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Warhammer 40.000 the Game

1. The Game set up.

At the begin Player will be asked to enter his nickname under which he will be known in the game hence. Further he will be asked to pick party he would like to control. The choice would be between two armies; Space Marines and Orks. Each party has its own profile based on nine characteristics:

```
Please enter your name...
Kraszu
|
-----
Choose a Side
-----
1. Space Marines
2. Orks
Please enter an option
```

WS weapon skill This is the model's ability at fighting hand-to-hand

BS ballistic skill This is the model's ability to fire ranged weapons accurately.

S strength Indicates how much damage a model does if it hits another model in combat.

T toughness Indicates how well a model resists damage inflicted by hits in combat or shooting.

W wounds A hit that inflicts damage causes one Wound.

I initiative This dictates the order in which models fight in combat.

A attacks This indicates the number of chances to hit an opponent a model has in combat.

LD leadership This shows the mental fortitude of the model.

Sv armour save This indicates how well armoured the model is.

Characteristic	WS	BS	S	T	W	I	A	LD	SV
Space Marines	4	4	4	4	1	4	1	8	3+
Orks	4	2	3	4	1	3	2	7	6+

Player have 400 points that he has to spent for his troops (minimum two squads) and equipment from weapon-gear unique for each party.

One Space Marines Squad (5units, max upgrade 10) cost is 70 points each additional unit cost 14 points so Player have to spent at least 140 points for start.

One Ork Boyz Squad (10 units, max upgrade 20) cost 70 points any additional unit cost 7 points minimum cost for Player is 140 points

Each unit have default equipment which can be replaced for assigned points cost.

Only Units counts as the Units Point in final winning calculation.

For example, if with end of last game turn will stay 5 space marines and 9 Orks it would be count as 5x14 (cost of one Space marine) vs 9x7 (cost of one Ork). Result 70 to 63 in Space Marines favour.

Player then can select against which foe he which to fight or it would be chosen randomly. So, there can be Space Marines vs Space Marines, Space Marines vs Orks or Orks vs Orks combat. #

Foe Points will be spent randomly (to the limit, regardless of points spent by Player)

THE END OF WARHAMMER GAME

[]

[Marine 1, Marine 2, Marine 3, Marine 4, Marine 5, Marine6]

[Marine 1, Marine 2, Marine 3, Marine 4, Marine 5]

[Ork 1, Ork 2, Ork 3, Ork 4, Ork 5, Ork11]

[]

[Ork 1, Ork 2, Ork 3, Ork 4, Ork 5, Ork 6, Ork 7, Ork 8, Ork 9, Ork 10, Ork11]

With the score 154 to 119 Space Marines have won!!!! For the Immortall Emperor!!!

<

2. The Battle procedure

Once player picks his army, will take under control at least two Squads of troops (usually 5+ units each for Space Marines and 10+ for Orks). Each unit in the squad is counted as a soldier that can fire his weapon and take a part in melee combat however for movement purpose The Squad is count as a unit.

The two armies are deployed on battlefield size 48x48 inches. Computer will select randomly which party goes first. The battle will go on until end of fourth game turn or until one of the opponent would be destroy.

In case if the Squad would have left less than 50% of his initial size, then at the end of game turn that Squad has to pass the morale test. Morale test is based on the squad Leadership value and is taken by rolling 2d6 dice. If the score is equal or under leadership value, then the test is passed and unit does not suffer any effects. However, if the score is higher than the test is failed and squad is count as destroyed.

One player turns include the movement phase, the shooting phase and the assault phase, and once is complete the opponent take his turn then. When both party end theirs turns the it ends the game turn

3. The Battle

3a.

The Movement Phase as the first step in the battle is moving. Player can move one, all or none of his units towards enemy in range 1 to 6 inches. As it was mentioned before for this phase the whole squad is count as one unit. Units already locked in close combat with the enemy may not move during the movement phase.

```
Start of Game Turn 1
Start of Kraszu's Turn 1
please enter how far you wish to move. please choose between 0 and 6
6
You have moved 6 towards your enemy

distance between your troops and enemy is: 30
enemy is out of the shooting range!!
enemy is out of the assault range!!
```

3b.

