Hackney Area Tabletop Enthusiasts

40K REFERENCE SHEETS

v9 - for 7th Edition Warhammer 40,000 - May 2016
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GENERAL GAME CONCEPTS

BUILDING AN ARMY

Detachments
- All units must be formed into Detachments. No unit may belong to more than one Detachment.
- You may have any number of Detachments,
- One must be the Primary Detachment, and this must contain your Warlord.
- Dedicated Transports count as being part of the slot as the unit they were bought for.

Formations
- A Formation which has it's own Datasheet is a stand-alone Detachment.
- Some Faction-specific Detachments (e.g Decurion) allow you to take Formations within them. This is an exception to the 'only belong to one detachment' rule. In this case, the units gain the benefits of both the Formation and the parent Detachment.

Supplements
- Any new units in a supplement count as part of the parent Faction.

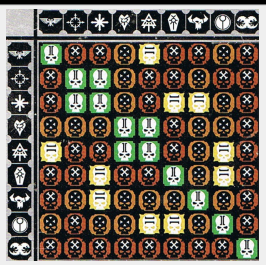
COMBINED ARMS DETACHMENT (p122)

- All units in the detachment must have the same Faction (or no Faction).
- **Ideal Mission Commander:** You may choose to re-roll the Warlord Trait.
- **Objective Secured:** Troops from this detachment control objectives even if an enemy unit is within range of the marker, unless that unit has this rule too.

ALLIED DETACHMENT (p122)

- All units must have the same Faction (or no Faction), and this must be different from the Primary Detachment.
- This detachment cannot be the Primary.
- **Objective Secured:** Troops from this detachment control objectives even if an enemy unit is within range of the marker, unless that unit has this rule too.

ALLIES TABLE (p126)



Battle Brothers (Green):
- Treated as friendly models for all purposes - they can be joined by friendly Characters, embark on friendly transports, repair friendly models
- Benefit from Warlord traits and reserve re-rolls.
- Count as friendly for Psychic powers.

Allies of Convenience (Yellow):
- Treated as enemy models that cannot be targeted, so are affected by attacks that effect 'enemy' units.
- Cannot move within 1" of each other.
- Cannot benefit from anything listed above.

Desperate Allies (Orange):
- As Allies of Convenience
- **One Eye Open:** Any unit within 6" of a Desperate Ally at the start of the turn must roll a D6. On a 1, they may not do anything that turn. Zooming/Swooping units may not pivot and must just move their minimum distance.

Come the Apocalypse (Red):
- As Desperate Allies.
- Cannot deploy within 12" of each other.

MORALE

Morale Checks
- Morale checks are always 2D6 against the highest Ld in the unit. A roll of double 1 always passes.
- Test when a unit suffers 25% or more casualties during any phase, test at the end of that phase (except the Assault phase).
- When losing an assault, test with a Ld modifier equal to the number of wounds it lost by.
- **Insane Heroism** - a roll of double 1 always passes.

Falling Back
- Units make a Fall Back move immediately after failing a Morale check. The only moves they can make after this are additional Fall Back moves until they regroup. They will make a Fall Back move every movement phase unless they Regroup.
- The default Fall Back move is 2D6", not slowed by Difficult Terrain but Dangerous Terrain is as normal.
- The move is directly towards their own table edge by the shortest route.
- If a model from the unit reaches the edge, the unit is removed as casualties.
- If falling back from assault, the unit may move freely through enemy models involved in the assault.
- **Trapped:** If the route is blocked, the unit may move around the obstacle, but if it cannot move in any direction, it is destroyed.
- Units that are falling back can only fire Snap Shots, cannot Charge, Run or TB, cannot Go to Ground and pass all Pinning tests.
- Models that are falling back automatically fail all Morale checks.
- Models that are Charged must immediately test to Regroup.

Regrouping
- Before the unit moves in the Movement phase, they must attempt to regroup.
- If 25% of the squad remains, this is a normal Morale check. If less than 25% remains, this can only be passed with Insane Heroism.
- If failed, Fall Back.
- If passed, regroup 3", not slowed by Difficult Terrain but Dangerous Terrain is as normal.
- This move must be used to restore coherency.
- Regrouped models cannot Run or Charge, but can shoot Snap Shots and Overwatch.
- If assaulted while falling back, a unit must test to regroup when the enemy is found to be in Charge range on its normal Ld (ignore the 25% rule). If failed, it is destroyed at the end of the Charge sub-phase.

CHARACTERS

Characters in Assault
- When it is the character's turn to Pile In, they must move before other models at the same I step.

Look Out, Sir!
- When a wound is allocated to a character, it may be reallocated the closest a model in the same unit within 6" on a 4+.
- A wound can be reallocated only once.
- In a unit of characters, this can be reallocated to other characters.
- Cannot be used in a challenge.

Independent Characters
- ICs pass Look Out Sir rolls on a 2+.
- Units with an IC test to Regroup as if it had 25% remaining.
- ICs without Infiltrate cannot join Infiltrating units during deployment.
- ICs who leave units still suffer ongoing effects - ICs who joint units do not suddenly gain them.

Independent Characters Joining Units
- Must be within 2" coherency of a unit to join it at the end of the Movement phase. Once joined, the unit may move no further.
- Must stay 2" away from units if not joining them.
- May not join units who are in Reserves, Locked or Falling Back.
- May not join units containing MCs.

Independent Characters Leaving Units
- May leave by moving out of coherency.
- May not leave units who are Falling Back, in Reserves, Locked, or Gone to Ground

DEATH FROM THE SKIES

FLYER WINGS

- Flyer Wings must be determined after you've finished selecting your army.
- 2-4 flyers per wing. Flyers must all be the same datasheet **OR** from the same Formation.
- One model is designated Wing Leader and gains a faction-specific special rule.
- Flyers in a Wing arrive from Reserves together and must be set up within 4" of each other. After this, they are independent units.
- Flyers in a wing may use Attack Patterns.

ATTACK PATTERNS

Flyer Wings gains the benefits of the Attack Pattern if they are in the correct positions at the end of the Movement Phase

Vigilance Pattern
- Must have two models
- Within 2-6" diagonally.
- Facing the same direction.

A	Front veh: +1BS vs ground targets, +1 Jink
B	Front veh: +1S bombs, +1 Jink
F	Front veh: +1BS vs air targets, +1 Jink

Vehemence Pattern
- Must have three models
- Within 2-6" diagonally, and 6-12" between the rear vehicles
- Facing the same direction.

A	Tank Hunters against ground targets.
B	Re-roll bomb AP, and may re-roll glances.
F	Tank Hunters against air targets.

Intolerance Pattern
- Must have three models
- Within 2-6" diagonally.
- Facing the same direction.

A	Ignores Cover against ground targets.
B	Bombs have Ignores Cover.
F	Ignores Cover against air targets.

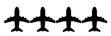
Unmerciful Pattern
- Must have three models with the same combat role.
- Within 2-4" nose to tail.
- Facing the same direction.

A	• Double Pursuit when moving Flat Out. • May then shoot with four weapons, all targeting the same ground target. • Second flyer has +1BS, third has +2BS
B	• Double Pursuit when moving Flat Out. • May then make a Bombing Run, as long as they didn't in the Movement phase, all targeting the same unit. • Second flyer has -1" scatter, third has -2".
F	• Double Pursuit when moving Flat Out. • May then shoot with four weapons, all targeting the same air target. • Second flyer has +1BS, third has +2BS

Indomitable Pattern
- Must have four models
- Within 2-6" diagonally, and 6-12" between the second row.
- Facing the same direction.

-	• Front Vehicle gains *Vigilance* benefit. • All models gain *Vehemence* and *Intolerance* benefits.

Omniscience Pattern
- Must have four models
- Within 2-4" side by side.
- Facing the same direction.



-	• Pick an enemy unit within LoS to all flyers. • All flyers get Preferred Enemy on that unit.

Fortitude Pattern
- Must have four models
- Within 2-4" in quad formation.
- Facing the same direction.

-	• All models have 4+ invul and It Will Not Die. • All weapons have Interceptor.

Note: Additional rules from Death from the Skies are written in blue throughout this document.

DOGFIGHT SEQUENCE

1. **Interception sub-phase:**
   - Each player rolls d6, with +1 if they have more Fighters than Bombers, and -1 if they have more Bombers than Fighters.
   - The winner is the Attacker for this phase.
   - The attacker picks one of their flyers and one of the enemy flyers.
   - Flyers are placed 36" apart on a flat surface.
2. **Engage sub-phase:**
   - Players pick a D3 number and compare the results on the Engagement Tactics table.
   - The winner may close or increase the range to the opponent by 12".
   - If the winner's Pursuit is 2 points higher, they may close or increase the range by 24".
   - The winner may also end the dogfight.
3. **Manoeuvre sub-phase:**
   - Players pick a D3 number and compare the results on the Manoeuvre Tactics table.
   - The winner may turn the opponent 90o.
   - If the winner's Agility is 2 points higher, they may turn their opponent 180o.
   - The winner may also Jink, which lasts until the end of the phase.
4. **Attack sub-phase:**
   - Players pick a D3 number and compare the results on the Attack Tactics table.
   - Both players then play one Shooting Phase.
   - Both Flyers are considered to be Zooming.
   - Player may only Jink if they won the Manoeuvre Phase.
   - Check which Angle of Attack applies.
   - Any damage that applies until the end of the turn applies to the end of

- **Air Superiority:** If only one player has Flyers in Reserve at the end of this phase, they may add or subtract 1 from Reserve rolls, and the opponent must subtract 1.

ENGAGEMENT TACTICS

D3	1	2	3
1	Attacker	Defender	D6+Pursuit
2	D6+Pursuit	Attacker	Defender
3	Defender	D6+Pursuit	Attacker*

- Attacker across top, Defender on left.
- In *Attacker** results, the Attacker gets +d6 Pursuit for the rest of the phase.

MANOEUVRE TACTICS

D3	1	2	3
1	Attacker*	Defender	D6+Agility
2	D6+Agility	Attacker	Defender
3	Defender	D6+Agility	Attacker

- Attacker across top, Defender on left.
- In *Attacker** results, the Attacker gets +d6 Agility for the rest of the phase.

ATTACK TACTICS

D3	1	2	3
1	Attacker	Defender	Type Order
2	Type Order	Attacker*	Defender
3	Defender	Type Order	Attacker

- Attacker across top, Defender on left.
- In *Attacker** results, the Attacker gets +1 BS.
- Type Order means Fighters, then Attack Flyers, then Bombers. Roll off in case of ties.

PRE-GAME SEQUENCE

PRE GAME SEQUENCE (p128)

1	Decide on the mission
2	Choose armies.
3	**Set up the battlefield** • Scenery can be placed in any way the players find mutually agreeable. • Place any Fortifications which are neutral scenery.
4	Place Objective Markers.
5	Roll D6 for Random Deployment Zones.
6	Decide on Player table edges by any mutually agreeable method.
7	Declare if either player wants Night Fighting.
8	**'Before the game begins'.** • Generate Psychic Powers.
9	Roll off for Deployment. The winner can choose first or second.
10	**Deploy your armies.** • Generate Warlord Trait first. • Generate Wing Leader special rules. • Fortifications which are part of an army are deployed with the rest of the army using the same rules. • Scenery upgrades may be deployed inside the scenery or within 6" of it. • Declare Reserves, Deep Strike, Outflank, Combined Reserves. • Second player deploys.
11	**Deploy Infiltrators.** • If both players have them, roll off. The winner can choose to deploy a unit first or second. Then alternate.
12	**Redeploy Scouts** • If both players have them, roll off. The winner can choose to redeploy a unit first or second. Then alternate.
13	**Choose who goes first.** • Player that deployed first can choose first or second turn.
14	**Seize the Initiative.** • The second player can go first on a 6.

