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Special Thanks To Nathan Stevens, Monty Van Shaw, and James Loder for helping with playtesting, creating and editing this Rule set.

- · Most important rule is to have fun! Objective of Legendary 40k is to create a fast paced immersive game that uses any of the older codices from 4th—7th with a focus on 7th. I wanted to limit book keeping and extra dice rolls while playing games with extremely high points. Adaptations will be made in the future to specifically target codices prior to 7th.

- · Story Building, if you and your opponent run into a story line or scenario building moment use a characteristic / quality test to determine success, Opening a door, hacking a system, placing a demo charge ect.

- · Common Sense is a very large aspect, this rule set is not for the sticklers or the overly competitive. Common sense applies in any situation that is not stated that comes up. If a decision is in dispute a roll off or reference to the specific edition you are using can be used.

- · Throughout the rule book "optional rules" might be in place, these are usually non competitive and add some immersion to the game that may not be as important for extremely large games but could be fun! Players can decide if these rules are in play or not.

- · Premeasuring is not allowed . If you attempt to shoot at something and its out of range you miss… if it's artillery , it hits at the max range towards the target.

- · Game uses mainly d12 dice but may also use d6 and d3, consult the chart on the right for easy conversions.

- · Any fraction is always rounded up

- · Re-rolls apply to 1 die and second roll must be kept

- · Roll-offs: whoever rolls higher on a d12 wins

- · Blasts: small: 3" diameter, large: 5" diameter, flamer template: teardrop ~ 8 inches long

- · Apoc. Blasts: 5/7/10 " blast diameters   massive blast: 7" diameter apocalyptic blast: 10" diameter

- · Models cannot be placed on other models unless they are "wrecks"

- · Characteristic test or Quality test is in reference to a models stat line, Roll a d6 and a player must roll lower then their initiative value.

- · Line of sight: if you can see it from the models point of view your model has " line of sight"

The Turn

· Turn always refers to player turn unless it says game turn.

Player turn: till that unit activates again

Game Turn: the turn that is currently being played until all units have activated

Activation refers to each player choosing and activating their unit or units.

Phases refer to specific parts of a player activation, such as movement, psychic, shooting and assault phase.

Round refers to combat since it is continuous until one side is defeated , multiple "rounds" of close combat may take place in a single assault phase. 1 round of close combat is all models within said combat performing their attacks.

· Unit Activation: Players alternate activating units and complete an entire activation as shown below.

· Dedicated transports activate with their unit, and Individual models attached to units activate with the unit.

· HQ units may activate with 2 other units within 6" including a unit they are attached to.

· Turn summary

Player 1

A. Start of Activation

Choose unit or units to Activate

B.Movement phase

Move/ advance/ charge

C.. Psychic phase

D. Shooting phase

Roll to hit / roll save

E. Close Combat phase

F. End of activation

Player 2 Start of activation repeats A - F

If one player has a significant number of activations over the opponent, the player with more than 3 activations less will gain 3 hold activations. This is where a player will essentially skip an activation by saying hold, up to 3 times in one turn to spread out their own unit activations. Otherwise the player with more activations finishes their turn activations without the opponent going.

Players Roll off adding the initiative of their warlord. The higher roll may choose to go first or second and the players alternate activating unit(s) until all units have activated

A. Start of activation

Choose 1 unit to activate. If the unit is an Hq up to two additional units may be chose to activate as well within 12" of the HQ

B. Movement Phase

· A unit may MOVE all models up to 6" and may ADVANCE (Run) an additional 6". Not all models have to move or advance.

· Unit coherency must be maintained. The maximum distance between the two farthest models can be up to the number of models remaining in the unit +2

· You cannot move within 1 inch of an enemy at any time during a move or advance

· Move through difficult terrain is d6, advance through difficult terrain is d6

· Climbing walls and rock faces is considered difficult terrain

· **Charge (if you charge you skip the shooting phase and go straight to assault)**

Declare charge: Pick one or more enemy units within range to charge.

Charge Move: Move the closest model up to 6" directly towards the closest targeted enemy. Move remaining models to try and get within base to base contact with the enemy.If you advance this turn you roll a d6 for your charge range.

Charging through difficult terrain: To charge through difficult terrain roll d6 in place of a flat 6". This also counts as a disordered charge and makes your unit initiative 1. If the enemy being charged is pinned it is not a disordered charge and effect is ignored.

Climbing is considered a disordered charge as well as –2 WS. For the first round of combat.

Note: if multiple d6 modifiers are in place for the charge because you advanced and you are charging through difficult terrain then you roll 2d6 and pick the lowest.

Overwatch

· During the enemies movement phase one unit that has not yet activated may fire overwatch end of an opponent's move or advance

· This unit must roll an initiative test, if passed it conducts an overwatch shooting attack with "moving target" -2 to hit, if failed the unit is "unready" and an additional -2 to hit is added . This unit cannot activate like normal for the remainder of this game turn.

· If the target that is moving and uses a jump ability or turbo boosts, it always counts as a " fast moving target –3" instead of moving target -2

· Blast or template weapons may not be used in overwatch.

· **Full Auto:** Weapons with 3 attack bases (machine guns / automatic weapons) that were placed in overwatch may use the full auto special rule when firing overwatch. This unit may fire at the end of the enemies movement and at the end of the enemies advance

C. Psychic Phase

· All psykers are at least mastery lvl 1

　· Psychic powers can be cast while in close combat

　· A psyker may pick a number of psychic powers equal to his mastery level from 1 psychic discipline from the main rule book, or from the codex. From that discipline the primaris power does not count towards this.

　· A psyker or psychic choir may cast 1 psychic power per turn

　· To cast a power roll a d12 and a roll of 7+ is needed to succeed. A powers warp charge value is a negative modifier, a psykers mastery level is a positive modifier to this roll

　· Psykers cannot cast from inside transports, and cannot target units within transports.

　· Deny the witch: an enemy psykers within 24 of the psyker casting the power may attempt to stop your psychic power once per turn. Add this psykers mastery level as a negative modifier to the casting roll.

- Psychic hood extends deny the witch to 36"

-a roll of a 12(unmodified) is a perils of the warp result , roll a d6 on the table below

- a roll of a 1 always fails.

- If a psyker has a force weapon , they may attempt to use it and it does not count towards the psykers   1 power per turn.

Types of psychic powers

　· Blessing: targets a friendly unit and lasts till the end of the turn.

　· Conjuration : Created new units arrive via deep strike rules within the range of the power, demons may be summoned with banners, musicians, and icons.

　· Malediction : targets an enemy unit and lasts till the end of the turn.

　· Witch fire: act as shooting attacks.

　· Beam : draw a line between the user and the target and everything under the line roughly 1 inch wide is hit with the exception of flyers, swooping monstrous creatures and the psyker himself.

　· Focused WitchFire: if the power is passed on a roll of a 8+ after modifiers the psyker can choose the targeted model in the unit.

　· Nova: targets and hits all enemy units in range regardless of line of sight and is treated as a shooting attack.

　· Demonology: All factions other than tyranids may use these powers.

Sanctic: gray knights use these normally, other armies always peril on any unmodified roll of 1- or 12.

Malefic powers: Demons can use these normally, other armies peril on any unmodified roll of 1-4 or 1v2.

Note: Codeices with the physic powers within them use those rules when casting.

D. Shooting Phase

1. choose a unit to shoot with.	4a. And 4b. Roll to Hit
2. choose a target	5a. And 5b. Roll saves
3. Select a weapon	6a. & 6b. apply damage and remove casualties

1. Choose a unit to shoot with. Any units that activate together may count as a single shooting attack for the purpose of destroying/ killing models.

2. Choose a target: within a unit True Line of sight is used If a model cannot see the target it cannot shoot.

  ¨ Immediate threat: Enemy units within 18" and in line of sight must be targeted unless the firing unit is vehicle, monstrous creature, super heavy, or HQ. To choose a target other then the immediate threat a unit must pass a leadership test. If failed the unit must fire at the immediate threat.

