UNIT TYPES

Infantry All personnel not mounted inside a vehicle, represented by up to 5 infantry models mounted on a single base. Includes field artillery.

Vehicles All small war machines, and infantry on bikes and mounts. Vehicles are represented by a single model; mounted units by 3 models mounted on a single base.

Flyers All high speed flying vehicles, not including slow-moving skimmers. Usually represented by a single model.

War Engines All very large war machines that can absorb several hits and have several batteries of weapons. Represented by a single model.

SETUP

Choose forces and fill out data sheets, set up terrain, place objective markers and deploy forces based on the scenario. Deal **Fate cards** if necessary.

Units set up on **dangerous terrain** must roll a D6; on a 1 the unit may not deploy there; roll again; on another 1 the unit takes a hit.

SEQUENCE OF PLAY

All **detachments** must specify their most senior unit as an **HQ unit**. If the HQ is eliminated, the next most senior unit in the detachment's **chain of command** takes over.

Only units within 30cm of their HQ at the start of a phase are in command and can move and/or shoot in that phase. Units can always snap-fire, firefight or lend support in an assault, or shoot in a firefight however.

The game consists of **turns** divided into 4 **phases**. Both players carry out actions in each phase.

Place 5 **initiative counters** in a cup; 3 for the player with the highest **strategy rating** and 2 for the other player (if they are the same, roll D6 at the start of the battle to determine who is considered to have the highest rating). To determine the **initiative**, draw a counter. Counters drawn are placed to one side until the end of the turn.

1. Movement

a. Declare Flyer missions, Preparatory Bombardments and flak special orders

b. Determine initiative

c. First player movement (Ld tests to move, or to set Overwatch)

d. Second player movement (Ld tests to move, or to set Overwatch)

2. Shooting

a. Determine initiative

b. Shoot with vehicles and infantry, alternating activations, and reducing Firepower per BMs

c. Determine initiative again

d. Shoot with war engines, alternating activations, and reducing Firepower per BMs

3. Assault

a. Determine initiative

b. First player's assault moves (Ld tests), close combats, firefights

c. Second player's assault moves (Ld tests), close combats, firefights

4. Rally

a. Roll to remove Blast markers

b. Roll to rally broken detachments (Ld tests)

c. Repair war engine damage and shields 4. Check scenario victory conditions

MOVEMENT

The winner of the initiative chooses who moves all of his eligible units first.

Units may move up to their **Speed** value in centimetres and may turn freely as they move.

Special Moves

Detachments may make a **special move** instead of a normal move (mark with the appropriate symbol on an order dice).

Overwatch

Movement Phase: move up to 5cm.
Shooting Phase: re-roll any missed hit dice.
Assault Phase: no move.

Assault

Movement Phase: normal move.
Shooting Phase: Firepower halved, after applying BMs[1].
Assault Phase: move only towards enemy.

March

Movement Phase: triple move.
Shooting Phase: no shooting.
Assault Phase: no move; Assault and Firepower halved if engaged in close combat or a firefight.

Terrain

Terrain either has **no effect**, is **impassable**, or is **dangerous**. If a unit enters (or starts to move in) dangerous terrain, roll a D6. On a 1 the unit must halt; roll again and if the second roll is also a 1 take a hit. This hit cannot cause critical damage on war engines.

Terrain	Inf. ARM	INF	VEH	WE
Fortifications	+2	NE	IMP	IMP
Buildings	+1	NE	IMP	IMP
Ruins, Rubble	+1	NE	Danger	Danger
Woods	+1	NE	Danger	Danger
Marsh, Swamp	0	Danger	Danger	Danger
River	0	Danger	IMP	Danger

Roads

Add 5cm to a unit's basic Speed (before modification) if it spends an entire movement or assault phase on a road.

Cover

Infantry units **in cover** increase their Armour value by the appropriate bonus (up to a maximum of 6).

Walkers

Dreadnoughts, War Walkers etc. move as infantry, and can be transported in Drop Pods and transport flyers[2].