MISSIONS - ETERNAL WAR

1	**Crusade** D3+2 Mysterious Objectives.
2	**Purge the Alien** Kill Points.
3	**The Scouring** 6 Numbered Mysterious Objectives.
4	**Big Guns Never Tire** D3+2 Mysterious Objectives, with additional KP for Heavy Support units destroyed.
5	**The Emperor's Will** 1 Mysterious Objective each.
6	**The Relic** 1 Relic Objective.

All missions use Night Fighting, Reserves, First Blood, Slay the Warlord and Linebreaker.

MISSIONS - MAELSTROM OF WAR

1	**Cleanse and Control** • 3 TOs at all times. • Vanguard Strike deployment.
2	**Contact Lost** • 1 TOs on turn 1. • 1 TO per controlled objective on other turns, to a maximum of 6. • Dawn of War deployment.
3	**Tactical Escalation** • Must hold a number of TOs equal to the turn number. • Hammer and Anvil deployment.
4	**The Spoils of War** • 3 TOs at all times. • 'Secured Objective X' cannot be discarded, and either player can achieve. • Dawn of War deployment.
5	**Cloak and Shadows** • 3 TOs at all times. • Secret Objectives: Revealed only when achieved. • Hammer and Anvil deployment.
6	**Deadlock** • Must hold a number of TOs opposite to the turn number, starting with 6. • Vanguard Strike deployment.

All missions use Night Fighting, Mysterious Objectives, Reserves, First Blood, Slay the Warlord and Linebreaker.

Tactical Objectives
- At the start of your turn, generate new objectives.
- At the end of your turn, check which are achieved and discard them.
- After discarding, you may choose to discard one more.

OBJECTIVES

Placing Markers
- Roll off to see who places first.
- Markers cannot be placed within 6" of the edge or within 12" of another marker.
- Cannot be placed on Impassable Terrain.
- Cannot be placed **in** buildings, but **on** buildings is ok.

Controlling Markers
- You control an objective if you have one model from a scoring unit and no models from enemy units within 3".
- All units are scoring except Swooping FMCs, Zooming Flyers (or units embarked on one), units falling back, or unclaimed buildings.
- Claimed buildings **are** scoring
- Units in a building are within 3" of any markers on or within 3" of the building.
- Units can control one marker at a time.
- Only one unit may control a marker.

TACTICAL OBJECTIVES

	Capture and Control
11	**Secure Objective 1**
12	**Secure Objective 2**
13	**Secure Objective 3**
14	**Secure Objective 4**
15	**Secure Objective 5**
16	**Secure Objective 6**
	Take and Hold
2-	**As Capture & Control**
	Storm and Defend
3-	**As Capture & Control**
	Seize Ground
41	**Recon** 1VP if all objectives have been identified.
42	**Behind Enemy Lines** • 1VP if 1 friendly scoring unit is within 12" of the opponents table edge. • D3VP if 3 friendly scoring units.
43	**Hold the Line** 1VP if 3 friendly scoring units and no enemy scoring units are within 12" of your edge.
44	**Ascendency** D3VP if you control 3 objectives.
45	**Supremacy** D3VP if you control twice as many objectives as your opponent (min 2).
46	**Domination** D3+3VP if you control all objectives.
	Purge
51	**Overwhelming Firepower** • 1VP if an enemy unit was completely destroyed in the Shooting phase. • D3VP if 3 units destroyed.
52	**Blood and Guts** • 1VP if an enemy unit was completely destroyed in the Assault phase. • D3VP if 3 units destroyed.
53	**No Prisoners** • 1VP if an enemy unit was completely destroyed in your turn. • D3VP if 3-5 units destroyed. • D3+3VP if 6+ units destroyed.
54	**Hungry for Glory** • 1VP if you issued a challenge. • D3VP if 3 challenges issued.
55	**Psychological Warfare** • 1VP if an enemy unit failed a Morale, Fear or Pinning test. • D3VP if 3 units failed.
56	**Harness The Warp** • 1VP if you manifested a Psychic Power. • D3VP if 3 powers manifested.
	Annihilation
61	**Kingslayer:** - D3VP if the enemy Warlord has been removed as a casualty in any turn.
62	**Witch Hunter:** - 1VP if 1 enemy Psyker destroyed.
63	**Scour the Skies:** - 1VP if 1 enemy Flyer/FMC destroyed.
64	**Assassinate:** - 1VP if 1 enemy character destroyed. - D3VP if 3 characters destroyed.
65	**Demolitions:** - 1VP if an emeny gun emplacement or building was destroyed. - D3VP if a Mighty Bulwark was destroyed.
66	**Big Game Hunter:** - 1VP if a MC or vehicle was destroyed. - D3VP if a GC or Super-heavy was destroyed.

SECONDARY OBJECTIVES

Slay The Warlord (1VP)
If the enemy Warlord has been removed as a casualty as the end of the game.

First Blood (1VP)
The first unit to be completely destroyed during the game. If two opposing units are destroyed simultaneously, both players get the point.

Linebreaker (1VP)
If, at the end of the game, you have at least one model from a scoring unit completely within 12" of the enemy's table edge

MYSTERIOUS OBJECTIVES

1	**Sabotaged:** Roll D6 at the end of every turn. On 1, all units within 3" take D6 S4AP- hits.
2	**Nothing of Note:** No effect.
3	**Skyfire Nexus:** Unit in control can choose to Skyfire.
4	**Targeting Relay:** Unit in control re-rolls shooting hits of 1.
5	**Scatterfield:** Unit in control has +1 cover save.
6	**Grav Wave Generator:** -2 to enemy charge ranges.

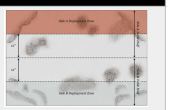
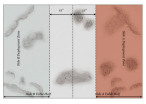
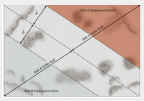
NIGHT FIGHTING

- If the mission includes Night Fighting, either player can request to use it.
- Night Fighting affects Turn 1 on 4+.
- If Night Fighting is in effect, all units have the Stealth special rule.

VARIABLE GAME LENGTH

- If the mission includes Variable Game Length, at the end of turn 5, roll d6. On a 3+, the game continues, otherwise the game is over.
- If a sixth turn was played, roll again at the end of the sixth. On a 4+, play a seventh turn.
- There are never more then seven turns.

DEPLOYMENT ZONES

1-2	Dawn of War	
3-4	Hammer and Anvil	
5-6	Vanguard Strike	

INFILTRATORS

- Unit may choose to set up as Infiltrators and are deployed last.
- Infiltrate is (C) - conferred to the unit by a single model, and conferred on a dedicated transport.
- Infiltrators may set up anywhere more than 12" from any enemy unit as long as no deployed enemy unit may draw LoS to them, including in a building.
- Alternatively, they may be set up anywhere more than 18" from any enemy unit.
- An infiltrating unit cannot charge in the first turn.
- Units with Infiltrate and Scout may do both.
- Units with Infiltrate may Outflank.

SCOUTS

- Unit may choose to redeploy after Deployment & Infiltrators.
- Scout is (C) - conferred to the unit by a single model, and conferred on a dedicated transport.
- This may take them out of the deployment zone.
- Infantry, Artillery, Walkers and Monstrous Creatures may redeploy 6". Any other type may redeploy 12".
- A scouting unit cannot charge in the first turn.
- A unit may not embark/disembark as part of this redeployment.
- Units with Scout may Outflank.

WARLORD TRAITS - PERSONAL

1	**Master of Defence** Warlord has Counter-attack.
2	**Master of Offence** Warlord has Furious Charge.
3	**Master of Manoeuvre** Warlord has Outflank.
4	**Legendary Fighter** Army gains +1VP for each character slain by the Warlord in a challenge.
5	**Tenacity** Warlord has Feel no Pain.
6	**Immovable Object** Warlord has It Will Not Die and Fearless.

WARLORD TRAITS - STRATEGIC

1	**Conqueror of Cites** Your units gain Move Through Cover (Ruins) and Stealth (Ruins).
2	**Night Attacker** You may force Night Fighting on Turn 1. Your units gain Night Vision.
3	**Master of Ambush** The Warlord and three non-vehicle units have Infiltrate.
4	**Strategic Genius** You have +1 to Seize the Initiative and can re-roll all Reserve rolls.
5	**Divide to Conquer** Your opponent has -1 to Reserve rolls.
6	**Princeps of Deceit** At the start of the opponent's first turn, pick 3 units in his army to make a Pinning test.

WARLORD TRAITS - COMMAND

1	**Inspiring Presence** Friendly units in 12" can use the Warlord's Leadership.
2	**Intimidating Presence** Enemy units within 12" use their lowest Ld value, not their highest.
3	**The Dust of a Thousand Worlds** Warlord and all friendly units within 12" have Move Through Cover.
4	**Master of the Vanguard** Warlord and all friendly units within 12" add 1" to Run or Charge ranges.
5	**Target Priority** Warlord and all friendly units within 12" re-roll shooting To Hit rolls of 1.
6	**Co-ordinated Assault** Warlord and all friendly units within 12" re-roll assault To Hit rolls of 1.

WARLORD TRAITS - TACTICAL

1	**Tactical Genius:** You may discard 2 active Tactical Objectives at the end of the turn.
2	**Master of Interference:** One Use Only. At the end of your turn, opponent must surrender one random active Tactical Objective.
3	**Well Prepared:** +1 Tactical Objective on your first turn.
4	**Forward Planning:** After generating TOs on your first turn, you may discard them and redraw.
5	**Master of Fate:** Re-roll the dice for VPs awarded by Tactical Objectives with random VPs.
6	**Lead by Example:** Any 'Secure Objective X' that is gained because the Warlord's unit controls it gains an additional VP.

TURN+RESERVES

CONCISE TURN SEQUENCE

x	**Start of the Game Turn** • If using it, complete the Dogfight Phase • Check for Air Superiority
1	**Start of the Player Turn.** • Roll for One Eye Open on any unit within 6" of Desperate Allies. • Scatter any Vortex templates. • Roll for Reserves • In a Maelstrom game, draw new cards
2	**Movement Phase.** • Move Reserves first. • Units Falling Back must attempt to Regroup when selected. • FMCs must declare Swoop or Glide. • Flyers must declare Zoom or Hover before any units disembark. • Vehicles declare Speed when move. • At the end of the phase, take Morale checks for units losing 25%.
3	**Psychic Phase.** • Generate Warp Charge. • Manifest powers. • At the end of the phase, take Morale checks for units losing 25%.
4	**Shooting Phase.** • Shoot units one at a time. • Fire Emplaced Weapons last. • At the end of the phase, take Morale checks for units losing 25%.
5	**Assault Phase.** • Charge sub-phase. • Fight sub-phase. Active player decides the order in which to resolve assaults.
6	**End of the Turn.** • Roll for units with Soul Blaze. • Roll for Sabotaged objectives • Friendly Gone to Ground units to normal. • In a Maelstrom game, score/discard cards.

PREPARING RESERVES

- You may Reserve any number of units.
- If a unit cannot be deployed on the table, it must be Reserved.
- You must specify in deployment any attached Independent Characters, Transports, and if using Deep Strike or Outflank.

ARRIVING FROM RESERVE

Turn	Roll required
2	3+ on D6
3	3+ on D6
4	Automatically arrives.

- Roll of 1 always fails to arrive.
- Moves on from the controlling player's edge.
- If it cannot fit on the board with its max move, move it as far on as possible.
- **Ongoing Reserves:** Units which leave the board during the game enter Ongoing Reserves, which arrive automatically the next turn.

