

Introduction

++ THERE IS NO TIME FOR PEACE. NO RESPITE. NO FORGIVENESS. THERE IS ONLY WAR. ++

Welcome to the Warhammer 40,000 Core Rules! The following pages contain everything you need to know in order to wage glorious battle across the war-torn galaxy of the 41st Millennium.

Warhammer 40,000 is a tabletop war game in which players command armies of Citadel miniatures and attempt to defeat their opponent through a mixture of skill, tactics and luck. Storytelling is at the core of Warhammer 40,000, with the rules designed to bring to life the epic conflicts between the forces of Mankind, aliens and daemons in the grim darkness of the far future. The purpose of the game is for all players to have an enjoyable shared experience, putting their tactical skills to the test while admiring the spectacle of amazing miniatures clashing on fantastic battlefields. In this spirit, good sportsmanship and politeness are at the heart of the game.

Games of Warhammer 40,000 are won by scoring more Victory points than your opponent through achieving various objectives, from recovering vital relics to capturing enemy strongholds or eliminating the opposing Warlord.

The game is played in a series of battle rounds, broken into different phases during which players move, shoot and fight with their miniatures.

In a game as wide-ranging as Warhammer 40,000, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent and apply the solution that makes the most sense to both of you (or seems the most fun!). If no single solution presents itself, you and your opponent should roll off, and whoever rolls highest gets to choose what happens. Then you can get on with the fighting!