Transport

It costs a **Transport** unit and the unit being carried 5cm of their move to pick up or set down a unit. A unit may be picked up and dropped off in the same turn, but may perform no actions whilst being transported.

If a transport carrying units is destroyed, roll D6 for each unit on board. On a 1-3 it is destroyed, on a 4-6 it is deployed in contact with the destroyed transport. Units with Save may also make their Save[3].

Orks may hitch a lift on a battle wagon (can carry 1 unit) or battle fortress (can carry up to 4 units) once per phase. They cannot move on their own in the same phase (though they may assault), but the vehicle's move is unaffected.

Snap Fire

A unit moving within 10cm of an enemy unit during the movement phase can be attacked by **snap-fire**. If it starts within 10cm it can only be snap-fire attacked if it moves closer. The attacker gets to stop the unit at the point the attack was made and rolls a D6: if this equals or beats the unit's Armour it takes a hit. A unit may snap-fire any number of times in the movement phase, but only once at a single target. No LoS or even Firepower value is required.

SHOOTING

Players alternate shooting with their detachments at enemy detachments, starting with the player with the initiative. You may choose to pass on a shooting opportunity to fire later. If both players pass in a row, move to the next Shooting phase step[4].

1. Add up Firepower

Add up the **Firepower** values of attacking units that are in range and have a line of fire (LOF) to at least one target.

2. Place Blast Markers
The number of BMs a target detachment takes depends on the total Firepower directed at it before modification.

3. Determine how many hit dice to roll
Cross index the total Firepower with the type of target.
If the target has some units in cover and some in the open, the attacker can choose to fire only at the targets in the open. Always use the **Marching** column if the target is marching, even if some units are in cover.

4. Determine lowest target Armour value
Remember Armour bonuses for being in cover.

5. Roll hit dice and discard misses
Remove any dice that scored lower than the target detachment's lowest Armour value.

6. Allocate hits
Allocate dice individually to the closest target ~~each can effect first, skipping targets the dice can't effect~~, even if the dice cannot affect that target[5]. Once all units have taken a hit start with the closest again until all hits have been allocated.
Targets **in cover** cannot be hit unless the **Cover** row was used on the Firepower table. Targets must be in range and LOF of at least one unit from the attacking detachment.

7. Remove destroyed units
Splitting Fire A unit may split its Firepower between several target detachments; work out each shot separately.
Line of Fire LOF is blocked by terrain (unless at a lower elevation) but not by other units. Buildings and woods do not block the LOF to or from units in the terrain itself. Units can shoot in any direction.
BM Penalties Each BM on a detachment reduces its Firepower by 1. A super heavy weapon counts as 1 Firepower for BM suppression, including Barrages[6]. Always reduce Firepower first, then reduce SHWs[7]. Detachments with BMs on them must pass a Leadership test in order to move in the movement phase, set overwatch, or move in the assault phase. Roll over the number of BMs on a D6 to succeed; detachments with 15 or more units add +1 to the roll. A roll of 6 always succeeds.

ASSAULT
Detachments on Assault orders may move and attack. The player with the initiative decides whether he assaults first or second. Then the player going first makes all his assault moves and resolves any resulting close combats or firefights.

Any or all assaulting units may **charge** into close combat. This is the only time units may move into contact with enemy units. Infantry and Walkers[8] may move at double Speed when charging if it will bring them into contact with the enemy. Assaulting units must move at least 5cm towards any enemy, but may not move past any unengaged enemies.
Enemy units cannot snap-fire in the assault phase.

Close Combat
After a player's assault moves, any detachment with units in base contact with an enemy must resolve a **close combat**.
Where 2 or more detachments are in contact with one or more enemies, resolve the fight as a single large combat.

1. Total Assault values
Total the Assault values of units in base contact with the enemy. A maximum of 2 units may 'gang up' on each enemy unit. Any other units from the detachment (even with 0 Firepower, and even without LoS) within 15cm of the enemy each add +1.

