

At the start of the battle round, players resolve rules that are triggered at the start of the battle round, before progressing to player turns.

2. PLAYER TURNS 07.02

Both players now take one turn each. The same player always takes the first turn in each battle round – the mission you are playing will tell you which player this is. Once that player's turn has ended, their opponent takes their turn.

Each turn consists of seven parts: first the Start of Turn step, then a series of five phases resolved in the order shown opposite, then the End of Turn step.

3. END OF BATTLE ROUND 07.03

Rules that are triggered at the end of the battle round are resolved now, in the following order:

1. First resolve rules triggered at this point other than mission rules.
2. Both players then consult their mission; if one or both players have achieved any aspects of their mission that are triggered at this point, resolve them now.

The battle round then ends and, unless the battle ends, the next battle round starts. The mission you are playing will tell you how many battle rounds to resolve before the battle ends.

07



1

START OF TURN STEP

Rules that are triggered at the start of a turn are resolved now.



2

COMMAND PHASE

You marshal strategic resources and check your units' morale.



3

MOVEMENT PHASE

Your units move across the battlefield and strategic reserves arrive.



4

SHOOTING PHASE

Your units make attacks with their ranged weapons.



5

CHARGE PHASE

Your units make charge moves to engage the enemy.



6

FIGHT PHASE

Both players' units make attacks with their melee weapons.



7

END OF TURN STEP

Rules that are triggered at the end of a turn are resolved now, in the following order:



1. First resolve rules triggered at this point other than mission rules.
2. Both players then consult their mission; if one or both players have achieved any aspects of their mission that are triggered at this point, resolve them now.

COMMAND PHASE

In the Command phase, both players gain Core CP, then you check the combat readiness of your forces and use any strategic-level abilities you may have.

The Command phase is resolved by following these steps:

1. START OF COMMAND PHASE
2. GAIN CORE CP
3. BATTLE-SHOCK
4. COMMAND ABILITIES
5. END OF COMMAND PHASE

COMMAND POINTS

Command Points are a valuable resource you can spend to use stratagems (15). The Gain Core CP step ensures that both players gain 1CP each turn. While these are termed Core CP here, they are Command Points like any other. Other rules sometimes mention 'Core CP' when referring to these Command Points.

1. START OF COMMAND PHASE 08.01

Rules that are triggered at the start of the Command phase are resolved now.

2. GAIN CORE CP 08.02

Both players gain 1 Command Point (CP).

3. BATTLE-SHOCK 08.03

The active player must now make one **battle-shock roll** (01.07) for each unit in their army that fulfils one or both of the following conditions:

- That unit is currently **battle-shocked**.
- That unit is at, or below, **half-strength**.

If a unit was **battle-shocked** at the start of this step and its **battle-shock roll** during this step succeeds, it is no longer **battle-shocked**.

4. COMMAND ABILITIES 08.04

Rules that are triggered in the Command phase (excluding those that are triggered at the start or end of this phase, when gaining Core CP, or by **battle-shock rolls**) are resolved now.

5. END OF COMMAND PHASE 08.05

Rules that are triggered at the end of the Command phase are resolved now, in the following order:

1. First resolve rules triggered at this point other than mission rules.
2. Both players then consult their mission; if one or both players have achieved any aspects of their mission that are triggered at this point, resolve them now.



BATTLE-SHOCK EXAMPLES



This unit has a **starting strength** of 3 so is not at or below **half-strength**, but it is currently **battle-shocked**, so a **battle-shock roll** must be made for it. If that roll succeeds, the unit will no longer be **battle-shocked**.



This unit has a **starting strength** of 10. It has five models remaining, so it is **at half-strength** and a **battle-shock roll** must be made for it.



This unit has a **starting strength** of 5. It has two models remaining, so it is **below half-strength** and a **battle-shock roll** must be made for it.



This **VEHICLE** has a **starting strength** of 1 and a **W** characteristic of 11. It has 3 wounds remaining, so it is **below half-strength** and a **battle-shock roll** must be made for it.

SEE ALSO

BATTLE-SHOCK

- Battle-shock Rolls 01.07
- [Modified Characteristics](#)
- [Multiple Battle-shock Rolls](#)
- [Not on the Battlefield](#)
- [Starting Strength and Half-strength](#)



MOVEMENT PHASE

In the Movement phase, you will be able to move each of your units across the battlefield. Reinforcements can also arrive in this phase to bolster your forces.

The Movement phase is resolved by following these steps:

1. START OF MOVEMENT PHASE
2. MOVE UNITS
3. END OF MOVEMENT PHASE

SELECTING UNITS TO MOVE

When the Move Units step ends, the active player must have selected all of their units to make a move with, including those in **strategic reserves**. This means that before the phase ends, every unit in their army will have been selected to make a move, even if it is to **remain stationary**.



Move types are marked with this icon.

1. START OF MOVEMENT PHASE 09.01

Rules that are triggered at the start of the Movement phase are resolved now.

2. MOVE UNITS 09.02

The active player moves their units one at a time, using the sequence below, until all of their units have been **selected to move** and those moves have ended.

1. **Select Unit:** Select one friendly unit that has not been **selected to move** this phase. You can select a unit on the battlefield, in **strategic reserves**, or embarked within a **TRANSPORT**. That unit is **selected to move**.
2. **Select Move Type:** Select one **move type** that unit is eligible to make, and resolve it with that unit. This can be one listed below, or one presented elsewhere:
 - **Remain stationary** (see opposite)
 - **Normal move** (see opposite)
 - **Advance move** (see opposite)
 - **Fall-back move** (see opposite)
 - **Disembark move** (18.04)
 - **Ingress move** (20.04)

3. END OF MOVEMENT PHASE 09.03

Rules that are triggered at the end of the Movement phase are resolved now.

09



REMAIN STATIONARY 09.04

MAXIMUM DISTANCE: '—'

ELIGIBLE IF: Any unit.

EFFECT: No models are moved (either in straight lines or rotated). Units that **remain stationary** do not trigger any rules that are triggered when a unit starts or ends a move.



NORMAL MOVE 09.05

MAXIMUM DISTANCE: Your unit's **M** characteristic.

ELIGIBLE IF: Your unit is on the battlefield and **unengaged**.

EFFECT: Your unit moves as described in Moving (03).

AFTER MOVING: Your unit must be **unengaged**.



ADVANCE MOVE 09.06

MAXIMUM DISTANCE: Advance roll + your unit's **M** characteristic.

ELIGIBLE IF: Your unit is on the battlefield and **unengaged**.

EFFECT: Your unit moves as described in Moving (03).

BEFORE MOVING: Make an **advance roll** by rolling one D6.

AFTER MOVING:

- Your unit must be **unengaged**.
- Until the end of the turn, unless otherwise stated, your unit is not eligible to declare a charge or start an action.



FALL-BACK MOVE 09.07

MAXIMUM DISTANCE: Your unit's **M** characteristic.

ELIGIBLE IF: Your unit is **engaged**.

EFFECT: Your unit moves as described in Moving (03).

BEFORE MOVING: Select **fall-back mode**:

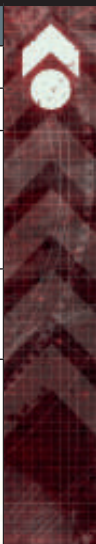
- **Ordered Retreat:** If your unit is not **battle-shocked**, you can select this mode.
- **Desperate Escape:** Otherwise, you must select this mode. Make a **hazard roll** for each model in your unit (06.03).

WHILE MOVING:

- **Desperate Escape:** Each model that is moved can be moved through enemy models.

AFTER MOVING:

- Your unit must be **unengaged**.
- Until the end of the turn, unless otherwise stated, your unit is not eligible to shoot, declare a charge or start an action.
- **Desperate Escape:** If your unit is not **battle-shocked**, you must make a **battle-shock roll** for your unit (01.07).



SEE ALSO

MOVE UNITS

- Actions 16.00
- Aircraft 23.00
- **Different Move Characteristics**
- Flying Models 21.03
- **Modifying Dice Rolls**
- Monsters and Vehicles 17.00
- Strategic Reserves 20.00
- Transports 18.00

SELECTING MODES

Some rules instruct you to select a mode, such as **fall-back moves** (see left). Modes are mutually exclusive, and you must assess each one in the order presented. When making a move, if your unit does not meet the conditions of any of the modes, it cannot make that move.

Sometimes a mode will be mandatory if applicable (e.g. **consolidation modes**, 12.08), but in the case of **fall-back moves**, **ordered retreat** is not mandatory, so you could select **desperate escape** instead.

Many **move types** state conditions you must meet while/after moving. Those that are labelled with a mode name only apply if you selected that mode; those not labelled with a mode name always apply.

SHOOTING PHASE

In the Shooting phase, your units will take aim and use their ranged weapons to fire at their chosen targets.

The Shooting phase is resolved by following these steps:

1. START OF SHOOTING PHASE
2. SHOOT
3. END OF SHOOTING PHASE

1. START OF SHOOTING PHASE ^{10.01}

Rules that are triggered at the start of the Shooting phase are resolved now.

2. SHOOT ^{10.02}

The active player shoots with their eligible units one at a time, using the sequence below, until all the units they choose to shoot with have been **selected to shoot** and their attacks have been resolved.

A unit is **eligible to shoot** if it is on the battlefield and has not already been **selected to shoot** this phase.



Shooting types are marked with this icon.

1. **Select Unit:** Select one friendly unit that is **eligible to shoot**; that unit is **selected to shoot**.
2. **Select Shooting Type:** Select one **shooting type** that unit is eligible to make, and resolve it with that unit. This can be one listed below, or one presented elsewhere:
 - **Normal shooting** (see below)
 - **Assault shooting** (see opposite)
 - **Close-quarters shooting** (see opposite)
 - **Indirect shooting** (see opposite)

3. END OF SHOOTING PHASE ^{10.03}

Rules that are triggered at the end of the Shooting phase are resolved now.

NORMAL SHOOTING ^{10.04}

ELIGIBLE IF: Your unit is **unengaged** and did not make an **advance move** this turn.

EFFECT: Your unit shoots as described in Making Attacks (04).

AFTER SHOOTING: Until the end of the phase, your unit is not **eligible to start an action**.



10



ASSAULT SHOOTING 10.05

ELIGIBLE IF: All of the following apply to your unit:

- **Unengaged** and made an **advance move** this turn.
- Has one or more **[ASSAULT]** weapons.

EFFECT: Your unit shoots as described in Making Attacks (04).

WHILE SHOOTING: You can only select **[ASSAULT]** weapons to make attacks with.

AFTER SHOOTING: Until the end of the phase, your unit is not eligible to start an action.



CLOSE-QUARTERS SHOOTING 10.06

ELIGIBLE IF: All of the following apply to your unit:

- **Engaged** and did not make an **advance move** this turn.
- Has one or more **[CLOSE-QUARTERS]** weapons or is a **MONSTER/VEHICLE** unit.

EFFECT: Your unit shoots as described in Making Attacks (04).

WHILE SHOOTING: Models in your unit can target enemy units your unit is **engaged** with.

- **MONSTER/VEHICLE Models:** Each time a **MONSTER/VEHICLE** model in your unit makes an attack:
 - Unless that attack is made with a **[CLOSE-QUARTERS]** weapon and targets a unit your unit is **engaged** with, subtract 1 from the **hit roll**.
 - If that attack is made with a **[BLAST]** weapon, it still cannot target a unit your unit is **engaged** with.
- **Non-MONSTER/Non-VEHICLE Models:** You can only select **[CLOSE-QUARTERS]** weapons to make attacks with and you can only select enemy units that are **engaged** with your unit as targets.

AFTER SHOOTING: Until the end of the phase, your unit is not eligible to start an action.



INDIRECT SHOOTING 10.07

ELIGIBLE IF: All of the following apply to your unit:

- **Unengaged** and did not make an **advance move** this turn.
- Has one or more **[INDIRECT FIRE]** weapons.

EFFECT: Your unit shoots as described in Making Attacks (04).

WHILE SHOOTING:

- **[INDIRECT FIRE]** weapons in your unit can target units that are not **visible** to the attacking model.
- Each time an **[INDIRECT FIRE]** weapon makes an attack:
 - The target has the **benefit of cover** against that attack (13.08).
 - You cannot re-roll **hit rolls**.
 - An unmodified **hit roll** of 1-5 fails, unless your unit **remained stationary** this turn and the target is **visible** to one or more friendly units, in which case an unmodified **hit roll** of 1-3 fails instead.

AFTER SHOOTING: Until the end of the phase, your unit is not eligible to start an action.



SEE ALSO

SHOOT

- Actions 16.00
- Shooting at Engaged Monsters and Vehicles 17.03
- Terrain and Visibility 13.07

INDIRECT FIRE

When you select **indirect shooting** for a unit, its **[INDIRECT FIRE]** weapons can launch punishing barrages on targets that are not **visible**, but don't forget that its other weapons can still target other **visible** targets.

CHARGE PHASE

In the Charge phase, you will be able to make charge moves with your units. This represents your forces closing the distance with their foes in order to engage them in bloody close combat.

FAILED CHARGES

Note that, in the absence of modifiers to the **charge roll**, a result of 2 (a double 1) is never sufficient for a unit to complete a **charge move**, as a unit cannot be within **engagement range** (2") when it attempts a **charge**. Such a roll would therefore result in a failed **charge**, and the unit would not move.



11

The Charge phase is resolved by following these steps:

1. START OF CHARGE PHASE
2. CHARGE
3. END OF CHARGE PHASE

1. START OF CHARGE PHASE ^{11.01}

Rules that are triggered at the start of the Charge phase are resolved now.

2. CHARGE ^{11.02}

The active player resolves **charges** with their eligible units one at a time, using the sequence below, until all of their units they choose to **charge** with have **declared a charge** and those **charges** have been resolved.

1. **Declare Charge:** Select one friendly unit that has not **declared a charge** this phase and is **eligible to declare a charge** (see below). That unit **declares a charge**.

A unit is **eligible to declare a charge** if it is on the battlefield, unless otherwise stated. Here are some rules that prevent a unit from being **eligible to declare a charge**:

- It is not within 12" of one or more enemy units.
- It is **engaged**.
- It made an **advance** or **fall-back move** this turn.

2. **Make Charge Roll:** Make a **charge roll** by rolling 2D6: the result is the **maximum distance** for the **charge move**.
3. **Attempt Charge:** If it is possible to make a **charge move**, and if you still want to, make a **charge move** with that unit (see opposite). Otherwise, your unit does not make a **charge move**. In either case, the **charge** is then resolved.

3. END OF CHARGE PHASE ^{11.03}

Rules that are triggered at the end of the Charge phase are resolved now.

CHARGE MOVE 11.04

MAXIMUM DISTANCE: Charge roll.

ELIGIBLE IF: Your unit **declared a charge** this phase.

EFFECT: Your unit moves as described in Moving (03).

