

WARHAMMER
40,000

ASPECTS OF WAR



STRATEGIC SUPREMACY

Unleash Exigency Stratagems in games of Warhammer 40,000

Even in conflicts that span multiple star systems, victory or defeat can hinge on a single pivotal battle. In such situations, the opposing commanders will doubtless unleash the full might of their armies. The best of their forces, the heaviest and most deadly of their war machines and the full weight of their intellects are brought to bear upon the foe. Inspiring strategies and daring tactics are employed with the intention of bringing the enemy to their knees as swiftly and terminally as possible. Often, such battles eclipse all others, resulting in near-apocalyptic engagements that have been known to determine the fate of entire campaigns.

When playing a game of Warhammer 40,000, be it matched play, Crusade, or any other form of play, if you and your opponent both agree, you can use one set of Aspects of War rules in that game.

The set of Aspects of War rules found over the page – Strategic Supremacy – represents a critical escalation of each sides' forces as they ramp up their strategic and tactical deployments in the area in order to turn the tide of battle at a critical juncture.

More Aspects of War rules sets will be presented in future issues of *White Dwarf*. Now though... it's time for battle!

EXIGENCE COMMAND POINTS

The importance of this conflict is well known to high command. Extra resources have been committed. It falls to commanders in the field to spend these assets wisely or face their superiors' wrath when the battle ends.

At the start of each Command phase, each player gains 1 Exigence Command point (ECP) in addition to the usual Command point gained.

ECP are a special resource, similar to Command points, that can only be used on Exigency Stratagems (found on the following pages).

Command points (CP) can be used on Stratagems (from a Detachment and mission rules only) and Exigency Stratagems.

For example, a player gains 1CP and 1ECP at the start of their turn. They use their 1CP on a Stratagem from their army's Detachment and spend their 1ECP to use one of the cheaper Exigency Stratagems. Later in the battle, the same player uses 1CP and 1ECP to use one of the more expensive Exigency Stratagems that cost 2ECP.

UNDERDOG BONUS

From the second battle round onwards, desperate attempts are made to turn the tide. There can be no holding back; all assets must be committed to wrest victory from the jaws of defeat.

From battle round 2 onwards, at the start of the battle round, if one player has at least 5VP less than their opponent, that player gains 1ECP. If that player has at least 15VP less than their opponent, that player also gains 1CP.

STRATEGIC RESERVES

A pool of additional reserves has been drawn from surrounding war zones. These rapid-reaction forces may be deployed to plug holes in the line and achieve breakthroughs.

Before the battle, the maximum combined points value of units that each player can put into Strategic Reserves is instead:

BATTLE SIZE	MAXIMUM POINTS
Incursion	500
Strike Force	1000
Onslaught	1500

CAULDRON OF WAR

If playing a multiplayer battle using the Cauldron of War rules found in *White Dwarf* 506:

- Do not use the rules for the Underdog bonus presented there; instead, the player with the least VP gains the Underdog bonus presented on the left.
- Players can still use the Core Stratagems presented in the Cauldron of War rules.





INTERCEPTION

STRATEGIC SUPREMACY – STRATEGIC PLOY STRATAGEM

As the enemy thunders towards a weak point in the battle line, a nearby unit reacts, risking life and limb to stop a fatal breakthrough.

WHEN: End of your opponent's Charge phase.

TARGET: One unit from your army that is not within Engagement Range of one or more enemy units.

EFFECT: Your unit can declare a charge.

RESTRICTIONS: Note that your unit does not receive any Charge bonus this turn.



CRUSHING ADVANCE

STRATEGIC SUPREMACY – BATTLE TACTIC STRATAGEM

Infantry formations, fortifications and trench lines, such impediments are no obstacle to mechanical monstrosities, gigantic daemonic entities and towering beasts of war, all of whom grind forward relentlessly and pulp entire armies to ruin beneath their titanic forms.

WHEN: Your Movement phase.

TARGET: One TITANIC unit from your army that has not been selected to move this phase.

EFFECT: Until the end of the phase, each time your unit is selected to make a Normal move, roll one D6: until the end of the phase, add the result to the Move characteristic of models in your unit and each time a model in your unit makes a move, it can move through enemy models (excluding TITANIC models). When doing so, it can move within Engagement Range of such models but cannot end that move within Engagement Range of them and when it ends that move, you can select one enemy unit it moved across during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.



HIT THE DECK

STRATEGIC SUPREMACY – STRATEGIC PLOY STRATAGEM

Before the enemy can open fire, this unit drops to the dirt, using shell craters, foliage or battlefield debris to obscure itself from the enemy.