3. All weapons of the same type must fire at the same target and roll at the same time. Models typically only fire 1 weapon each.

4a. Rolling to hit. A roll of a 7+ is successful and the model's BS or ballistic skill is a positive modifier to that roll. Roll of 1 always fails. Add negative modifiers below

Negative modifiers to the roll to hit include:

If a model only moved this turn –2 to hit

If a model moved and advanced this turn – 4 to hit

Firing "Snap shots " - 4 to hit

If the target is at " long Range" -2 to hit   Long range is over and up to double the weapons Range

If the target is " Short Range" +2 to hit   Short range is equal to and less than half the weapons range.

Rapid fire weapons may double their shots at –2 to hit but cannot be used at long range.

Obscuring negative modifiers include:

Any and all enemy units, friendly units or terrain that obscures the target by 25% is –1 to hit, 50% is -2 to hit, or 75% is –3 to hit.

Cover is terrain, walls , or other models that a model is immediately behind (within 2 inches) or Occupying. This changes what is hit on a successful roll of 7+ . Generally cover 3 is granted to most hard terrain. Cover 5 is maximum. Covered more in the terrain section (4+ cover save in 7th edition = Cover 3

Cover (X)	
Cover 1	7 hits cover, 8+ hits target
Cover 2	7-8 hits cover, 9+ hits target
Cover 3	7-9 hits cover , 10+ hits target
Cover 4	7-10 hits cover, 11+ hits target
Cover 5	7-11 hits cover, 12 hits target

5a. Roll Saves: A roll of a 7+ is a Successful save by the controlling player of the targeted unit (roll of 1 is an automatic failure)

Toughness of the model is a positive modifier and Strength is a negative modifier.

A unit's armor save bypasses the 7+ rule and changes it to the armor value listed.

If the Weapons Ap is equal to or less then the armor value then the roll needed to succeed goes back to 7+. Also it gains the critical and devastating hit special rules.

6a. If the test is failed the model suffers 1 wound. Wounds are applied from models from the direction of the enemy unit.

Critical hit: A model fails a save and rolls a 3 –4 after modifiers suffers 2 wounds

Devastating hit: A model fails a save and rolls a 1-2 after modifiers suffers 3 wounds

These extra wounds do not transfer to other models.

· Multiple Wound units: (for shooting and close combat)

Models with multiple wounds do not lose them one at a time. Most models are either alive or dead with full wounds. To destroy or kill a model with multiple wounds you must declare enough shooting at the target at the same time in order to cause maximum damage to the unit.

Bio/ structure points: Models like super heavies that have 6 or more wounds or hull points, gain bio points and structure points. Bio and structure points can be lost and are tracked with a die next to the model. Each bio/structure point is equal to 3 wounds. If the model has more than 6 wounds that isn't a multiple of 3, the first bio/structure point gains those extra wounds. All wounds/ hull points from a bio or structure point must be lost

IE : a Tank has 11 hull points total. Therefore it has 3 structure points with the first being 5 wounds.

 Stunned: Monstrous creatures and vehicles cannot be pinned or go to ground but they can become stunned. If a monstrous creature or vehicle with 5 or less wounds or hull points and suffers damage equal to half but not the total become stunned for the remainder of the turn. Stunned vehicles and monstrous creatures cannot advance, go flat out, or charge and fire snap fire shots.

Place a suitable marker if they ever suffer the same result again in the same turn they immediately must pass the leadership test or become destroyed.

Units with bio or structure points cannot be stunned until they are on their last bio or structure point.

- · **Invulnerable Saves:** these work as armor save but ignore the effect of Ap removing them. A weapon with an Ap Value equal to or lower than the standard armor can still cause critical or devastating damage.

- · **Feel no pain saves:** are rolled on a d6 for each wound on a single model with this rule. Each successful feel no pain save negates 1 wound. If the attack has the Instant Death special rule, feel no pain can not be used.

- · **Instant Death:** an attack has the instant death special rule if it is listed or the strength is twice the toughness. A model that suffers at least one wound from something that causes instant death loses up to 5 wounds or 1 bio point no matter how many wounds they had total. No effect on vehicles.

- · **Gone to ground:** A unit may choose to go to ground when targeted and have not activated, they remain gone to ground till the end of the turn and are cover 1 from shooting attacks, halve their movement, may not advance, may not charge, and may only fire snap shots.

- · **Pinning:** if a unit takes 10 hits they must pass a leadership test or become pinned. When pinned they are gone to ground for the remainder of the turn.

 4b. When targeting vehicles a player must follow the same steps when rolling to hit with 1 extra step. The controlling player may choose to take a shot at a **Target of Opportunity** in an attempt to destroy a weapon or immobilize the vehicle.

Targeting either counts as being cover 3 with the vehicle itself being the "cover". All other modifiers count in addition to this. If the chosen target of opportunity is hit the rear armor of the vehicle is used as the modified armor value of the weapons or tracks. (shooting player chooses target)

Ap does not apply to target of opportunity

Roll saves as shown below, if save is failed the vehicle is immobilized or the weapon is destroyed for the remainder of the game.

(Optional) Exposed Crew: Some open topped vehicles sometimes the driver or gunner is exposed, these targets can be picked at cover 5 to hit. If so the save is taken for the model not the tank and the driver or gunner can be replaced by passing infantry of the same type.

5b. Rolling Saves for vehicles: A roll of a 7+ is a Successful save by the controlling player of the targeted vehicle , Vehicles armor save roll of 1 do not always fail and 12 does not always pass.

A unit's armor Value is listed as Front, Side, and Rear. The side with its center closest to the shooter may be targeted.

A weapons Ap adds to the strength of the weapon when targeting vehicles. Weapons with Ap   — cannot target a vehicle's main hull. AP 1 is +6, AP 2 is +5 …AP 6 is +1, AP - is +0

For the save roll , the armor value of the targeted facing of the model is a positive modifier and Strength + the AP is a negative modifier.

6b. If the test is failed the model suffers 1 wound. AP against tanks always uses critical and devastating hits.

Critical hit: A model fails a save and rolls a 3 – 4 after modifiers it suffers 2 hull points

Devastating hit: A model fails a save and rolls a 1-2 after modifiers it suffers 3 hull points

These extra hull points of damage do not transfer to other models.

Immobilized vehicles cannot move for the remainder of the game but can be repaired or towed by a vehicle of similar size or larger with towing capability.

Destroyed weapons cannot be used for the remainder of the game but can be repaired

Stunned vehicles cannot advance or go flat out and fire snap shots.

E. Close Combat

1. Close combat (begin combat round)   3. Potential Repeat 5 & 6

2. Assault results (end combat round)   4. Fall back

1. Close combat (begin combat) : The Unit that charges gains +2 initiative. Based on initiative order, models pile in (3 inch move towards the enemy in close combat) and conduct their close combat attacks.

Models within base to base contact with enemy and models in base to base contact of friendly models within base to base of an enemy may attack. Models with the same initiative attack at the same time.

A. Rolling to hit is successful on a 7+ The WS of the attacker is a positive modifier and the WS of the defender is a negative modifier. Use the models in base to base contact if multiple WS are present. Roll of 12 always hits, and roll of 1 always fails.

B. Roll saves in the same way as shooting.

C. Wounds are resolved on the targeted models.

Note: Models can be killed before getting a chance to attack.

2. **Assault Results (End combat)** : After all models in the combat have piled in and made attacks the side that lost the least amount of models is the winner of the combat. The loser must make a leadership test with the amount of models they lost as a negative modifier. (excess wounds don't count) If they succeed the combat continues, start again at step 1. but the winner of the combat gets +2 to initiative.

3. Potential Repeat step 1 and 2 : This process is repeated until one side fails a leadership check, falls back by choice, or is destroyed.