BEFORE MOVING: Select one or more enemy units that are within 12" of your unit and within the **maximum distance** of your unit; until the end of this move, each of those enemy units is a **charge target**.

WHILE MOVING:

- Each model must end its move closer to one or more **charge targets**.
- Each model that can end its move within 1" of one or more **charge targets** must do so.
- Each model that can end its move **engaged** with one or more **charge targets** must do so.

AFTER MOVING:

- Your unit must be **engaged** with **all** of the **charge targets**.
- Your unit cannot be **engaged** with one or more enemy units that are not **charge targets**.
- Until the end of the turn, each model in your unit has the **Fights First** ability (24.13).

SEE ALSO

DECLARE CHARGE

- Target No Longer Eligible or Viable

MAKING A CHARGE MOVE

A

The **BLUE** unit declares a charge and the charge roll generates a **maximum distance** of 7". Unit **A** is within this distance, so can be selected as a **charge target**, but the **BLUE** unit would not be able to end its **charge move engaged** with this unit after moving around the intervening terrain features.

B

This unit is more than 7" from the charging unit, so it cannot be selected as a **charge target**, even though the charging unit could end its **charge move** within 2" of this unit.

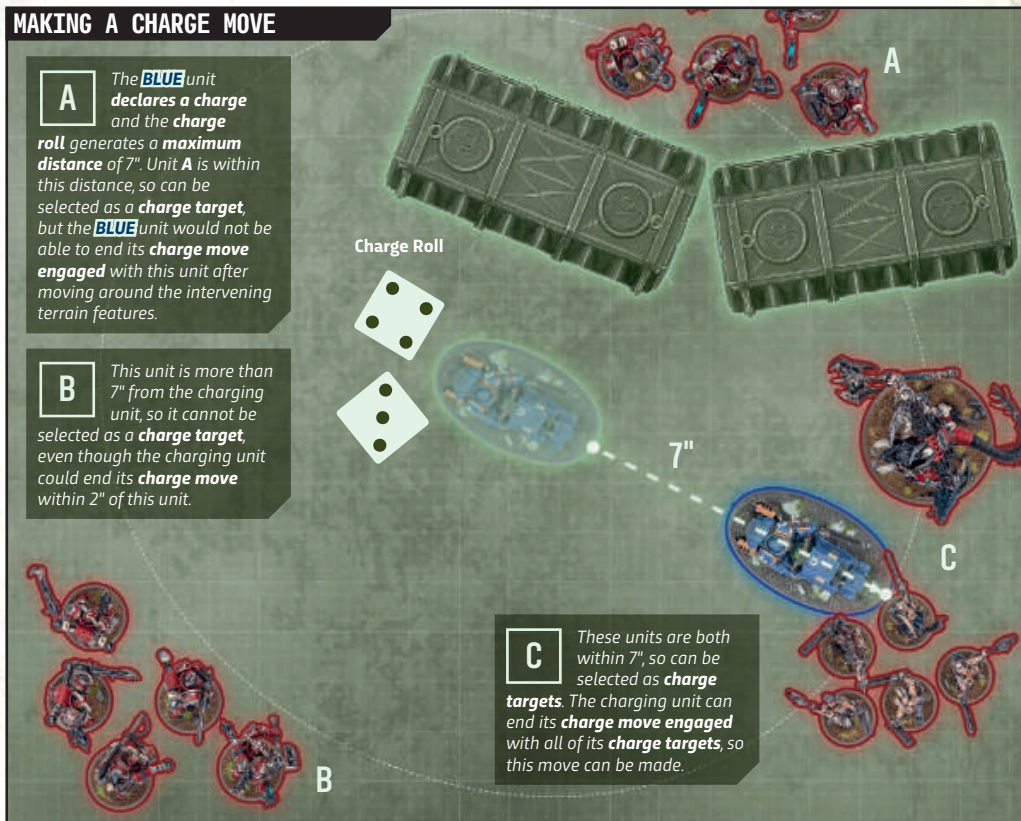
Charge Roll



7"

C

These units are both within 7", so can be selected as **charge targets**. The charging unit can end its **charge move engaged** with all of its **charge targets**, so this move can be made.



FIGHT PHASE

In the Fight phase, both players get to act. First, units will pile in to maximise the number of models that are engaged, then all the combatants will make melee attacks, before units consolidate their position.

The Fight phase is resolved by following these steps:

1. START OF FIGHT PHASE
2. PILE IN
3. FIGHT
4. CONSOLIDATE
5. END OF FIGHT PHASE

DO UNITS HAVE TO FIGHT?

Yes, you have to fight with all units that can, but you don't have to pile in or consolidate with a unit if you don't want to.

1. START OF FIGHT PHASE 12.01

Rules that are triggered at the start of the Fight phase are resolved now.

2. PILE IN 12.02

Both players make **pile-in moves** (see below) with all of their eligible units they choose to move. The 'Eligible If' section describes which units are eligible to make such moves. The player whose turn it is resolves all of their moves first, followed by their opponent. Each unit cannot make more than one **pile-in move** during this step.

PILE-IN MOVE 12.03

MAXIMUM DISTANCE: 3"

ELIGIBLE IF: It is the Fight phase and one or more of the following apply to your unit:

- It is **engaged**.
- It made a **charge move** this turn.
- It was selected to make an **overrun fight** this phase (12.06).

EFFECT: Your unit moves as described in Moving (03).

BEFORE MOVING: Select **pile-in targets**:

- If your unit is **engaged**, select every enemy unit it is **engaged** with.
- Otherwise, select one or more enemy units within 5" of your unit.

WHILE MOVING:

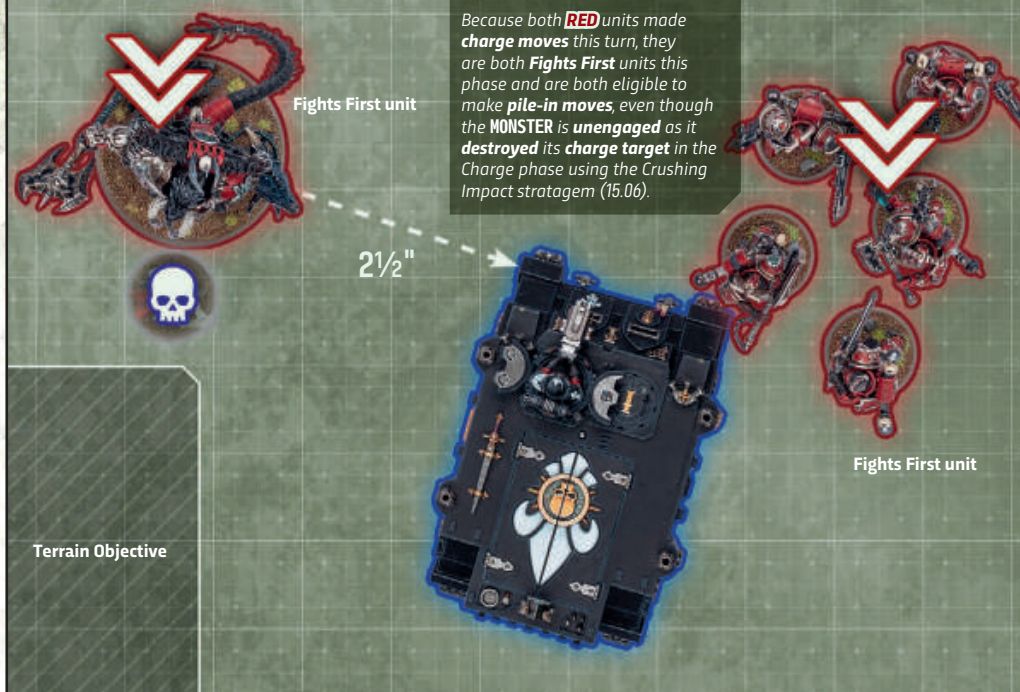
- Models in base-contact with one or more enemy models cannot be moved.
- Each model that is moved must end its move closer to the closest **pile-in target**, and **engaged** with it if possible.

AFTER MOVING:

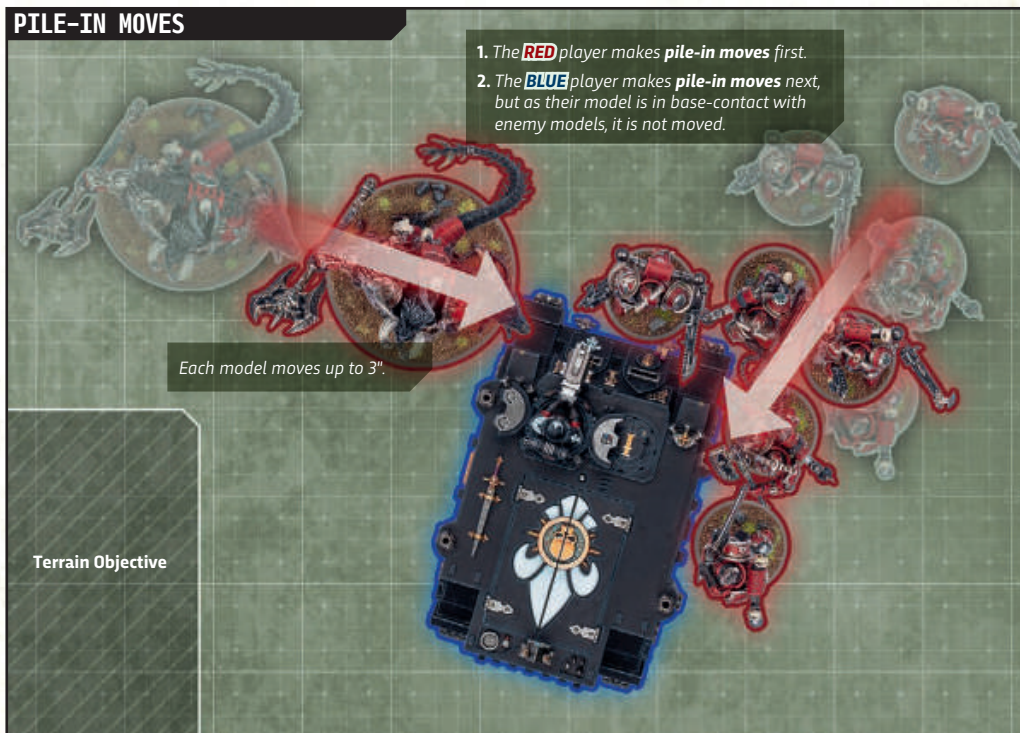
- Your unit must be **engaged**.
- Each model that started this move **engaged** with an enemy unit must still be **engaged** with that enemy unit.

12 

START OF FIGHT PHASE



PILE-IN MOVES



FIGHT PHASE



Fight types are marked with this icon.

OVERRUN FIGHTS
When a unit makes an **overrun fight**, its models can be moved such that enemy units that were **unengaged** become **engaged**. Such enemy units become **eligible to fight** this phase (and may even be able to fight next if they are **Fights First** units).

12

3. FIGHT ^{12.04}

A unit is **eligible to fight** if it has not already been **selected to fight** this phase and one or more of the following apply to it:

- It is **engaged**, or it was **engaged** at the start of this step.
- It made a **charge move** this turn.

Players resolve the following sequence until all eligible units have been **selected to fight** and their attacks have been resolved:

- 1. Resolve Fights First Combats:** Starting with the player whose turn it is, players alternate selecting one friendly **Fights First** unit that is **eligible to fight**; that unit is **selected to fight** (see below). If this is not possible:
 - If there are no **Fights First** units that are **eligible to fight**, move to the Resolve Remaining Combats step where this player will select their next unit.
 - Otherwise, the other player selects their next unit.
- 2. Resolve Remaining Combats:** Starting with the player who just moved this sequence onto this step, players alternate selecting one friendly unit that is **eligible to fight**; that unit is **selected to fight**. If this is not possible:
 - If there are no units that are **eligible to fight**, the Fight step ends.
 - Otherwise, the other player selects their next unit.

After resolving a fight in the Resolve Remaining Combats step, if there are one or more **Fights First** units that are now **eligible to fight**, return to the Resolve Fights First Combats step.

WHEN A UNIT IS SELECTED TO FIGHT

Each time a unit is **selected to fight**, select one **fight type** that unit is eligible to make, and resolve it with that unit. This can be one listed below, or one presented elsewhere:

NORMAL FIGHT ^{12.05}

ELIGIBLE IF: Your unit is **engaged**.

EFFECT: Your unit fights as described in Making Attacks (04).



OVERRUN FIGHT ^{12.06}

ELIGIBLE IF: Your unit is **unengaged**, or was **unengaged** at the start of the Fight step but became **engaged** during the Fight phase.

EFFECT: Your unit can make one additional **pile-in move**, then fights as described in Making Attacks (04).



NORMAL FIGHT

Players alternate selecting units to fight.
Fights First units must be selected before any other eligible units.

1. The **RED** player selects their **MONSTER** to fight. It makes a **normal fight**, **destroying** the **TRANSPORT**.

Terrain Objective

Fights First unit

Fights First unit

2. The embarked unit makes an **emergency disembark move**. After doing so, it is **unengaged**.

OVERRUN FIGHT

3. The **BLUE** player has no **Fights First** units, so the **RED** player selects their next unit.

4. The **RED** player selects another **Fights First** unit. This unit is **unengaged**, but was **engaged** with the **TRANSPORT** at the start of the Fight step, so can make an **overrun fight**. It first makes a **pile-in move** to **engage** the unit that disembarked, then fights, **destroying** two enemy models.

Terrain Objective

3"

5. The **BLUE** player's unit fights back, but inflicts no damage.



FIGHT PHASE

NEW FOES TO FACE

While using the **engaging consolidation** mode, your unit can end its **consolidation move** **engaged** with enemy units that have not yet fought this phase. If so, each of those enemy units will have an opportunity to fight your unit, so think carefully about how aggressively you want to move your unit using this mode.

4. CONSOLIDATE 12.07

Both players make **consolidation moves** (see below) with all of their eligible units they choose to move. The 'Eligible If' section describes which units are eligible to make such moves. The player whose turn it is resolves all of their moves first, followed by their opponent. Each unit cannot make more than one **consolidation move** during this step.

CONSOLIDATION MOVE 12.08

MAXIMUM DISTANCE: 3"

ELIGIBLE IF: It is the Fight phase and your unit was **eligible to fight** this phase.

EFFECT: Your unit moves as described in Moving (03).

BEFORE MOVING: Select **consolidation mode**:

- **Ongoing Consolidation:** If your unit is **engaged**, you must select this mode and select every enemy unit it is **engaged** with.
- **Engaging Consolidation:** Otherwise, if your unit is within 3" of one or more enemy units, you must select this mode and select one or more of those enemy units.
- **Objective Consolidation:** Otherwise, if your unit is within 3" of one or more **objectives**, you must select this mode and select one of those **objectives**.

