WARHAMMER 40,000

TURN SEQUENCE

1 COMMAND   **2** MOVEMENT   **3** SHOOTING   **4** CHARGE   **5** FIGHT

COMMAND PHASE

1. COMMAND
- Both players gain 1CP.
- Resolve any other rules that are used in the Command phase.

2. BATTLE-SHOCK
Each unit Below Half-strength (less than half models, or half wounds for single model unit) takes a Battle-shock test.

> **Battle-shock test:** Roll 2D6 >= LD to pass.

If failed, unit is **Battle-shocked**. Until start of your next Command phase:
- Unit has an OC of 0
- Controlling player <u>cannot</u> use Stratagems to effect it
- If they Fall Back, unit <u>must</u> take **Desperate Escape** test

3. CONTROLLING OBJECTIVES
- A model is within range of an objective marker if within 3" horizontally and 5" vertically.
- **Level of Control:** Add together the OC characteristics of all of a player's models within range of the objective marker.
- An objective marker is controlled by the player with the highest Level of Control over it (in a tie, it is contested).

MOVEMENT PHASE

1. MOVE
- **EITHER:** Normal Move, Advance or Remain Stationary
- **OR if within enemy Engagement Range:** Fall Back or Remain Stationary.

MOVING OVER TERRAIN
- **2" or less high:** Move freely over terrain.
- **Taller than 2":** Climb up and down terrain (measure distance in inches).

FLYING
- Move over enemy models when making a Normal Move, Advance or Fall Back move.
- Measure distance moved through the air when making a Normal Move, Advance or Fall Back move that starts or ends on a terrain feature.

ADVANCE

> **Advance roll:** Move up to M+D6"

- Cannot move within Engagement Range of any enemy models.
- Cannot shoot or charge this turn.

FALL BACK
Move up to M"
- Cannot shoot or charge in this turn.
- Every model that moves over enemy (excluding TITANIC or FLY) OR is Battle-shocked must take a Desperate Escape test.

> **Desperate Escape test:** Roll D6. On 1-2, one model from that unit is destroyed (selected by you).

EMBARK (IN TRANSPORT)
- To Embark, all unit's models must end a Normal, Advance or Fall Back move within 3" of a friendly Transport.
- Cannot Embark and Disembark in the same phase.

DISEMBARK (FROM TRANSPORT)
- Units Embarked at start of Movement phase can Disembark only if their Transport has not Advanced or Fallen Back.

To Disembark, units must be set up:
- Wholly within 3" of their Transport.
- Not within Engagement Range of any enemy models (or the unit cannot Disembark).

If unit Disembarks:
- **Before Transport moves:** Unit can act normally.
- **After Transport moves:** Unit cannot Move or Charge this turn, but can otherwise act normally.
- Units that Disembark do not count as Remaining Stationary.

WHEN TRANSPORT DESTROYED

> **Mortal wound per model test:** Roll D6 per embarked model. Compare result to table below, and suffer 1MW on roll 1 or 1-3.

CAN DISEMBARK	D6 RESULT
Wholly within 3"	1
Wholly within 6"	1 - 3

This counts as a Normal move and unit is battle-shocked.

2. REINFORCEMENTS
- If you have any Reserves units in your army, you can select one or more of them and set them up on the battlefield, one at a time.

RESERVES
Units that starts the battle in a location other than the battlefield.
- Set up as per unit rules, distances from enemy models are horizontal distance.
- Always count as having made a Normal Move in the turn they are set up.

Any Reserve unit not set up on the battlefield by the end of the battle counts as destroyed.

STRATEGIC RESERVES
A subset of your army's units deliberately not deployed at the start of the battle.
- Cannot exceed 25% of your army's total points value or include Fortifications.

From Battle Round 2 onwards, can arrive in your Reinforcements step:
- In Battle Round 2 - Set up wholly within 6" of any battlefield edge + NOT in enemy deployment zone.
- In Battle Round 3+ - Set up wholly within 6" of any battlefield edge.

Cannot be set up within 9" of any enemy models.

SHOOTING PHASE

1. SELECT ELIGIBLE UNIT

- Must be eligible to shoot based on movement this turn.
- Cannot shoot while within Engagement Range of enemy units.
- Cannot shoot at targets within Engagement Range of friendly units.
- **Big guns never tire:** MONSTER and VEHICLE units can shoot and be shot while within Engagement Range of enemy units. When this occurs, subtract 1 from that ranged attack's Hit roll (unless made with a Pistol).