2. Determine close combat bonuses
Add bonuses based on how Assault totals compare, BMs and psykers.

3. Roll dice and add bonuses
Each player rolls D6 and adds their combat bonuses; the highest total wins. On a draw, place 1 BM on every involved detachment and roll again.

4. Determine difference, place BMs
Each detachment on the losing side receives a number of BMs equal to the difference between the scores (up to a maximum equal to the number of units it had fighting in base contact).

5. Roll for hits
Look up the difference in scores on the **Close Combat table**, and roll equal or greater on a D6 than the number shown to hit each unit. You can only put a second hit on a unit once all of the enemy units have been allocated a hit.

7. Broken detachments and retreats
All losing side detachments are **broken** and must **retreat**.

Firefights
Firefights take place if there is an enemy detachment within 15cm after a player has resolved his close combats.
Where one or more detachments are within 15cm of two or more enemy detachments, resolve the firefight as a single firefight.

1. Total Firepower
Total the Firepower of all units within 15cm of the enemy, even without Los.

2. Work out firefight bonuses

Add bonuses based on how Firepower totals compare, BMs and psykers.

3. Roll dice and add bonuses
Each player rolls D6 and adds their combat bonuses; the highest total wins. On a draw, place 1 BM on every involved detachment and roll again.

4. Allocate hits & Blast markers
Each detachment on the losing side takes 1 hit on the nearest unit to the enemy and receives 1 BM. Losing detachments are **broken** and must **retreat**.

Broken Detachments
Mark broken detachments with order dice. **A detachment is broken if it loses a combat or a firefight.** It must make a **retreat move** of up to 20cm in any direction, but if the retreat ends within 15cm of any enemy, it is destroyed.
It may make a retreat move only in a subsequent movement phase if desired. It cannot move or shoot otherwise, and has **Assault and Firepower halved**.
Units **out of command** are not affected if their parent detachment is broken; if broken itself it is destroyed with no effect on the parent detachment.

RALLY

1. Remove Blast markers
Remove D6-1 BMs from each detachment (roll separately for each).

2. Rally broken detachments
Make a **Leadership test** for each broken detachment. If the D6 roll is greater than the number of BMs on it, remove the Broken marker. A detachment cannot rally if the number of BMs on it is equal to or greater than its number of units.

3. Repair war engine damage and Void shields
Repaired on a 4+ on a D6.

4. Check victory conditions
Depending on the scenario.

SUPER HEAVY WEAPONS
Super heavy weapons can pick out individual targets within a detachment. Those used by units making an Assault must roll 4+ to lock on and be able to fire in the Shooting phase.
Units in Overwatch may re-roll super heavy weapon misses as usual. In firefights a super heavy weapon without a basic Firepower value counts as having a Firepower of 1.
Super heavy weapons place BMs on the target detachment (check the **Blast Markers table**). If the attacker is firing with both Firepower and super heavy weapons it places BMs for both attacks.

A SHW counts as 1 Firepower for BM suppression, including Barrages[9].

Anti-Tank
Anti-tank shots always roll 1 D6 to hit regardless of cover. The target's Armour always counts as 4 (ie. 1 dice, 4+ to hit). Anti-tank weapons can fire at any target. Anti-tank weapons must choose whether they are shooting at infantry targets or vehicle targets[10].

Barrage
Place the **Barrage template** over the target detachment. The barrage's Firepower equals the number of units from the target detachment that fit under the barrage template (to count, the template must cover any part of a vehicle or war engine and at least 3 models from an infantry unit). Add the Firepower of the barrage to the attacking detachment's Firepower; the barrage does not count as a super heavy weapon for placing BMs.

Close Combat Weapons
War engines armed with close combat weapons double their Assault value if fighting an enemy war engine in close combat. **Catastrophic damage** is automatically inflicted if the war engine with the close combat weapon wins; roll on the war engine's Catastrophic Damage table.

Death Ray
Death Rays always roll 1 D6 to hit. The target's Armour value always counts as 2 (ie. 1 dice, 2+ to hit). They always cause **critical damage** against war engines; roll on the war engine's Critical Damage table.