WHILE MOVING:

- **Ongoing Consolidation:** Models in base-contact with one or more enemy models cannot be moved. Each model that is moved must end its move closer to the closest selected enemy unit, and **engaged** with it if possible.
- **Engaging Consolidation:** Each model that is moved must end its move closer to the closest selected enemy unit, and **engaged** with it if possible.
- **Objective Consolidation:** Each model that is moved must end its move within range of the selected **objective** if possible, or closer to it if not.

AFTER MOVING:

- **Ongoing Consolidation:** Each model that started this move **engaged** with an enemy unit must still be **engaged** with that enemy unit.
- **Engaging Consolidation:** Your unit must be **engaged** with all of the selected enemy units. If one or more enemy units **engaged** with your unit have not been **selected to fight** this phase, your opponent must select each of those units, one at a time; when each is selected, it becomes **eligible to fight** and is **selected to fight** (12.04).
- **Objective Consolidation:** Your unit must be within range of the selected **objective**.

5. END OF FIGHT PHASE 12.09

Rules that are triggered at the end of the Fight phase are resolved now.

ONGOING CONSOLIDATION

The **RED** player makes **consolidation moves** first. All **engaged** units and all units that were **eligible to fight** this phase can make a **consolidation move**.

Each model moves up to 3". Models in base-contact with enemy models cannot be moved.

Terrain Objective

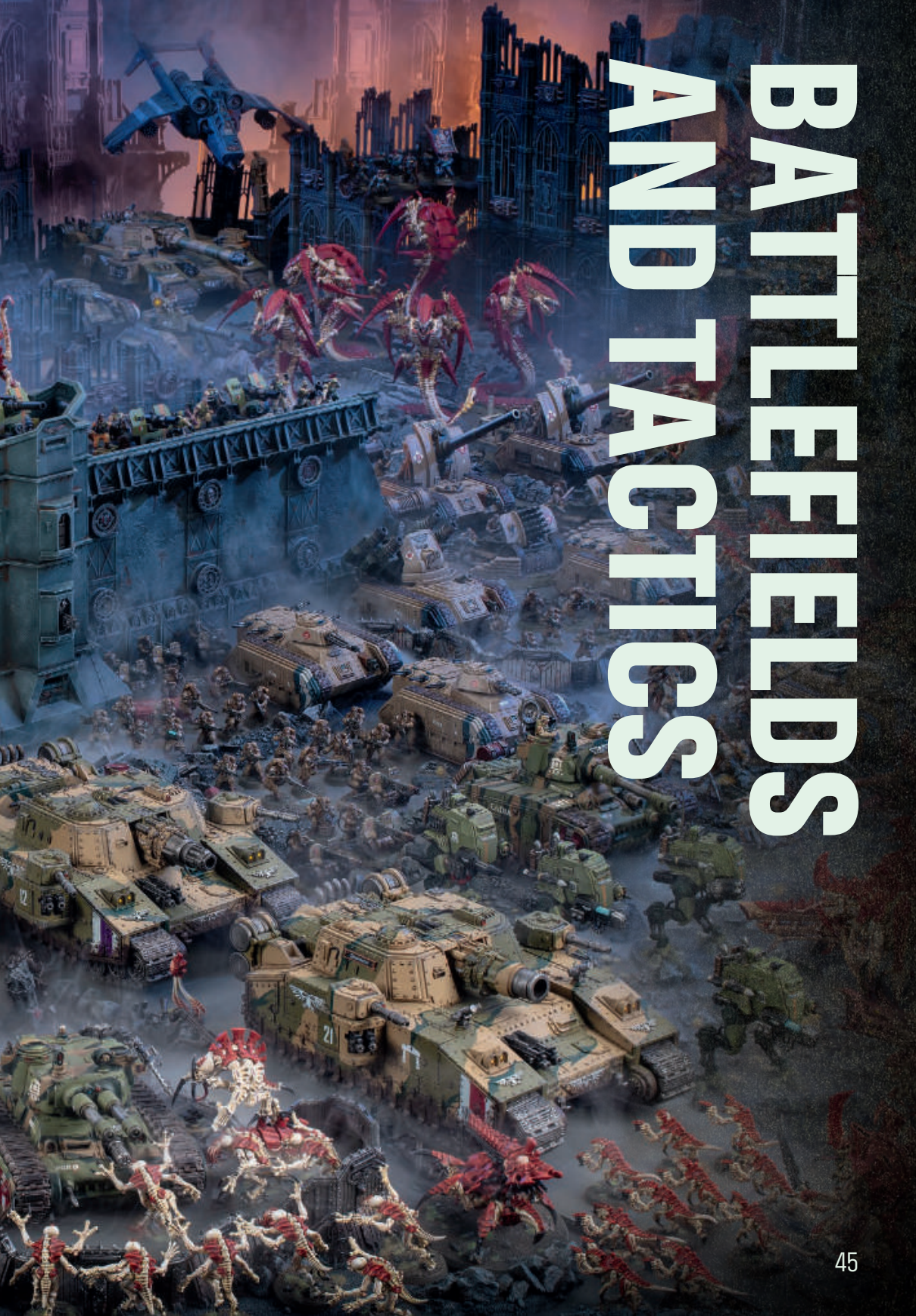
OBJECTIVE CONSOLIDATION

No enemy units are within 3" of this **MONSTER** unit, but an **objective** is within 3", so it moves within range of that **objective**.

Terrain Objective



BATTLEFIELDS AND TACTICS



This section provides rules for using terrain to transform your gaming table into an interactive, thematic battlefield. These rules help to bring your battlefield to life and introduce a vital tactical dimension to your games.

PLACING TERRAIN 13.01

Before the battle, place a selection of **terrain features** on the battlefield using one or more of the following methods:

- Place a well-defined boundary (such as a base or mat) in each location you want to furnish with terrain, then place one or more **terrain features** wholly within that boundary.
- Place one **terrain feature** directly on the battlefield.
- Place two or more **terrain features** directly on the battlefield in such a way that together they define the boundary of an area.

In each case, the area of the battlefield occupied by that boundary or **terrain feature** is known as a **terrain area**. A mission's deployment map may define the location and dimensions of each **terrain area**. Otherwise, players must agree on this before the battle.

CREATING YOUR OWN BATTLEFIELD

*Don't worry if your battlefield doesn't match a mission's **terrain category** requirements; just do the best with the **terrain features** you have. If a mission does not provide you with guidance, it will be up to the players to decide how to create their battlefield. When doing so, keep in mind that **dense terrain features** have the greatest impact on visibility and movement. Battlefields with too few **dense terrain features** can advantage armies that rely on shooting, or disadvantage armies that rely on melee. Also remember to leave sufficient room around **dense terrain features** for larger models such as **MONSTERS/VEHICLES** to manoeuvre, especially near the edges of the battlefield.*

TERRAIN CATEGORIES 13.02

Each **terrain feature** belongs to a **terrain category**, which can affect the movement and visibility of models. Below are some examples of which types of **terrain features** fall under each category.

EXPOSED 13.03

Exposed terrain offers only scant protection to the most desperate troops, and can be traversed without hindrance.

Examples: Craters, razorwire, scattered debris.

LIGHT 13.04

Light terrain can provide cover from incoming attacks, but will not slow an enemy's advance or offer lasting defence.

Examples: Barricades, low walls, statuary.

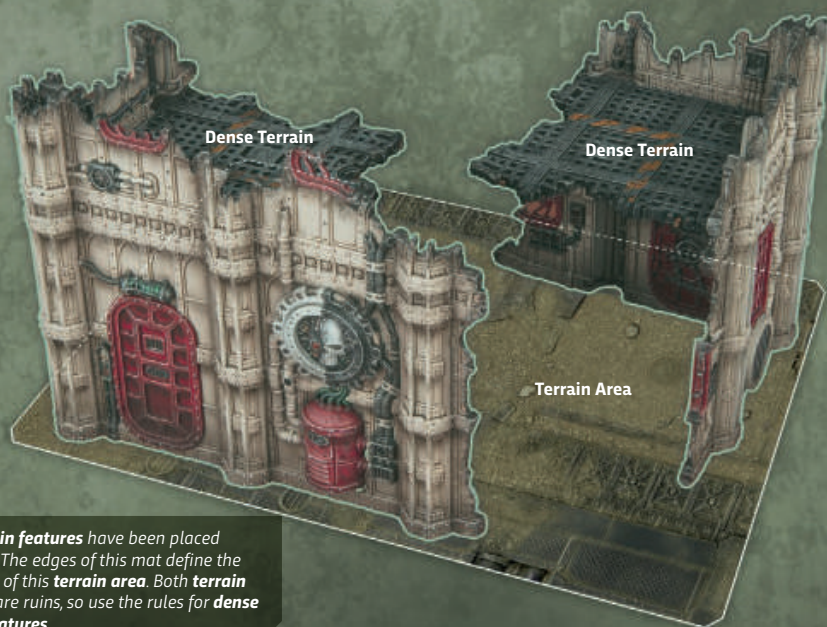
DENSE 13.05

Dense terrain is an obstacle to even the largest war machines, and can shelter entire squads from enemy sight.

Examples: Buildings, ruins, armoured containers, woods.

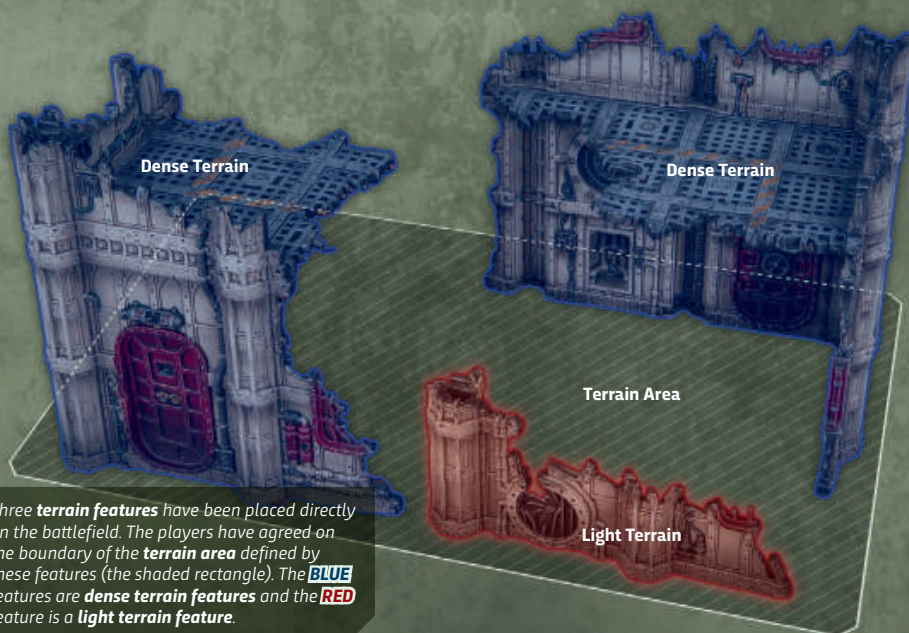
A mission's deployment map may define which **terrain categories** should be present within each **terrain area**. Meeting these requirements will create the best gaming experience. Note that **terrain features** sharing the same **terrain area** can belong to different **terrain categories**.

TERRAIN PLACED ON A MAT



Two **terrain features** have been placed on a mat. The edges of this mat define the boundary of this **terrain area**. Both **terrain features** are ruins, so use the rules for **dense terrain features**.

TERRAIN PLACED ON THE BATTLEFIELD



Three **terrain features** have been placed directly on the battlefield. The players have agreed on the boundary of the **terrain area** defined by these features (the shaded rectangle). The **BLUE** features are **dense terrain features** and the **RED** feature is a **light terrain feature**.



TERRAIN AND MOVEMENT ^{13.06}

Models can move through different categories of **terrain feature** as follows:

- **Exposed/Light:** All models can move horizontally and vertically through **exposed** and **light terrain features**.
- **Dense:**
 - **INFANTRY/BEASTS/SWARM/MOBILE** models can move horizontally through **dense terrain features**.
 - **INFANTRY/BEASTS/SWARM** models can move vertically through **dense terrain features**.
 - Other models can move horizontally through **dense terrain features** provided that all sections of that **terrain feature** that the moving model's base would move through are 2" or less in height. Otherwise, the moving model must move vertically to ascend or descend such sections. They cannot move through ceilings and floors while doing so, and they cannot end that move on any surface of that **terrain feature** that is not on ground level (see below).

PLUNGING FIRE

*As well as gaining superior lines of sight, models that ascend tall **terrain features** can benefit from the **Plunging Fire** rule (22.05).*

SOLID TERRAIN

*If a **terrain feature** has the **Solid** rule (13.11), as **dense terrain features** do, a model cannot end a move such that any part of it is through any enclosed part of that **terrain feature** that is 3" or less from ground level – not even through small openings such as doors and windows. This ensures that protruding elements of models cannot be used to circumvent the visibility restrictions of the **Solid** rule.*

MOVING VERTICALLY

Models can move vertically to ascend or descend **terrain features**. While doing so:

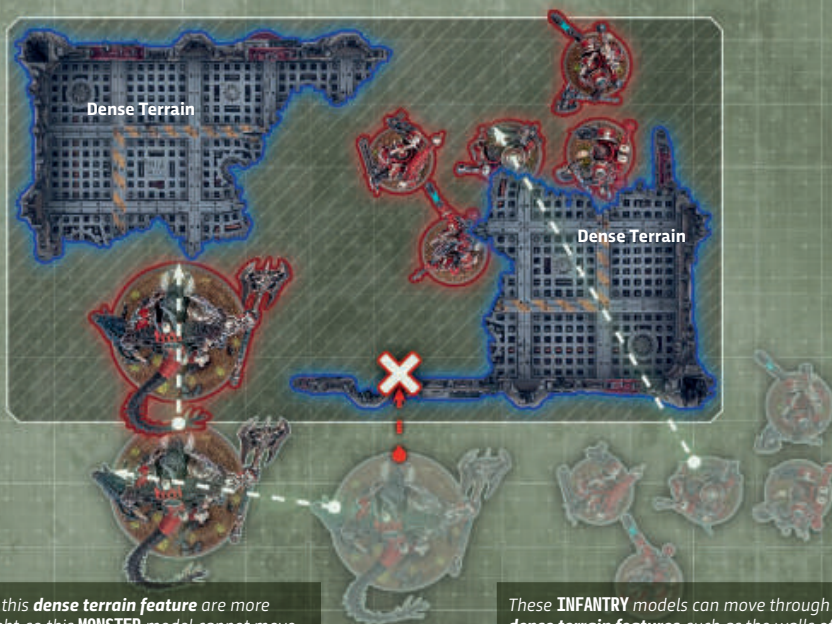
- That model must remain within $\frac{1}{2}$ " horizontally of that **terrain feature**.
- Add the distance moved vertically up, and the distance moved vertically down, to any other distance that model has moved since its unit began that move.

