## THE BATTLE ROUND

Warhammer 40,000 is played in a series of battle rounds. During each battle round, both players have a turn. The same player always takes the first turn in each battle round – the mission you are playing will tell you which player this is. Each turn consists of a series of phases, which must be resolved in order. The phases are as follows:

**MOVEMENT PHASE**

Move any units that are capable of doing so.

**PSYCHIC PHASE**

Psykers can use powerful mental abilities.

**SHOOTING PHASE**

Your units may shoot enemy units.

**CHARGE PHASE**

Your units may move into close combat against enemy units.

**FIGHT PHASE**

Both players’ units pile in and attack with melee weapons.

**MORALE PHASE**

Test the courage of depleted units.

Once a player’s turn has ended, their opponent then starts their turn. Once both players have completed a turn, the battle round has been completed and the next one begins, and so on, until the battle is concluded.

## MOVEMENT PHASE

**Moving**

A model can be moved in any direction, to a distance, in inches, equal to or less than the Move characteristic on its datasheet. No part of the model’s base (or hull) can move further than this. It cannot be moved through other models or through terrain features such as walls, but can be moved vertically in order to climb or traverse any scenery. If the datasheet for a model says it can **FLY**, it can move across models and terrain as if they were not there.

**Solid Obstacles**

To give Heralds of Ruin its realistic style, models can’t move through solid obstacles such as walls and floors. Windows, doors and other openings are all fair game to move through, provided the model in question could be reasonably expected to fit through the gap. We assume closed doors etc. can be opened freely. A good rule of thumb is that for each Wound a model has, 1” of space is required, but clearly there are models with exceptional agility, bulk or free Wounds that don’t fit that rule. Be generous, and use common sense!

**Enemy Models**

All models in the same army are friendly models. Models controlled by an opposing player are enemy models. When you move a model in the Movement phase, it may not be moved within 1" of any enemy models.

**Falling Back**

Units starting the Movement phase within 1" of an enemy unit can either remain stationary or Fall Back. If you choose to Fall Back, the unit must end its move more than 1" away from all enemy units. If a unit Falls Back, it cannot Advance, or charge later that turn. A unit that Falls Back also cannot shoot later that turn unless it can **FLY**.

**Advancing**

When you pick a unit to move in the Movement phase, you can declare that it will Advance. Roll a dice and add the result to the Move characteristics of all models in the unit for that Movement phase. Instead of rolling a die you may simply add 3” to the models movement. A unit that Advances can’t shoot or charge later that turn.

**Reinforcements**

You may hold up to half the models in your team in reserve. At the beginning of your second turn, and every turn thereafter, at the end of the Movement phase roll a d6 for each model in reserve that you wish to arrive this turn. On a 3+ you may set that model up within 6” of your board edge, or according to its alternate setup rule, such as Winged Strike, if it has one. The model counts as having moved and may not do so again, though it may otherwise act normally. Any model that has not arrived already does so automatically at the beginning of its owner’s 5th turn. Some missions have their own Reserves rules - those rules supersede these, but ordinarily, no model may arrive from Reserves without a roll!

**Moving through terrain**

If a model’s movement takes it even partially through terrain that would usually confer a cover bonus to their Save, it must subtract 2” from its total move, to a minimum of 3”. This applies to all models, even those that **FLY**: they must keep low and fly carefully in such dense and hostile locations.

Note that, even if the model only moves through 1” of terrain during its move, the 2” is still subtracted from the overall move. This represents the model taking extra care when emerging from cover into the danger of open ground, or entering a potentially hostile area.

**Climbing**

Climbing on very steep or vertical surfaces slows models down in the same way as moving through harsh terrain, to a minimum of 3”.

Where the surface has a ladder, rocky handholds, tough vines or similar, climbing does not slow movement. Only infantry and beast models may climb in this manner, with or without the assistance of ladders etc.

Any model of any type may freely traverse obstacles that are 1” high or less.

