Open Hammer

Core Rules v0.4

# Introduction

Welcome to OpenHammer, thanks for checking out our rules!

OpenHammer is an open source rules set for grim dark, science fantasy tabletop war games.

**TBD**

# Basic Concepts

**Datasheets**

The rules pertaining to a type of model or unit can be found of the corresponding Datasheet, these sheets are split into the following sections

1. Unit Name:- The name of that unit.
2. Unit Type:- The battlefield role that that unit fulfills.
3. Points Cost:- The points cost for the default configuration of the unit as listed below. There will also be other smaller points costs throughout the datasheet associated with options and upgrades that the unit can take; the cost of these should be added to the default cost of the unit when they are taken.
4. Default Configuration:- The number of models, wargear, and abilities of the default unit.
5. Statblock:- The statistics that define the models within this unit. When multiple types of model are present in a single unit there will be different Statblocks for each type of model.
6. Weapon and Gear Statblock:- The statistics of the weapons and gear the unit can be equipped with.
7. Options:- The various items of wargear and abilities that the unit can be equipped with over its default configuration.
8. Special Rules:- The rules and abilities that are unique to this unit.
9. Keywords:- Keywords are used to classify a unit for both army wide rules and game wide rules

**Unit Statblocks**

The statblock of a unit is separated into multiple different stats that govern different aspects of how the model which it pertains to behaves. If a stat has “-” instead of a number then that model is incapable of doing any task that requires that stat and can never be modified in any way.

* Name:- This is the name to the model that this Statblock is associated with.
* Points Cost (Pts):- the cost of one of this model within this unit, used for expanding the units size.
* Move (M):- The movment speed of this model in inches per turn.
* Weapon Skill (WS):- The skill of the model at hitting with CQB weapons.
* Ballistic Skill (BS):- The skill of the model at hitting with ranged weapons.
* Strength (S):- How physically strong the model is and how likley it is to damage an opponent in CQB.
* Toughness (T):- The innate resistance to damage of the model.
* Wounds (W):- How much damage the model can take before it is destroyed, when this number reaches 0 the unit is considered destroyed.
* Attacks (A):- The number of times the model is able to swing its weapon in a given CQB phase.
* Leadership (Ld):- How determined or brave the model is.
* Save (Sv):- The protection of the armour or shields that the model has. There are two types of save that might be present in this stat, a ‘normal save’ listed first and denoted by a “+” at the end and an ‘Unbreakable save’ which will be listed second and denoted with “++” at the end.

**Damage Tables**

Some models have statistics that change as they take damage, if a stat has a “\*” in a stat then you should look up the number of that stat from the units damage table and cross reference it with the number of wounds that the model has remaining.

**Weapon and Gear Statblocks**

The statblock of wargear is split into two sections, one for weapons and one for wargear, each is separated into multiple different stats that determine its abilities.

Weapons:-

* Name:- The name of the weapon.
* Points Cost (Pts):- the cost of this weapon when adding it to the unit.
* Range:- The distance the weapon can reach on the battlefield measured in inches, CQB weapons will have the Range of “Melee” indicating that they can only be used in melee or CQB range.
* Type:- The kind of weapon that this is, the amount of shots it can make, and/or the size of its effect on the target.
* Strength (S) :- The likelihood of wounding a foe with the weapon. If the number ODF this stat has a “+” infront of it then the stat is equal to the strength of the wielder plus the weapons strength and if the number has an “x” in front of of it then multiply the weilders strength by the strength of the weapon.
* Armour Penetration (AP):- How effective the weapon is at defeating armour. This stat is only effective against normal saves.
* Damage:- The amount of wounds each shot can do to the target.
* Special Rules:- Rules that apply only to this weapon.

Wargear:-

* Name:- The name of the wargear.
* Points Cost (Pts):- The cost of the wargear when adding it to the unit.
* Special Rules:- What the wargear does when equipped.

**Modifying stats**

During a game of OpenHammer there are many different rules that allow or require a stat to be modified, such as weapons, wargear, special rules, and aura effects. When modifying a stat it must follow the following rules:

1. All modifiers are cumulative.
2. Modifiers must be handled in the following order: division, multiplication, addition, subtraction.
3. fractions must be rounded up to the next highest whole number.
4. Random characteristics are determined for the whole unit each time it uses them. You roll once per phase for each random stat and that applies to all models with that random stat in the unit. This does not apply to weapon Statblocks, they determine stats for each model.
5. A stat cannot be lowered below 1 for any reason with the exception of wounds.

**Units**

On the battlefield all models are formed into units. A unit can be a Squad of troops, a Vehicle, a Character, or even a Squad of Vehicle Characters! Units move and fight together and models within a unit must maintain 2” horizontal coherency with at least one other member of the unit at all times; this is measured from the edge of the models base or if it doesn’t have a base its Hull or body not including any appendages like arms, heads, tentacles or weapons.