DEEP STRIKE (p162)

1	Place one model from the unit anywhere.
2	**Roll for Scatter 2D6"** • Vehicles do not change facing when scatter.
3	**Place the rest of the models** • Models must be in base contact, forming a circle around the first. • Once the circle is complete, start another. • Each circle must include as many models as will fit.
4	**Mishap occurs if any model:** • would be placed off the table. • would be within 1" of an enemy. • would be on top of a friendly. • would be in Impassable Terrain.
5	Difficult terrain is Dangerous

- If in Ruins, place models on the ground floor.
- Buildings count as Impassable Terrain.
- Units may Shoot, Run, etc as normal, counting as having moved (Combat Speed for vehicles).
- Units may disembark but may not charge.

DEEP STRIKE MISHAP (p162)

D6	Effect
1	The entire unit is destroyed!
2-3	Opponent deploys unit without scattering.
4-6	Place in Ongoing Reserves.

OUTFLANKING

Outflanking units roll a d6 to determine what edge they arrive from when arriving from Reserves.

D6	Effect
1-2	To the left of controlling player.
3-4	To the right of controlling player.
5-6	Choose left or right.

MOVEMENT PHASE

MOVEMENT DISTANCES (p199)

Unit Type	Move	Effect of Difficult Terrain	Fall Back	Pg
Infantry	6"	Roll 2d6 and pick the highest number.	2D6"	62
Jump (using)	12"	If the move starts/ends in this, take a Dangerous test.	3D6"	65
Jump (not using)	-	As standard Unit Type.	3D6"	65
Beasts	12"	No Effect.	3D6"	67
Cavalry	12"	If the move enters this, take a Dangerous test.	3D6"	67
Bikes	12"	If the move enters this, take a Dangerous test.	3D6"	63
Jetbikes	12"	If the move starts/ends in this, take a Dangerous test.	3D6"	63
MC	6"	Roll 3d6 and pick the highest number.	2D6"	67
Artillery	6"	Roll 2d6 and pick the highest number.	2D6"	64
Jet Pack (using)	6"	If the move starts/ends in this, take a Dangerous test.	2D6"	66
Jet Pack (not using)	-	As standard Unit Type.	2D6"	66
Skimmers	12"	If the move starts/ends in this, take a Dangerous test.	n/a	89
Walkers	6"	Roll 2d6 and pick the highest number.	n/a	90
Flyers (zoom)	18-36	No Effect.	n/a	84
FMCs (swoop)	12-24	No Effect.	n/a	68
Other Vehicles	12"	If the move enters this, take a Dangerous test.	n/a	72

MOVING UNITS

- Pivoting on the spot is not moving.
- Units Locked in assault cannot move.
- **Unit Coherency:** Models must remain within 2" horizontally and/or 6" vertically of another model in the same unit. If this is lost, the unit must attempt to regain coherency in their next turn. This may force the unit to Run.

EMBARKING & DISEMBARKING (p80)

Embarking Vehicles

- Move each model to within 2" of an Access Point in the Movement phase. The whole unit must be able to embark.
- If the vehicle moved before the embarkation, it cannot move further.
- Vehicles cannot Tank Shock/Ram that turn.
- Embarked models are Fearless.
- Embarked units may fire Overwatch out of Fire Points.
- ICs embarking an occupied vehicle automatically joins the unit.
- Only Infantry models may embark (this does **not** include Jump or Jetpack Infantry).

Disembarking Vehicles

- A unit may disembark if it begins the turn in a vehicle which moved no more than 6".
- If the vehicle has already moved, it may not move further.
- Vehicles cannot Tank Shock/Ram that turn.
- Place models, one at a time, touching an Access Point. The model may then move 6" or less for Difficult Terrain.
- Disembarked units may act normally but may not charge. If disembarked in the enemy turn, they may not charge in theirs.
- **Emergency Disembarkation:** If models cannot disembark because of enemy models or terrain, they may be placed touching any part of the hull (instead of an Access Point). After their 6" move, they may not perform voluntary actions that turn. If some models can't be placed, unit stays in.

THUNDERBLITZ (p95)

D6	Tank Shock	Ram
1	Carry on as normal	Carry on as normal
2-5	Unit suffers D6 S6AP- hits.	Add D6 to the Super-heavy's AP.
6	Unit suffers 2D6 S10AP2 hits. Then carry on as normal.	Vehicle scatters 2D6" and Explodes

TANK SHOCKS & RAMMING (p92)

1	Nominate a vehicle and declare either Tank Shock or Ram. Only Tanks or Super-heavy vehicles may Tank Shock or Ram.
2	Turn it on the spot in the direction you wish to move it.
3	Declare how many inches it will move. This can be pre-measured, but must be at least Combat Speed.
4	Move the vehicle straight forward until it contacts an enemy unit or reaches the declared distance. • Tank Shocks cannot be attempted against enemies locked in combat. • The tanks stops if it comes within 1" of a friendly model, impassable terrain or reaches the board edge. • If a Ram was declared, it will make a Ram attack if it contacts an enemy vehicle.
5	Enemy units contacted take Morale test. • If the test is failed, the unit immediately Falls Back. • If the test is passed, one model from a unit may make a single **Death or Glory** attack against the front armour, which automatically hits. This can be assault, a single shot (even if the weapon has more shots) or a grenade. If it causes a Stunned, Immobilised, Wrecked or Explodes result, the vehicle stops 1" away. If the attack fails, the model is removed. If Artillery units do this with a gun and fail, both the crewman and gun are removed. • Keep moving the Tank up to it's declared distance.
6	If a Ram occurs, each vehicle causes a hit against the enemy facing. • S is half the AV of your facing. • +1 for being a Tank. • +2 for being Heavy / Superheavy / Building. • If the enemy vehicle Explodes, the Tank may keep moving up to it's declared distance.

- Tanks may Tank Shock from Reserve, but this must be declared before the tank moved onto the board.
- Tank Shocking vehicles cannot move Flat Out, embark or disembark that turn.
- Vehicles that declare Ramming only fire Snap Shots.
- Walkers may not Death or Glory.
- **Thunderblitz:** Is a Super-heavy performs a Tanks Shock/Ram, as well as the regular effects, roll on the Thunderblitz table before the morale test / AP roll.

BUILDING DAMAGE TABLE

D6	Result	Hits	Other Effects
1	Breach		• Reduce AV by 1 on all facings.
2	Tremor		• Occupying unit may only make Snap Shots or disembark 3".
3	Partial Collapse	D6	• Emplaced weapons may only fire Snap Shots next turn.
4	Struc. Collapse	2D6	• One emplaced weapon is destroyed. • Emplaced weapons may only fire Snap Shots next turn.
5	Cata. Breach	2D6	• Reduce AV by D3 on all facings. • One emplaced weapon is destroyed. • Emplaced weapons may only fire Snap Shots next turn.
6	Total Collapse	2D6	• Building is destroyed and becomes Ruins. • All models must disembark or else be removed as casualties • Once disembarked, units must take a Pinning test. • Units on battlements take D6 hits and a Pinning test.
7+	Detonation!	4d6	• As above, but units on battlements take 2D6 hits.

- All hits are S6 AP- with the Ignores Cover rule, and randomly allocated.
- AP2 weapons gain +1 to this table.
- AP1 weapons gain +2 to this table.

TERRAIN

TYPES OF TERRAIN

Difficult Terrain:
- To move, roll 2d6 and pick highest.
- If you choose not to test, you cannot move any models through Difficult Terrain.
- If you choose to take the test, this is the maximum all models in the unit may move.
- -2" to charging through Difficult Terrain.

Dangerous Terrain:
- As Difficult Terrain.
- Test as soon as model enters or moves.
- On a 1, suffers a wound. No cover saves.
- Only test once per scenery area per phase.

Impassable Terrain:
- Models cannot enter.

Ruins:
- As Difficult Terrain.
- 4+ cover save regardless of % obscured.

Forests (Twisted Copse):
- As Difficult Terrain.
- 5+ cover save regardless of % obscured.

BATTLEFIELD DEBRIS (p109)

Ammunition Dump
- Difficult Terrain. Gives a 5+ cover save.
- Any model within 2" re-rolls To Hit of 1.

Barricades & Walls
- Difficult Terrain. Gives a 4+ cover save.
- Models on either side count as in contact.
- Units charging an enemy behind a wall count as charging through Difficult Terrain.

Comms Relay
- Difficult Terrain. Gives a 5+ cover save.
- Any model within 2" re-rolls Reserves.

Craters
- Difficult Terrain.
- 6+ cover save regardless of % obscured.
- Going to Ground gets +2 to cover save.

Defence Line
- Difficult Terrain. Gives a 4+ cover save.
- Models on either side count as in contact.
- Going to Ground gets +2 to cover save.

Gun Emplacement
- Difficult Terrain. Gives a 4+ cover save.
- A model in base contact fires (Relentless),
- May be attacked at T7 W2 Sv3+

Imperial Statuary
- Difficult Terrain. Gives a 3+ cover save.
- Imperium models within 2" gain Fearless.

Rubble
- As Difficult Terrain.
- 4+ cover save regardless of % obscured.

Tanglewire
- Dangerous Terrain. Gives a 6+ cover save.

Tank Traps
- Dangerous to Bikes,
- Impassable to non-Skimmer vehicles.
- Gives a 4+ cover save.

BUILDINGS (p11)

- Treat as Transport vehicles.
- **Dilapidated Buildings:** -2 to AV.
- Jump and Jet Pack infantry **may** embark.
- All buildings have Repel The Enemy.
- Buildings are automatically hit in assault.
- Two models may shoot through Fire Points.
- If AV0 or HP0, immediate Total Collapse.
- Moving between parts of a multi-part building will take up all the unit's move.

Claiming Buildings
- Buildings in your army are 'claimed' at start.
- A claimed building is a unit in the player's army and remains so, even if unoccupied.
- If an enemy unit enters the building, they immediately claim it.
- Claimed buildings have *Sentry Defense System*.

Emplaced Weapons
- **Manual Fire:** If a building is occupied, models may fire emplaced weapons manually. All fire at same target.
- **Automated Fire:** If a building is claimed, all non-manual weapons fire at the nearest enemy unit within range/LoS of the weapon at BS2 at the end of the phase.
- Gun Emplacements taken as upgrades count as additional emplaced weapons.

Battlements
- Battlements are a separate piece of terrain.
- Battlements are an access point for the building. Units may also move onto the battlements without entering the building.
- Difficult Terrain, but Jump and Jet units do not have to take Dangerous tests.
- 4+ cover save regardless of % obscured.
- Template/Blast weapons hit building too.
- If a unit moves onto the battlements of an unclaimed building they claim it.

PSYCHIC PHASE

GENERATING PSYCHIC POWERS (p22)

Mastery Levels
- Psykers know a number of powers equal to their Mastery Level.
- The number of powers a Psyker may use depends on it's Mastery Level.
- Psykers are assumed to be Mastery Level 1 unless stated otherwise.

Generating Powers
- Generate powers one at a time.
- After rolling a power, the psyker may immediately choose to swap it for the Primaris power.
- If a power is rolled twice, immediately re-roll before choosing swap for the Primaris.
- **Psychic Focus:** If a psyker generates all powers from the same discipline, he automatically gains the Primaris power in addition.
- Psykers with a Mark of Chaos or are the Daemons of a chaos god automatically know the Primaris power of their patron.
- Any Psyker with a Force weapon automatically knows the Force power.