Disrupt
Roll a D6 for each Disrupt weapon: on a 4+ place an additional BM on the target detachment. **Disrupt weapons inflict no other casualties.**

Distortion Cannon
Roll D6x5. If this equals or beats the target's basic Speed, it is hit (1 is always a miss, 6 is always a hit). War engines take a **critical hit**, ignoring shields. Other targets (those with a damage capacity of 1) are destroyed.

Heavy Barrage
The barrage's Firepower equals the number of units from the target detachment that fit under the barrage template **x2**. After firing a heavy barrage, vehicles (not war engines) take a turn to reload, during which they cannot move or fire.

Mega Cannon
Place a **Barrage template** over the target unit(s) and roll a D6 for each covered unit. If the roll equals or beats the target's Armour it takes 1 point of damage. Cover bonuses are ignored, and each Mega Cannon shot places 1 additional BM.

Pulsar

Generates the equivalent of **D6 Anti-Tank shots**. Counts as a single SHW for inflicting BMs and being affected by BMs[11].

Ripper Tentacles
When in close combat with another war engine, these prevent one of the enemy's close combat weapons from being used.

Super Lifta Droppa
Vehicles and war engines can be lifted by beating the target's **damage capacity** (1 for vehicles and 3+ for war engines) on a D6. The target can then be moved (up to 1cm per point the roll beat the damage capacity) and dropped. When dropped it is destroyed (roll for **catastrophic damage** on war engines). Anything dropped on takes 1 damage point on a 4+ D6 roll.

Vortex Missile
Any unit under a **Barrage template** suffers the equivalent of **D6 Death Ray** hits **shots**. Vortex Missiles are limited to use by Titans[12]. Once fired the missile is expended and may not be used again during the battle.

Deathstrike Missile
As Vortex Missile, but inflicts d6 Anti-tank shots instead of Death Ray shots[13].

SPECIALISTS
Assault +1 to Assault. Weapon range reduced to 15cm.
Cavalry Cavalry are treated as vehicles. Speed doubled (tripled if charging). +1 to Armour, up to a maximum of 6.
Heavy Weapons +1 to Firepower value. Weapon range increased to 45cm. Assault value halved (round up).
Jump Packs Speed doubled (tripled if charging). May ignore the effects of terrain they do not end their move in.

SPECIAL ABILITIES
Close Support Count their Firepower in support during close combat, instead of only adding +1.
Hero Heroes have a **save** and their Assault value is doubled.
Infiltrators Count as being in command within 60cm of HQ. They may deploy up to 30cm outside the normal deployment zone, or add +30cm to their first move if not deployed at the start of the battle. If more than 30cm from HQ they are still destroyed if broken in close combat or a firefight.
Psyker The side with the most psykers in a fight gains a +1 modifier. Fate cards can be used to make a special Psychic Blast attack, or nullify such an attack.
Rampage Rolls 2 dice to score hits in close combat. They may not retreat, so are destroyed if they lose a close combat and are in base contact[14].
Rapid Fire Double Firepower when in Overwatch. Heavy weapon troops may not rapid fire.

Save After a hit, if the unit rolls 4+ on a D6 the hit has no effect. BMs are still placed. Saves also apply to units in destroyed Transports[15].
Skimmer May ignore terrain when moving, but test if starting or ending a move in Dangerous Terrain. May pop up over intervening terrain to fire in the shooting phase (and may be shot at); returning to ground level at the end of the phase.
Stubborn May re-roll any failed Leadership tests.
Supreme Commander A detachment within 30cm of a Supreme Commander becomes **stubborn**. If the Commander (not just his bodyguard) firefights in a close combat or adds his Firepower to a firefight, you may re-roll the dice.
Transport (x) 'x' is how many units of infantry the transport unit can carry. The unit does not gain the special abilities of infantry it is transporting.