2. SELECT TARGETS

- Choose the targets for all of a unit's ranged weapons before making that unit's attacks.
- For each attack at least one model in target unit must be visible to attacking model and within range of weapon used.
- Models with two or more ranged weapons can shoot them at different targets.
- Cannot split attacks from one weapon across multiple target.
- Models in the same unit can shoot at different targets.

3. MAKE RANGED ATTACKS

Roll to Hit: one D6 per attack, aiming to equal or beat the BS.

Roll to Wound: one D6 per hit, comparing weapon's S and target's T for required result (see table Strength vs Toughness)

STRENGTH VS TOUGHNESS	D6
Strength is TWICE (or more than twice) the Toughness.	2+
Strength is GREATER than the Toughness.	3+
Strength is EQUAL to the Toughness.	4+
Strength is LESS than the Toughness.	5+
Strength is HALF (or less than half) the Toughness.	6+

- **Fast rolling:** Roll to Hit/Wound together for all unit's weapons with the same profile, abilities and target
- **Critical Hit/Wound:** Unmodified Hit/Would roll of 6 always successful.
- An unmodified Hit/Wound roll of 1 always fails.
- A Hit/Wound roll can never be modified by more than -1 or +1.

4. ALLOCATE ATTACKS

- Player controlling the target allocates attacks one at a time for purpose of making saving throws, suffering damage as appropriate.
- If a model in the target unit has already lost wounds or had other attacks allocated to it this phase, the attack must be allocated to that model.

5. MAKE SAVES

Saving Throw: Roll D6 and modify by the attack's AP. If < Save of the model, that model suffers attack's damage.

- An unmodified saving throw of 1 always fails.
- A saving throw can never be improved by more than +1.
- **Invulnerable Save:** Never modified by an attack's AP.
- Controlling player chooses whether to use Invulnerable Save or Save characteristic.

6. DEAL DAMAGE

- If a model is destroyed by an attack, any excess damage inflicted by that attack is lost.
- Mortal wounds inflicted by attacks always apply after any normal damage, even if that damage was saved.
- No saving throws can be made against mortal wounds.

BENEFIT OF COVER (BOC)

BENEFIT OF COVER (BOC)

+1 to armour saving throws against ranged attacks

- Doesn't apply to models with Save of 3+ or better against AP 0 attacks.
- Multiple instances are not cumulative.

CRATERS AND RUBBLE (AREA)

- Move as normal rules.
- Visibility as normal rules.

BoC: If wholly within.

HILLS (HILL)

- Move as normal rules.
- Visibility as normal rules.

BoC: If not fully visible to every model in attacking unit.

BATTLEFIELD DEBRIS (OBSTACLE)

- Can move up, over and down terrain.
- Cannot set up or end move on top of terrain.
- Visibility as normal rules.

BoC: If not fully visible to every model in attacking unit.

WOODS (AREA)

- Move as normal rules.
- Models wholly within never considered fully visible.
- Models looking through or over never consider target fully visible (except AIRCRAFT or TOWERING).
- Models wholly within can see out normally.

BoC: If wholly within OR not fully visible to every model in firing unit.

RUINS (AREA)

- INFANTRY, BEASTS, FLY move through normally and can be set up or moved onto (if no overhanging bases).
- Can see into and out of normally.
- Cannot see over or through (except for AIRCRAFT and TOWERING which determine visibility normally).

BoC: If wholly within OR not fully visible to every model in firing unit.

BARRICADES AND FUEL PIPES (OBSTACLE)

- Can move up, over and down terrain.
- Cannot set up or end move on top of terrain.
- **Shooting:** Visibility as normal rules.
- **Fighting:** Can Charge if enemy is within 1" provided:
  - Charge ends as close as possible to terrain.
  - Charge ends within 2" of enemy unit.
  - Eligible to fight targets on other side and within 2".

BoC: If within 3" AND not fully visible to every model in attacking unit.

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CHARGE PHASE

1. DECLARE CHARGE

Check eligibility & select targets

- <u>Must</u> be eligible to charge based on movement this turn.
- Targets of a charge must be within 12" (but don't have to - be visible).
- Normal movement over terrain rules apply.
- Fly models <u>can</u> move over other models when they Charge.

2. CHARGE ROLL

> **Charge roll:** Models can move up to 2D6"

Charge <u>fails</u>, if unit cannot <u>both</u>:

- Move within Engagement Range of target unit(s).
- Maintain Unit Coherency.