4. **Fall back:** If a unit fails the leadership check they must fall back, they must move d12 away from the enemy towards the nearest friendly unit or deployment board edge and is pinned for the remainder of the turn and cannot end within 1" of an enemy.

A unit may choose to fall back if they win or lose combat at this point if they suffered no wounds or damage, or has no models within base to base contact.

Vehicles may always choose to fallback and do so at cruising speed. Count as already moved for the remainder of the turn.

Sweeping advance: If a unit falls back with models within 2 inches of an enemy model they must roll a 7+ to escape with the models initiative as a positive modifier and the enemy initiative as a negative modifier, if it fails they are removed as a casualty. After falling back any models still within 3 inches are killed by the sweeping advance.

Our weapons are useless: If at the end of a combat round the majority of your unit cannot damage the enemy model you may choose to fall back but sweeping advance and pinning still applies

Trapped: models that fallback but cannot move without passing through or ending within 1 inch of enemy are completely destroyed.

Close Combat Special Attack: Within a close combat 1 model within a unit may use a grenade or ranged weapon in place of a close combat attack. This is at the models BS but the enemies WS is a negative modifier. This difficult shot also counts as if the unit moved for its negative modifier

F. End Of turn

Morale : a unit that is below half strength its starting number must pass a leadership test or be considered routed. A unit that is routed will use its following turn activation to fall back its maximum movement and advance towards its own board edge. If they come into any contact with the enemy by needing to pass through or are charged they are considered destroyed. They may regroup at the end of a turn any turn passing their morale test. Once they have regrouped they do not roll for morale until they have lost half their unit again with the new number of models.

Negative modifiers for morale test

Pinned units receive a –2 modifier

Enemy unit is closer than a friendly unit –1 modifier.

Leadership test : roll a d12 and add the highest leadership in the unit. A modified roll of 12 is a successful roll.

Follow Me! : routed units or units under half strength may join another unit of the same type within 6" To avoid additional morale tests. (this new combined unit uses its the new number of models as its total for future morale tests)

Effects: all end of turn effects end here after morale is complete. (such as stunned vehicles and monstrous creatures)

Key Words

Range: the range listed on a weapons profile is the "effective range" All weapons can double their range for a "long range shot" . This rule does not apply to flamer or melta weapons.

Strength : value that determines the negative modifier to a saving roll, D means destroyer weapon

AP (armor piercing) : if a weapons Ap is equal to or lower than the armor save the armor is ignored and it gains the critical and devastating hit rules.

Melee: can only be used in close combat , 2 melee weapons give attacker +1 attack.

Close Combat weapons: Use the attackers stats with possible bonuses, buffs, or special rules based on the weapon. Every model has a "close combat weapon with no bonuses unless a special one is listed. **Pistols count as a second close combat weapon.**

More than one weapon : Unless specified a model may only shoot with 1 weapon per turn and only attack in close combat with 1 weapon per but additional weapons in close combat give +1 (max) attack.

Assault weapons: halve the penalty for shooting after moving and/or advancing

Heavy weapons: and double the negative modifiers for moving and/or advancing

Ordnance: Cannot shoot if it moved, and cannot fire any other weapons if it's a non-vehicle unit.

Roll 2 d12 when a vehicle rolls a save against ordnance and must take lowest result.

Pistol: Assault 1 weapons, count as additional close combat weapons, models with two pistols may always fire both.

Rapid Fire: May fire 2 shots when firing at something not in " long range" and cannot charge if you use the rapid fire ability.

Salvo Weapons : Cannot charge if you shoot, If you move you fire the first (lower) number of shots but cannot shoot at long range, if you don't move you can fire the second (higher) number of shots and may fire at long range.

Bombs: Used by flying monstrous creatures and fliers. All bombs are one use only, can only drop one at a time, and are used in the movement phase on targets it flies over. It may not move flat out, and counts as firing 1 weapon for shooting.

Primary Weapon: Usually only on super heavies and fortifications. Can move, shoot , and charge. Roll an additional d6 for armor penetration and take the higher result.

Template weapons: All models touched by templates are hit by weapons.

Direct fire: For direct fire weapons such as blast weapons the damage is coming from the direction of the shooter.

Flamer template: Teardrop shape template, place at tip of weapon. Torrent weapons have a range + flamer template. For this you place the template anywhere along the total length of the range. Cannot fire at " long range"

Blast : 3 inches in diameter total, all models under even partially template are hit , Use scatter rules.

Large Blast : 5 inches in diameter , all models are hit

Multiple Blast: roll to scatter each temple from one point

Apoc blast : 10 inch diameter total

Apoc mega blast : 5" within a 7" within a 10" blast radius with different Strength and AP values with the strongest being in the center

Indirect Fire: The weapon itself does not need line of sight to target an enemy unit but must use a spotter and scatter

Barrage : use blast weapon rules but use indirect fire.

Apoc Barrage: a large template that consist of 5 large blasts, roll a number of d6 equal to the weapons apoc barrage value and coincide it with the template after determining the template location like a normal barrage

Scatter: For blast and barrage weapons in place of rolling to hit you roll to scatter. Similarly on d12 a 7+ counts as a direct hit, on a roll of 1-6 it counts as a scatter. The blast template will scatter 12" - (the value rolled) in the direction of the top of the die. So if a 5 is rolled the blast will scatter 7" . Look at the picture right to see how to determine the direction of scatter. The same positive and negative modifiers are used as normal shooting.

Overhead Cover: Barrage weapons will hit the highest level the center of a template comes in contact with. Models in the immediate area/ level below the template must make a dangerous terrain test with the value equal to strength of the weapon minus the armor of the building or if none is listed 1/2 the strength

Spotter: A spotter is a model that an indirect fire weapon uses to draw line of sight to a target. When rolling to hit with an indirect fire weapon, use the Spotters BS + the artillery's BS as a positive modifier, and use standard negative modifiers from the spotter with the exception of cover. Only overhead cover will affect barrage weapons. (spotters range is considered to be 2ft.)

Army Spotters: Imperial Guard : model Within 3" of a Vox Caster, Space Marines/ Chaos Space Marines/ Eldar/ Dark Eldar: Any Character (HQ or Squad leader), Tyranids: Any model within synapse, Genestealer Cults: within 3" of Vox Casters or synapse, Orks: Any grot (but that grot must be removed b/c they ran off to tell the boss where to shoot then hid), Necrons: Lords and Canoptek model, Tau: Any model with a marker light ability.

Placing units in Reserves : A player may place as many units in reserve as they wish.

Bringing units in from reserves : Units may enter the board by starting their movement at their deployment zone board edge but must be 12 inches away from enemy forces. To bring units onto the board choose what unit(s) to activate as you would normally and roll to arrive from reserves. Starting on turn 2 a player needs a 7+ on a d12 to enter. Every turn there after the player receives +2 to their d12 roll.

Planned attack : A player may place multiple units into a planned attack . In place of rolling for reserves each turn these units arrive on the same turn with a single roll, but the turn (any after turn 2) and exact location must be decided prior to any enemy or friendly units being deployed.

When the turn arrives for the planned attack to take place, roll a d12 , a 7+ is needed and add the highest initiative within the units as a positive modifier. If the roll is passed the units activate as normally would for reserves but must arrive on that turn and in that location. If the roll is failed they are only delayed 1 Turn and must come in the following turn.

Deep strike: Models with this ability may be placed into reserve and arrive anywhere on the table by placing a marker and rolling a d12 scatter die. A roll of 7+ is a direct hit and no scatter takes place, a roll of 1-6 scatters 12" - (value rolled) in the direction of the top point of the d12. If The location of the deep strike is not within 12" of a friendly unit it receives a –2 modifier, if it is not within line of sight of a friendly unit it receives –2 modifier to the roll. Once the final location is determined the unit must arrive within 3" for units 10 and under and add an additional 3" for every 10 models over. If the unit arrives and the radius lands within terrain they must roll a dangerous terrain test equal to the cover value otherwise dangerous terrain 2 is used. If the terrain is impassible Dangerous terrain 5 is used . If the

entire unit cannot be placed, if radius lands within an enemy unit, or the center lands off the board , roll on the mishap table to find a result for the deep striking unit.