Units that loose coherency must use their next move to bring themselves back into coherency or be unable to shoot or charge until they do.

**Keywords**

Keywords are markers for universal rules that are applied to units base on their characteristics and play style. Many keywords and their associated rules are described in this book while others will be described in an army book and therefore only apply to that army specifically.

**Contradictory Rules and Keyword Hiarachy**

Keywords and other rules, that have contradictory effects can be hard to interpret, so OpenHammer has a system of rules hierarchy to minimize arguments about what rule applies to what situation or unit.

Rules and Keywords are given priority of general to specific, as such they should be interpreted in the following order, with rules further down the list taking precedent over rules earlier in the list.

Rules

1. Main rule book, outside of current phase section.
2. Main rule book, inside of current phase section.
3. Army book for army in question.
4. Army book for army in question, datasheet of the specific unit.
5. Scenario special rules for the game currently being played.
6. Unit Stances.

Keywords

1. Universal Keywords for unit type. Eg. Infantry, Vehicle.
2. Army specific Keywords for unit type.
3. Universal Keywords for movement type. Eg. jump, fly.
4. Army specific Keywords for movement type.
5. Racial Keywords. Eg. Human, Orc.
6. Faction Keywords. Eg. Imperial Guard, Space Marine
7. Army Keywords dictated by the name of your army. Eg. [CHAPTER], [REGIMENT].
8. Army wide Keywords not related to unit type or movement.
9. Keywords related to specific gear equipped to a unit. Eg. Assault Armour.
10. Keywords related to the specific unit in question. Eg. Captain in Assault Armour.

Rules that give additional bonuses or negatives such as +1 to hit do not override but add to other bonuses of the same type. Rules that state concrete facts such as “ This unit cannot move vertically through terrain.” do override rules completely.

It is thus incorrect to say that a unit that cannot move vertically through terrain with a +2” to move vertically would move 2” vertically through terrain.

*[Editor’s note]*

*These disambiguation rules will not fix 100% of problems but I hope that they will clear up the vast majority of them. If you have come across any rules that interact incorrectly together or in unexpected, unintuitive ways, then please write an issue post on the OpenHammer GitHub so I can address it directly.*

**Turn Structure**

During a game of OpenHammer the main loop of the game is called a ‘Turn’ and generally proceads from turn 1 through until turn 6 at the latest.

For disambiguation purposes each players portion of the turn is called a ‘Battle Round’ although it is acceptable to also say player 1’s turn 1, etc, in conversation.

In a Battle Round only the player who’s round it is, is allowed to activate units and take actions with them, however other players may have actions such as Strategic Operations or Mind Wars that they may play in response to the active player.

The Battle Round is subdivided into distinct ‘Phases’. Each of these phases has spesific actions that take place during it, this is both to structure the game, ensuring actions happen in a set predictable order. Also it helps players remember what actions they need to perform with each unit in a turn.

Phases are as follows;

1. **Strategic Phase –** This Phase is used to assign Stances to units as well as start Strategic Operations. Units can be buffed or debuffed prior to completing other actions giving this Phase importance as the main empowerment phase.
2. **Movement Phase –** This Phase is where your units move around the board, embark or disembark from transports, and bring reinforcements onto the board.
3. **Psychic Phase –** This Phase is where Physic units may perform Psychic Operations or Incarnate Psychic Powers. Significant Buffs/Debuffs or Damage can be passed out through the actions in this Phase.
4. **Shooting Phase –** This Phase is where fire their ranged weapons at each other, it is one of the most damaging phases in the game and will generally take the longest of the Phases.
5. **Charge Phase –** This Phase allows units to make charge moves and to attack other units defensively or during the charge. It is the counterpart to the CQB phase and is the only normal way for units to enter CQB with each other.
6. **CQB Phase –** Close Quarter Battle is where units that have come together may attack each other with swords, axes or other Melee weapons, this can be the most immediately lethal Phases when specialist Close Quarters units clash.
7. **Attrition Phase –** Following all other Phases the Attrition Phase is where Leadership tests are taken and models may run in fear! This Phase ends the current Battle Round.

Playing a game of OpenHammer

A game of OpenHammer is played in a series of Rounds in which each player takes a turn to move, shoot, and enter CQB with their units. Each players turn is separated into phases where their units can enact different and distinct actions.

# Before the Game

There are many ways of setting up the board to play a game of OpenHammer depending on how you want to play but below is listed the most basic board setup for a quick simple game. If you want to play a more narrative or competitive scenario please check out the Advanced Rules section later in this book.