WAR ENGINES

Movement
War engines may not be included in detachments with other types of units. They are not given special movement orders, but may automatically move and assault in the Assault phase.
They move straight ahead but may turn up to 45° for free; any additional turns cost 5cm per 45° or fraction thereof.
When taking Dangerous Terrain tests, there is no chance of critical damage being inflicted.
Baneblades, Shadowswords and Battlefortresses can reverse, at a cost of 5cm per phase in which the superheavy tank uses any reverse movement[16].

Shooting
After initiative is determined, players alternate firing war engine detachments. Fire may be split between targets, but the Firepower of individual weapon batteries may not.
Heavy weapon batteries may combine Firepower if shooting at the same detachment; **super heavy weapons** are fired individually.
When shooting at immobilised war engines in the open, the attacker rolls 1 hit dice for every point of Firepower.

Damage
Roll D6 for each hit scored on a war engine. On a roll of 6 roll 2D6 on its Critical Damage Table. When an engine's **damage capacity** is reduced to 0 it is destroyed; roll a D6 on the engine's Catastrophic Damage Table.
Shields absorb damage; no critical damage rolls are made for hits absorbed by shields. Void shields can be repaired and raised again in the Rally Phase.

Close Combat

War engines can always move and/or charge in the Assault Phase. They can be attacked by a number of in-contact units equal to half its starting Damage Capacity.

Instead of rolling a single dice for damage from an engine, roll dice equal to half current Damage Capacity. Hits rolled in close combat ignore shields and damage the engine directly.

Support

War engines not in close combat can support detachments within 15cm. The bonus is equal to half the engine's current Damage Capacity. BMs the engine is carrying are not counted in the combat, and engines do not take any BMs if they are on the losing side. Each engine can only support one close combat in each player's assault phase.

War engines can participate in firefights. Super heavy weapons count as having a Firepower of 1.

BMs, Breaking and Retreating

War Engines are always **stubborn** – they may re-roll the dice when taking a Leadership test in order to move, though they can always shoot. Add +1 to the roll if their starting Damage Capacity was over 15.

War engines can never be broken, and do not retreat.

War Engine Orders

Immobilised war engines may not use special orders, the effects of the special order are cancelled if they become immobilised.

Overwatch

Movement Phase: move as normal.
Shooting Phase: fire in the first phase, **OR** fire in the second phase with re-rolls to hit.
Assault Phase: no move other than a single turn.

Assault

Movement Phase: normal move.
Shooting Phase: Firepower halved, SHWs must lock-on, target the war engine as a vehicle or infantry detachment.
Assault Phase: normal move, Firepower halved, CCWs may be used against vehicle and infantry detachments to double the assault value.

March

Movement Phase: triple speed, may not buy additional turns.
Shooting Phase: Firepower halved, SHWs must lock-on.
Assault Phase: no move; Assault and Firepower halved.

Flak

Movement Phase: normal move, may snap-fire at any flyer in range and arc of a working gun.
Shooting Phase: may not shoot.
Assault Phase: normal[17].

ARTILLERY

Artillery units only need to be in range of their target, they do not need a LOF.

Artillery units can fire in the movement phase instead of moving; place a **special orders marker dice** at the start of the movement phase before initiative.

Work out the attack at the start or the end of the opposing player's movement. The units cannot move. Any other units from the same detachment may move up to 5cm.

After the bombardment the detachment may be placed on **overwatch**, but the artillery may not fire again that turn (note the units get no overwatch re-roll for their firing that turn).

FLYERS

Flyers are kept off table and fly one mission per turn in the player's movement phase. The player with the lowest Strategy Rating declares first which mission each of his detachments will fly at the start of the turn. After each mission the detachment must miss its next turn refuelling and rearming.

Ground Attack Mission

1. Flyer enters any board edge in the movement phase.
2. Unlimited move, but only straight ahead. Enemy units can snap-fire, but flyers are not halted as a result.
3. Flyer may halt at any point to make a ground attack in range and in the forward 90° fire arc. Ignore LOF.
4. After the attack the flyers are removed from the table. Flyer detachments must be together, facing one direction, in formation, delivering their attacks at the same time.