Drop zone assault: Players may conduct a drop zone assault in the same way they conduct a Planned attack. The player chooses a location and turn (after turn 2) and rolls to see if they arrive on that turn in the same way.   The location should be described and easily distinguishable to both players either by measurements or board descriptions. If it is an area, all initial points for deep strike must start within the area. If it is a singular point, for every unit in the planned attack add 6 Inches to the radius from said point to create an area units can deep strike within up to 2 ft total

Roll d12	Deep strike mishap
1-2	Unit destroyed as its lost in the warp/ combusted or turned inside out after arriving on the battlefield
3-4	Off target, arrive via outflank on the right side in the following turn
5-6	Off target, arrive via outflank on the left side in the following turn
7-8	Deepstirke was unavailable and reinforcements arrive normally on own board edge in the following turn
9-10	Delayed, arrives at location in following turn
11-12	Redirect, arrive at the closest point in which the unit would not mishap.

Unit Types

- **Infantry:** foot soldiers in units of multiple models. Follow standard rules. Infantry may crawl through windows or move through doorways they can conceivably fit through, counts as moving through difficult terrain.

- **Bikes And Jet Bikes:** Basic move is increased to 12", cannot go to ground, relentless, cannot occupy terrain, and cannot be pinned. Gain Hammer of wrath, jink, and very bulky special rules. Can fire 1 weapon per passenger. Cannot shoot or charge after turbo boosting (advance) . They can charge 12" instead of 6"

- Bikes treat all terrain as difficult terrain (6 + d6) , and difficult terrain as dangerous terrain. Can advance/turbo boost an additional 12"

- Jet Bikes can move over all terrain and models freely. Can advance /turbo boost an additional 24" . If a jet bike ends up moving in any terrain it must make a dangerous terrain test.

- Eldar and Dark Eldar jet bikes, can advance/ turbo boost an additional 24" their move or move 12" after shooting

- **Artillery:** All guns are toughness 7, 2 wounds, and have a save of 3+ .

- If all the crew are killed the gun cannot be used.

- Artillery can only be moved if the starting minimum or more crewmen remain.

- Crewmen can fire either their personal weapon or the gun.

- Line of sight and measurement is from the Weapon firing.

- Crew gains Cover 3 if targeted and obscured at least 50%

- Gun itself cannot charge but can be targeted if charged. Only the crew fight and are wounded, unless the.

- If the crew fallback the enemy unit may make 1 attack in an attempt to destroy a gun otherwise the combat ends and the gun stays in place until it is remounted or destroyed. If an unmanned gun is charged by a unit with the means to destroy said gun, it is automatically destroyed.

- **Jump units:** May change their movement to 12" or their charge to 12" and ignore vertical distances, difficult terrain. If a unit uses its jump pack in the charge it gains the hammer of wrath special rule. When using the jump pack if the model ends it moves in difficult terrain they must pass a dangerous terrain test. Jump packs always use their jump pack to fallback 12" . Jump units are bulky and may deep strike.

- **Jet Pack units:** jet pack units may use their jet packs for Movement, when doing so they move like a hover vehicle but if the model ends up moving in difficult terrain they must pass a dangerous terrain test. Jet packs may make a "thrust" jet pack move of 6" if they did not advance or charge after their shooting phase. Jet packs have the bulky, deep strike, and relentless special rules.

- **Beasts :** basic move is 12" and ignore difficult terrain and auto pass dangerous terrain. Fall back 12" and have the fleet special rule.

· **Cavalry: (warriors with a living mount)** basic move is 12", not slowed by difficult terrain, but treat all difficult terrain as dangerous. Fall back 12" and have the fleet and hammer ow wrath special rules

· **Monstrous Creatures: (Really big infantry)** May fire 2 of their weapons at the same target, cannot go to ground or be pinned, and have the Fear, Hammer of Wrath, Move through Cover, Relentless and Smash Special rules.

· **Flying Monstrous Creatures: (Winged really big infantry)**

Has all the Monstrous creature special rules. When not flying (gliding for codex reference), the model moves like a monstrous creature with a jump pack. If the player chooses to fly for the turn, (swooping) the model must move between 12 and 24 inches ignoring all vertical terrain. and may advance up to an additional 24 in a straight line" . The model stays flying for the remainder of the turn, the model may choose to use sky fire if it chooses and may target an enemy flier at any point during its flight but suffers the same shooting penalties. If reactionary fire is used it takes place before the models shooting. A Monstrous creature that is flying cannot charge, be charged, tank shocked, or fall back. Model when flying is considered to be hard to hit. Model may fly off the board and enter reserves, may enter from reserves flying but cannot do both on the same turn. The flying monstrous creature remains "flying" till the end of the game turn in which it lands and has the special rules Jink and Vector strike.

Grounding test, if a flying monstrous creature suffers wounds equal to half or more its total it takes a grounding test, roll a d6, on the roll of a 1,2 it fails and the monstrous creature is not grounded and no longer flying, and suffers a single Strength 9 ap 1 hit. (this damage is added with the prior shooting damage for a total that may kill the model)

If models move "underneath" the flying model before it lands . Move the monstrous creature to the closest and safest place to land.

· **Gargantuan and Flying Gargantuan Creatures : (bigger monstrous creatures)** They have the same rules as monstrous creatures, (flying and not with the exceptions given below) Gargantuan monstrous creatures have a 12" move. Both may fire all weapons at different targets if desired, and ignore rules for firing ordinance with other weapons, but they may not fire overwatch/ reactionary fire. Both can make stomp attacks. Weapons that cause instant death only do 1 bio point (3 wounds) , Snipers and poisoned weapons have no effect. Both have Fear, Fearless, feel no pain, Hammer of Wrath, Move through Cover, Relentless, Smash, and Strike Down. Flying G.C.s have vector Strike.

· **Bio Points:**

Monstrous and Gargantuan Creatures that have 6 or more wounds have Bio Points (3 wounds per bio point.) Unlike normal wounds that cannot be lost, Bio points can be as if they are individual models. Once a model with Bio points suffers 3 wounds it loses 1 bio point. If a model has more then 6 wounds that isn't divisible by 3, the 1-2 extra wounds are placed in the first bio point (like extra carapace you have to break through)

· In the example above the Bio-titan has 10 wounds therefore it will have 3 Bio points total with the first bio point having 4 wounds.

Vehicles

	WS	BS	S	F	S	R	I	A	HP	Unit Type
Basilisk	-	3	-	12	10	10	-	-	3	Vehicle (Tank, Open-topped)
Chimera	-	3	-	12	10	10	-	-	3	Vehicle (Tank, Transport)

· As Shown, Vehicles have no Weapon Skill, Strength, Initiative, or Attacks. They have hull points instead of wounds. Just as normal models these are not lost individually.

· F, S, And R represent Front, Side and Rear Armor. These are armor values you use when making saving throws. Use the value associated with the side with the center closest to the attacker.

· Measure to and from the vehicle's hull for movement and from the muzzle of the weapon for shooting.

· Vehicles can move (combat speed) 6" and may advance (cruising speed) an additional 6"

· Treat difficult terrain or dangerous terrain, players choose before rolling for one or the other , Failing a dangerous terrain test results in the vehicle becoming immobilized. Difficult terrain movement (combat d6 or cruising d12)

· Vehicle may move flat out 6" in place of shooting.

· Vehicles do not benefit from " close range " shooting modifier

· Have relentless and count as leadership 10 unless otherwise stated.

· Weapons draw line of sight from the weapon itself to the target. (Include arcs that are modeled)

· If a template weapon hits a vehicle use the armor value facing the shooter, if a barrage weapon hits the vehicle use the side closest to the center of the barrage, top armor is equal to rear if a direct hit is taken.