Otherwise charge is successful.

3. MOVE MODELS

If charge is successful, each model makes a Charge move <= Charge roll in inches.

- Cannot move within Engagement Range of any unit that was not a target of the charge.
- Must move into base-to-base contact with an enemy model if possible.
- Units that make a Charge move gain Fights First ability until the end of the turn.

FIGHT PHASE

SELECTING UNITS TO FIGHT

- **Starting with the player whose turn is <u>not</u> taking place**, players alternate selecting eligible units from their army and fighting with them.
- If a player has one or more eligible units that could fight — they must select one of

them to fight.

- After an enemy unit has finished its Consolidation move, if previously ineligible units are now eligible to Fight — these units can then be selected to fight.

FIGHTS FIRST

All eligible units with the Fights First ability fight first (including units that have a Charge

bonus this turn from Charging).

REMAINING COMBATS

All remaining eligible units fight (including Fights First units that were ineligible to fight before, but have since become eligible to fight).

1. PILE-IN UP TO 3"

- Every model that moves must end closer to the closest enemy model (and in base-to-base contact if possible).
- The unit must end in Unit Coherency and within Engagement Range of at least one enemy unit (or no models can Pile In).

2. SELECT MELEE TARGETS

- A model can target an enemy unit to fight if:
  - it is within Engagement Range of an enemy unit.
  - it is in base-to-base contact with another model from its own unit that is itself in base-to-base contact with an enemy unit.

- Each model that can fight does so using one of its melee weapons.
- Select targets for all attacks before any are resolved.

3. MAKE ATTACKS

Resolve attacks as in Shooting phase above (but using WS for selected melee weapon). Resolve all attacks:

- against one unit before moving onto the next.
- with the same melee weapon profile before any made with a different melee weapon profile.

All attacks declared against a target unit are resolved against that unit (even if no models in

that unit remain within Engagement Range at the point of resolution).

4. CONSOLIDATION UP TO 3"

- Every model that moves must end closer to the closest enemy model (and in base-to-base contact if possible).
- The unit must end in Unit Coherency and within Engagement Range of at least one enemy unit (or no models can Pile In).
- If the above is not possible, each model can move towards the closest objective marker, but must end within range of it and in Unit Coherency.
- If this is also not possible, no models can Consolidate.

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UNIVERSAL SPECIAL RULES (USR)

ANTI-KEYWORD, X+

CRITICAL WOUNDS the named unit type on X. E.g. ANTI-VEHICLE 3+ scores a CRITICAL WOUND on a VEHICLE on a Wound roll of 3+.

ASSAULT

Can Advance and Shoot.

BLAST

Add 1 to the attacks characteristics for every 5 models in a unit (round down). Can't be fired at any units in Engagement Range.

CONVERSION X

Each time attack is made if model is more than X away, an unmodified successful hit of 4+ scores a CRITICAL HIT

CRITICAL HITS

An unmodified Hit roll of 6. Always successful.

CRITICAL WOUNDS

An unmodified Wound roll of 6. Always successful.

DEADLY DEMISE X

When this model is destroyed roll one d6, on a 6 each unit within 6" range suffers X Mortal Wounds.

DEEP STRIKE

Unit can be set up in Reserves instead of on the battlefield, Must be 9" horizontally away from all enemy models.

DESPERATE ESCAPE

Roll one dice for each model in the unit when Falling Back after failing a Battle Shock test, or when Falling Back through enemy models. On a 1 or 2, a model in the unit is removed.

DEVASTATING WOUNDS

On a CRITICAL WOUND, convert the damage to Mortal Wounds and the attack sequence ends.

EXTRA ATTACKS

Weapons ability. Each time bearer fights, they can make a number of, additional attacks with weapon as listed, The number cannot be modifie by other rules.

FEEL NO PAIN, X+

Each time this model would lose a wound, roll one D6: if the result is equal to or greater than X that wound is not lost.

FIRST FIGHT

Units with this ability that are eligible to fight do so in the Fights First step, provided every model in the unit has this ability

FIRING DECK-X

Allows a number of models embarked on a TRANSPORT to fire out.

FLY

FLY models move over enemy models when they Normal Move, Advance, Fall Back or Charge. Move distance is measured through the air.

HAZARDOUS

After the unit has finished its attacks. Take a hazard test for each weapon used, for each roll of a 1a model with a HAZARDOUS weapon is destroyed. CHARACTERS, MONSTERS and VEHICLES suffer 3 Mortal Wounds on a roll of a 1 instead,

HEAVY

+1 to hit when the bearer's unit REMAINS STATIONARY.