Daemonology
- Anyone except Tyranids can select Daemonology powers.
- Grey Knights cannot use Malefic Daemonology.
- Daemons cannot use Sanctic Daemonology.
- Non-Daemons who use Malefic suffer a Perils of the Warp attack on any double.
- Non-Grey Knights who use Sanctic suffer a Perils of the Warp attack on any double.

GENERATING WARP CHARGE (p24)

The player whose turn it is rolls D6. Each player adds the Mastery Levels of all Psykers they have on the table. The total is the amount of Warp Charge each player gets.

MANIFESTING PSYCHIC POWERS (p24)

1	Select Psyker & Psychic Power.
2	Declare Target.
3	**Take Psychic Test.** • Declare how many Warp Charge you are using and roll that many D6. • For every 4+ you harness 1 Warp Charge point. • If you harness enough to meet the power's cost, the power is successful. • If you do not harness enough, the power fails. • If you roll two or more 6s, the psyker suffers Perils of the Warp.
4	**Deny the Witch.** • Declare which unit is nullifying • Declare how many Warp Charge you are using and roll. • For every 6+, you nullify 1 Warp Charge point. • You need to nullify ALL the harnessed points to cancel the power. • +1 if the target is a Psyker. • +1 if the target has higher mastery level than the caster. • +1 if the target has Adamantium Will.
5	Resolve Psychic Power.

- Only the player whose turn it is may attempt to manifest powers.
- When the player whose turn it is has 0 Warp Charge remaining, the phase is over.
- No Psychic unit may attempt to manifest the same power more than once per phase.
- Psykers in transports can only use Witchfire powers, and only if the vehicle has a firing point.
- Psychic powers cannot target units embarked on a transport.

PERILS OF THE WARP (p125)

1	**Dragged into the Warp** (Ld test) *Pass:* 1 wound/glance with no saves. *Fail:* Psyker removed and unit suffers D6 S6 AP1 hits.
2	**Mental Purge** The psyker suffers 1 wound/glance with no saves and forgets one random power.
3	**Power Drain** The psyker suffers 1 wound/glance with no saves. Roll a d3 and remove that number of warp charge from both players.
4	**Psychic Backlash** The psyker suffers1 wound/glance with no saves.
5	**Empyric Feedback** (Ld test) *Pass:* no effect *Fail:* 1 wound/glance with no saves.
6	**Warp Surge** (Ld test) *Pass:* Psyker gains a 3+ invulnerable save, Fleshbane, Armourbane and Smash until the next friendly psychic phase. *Fail:* 1 wound/glance with no saves.

PSYCHIC HOODS

Allows a model to Deny any power that targets a friendly unit within 12" of them. If they fail, the power still affects the target unit. If the Psyker is inside a vehicle or building, this may only be used to nullify powers targeted against the vehicle/ building the Psyker is in.

FORCE (p23)

Force (Blessing 1)
Any weapons in the unit with Force gain Instant Death.

FORCE WEAPONS

Type	S	AP	Type
Force sword	U	3	Melee, Force
Force axe	+1	2	Melee, Force, Unwieldy
Force stave	+2	4	Melee, Force, Concuss.

Unusual force weapons are AP3 Melee weapons with their own additional rules.

PSYCHIC POWER TYPES

Blessing
- Targets one or more friendly units
- Lasts until the player's next Psychic Phase.
- Can affect units locked in CC and can affect the casting Psyker.
- Multiple benefits from the same power are not cumulative.

Conjuration
- Conjured models immediately arrive via Deep Strike within the power's range.
- Conjured units may not take upgrades.
- Generate any abilities immediately.
- May not manifest Psychics that turn.
- Chaos Daemons get a free Icon, Instrument or Character upgrade if the model is available.

Malediction
- Targets one or more enemy units
- Lasts until the player's next Psychic phase.
- Multiple effects from the same power are not cumulative.

Witchfire
- Witchfire powers are shooting attacks.
- Any number can be manifested per turn and can all target different units.
- Cannot be used in Overwatch.

Witchfire (Beam)
- Draw a 1mm thick line between the centre of the Psyker's base and a chosen point.
- All units, friend or foe, under the line are automatically hit, except Zooming Flyers & Swooping FMCs.
- Units take a number of hits equal to the number of models under the line.
- Only one unit under the line can try to Deny.

Witchfire (Focussed)
- As Witchfire, but pick a target model in the unit.
- If you harness more Warp Charge than needed, the power affects that model.
- If you do not, the power affects the closest model in the unit.

Witchfire (Nova)
- Automatically targets and hits all enemy units within range, regardless of LoS, locked in CC, intervening models, etc.
- Only one targeted unit can try to Deny.

BIOMANCY (p192)

P	**Smite** (Witchfire 1) *R18" S4 AP2 Assault 4*
1	**Iron Arm** (Blessing 1) Psyker gains +3S, +3T and Smash.
2	**Enfeeble** (Malediction 1, 24") Target has -1S, -1T and treats all terrain (inc. open ground) as Difficult Terrain.
3	**Life Leech** (Witchfire 1) *R18" S6 AP2 Assault 2* If this causes an unsaved wound, the Psyker or a friendly model within 6" regains a lost wound.
4	**Warp Speed** (Blessing 1) Psyker gains +3I, +3A and Fleet.
5	**Endurance** (Blessing 2, 24") Target gains Feel no Pain (4+), Eternal Warrior and Relentless.
6	**Haemorrhage** (Focussed Witchfire 2, 18") Target must pass two T tests & suffers a wound for each failure. No armour or cover saves. If removed, select a model within 2" and take a single T test. Repeat as necessary.

DIVINATION (p193)

P	**Prescience** (Blessing 2, 12") Target can re-roll failed To Hit rolls.
1	**Foreboding** (Blessing 1) Psyker and unit gain Counterattack and can fire Overwatch at full BS.
2	**Forewarning** (Blessing 1, 12") Target gains a 4+ invulnerable save.
3	**Perfect Timing** (Blessing 1) Psyker and unit gain Ignore Cover.
4	**Precognition** (Blessing 1) Psyker can re-roll failed To Hit, To Wound and saving throws.
5	**Misfortune** (Malediction 2, 24") All attacks that hit the target have the Rending special rule.
6	**Scrier's Gaze** (Blessing 2) Targets the Psyker. You may re-roll Reserves, Outflank and Mysterious Objectives. If using Tactical Objectives, you can immediately discard one and draw a new one.

DAEMONOLOGY - SANCTIC (p194)

P	**Banishment** (Malediction 1, 24") Target has -1 to invulnerable saves, to a minimum of 6+.
1	**Gate of Infinity** (Blessing 1) Psyker is removed and Deep Strikes.
2	**Hammerhand** (Blessing 1) Psyker and unit have +2S.
3	**Sanctuary** (Blessing 1) Psyker and unit have +1 to invulnerable saves. Daemons within 12" treat all terrain as difficult.
4	**Purge Soul** (Focus Witchfire 1, 24") Target and Psyker roll D6 and add Ld. If the Psyker is higher, the target suffers a wound. No armour or cover saves.
5	**Cleansing Flame** (Nova 2) R9" S5 AP4 Assault 2d6, Ignores Cover, Soul Blaze.
6	**Vortex of Doom** (Witchfire 3) R12" SD AP1 Assault 1, Blast, Vortex If the psychic test is failed, psyker suffers a Perils of the Warp.

DAEMONOLOGY - MALEFIC (p195)

P	**Summoning** (Conjuration 3, 12") May conjure 10x Bloodletters, 10x Daemonettes, 10x Plaguebearers, 10x Horrors, 5x Flesh Hounds, 3x Flamers, 3x Nurgling Swarms or 5x Seekers.
1	**Cursed Earth** (Blessing 1) Daemons within 12" of psyker have +1 invulnerable save and will nor scatter when arriving via Deep Strike.
2	**Dark Flame** (Witchfire 1) Template S4 AP5 Assault 1, Soul Blaze, Torrent.
3	**Infernal Gaze** (Beam 1) R18" S3 AP4 Assault 1, Armourbane, Fleshbane
4	**Sacrifice** (Conjuration 1, 12") May conjure 1x Herald with up to 30pts of upgrades. One friendly model within 6" of psyker suffers a wound with no saves allowed.
5	**Incursion** (Conjuration 3, 12") May conjure 3x Bloodcrushers, 3x Screamers, 3x Plague Drones or 3x Fiends.
6	**Possession** (Conjuration 3, 6") May conjure 1x Greater Daemon. Psyker (or psychic unit) is removed as a casualty. If the psychic test is failed, psyker suffers a Perils of the Warp.

PYROMANCY (p196)

P	**Flame Breath** (Witchfire 1) *Template S5 AP4 Assault 1 Soul Blaze.*
1	**Fiery Form** (Blessing 1) Psyker gains 4+ inv. save and Soul Blaze in assault, and re-rolls failed To Wound rolls with other Pyromancy powers.
2	**Fire Shield** (Blessing 1, 24") Target has 4+ cover save and enemy units within 6" treat all terrain as dangerous.
3	**Spont. Combustion** (Focus Witchfire 1, 18") Target model suffers S6 AP3 hit with Soul Blaze. If slain, centre a Blast over him, S5 AP4 with Soul Blaze and Ignores Cover.
4	**Sunburst (**Nova 1) *R9" S4 AP5 Assault 2d6, Ignores Cover, Soul Blaze.*
5	**Inferno** (Witchfire 2) *R24" S4 AP5 Assault 1, Ignores Cover, Large Blast, Soul Blaze.*
6	**Molten Beam** (Witchfire 2) *R12" S8 AP1 Assault 1 Melta.*

TELEKINESIS (p197)

P	**Assail** (Beam 1) *R18" S6 AP- Assault 1, Strikedown.*
1	**Crush** (Focus Witchfire 1, 18") Suffers a S2D6 APD6 hit. S11 or 12 automatically wounds or penetrates.
2	**Objuration Mech** (Malediction 1, 24") Target's weapons have Gets Hot and each vehicle in the unit suffers a S1 Haywire hit.
3	**Shockwave** (Nova 1) *R9" S4 AP- Assault 2d6, Pinning.*
4	**Levitation** (Blessing 1) Unless Zooming, Swooping or locked, the Psyker and unit make a 12" move, ignoring intervening models & terrain. If starts or ends in Difficult Terrain, count as Dangerous. Counts as having moved. Cannot Charge.
5	**Telekine Dome** (Blessing 2, 12") Psyker and all models in 12" have a 5+ invulnerable save against shooting.
6	**Psychic Maelstrom** (Witchfire 3) *R12" S10 AP1 Assault 1, Large Blast, Barrage.*

TELEPATHY (p198)

P	**Psychic Shriek** (Witchfire 1, 18") Target unit suffers 3d6-Ld wounds. No armour or cover saves.
1	**Dominate** (Malediction 1, 24") Target must lass Ld test to shoot, move, Run, Charge, overwatch or manifest powers.
2	**Mental Fortitude** (Blessing 1, 24") Target immediately regroups and gains Fearless.
3	**Terrify** (Malediction 1, 24") Target has -1Ld, treats all enemies as having Fear, and must take a Morale check at the end of the Psychic phase.
4	**Shrouding** (Blessing 1) Psyker and friendly models within 6" gain Shrouded.
5	**Invisibility** (Blessing 2, 24") Enemy units may only Snap Shot at the target and hit in CC on a 6.
6	**Hallucination** (Malediction 2, 24") Roll D6 for the effect: 1/2 - Unit must take Pinning Test 3/4 - Unit has -1WS, BS, I & A 5/6 - One random character in the unit suffers a S3 attack from every other model in the unit. No cover, and no allocating to other models. If no characters, treat as 3/4.