· Vehicles cannot charge and if charged a vehicle's WS is based on the speed it has traveled this turn.

- Immobilized : WS 0 / Stationary : WS 1 / Combat speed: WS 2 /Cruising speed: WS 3/ Flat out: WS 4

- Vehicle does not have any close combat attacks.

- A vehicle may always choose to fall back but first must roll higher than the opponent's initiative on a d12.

· Squadrons must maintain a 6 inch coherency between each model and activate as 1 unit but may overwatch individually.

- When shooting at squadrons you must target individual vehicles.

- When a vehicle in a squadron is immobilized it may be abandoned from the squadron and it becomes its own unit with its own activation, but each activation it must pass a leadership test or the crew will spike (wreck) the vehicle and leave the board.

· Vehicle leadership is counted as 10 unless otherwise stated.

· When a vehicle loses all of its wounds roll on the vehicle destruction chart (Destruction charts are optional if both players agree and instead may roll a d6 to find out if the vehicle explodes on a 6 otherwise result of 1 is used)

- Any amount of wounds over the vehicle's total adds a +1 to the result on the destruction chart.

- Crew act as basic infantry of your army with standard army weapon or pistol if used after disembarking (find out how many crew and equipment using google, older editions, or books)

· Models who disembark are placed adjacent to (within 3 inches) or within the wreck or debris.

· Models disembarking are considered pinned for the remainder of the turn.

· Models in the way of a crash landing must roll an initiative test to move out of the way. If failed they suffer a S10 hit AP2 hit then move. Models must be moved 4 inches away from the wreck.

· Models in a flier with the jet pack, jump pack, deep strike rule or fly may roll an initiative test for each model to disembark mid flight. If passed then those models are placed under flier within 3 inches after rolling for any result on the vehicle destruction chart but prior to its crash landing. If this is used any models that failed their initiative test are considered killed in the crash landing.

· If a vehicle is moving and is destroyed during overwatch it loses control and crashes. Vehicles will travel d12 in a random direction up to 90 degrees to the left or right. If it points behind the vehicle it is considered to stop moving immediately.

-      Tanks and Heavy vehicles only go D6, Skimmers and Fast Vehicles go D12 + 6
-      This is ignored if a 6 Is rolled on the destruction chart . It explodes in place.

Note: if you are playing an edition prior to 6th and your vehicles do not have Hull points then use the conversion chart at the back of the 6th edition rulebook to add hull points to your vehicles. Another concession can be made where hull points are completely ignored instead a saving throw of 6-8 after modifiers is not destroyed or passed but a damaging hit that causes the vehicle to be stunned. Critical and devastating hits would be ignored completely. Structure points would act the same, losing 1 at a time and ignoring stunned until its last structure point.

D12 Roll	Vehicle Destruction	Passenger outcome.
1	Inoperable	Crew and passengers suffer a Strength 1 hit
2	Wreck	Crew and passengers suffer a Strength 2 hit
3	Wreck	Crew and passengers suffer a Strength 3 hit
4	Wreck	Crew and passengers suffer a Strength 4 hit
5	Catch on fire / dangerous terrain 4 Wreck	Crew and passengers suffer a Strength 5 hit
6	Tank flips / dangerous terrain 3 wreck	Crew and passengers suffer a Strength 6 hit,
7	Rips through hull / explodes	Crew and passengers suffer a Strength 7 hit, Shot rips through a hole exploding out the opposite side. Models within 3" of this facing suffer S4 hits.
8	Catastrophic damage / explodes	Crew and passengers suffer a Strength 8 hit, explodes 3" and suffers a Strength 5 hit, A chunk or turret is blasted off the vehicle and scatters d6 and lands as a small blast template at S5.
9	Engine / explodes	Crew and passengers suffer a Strength 9 hit, explodes 3" and suffers a Strength 6 hit
10	Power Cells / explodes	Crew and passengers suffer a Strength 10 hit, explodes 3" and suffers a Strength 7 hit
11	Fuel / explodes	Crew and passengers suffer a Strength 11 hit, explodes 3" and suffers a Strength 8 hit
12	Ammo hit / explodes	Crew and passengers suffer a Strength 12 hit, explodes 3" and suffers a Strength 9 hit

Transports may only carry infantry to their maximum capacity.

- 1 Passenger may fire out of each fire point. No template or heavy weapons may fire out of access points unless otherwise stated (or modeled)
- Only psychic blessings can be done on the embarked units or the transport itself.
- Main Access points are where models embark and disembark. (ramps and doors)

  At least 1 model must end in base to base contact with access point to embark, measure from access point to start move for disembarking.

  If the transport advances (cruising speed) or goes flat out the unit may not disembark

  Emergency disembark: if a unit within a transport chooses to fallback after the transport is charged they may emergency disembark by moving away from any access points not within 1 inch of enemy (hatches, doors) during the fallback portion of the close combat phase.

- If a transport is stunned the passengers are stunned as well and must pass a leadership test to disembark.
- If a flying or hovering transport "Crashes and burns" Every model suffers a Strength 6 hit. Survivors are placed in the wreck. Models with jump packs and / or jet packs may emergency disembark by passing an initiative test then rolling to deep strike directly below.

· Dedicated transports may activate with their units they are attached to.

· Units embarked on a transport activate at the same time as the transport.

· **Chariots** have a dual profile, rider(s) and chariot.

· Movement is unit dependent

· When targeting a chariot the attacker chooses to target the chariot or the rider. If targeting the chariot itself use the rules for targeting vehicles, A successful roll to hit of 7-9 hits the chariot a roll of 10-12 hits the rider.

· A chariot can charge unlike other vehicles but cannot tank shock or ram.

· In close combat opponents must choose to attack the chariot or the rider. Use the rules for close combat with vehicles when attacking the chariot but all attacks are against the front armor in the first round of combat , and attack at –1 WS when attacking the rider.

· Crew and beasts are ignored unless specified .

· Chariots cannot be targeted as targets of opportunity and do not suffer weapon destroyed or immobilized results.

· Chariots gain the hammer of Wrath at S6, are fearless, relentless, and the rider may fire overwatch.

· If a rider is killed the chariot is either removed from play or left as a wreck.

Fliers

· Flying bases are completely ignored, placed in the closest convenient place near the intended position.

· Fliers start and end every turn in reserves. To enter the board the player must roll for reserves as normal. On 7-9 the flier enters from their own board edge, 10 left flank board edge, 11 right flank board edge, 12 the player may choose. You cannot enter from the enemy board edge.

· Leaving combat airspace: At the end of every turn fliers are removed from play and placed back into reserve. The only time a flier may stay on the board is apocalypse style games in which the board is large enough to accommodate excessive movement for follow on turns (player determined)

· Any flier that was damaged has a –2 to their reserve roll for the following turn. Any flier that has used ammunition that is limited may remain in reserve for 1 turn and be rearmed.

· (Zooming) Fliers may move up to 36" and may advance up to an additional 36" . Fliers may only make 1 turn up to 45 degrees. A flier's minimum movement is 18" if apocalypse rules are in place and the flier remains on the board at the end of the turn.

· Fliers are treated as fast skimmers when shooting at targets and may use sky fire if they wish

· Hard to hit: fliers are –7 to hit due to their speed and height. (fast moving target and snap shot)

· Evade: All fliers may jink if it is declared as a target, at this point it is an additional –3 to hit, but may only fire snap shots for the remainder of turn.

· Cannot charge or be charged

· Hover: If a flier decides to hover it's treated as a fast skimmer. Fliers can only change flight modes once a turn at the beginning or ending of the turn. If a flier changes at the end of the turn to zooming it is taken off the board and returned to reserves.