The Shooting Phase each unit within the squad can be equipped in diverse weapon with different stats therefore in this phase shots counts individually for each weapon. You can choose your unit to shoot in any given order however once you pick the unit to shoot then all units within this squad need to finish firing before you can move to another shooting team The shooting process can be summarised in six step sequence:

1. Pick your first shooter and name the target (all units within shooting team must fire at units from the same attacking object)

2. Check the weapon range – at least one weapon in firing squad has to have enemy in range, for example boltgun max range is 24" and lascannon 12".

3. Roll to hit. A D6 dice for each shot fired. The unit's BS determines what score they must equal or beat to hit the target, i.e. BS = 2 then roll has to be 5 or better BS= 3 R=4+; BS=4 R=3+; BS=5 R=2+. Roll = 1 always misses.

4. Roll for wound. For every shoot that hits there is another roll to see if it wounds the target. The score is a calculation of strength of the firing weapon against toughness of the target

		Toughness									
		1	2	3	4	5	6	7	8	9	10
Strength	1	4+	5+	6+	6+	N	N	N	N	N	N
	2	3+	4+	5+	6+	6+	N	N	N	N	N
	3	2+	3+	4+	5+	6+	N	N	N	N	N
	4	2+	2+	3+	4+	5+	6+	6+	N	N	N
	5	2+	2+	2+	3+	4+	5+	6+	6+	N	N
	6	2+	2+	2+	2+	3+	4+	5+	6+	6+	N
	7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
	8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
	9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
	10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

5. Take saving throws. Each unit have some form of armour that protect them from taking a wounds. To see if unit has been saved from wound D6 dice is rolled. If score I higher or even with unit's SV value, then that unit inflicted no wounds. Space marine SV = 3+ so any roll equal 3 or higher means that shot bounces off his power armour.

6. Remove casualties. Units that didn't manage save the hit and exceed theirs wounds level (some units may have two or more wounds) are considered ad dead.

Player can choose that unit will run in shooting phase instead firing, however unit that run in that phase cannot assault.

Which greenskin band you want Alfa Squad to deal with?

1. first Orks band
 2. second Orks band
 3. third Orks band
- Please enter an option

1

```
1 shot miss the target
5 shot miss the target
no effect
3 shot hit the target
6 shot wound the target
5 target inflicted the wound
5 shot hit the target
1 shot did not wound the target
no effect
6 shot hit the target
6 shot wound the target
5 target inflicted the wound
2 shot miss the target
1 shot miss the target
no effect
```

Which greenskin band you want Beta Squad to deal with?

1. first Orks band
 2. second Orks band
 3. third Orks band
- Please enter an option

3c.

The Assault Phase

If enemy unit is within 6 inches from your squad, you can declare assault. If after decelerated assault appears that enemy is out of range, then it is ignored. If distance is correct then both squads (whole) are considered as close combat fighters.

No matter who is assaulting in close combat who strike first is determinate by unit's initiative. If defender has better initiative then attacker, he will strike first with all attacks and all units engaged then attacker will make his strike with all his units.

Each units strikes with the number of its profile Attacks plus:

+1 attack for two singlehanded weapons

+ 1 attack for assault (first turn of close combat only)

Enemy is in the range! Do you whish to charge?

1. Yes
2. No

Which greenskin band you want Alfa Squad to deal with?

1. first Orks band
2. second Orks band
3. third Orks band
Please enter an option

As this is close combat phase the most important skill would be a Weapon Skill
WS

To check if the hit wound the opponent is taken attacker strength against defender toughness

		Toughness									
		1	2	3	4	5	6	7	8	9	10
Strength	1	4+	5+	6+	6+	N	N	N	N	N	N
	2	3+	4+	5+	6+	6+	N	N	N	N	N
	3	2+	3+	4+	5+	6+	6+	N	N	N	N
	4	2+	2+	3+	4+	5+	6+	6+	N	N	N
	5	2+	2+	2+	3+	4+	5+	6+	6+	N	N
	6	2+	2+	2+	2+	3+	4+	5+	6+	6+	N
	7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
	8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
	9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
	10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

As it was with shooting, armour can prevent unit death. If D6 roll score 1 higher or even with unit's SV value, then that unit inflicted no wounds.