SHOOTING PHASE

SHOOTING SEQUENCE (p30)

1	**Nominate a unit to shoot.**
2	**Choose a target.** All models in the unit must shoot at the same target.
3	**Select a weapon.** Most models may only fire a single weapon. All models firing the selected weapon are assumed to shoot at the same time.
4	**Check range.** Every model that wishes to shoot must be in range of a visible enemy model in the target unit.
5	Declare if the target is using *Jink*.
6	Roll To Hit.
7	Roll To Wound.
8	Declare if the target is using *Go to Ground*.
9	**Divide wounding hits into Wound Pools.** If some wounds have different rules (e.g Rending), divide them into wound pools. All the wounds from a single pool must be allocated before moving to the next pool.
10	**Allocate the first Wound** Allocate a wound to the closest model in the target unit. If two or more models are equally close, the owning player picks. Wounds can only be allocated to models in range of and visible by at least one firing model.
11	Roll for *Look Out Sir!*
12	**Roll to save.** The model may take ONE saving throw. If failed, a wound is suffered. If reduced to 0 wounds, remove the model as a casualty.
13	Allocate the next Wound. (step 10)
14	Select another weapon (step 3)

SHOOTING TO HIT (p32)

BS	1	2	3	4	5+
To Hit	6	5+	4+	3+	2+

BS 6 or more: If the model has a BS of 6 or more, and rolls a 1 to hit, they may re-roll with the following reduced chances

BS	6	7	8	9	10
Reroll	6	5+	4+	3+	2+

TO WOUND

S/T	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	-	-	-	-	-	-
2	3+	4+	5+	6+	6+	-	-	-	-	-
3	2+	3+	4+	5+	6+	6+	-	-	-	-
4	2+	2+	3+	4+	5+	6+	6+	-	-	-
5	2+	2+	2+	3+	4+	5+	6+	6+	-	-
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	-
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

Multiple Toughness - If the target unit has multiple toughness values, use the majority value.

SAVING THROWS

Only one type of save be taken, and no save may ever be improved beyond 2+.

Armour Saves
These may be ignored by any weapon with an AP value equal or lower.

Invulnerable Saves
The AP value of attacking weapons is irrelevant.

Cover Saves
If the model to which a wound is allocated is at least 25% obscured from the view of at least one firing model, it gets a cover save of 5+ unless otherwise stated. Models can always shoot through their own unit without giving a save.

Intervening Models
If the model is partially obscured by intervening models from a third unit, it gets a 5+ cover save.

Obscured
Vehicles have cover if 25% of the facing is obscured. If multiple facings are being targeted, use multiple cover values. Simply being in 'area' terrain doesn't count. If the firing unit cannot see their correct facing at all, they may target another facing but at +1 cover.

Go To Ground
The unit gains +1 cover save (or 6+ if in the open), but may not move, Run, Charge, fire Overwatch and can only fire Snap Shots. It returns to normal at the end of it's next turn. Vehicles and Monstrous creatures may not Go To Ground.

WEAPON TYPES

Ordnance
- Cannot fire Snap Shots.
- Can't fire other weapons that phase. (Vehicles may snap shot)
- Two dice to penetrate and pick highest.

Pistol
- Counts as a close combat weapon.
- Any models with two pistols may fire both.

Rapid Fire
- May fire two shots within half range.

Salvo
- If moved, fires lower number at half range.
- If stationary, fires greater number at full range.

Bombs
- Fired in the movement phase, but counts as having fired one weapon that shooting phase, and may not move Flat Out.
- Firer must be Zooming or Swooping.
- Nominate one unit the firer moved over, place template and scatter D6".
- Casualties are removed as per Barrage weapons.
- All bombs are One Use Only.

Primary Weapon
- Roll two dice to penetrate and pick the highest.

WEAPON SPECIAL RULES

Blast
- To Hit, place 3" Blast with the hole over the target's base/hull, within range.
- Blast scatters 2D6" minus the firer's BS.
- Models fully or partially under the marker are hit, even if they are out of LOS.
- Re-rolls must re-roll both scatter and 2D6.
- Cannot be fired as Snap Shots
- **Large Blast** uses the 5" marker.
- **Massive Blast** uses the 7" marker.
- **Apocalyptic Blast** uses the 10" marker.
- **Apocalyptic Megablast** uses the 10" marker with different strengths for 5", 7" and 10".

Barrage
- As Blast, but cover and allocation is determined from the centre of the marker.
- Vehicle hits are resolved against side armour.
- Can fire indirectly at targets out of LOS. In this case, the scatter is a full 2D6".
- **Multiple Barrage:** Fire the closest weapon first and determine location. Roll a scatter for each additional shot and place it touching the first marker in the correct direction. If a 'Hit' is rolled, place it anywhere touching a current marker.
- **Apocalyptic Barrage:** Using the marker, scatter the middle circle as normal. For each additional shot the weapon has, roll to see which circle it lands in.

Co-Axial
- Must be fired at the same target as the main weapon. Fire the Co-Axial weapon first. If it hits at least once, the main weapon may re-roll failed To Hit rolls.

Destroyer:
- Roll To Hit as normal, then roll on the Destroyer Table instead of rolling To Wound.
- Assume S10 for *Instant Death*.
- Multiple wounds/hull points do not carry over to other models in the unit.

Template:
- Place the Template to cover as many enemy models in target unit as possible. It may not cover any friendly models at all, and never hits the model firing it. Every model touched by the template is automatically hit.
- *Ignores Cover*
- **Wall of Death:** Cannot Snap Shot, but may still fire Overwatch. Auto D3 hits.
- **No Escape:** If template touches an open-topped vehicle or building, D6 hits are resolved on the embarked unit as well as any on the vehicle/ building.

Torrent:
- As Template, but the narrow end can be placed up to 12" away and the wide end no closer than the narrow end.

MOVING & FIRING

Type	Effect of Moving	Assault	Pg
Assault	No Effect	Yes	41
Heavy	Snap Shots only	No	41
Ordnance	Cannot shoot	No	41
Pistol	No Effect	Yes	42
Rapid Fire	No Effect	No	42
Salvo	Use Lower Value	No	42
Primary	No Effect	Yes	42

INSTANT DEATH

An allocated wound which has a S value double the T value gains the Instant Death rule. If a model suffers an unsaved wound with Instant Death, it is immediately reduced to 0 wounds.

DESTROYER ATTACK TABLE

D6	Vehicle/Building	Non-vehicle
1	Unharmed	Unharmed
2-5	Penetrate D3 HP.	Auto D3 wounds.
6	Penetrate D6+6 HP. No saves at all.	Auto D6+6 wounds. No saves at all.

MOVING IN THE SHOOTING PHASE

Unit	Type	Distance	Pg
Infantry, Artillery, Jump, Jetpack, MC, Beasts, Cavalry	Run	D6"	
FMC (Swooping)	Run	2D6"	68
Walkers	Run	D6"	68
Bikes	TB	12"	63
Jetbikes	TB	24"	63
Eldar Jetbikes	TB	36"	63
Heavy Vehicles	-	n/a	88
Fast Vehicles	FO	12"	88
Fast Skimmers	FO	18"	89
Flyers (Zooming)	FO	12-24" + Pur	84
All other Vehicles	FO	6"	72

Vehicles in squadrons declare individually to move Flat Out. Everyone else declares as a unit. Coherency must be maintained.

THROWING GRENADES (p180)

Type	S	AP	Type
Assault	3	-	Assault 1, Blast
Plasma	4	4	Assault 1, Blast
Defensive	1	-	Assault 1, Blast, Blind
Haywire	2	-	Assault 1, Haywire
Krak	6	4	Assault 1
Melta	-	-	Cannot be thrown.

One model in a unit may throw a grenade 8" instead of shooting another weapon.

AIR TARGETS / GROUND TARGETS

For the purposes of special flyer rules, Flyers, Skimmers, Jetbikes, Flying Monstrous Creatures and Flying Gargantuan Creatues are all classed as 'Air Targets'. Anything else is a 'Ground Target'.

VEHICLES

VEHICLES SHOOTING

Type	Still	Combat	Cruising	Pg
Walker	All	All	n/a	90
Fast	All	All	2	88
Heavy	All	All	n/a	88
Flyer (Zoom)	-	4	4	84
Other	All	1	0	72

- The table lists the number of weapons that can be fired at full BS - other weapons Snap Shot.
- All vehicles have *Relentless*.
- Line of Sight is checked along the barrel of weapon and range measured from its muzzle.
- Hull mounted weapons have a 45º arc of fire (22.5º both vertically & horizontally).
- Vehicles can move and fire with Ordnance weapons, but all other weapons only Snap Fire.

FIRING FROM TRANSPORT VEHICLES

Speed Moved	Effect on Passengers
Stationary	No Effect
Combat Speed	Count as having moved
Cruising Speed	Snap Shots only
Flat Out	Cannot shoot

- One model may fire from each Fire Point.
- Range and LoS measure from the Fire Point.
- Beams or Templates won't hit the vehicle!
- Passengers may shoot different targets to the vehicle itself.

CATASTROPHIC DAMAGE

D6	Result	S	AP
1	Explosion	D/4/2	2/4/6
2-3	Devastating Exp	D/8/4	2/3/5
4-6	Titanic Exp	D/10/5	2/3/4

Roll on this table immediately after a Super-heavy loses its last Hull Point. Remove the model, centre the Apocalyptic Megablast marker over it, and roll for Scatter.

VEHICLE UPGRADES (p98)

Dozer Blade:
- Treat front armour as +1 when ramming.
- Re-roll Dangerous Terrain tests.

Extra Armour:
- Counts Stunned as Shaken.

Hunter-killer Missile
- R:Infinite S8 AP3 Heavy 1, One Use Only

Searchlight:
- After shooting may illuminate 1 enemy it shot at.
- If does so, it illuminates itself.
- Illuminated units have no benefit from Night Fighting until the end of their following turn.

Smoke Launchers:
- Use once per game, instead of shooting or moving Flat Out.
- Obscured in the next enemy shooting phase (5+)
- Can be fired if Shaken or Stunned.

VEHICLE DAMAGE TABLE (p76)

1-3	**Crew Shaken**: • Vehicle can only fire Snap Shots until the end of its next turn.
4	**Crew Stunned:** • As Shaken, plus cannot move/pivot. • Zooming Flyers must move 18" next turn and cannot turn.
5	**Weapon Destroyed:** • One random weapon is destroyed. • Includes upgrade weapons. • Does not include out of ammunition weapons. • If no weapons, count as Immobilised.
6	**Immobilised:** • Cannot move or pivot any more. • Chariots count as Crew Stunned. • Zooming Flyers must roll 3+ to count as Crew Stunned, otherwise Crash and Burn. • Additional Immobilised results remove a Hull Point.
7+	**Explodes:** • Vehicle is destroyed. • Nearby units suffer S4AP- for each model within D6" of the hull. • Remove the model. • Zooming Flyers will Crash and Burn.

- All glancing or penetrating hits remove 1 HP. If a vehicle is reduced to 0HP, it is Wrecked and stays in place, counting as Difficult Terrain.
- Unless an effect specifically states that it removes a HP, it does not.
- Allocate hits rather than wounds to Vehicle Squadrons, starting with the closest, until that vehicle is Wrecked or Explodes.
- If a member of a Vehicle Squadron is Immobilised, the squadron may abandon it by moving out of coherency. Treat them as two separate units from then on.
- AP2 weapons gain +1 to this table.
- AP1 weapons gain +2 to this table.
- **Crash and Burn:** Scatter a large blast marker 2D6" from the centre of the flyer. Units suffer S6AP- hits equal to number of models under the marker. Remove the Flyer from the battlefield.