You and your opponent should agree which surfaces can be climbed, and how easily, before the game.

**Jumping**

A model can attempt to jump across gaps, but this can be dangerous! As part of its Move, a model may jump across a gap. The distance jumped, whether horizontal or diagonal, must be equal to or shorter than half the model’s Move characteristic. If the model is Advancing, add 3” to the distance it may attempt to jump.

To attempt to jump, roll a D6 for the model. On a 2+ the model safely lands on the other side of the gap. On a 1 however, the model falls through the gap and takes damage: see Falling, below!

**Falling**

If a model falls from a height, place it on the next surface on which it can stand, directly beneath the point it fell off. It then suffers an automatic hit with Strength equal to the distance fallen in inches, and AP equal to half that distance, rounding down. Damage is 1 for a fall of 6” or less, and D3 for a fall of more than 6”. For example, falling 5” results in a Strength 5 hit with AP-2 and Damage 1.

**Hiding**

Hiding Sometimes it may be in a model’s best interest to hide. Concealing yourself can be the best way to survive, but you won’t be able to do much to help your comrades…

You may declare that an Infantry or Beast model will Hide immediately after it moves in the Movement phase. In order to do so:

- The model must be 6” or more from any enemy models.

- The model must be 50% or more obscured from the point of view of any enemy models.

If, during the enemy player’s turn, either of these conditions are broken, the hiding model is immediately revealed. Otherwise, it stops Hiding at the beginning of its next Movement phase.

A model that Hides cannot be targeted by enemy or friendly shooting attacks or psychic powers, or charged, until it is revealed.

A model that Hides cannot take any voluntary action until the start of its next Movement phase, even if it becomes revealed during its own turn.

To avoid attracting attention, all Aura abilities a model has are deactivated while it is Hiding, including Inspiring Presence.

## PSYCHIC PHASE

**1. Choose Psyker and Power**

Some models are noted as being a **PSYKER** on their datasheet. Before the game, each of your Psykers may choose a power from the table in the relevant codex/index, or the universal Smite power. Not all powers can be chosen in HoR; any exceptions will be listed in the unit entry. The same power cannot be manifested multiple times in a turn by the same player.

**Smite**

*Smite* has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers 1 mortal wound. If the result of the Psychic test was 11+, it suffers D3 mortal wounds.

**Primary Targets**

When manifesting a Psychic Power on a friendly unit, choose any eligible target that is visible to the Psyker and in range of the power. This is the Primary Target. Similarly, when targeting an enemy unit, you may choose any eligible, visible model as the Primary Target. However, for every enemy model which is closer to the psyker than the Primary Target, you must subtract 1 from the result of the Psychic Test. You may not choose an enemy Character as the Primary Target unless they are the closest enemy model to the psyker.

**2. Make Psychic Test**

A psyker can attempt to manifest a psychic power they know by taking a Psychic test. Roll 2D6. If the total is equal to or greater than that power’s warp charge value, it is successfully manifested.

**Perils of the Warp**

If you roll a double 1 or a double 6 when taking a Psychic test, the psyker immediately suffers Perils of the Warp. The psyker suffers D3-1 mortal wounds. If the psyker is slain by Perils of the Warp, the power they were attempting to manifest automatically fails and assign D6 mortal wounds amongst units within 6”, starting with the closest and working outwards from the psyker. In the case of multi-wound models, you should allocate mortal wounds to the closest model until it dies, then the next closest.

**3. Deny the Witch Tests**

A psyker can attempt to resist a psychic power that has been manifested by an enemy model within 24" by taking a Deny the Witch test – this takes place immediately, even though it is not your turn. To do so, roll 2D6. If the total is greater than the result of the Psychic test that manifested the power, it has been resisted and its effects are negated. Only one attempt to deny each successfully manifested psychic power can be made each turn, regardless of the number of psykers you have within 24" of the enemy model manifesting the psychic power.