SETTING UP OR ENDING A MOVE

Models can be set up or end a move on the ground level of **terrain features**. Models can also be set up or end a move on any surface of a **terrain feature** that is not on ground level, if all of the following apply:

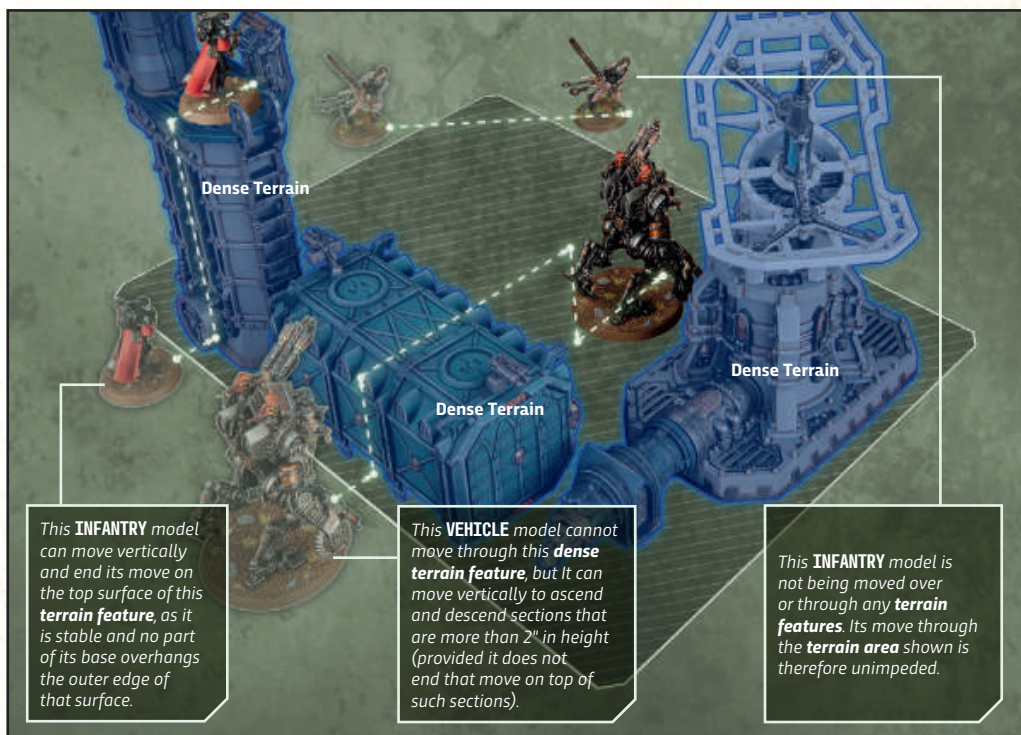
- That model has one or more of the following keywords: **INFANTRY/BEASTS/SWARM/FLY/MONSTER**.
- After ending that move, that model is stable and no part of its base overhangs the outer edge of that surface.

TERRAIN AND MOVEMENT



All sections of this **dense terrain feature** are more than 2" in height, so this **MONSTER** model cannot move through it and must move around it instead.

These **INFANTRY** models can move through **dense terrain features**, such as the walls of this ruin.



This **INFANTRY** model can move vertically and end its move on the top surface of this **terrain feature**, as it is stable and no part of its base overhangs the outer edge of that surface.

This **VEHICLE** model cannot move through this **dense terrain feature**, but it can move vertically to ascend and descend sections that are more than 2" in height (provided it does not end that move on top of such sections).

This **INFANTRY** model is not being moved over or through any **terrain features**. Its move through the **terrain area** shown is therefore unimpeded.



TERRAIN AND VISIBILITY 13.07

Terrain can affect visibility, depending on whether the **Benefit of Cover**, **Hidden**, **Obscuring** or **Solid** rules apply.

BENEFIT OF COVER 13.08

Each time a ranged attack targets a unit, if every model in that unit meets one or more of the following conditions, that unit has the **benefit of cover** against that attack:

- That model has the **INFANTRY/BEASTS/SWARM** keyword and is within a **terrain area**.
- That model is not **fully visible** to the attacking model due to one or more intervening **terrain features** and/or one or more intervening **obscuring terrain areas** (see below).

Each time a ranged attack targets a unit that has the **benefit of cover** against it, worsen the **BS** characteristic of that attack by 1.

HIDDEN 13.09

A model is **hidden** while all of the following apply to it:

- That model has the **INFANTRY/BEASTS/SWARM** keyword and is within a **terrain area** that contains one or more **dense terrain features**.
- That model's unit did not make one or more ranged attacks during this turn or during the previous turn.

While a model is **hidden**, it can only be **visible** to enemy models that are within its **detection range**. Unless otherwise stated, a model's **detection range** is 15".

OBSCURING 13.10

Terrain areas containing one or more **light** or **dense terrain features** are **obscuring terrain areas**. If every **line of sight** drawn between two models crosses one or more **obscuring terrain areas** (excluding **obscuring terrain areas** that one or both of those models are within), those two models are not **visible** to each other.

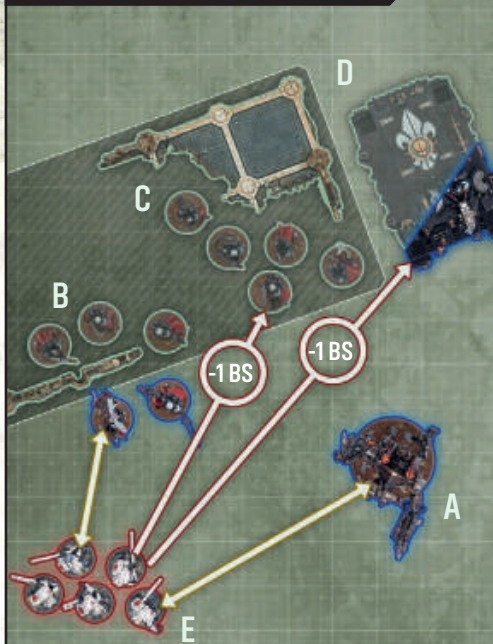
SOLID 13.11

Dense terrain features have the **Solid** rule. **Line of sight** cannot be drawn across any enclosed gap in the surface of such a **terrain feature** that is 3" or less from ground level.

Designer's Note: This rule ensures that models are not **visible** while sheltering in ground-level terrain, irrespective of small openings such as doors, windows or bullet holes, or because of small gaps between adjacent **terrain features**. 3" is the height of the first floor of many **terrain features**, but some missions may adjust the height at which this rule takes effect.



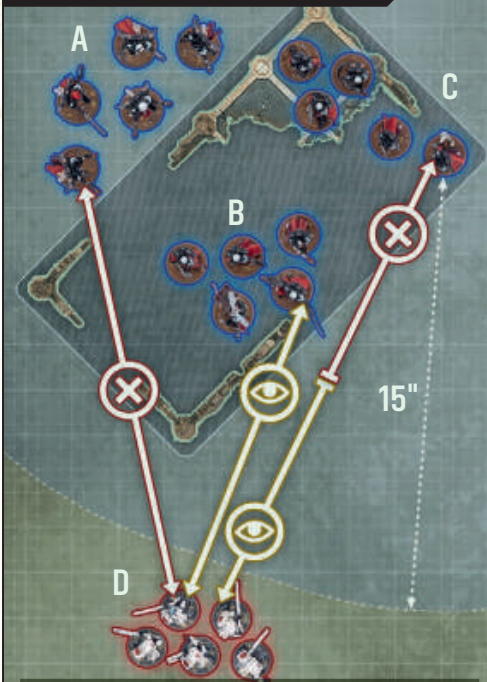
BENEFIT OF COVER



When Unit **E** makes ranged attacks:

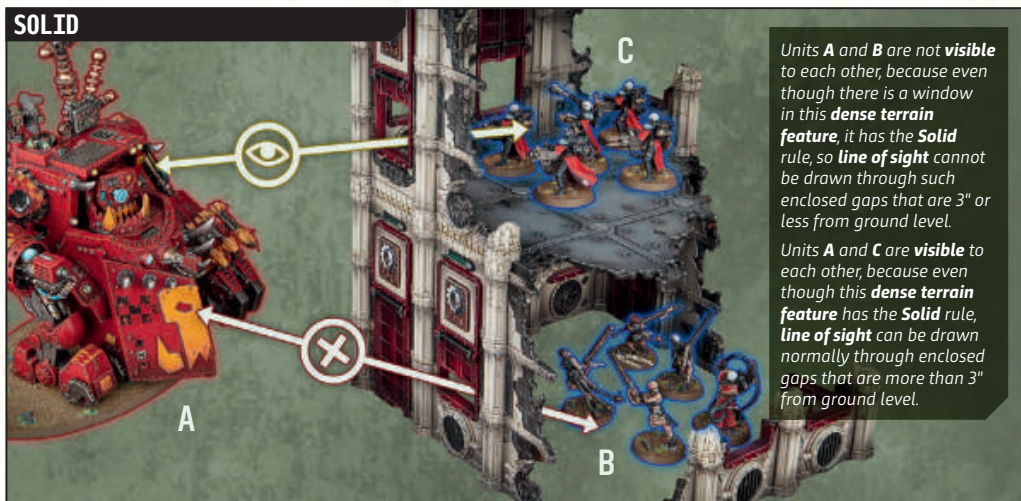
- Unit **A** is **fully visible** to every model in Unit **E**, so does not have the **benefit of cover**.
- Not all of the models in unit **B** are within a **terrain area**, so unit **B** does not have the **benefit of cover**.
- All of the models in unit **C** are within a **terrain area**, so unit **C** has the **benefit of cover**.
- Unit **D** is not **fully visible** to unit **E** due to an intervening **obscuring terrain area**, so unit **D** has the **benefit of cover**.

HIDDEN AND OBSCURING



- There is an **obscuring terrain area** between all models in units **A** and **D**, so none of them are **visible** to each other.
- All models in units **B** and **C** are within the **terrain area** and are **INFANTRY**, so are **hidden**. However, unit **D**'s models are within the 15" **detection range** of unit **B**'s models (but not unit **C**'s), so unit **B**'s models are **visible** to unit **D**'s. Unit **D**'s models are also **visible** to the models in units **B** and **C**, since they are not within a **terrain area**.

SOLID



Units **A** and **B** are not **visible** to each other, because even though there is a window in this **dense terrain feature**, it has the **Solid** rule, so **line of sight** cannot be drawn through such enclosed gaps that are 3" or less from ground level.

Units **A** and **C** are **visible** to each other, because even though this **dense terrain feature** has the **Solid** rule, **line of sight** can be drawn normally through enclosed gaps that are more than 3" from ground level.

OBJECTIVES

Objectives represent critical locations that both sides are attempting to secure, and many missions require your forces to take control of them to achieve victory. This section describes how to do so with your models.

HOLD AT ALL COSTS

*Some units have abilities that are triggered when they control an **objective**, or when they **secure** an **objective** for your army.*

TERRAIN OBJECTIVES 14.01

If a mission uses **objectives**, it will state where they are located on the battlefield. Typically, your mission will have a deployment map showing several points where **objectives** should be placed. The location of each point should coincide with a **terrain area** (13.01); that **terrain area** is the **objective**, and is called a **terrain objective**.

When measuring distances to and from an **objective**, measure to and from the closest part of it.

LEVEL OF CONTROL 14.02

At the start of the battle, no **objective** on the battlefield is controlled by either player. To gain control of an **objective**, a player will need one or more models with an **OC** characteristic of 1 or more within range of it. A model is within range of a **terrain objective** while it is within that **terrain area**.

At the end of each phase and turn, to determine a player's **level of control** over an **objective**, add together the **OC** characteristics of all the models in that player's army that are within range of that **objective**:

- The player who has the highest **level of control** over that **objective** controls that **objective**.
- If both players have the same **level of control** over that **objective**, unless that **objective** is **secured** (see below), that **objective** is not controlled by either player.

While one or more units from a player's army are within range of an **objective** that player controls, for each of those units that contains one or more models with an **OC** characteristic of 1 or more, that unit is said to be controlling that **objective**.

SECURED OBJECTIVES 14.03

Some rules allow an **objective** to be **secured** by a player's army. When an **objective** is **secured** by a player's army, that **objective** remains under their control – even once they no longer have any units within range of it – until their opponent's **level of control** over that **objective** is greater than theirs at the end of a phase.

CONTROLLING A TERRAIN OBJECTIVE

This **VEHICLE** has an **OC** characteristic of 3, and it is within the **terrain area**.

The models in this unit each have an **OC** characteristic of 1. Six of its models are within the **terrain area**.

This **VEHICLE** has an **OC** characteristic of 2, and it is wholly within the **terrain area**.

Both players add together the **OC** characteristics of all their models that are within the **terrain area**. The **BLUE** player's **level of control** is 5, and the **RED** player's **level of control** is 6. The **RED** player therefore controls the **objective**.

This unit is currently **battle-shocked**, so the **OC** characteristic of all of its models is '-1'.

SEE ALSO

- Objectives Not Within a Terrain Area

STRATAGEMS

Stratagems can be used by spending Command Points, to create epic moments of tactical brilliance or peerless martial might. They are used when a player deems that a critical point in the battle is reached, where extra combat prowess or fleeting but powerful effects are required to tip the balance in their favour.

USING STRATAGEMS 15.01

During the battle, both players can use **stratagems**. Each **stratagem** states:

- How many CP it costs to use.
- **WHEN:** When it can be used.
- **TARGET:** Which units it can target.
- **EFFECT:** What the effects of using that **stratagem** are.
- **RESTRICTIONS:** Any additional restrictions that apply.

Each player can use the same **stratagem** multiple times during the battle, but the following restrictions apply:

- Each player cannot use the same **stratagem** more than once in the same phase.
- Unless otherwise stated, each player cannot target the same unit with more than one **stratagem** in the same phase.

Each time you use a **stratagem**, resolve the following sequence:

1. Select targets as described in that **stratagem**.
2. Reduce your CP total by the CP cost listed in that **stratagem**.
If that **stratagem** contains a section that carries an additional CP cost (e.g. +1CP), you can only use that additional section if you increase the CP cost of that **stratagem** by the amount shown. If you do not have enough CP remaining, you cannot use that **stratagem**.
3. Resolve the effects of that **stratagem**.

CORE STRATAGEMS

All players can use **core stratagems** (see overleaf). Additional **stratagems** can be found in Codexes and other publications.

HEROIC INTERVENTION 15.11

CORE STRATAGEM

Voices raised in furious war cries, your warriors surge forth to meet the enemy's onslaught head-on.

WHEN: End of your opponent's Charge phase.

TARGET: One friendly **unengaged** unit within 12" of one or more enemy units. You can only select a **VEHICLE** unit if it is a **CHARACTER/WALKER** unit.

EFFECT: Resolve a **charge** with your unit (11.02). While doing so, before making the **charge roll**, you must select one of the following modes:

- **Leap to Defend:** When selecting **charge targets**, you can only select enemy units that made a **charge move** this phase and are within the **maximum distance**.

▪ **Into the Fray:**

- When making the **charge roll**, if the result is greater than 6 (after modifiers), change it to 6.