· Deep strike from flier: models with jump, or jet packs may deep strike from the flier. For this the player may roll 2 scatter d12s and pick 1 to use. Otherwise all the same deep strike rules apply but always count as rolling a 1 on the mishap table. Models with this ability may attempt an escape when the plane is shot down. After consulting the vehicle damage chart, roll an initiative check for the unit to immediately deploy via deep strike before rolling on the flier crash and burn chart.

· Fliers that are destroyed roll on the vehicle destruction chart before rolling on flier crash and burn. If a 9-12 is rolled on the vehicle destruction chart the flier explodes in mid air and no crash and burn is rolled. Passengers and crew that survived the explosion must pass a dangerous terrain test equal to the value rolled for the explosion to see if they survive their fall from mid air. If the unit has jump pack, jet pack, or other controlled descent capabilities they can avoid the dangerous terrain test by passing an initiative test.

Crash and Burn:

-      Fliers scatter d12, if a 7+ is rolled the controlling player rolls and additional d12 until a value lower than 7 is rolled.
-      The direction of scatter and the dangerous terrain test is based on the final roll value and direction. Add 1 to the final roll value for each time the die was rolled until the final roll. This added value only contributes to the dangerous terrain test.
-      Add 2 the dangerous terrain test is all pilots are killed prior to the crash and burn result. Subtract 2 if pilots are alive for the crash and burn result.

- If a flier crashes off the board the surviving unit may enter that board from that board edge add 2 to the dangerous terrain test.
- If a flier crashes in terrain add 2 to the dangerous terrain test.
- Models may avoid crash and burn results if they have jump packs, jet packs, or other controlled descent capabilities. if they pass a single initiative test as a unit they may deploy via deep strike below the crash and burn path.

Fliers and Overwatch

· Overwatch: Fliers can be placed in overwatch in place of its shooting phase. If an enemy flier enters the board (airspace) you may declare overwatch during any part of its movement phase.

¨If the opponent continues on its course the flier in overwatch rolls a d12 adding its own pilots initiative and subtracting the opponents pilots initiative.

- If this roll is successful the overwatching flier gets to close in (move) and open fire prior to the opponent conducting their shooting phase. On a roll of 7-8 the flier is moved and placed facing the opposing flier head on, on a 9-10 place the flier on the flank, and on a 11-12 place the flier in the opponent's rear.

¨ If the opponent's flier declares a dogfight you follow the steps below.

· Dog Fight: Once a dog fight begins both players move the fliers towards each other meeting in the middle, then roll off adding their pilots WS.

- If the roll is equal they fire against each other's front armor. If both roll a 1 and neither is destroyed they crash into each other and are immediately destroyed.
- The flier that rolls higher may make a shooting attack at the opponent's side armor. If the roll is higher by 3 or more they may make an attack at their rear armor. The losing flier may jink.

    If the losing flier survives they may make an initiative test to shoot counter the enemy flier. If passed they may make an attack against the enemy side armor, if a 1 is rolled they attack the rear armor, if failed the dog fight is over.

· After a flier has conducted an overwatch attack it leaves the combat airspace immediately.

Open topped Vehicles

· Lack of armor leaves the vehicle vulnerable and adds 1 to the roll on the destroyed vehicle chart.

· Open topped transports have no specific access points.

· Passengers may shoot from and may be shot at by the enemy. Passengers suffer the same negatives as the vehicle when shooting. When targeting the passengers successful rolls of 7-9 hit the transport , 10-12 hit the passengers.

· Open topped transports gain the assault Vehicle special rule.

Heavy Vehicles

· Heavy vehicles may never advance or move flat out and always count as remaining stationary for shooting and close combat.

· Roll on chart below when destroyed

Fast Vehicles

· May move an additional 12" when moving flat out.

· Fast vehicles treat standard weapons as assault weapons when shooting and moving.

Skimmers

· On a flying base that is largely ignored for the entirety of the game.

· May move over any models or terrain ignoring all vertical movement under 2ft

· If a skimmer ends its move or moves through (like through a building or destroyed hole in a wall) difficult terrain it must make a dangerous terrain test.

· Cannot land on models

· "Fast" Skimmers can move 18 when moving flat out.

· Remove base if possible if wrecked or immobilized

· Non "Heavy" Skimmers have the jink special rule

· When destroyed roll on the chart below

Walkers

· Charge and fight in close combat like infantry Gains +1 attack for every extra close combat weapon. Stunned walkers are –3 when rolling to hit in close combat.

· Measure from weapons for shooting and base for moving

· Walkers move the same way as infantry, but failing a dangerous terrain test will result in it being immobilized.

· Cannot Advance if they are stunned

· Opponents always hit the front armor in the first round of close combat unless immobilized.

· Has hammer of wrath

· Use chart below when destroyed

Tanks

Tank shock: Player declares tank shock and chosen path

· Mark the final intended position and determine enemy units in the way. Enemy infantry units in the way roll a leadership test, if passed units move the minimum distance to clear the path for the tank, if they cannot do so they are destroyed. If the leadership test is failed the unit still clears a path but is now pinned.

· Death or Glory: One model per unit may attempt to make a single close combat attack on the tank shocking vehicle. First they must take an initiative test if passed they make the attempt. If they fail to immobilize to destroy the tank they are crushed beneath the tracks or gunned down by defensive fire as they climb aboard.

· Overwatch can still take place prior to tank shock being carried out.

Ramming: player declares the target they intend to ram and minimal distance required to do so. (avoiding terrain does count as minimal distance.)

· Ramming is similar to tank shock but is used against vehicles and units that are larger than itself.

· Move the ramming tank to the target being rammed. Both the ramming tank and the target are auto hit by a strength equal to the armor value of the opposing vehicle of the facing that made impact.

-    Ramming vehicle gets + 1 strength if it's a Heavy vehicle, + 2 Strength if it's a super heavy vehicle, and +1 if it's a tank.
-    Ramming and opposing vehicles get –3 strength if the ramming vehicle only moved 6" or less, -2 Strength if it only moved 12" or less.
-    Both players roll saves against the ramming hit.

· If the rammed vehicle explodes the ramming vehicle may push it aside (if possible) and continue on a straight path. Otherwise the ramming tank stays in place.

Pushing Wrecked vehicles:

· Non wrecked vehicles may push wrecked vehicles (only at combat speed) off to the side if their front armor is greater than the wrecked vehicles front armor.

Vehicle upgrades

Dozer blade: +1 armor to front and reroll dangerous terrain test

Extra Armor: +1 toughness for weapons and tracks, and ignore crew stunned on a 7+

Hunter killer Missile: Range infinite/ S8 / AP 3 / one use only and heavy

Search light: While night fighting is in effect a tank may roll to hit with search light (range infinite) heavy 1. If successful the target becomes visible for the rest of the turn.

Smoke launchers: Cannot move flat out , and in place of shooting may use smoke launchers to gain shrouded modifier to enemy shooting attacks. (may still use if crew is stunned)

Characters

Characters are leaders of units, sergeants, Mob Boss, ect .

Independent characters are models that are single models that can be deployed either by themselves or with a unit as part of that unit. (INDEPENDENT CHARACTERS ARE "CHARACTERS" but Characters are not independent characters)

They may leave and join units throughout the game by leaving and entering coherency. The unit and the character suffer from effects and benefit from effects as one 1 unit.

Named Characters: Characters with a name such as Yarrick and Ghazkul, may only be taken once in an army.

Leadership: Always use the highest leadership within a unit, even an independent character that has joined the unit.

Look out sir: Independent characters that are targeted have cover 3 with any unit they are a part of or within 2 inches of from shooting attacks.

Close combat look out sir: (does not work in a challenge) When an enemy declares a smash attack on a character before the roll to hit, an adjacent model to the character may make an initiative check, if passed this adjacent model takes the attack as the character is pushed aside. (the adjacent model must be equivalent size or larger than character)

Challenges: Warlords, independent characters, and named characters may issue and accept challenges at the beginning of their turn to another warlord, Independent Character, or Named Character as long as they are within a distance to charge that turn with said challenger.

