**Warhammer 40k: Mission! Rule Sheet**

**Your character: Please pick any character (or model) that does not meet the following conditions:**

1. **Is a vehicle**
2. **Counts as anything other than Infantry. i.e. the character must start the game moving 6”**
3. **Does not exceed 200 points in Warhammer 40K.**
4. **Does not have more than 50 points in wargear.**
5. **Is not part of the enemy forces.**
   1. **Exception: Given a grand back story, it is possible for an Ork to turn on the Warband to save himself, or a Space Marine to turn against mankind.**

**Affiliations: There are essentially three categories of affiliations in Mission!:**

1. **Imperials: Anyone loyal to the Emperor and mankind.**
   1. **Loyalty: These characters WILL NOT attack anyone else of their affiliation.**
   2. **Examples: Grey Knights, Inquisitors, Space Marines, Sisters of Battle, Imperial Guard, Assassins.’**
2. **Xenos: “Good” armies that are not Imperial**
   1. **Affiliated: While Xenos may put other Xenos at risk, they will have LOYALTY.**
   2. **Examples: Eldar, Tau, Kroot.**
   3. **Clarification: Eldar are LOYAL to Eldar, but not to Tau or Kroot. Tau and Kroot are LOYAL to each other, but not Eldar.**
3. **Villians: “Evil” armies. These armies are not concerned with anyone else’s well being.**
   1. **Animosity: Treaties between non-affiliated armies are fragile, and it is expected that these characters will attack other players.**
   2. **Examples: Dark Eldar, Chaos Marines, Orks.**
   3. **Enemy To All: Certain characters have no cooperative skills**
   4. **Examples: Tyranids, Daemons, Necron**
   5. **Exception: Given a grand enough back story, these characters may be used, but should not be played cooperatively.**

**Phases: These are the parts of the turn for both the players and the enemies. These phases happened “simultaneously”, but it is important to note that, whenever possible, the players have first priority over the enemy when taking any action. i.e. “Me first.”**

1. **Movement: Using Warhammer 40K rules, your character may make a movement action.**
2. **Shooting: Using Warhammer 40K rules, your character may fire its weapon or throw a grenade. Remember to deduct ammo!**
   1. **Ammo: General rules are as follows:**
      1. **Assault and Heavy weapons get 10 x their rate of fire in ammo to start.**
      2. **Rapid Fire weapons get 20 x their rate of fire in ammo to start.**
   2. **Exception: Villians and non-affiliated Xenos may fire into each others’ close combat. This should result in fair probability of either party being hit. i.e. 1:1 = 4+, 1:2 = 3+, 1::>=3 = 2+**
   3. **Grenades: If the grenade does not need to be clamped, then it has a range of 12” and scatters 2D6 – BS using the Blast marker.**
   4. **Grenades: Grenades may always been thrown into combat, but Imperials and affiliated Xenos may not AIM at their own members.**
3. **Close Combat: Using Warhammer 40K rules your character may assault the enemy, or make attacks in close combat.**
   1. **Exception: A character may ALWAYS choose to flee, forcing an Initiative check. If failed, the combat ensues.**

**Substitutes: During any phase in which the character is not otherwise preoccupied, it may perform the following actions:**

1. **Hold a conversation.**
2. **Search a room they are already in.**
3. **Search a vehicle they are in, or to which they are adjacent.**
4. **Manipulate the environment. E.g. uses communication equipment to call an evacuation.**

**After each phase, two things may occur:**

1. **Morale Check: Using Warhammer 40K rules, your character may need to take a moral check under the following conditions:**
2. **Mine/Booby Trap: If a movement or substitute action causes adverse environmental factors, then the character(s) must take either a pinning test, if appropriate, or a morale test.**
3. **Wounded under fire: If the character suffers a wound from enemy fire that was not or could not be saved, then it takes a pinning test.**
4. **If the enemy did not lose close combat:**
5. **Sight Check: At the end of any phase in which a character is not engaged in an action (to include close combat), the character may scan the area up to 24” to discover enemies and new developments. The only way this range can be increased is with a weapon that has a range greater than 24”. It is assumed that the equipment has some sort of targeting device.**

**Fate Points: These are used to change the value of a die/dice result. Each point may only be applied to one die (or one check).**

**Victory Points: Whenever a character directly causes the death of an enemy, it gains that enemy’s point value in victory points.**

**Leveling: This is your TOTAL Victory Points divided by 60.**

**Purchasing: Victory Points may be spent to upgrade your character.**

1. **For every 10 points collected, a character may “master-craft” one of its statistics.**
2. **If that stat’s action failed, then it may re-roll using its master-crafting: 1 = 6+, 2 = 5+, 3 = 4+, 4 = 3+, 6 = 2+**
3. **Master crafting to 7 gives a plus 1 bonus to that stat, but ne-gates re-rolling.**
4. **For every 60 points collected, a character may “buy” one of the following:**
   1. **A stat point. Clarification: A wound and maximum number of wounds are different purchases.**
   2. **A fate point.**
   3. **Equipment. E.g. medkit, grenades, any piece of wargear allowed by that character’s codex.**
   4. **A lackey. E.g. A Warboss could buy a boy or gretchin.**
   5. **Upgrades to current weaponry. E.g. More Dakka (1 extra shot)**

**Dice rule: When in doubt, roll off for the consequences of an action, winner decides.**