- When selecting **charge targets**, you can select any enemy units that are within 6" of your unit and within the **maximum distance**.

1CP

+1CP

SEE ALSO

USING STRATAGEMS

- ▶ [Modifying CP Cost](#)
- ▶ [Rules Sequencing](#)

Stratagems are presented as shown above. Some feature optional conditions that carry an additional CP cost. This can depend on the effect you select (like in the example above) or other variables such as the keywords of the unit being targeted.

STRATAGEMS KEY



Used in:
Either player's turn



Used in:
Your turn



Used in:
Opponent's turn



COMMAND RE-ROLL 15.02

1CP

CORE STRATAGEM

A great commander can bend even the vagaries of fate and fortune to their will, the better to ensure victory.

WHEN: Any phase, just after you make one of the following rolls for a friendly unit or model:

- **Advance roll**
- **Charge roll**
- **Damage roll**
- **Hazard roll**
- **Hit roll**
- **Save roll**
- **Wound roll**

▪ A roll to determine the number of attacks generated with a weapon.

TARGET: That unit or model.

EFFECT: You re-roll that roll. If you are rolling more than one dice together, select one of those dice to re-roll (excluding **charge rolls**, which you must re-roll in full).



EXPLOSIVES 15.05

1CP

CORE STRATAGEM

Priming grenades or other explosives, these warriors draw back and hurl death into the enemy's midst.

WHEN: Your Shooting phase.

TARGET: One friendly **unengaged EXPLOSIVES/GRENADES** unit that is **eligible to shoot** and did not make an **advance move** this turn.

EFFECT: Resolve the following sequence:

1. Select one **EXPLOSIVES/GRENADES** model in your unit.
2. Select one **unengaged** enemy unit within 8" of and **visible** to that model.
3. Roll six D6: for each 4+, that enemy unit suffers 1 **mortal wound** (06.02).



EPIC CHALLENGE 15.03

1CP

CORE STRATAGEM

The legends of the 41st millennium are replete with deadly duels between mighty champions.

WHEN: Fight phase, just after a friendly **CHARACTER** unit is **selected to fight**.

TARGET: That **CHARACTER** unit.

EFFECT: Select one **CHARACTER** model in your unit. Until the end of the phase, that model's melee weapons have the **[PRECISION]** ability.



INSANE BRAVERY 15.04

1CP

CORE STRATAGEM

Indifferent to their own survival, these warriors hold their ground against seemingly impossible odds.

WHEN: Battle-shock step of your Command phase, just before you make a **battle-shock roll** for a friendly unit.

TARGET: That unit.

EFFECT: That **battle-shock roll** is automatically successful.

RESTRICTIONS: You cannot use this **stratagem** more than once per battle.



CRUSHING IMPACT 15.06

1CP

CORE STRATAGEM

In extremis, armoured vehicles and rampaging monsters can use their sheer size as a weapon, ramming and crushing enemies beneath their colossal bulk, though doing so risks sustaining damage in return.

WHEN: Your Charge phase, just after a friendly **MONSTER/VEHICLE** unit ends a **charge move**.

TARGET: That **MONSTER/VEHICLE** unit.

EFFECT: Resolve the following sequence:

1. Select one enemy unit **engaged** with your unit.
2. Select one model in your unit **engaged** with that enemy unit.
3. Roll a number of D6 equal to the **T** characteristic of that model: for each 1, your unit suffers 1 **mortal wound**; for each 5+, that enemy unit suffers 1 **mortal wound** (to a maximum of 6 **mortal wounds** per unit).



RAPID INGRESS 15.07

1CP

CORE STRATAGEM

Be it cunning strategy, potent technology or supernatural ritual, there are many means by which a commander may hasten their warriors' onset.

WHEN: End of your opponent's Movement phase.

TARGET: One friendly unit that is in **strategic reserves** (excluding **AIRCRAFT**).

EFFECT: Your unit makes an **ingress move** (20.04).

RESTRICTIONS: You cannot use this **stratagem** during the first battle round.

SMOKESCREEN 15.10

1CP

CORE STRATAGEM

Even the most skilled marksmen struggle to hit targets veiled by billowing screens of smoke.

WHEN: Start of your opponent's Shooting phase.

TARGET: One friendly **SMOKE** unit.

EFFECT: Until the end of the phase, each time an attack targets either your **SMOKE** unit, or a unit that is not **fully visible** to the attacking model because of one or more models in your **SMOKE** unit, the target has the **benefit of cover** against that attack (13.08).

FIRE OVERWATCH 15.08

1CP

CORE STRATAGEM

A hail of fire can drive back advancing foes.

WHEN: End of your opponent's Movement phase.

TARGET: One friendly **unengaged** unit (excluding **TITANIC** units).

EFFECT: Your unit shoots using **snap shooting** (see below).

SNAP SHOOTING 15.09

ELIGIBLE IF: As stated in the rule allowing this shooting type.

EFFECT: Your unit shoots as described in Making Attacks (04).

WHILE SHOOTING:

- You can only target one **visible** enemy unit within 24" of your unit (and only if it is an eligible target).
- Each attack only hits on an unmodified **hit roll** of 6 (irrespective of the attacking weapon's **BS** characteristic or any modifiers).
- You cannot re-roll **hit rolls**.

AFTER SHOOTING: Until the end of the phase, your unit is not **eligible to start an action**.

HEROIC INTERVENTION 15.11

1CP

CORE STRATAGEM

Voices raised in furious war cries, your warriors surge forth to meet the enemy's onslaught head-on.

WHEN: End of your opponent's Charge phase.

TARGET: One friendly **unengaged** unit within 12" of one or more enemy units. You can only select a **VEHICLE** unit if it is a **CHARACTER/WALKER** unit.

EFFECT: **Resolve a charge** with your unit (11.02). While doing so, before making the **charge roll**, you must select one of the following modes:

- Leap to Defend:** When selecting **charge targets**, you can only select enemy units that made a **charge move** this phase and are within the **maximum distance**.
- Into the Fray:**
 - When making the **charge roll**, if the result is greater than 6 (after modifiers), change it to 6.
 - When selecting **charge targets**, you can select any enemy units that are within 6" of your unit and within the **maximum distance**.

+1CP

COUNTEROFFENSIVE 15.12

2CP

CORE STRATAGEM

In close-quarters combat, the slightest hesitation can leave an opening for a swift foe to exploit.

WHEN: Fight step of your opponent's Fight phase, just after an enemy unit has resolved its attacks.

TARGET: One friendly unit that is **eligible to fight**.

EFFECT: Until the end of the phase, your unit has the **Fights First** ability and it must be the next unit you **select to fight** (12.04).

ACTIONS

Actions represent vital battlefield tasks your forces must carry out, from searching for missing archeotech to completing a blasphemous ritual.

WHERE TO FIND ACTIONS

The **actions** players can use can be found in other publications such as mission packs. All players can use **core actions**, while other **actions** may have restrictions such as **army faction**.

PERFORMING ACTIONS 16.01

Some rules allow units to perform **actions**. Each **action** states:

- **STARTS:** When it is started.
- **UNITS:** Which friendly units can perform it.
- **USE LIMIT:** How many times friendly units can start it.
- **COMPLETES:** When it completes.
- **EFFECT:** What the effects of completing it are.
- Any additional restrictions that may apply.

STARTING AN ACTION

A unit is **eligible to start an action** unless one or more of the following apply to that unit:

- It is not on the battlefield.
- It is an **AIRCRAFT/FORTIFICATION** unit.
- It is **battle-shocked**.
- It has an **OC** characteristic of 0 or '-'.
▪ It is **engaged** (unless it is a **TITANIC** unit).
- It made an **advance** or **fall-back move** this turn.
- It started another **action** this turn.

If a unit starts an **action**, until the end of the turn:

- It is not **eligible to shoot** (excluding **TITANIC** units).
- It is not **eligible to declare a charge**.

COMPLETING AN ACTION

If a unit performing an **action** makes a move (excluding **pile-in** and **consolidation moves**) or leaves the battlefield, that unit does not complete that **action**. Otherwise, when an **action** is completed, its 'Effect' section is triggered.

Example **action**
for illustrative
purposes only.

DEPLOY DEVICE

EXAMPLE ACTION (CANNOT BE USED)

Though it won't turn the tide of battle, deployment of this device will be instrumental to the war effort.

STARTS: Your Shooting phase.

UNITS: One **INFANTRY** unit that is within a **terrain area** that is not within your deployment zone.

USE LIMIT: Once per turn.

COMPLETES: End of the turn.

EFFECT: Set up one marker within 1" of your unit and within that **terrain area**.







ADVANCED RULES



MONSTERS AND VEHICLES

ADVANCED

Due to their imposing bulk and implacable nature, Monsters and Vehicles function differently on the battlefield. This section details the additional rules required to use these units in your games.

MOVING MONSTERS AND VEHICLES ^{17.01}

Each time you make a **normal** or **advance move** with a unit, **MONSTER/VEHICLE** models in that unit can be moved through friendly and enemy models (excluding other **MONSTER/VEHICLE** models).

FRAME ^{17.02}

Some models do not have a base; many of these are **MONSTER/VEHICLE** models. Such models have the **FRAME** keyword, as do some other large models. Whenever a rule refers to a model's position in relation to anything else on the battlefield (e.g. when measuring distances), if that model has the **FRAME** keyword, unless otherwise stated, measure to and from the closest point on that model (so not necessarily from its base, if it has one).

When rotating a **FRAME** model as part of a move, if that model does not have a base, turn it any amount around its central axis, while keeping it upright.

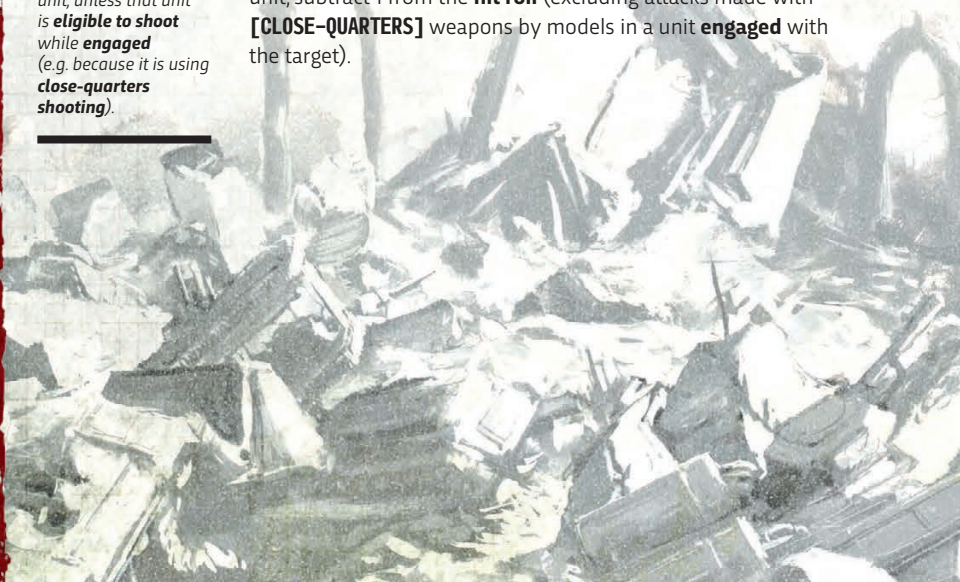
SHOOTING AT ENGAGED MONSTERS AND VEHICLES ^{17.03}

In your Shooting phase, enemy **MONSTER/VEHICLE** units that are **engaged** can be selected as targets of ranged attacks.

Each time a model makes a ranged attack that targets such a unit, subtract 1 from the **hit roll** (excluding attacks made with **[CLOSE-QUARTERS]** weapons by models in a unit **engaged** with the target).

SHOOTING WHILE ENGAGED WITH MONSTERS/VEHICLES

*A unit that is **engaged** with an enemy **MONSTER/VEHICLE** unit is still **not eligible to shoot**, and so cannot make ranged attacks against that **MONSTER/VEHICLE** unit, unless that unit is **eligible to shoot** while **engaged** (e.g. because it is using **close-quarters shooting**).*



ENGAGED MONSTERS/VEHICLES – SHOOTING



A

A

The **VEHICLE** can shoot at this **INFANTRY** unit using **close-quarters shooting**.

While resolving those attacks, subtract 1 from **hit rolls** (excluding attacks made with **[CLOSE-QUARTERS]** weapons).

This **INFANTRY** unit can shoot at the **VEHICLE** using **normal shooting**. While resolving those attacks, subtract 1 from **hit rolls**. As the **VEHICLE** is **engaged**, **[BLAST]** weapons cannot target it, but can target other **unengaged** units.

-1 TO HIT ROLL

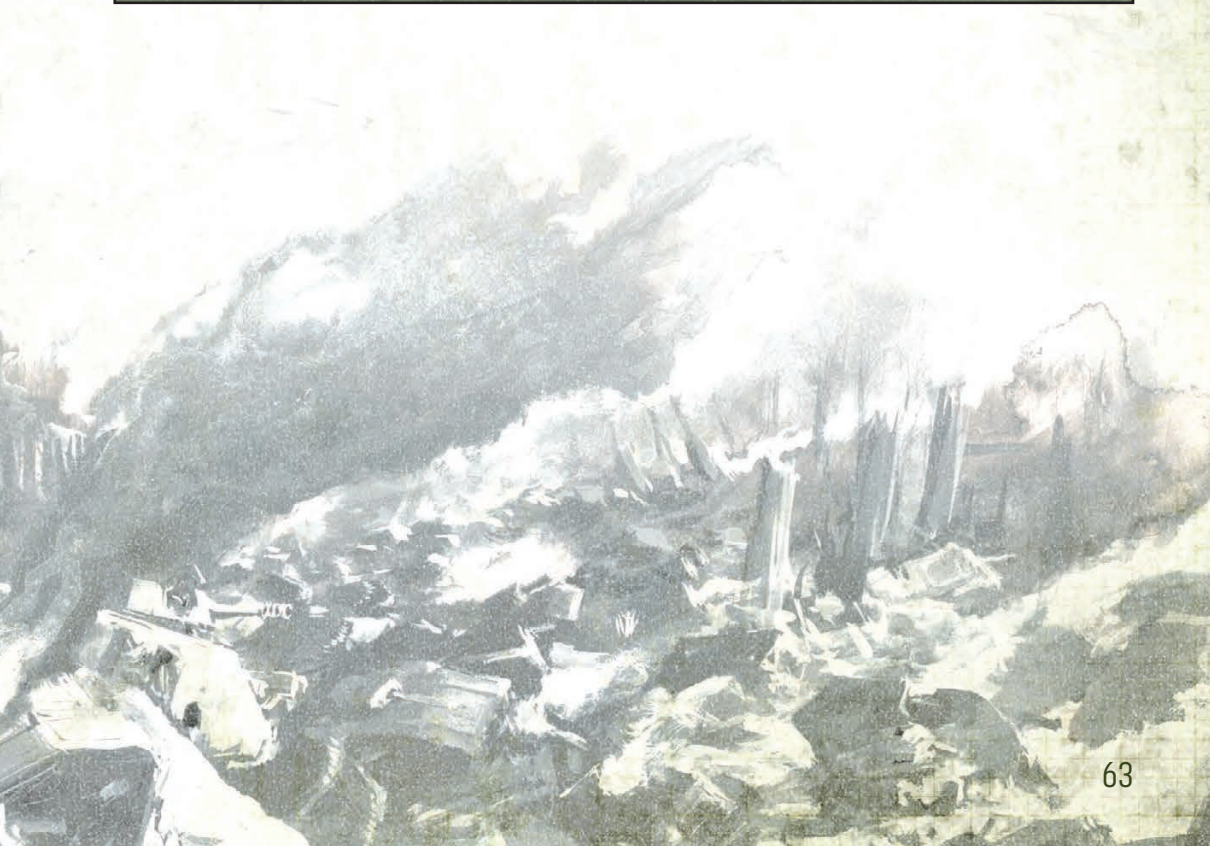
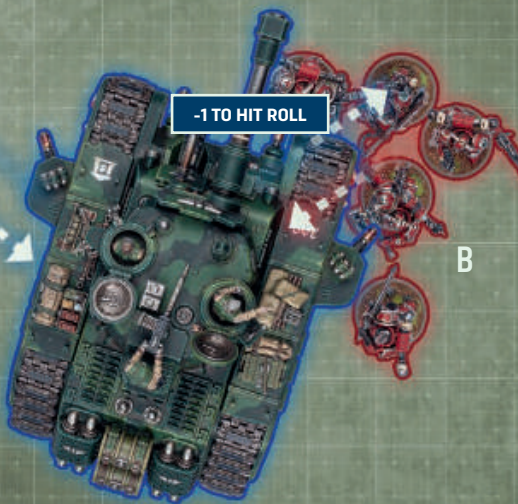
-1 TO HIT ROLL

B

The **VEHICLE** can shoot at this **INFANTRY** unit using **close-quarters shooting**. While resolving those attacks, subtract 1 from **hit rolls**. As the **INFANTRY** unit is **engaged**, **[BLAST]** weapons cannot target it, but can target other **unengaged** units.