IGNORES COVER

Weapons with this ability in their profile do not allow for the Benefit of Cover against that attack.

INDIRECT FIRE

This weapon can fire at models that are not visible. Ifit does so, subtract 1 from the hit roll, and the target has the Benefit of Cover.

INFILTRATORS

A unit can be set up outside of your deployment zone. It must still be 9" away from enemy models and the enemy deployment zone.

LANCE

Weapons with this ability get +1 to wound when Charging.

LEADER

CHARACTER units with LEADER USR can be attached to one of their Bodyguard units before the battle. Attached units can only contain one LEADER. Attacks can not be allocated to the CHARACTER model in Attached units.

LETHAL HITS

CRITICAL HITS automatically wound the target.

MELTA X

Add X to the damage when fired at half range.

OBJECTIVE CONTROL (OC)

This shows how effectively a model can exert control aver objectives.

ONE SHOT

This weapon can only be fired once per battle.

PISTOL

A unit can fire this weapon in Engagement Range, but must target one of those enemy units, Can not be shot alongside non-PISTOL weapons (unless a MONSTER / VEHICLE),

PRECISION HITS

Can allocate attacks to a CHARACTER models that is visible when targeting an Attached unit.

RAPID DEPLOYMENT

A unit can disembark after this model has advanced, They cannot charge but can otherwise act normally

RAPID FIRE X

Increase the attacks by X when targeting unit is within half range.

SCOUT X

Pre-game movement of X' after Deployment phase. DEDICATED TRANSPORT units also inherit the ability if occupied by SCOUT units. Must end more than 9" horizontally away from enemy models.

STEALTH

If every model in a unit has this ability, they are -1 to hit vs ranged.

SUSTAINED HITS X

CRITICAL HITS score X additional hits.

TORRENT

Attacks with TORRENT weapons automatically hit.

TWIN-LINKED

You can reroll the attack's Wound rolls.

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CORE STRATAGEMS

COMMAND RE-ROLL (1CP)

CORE - BATTLE TACTIC STRATAGEM

WHEN: In any phase, just after you have made a Hit roll, a Wound roll, a Damage roll, a saving throw, an Advance roll, a Charge roll, a Desperate Escape test, a Hazardous test, or just after you have rolled the dice to determine the number of attacks made with a weapon, for an attack, model or unit from your army.

EFFECT: You re-roll that roll, test or saving throw.

COUNTER-OFFENSIVE (2CP)

STRATEGIC PLOY STRATAGEM

WHEN: Fight phase, just after an enemy unit has fought.

TARGET: One unit from your army that is within Engagement Range of one or more enemy units and that has not already been selected to fight this phase.

EFFECT: Your unit fights next.

EPIC CHALLENGE (1CP)

STRATEGIC PLOY STRATAGEM

WHEN: Fight phase, when a CHARACTER unit from your army that is within Engagement Range of one or more Attached units is selected to fight.

TARGET: One CHARACTER model in your unit.

EFFECT: Until the end of the phase, all melee attacks made by that model have the [PRECISION] ability (pg 26).

TANK SHOCK (1CP)

STRATEGIC PLOY STRATAGEM

WHEN: Your Charge phase.

TARGET: One VEHICLE unit from your army.

EFFECT: Until the end of the phase, after your unit ends a Charge move, select one enemy unit within Engagement Range of it, then select one melee weapon your unit is equipped with. Roll a number of D6 equal to that weapon's Strength characteristic. If that Strength characteristic is greater than that enemy unit's Toughness characteristic, roll two additional D6. For each 5+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

INSANE BRAVERY (1CP)

EPIC DEED STRATAGEM

WHEN: Battle-shock step of your Command phase, just after you have failed a Battle-shock test taken fora unit from your army (pg 11).

TARGET: The unit from your army that Battle-shock test was just taken for (even though your Battle-shocked units cannot normally be affected by your Stratagems).

EFFECT: Your unit is treated as having passed that test instead, and is not Battle-shocked as a result.

GRENADE (1CP)

WARGEAR STRATAGEM

WHEN: Your Shooting phase.

TARGET: One GRENADES unit from your army that is not within Engagement Range of any enemy units and has not been selected to shoot this phase.