Close combat fight will last until one side completely annihilate opponent, one side lose more than 50% of its members and do not pass morale test or game turns reach the end. In the last case party that remain with more unit's point will win. If points are equal, then result is draw.

If Squad win battle before game turns end, can go again through whole player turn move shot and assault. If that squad assault enemy that is already engaged in close combat, then Players unit in fight and new who just assaulted is counted as one attacker hence until end of combat (morale test however for each Squad is tested separately)

Graphic representation:

As model example, I choose two squads in basic form;

Marines x 5



And Orks x 10



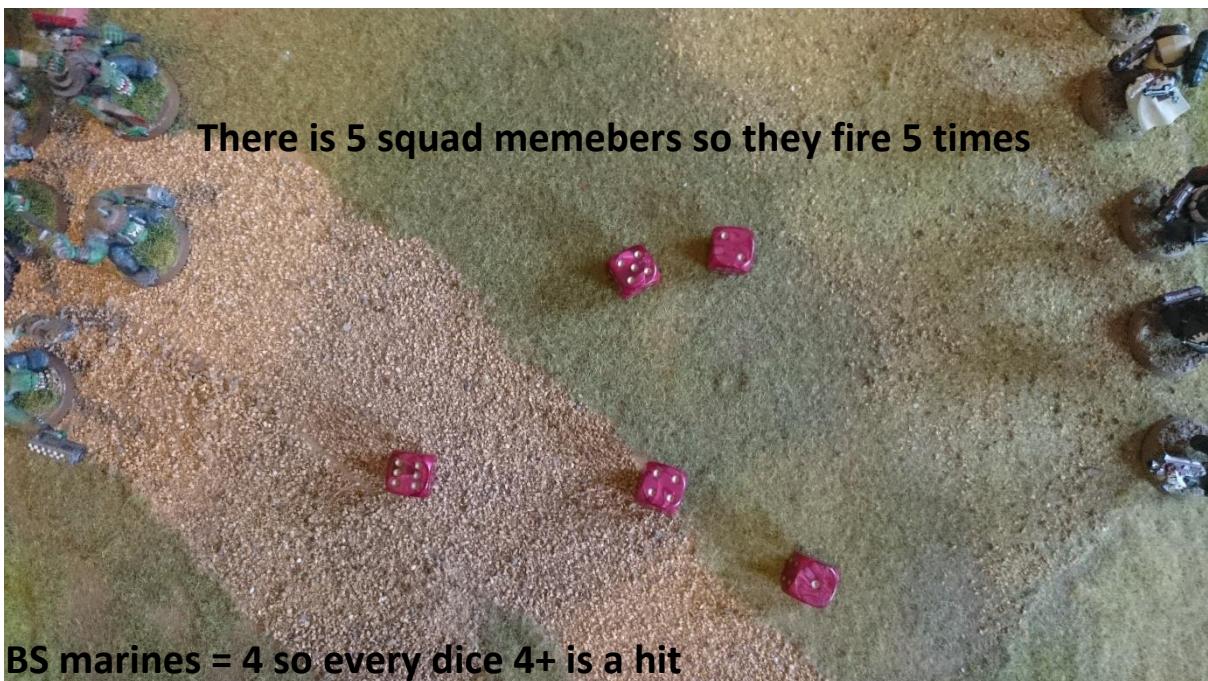
The Movement Phase



The Shooting Phase



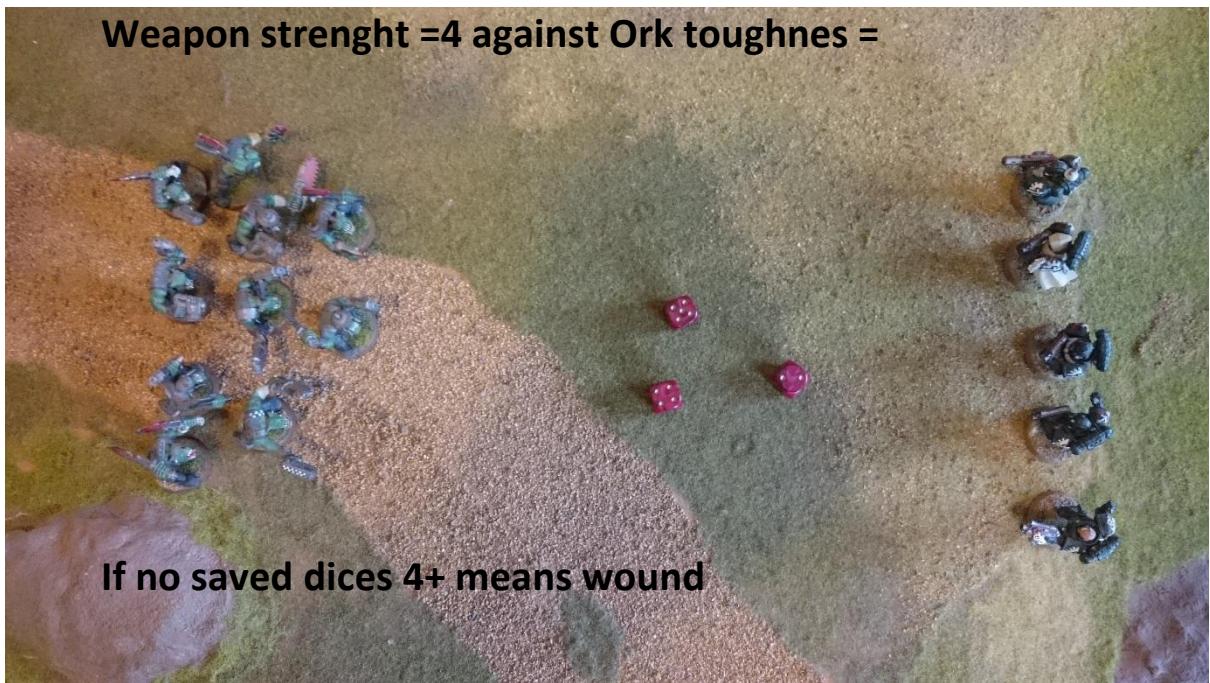
Check the weapon range – at least one weapon in firing squad has to have enemy in range, for example boltgun max range is 24"



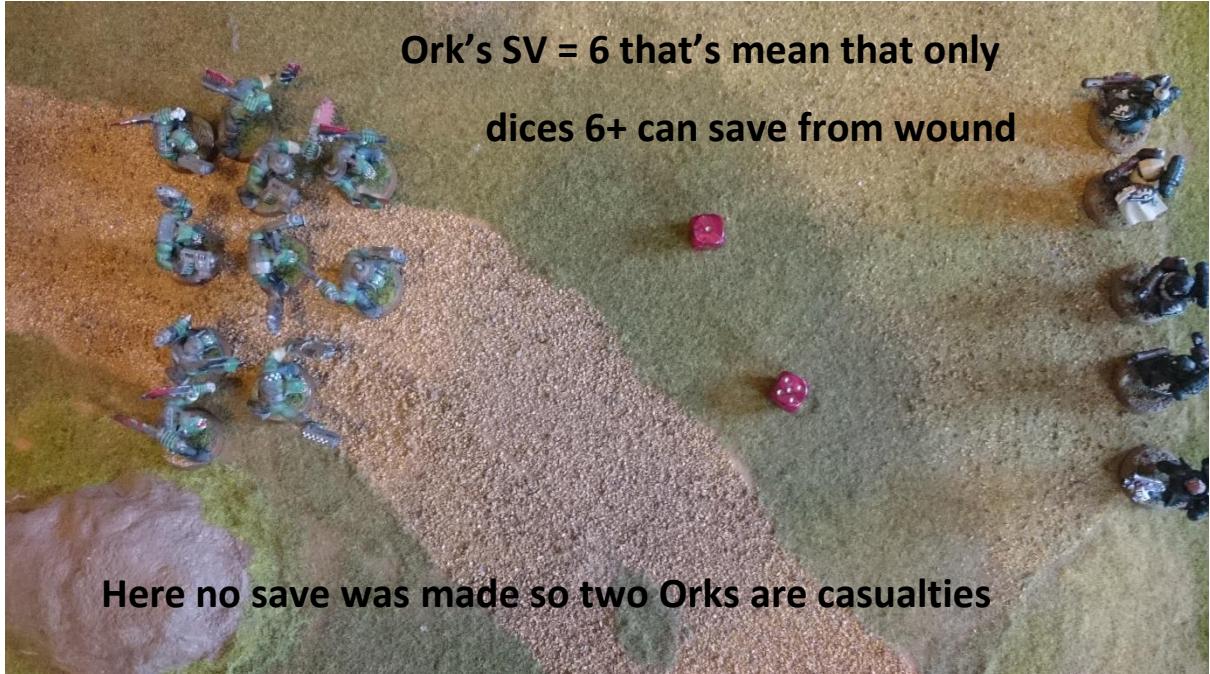
There is 5 squad members so they fire 5 times