This **INFANTRY** unit is **engaged**, but can shoot at the **VEHICLE** using **close-quarters shooting**. While doing so, it can only make attacks with its **[CLOSE-QUARTERS]** weapons and can only target the **VEHICLE** it is **engaged** with.

B



TRANSPORT models can carry passengers across the battlefield. This section explains how to use such models in your battles, and how units can embark within and disembark from them.

TRANSPORT CAPACITY 18.01

TRANSPORT models have a **transport capacity** listed on their datasheet. This determines the type and maximum number of friendly models that are **eligible to embark** within them. More than one unit can be embarked within the same **TRANSPORT** model at the same time, provided it has sufficient **transport capacity**.

Before the battle, in the Declare Battle Formations step, your units can start embarked within any friendly **TRANSPORT** model that has sufficient **transport capacity** remaining for the whole unit.

EMBARKING 18.02

Once the first battle round has started, a friendly unit can embark within a friendly **TRANSPORT** model after making a **normal, advance** or **fall-back move**, if all of the following conditions apply:

- Each model in that unit is within 3" of that **TRANSPORT**.
- That unit was not set up on the battlefield this turn.
- That unit is **eligible to embark** within that **TRANSPORT**, as described on that **TRANSPORT**'s datasheet.
- That **TRANSPORT** has sufficient remaining **transport capacity** for each model in that unit.

When a unit embarks, the active player removes that unit from the battlefield and places it to one side – it is now embarked within that **TRANSPORT** and is not on the battlefield.

DISEMBARKING 18.03

In the active player's Movement phase, each friendly unit embarked within a **TRANSPORT** model can disembark from it by making a **disembark move** (see opposite).

If a **TRANSPORT** model is **destroyed**, before removing it from the battlefield, the active player must make an **emergency disembark move** (see opposite) with each unit embarked within it.

DISEMBARK MOVE 18.04

SET-UP DISTANCE:

- **Rapid/Tactical Disembark:** 3"
- **Combat Disembark:** 6"

ELIGIBLE IF:

 All of the following apply to your unit:

- Embarked within a **TRANSPORT** model that is on the battlefield.
- Did not embark within that **TRANSPORT** this phase.
- That **TRANSPORT** has not made an **advance** or **fall-back move** this phase.

EFFECT:

 Your unit is set up as described in Set Up (03.02).

BEFORE MOVING:

 Select **disembark mode**:

- **Rapid Disembark:** If that **TRANSPORT** made a **normal** or **ingress move** this phase, you must select this mode.
- **Tactical Disembark:** Otherwise, If that **TRANSPORT** remained **stationary** or has not yet been **selected to move** this phase, and if you can set up your unit as described below, you must select this mode.
- **Combat Disembark:** Otherwise, you must select this mode. Make a **hazard roll** for each model in your unit.

WHILE MOVING:

 Set up each model in your unit wholly within the **set-up distance** of that **TRANSPORT**.

- **Rapid Disembark:** If that **TRANSPORT** made an **ingress move** this turn, each model must follow the same rules that **TRANSPORT** had to follow while resolving that move.
- **Combat Disembark:** Each model can be set up **engaged** with one or more enemy units that **TRANSPORT** is engaged with.

AFTER MOVING:

- **Rapid Disembark:** Until the end of the turn, your unit is not eligible to declare a charge.
- **Tactical Disembark:** Select your unit to make a **normal** or **advance move**.
- **Combat Disembark:** Your unit is **battle-shocked** and, until the end of the turn, it is not eligible to declare a charge.

EMERGENCY DISEMBARK MOVE 18.05

SET-UP DISTANCE:

 6"

ELIGIBLE IF:

 Your unit is embarked within a **TRANSPORT** model that was just **destroyed**.

EFFECT:

 Your unit is set up as described in Set Up (03.02).

BEFORE MOVING:

 Make a **hazard roll** for each model in your unit (06.03).

WHILE MOVING:

 Set up each model in your unit wholly within the **set-up distance** of that **TRANSPORT**, and as close as possible to that **TRANSPORT**. Each model that cannot be set up in this way is **destroyed**.

AFTER MOVING:

 Your unit is **battle-shocked** and, until the end of the turn, it is not eligible to declare a charge.

SEE ALSO

EMBARKING

- ▶ **Not on the Battlefield**

DISEMBARKING

- **Hazard Rolls** 06.03
- ▶ **Persisting Rules Effects**

RAPID DISEMBARK

*When a unit uses the **rapid disembark** mode after its **TRANSPORT** makes an **ingress move**, the models must follow the same rules and restrictions as that **TRANSPORT** did. For example, if that **TRANSPORT** had to be set up more than 8" from all enemy units and not within your opponent's deployment zone, the same applies to the disembarking unit.*

ATTACHED UNITS

ADVANCED

The heroes of your army rarely fight alone. Instead, they typically lead bands of warriors, forming an attached unit that acts as a single entity. This section explains how to form attached units and how they function on the battlefield.

FORMING ATTACHED UNITS 19.01

Some units have the **Leader** or **Support** ability listed on their datasheet (see below). Such units are known as **leader** units and **support** units respectively. Both of these abilities allow such units to **lead** other friendly units (known as **bodyguard** units) to form **attached** units. An **attached** unit is a single unit for all rules purposes. **Leader** and **support** units can only **lead** specific **bodyguard** units, as listed in the Warhammer 40,000 app.

LEADER 24.22 / **SUPPORT** 24.34



Mighty heroes fight at the forefront of battle.

Before the battle, in the Muster Armies step, for each **leader** and **support** unit in your army, you can select one friendly **bodyguard** unit that unit can **lead**. That unit will then **lead** that **bodyguard** unit for the battle and form an **attached** unit with it.

Unless otherwise stated, each **bodyguard** unit can only have one **leader** unit and one **support** unit attached to it.

ATTACKING ATTACHED UNITS 19.02

Each time an attack targets an **attached** unit, if that unit contains one or more **bodyguard** models, use the highest **T** characteristic of the **bodyguard** models in that unit while resolving that attack, even if a **leader/support** unit in that **attached** unit has a different **T** characteristic. If that unit only contains **leader/support** models, use the highest **T** characteristic of those models while resolving that attack instead.

Rules that are triggered when a unit is **destroyed** are only triggered when the last model that started the battle in an **attached** unit is **destroyed**.

KEYWORDS IN ATTACHED UNITS 19.03

An **attached** unit has all of the keywords of all of its component units. As such, an **attached** unit is affected by any rule that applies to units with any of those keywords. Note that models in an **attached** unit do not gain the keywords of other models in that unit that they do not already have. Remember that attacks target units, not models.

Example: An **attached** unit contains a **leader** model with the **PSYKER** keyword. While that model is part of that unit, that unit has the **PSYKER** keyword, even if the **bodyguard** models do not have that keyword. If that unit is attacked by a weapon with the **[ANTI-PSYKER 4+]** ability, any unmodified **wound roll** of 4+ made against that unit is a **critical wound**, even if the attack itself is not allocated to that **leader** model.

ABILITIES IN ATTACHED UNITS 19.04

Abilities/rules that affect a single specified model (e.g. from an **enhancement** or an item of wargear) only ever apply to that model, even while part of an **attached** unit.

Otherwise, abilities/rules that affect a unit (or models in it) apply to every model in an **attached** unit, until the source of that ability/rule is **destroyed**, as shown below.

ABILITIES IN ATTACHED UNITS

SOURCE OF ABILITY/RULE	APPLIES TO THE ATTACHED UNIT UNTIL
Leader/support unit	The last model in that leader/support unit is destroyed .*
Bodyguard unit (e.g. from a datasheet ability)	The last model in that bodyguard unit is destroyed .
A specific model (e.g. the bearer of an enhancement or an item of wargear)	That model is destroyed .

* This means **leader/support** units continue to benefit from their own 'while this model is **leading** a unit' abilities even after their **bodyguard** unit is **destroyed**, provided they started the battle in an **attached** unit.

In all of the above cases, if that last model was **destroyed** as the result of an attack, the ability it was conferring upon the **attached** unit applies until the attacking unit has resolved all of its attacks.

SEE ALSO

ABILITIES IN ATTACHED UNITS

► **Revived**

ONLY IN DEATH DOES DUTY END

Leader and **support** units often have abilities that make the models they are **leading** more powerful. In the same way, some **bodyguard** units' abilities can enhance the power of those **leading** them. The rules on the left mean that once the models conferring such effects are **destroyed**, that **attached** unit does not continue to benefit from them. Should those models later be **revived**, however, those abilities will once more apply to their **attached** unit.

Strategic reserves are units that arrive on the battlefield at different times, either because they were held back during deployment, or because they are using special abilities to reposition themselves.

PLACING UNITS IN STRATEGIC RESERVES 20.01

Before the battle, in the Declare Battle Formations step, you can select one or more friendly units (excluding **FORTIFICATIONS**) to place in **strategic reserves**. Instead of setting up these units on the battlefield during deployment, place them to one side; they are **strategic reserves** units, and will arrive later in the battle.

Unless otherwise stated, the combined points value of all of your **strategic reserves** units (including those embarked within **TRANSPORTS** that are themselves placed in **strategic reserves**) cannot exceed 50% of your points limit for your battle size.

REPOSITIONED UNITS 20.02

Some rules allow units to be removed from the battlefield and placed in **strategic reserves** during the battle. Units that use such rules are known as **repositioned** units. In addition to any other rules that apply to such units (such as where they can or cannot arrive), all of the following rules apply to them:

- If used in the Movement phase, such rules can be used on units that have already moved that phase.
- A **repositioned** unit that is set up in the same turn in which it made an **advance**, **fall-back** or **disembark move** has still made an **advance**, **fall-back** or **disembark move** that turn.
- When they are removed from the battlefield, any rules that are affecting such units for a specified duration or under specified circumstances continue to affect them while that duration and/or those circumstances apply.

Example: A unit that was within range of an **aura ability** when removed from the battlefield would no longer be affected by that **aura ability** if it is no longer within range of it when it makes an **ingress move**, but a unit that was **battle-shocked** when removed from the battlefield would still be **battle-shocked** if it makes an **ingress move** in the same turn.

ARRIVING FROM STRATEGIC RESERVES 20.03

To arrive on the battlefield, each **strategic reserves** unit must make an **ingress move** (see below). Unless otherwise stated, they can only do so from the second battle round onwards.

INGRESS MOVE 20.04

SET-UP DISTANCE: 6"

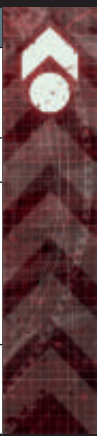
ELIGIBLE IF: Your unit is in **strategic reserves** (excluding units that are embarked within **TRANSPORTS** that are themselves in **strategic reserves**).

EFFECT: Your unit is set up as described in Set Up (03.02).

WHILE MOVING: Set up your unit wholly within the **set-up distance** of one or more battlefield edges and more than 8" horizontally from all enemy units.

- **Before the Third Battle Round:** While doing so, no models can be set up within your opponent's deployment zone.

AFTER MOVING: Unless otherwise stated, until the start of the next Charge phase, your unit is not eligible to make any other type of move.



SEE ALSO

ARRIVING FROM STRATEGIC RESERVES

- ▶ [Not on the Battlefield](#)
- ▶ [Persisting Rules Effects](#)
- ▶ [Setting Up Large Models](#)

At the end of the third battle round, unless otherwise stated, all **strategic reserves** units that have not made one or more **ingress moves** are **destroyed**, with the following exceptions:

- Units embarked within **TRANSPORTS** that have made an **ingress move** during the battle.
- **Repositioned** units (see opposite).



This section supplements the basic rules for moving models, explaining how some units can fly over obstacles or surge closer to the enemy.

SURGE MOVES 21.01

Some rules allow a unit to make a **surge move**, as described below.

SURGE MOVE 21.02

MAXIMUM DISTANCE: As stated in the rule allowing this move type.

ELIGIBLE IF: All of the following apply:

- The rule allowing this **move type** has been triggered.
- Your unit is not **battle-shocked**.
- Your unit is **unengaged**.
- Your unit has not moved this phase.

EFFECT: Your unit moves as described in Moving (03).

BEFORE MOVING: Select the closest enemy unit to be the **surge target**.