EFFECT: Select one enemy unit thatis not within Engagement Range of any units from your army and is within 8" of and visible to your GRENADES unit. Roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

RAPID INGRESS (1CP)

STRATEGIC PLOY STRATAGEM

WHEN: End of your opponent's Movement phase.

TARGET: One unit from your army that is in Reserves.

EFFECT: Your unit can arrive on the battlefield as if it were the Reinforcements step of your Movement phase.

RESTRICTIONS: You cannot use this Stratagem to enable a unit to arrive on the battlefield during a battle round it would not normally be able to do so in.

SMOKESCREEN (1CP)

WARGEAR STRATAGEM

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One SMOKE 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, all models in your unit have the Benefit of Cover (pg 44) and the Stealth ability (pg20).

FIRE OVERWATCH (1CP)

STRATEGIC PLOY STRATAGEM

WHEN: Your opponent's Movement or Charge phase, just after an enemy unit is set up or when an enemy unit starts or ends a Normal, Advance, Fall Back or Charge move.

TARGET: One unit from your army that is within 24" of that enemy unit and that would be eligible to shoot if it were your Shooting phase.

EFFECT: Your unit can shoot that enemy unitas if it were your Shooting phase.

RESTRICTIONS: Until the end of the phase, each time a model in your unit makes a ranged attack, an unmodified Hit roll of 6 is required to score a hit, irrespective of the attacking weapon's Ballistic Skill or any modifiers. You can only use this Stratagem once per turn.

GO TO GROUND (1CP)

BATTLE TACTIC STRATAGEM

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One INFANTRY 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, all models in your unit have a 6+ invulnerable save and have the Benefit of Cover (pg 44).

HEROIC INTERVENTION (2CP)

STRATEGIC PLOY STRATAGEM

WHEN: Your opponent's Charge phase, just after an enemy unit ends a Charge move.

TARGET: One unit from your army that is within 6" of that enemy unit and would be eligible to declare a charge against that enemy unit if it were your Charge phase.

EFFECT: Your unit now declares a charge that targets only that enemy unit, and you resolve that charge as if it were your Charge phase.

RESTRICTIONS: You can only select a VEHICLE unit from your army if itis a WALKER. Note that even if this charge is successful, your unit does not receive any Charge bonus this turn (pg. 29).

AIRCRAFT

DEPLOYMENT

- AIRCRAFT units start the battle in Reserves
- HOVER Aircraft can be declared in Hover mode.

Hover mode: Move characteristic is 20", and model loses the Aircraft keyword. Hover models are deployed to table or in Strategic Reserves.

MOVEMENT

- Aircraft can only make a Normal move, and can move within Engagement Range of enemy models.
- Aircraft must move 20" straight, and can then pivot once up to 90°.
- If Aircraft crosses the edge of the battlefield or cannot make 20" move, are placed into Strategic Reserves.
- Other units can make a Normal or Advance move within Engagement Range of Aircraft, but cannot end a move within Engagement Range of enemy Aircraft.
- Other units can move below Aircraft when they make any kind of move.

CHARGE AND FIGHT

- Only units that can Fly can charge or fight Aircraft.
- Aircraft cannot Charge, Pile In or Consolidate, and can only fight against units that can Fly.
- Unless model can fly, ignore Aircraft when determining the closest enemy model in Pile In or Consolidate.

UNIT COHERENCY

Within 2" horizontally and 5" vertically of: ● One other model from the same unit (in units of 2-6 models). ● Two other models from the same unit (in units of 7+ models). ■ At the end of every turn, if a unit is not in Unit Coherency, the controlling player must remove models until that unit is in Unit Coherency again.

ENGAGEMENT RANGE

Within 1" horizontally and 5" vertically. ■ Models cannot be set up or end a Normal, Advance or Fall Back move within Engagement Range of any enemy models.

DETERMINING VISIBILITY

Model Visible: If any part of a model can be seen, it is visible. ■ Unit Visible: If any model in a unit is visible, that model's unit is visible. ■ Model Fully Visible: If every facing part of a model can be seen, it is fully visible. ■ Unit Fully Visible: If every model in a unit is fully visible, that unit is fully visible.

STRATAGEMS

■ The same Stratagem cannot be used more than once in the same phase.

DICE, RE-ROLLS AND MODIFIERS

Unmodified Dice: the result after re-rolls, but before any modifiers. ■ A dice can never be re-rolled more than once. ■ You must re-roll all dice if several need adding together (e.g. 2D6). ■ Re-rolls are applied before any modifiers.