Transport Mission

1. Placement and movement as above. Firepower is halved and super heavy weapons need a 4+ to lock on and be able to fire. Other flyers in the same detachment not transporting troops fire at full effect.
2. After shooting, flyers disgorge cargo at that point. Units being dropped off lose 5cm from their move; Assaults can be made on the turn of landing, but the units may not go into Overwatch or March.
3. Transporters may carry troops from other detachments, which are kept off-board until deployed. Units are destroyed if a transport carrying them is destroyed.
4. Units that cannot fit can be brought into play in a future turn, though they will be out of command unless landed within 30cm of their HQ.
5. After disgorging cargo, flyers are removed from the table.

Intercepting Mission

1. Flyers have a dogfight value: the first number is the flyer's **Intercept value**, the second is its **Gunnery value**.

2. When an opposing flyer detachment is placed on the table, you may declare you wish to **Intercept** it with one of your flyer detachments if it is on an Intercept mission. Place your interceptors by the enemy detachment. Interceptors cannot be shot at via flak or snap-fire, as the dogfight happens before any of the flyers reach the table[18].
3. Starting with the flyer with the highest Intercept value (on a tie flyers on an Intercept mission attack first, or if both are, on initiative), each flyer can attack one enemy flyer.
4. Each flyer rolls a number of hit dice equal to its Gunnery value. Each dice equal or greater than the target's armour hits. Apply damage immediately.
5. Once all flyers have attacked, remove the interceptors. Survivors carry on with their missions.
6. Detachments on Intercept missions do not have to miss a turn refuelling and rearming until they have attacked.

Flak

Detachments with flak units can be placed on alert when flyer missions are declared; place a **special orders dice**. They may not move or fire, but fire at flyers in the movement phase. Other units in the same detachment are on **overwatch**. If part of the flyer's flight path is in range, roll D6 per point of the flak unit's Firepower (can be split amongst several flyers); each dice equal or greater than the target's Armour hits.

Detachments with flak who are not on alert can snap-fire at flyers and drop pods at full range, but do not benefit from any special abilities such as Anti-Tank[19].

Hits and BMs on Flyers

Roll a D6 each time a flyer takes a hit; if the roll is equal to or greater than the flyer's Armour the flyer is destroyed. Otherwise the flyer is damaged and aborts its mission immediately. It must spend the following turn being repaired and the next being rearmed and refuelled. Flyers don't pick up BMs, never take part in close combats or firefights, and can never be broken.

Drop Pods

A detachment arriving in drop pods always enters as **Reserves**, at the start of the player's movement in the movement phase.

Place markers for each unit on a Barrage template, hold the template 30cm over any part of the table and flip over the template. Markers landing off-table or on terrain that's impassible to vehicles are destroyed. Enemy units can snap-fire within 10cm, and flak units at full range, in both cases use the Armour value of the unit inside the drop pod.

Detachments arriving via drop pods are limited to **assault** or **normal orders**[20].

[1] Halved BMs, Firepower Magazine XXX, pZZZ

[2] Walkers, Firepower Magazine #1, p12

[3] XXX saves for transports

[4] Both players pass on shooting, Firepower Magazine XXX, pZZZ

[5] Updated hit allocation, Epic 40,000 Magazine #5

[6] XXX SHWs and BMs

[7] Blast Markers for mixed Firepower & SHWs, Firepower Magazine #1, p14-15

[8] Walkers, Firepower Magazine #1, p12

[9] XXX SHWs and BMs

[10] Anti-Tank, Firepower Magazine #1, p12

[11] XXX SHWs and BMs, Pulsar

[12] Vortex Missiles, Firepower Magazine #1, p12

[13] Deathstrike Missiles, Firepower Magazine #1, p12

[14] XXX Rampage only dies in base contact

[15] XXX saves for transports

[16] Superheavies reversing, Firepower Magazine #1, p13

[17] War engine orders, Firepower Magazine #1, p14

[18] XXX interceptors can't be hit by AA.

[19] Flak updates, Firepower Magazine #1, p13

[20] Drop Pods, Firepower Magazine #1, p12