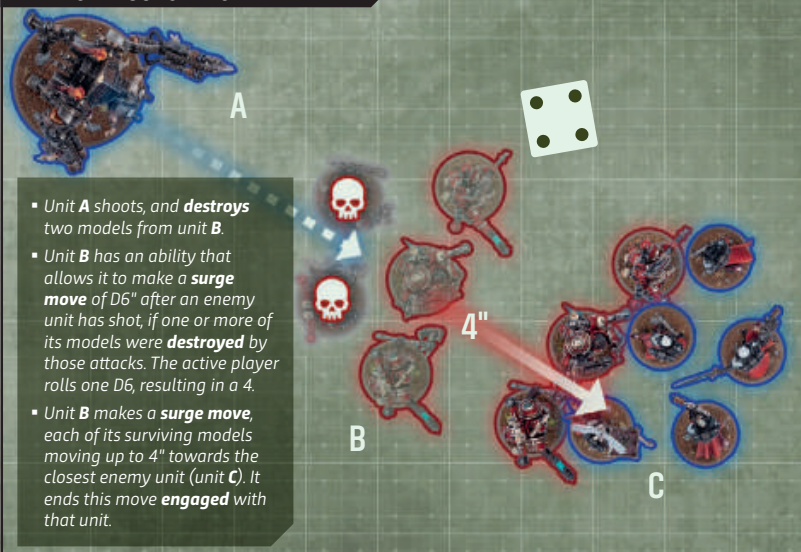
WHILE MOVING:

- Each model must end its move **engaged** with the **surge target** if possible.
- Each model that cannot end its move **engaged** with the **surge target** must end its move as close as possible to the **surge target**.

AFTER MOVING:

- Your unit cannot be **engaged** with one or more enemy units that were not the **surge target**.
- Your unit cannot move again this phase.

MAKING A SURGE MOVE



FLYING MODELS 21.03

Models with the **FLY** keyword, and units such models are part of, are said to be able to **FLY**. Some rules also refer to such models/units as **FLYING** models/**FLYING** units.

Each time a **FLYING** unit is selected to make a **normal**, **advance**, **fall-back** or **charge move**, before moving any models in that unit, the active player can declare that it will **take to the skies**. If it does, while resolving that move:

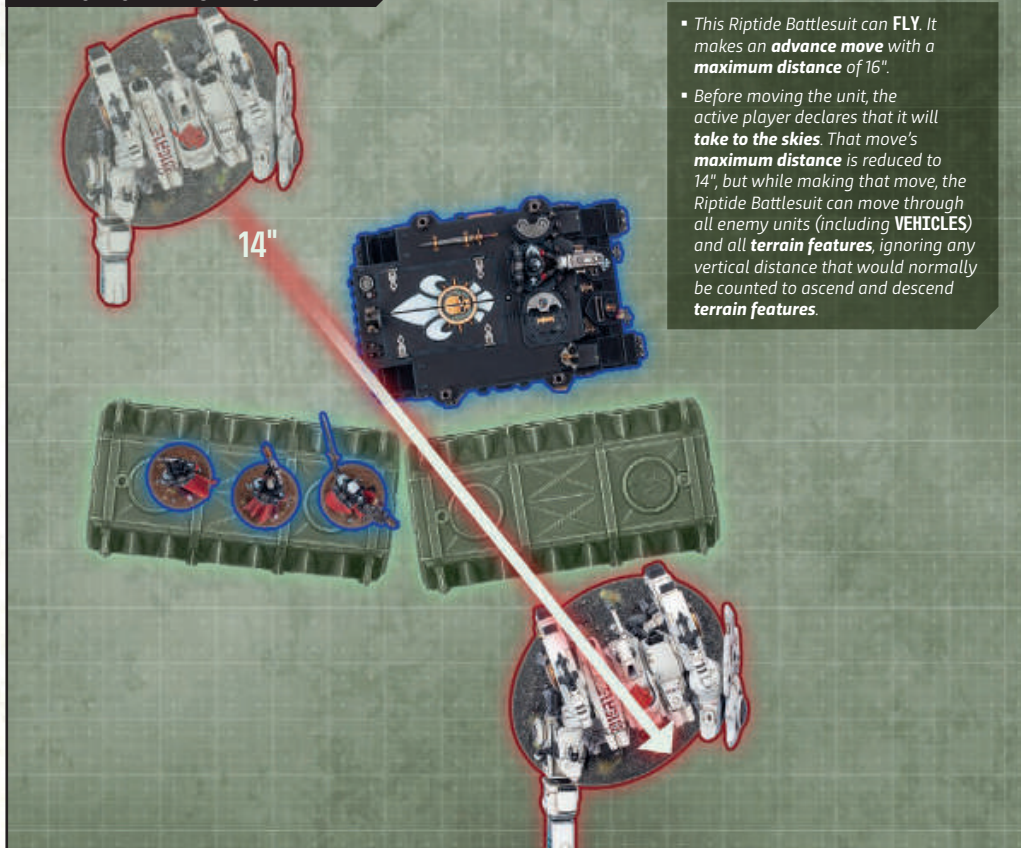
- Subtract 2" from the **maximum distance**.
- Each time a **FLYING** model moves:
 - Ignore all vertical distance for the purposes of how far it has moved.
 - It can move through all types of model (including enemy models and **MONSTER/VEHICLE** models).
 - It can move horizontally and vertically through all categories of **terrain feature**.

SEE ALSO

SURGE MOVES

► [Rules Sequencing](#)

TAKING TO THE SKIES



- This Riptide Battlesuit can **FLY**. It makes an **advance move** with a **maximum distance** of 16".
- Before moving the unit, the active player declares that it will **take to the skies**. That move's **maximum distance** is reduced to 14", but while making that move, the Riptide Battlesuit can move through all enemy units (including **VEHICLES**) and all **terrain features**, ignoring any vertical distance that would normally be counted to ascend and descend **terrain features**.

In addition to the core abilities presented elsewhere, many units have access to other rules and types of abilities that function as described below.

AURA ABILITIES 22.01

Abilities that affect models or units within a stated range are **aura abilities**, and are tagged with the word 'Aura'.

While a model with an **aura ability** is on the battlefield, it is always within range of its own **aura ability**.

A unit can be affected by more than one **aura ability** at a time, but if a unit is within range of the same **aura ability** more than once, that **aura ability** only applies to that unit once.

FACTION ABILITIES 22.02

Some abilities are common to each unit that belongs to a particular faction – these are **faction abilities** (also known as **army rules**), and are listed in the Faction Abilities section of a datasheet.

Unless otherwise stated, a unit's **faction abilities** only apply if the **army faction** you selected while mustering your army matches a faction keyword listed on that unit's datasheet.

PSYCHIC ABILITIES 22.03

Abilities tagged with the word 'Psychic' are **psychic abilities**. If a **psychic ability** causes a model to lose one or more wounds, each of those wounds is said to be inflicted by a **psychic attack** (this can be important for the triggering of other rules).

WARGEAR ABILITIES 22.04

Abilities that are gained when a unit (or one of its models) has a particular item of wargear are **wargear abilities**, and are listed in the Wargear Abilities section of a datasheet.

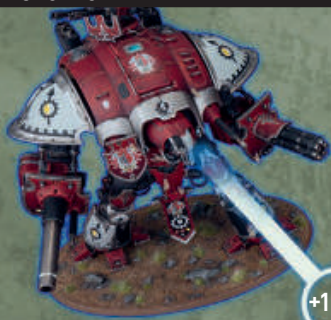
If a unit has an item of wargear that has a **wargear ability**, that ability applies to that unit. If a model within a unit has an item of wargear that has a **wargear ability**, that model is the 'bearer' of that item of wargear and that ability applies until that model is **destroyed**.

PLUNGING FIRE 22.05

Each time a model makes a ranged attack that targets a **visible** unit containing one or more models on ground level, if one or more of the following conditions apply, improve the **BS** characteristic of that attack by 1:

- The attacking model is on a section of a **terrain feature** that is 3" or more in height.
- The attacking model has the **TOWERING** keyword and the target unit is within 12".

PLUNGING FIRE

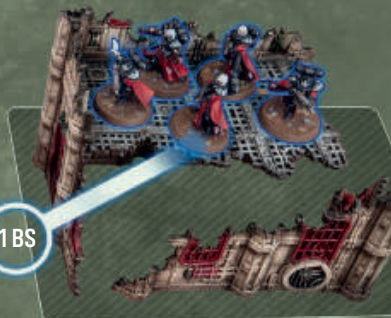


This attacking model is on ground level, but has the **TOWERING** keyword. The target unit is within 12" and contains models on ground level, so **Plunging Fire** improves the **BS** characteristic of those attacks by 1.

+1 BS



All of these attacking models are on a section of **terrain feature** that is 3" or more in height, and the target unit contains models on ground level, so **Plunging Fire** improves the **BS** characteristic of those attacks by 1.



+1 BS



AIRCRAFT fulfil a unique but limited role on Warhammer 40,000 battlefields. Hurling through the skies while they duel one another, strafe ground forces or perform bombing runs, they are constantly on the move.

DEPLOYMENT 23.01

- In the Declare Battle Formations step, all **AIRCRAFT** units must be placed in **strategic reserves** (20.01).

MOVEMENT 23.02

- **AIRCRAFT** units are only eligible to make an **ingress move** (20.04); they are not eligible to make any other type of move.
- At the end of your opponent's turn, all **AIRCRAFT** units in your army that are on the battlefield must be placed in **strategic reserves**.
- Each time a unit makes any type of move, its models can be moved through **AIRCRAFT** models.
- Each time a unit makes a **pile-in, consolidation** or **surge move**, unless that unit can **FLY**, while making that move, ignore **AIRCRAFT** units for the purposes of selecting enemy units and determining the closest enemy unit.
- Being **engaged** solely with one or more **AIRCRAFT** units does not prevent a unit from being eligible to make a **normal** or **advance move**.

SHOOTING 23.03

- The **Plunging Fire** rule (22.05) has no effect on attacks made by, or targeting, **AIRCRAFT** units.

CHARGING AND FIGHTING 23.04

- **AIRCRAFT** units are not **eligible to declare a charge**, and can only make melee attacks that target **FLYING** units.
- Only **FLYING** units can select **AIRCRAFT** units as a **charge target**, and only **FLYING** models can make melee attacks that target **AIRCRAFT** units.







REFERENCE



CORE ABILITIES

This section presents the most common abilities used in Warhammer 40,000. When these appear in other places, they are usually only referenced by name.

ABILITIES 24.01

Many units have **core abilities** listed on their datasheets, and **weapon abilities** listed in their weapon profiles.

Weapon abilities are presented in square brackets with bold formatting, e.g. **[BLAST]**. Weapons are often described using a particular ability they have, e.g. **[BLAST] weapons** are those with the **[BLAST]** ability.

If a **weapon ability** is followed by one or more keywords, when making attacks with that weapon, that ability only applies if the target unit has one or more of those keywords.

Example: The **[LETHAL HITS: VEHICLE]** ability only applies to attacks that target a **VEHICLE** unit. The **[SUSTAINED HITS 1: INFANTRY/BEASTS]** ability only applies to attacks that target an **INFANTRY/BEASTS** unit.

DUPLICATED ABILITIES 24.02

Multiple instances of the same **core ability** or **weapon ability** are not cumulative, regardless of any numbers or keywords included in them. In such cases, the controlling player must select which instance will apply at any one time. In the case of duplicated **weapon abilities**, this selection must be made each time that unit makes attacks, in the Select Weapons step.

- Multiple instances of **core abilities** that include a number are duplicated even if that number varies. However, in the case of **Scouts**, you must select the lowest number not shared by every model in that unit (e.g. if every model in a unit has both **Scouts 6"** and **Scouts 8"**, you could select **Scouts 8"** as it is shared by every model, but if a unit contains one model with **Scouts 6"** and five with **Scouts 8"**, you must select **Scouts 6"**).
- Multiple instances of **weapon abilities** that include a number (e.g. **[SUSTAINED HITS 1]**) are duplicated even if that number varies (e.g. the controlling player would have to select between **[SUSTAINED HITS 1]** and **[SUSTAINED HITS 2]**).
- Multiple instances of **weapon abilities** that include a keyword are duplicated even if that keyword varies (e.g. the controlling player would have to select between **[ANTI-VEHICLE 4+]** and **[ANTI-INFANTRY 2+]**).



[ANTI] 24.03

Certain weapons are the bane of particular foes.

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by **X**, an unmodified **wound roll of Y+** is a **critical wound**.

Example: *An attack made with an **[ANTI-VEHICLE 4+]** weapon against a **VEHICLE** unit will result in a **critical wound** on an unmodified **wound roll** of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a **PSYKER** unit will result in a **critical wound** on an unmodified **wound roll** of 2+.*

[ASSAULT] 24.04

Folding stocks, shortened barrels or lightweight construction enable some weapons to be easily fired on the move.

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault shooting** (10.05).

[BLAST] 24.05

High-explosive rounds can fell several warriors in a single blast, but firing them too close to comrades is unwise.

Each time you gather **attack dice** for a **[BLAST]** weapon, add one additional **attack dice** for every five models that were in the target unit in the Select Targets step (rounding down).

If this ability takes the form **[BLAST X]**, each time you gather **attack dice** for such a weapon, add **X** additional **attack dice** for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: *If a **[BLAST 2]** weapon with an **A** characteristic of 3 targets a unit containing 12 models, you would gather four additional **attack dice** for that weapon (for a total of seven for that weapon).*

[CLEAVE] 24.06

With sufficient might or skill, warriors may sweep blades or talons through their foes in long lethal arcs.

This ability always takes the form **[CLEAVE X]**. Each time you gather **attack dice** for a **[CLEAVE]** weapon, if you only selected one target for all of that weapon's attacks, add **X** additional **attack dice** for every five models that were in the target unit in the Select Targets step (rounding down).

Example: *If a **[CLEAVE 1]** weapon with an **A** characteristic of 3 targets one unit containing 16 models, you would gather three additional **attack dice** for that weapon (for a total of six for that weapon).*



[CLOSE-QUARTERS] 24.07

Weapons designed for close-quarters fighting can be wielded effectively even in the press of melee combat.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using **close-quarters shooting** (10.06).

When using another **shooting type**, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

DEADLY DEMISE 24.08

From detonating ammo stores to corrosive innards or frenzied death throes, some targets are deadly even in defeat.

This ability always takes the form **Deadly Demise X**. Each time a model in this unit is **destroyed**, after the units embarked within it (if any) have made their **emergency disembark moves**, roll one D6. On a 6, that model suffers a **deadly demise**; each unit within 6" of that model suffers a number of **mortal wounds** denoted by **X** (if this is a random number, roll separately for each unit within 6").

Example: *An Impulsor with a unit of Intercessors embarked within it is **destroyed** by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an **emergency disembark move**. Then the roll is made for the **Deadly Demise** ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

DEEP STRIKE 24.09

There are many ways by which to deploy troops to the field of battle including tunnels, teleportation devices and other esoteric means of transportation.

Each time this unit makes an **ingress move** (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

[DEVASTATING WOUNDS] 24.10

The most potent weapons strike with such power that they make a mockery of armour and can cleave through several foes.

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a **critical wound**, the attack sequence for that attack ends and the target unit suffers a number of **mortal wounds** equal to the **D** characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each **critical wound**; any remaining **mortal wounds** inflicted by that attack are lost.