If the opponent accepts the challenge, both must use any movement to charge the other. If attached or near another unit, place them a minimum distance off to the side (or in a heroic area) to conduct the close combat.

Unlike other close combats that will fight until conclusion, this fight will have up to 3 combat rounds before stopping then continuing the following turn for 3 rounds. Ect.

Glorious intervention:

After the first turn another character may replace one character in the challenge if within moving distance and passes a leadership test.

Terrain

Terrain that is half or less then the height of the model is Small Terrain. No effect on movement

Terrain that is over half the height of the model is Medium Terrain. -2 movement, vehicles may not pass through.

Terrain that is over the height of the model is Large Terrain infantry must measure up and over to climb. If a point cannot be reached to place models it cannot be scaled, find a new way up. Vehicles may not pass through.

Break through walls

Reasonable gaps and windows will allow all infantry to pass through.

Tanks may Ram walls of ruins and can breakthrough by penetrating the wall and doing at least 3 "wounds"

Doors

Doors can be opened at any point a model touches said door

Locked doors can be broken down with a successful strength test or broken into with a successful   initiative test.

Area terrain is defined by a base, all within this base is considered that terrain.

Dense Terrain is considered too thick to see through. Units may see into or out of but not all the way through. This does not apply if the terrain does not block at least half of the model. (jungle, ruins, smoke screens…)

Difficult terrain is terrain that is difficult to move through, Any movement through difficult terrain is randomized according to the unit type. Difficult terrain is barricades, ruins, rocky out crops, thick jungle ect.

Dangerous Terrain (X) follows all rules of difficult terrain but models must also roll a d12 and rolling X or lower they lose a wound. Vehicles that roll 1-2 are immobilized. Saves may be made against the Strength = X.

Charing into Difficult terrain changes the charge distance to d6 and lowers initiative to 1.

Ammo dump: Reroll hits for 1 unit during shooting phase for player who controls ammo dump.

Barricades and walls: Cover 3 for units within 3 inches and obscured by 50%

Comms relay: Player who controls comms relay may reroll reserve rolls

Craters: infantry in craters gain a cover 1 save no matter what, a cover 2 save if they are obscured 50% and cover 3 if they go to ground.

Defense line: Military walls give cover 3 to units obscured by 50%   and give cover 5 to units who go to ground.

Gun emplacements: Count as toughness7 and 3 wounds and 3 + save, may be operated by 1 humanoid model. And grants cover 3 to users.

Imperial Statuary: Grants a 3+ cover save, and armies of the imperium receive fearless special rule within 12" and all other armies receive hatred: imperium

Tangle Wire: Models must start turn at tangle wire (within 2 inches) in order to pass through or pass through at dangerous terrain test 1-4

Tank traps or ditch: Provides cover 3, and is impassable to non skimmer tanks and vehicles.

Anti personnel minefield: Dangerous terrain 1-6 for infantry, dangerous terrain 1 for tanks

Anti tank minefield: Dangerous terrain 1-6 for tanks, dangerous terrain 1 for infantry but does 6 hits to unit if triggered

Buildings with little or no damage are occupied by rooms. A unit may occupy a room the same way they occupy a transport. From there units may move from room to room via staircase or door. If an enemy unit is in the room , the room must be assaulted at initiative 1.

Very large buildings can be broken down in smaller areas that constitute their own sections/ buildings that can be occupied. This comes into play especially with cathedrals with one very large open room in the center that could be treated more or less as open area of play surrounded by smaller buildings and rooms you can occupy.

        Players determine the capacity of rooms, and use the charts below to determine the Amount of hull points dependent on size and the strength dependent on the materials the building is composed of.

Size	Hull points	Strength	Armor
Small	3	Weak	10
Medium	4	sturdy	12
Large	5	Reinforced	14

Buildings unless otherwise stated provide cover 4.

Units within buildings can be stunned like monstrous creatures and Vehicles.

Models may fire from any windows or gaps, and must draw line of sight from said points.

Units may charge out of buildings like an assault vehicle.
If the total hull points are reached on a building roll on the chart below

Roll d6	Building destruction chart
1	Building damaged : units within seek shelter roll a dangerous terrain test 1 for every model and building is now considered weak and small, unless it was already weak then it is a ruin.
2	Building ruined: units rush to find safety, roll a dangerous terrain test 2 for all units, building becomes a ruin.
3	Slow Collapse: Half the building begins to crumble as units inside reach out and jump for safety roll a dangerous terrain test 3 for all models. Replace with sufficient ruin
4	Ceiling Collapse: main support columns are destroyed as roofing caves in. Units within hide where they can while it makes a dangerous terrain test 4 replace buildings with sufficient ruin.
5	Total collapse: there is no time to evacuate or hide each model suffers a dangerous terrain test 5
6	Catastrophic collapse : Every model must make a dangerous terrain test(6) and is considered pinned. Add 2 to the dangerous terrain test for every level (or 3 inches) above ground floor to a max of 12. The building is a heap of rubble and difficult terrain. (replace if possible)

Universal Special Rules

Acute Senses: Reroll outflank result, reroll initiative for overwatch.

Adamantium Will: +1 to deny the witch

And they shall know no fear: Ignore any modifiers to morale/ leadership tests. Auto pass leadership for death or glory and glorious intervention. Space marine and chaos space marine Sgts and champions may accept challenges .

Assault vehicle: models may declare a charge from inside the vehicle and charge out after overwatch.

Armor bane: Add D6 strength when targeting vehicles

Blind: If hit by blind weapon, roll initiative test, if failed unit is WS and BS O for remainder of turn.

Brotherhood of psykers: At least mastery lvl 1, Use any model in unit to determine range, Randomly allocate perils of warp

Bulky: takes 2 spots in transport, Very Bulky: takes 3 spots, Extremely bulky: takes 5 spots

Concussive: If a model suffers hit from this roll a toughness test, if failed it becomes initiative 1

Counter attack: A unit that is charged with counter attack may roll an initiative test , if passed they gain charge bonus as well and meet the enemy charge. (move models half way if you want)

Crusader: this unit has fleet

Daemon: Fearless and 5+ invulnerable

Eternal Warrior: Ignores instant death

Fear: Roll leadership test at start of combat, if failed Ws is 0

Fearless: ignore fear and any modifiers for leadership test.

Feel no pain: Roll 1 save for each point of damage taken on a d6, If Strength is double the models toughness or has instant death this rule is ignored.

Fleet: add d6 inches to advance or charge

Flesh bane: (no effect on vehicles or buildings) saving throws ignore all toughness modifiers

Force: Force weapons may be activated on a 7+ psychic power. Warp charge 1.

Furious Charge: Add +1 strength to a unit who charges for the first round of combat..

Gets hot: A roll of a 1 to hit makes the weapon hit the shooter or the weapon (if it's a vehicle)

Gravitation: Strength always matches the toughness of any non-vehicle model and any vehicle saving throw of 1-2 results in an immobilized result.

Hammer of Wrath: +1 attack, +1 strength, and +3 Initiative for first round of close combat after charging

Hatred: Reroll failed to hit in close combat against a labeled enemy.

Haywire: Instead of normal armor save vehicles hit by haywire roll 1 d6 for each hit, on 1 suffer 3 damage , 2 suffer 2 damage, 3-5 suffer 1 damage , 6 suffer no damage.

Hit and Run: If a unit with this rule does not move before shooting, it may conduct its normal move after but may not charge.

Ignore Cover: ignores cover ….

Instant death: causes equal wounds to 1 enemy model up to 5 total for every failed save.

 Infiltrate: After all enemy and friendly units have been deployed, players deploy infiltrating units anywhere on the battlefield either 12" from enemy units completely out of line of sight or 18" away within line of sight.

Outflank: Units with infiltrate may also outflank.