BS marines = 4 so every dice 4+ is a hit

Weapon strength =4 against Ork toughness =



**Ork's SV = 6 that's mean that only
dices 6+ can save from wound**



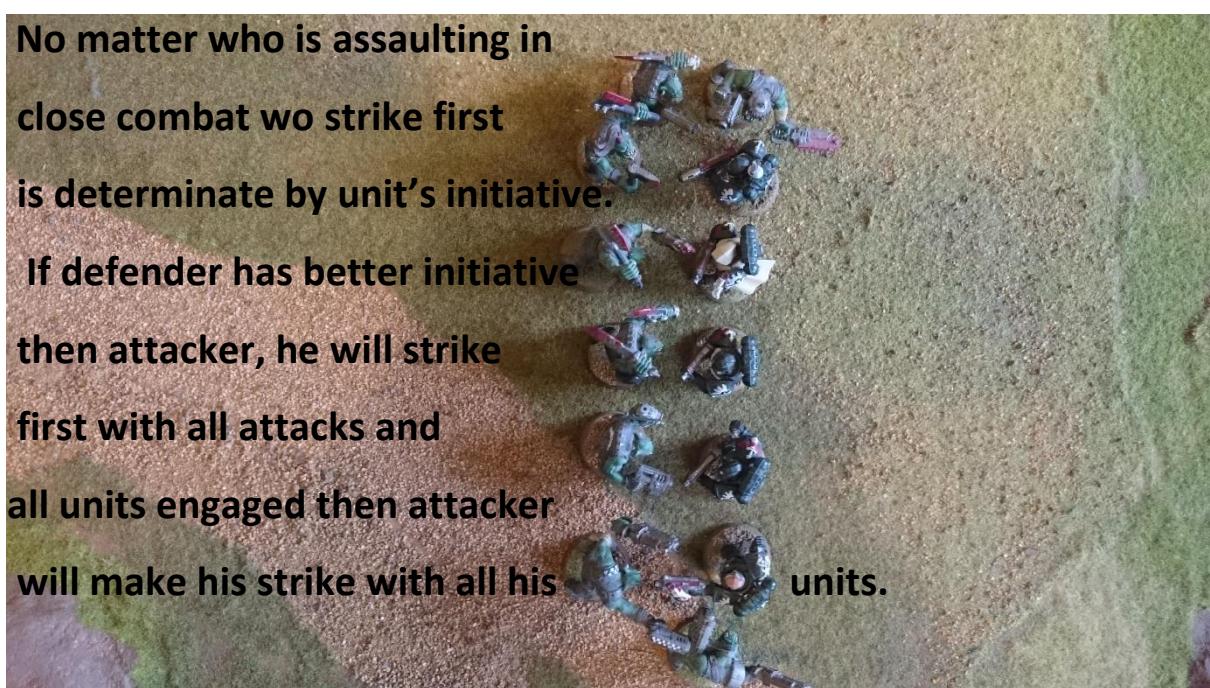
Assault Phase

If enemy is within 6"
range then you Squad
can proceed an
Assault



No matter who is assaulting in
close combat who strike first
is determinate by unit's initiative.