EFFECT OF DAMAGE ON PASSENGERS

Damage	Effect on Passengers
Shaken, Stunned, Wpn Destroyed, Immobilised.	Pass a Ld check or can only fire Snap Shots in the following turn.
Wrecked	Disembark 3", Pinning test
Wrecked (Zooming Flyer - Crash and Burn!)	S10AP2 hits equal to models in the unit, placed where flyer used to be, Pinning test.
Explodes	S4AP- hits equal to models in the unit, placed where vehicle used to be, Pinning test.
Catastrophic Damage	S10AP2 hits equal to models in the unit, placed where vehicle used to be, Pinning test.

If any models can't disembark, even by Emerg. Disembarkation, they are removed as casualties.

ASSAULT PHASE

LOCKED IN COMBAT

- If a unit has one or more models in base contact with an enemy, the unit is locked in combat and cannot move, Run, shoot or fire Overwatch.
- Other units cannot shoot at Locked units.
- Blast markers and templates may not be deliberately placed to hit locked models, but may scatter onto them.
- Locked models don't take Morale or Pinning checks from shooting and cannot go to ground.

CHARGE SUB-PHASE (p45)

1. **Nominate a unit and pick a unit to Charge.**
   - Cannot declare a Charge against a unit it cannot reach, or cannot see.
   - If the unit fired in the Shooting phase, it can only Charge that unit.
   - If Shooting destroys a transport, a Charge may be declared against the passengers.
2. **Resolve Overwatch.**
   - All shots are Snap Shots. Weapons that cannot Snap Shot cannot fire.
   - Vehicles cannot fire Overwatch, but embarked units can fire at units charging the vehicle.
   - Overwatch fire cannot cause Morale or Pinning tests.
   - A unit being Charged may only fire Overwatch once per turn.
   - A unit may not fire if locked in assault.
3. **Roll Charge range.**
   - Standard range is 2D6".
   - -2" for any model that Charges through Difficult Terrain.
   - Dangerous Terrain still causes checks.
   - **Failed Charge:** If the range is not enough, no models are moved.
4. **Move initial charging model.**
   - Move the closest charging model first, into the nearest enemy model by the shortest possible route.
   - If killed by Dangerous Terrain, pick another initial Charger.
5. **Move the rest of the unit in any order.**
   - A charging model must end in coherency with a model that has already moved.
   - If possible, must move into base contact with an unengaged enemy.
   - If not, then in contact with an engaged enemy.
   - If not, then in 2" of an engaged friendly (6" vertical)
   - If not, then just stay within coherency.
6. **Choose another charging unit.**
   - Once all units have charged, move on to Fight Sub-Phase.

FIGHT SUB-PHASE (p48)

1. **Choose a combat to resolve**
   - Player whose turn it is chooses the order.
2. Issue Challenges (see Characters)
3. **Choose highest Initiative step.**
   - Starting from 10 and working down.
   - Skip a step if no models have that I
   - All models that Charged through Difficult Terrain are at I1, unless they are charging a unit that has gone to ground or was already locked.
4. **Pile in.**
   - Models in this I step pile in 3"
   - First models pile in to get in base contact.
   - Then models pile in to get within 2" of an engaged model (6" vertical).
   - Then everyone else piles in.
   - The player whose turn it is piles in first.
   - Anyone who is in base contact with an enemy model or within 2" of a friendly model who is (6" vertical) is engaged and can fight.
5. **Determine number of attacks.**
   - Models in this I step have a number of Attacks equal to their A value.
   - +1 for charging.
   - +1 for having two Melee/Pistol weapons.
6. **Roll To Hit.**
   - Use average WS of target unit.
7. Roll To Wound.
8. **Divide into Wound Pools.**
   - If some wounds have different rules or stats divide into wound pools.
   - All the wounds from a single pool must be allocated before moving on.
9. **Allocate Wounds.**
   - Wounds must be allocated to enemy models in base contact with a model attacking at that initiative step.
   - If there are no models left in base contact, allocate to the closest model.
   - Roll Look Out Sir! for characters.
   - The model may take a Saving Throw.
   - If reduced to 0 wounds, remove.
10. **Fight next Initiative step.**
    - Once all models have fought, move on to Determining Assault Results.

CHARGE DISTANCES (p201)

Unit Type	Charge	Effect of Difficult Terrain on Charge	Pg
Infantry	2D6"	-2"	
Jump (using)	2D6", RR	-2". If the charge starts/ends in this, take a Dangerous test.	65
Jump (not using)	2D6"	-2"	65
Beasts	2D6"	No Effect	67
Cavalry	2D6"	If the charge enters this, take a Dangerous test.	67
Bikes	2D6"	If the charge enters this, take a Dangerous test.	63
Jetbikes	2D6"	If the charge starts/ends in this, take a Dangerous test.	63
MC	2D6"	No Effect	67
Artillery	2D6"	-2"	64
Jet Pack (using)	2D6"	If the charge starts/ends in this, take a Dangerous test.	66
Jet Pack (not	2D6"	-2"	66
Chariots	2D6"	If the charge enters this, take a Dangerous test.	86
Walkers	2D6"	-2"	90

DETERMINING ASSAULT RESULTS (p52)

1. **Determine assault results.**
   - The side that caused the most Wounds is the winner.
   - If both sides suffer the same, it's a draw.
   - Wounds caused in excess of a models W characteristic don't count.
2. **Loser takes Morale check.**
   - -1 Ld for each Wound they lost the combat by.
   - If they fail, they Fall Back
   - **Our Weapons Are Useless:** If locked in combat with an enemy it can't hurt, a unit may choose to fail this check.
3. **Winner must Sweeping Advance.**
   - Roll D6 and add Initiative.
   - If the winner is higher or scores are equal, the losing unit is wiped out.
   - If the loser is higher, it Falls Back.
   - Winning units that are still locked in combat cannot Sweeping Advance.
4. **End of combat Pile In.**
   - If the combat is still going all models Pile In.
   - The player whose turn it is goes first.
5. **Consolidate**.
   - If the winning unit is now unengaged, it may consolidate d6"
   - Difficult Terrain has no effect, but Dangerous Terrain does.
6. Choose another combat and go back to Fight Sub-Phase.

ASSAULT TO HIT

WS	1	2	3	4	5	6	7	8	9	10
1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

- Attacker WS is on the left, Defender's is on top.
- If the Defender has WS0 it's an automatic hit.

TO WOUND

S/T	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	-	-	-	-	-	-
2	3+	4+	5+	6+	6+	-	-	-	-	-
3	2+	3+	4+	5+	6+	6+	-	-	-	-
4	2+	2+	3+	4+	5+	6+	6+	-	-	-
5	2+	2+	2+	3+	4+	5+	6+	6+	-	-
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	-
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

Multiple Toughness - If the target unit has multiple toughness values, use the majority value.

MULTIPLE COMBATS (p54)

Multiple Charges
- Choose a Primary and Secondary target.
- If the unit shot, target of the shooting attack must be the Primary target.
- A unit declaring this is making a Disordered Charge, even if it ends up with no models touching the Secondary.
- Both target units may fire Overwatch.
- The 'initial charging model' is the closest model to the Primary target.
- All other models must attempt to get in base contact with the Primary. If they can't, then they may go into base contact with the Secondary.

Charging into a Multiple Combat
- If charging two units who are already locked, the Ini penalty for Difficult Terrain does not apply.

Fighting Multiple Combats
- A model engaged with only one enemy unit must strike that unit.
- A model engaged with two or more may split its attacks freely between them before rolling To Hit.

Assault Results
- Total the number of Wounds inflicted per side.
- Every unit on the losing side must take a Morale check with the same penalty.
- If all the losing units fail or are destroyed, all the winning units may Sweeping Advance.

DISORDERED CHARGE

In a disordered charge, models do not gain the +1A bonus for charging.

GRENADES IN ASSAULT

Type	S	AP	Type
Plasma	4	4	
Haywire	2	-	Haywire
Krak	6	4	
Melta	8	1	Armourbane, Unwieldy

- Grenades can only be used against Vehicles, buildings, Gun Emplacements and Monstrous Creatures.
- Any model may use a grenade as a Melee weapon, but only gets 1 Attack.
- Models with Assault/Plasma grenades don't suffer the I penalty when charging through Difficult Terrain.
- If charging a unit with Defensive grenades, the Chargers lose the +1A bonus, unless the unit is locked or gone to ground.

STOMP ATTACKS

D6	Non-vehicle	Vehicle
1	Unharmed	Unharmed
2-5	Each model under the marker suffers S6AP4 hit.	One vehicle under the marker suffers a penetrating hit (Stomper chooses)
6	Each model under the marker removed.	One vehicle scatters D6" and then Explodes.

- A Stomp Attack is at I1 and in addition to any other attacks the model has.
- D3 Stomps. The first stomp must be touching the walker. Every other marker must be partially within 3" of the previous.
- Resolve Stomps one at a time.
- Buildings, Flyers, Swooping FMCs, Gargantuan Creatures and Super-heavies cannot be Stomped.

ASSAULTING VEHICLES

- All vehicles are WS1 (except Walkers and Chariots). Immobilised vehicles are WS0.
- All hits are resolved against rear armour.
- Vehicles cannot Charge, Pile In, consolidate, sweeping advance, or be locked in combat (except Walkers and Chariots).
- For combat results, count a Glancing hit as 1 wound, and a Penetrating hit as 2.
- If a vehicle loses the combat/destroyed, there are no sweeping advances, pile ins or consolidations.
- Vehicles never take Morale or Ld checks.
- Against Vehicle Squadrons, allocate hits instead of wounds as per shooting.

CHALLENGES (p101)

Issuing Challenges
- Player whose turn it is may nominate a character to issue a challenge first.
- Enemy may accept with any character.
- If he refuses, the challenger may pick an enemy character to not fight this phase. His unit cannot use his Ld this phase.
- Units of one character cannot refuse.

Fighting Challenges
- Once accepted, move the two characters into base contact, or swap them with other models in base contact.
- The characters and the swapped models cannot Pile In this turn.
- Characters only fight each other, and may only allocate wounds to each other.
- No other model may allocate wounds to the characters until there is nobody else left to allocate the wounds to (even if the challenger has already slain his opponent).
- Look Out Sir may not be used.

Ending Challenges
- Once one challenger is slain, any excess wounds can be allocated to his unit.
- If both survive, the challenge continues.
- **Glorious Intervention:** After the first round, another character may swap places with a friendly challenger by passing I test. (May only happen in that character's turn)

COMMON ASSAULT WEAPONS

Weapon	S	AP	Type
Chainfist	x2	2	Armourbane, Unwieldy, Specialist Weapon
Dread CCW	x2	2	-
Eviscerator	x2	2	Armourbane, Unwieldy, Two-handed
Hvy Chainsword	+2	5	Two-handed
Lightning Claw	U	3	Shread, Specialist Weapon
Power Axe	+1	2	Unwieldy
Power Fist	x2	2	Unwieldy, Specialist Weapon
Power Lance	+1	3	(on charge)
	U	4	(after charge)
Power Maul	+2	4	Concussive
Power Sword	U	3	-
Thunder Hammer	x2	2	Concussive, Unwieldy, Specialist Weapon
Witchblade	U	-	Armourbane, Fleshbane

- All weapons have the Melee type.