If a unit has infiltrated and scout , they must choose which to deploy as.

Interceptor: A unit with interceptor can ignore the initiative test to overwatch an enemy.

It will not die: Once per turn, a model with this rule may roll a d12 for each wound equal to and over its total wounds. Every roll must be a 7+ to succeed or the model is killed.

Jink: When a unit Jinks it will gain cover 3 but can only fire snap shots for the remainder of the turn.

Lance: Any vehicle armor over 12 is counted as 12

Master crafted: Reroll 1 dice to hit with this weapon per turn.

Mighty bulwark: Buildings with this ignore stunned result

Melta: Within Short range, vehicle rolls 2 armor saves and takes the lowest result.

Missile lock: Reroll to hit or reroll scatter

Monster hunter: monstrous creatures have to reroll successful saves against attacks from models with monster hunters.

Move through cover: units with this rule ignore difficult terrain and treat dangerous terrain as difficult.

Night vision: Ignores effects if night fighting

One use only: once fired/ used you cannot use it against (even if you miss)

Outflank: A unit that can outflank enters from reserve on the flanks of the enemy. Player chooses the flank prior to deployment and the turn they wish to flank. Roll a d6 on the turn they are supposed to enter. On a 1 they were discovered and driven off or destroyed, 2– 3 they got lost or delayed till the following turn, 4-6 they entered the board. Cannot enter within enemy deployment zone.

Pinning: Specific weapons , 10 + successful hits from a single activation shooting attack, or falling back from combat all cause pinning. If a unit is pinned they may only fire snap shots, half their move, and cannot advance. They must pass a leadership test when they activate or continue to suffer these penalties. Pinned units are also considered gone to ground.

Poisoned: Given with a value, usually 4+ . Enemies struck by poison weapons reduce toughness below poison value.

Power of the machine spirit: ignore 1 negative modifier for moving, advancing, or range.

Precision shots: When a roll to hit is 11-12 after modifiers the shooter may pick their target within a unit.

Precision strike: roll to hit of 11-12 after modifiers ignore the opponents armor in the following save. (non vehicles only)

Preferred enemy: When facing their preferred enemy labeled they may reroll failed to hit rolls of 1 -2 for shooting and gain +1 WS

Psychic Pilot: Vehicle with psyker abilities , At least mastery lvl 1 unless otherwise stated. Vehicle s are considered leadership 10

Psyker: At least mastery level 1 unless otherwise stated.

Rage: Must declare charge if within range, +1 attack for first round of attacks after charging

Rampage: +2 attacks for models if the unit is outnumbered or lost the last round of combat. (cannot choose to run if last round of combat was lost)

Relentless: Treats Heavy, Ordinance, and Salvo weapons as standard weapons for movement shooting modifiers.

Rending: Modified hit roll of 11-12 makes changes to the weapon stats to Strength 6, AP 2 and against vehicles strength 9 with original AP.

 Repel the Enemy: models may leave a building and charge the same turn.

Sentry defense system: Buildings with this do not need to be occupied to shoot and may be charged and targeted the same.

Shred: Models must reroll successful saves against weapons with shred

Shrouded: unit is Obscured an additional –2 from shooting attacks further than 12 inches away

Scout : Unit may make a free Move prior to the game starting(players roll off to see who can scout first) and unit also gains the outflank rule.

Skilled rider: Auto passes dangerous terrain tests and adds +1 to jink cover save

Skyfire: may target flying models and ignore The –8 to hit fliers (hard to hit rule)

Slow and purposeful: Cannot advance/ run, turbo boost, ect. Model can only do a basic move and charge. But they always count as stationary when shooting.

Smash: In place of making its normal attacks a model with this rule may make a single smash attack at double the models strength and AP2. (Vehicles have to reroll successful saves)

Sniper: models with snipers, Rolls to hit of 11-12 are counted as rending and precision shots. Otherwise the Strength of the sniper always equals the toughness of the target with no AP. Against vehicles it is S4 AP— unless it rends.

Soul Blaze: A unit hit by soul blaze continues to roll 1 d12 a turn after being hit by a weapon with soul blaze. On a 1-2 The unit suffers 3 hits, on a 3-4 suffers 2 hits and 5-6 suffers 1 hit. Hits are Strength 4 ap5. On a 7+ the flame dies out and is no longer in effect. (only 1 soul blaze can continue to affect a unit at a time

Specialist weapon: Only gains +1 attack If the bearers wields 2 specialist weapons

Split Fire: Units with split fire may choose multiple targets with the same weapons

Stealth: gains +-1 obscured to hit when targeted from more than 12" away

Strafing run: When shooting at ground targets with a flier gain +1 to hit.

Strike down: A non-vehicle model that is hit from a weapon with strike down moves as if in difficult terrain for the remainder of the turn.

Stubborn: Ignores modifiers for morale tests

Supersonic: Vehicle with super sonic that moves flat out must move between 18-36"

Swarms: Blast and templates do double wounds to swarms. Ignore difficult terrain.

Tank Hunter: Vehicles hit by a tank hunter unit must reroll successful saves.

Torrent:0-12 inch range then place the flamer template

Twin linked: double the number of shots

Two handed: cannot get +1 attack for fighting with 2 weapons

Unwieldy: -3 Initiative with this weapon, unless it is a Monstrous creature or Walker

Vector Dancer: Gains +2 initiative for rolling for dogfight, and + 1 to cover for jink

Vector strike: Nominate 1 model the flier moved over . Nominated ground targets suffer 1 hit at ap 2 user Strength and flying models suffer D3 hits Ap 2 user strength.

Vortex: Counts as Destroyer Weapon, blast marker and scatters d12, Shot comes from center of blast. The blast scatters at the beginning of every turn d12, If a 1 or 2 is rolled after the initial scatter it is removed.

Zealot: Cannot be pinned, go to ground, ignore fear, and reroll failed morale test . Reroll hit rolls in first round of Close Combat.

Challenges between Warlord or Named Character

- close combat (models within 1")

- close combat also refers to the unit being in close combat as a whole

- fight refers to individual models fighting within that close combat

Initiative modifiers from charge:

- if you charged you get +2 initiative for the first round of combat

Models in close combat in "formation" get" +2 initiative

Formation: 2 Friendly models within 1 inch

Pinned units are -2 initiative, do not get formation bonus

A.

Models roll off :

 1 d12 each model in fight

(Higher initiative model gets extra d6)

Double initiative gets +1 to roll

Triple initiative gets +2 to roll

B.

The winner of the roll strikes first

If the roll off Ties = strike at same

C.

Roll to hit on d12 with number of attacks listed

Need a 7+ for success

Your WS is a positive modifier

Enemy WS is a negative modifier

D.

Defender rolls save

Roll save on d12

7+ is successful

Armor changes that to armour value

AP removes it

(Critical and devastating damage is possible)

Strength of attack is negative modifier

Toughness of the defender is positive modifier

E.

Knocked back : pass save only because of armor, (The modified roll is below 7+ but still successful) and strength is greater than toughness

-Defending Model is moved backwards 1 inch

Thrown: same as knocked back but Strength is double toughness

Roll a d6 scatter for the model to be thrown back

Roll a d12 scatter if the attacker is a monstrous creature

If the model impacts an object it suffers a hit equal to the difference in strength and toughness of the attacking model and thrown model

If the model lands on another model they both suffer the hit

F.

 A model that is not knocked back may attack back

D.

After all eligible models have attacked - the losing side. (Took more casualties) Makes a leadership test, subtracting the difference in casualties   If all models are knocked back, the unit counts as pinned for that leadership test.

If they pass they stay in the fight and Pile in: in initiative order move models, that are not knocked back, up to 3 inches towards an enemy unit. (After the first round of combat initiative charge and formation modifiers are still in effect for pile in)

At initiative 1, Knocked back units may make a toughness test to "get back in the fight" and pile in

E.

Close combat continues with no charger formation, or pinned modifiers.