**4. Resolve Psychic Power**

So long as the Psychic test was successful, the psyker did not die as a result of the Perils of the Warp, and the attempt was not thwarted by a Deny the Witch test, then you may resolve the effect of the psychic power, which will be described in the power itself.

**Area of effect**

Powers described as affecting a “unit” instead affect all models on the same team within 3” of the Primary target, as well as the Primary target itself, as though they were a single unit.

Where a power causes a number of wounds, like Smite, apply that number of wounds to the collection of affected models. For instance, the D3 Mortal Wounds from casting Smite on a 11 would be spread between all the targets of the power - it does not result in D3 Mortal Wounds to each affected model! Start with the Primary Target and apply wounds until no wounds are left to allocate or it is dead, at which point you will start allocating remaining Wounds to the closest enemy within 3”, and so on.

## SHOOTING PHASE

**1. Choose Unit to Shoot With**

In your Shooting phase you can shoot with models armed with ranged weapons. First, you must pick one of your units to shoot with. You may not pick a unit that Advanced or Fell Back this turn, or a unit that is within 1" of an enemy unit. Unless otherwise stated, each model in the unit attacks with all of the ranged weapons it is armed with. After all of the unit’s models have fired, you can choose another unit to shoot with, until all eligible units that you want to shoot with have done so.

**2. Choose Targets**

Having chosen a shooting unit, you must pick the target unit, or units, for the attacks. In order to target an enemy unit, a model from that unit must be within the Range of the weapon being used (as listed on its profile) and be visible to the shooting model. If unsure, stoop down and get a look from behind the shooting model to see if any part of the target is visible. For the purposes of determining visibility, a model can see through other models in its own unit. Models cannot target enemy units that are within 1" of friendly models – the risk of hitting your own troops is too great.

**Primary Target**

After choosing a unit to shoot with, pick your Primary Target, who must be visible to the shooter and in range of the weapon. A model may only be the Primary Target of a shooting attack if it has no teammate within 6" which is closer to the shooter.

If you like, you can leave it there, and simply resolve all shots against the Primary Target. Or…

**Secondary Targets**

You may choose to fire at more than one unit with the same weapon, providing it has enough shots. You may not choose more targets than the weapon being fired has shots!

Secondary targets may be up to 6” from the Primary target, and must be visible to the shooter and in range of the weapon. To add Secondary targets, start with the enemy model closest to the Primary target, and continue outward until you have chosen all the Secondary targets you want. You may choose Characters as secondary targets, even where you would not be allowed to choose them as Primary targets.

**Snipers**

Models with a rule allowing them to target characters freely, or similar, may select any visible model in range as their Primary target, but may not choose secondary targets if they do so. Such models may elect to choose Primary and Secondary targets in the usual way, instead.

**3. Choose Ranged Weapon**

The weapons a model has are listed on its datasheet. If a model has several weapons, it can shoot all of them at the same target, or it can shoot each at a different enemy unit. In either case, declare how you will split the shooting unit’s shots before any dice are rolled, and resolve all the shots against one target before moving on to the next.

***Number of Attacks***

Each time a model shoots a ranged weapon, it will make a number of attacks. You roll one dice for each attack being made. The number of attacks a model can make with a weapon, and therefore the number of dice you can roll, is found on the weapon’s profile, along with the weapon’s type. A weapon’s type can impact the number of attacks it can make.

**Characters**

Some models are noted as being a **CHARACTER** on their datasheet. A **CHARACTER** can only be chosen as a target in the Shooting phase if they are the closest visible enemy unit to the model that is shooting. This does not apply to **CHARACTERS** with a Wounds characteristic of 10 or more, due to their sheer size.

***Weapon Types***

There are five types of ranged weapon: Assault, Heavy, Rapid Fire, Grenade and Pistol. A model shooting one of these weapons can make a number of attacks equal to the number written on its profile after its type. For example, a model firing an ‘Assault 1’ weapon can make 1 attack with that weapon; a model firing a ‘Heavy 3’ weapon can make 3 attacks, etc.