WHEN: Start of your opponent's Shooting phase.

TARGET: One INFANTRY, BEASTS or SWARM unit from your army.

EFFECT: Until the end of the phase, models in your unit have the Stealth ability and your unit cannot be targeted by ranged attacks unless the attacking model is within 18".



ENHANCED AMMUNITION

STRATEGIC SUPREMACY – BATTLE TACTIC STRATAGEM

Experimental bullets, shells, energy packs and flamer projectors enable the bearers to extend their threat range at the crucial moment and obliterate targets who wrongly believe themselves to be safe from harm.

WHEN: Your Shooting phase.

TARGET: One unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, add 12" to the Range characteristic of ranged weapons equipped by models in your unit. If those weapons have the [TORRENT] ability, add 6" to their Range characteristic instead.

RESTRICTIONS: A unit cannot be targeted by this and the Inescapable Augury Stratagem in the same phase.

TARGETED DEMOLITION

STRATEGIC SUPREMACY – BATTLE TACTIC STRATAGEM

1ECP

Monstrous creatures, lumbering walkers with armoured limbs and battle tanks equipped with dozer blades or wrecking balls can all bring fortifications tumbling down upon the heads of their enemies.

WHEN: Your Movement phase.

TARGET: One **MONSTER** or **VEHICLE** unit from your army that has not been selected to move this phase.

EFFECT: Select one model in your unit. Until the end of the phase, each time your model ends a move, select one **AREA TERRAIN** feature within 2" of it. For each enemy model within that **AREA TERRAIN** feature, roll one D6, adding 1 to the result if your model has a Toughness characteristic of 10 or more; on a 6+, that enemy model's unit suffers 1 mortal wound (to a maximum of 6 mortal wounds for each enemy unit).

INESCAPABLE AUGURY

STRATEGIC SUPREMACY – BATTLE TACTIC STRATAGEM

2ECP

Highly sensitive scanners detect energy emissions, heartbeats, transpectral signatures and other phenomena, enabling the bearer to zero in on enemies concealed behind solid cover or otherwise obscured.

WHEN: Your Shooting phase.

TARGET: One unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the [INDIRECT FIRE] ability, and if their Range characteristic is greater than 12", it is reduced to 12".

RESTRICTIONS: A unit cannot be targeted by this and the Enhanced Ammunition Stratagem in the same phase.

HAMMER BLOW

STRATEGIC SUPREMACY – BATTLE TACTIC STRATAGEM

2ECP

The greatest commanders know precisely when and where to marshal their resources and concentrate their heaviest firepower, striking a telling blow against their foes.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Hit roll, add 1 to the Wound roll, and you can ignore any or all modifiers to the following: Armour Penetration characteristic of that attack; Damage characteristic of that attack.

RESTRICTIONS: You cannot use this Stratagem more than once per turn.

VALOROUS CHARGE

STRATEGIC SUPREMACY – BATTLE TACTIC STRATAGEM

1ECP

Seeing an opportunity to break the enemy's back, bold warriors throw themselves forward with zealous vigour, driving into the enemy line at breakneck speed.

WHEN: Your Charge phase.

TARGET: One unit from your army that has not declared a charge this phase.

EFFECT: Until the end of the phase, each time your unit declares a charge, you can select enemy units within 18" of it to be targets of that charge and when making the Charge roll, roll 3D6 instead of 2D6.

BREAK THE LINE

STRATEGIC SUPREMACY – STRATEGIC PLOY STRATAGEM

1ECP

Speed is a weapon all of its own. Swift-moving bikes, cavalry steeds or mobs of rampaging beasts are unleashed upon the enemy, surging forward to smash holes in their lines.

WHEN: Your Movement phase.

TARGET: One **MOUNTED** or **BEASTS** unit from your army that has not been selected to move this phase.

EFFECT: Until the end of the phase, each time your unit is selected to make a Normal move, roll 2D6: until the end of the phase, add the result to the Move characteristic of models in your unit and each time a model in your unit makes a move, it can move through enemy models (excluding **MONSTER** and **VEHICLE** models). When doing so, it can move within Engagement Range of such models but cannot end that move within Engagement Range of them.

VICTORY OR DEATH

STRATEGIC SUPREMACY – BATTLE TACTIC STRATAGEM

2ECP

There shall be no retreat. There shall be no surrender. There shall only be victory or death!

WHEN: Fight phase, just after an enemy unit has selected its targets.

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

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.