UNIT TYPES

ARTILLERY (p64)

The Gun
- The gun is a T7 W2 Sv3+ model.
- If all the crew are killed, remove the guns.
- You may never reallocate Look Out Sir wounds to gun models.
- Ignore the guns for the purposes of Morale. One crewman per gun is required to Fall Back - any guns without crew are abandoned. Artillery units always lose Sweeping Advances.

Movement
- Must have one crewman per gun to move.

Shooting
- One crewman within 2" of the gun can fire it instead of his weapon. Gun and crewman must both have LoS. Range is measured from the gun muzzle.
- Only the crew can benefit from Going To Ground.

Assault
- As long as there are gun models, the unit cannot Charge. Only the crew can Overwatch. No wounds may be allocated to the guns.

BEASTS (p67)

Movement
- May move up to 12" in Movement Phase, and Fall Back 3D6".
- Not slowed by Difficult Terrain, and auto-pass Dangerous Terrain tests.

Special Rules
- Fleet.

BIKES (p63)

Movement
- May move up to 12" in Movement Phase, and Fall Back 3D6".
- Not slowed by Difficult Terrain, but treat it as Dangerous Terrain (also in Assault).
- Bikes can turbo-boost 12" but cannot shoot, Charge or execute any voluntary action afterwards.until the end of the turn.

Shooting
- May fire one weapon for each rider model.

Armoured Steed
- Bikes have +1T. Usually, this is included in their profile.
- Cannot be Pinned or Go To Ground.

Special Rules
- Jink, Hammer of Wrath, Relentless, Very Bulky.

CAVALRY (p67)

Movement
- May move up to 12" in Movement Phase, and Fall Back 3D6".
- Not slowed by Difficult Terrain, but treat it as Dangerous Terrain (also in Assault).

Special Rules
- Fleet, Hammer of Wrath.

JETBIKES (p63)

Movement
- May move up to 12" in Movement Phase, and Fall Back 3D6".
- May move over all models and terrain freely, but takes a Dangerous Terrain test if begins or ends the move in Difficult Terrain.
- May be placed on Impassable Terrain if the model can balance, but counts as Dangerous.
- Jetbikes can turbo-boost 24" but cannot shoot, Charge or execute any voluntary action afterwards.until the end of the turn.

Shooting
- May fire one weapon for each rider model.

Armoured Steed
- Jetbikes have +1T. Usually, this is included in their profile.
- Cannot be Pinned or Go To Ground.

Special Rules
- Jink, Hammer of Wrath, Relentless, Very Bulky.

Eldar Jetbikes
- May turbo-boost 36". If they do not, they may move 2d6" in the assault phase, even if they have shot or arrived from Deep Strike that turn, treating terrain as they do in the Movement phase.

MONSTROUS CREATURES (p67)

Shooting
- May fire two weapons in the shooting phase.
- May never Go to Ground.

Special Rules
- Fear, Hammer of Wrath, Move Through Cover, Relentless, Smash.

JETPACK (p66)

Jet Pack
- May always choose to use their Jet Pack or move as normal models of their type.

Movement
- May move over all models and terrain freely, but takes a Dangerous Terrain test if begins or ends the move in Difficult Terrain.
- May be placed on Impassable Terrain if the model can balance, but counts as Dangerous.

Assault
- Instead of charging, may make a Thrust move 2D6", even if they have shot or arrived from Deep Strike that turn, treating terrain as they do in the Movement phase.

Special Rules
- Deep Strike, Bulky, Relentless.

JUMP (p65)

Jump Pack
- May choose to jump in either the Movement or Assault phase, but not both.

Movement
- If uses Jump Pack in the Movement phase, may move up to 12", and Fall Back 3D6".
- May move over all models and terrain freely, but takes a Dangerous Terrain test if begins or ends the move in Difficult Terrain.
- May be placed on Impassable Terrain if the model can balance, but counts as Dangerous.

Assault
- If Jumps into assault, it can re-roll the Charge range and gains Hammer of Wrath.

Special Rules:
- Deep Strike, Bulky.

FLYING MONSTROUS CREATURES (p68)

Flight Mode
- Can choose to Glide (count as Jump MC) or Swoop (use these rules).
- When deployed on the table, it's Gliding.
- If arriving from Deep Strike, it's Swooping.
- If arriving from reserves, declare which.
- Cannot Charge the turn it changes mode.

Movement
- Must move 12" and can move up to 24"
- May make a single 90º pivot at the start.
- May move over terrain as a Jump MC, and never takes Dangerous Terrain tests.
- Models that can fit can move under it, and vice versa, but bases must always stay 1" apart.
- If it leaves the board, enters Ongoing Reserves. Can't do this the turn it arrives.

Shooting
- May fire two weapons in the shooting phase, with their usual 360 arc.
- May elect to use Skyfire each phase.
- Enemy units may only fire Snap Shots.
- May Run 2d6" straight forwards.

Grounded
- If it takes an unsaved Wound in any phase, must take a Grounded test at the end of the Phase.
- Roll D6 - on a 1 or 2, it crashes and suffers a S9 hit, no armour/cover saves.
- Grounded creatures are now Gliding, lose their Jink save and cannot Jink this turn.

Assault
- Can never Charge or be Charged.
- Can never Fall Back.
- Can never be Tank Shocked.

Special Rules
- Fear, Hammer of Wrath, Move Through Cover, Relentless, Smash, Jink, Vector Strike.

GARGANTUAN CREATURES (p70)

Monstrous
- Gargantuan Creatures use all the rules for MCs or FMCs with these additions.

Movement
- Gargantuan Creatures may move 12".

Shooting
- May fire all weapons at different targets.
- Firing Ordnance weapons has no effect on their ability to fire other weapons.
- May not fire Overwatch.

Special Rules
- Fear, Fearless, Feel no Pain, Hammer of Wrath, Move Through Cover, Relentless, Smash, Strikedown, Vector Strike (FGC).
- May make Stomp attacks as Super Heavy Walkers.
- Attacks with Sniper or Poisoned only wound on a 6 (unless S is high).
- Attacks that inflict Instant Death or remove a model inflict D3 wounds.

SKIMMERS (p89)

Movement
- May move over friendly or enemy models, but cannot end their move over either. If forced to, move it the minimum distance out of the way.
- May move over all models and terrain freely, but takes a Dangerous Terrain test if begins or ends the move in Difficult Terrain.
- May be placed on Impassable Terrain if the model can balance, but counts as Dangerous.
- **Fast Skimmers** can move Flat Out 18"

Measuring
- The base of a skimmer is ignored unless it is being Charged or Rammed, in which case models may move in contact with its hull, its base, or both.

Damage
- If a skimmer is Immobilised or Wrecked, remove the base if possible.

Special Rules
- Jink (unless it's also Heavy).

CHARIOTS (p86)

The Chariot
- Riders cannot disembark from chariots.
- If either the rider or the chariot are destroyed, the whole model is removed.
- Additional crew and beasts are ignored.

Shooting
- Chariot and rider use their own BS.
- Must both target the same unit.
- Rider always counts as stationary.
- The controlling player may allocate **hits** to either the rider or the chariot, unless it is a Precision Shot.
- Blast and Template weapons are always allocated to the chariot.
- Rider may fire Overwatch.

Assault
- May Charge and be Locked in combat.
- May sweeping advance, pile in and consolidate unless they are Stunned.
- Chariots must take a Dangerous Terrain test when charging through Difficult Terrain.
- Skimmer Chariots must take a Dangerous Terrain test if they start or end their Charge move in Difficult Terrain.
- Chariots that fail a Dangerous Terrain test take a glancing hit.
- A model must declare if attacking the rider or chariot and all attacks must be directed at the same thing.
- Always use the rider's WS
- Grenades may be used to attack the chariot.
- Hits against the chariot are against front armour.

Damage
- Chariots treat Immobilised results as Stunned.

Special Rules
- Hammer of Wrath (D6 S6AP- hits).
- Rider has Fearless and Relentless.

HEAVY VEHICLES (p88)

Movement
- Cannot move faster than Combat Speed.
- Cannot move Flat Out.

Shooting
- Always counts as stationary.

FAST VEHICLES (p88)

Movement
- May move 12" when moving Flat Out.

Shooting
- Can fire all weapons at full BS when moving at Combat speed, and two when Cruising.

WALKERS (p90)

Movement
- Use the rules for Infantry.
- May Run, Charge and be Locked.
- If fails a Dangerous Terrain test, a Walker is Immobilised.

Shooting
- Walkers cannot Run if Stunned or Immobilised.
- Can move and fire all weapons.
- May fire Overwatch, even if the enemy is not in their current weapon arc (unless Immobilised).

Assault
- Hits against Walkers are always against front armour unless it is Immobilised.
- If armed with 2+ Melee weapons it gets +1A for each weapon after the first. If a weapon is destroyed, it loses the attack.
- May sweeping advance, pile in and consolidate unless they are Stunned or Immobilised.
- -1A if Stunned or Immobilised. Shaken has no effect.

Special Rules
- Hammer of Wrath.

OPEN-TOPPED VEHICLES (p88)

Shooting
- All passengers may shoot, measuring range and LoS from any point on the hull.

Special Rules
- *Assault Vehicle*
- +1 to any rolls on it's Damage Table.

SUPER-HEAVY VEHICLES (p94)

Movement
- May never use Jink.
- When Tank Shocking, use the Thunderblitz table unless the enemy is a Super-heavy or Gargantuan Creature.
- May transport multiple units.

Shooting
- May fire all weapons at different targets.
- Firing Ordnance weapons has no effect on their ability to fire other weapons.
- Always counts as stationary.

Damage
- Any effects from Shaken, Stunned, Immobilised or Weapon Destroyed are ignored (they still lose the HP).
- Immediately after losing its last HP, it suffers Catastrophic Damage.

Special Rules
- Fear, Move Through Cover
- **Invincible Behemoth:** Any effect that Explodes or removes from play the vehicle loses D3 HP instead. Attacks that permanently lower the AV have no effect.

SUPER-HEAVY FLYERS (p97)

Unit Type
- Treat as Flyers which use Super-heavy rules for Shooting, Damage & Transport.

Damage
- Does not suffer Crash and Burn - treat as Catastrophic Damage instead.

Special Rules
- Fear, Invincible Behemoth.

SUPER-HEAVY WALKERS (p96)

Unit Type
- Treat as Walkers which use Super-heavy rules for Shooting, Damage & Transport.

Movement
- May move 12" in the Movement phase.
- In difficult terrain, roll as for Walkers (Infantry) but double the result of the highest dice roll to determine how far the Super-Heavy may move.
- May not fire Overwatch.

Assault
- May make Stomp attacks.

Special Rules
- Fear, Hammer of Wrath, Move Through Cover, Relentless, Strikedown, Smash, Invincible Behemoth.

FLYERS (p84)

Flight Mode
- Must Zoom (use these rules) unless it has Hover (use rules for Fast Skimmers).
- Declare mode before moving, disembarking or arriving from reserves.
- Hovering Flyers may not switch to Zoom when immobilised.

Movement
- Combat Speed is exactly 18" in a straight line. If forced to move less, it is Wrecked. Cruising Speed is up to 36" in a straight line.
- May make a single 90º pivot at the start.
- May move over terrain as a Skimmer, and never takes Dangerous Terrain tests.
- Models that can fit can move under it, and vice versa, but bases must always stay 1" apart.
- Models cannot disembark or embark if Zooming.
- **Leaving Combat Airspace:** Zooming flyers may leave the board into Ongoing Reserves. When it arrives back it must be Zooming. Cannot do this on the turn it arrives.
- May never Tank Shock or Ram.
- **Break Turns:** additional 90º turn at any point in the move, if it rolls equal or less than Agility.