If a weapon has more than one attack, it must make all of its attacks against the same target unit.

Each type of ranged weapon also has an additional rule that, depending upon the situation, might affect the accuracy of the weapon or when it can be fired. These are as follows:

**ASSAULT**

A model with an Assault weapon can fire it even if it Advanced earlier that turn. If it does so, you must subtract 1 from any hit rolls made when firing that weapon this turn.

**HEAVY**

If a model with a Heavy weapon moved in its preceding Movement phase, you must subtract 1 from any hit rolls made when firing that weapon this turn.

**RAPID FIRE**

A model firing a Rapid Fire weapon doubles the number of attacks it makes if its target is within half the weapon’s maximum range.

**GRENADE**

Each time a unit shoots, a single model in the unit that is equipped with Grenades may throw one instead of firing any other weapon. All kinds of Grenades may only be used once per model per game. Each type of grenade may only be used once per team per phase. The exception to this second rule is your Team Leader, who may throw a grenade they are equipped with even if another model on your team used the same type of grenade this phase.

**PISTOL**

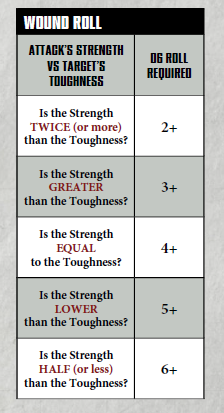
A model can fire a Pistol even if there are enemy units within 1" of its own unit, but it must target the closest enemy unit. In such circumstances, the model can shoot its Pistol even if other friendly units are within 1" of the same enemy unit. Each time a model equipped with both a Pistol and another type of ranged weapon (e.g. a Pistol and a Rapid Fire weapon) shoots, it can either shoot with its Pistol(s) or with all of its other weapons. Choose which it will fire (Pistols or non- Pistols) before making hit rolls.

**4. Resolve Attacks**

Attacks can be made one at a time, or, in some cases, you can roll for multiple attacks together. The following sequence is used to make attacks one at a time:

**1. Hit Roll:** Each time a model makes an attack, roll a dice. If the roll is equal to or greater than the attacking model’s Ballistic Skill characteristic, then it scores a hit with the weapon it is using. If not, the attack fails and the attack sequence ends. A roll of 1 always fails, irrespective of any modifiers that may apply.

**2. Wound Roll:** If an attack scores a hit, you will then need to roll another dice to see if the attack successfully wounds the target. The roll required is determined by comparing the attacking weapon’s Strength characteristic with the target’s Toughness characteristic, as shown on the following table:



If the roll is less than the required number, the attack fails and the attack sequence ends. A roll of 1 always fails, irrespective of any modifiers that may apply.

**3. Allocate Wound:** If an attack successfully wounds the target, the player commanding the target unit allocates the wound to any model in the unit (the chosen model does not have to be within range or visible to the attacking unit). If a model in the target unit has already lost any wounds, the damage must be allocated to that model.

**4. Saving Throw:** The player commanding the target unit then makes a saving throw by rolling a dice and modifying the roll by the Armour Penetration characteristic of the weapon that caused the damage. For example, if the weapon has an Armour Penetration of -1, then 1 is subtracted from the saving throw roll. If the result is equal to, or greater than, the Save characteristic of the model the wound was allocated to, then the damage is prevented and the attack sequence ends. If the result is less than the model’s Save characteristic, then the saving throw fails and the model suffers damage. A roll of 1 always fails, irrespective of any modifiers that may apply.

**5. Inflict Damage:** The damage inflicted is equal to the Damage characteristic of the weapon used in the attack. A model loses one wound for each point of damage it suffers. If a model’s wounds are reduced to 0, it is either slain or destroyed and removed from play. If a model loses several wounds from a single attack and is destroyed, any excess damage inflicted by that attack is lost and has no effect.