If defender has better initiative
then attacker, he will strike
first with all attacks and
all units engaged then attacker
will make his strike with all his
units.



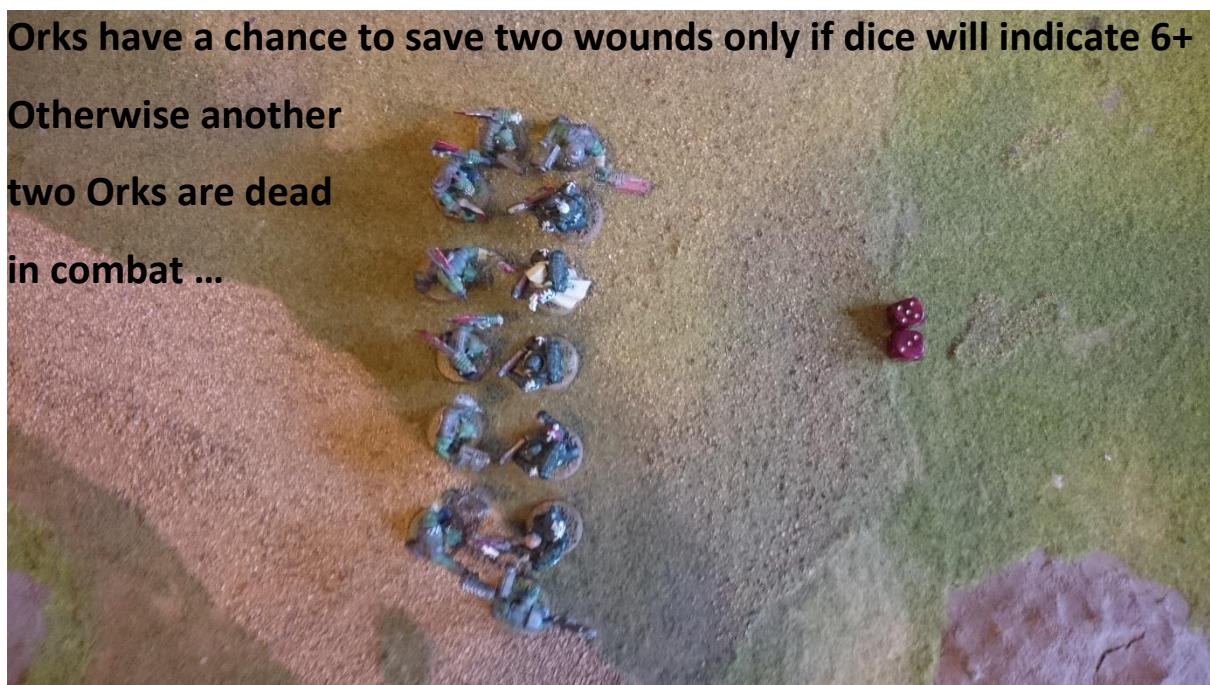
**5 Space Marines have 6 attacks: one for each Marine in Squad +
one for assault
bonus**



To wound we check attacker Strength = 4 vs



**Orks have a chance to save two wounds only if dice will indicate 6+
Otherwise another
two Orks are dead
in combat ...**



Finally there is time to revenge for OrkBoyz. 6 remaining Orks have 12 attack (each one carry singlehand weapon so have two attacks)



Orks S = 3 and Marines T = 4 so to wound Orks need 5+



Space marines have very
represent by their armour
save value SV = 3
that's mean that every
dice 3+ saves them from
harm.

strong armour and that is



Four Orks and one Space Marine

are died in first game turn.

As nither of side can make

move or fire the close combat

has to be resolve before

they can do other actions.