Shooting
- May fire four weapons, at full BS.
- May elect to use Skyfire each phase. In DFTS, only Fighters may do this, and have -1 BS against ground targets. Other flyers do not have Skyfire unless the weapon does.
- Enemy units may only fire Snap Shots.
- Flyers may never make use of cover.
- Flat Out moves are straight line 12-24" + Pursuit
- Crew Stunned means Pursuit 0 and Agility 0

Assault
- Can never be Charged.
- Can never be Tank Shocked or Rammed.

Special Rules
- Jink.
- Must begin the game in reserves.
- May only be repaired by embarked unit.

SPECIAL RULES

Rule	Effect
Acute Senses (C)	- If the unit arrives on a random table edge, you may re-roll the dice to determine the edge.
Adamantium Will (C)	- +1 bonus to Deny the Witch rolls.
Air-to-Air	- This weapon may only be used against Flyers or Fast Skimmers.
And They Shall Know No Fear (C)	- The unit automatically passes Fear and Regroup tests. - When regrouping, can act normally that turn. - If caught by Sweeping Advance, are not destroyed but locked instead.
Agile (FW)	- +1 to Jink cover saves.
Armourbane	- Rolls an additional D6 for armour penetration. - Counts in assault if the model OR weapon has the rule. In Shooting, the weapon must have the rule.
Assault Vehicle	- Passengers disembarking can Charge, unless they arrived from reserve.
Blind	- A unit hit must take an I test at the end of the phase. If failed, it is WS1 and BS1 until the end of its next turn. - The attacking unit cannot be affected.
Brotherhood of Psykers (C)	- Unit is a Psyker with a default Mastery of 1. - Can use any model with this rule to measure LoS, range or statistics. - If suffers Perils of the Warp or attacks that target psykers, randomise.
Bulky	- Counts as two models for the purposes of Transport Capacity. - Very Bulky counts as three models. - Extremely Bulky counts as four models.
Concussive	- A model that suffers an unsaved wound is reduced to Initiative 1 until the end of the next assault phase.
Counter-attack (C)	- When Charged, every model with this rule gets +1A unless they were already locked in combat.
Crusader (C)	- Unit rolls an extra dice when making Run moves, and picks the highest. - Unit may add D3 to its Sweeping Advance totals.
Daemon	- Models have a 5+ invulnerable save and cause Fear.
Deep Strike	- May arrive from reserve via Deep Strike - see Reserves section - Cannot be conferred to transport vehicles, though transports with Deep Strike do not lose it if the embarked unit does not have it.
Eternal Warrior	- Instant Death only reduces this model's wounds by 1.
Fear	- At the start of the Fight phase, a unit in contact with a model that causes Fear must take a Ld test. If failed, it is WS1 that phase. - Models causing Fear are **not** immune to Fear. Both units check.
Fearless (C)	- Unit automatically passes Fear, Pinning, Regroup and Morale checks. - Unit cannot Go to Ground and cannot use Our Weapons Are Useless.
Feel no Pain	- May make a FnP roll to avoid each wound (default 5+). - Does not work against Destroyer or Instant Death wounds.
Fleet	- A unit composed entirely of models with this can re-roll one or more of the dice when rolling for Run or Charge ranges.
Fleshbane	- Always wounds on a 2+. - Counts in assault if the model OR weapon has the rule. In Shooting, the weapon must have the rule.
Furious Charge	- If model Charges, it has +1S until the end of the phase. - Cannot be used if the model makes a Disordered Charge.
Gets Hot	- If To Hit roll is 1, model takes a wound with no Look out Sir / cover save. - For weapons with no To Hit, roll D6 before firing: 1 causes Gets Hot. - For re-rolls, only counts if the re-roll is a 1. - If vehicles Get Hot, they suffer a glance on a D6 roll of 1, 2 or 3.
Graviton	- The roll To Wound is always equal to the target's armour save (min 6+). - When firing against a vehicle, roll a D6. On a roll of a 6, the target is Immobilised and loses a Hull Point. This has no effect on buildings.
Hammer of Wrath	- If the model Charges into base contact, it makes a single attack at base S at I10. This attack does not benefit from other special rules.
Hatred	- Re-roll all failed To Hit rolls in the first round of assault.
Haywire	- Instead of rolling for AP, roll a D6. - 1: No effect, 2-5: Glancing hit, 6: Penetrating hit
Hit & Run (C)	- Unit may leave combat at the end of an Assault phase by passing I test. - If passed, choose a direction, then roll 3D6. If sufficient to move more than 1" away from every enemy, the unit breaks away. - The other unit may only consolidate. - Not slowed by Difficult Terrain, but may suffer Dangerous Terrain tests. - If two units have this, roll off to see who gets to go first.
Ignores Cover	- Cover saves may not be taken against this weapon
Interceptor	- At the end of enemy Movement, this weapon can fire at any one unit that has arrived from reserve, but cannot be fired in the next turn.
It Will Not Die	- At the end of the turn, the model regains a lost W/HP on a 5+.
Jink	- Declare before To Hit rolls are made. If used, any model with Jink in the unit gains a 4+ cover save but may only fire Snap Shots next turn.
Lance	- Counts armour values higher than 12 as 12.
Master-crafted	- This weapon can re-roll one failed To Hit roll per turn.
Melta	- Roll an additional D6 for armour penetration if at half range or less. - If Blast, use the distance the maker ends up **after** scattering.
Mighty Bulwark	- If this building suffers a penetrating hit, -1 to the damage table roll.
Missile Lock	- Re-roll failed To Hit rolls when using One Use Only weapons. - Only scatter D6" when using One Use Only Blast weapons.
Monster Hunter (C)	- Unit re-rolls failed To Wound rolls against Monstrous Creatures.
Move Through Cover (C)	- Roll an extra D6 and pick the highest in Difficult Terrain. - Automatically passes Dangerous Terrain tests. - Not slowed when charging through Difficult Terrain.
Night Vision (C)	- Ignores the effects of Night Fighting.
One Use/Shot Only	- This weapon may only be used once during the game.

Rule	Effect
Outflank (C)	- May arrive from Reserve via Outflank - see Reserves section. - If deployed inside a dedicated transport, the transport gains Outflank.
Pinning	- If suffers an unsaved wound from this weapon, must take a Ld test or Go to Ground (which does NOT protect it from the fire of this weapon). - A unit can take multiple tests per turn, but only one per unit firing. - If immune to Pinning, the unit may still choose to Go to Ground.
Poisoned	- Weapon always wounds on a fixed number (default 4+). - In assault, if S is higher than targets T, may re-roll To Wound.
Power of the Machine Spirit	- May fire one more weapon than normal at full BS. This can be at a different unit. - May not be used if moves Flat Out or fires Smoke Launchers.
Precision Shots	- On 6 To Hit, the firer can allocate to any model in the unit in range/LOS. - Snap Shots, or weapons that do not roll To Hit, cannot be Precision.
Precision Strike	- On 6 To Hit in Melee, the attacker can allocate to any engaged model.
Preferred Enemy (C)	- Unit re-rolls failed To Hit and To Wound rolls of 1 against that enemy.
Psychic Pilot	- Vehicle is a Psyker, with an assumed Ld of 10.
Rage	- When charging, gains +2A rather than +1. - Does not work if the model is making a disordered Charge.
Rampage	- Model gains +D3A if the assault contains more enemies than friends, counting all models locked in the combat. Roll once for all models. - Does not work if the model is making a disordered Charge.
Relentless	- Counts as stationary when firing Heavy, Salvo or Ordnance weapons. - May Charge after firing the above or Rapid Fire weapons.
Rending	- For each To Wound of 6, automatically wound at AP2. - Against vehicles, each 6 adds an additional D3 to the AP roll (not AP2)
Repel the Enemy	- Models disembarking this building may Charge the same turn.
Sentry Defence System	- Building can use automated fire against enemies even if unoccupied. - Enemy units can shoot/Charge this building even if unoccupied.
Shred	- May re-roll To Wound rolls. - Counts in assault if the model OR weapon has the rule. In Shooting, the weapon must have the rule.
Shrouded (C)	- Unit gains +2 to cover saves, or a 5+ save in the open.
Skilled Rider (C)	- Unit automatically passes Dangerous Terrain and has +1 to Jink saves.
Skyfire	- Uses normal BS against Flyers, FMCs and Skimmers. - May only Snap Shot at other targets.
Slow & Purposeful (C)	- As Relentless, but can't Run, TB, FO, Sweeping Advance or Overwatch.
Smash	- All close combat attacks are AP2. - May swap all attacks for a single Smash at x2S and re-roll AP.
Sniper	- The model gains Precision Shot. - Always rolls To Wound on a 4+, and a wound rolls of a 6 is AP2. - Against vehicles, it counts as S4.
Soul Blaze	- If a unit takes an unsaved wound from this weapon, it is on fire. - At the end of each turn, roll D6. On 4+, unit suffers D3 S4AP5 hits with Ignores Cover, randomly allocated. - On a 1-3, the flames die out.
Specialist Weapon	- Does not receive +1A for two Melee weapons unless both have this rule.
Split Fire (C)	- One model in the unit may fire at a different target. - Can't be a unit forced to disembark because of the unit's other attacks!
Stealth (C)	- Unit gains +1 to cover saves, or a 6+ save in the open.
Strafing Run	- When shooting Rapid Fire, Heavy, Assault, or Salvo weapons at Infantry, Beasts, Cavalry, Bikes, MCs or vehicles without Flyer or Skimmer, the firer has +1BS.
Strikedown	- Non-vehicles suffering a wound move as if in Difficult Terrain next turn.
Stubborn (C)	- Unit uses unmodified Ld for Morale or Pinning checks.
Supersonic	- If moving Flat Out, must move between 18" and 36".
Swarms	- When wounded from a Blast or Template weapon, counts as 2 wounds unless it would inflict Instant Death anyway. - Units composed entirely of Swarms ignore Difficult Terrain but take Dangerous Terrain tests as normal. - When allocating wounds, if two models could be closest, the swarm which has already taken wounds is always hurt first.
Tank Hunters (C)	- Re-rolls failed AP rolls against vehicles and can re-roll glancing hits.
Twin-linked	- Weapon re-rolls failed To Hit rolls. - Blast weapons must re-roll both the 2D6 and the scatter dice. - Template weapons re-roll failed To Wound or Armour Penetration rolls.
Two-handed	- Model may never receive +1A for fighting with two Melee weapons.
Unwieldy	- Model piles in and fights at I1 unless it is a Walker or MC.
Vector Dancer	- May make an extra 90º pivot at the end of the move but cannot then move Flat Out.
Vector Strike	- When Swooping or Zooming, may attack one unenegaged enemy unit it moved over that turn. - Unit takes 1 hit at unmodified S and AP2, Ignores Cover, randomly allocated (D3 hits against Zooming Flyers or Swooping FMCs). Against vehicles, this is on the side armour. - This attack cannot be upgraded by other special rules. - Counts as having fired one weapon in the following Shooting phase, but can shoot against a different target.
Vortex	- This weapon is a Destroyer weapon with the shot coming from the centre of the blast marker (as for Barrage). - The marker remains in play, is Impassable Terrain, and scatters 2D6" at the start of each player turn. Remove the marker on a double. - Any unit under the marker's new location is hit.
Zealot (C)	- Unit automatically passes Fear, Pinning, Regroup and Morale checks. - Unit cannot Go to Ground and cannot use Our Weapons Are Useless. - Re-rolls To Hit rolls in the first round of assault.

CONFERRED - Special rules marked with a (C) are conferred - they only require one model in the unit to have the special rule for the whole unit to benefit from it.