**Mixed Targets**

If the targets of a shooting attack have different characteristics such as Toughness of Save that affect their survivability, the player on the receiving end should allocate successful hits to the models of their choice before continuing to roll to Wound etc.

If all the units being shot at have the same characteristics, you can skip this step and simply chose casualties once the attack has been resolved.

When allocating hits, you cannot allocate two hits to any target until all targets have been hit once, and so on for third hits etc.

Variable shots and Secondary targets For weapons with a variable number of shots, (D6, D3, etc) pick your targets before rolling to see how many shots you get. Your opponent may allocate hits/casualties to any of the targets you declared.

**Multiple Targets and Mortal Wounds**

If the weapon you are firing has the chance to cause Mortal Wounds, such as the Baleblast’s ability to cause an additional Mortal Wound on a 6, you should resolve the shots one at a time, to determine which model takes the Mortal Wound. If a weapon causes multiple Mortal Wounds with one shot, the same model takes all the Mortal Wounds from that shot - they do not carry over to other models in the same way as WH40K.

**Invulnerable Saves**

Some models possess supernatural reflexes or are protected by force fields that grant them an invulnerable save. Each time a wound is allocated to a model with an invulnerable save, you can choose to use either its normal Save characteristic or its invulnerable save, but not both. If a model has more than one invulnerable save, it can only use one of them – choose which it will use. If you use a model’s invulnerable save, it is never modified by a weapon’s Armour Penetration value.

**Terrain and Cover**

A model gains the benefit of cover, not for simply standing in an area of terrain, but for being obscured by it! If the main bulk of a model is 25% or more obscured, from the points of view of the model firing at it, it receives a +1 bonus to its Save. The easiest way to check is to get down to table level and literally look over your model’s shoulder.

The object obscuring the model must be within 3” of it, or part of the building, ruin, forest etc piece it is standing in, to confer this bonus. Models on both sides also confer this bonus to cover, with the same conditions. All types of models can benefit from cover, not just Infantry. Units gain no benefit from cover in the Fight phase.

**Mortal Wounds**

Some attacks inflict mortal wounds – these are so powerful that no armour or force field can withstand their fury. Each mortal wound inflicts one point of damage on the target unit. Do not make a wound roll or saving throw (including invulnerable saves) against a mortal wound – just allocate it as you would any other wound and inflict damage to a model in the target unit as described above.

Unlike normal attacks, excess damage from attacks that inflict mortal wounds is not lost. Instead keep allocating damage to another model in the target unit until either all the damage has been allocated or the target unit is destroyed.

## CHARGE PHASE

**1. Choose Unit to Charge With**

Any of your units within 12" of the enemy in your Charge phase can make a charge move. You may not choose a unit that Advanced or Fell Back this turn, nor one that started the Charge phase within 1" of an enemy.

**2. Choose Targets**

Once you have chosen an eligible unit, select one enemy modell within 12" of them as the Primary Target of the charge.

**Select supporters**

Friendly models within 3” may charge at the same time as the model selected to charge. If they do not, they lose their chance to charge this phase: you cannot hang back to see who succeeds! The charging group of models as a whole may only charge the Primary Target and enemy models within 3” of it.

**3. Overwatch**

All targets of the charge may now fire Overwatch. Friendly models within 3” of the Primary Target may fire Overwatch in support of their comrades, but any that do so must attempt to Pile In and Fight in the Fight phase, should any of the charges be successful.

Units can fire overwatch multiple times per charge phase, provided they are not within 1” of an enemy model. Overwatch is resolved like a normal shooting attack (albeit one resolved in the enemy’s Charge phase) and uses all the normal rules except that a 6 is always required for a successful hit roll, irrespective of the firing model’s Ballistic Skill or any modifiers.