Example: *An attack made with a **[DEVASTATING WOUNDS]** weapon with a **D** characteristic of 3 results in a **critical wound** against an Intercessor Squad, so inflicts 3 **mortal wounds**. The first 2 **mortal wounds** are sufficient to **destroy** 1 Intercessor model, so the remaining **mortal wound** is lost.*

[EXTRA ATTACKS] 24.11

Some warriors ride to battle atop trusty mounts that gore and trample nearby foes. Others wield combat weapons that deliver a frenzy of additional blows.

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

FEEL NO PAIN 24.12

The hardest warriors refuse to be laid low, even by wounds that should by all rights prove lethal.

This ability always takes the form **Feel No Pain X+**. Each time a model with this ability would lose a wound, roll one D6: on an **X+**, that wound is not lost.

FIGHTS FIRST 24.13

Those possessed of lightning-fast reactions may strike before the opponent can react.

While every model in a unit has this ability, that unit is a **Fights First** unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

FIRING DECK 24.14

Some transports have dedicated platforms or firing ports from which embarked passengers can lay down a withering hail of munitions.

This ability always takes the form **Firing Deck X**. In your Shooting phase, each time this **TRANSPORT** is **selected to shoot**, if one or more units are embarked within it, resolve the following sequence:

1. Select up to **X** models embarked within this **TRANSPORT** (excluding models whose units have already been **selected to shoot** this phase).
2. For each selected model, select one of its ranged weapons (excluding **[ONE SHOT]** weapons).
3. Until this **TRANSPORT** has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this **TRANSPORT** are not **eligible to shoot**.

[HAZARDOUS] 24.15

Weapons powered by unstable and dangerous energy sources pose a substantial risk to the wielder and those that stand beside them.

Each time a unit is **selected to shoot** or **selected to fight**, after that unit has resolved all of its attacks, make a number of **hazard rolls** (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.



CORE ABILITIES

[HEAVY] 24.16



Heavy weapons are amongst the biggest guns on the battlefield, but require bracing to fire at full effect.

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the **hit roll** if all of the following apply to the attacking unit:

- That unit is **unengaged**.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

HOVER 24.17



Some airborne vehicles can use vectored thrusters or anti-gravity technology to hover and skim over the battlefield, the better to hunt their prey or deploy embarked troops.

Each time this unit **takes to the skies** (21.03), do not subtract 2" from the **maximum distance**.

[IGNORES COVER] 24.18



Some weapons are designed to root enemy formations out of entrenched positions.

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the **benefit of cover** against that attack (13.08), including from rules that give a model or unit the **benefit of cover** (e.g. **Stealth**).

[INDIRECT FIRE] 24.19



Indirect fire weapons launch munitions over or around intervening obstacles – nowhere is safe from their fury.

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using **indirect shooting** (10.07).

INFILTRATORS 24.20



Many armies employ reconnaissance units who can sit concealed, waiting for the right moment to strike.

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

[LANCE] 24.21



With the momentum of a warrior at full-tilt, lance weapons are deadly on the charge.

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a **charge move** this turn, add 1 to the **wound roll**.

LEADER 24.22



Mighty heroes fight at the forefront of battle.

See Attached Units (19).

[LETHAL HITS] 24.23



Many deadly weapons can inflict fatal injuries on any foe, no matter their resilience.

Each time an attack made with a **[LETHAL HITS]** weapon results in a **critical hit**, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no **wound roll** is made for that attack. You may decide against this, as it means that attack cannot result in a **critical wound** and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.

[LONE OPERATIVE] 24.24



Assassins and other covert agents are difficult to pinpoint in the storm of battle.

Unless part of an **attached** unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by **[INDIRECT FIRE]** weapons unless the attacking model is within 12" of this unit.

If this ability takes the form **Lone Operative X"**, unless part of an **attached** unit, this unit is not visible to enemy models unless they are within **X"** of this unit, and it cannot be targeted by **[INDIRECT FIRE]** weapons unless the attacking model is within **X"** of this unit.

[MELTA] 24.25



Melta weapons are powerful heat rays whose fury is magnified at close range.

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add **X** to that weapon's **D** characteristic.

Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a **D** characteristic of D6. While resolving those attacks, that weapon has a **D** characteristic of D6+2.

[ONE SHOT] 24.26



Some weapons are so rare, or so complex and slow to reload, that they can only be used once.

Each weapon with this ability can only be selected to make attacks with once per battle.

If a **destroyed** model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

[PISTOL] 24.27



Pistols can be wielded even at point-blank range.

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes. See **[CLOSE-QUARTERS]**.

Designer's Note: **[PISTOL]** is a pre-existing ability that will be superseded by **[CLOSE-QUARTERS]** as this edition of Warhammer 40,000 progresses. Both are functionally the same, but the latter is a more suitable term for weapons that function in this way.



CORE ABILITIES

[PRECISION] 24.28



Precision attacks can pick high-value targets out in a crowd.

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more **CHARACTER** models **visible** to one or more of the attacking models, the active player can select one allocation group that contains one of those **visible CHARACTER** models. If they do, until those attacks are resolved, or until that **CHARACTER** group is **destroyed** (whichever happens first), that **CHARACTER** group is the current allocation group.

[PSYCHIC] 24.29



Some weapons can channel the bearer's psychic might to empower their blows.

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's **BS** or **WS** characteristic and any or all modifiers to the **hit roll**. Attacks made with **[PSYCHIC]** weapons are known as **psychic attacks** (this can be important for the triggering of other rules).

[RAPID FIRE] 24.30



Rapid fire weapons are capable of long-ranged precision shots or controlled bursts at nearby targets.

This ability always takes the form **[RAPID FIRE X]**. Each time you gather **attack dice** for a **[RAPID FIRE]** weapon, add **X** additional **attack dice** if the target unit was within half range of that weapon in the Select Targets step.

Example: If a **[RAPID FIRE 1]** weapon with an **A** characteristic of 1 targets a unit that is within half range, you would gather one additional **attack dice** for that weapon (for a total of two for that weapon).

SCOUTS 24.31



Scouts form the vanguard of many armies. Unnoticed by the enemy, they range ahead of the main force.

This ability always takes the form **Scouts X"**. In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in **strategic reserves**, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a **scout move** (see below).
- If that unit is embarked within a **DEDICATED TRANSPORT** that is wholly within your deployment zone, and if every model embarked within that **DEDICATED TRANSPORT** has the **Scouts** ability, that **DEDICATED TRANSPORT** can make a **scout move**.

SCOUT MOVE 24.32

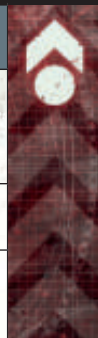
MAXIMUM DISTANCE:

The **X"** in **Scouts X"**.

ELIGIBLE IF: It is the Resolve Pre-battle Abilities step, and your unit is wholly within your deployment zone.

EFFECT: Your unit moves as described in Moving (03).

AFTER MOVING: Your unit must be more than 8" horizontally from all enemy units.



STEALTH 24.33

The stealthiest warriors can evade the attentions, and the bullets, of their foes.

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the **benefit of cover** against that attack (13.08).

SUPPORT 24.34

Specialist combatants may be assigned to front-line squads to bolster their fighting effectiveness.

See Attached Units (19).

SUPER-HEAVY WALKER 24.35

Monstrous creatures and gigantic engines of war loom over the battlefield like gods given form, striding over combatants and smashing through almost any obstacle that bars their passage.

Each time a unit with this ability makes a **normal, advance** or **fall-back move**:

- Models in that unit can move through models (including **MONSTER/VEHICLE** models, but excluding **TITANIC** models) and can move horizontally through sections of **terrain features** that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the **MOBILE** keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is **battle-shocked**.

Designer's Note: *Gaining the **MOBILE** keyword for the duration of a move will enable models in that unit to move horizontally through **dense terrain features** (13.06).*

[SUSTAINED HITS] 24.36

Some weapons possess a punishing rate of fire, or can land devastating flurries of blows, tearing the foe apart with relentless ferocity.

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a **critical hit**, that attack results in a number of additional hits on the target as denoted by **X**.

Example: *An attack made with a **[SUSTAINED HITS 2]** weapon results in a **critical hit**. That attack therefore hits the target three times (once from the **critical hit**, and twice more from the **[SUSTAINED HITS 2]** ability).*

[TORRENT] 24.37

Torrent weapons project clouds of fire, gas or other lethal substances that few foes can hope to evade.

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

[TWIN-LINKED] 24.38

Dual weapons are often grafted to the same targeting system for greater lethality.

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the **wound roll**.

DIGITAL SUPPORT

The Warhammer 40,000 app contains an expanded range of definitions, rare rules interactions and frequently asked questions (FAQs).

These digital resources are designed to clarify any uncertainty and keep your battles as streamlined as possible. As such, they are reviewed and updated regularly in response to player feedback. The following pages present a selection of these supporting materials.

STARTING STRENGTH AND HALF-STRENGTH

The number of models a unit contains at the start of the first battle round is its **starting strength**. The **starting strength** of an **attached** unit is the number of models that unit contains at the start of the first battle round.

Some rules refer to units being **below starting strength**, or at – or below – **half-strength**. The meaning of these terms varies depending on a unit's **starting strength**, as shown below.

SOME UNITS CANNOT BE AT HALF-STRENGTH

If a model's **W** characteristic or a unit's **starting strength** cannot be evenly divided in half, that model or unit cannot be **at half-strength** (but can be **below half-strength** as described on the right).

UNIT STRENGTH

	STARTING STRENGTH OF 1	STARTING STRENGTH OF 2 OR MORE
BELOW STARTING STRENGTH	Model's remaining wounds are <u>less than</u> its W characteristic.	Number of remaining models in the unit is <u>less than</u> its starting strength .
AT HALF-STRENGTH	Model's remaining wounds are <u>half</u> of its W characteristic.	Number of remaining models in the unit is <u>half</u> of its starting strength .
BELOW HALF-STRENGTH	Model's remaining wounds are <u>less than half</u> of its W characteristic.	Number of remaining models in the unit is <u>less than half</u> of its starting strength .

Example: A Captain (1 model) is attached to a unit of Intercessors (5 models). This **attached unit** has a **starting strength** of 6. If three Intercessors were **destroyed**, the unit would be **at half-strength**. If four Intercessors were **destroyed**, the unit would be **below half-strength**. If all of the Intercessors were **destroyed**, the remaining Captain would be **below half-strength**, despite having his full wounds remaining.

ADDING A NEW UNIT TO YOUR ARMY

Some rules add a new unit to your army during a battle. That unit's **starting strength** is determined when it is added to your army, but is otherwise determined in the same way as for other units.

DESTROYED

Throughout a battle, models will suffer damage, lose wounds and be **destroyed**. When every model in a unit has been **destroyed**, that unit is **destroyed**.

When a model is **destroyed**, first resolve any rules that are triggered when it is **destroyed**, then it is removed from the battlefield. If any such rules apply, and if the model was **destroyed** as the result of an attack, unless otherwise stated, those rules are only resolved and that model is only removed after the attacking unit's attacks have been resolved. Unless otherwise stated, **destroyed** models and units cannot use abilities or be selected or targeted by rules.

DIFFERENT MOVE CHARACTERISTICS

When making a **normal** or **advance move**, if different models in the moving unit have different **M** characteristics, the **maximum distance** for that move will be different for those models. For example, if a unit makes a **normal move** and all models in that unit have an **M** characteristic of 6" except for one model with an **M** characteristic of 9", that model's **maximum distance** for that move is 9", while the other models' **maximum distance** is 6". While that unit is making that move, all other restrictions must be met.

ELIGIBLE TO FIGHT, BUT UNABLE TO FIGHT

During the Fight sequence, when the sequence returns to a player to select a unit to fight, if all of that player's units that are **eligible to fight** are more than 5" from all enemy units, that player can instead choose to pass and return the sequence to their opponent to select a unit. If both players pass in succession, or if one player passes when their opponent has no remaining units that are **eligible to fight**, the Fight step ends.

Designer's Note: Occasionally, all of a unit's targets will be **destroyed** before they have had a chance to fight, with no other targets close enough to **engage** with a **pile-in move**. In such cases, a player can choose to pass and wait to see if another enemy unit ends a **pile-in move** close enough to be attacked later in the phase.

MIXED KEYWORDS IN UNITS

Some units can contain models that have different keywords, either because they are an **attached** unit or as a result of separations listed on their datasheet and/or items of wargear they have. While this is the case, such a unit has all of the keywords of all of its models, but its models do not gain the keywords of other models in that unit that they do not already have. Remember that attacks target units, not models.

SEE ALSO

STARTING STRENGTH AND HALF-STRENGTH

- ▶ [Regaining Lost Wounds](#)
- ▶ [Revived](#)

Scan the code below to get started with the Warhammer 40,000 app.



OBJECTIVES NOT WITHIN A TERRAIN AREA

If the location point of an **objective** does not coincide with a **terrain area**, you must denote the location of that **objective** with a flat, circular marker, 40 mm in diameter, centred on that point – this is called an **objective marker**. Models can move through **objective markers** and they can end a move on top of **objective markers**.

A model is within range of an **objective marker** while it is within 3" horizontally and 5" vertically of that **objective marker**. When measuring distances to and from an **objective marker**, measure to and from the closest part of it.

REVIVED

When a rule revives, resurrects or returns models to a unit, the specified number of **destroyed** models are added to the unit. This cannot expand a unit beyond its **starting strength**. Such models are added with all wargear and **enhancements** they started the battle with and, unless otherwise stated, they are returned with their full wounds remaining.

Models returned to a unit on the battlefield must be set up as follows:

- In **coherency** with models in that unit that started that phase on the battlefield (i.e. models that were already on the battlefield when that rule was used).
- They can be **engaged** with one or more enemy units, but only if those enemy units are already **engaged** with the unit those models are being returned to.

If a **leader** or **support** model in an **attached** unit is **destroyed** and subsequently revived, it is still part of that **attached** unit and must be returned to it if possible.

FAQS

Q: Is a unit with no ranged weapons eligible to shoot in its controlling player's Shooting phase?

A: Yes. Even though the unit cannot make ranged attacks, it is still **eligible to shoot**, which can affect its eligibility for other rules, e.g. starting an **action**.

Q: When my unit shoots using close-quarters shooting, can MONSTER/VEHICLE models in my unit target an engaged unit with [BLAST] weapons?

A: No.

Q: When my unit shoots at an engaged MONSTER/VEHICLE unit, can models in my unit target that unit with [BLAST] weapons?

A: No.

Q: Can a unit that is eligible to make an overrun fight be selected to do so if it is not also eligible to fight?

A: No. Sometimes a unit can become **engaged** after the start of the Fight step, but then become **unengaged** later in that step. If this happens, and it is no longer **eligible to fight**, it cannot make an **overrun fight**.

Q: Can a unit embark within a TRANSPORT after making a scout move?

A: No. Scout moves happen in the Resolve Pre-battle Abilities step of the battle, which comes after the Declare Battle Formations step and before the Begin the Battle step.