**4. Make Charge Move**

After any Overwatch has been resolved, roll 2D6. Each model in the charging unit can move up to this number of inches – this is their charge distance this turn. You must roll separate charge distances for each charging model, rather than rolling for them as a unit. The order of charges is up to the charging player. The first model you move must finish within 1" of an enemy model from one of the target units. No models in the charging unit can move within 1" of an enemy unit that was not a target of its charge. If this is impossible, the charge fails and no models in the charging unit move this phase.

Charging through or into the kind of terrain that would normally grant a benefit from Cover slows the charger by 2”.

Jumping and climbing is possible as part of a Charge move: follow the instructions in exactly the same way as for the Movement phase.

**Heroic Intervention**

After the enemy has completed all of their charge moves, any **CHARACTERS** that are within 3" of an enemy unit may perform a Heroic Intervention. Any that do so can move up to 3", so long as they end the move closer to the nearest enemy model. Characters who fired Supporting Overwatch may wait until this step to make their Heroic Intervention, rather than moving in with other Supporting models.

**Diving charge**

A model who successfully charges from an elevated position, - between 1” and 6” higher than the model it is charging - may add +1 to its Strength characteristic for the next Fight phase. However, if you choose to do this, roll a d6. On a 1, the model has been overtaken by its own momentum, stumbles, and it does not count as Charging for this phase. It may fight as a normal, non-charging model, and does not receive the +1S bonus.

If the distance between the models is empty space or a vertical surface, i.e. not a slope or stairs etc, the charge must be a diving charge - you have no choice! This also applies to Leaps of Faith, opposite. Models with the Fly keyword may make such charges freely; the owning player decides if the charge is Diving or not.

**Leap of Faith**

A model that makes a diving charge from more than 6” above its target is asking for trouble. To attempt such a risky maneuver, the model must first pass a Leadership test.

Then, on successfully completing the charge, you must allocate Falling damage to that model before it makes any of its attacks. If it survives to fight, its attacks are each resolved at +2S, -1AP and +1D.

For example, a Chainsword attack from a model lucky enough to execute a Leap of Faith would be resolved at S: +2, AP: -1 and D: 2.

FIGHT PHASE

**1. Choose Unit to Fight With**

Any unit that charged or has models within 1" of an enemy unit can be chosen to fight in the Fight phase. This includes all units, not just those controlled by the player whose turn it is. All units that charged this turn fight first. The player whose turn it is picks the order in which these units fight. After all charging units have fought, the players alternate choosing eligible units to fight with (starting with the player whose turn it is) until all eligible units on both sides have fought once each. No unit can be selected to fight more than once in each Fight phase. If one player runs out of eligible units, the other player completes all of their remaining fights, one unit after another. A fight is resolved in the following steps:

**2. Pile In**

You may move each model in the unit up to 3" – this move can be in any direction so long as the model ends the move closer to the nearest enemy model.

**3. Choose Targets**

When choosing a target for a model that charged, you must allocate at least one attack to the model that it charged, if possible. If the charging model has any remaining attacks, you may allocate them to any available targets, declaring how many attacks each target will receive.

Models may attack enemies within 1” of themselves, and/or enemies that are within 1” of a friendly model that is within 1” of themselves. In either case, declare how you will split the unit’s close combat attacks before any dice are rolled, and resolve all attacks against one target before moving on to the next.

***Number of Attacks***

The number of close combat attacks a model makes against its target is determined by its Attacks characteristic. You roll one dice for each close combat attack being made. For example, if a model has an Attacks characteristic of 2, it can make 2 close combat attacks and you can therefore roll 2 dice.

**4. Choose Melee Weapon**

Each time a model makes a close combat attack, it uses a melee weapon – the weapons a model is equipped with are described on its datasheet. If a datasheet does not list any melee weapons, the model is assumed to fight with a close combat weapon, which has the following profile:



If a model has more than one melee weapon, choose which it will use before rolling the dice. If a model has more than one melee weapon and can make several close combat attacks, it can split its attacks between these weapons however you wish – declare how you will divide the attacks before any dice are rolled.

**5. Resolve Close Combat Attacks**

Close combat attacks can be made one at a time, or in some cases you can roll the dice for a number of attacks together. The attack sequence for making close combat attacks is identical to that used for shooting attacks except you use the model’s Weapon Skill characteristic instead of its Ballistic Skill to make hit rolls.

**6. Consolidate**

You may move each model in the unit up to 3" – this move can be in any direction so long as the model ends the move closer to the nearest enemy model.

**Shove**

Sometimes the weapons in your hands simply aren’t capable of dealing the same damage as, for example, a three-storey drop. Instead of attacking normally, a model may attempt to sacrifice a model on Newton’s Altar.

When it is a model’s turn to attack, the player controlling it may nominate a single enemy model that is within 3” of the edge of a drop or very steep surface. This enemy model must be an eligible target for attacking. Do not make attacks for the attacking model: instead, both players roll off, adding the Strength characteristic of their model to the result. If either model charged or made a Heroic Intervention in the preceding Charge phase, add 1 to that model’s die roll.

Do not include Strength modifiers from weapons when adding Strength to your roll: - these models are not fencing but desperately grappling, attempting to lift and push each other - but do include modifiers from other sources: effects of psychic powers, combat drugs and even other wargear such as armour all make a difference here!

Look Out! tests may be taken against this kind of attack. Make the Look Out! test before the roll off, and use the new model’s Strength value.

If the model being attacked wins the roll off, nothing happens. If the model making the attack wins, the enemy model Falls and takes damage exactly as described in the Movement phase. Long live the king.

MORALE PHASE

**The Rout Test**Teams typically have a vital mission to accomplish, and most recognise that dying horribly in the face of overwhelming odds is tactically unwise. After taking a certain number of casualties, teams will have to pass Rout tests, or risk fleeing the battle!

At the end of the Battle Round, if either team is one or more Rout Thresholds above their opponent, they must take a Rout test. Note that this means there is no situation where both players must take a Rout test!

Threshold 0 - More than 50% of the team’s starting models are still alive.

Threshold 1 - Between 50% and 25% of the team’s starting models are still alive.

Threshold 2 - Less than 25% of the team’s starting models are still alive.

Units that are part of your team but which are not currently on the table do not count as alive for Rout purposes. Round up to the nearest whole unit when working out how many models a team needs to survive for each threshold - it can be useful to work this out for your own team before the game.

To take a Rout test, simply take a Leadership test for your Team Leader. If your leader is dead, use the best Leadership of any surviving models.

A Rout test taken by a Team Leader ignores negative modifiers to Leadership unless they are specifically described as applicable to Rout tests. A Rout test taken by any other model is susceptible to all the usual modifiers to Leadership.

If the test is passed, the team rallies behind their figurehead and the game continues. If it is failed, the game ends immediately. Note that this does not automatically mean that the team who failed the test are the losers! You will go on to add up Victory Points: this is described in more detail in the Missions section.

**Voluntary Rout**At any time that a team would be required to take a Rout test, it may choose to fail and quit the battlefield. A team that does so subtracts 1 from their Victory Point total at the end of the game.

**The Nerve Test**When a model is removed as a casualty in the enemy Shooting phase, any friendly models within 3” of the place where it died must take a Nerve test.

A Nerve test is a Leadership test, modifiable in all the usual ways. No model can take more than one Nerve test in a single Phase; either they pass and will hold their water for the near future, or they fail!

A model that fails a Nerve test is shaken, disoriented and generally not feeling 100%. If they are still alive at the start of their Movement phase, they must attempt to Hide.

If they cannot satisfy the conditions for Hiding, they still act as though they are Hidden i.e. they may not take actions, but they may be targeted as usual.

The model returns to normal at the beginning of the turn after it tries to Hide.