**Setting up the board**

* measure out space on your table or game board of between 24”x36” for a smaller game to 42”x72” for larger games.
* Talk with your opponent to decide whether you will deploy along the long or short edges of the board, both convey different tactical options and disadvantages based on the army that you and your opponent are using.
* Measure a 9” deep section on your chosen board edge starting at the edge of the board, this is your deployment zone and will be where you place your miniatures at the start of the game.
* Split the board into two equal parts along the center line and take it in turns to place all of the terrain you plan on using for this game in either players half of the board. Try and spread your terrain out equally and remember to put one or two pieces in and around your deployment zone.

**Deployment**

Each player starts by rolling a single D6 and adds their current Strategic Points to the total, the player with the highest roll can choose who goes first.

After choosing who goes first, each player declares which of their units are being placed in reserves and which units are embarked within any TRANSPORT units; these units are set aside and not deployed. Only less than half of your army by points value can be placed in reserves.

Each player now takes turns to place down a unit from their army in their deployment zone starting with the player who has first turn. If one player deploys all of their units before the other then the player with units remaining should place all of them immediately to complete deployment.

After each player has finished deploying all their units both players should take a moment to resolve any of their army rules that trigger before the first turn begins, grab a drink and snacks if they haven't already and take a bathroom break if needed.

# The Game Round

A game of OpenHammer is played across three to six (or more) battle rounds depending on the type of game being played. Each Game Round is started by the player who has first turn who plays their turn out in the following sequence followed by the player who has second turn.

During play their may be some rules that trigger out of turn or out of phase such as a rule that says “this unit can move as if it is the Movement Phase.” If a rule like this is triggered then all rules that appear in the phase mentioned in the rule apply but only to the unit(s) the rule applies too. Any rule that is triggered out of a players turn allows the player whose rule it is to immediately execute it as if it were their turn before play resumes where it left off.

## Strategic Phase

To start the Strategic Phase your army gains 1 Strategic point to add to your pool.

**Strategic Points**

Strategic Points are a special resource that allows a player to access Strategic Gambits, buy special wargear among other things.

When a Game of OpenHammer begins each player gains 1 strategic Point per 500pts of their points limit, these points can be used to buy special wargear while creating your army list or left for use later.

Victory Points earned from completing objectives in a scenario may be freely converted to Strategic Points at any time, however Strategic Points cannot be converted into Victory Points in any way.

**Strategic Gambits**

Strategic Gambits are special abilities that can be found in you armies Army Book and can be used at various points during the game. A strategic Gambit may be as simple as allowing you to re roll a dice roll but can also enable special attacks or desperately call down artillery on your own head as a last spiteful action of a destroyed unit.

Each Strategic Gambit has a cost in Strategic Points, abbreviated to SP that must be paid before the Gambit may be used, it also will have a Phase or Phases that the Gambit may be used within. It is important to read each Gambit thoroughly as many are tied to specific Units or KEYWORDS and cannot be used on Units outside of those criteria.

**Strategic Operations**

When a unit is activated during the Strategic Phase you may opt to start a Strategic Operation. Each Strategic Operation is different and a full list of requirements will be listed in the operations description either on the Datasheet of the activated unit or the Mission Briefing of the mission you are playing if you are using the advanced rules section of this book.

**Stances**

Any number of units within your army can be set to a specific stance that will last until your next Strategic Phase, these stances each grant different buffs and de-buffs and allow different actions to be performed by that unit. Counters may be helpful in remembering which unit has been set to which stance during the heat of battle. If it is the first turn then all units in the army of the player who is going second are considered to be set to defend until their first Strategic Phase.

The Stances are as follows:

**Normal**

When set to normal the unit does not gain any bonuses or debuffs.

**Defend**

When set to defend the unit gains the following bonuses

* +1 to all cover saves when in cover.
* the ability to fire defensively when charged.
* +1 to objective control checks.

The unit will also gain the following debuffs

* the unit will be unable to move.
* the unit will be unable to charge.

**Maneuver**

When set to maneuver the unit gains the following bonuses.

* when moved the unit can make an additional maneuver move.
* unit ignores terrain based movement speed debuffs this turn.

The unit will also gain the following debuffs

* -1 to hit with HEAVY type weapons.

**Assault**

When set to assault the unit gains the following bonuses

* When the unit charges they can fire PISTOL and ASSAULT type weapons as if they were firing defensively. These weapons can only be fired once per turn and so cannot be fired if used in the shooting phase.
* +2 to all charge rolls for this unit.

The unit will also gain the following debuffs

* HEAVY type weapons cannot be used this turn.

## Movement Phase

During this phase you can move your army and call in reinforcements. Movement is based on the Unit Type and Movement Type KEYWORDS of a unit/model.

**Unit Types**

INFANTRY

* The unit can move through PASSABLE terrain without penalty, although any penalty effects applied by the terrain itself still are in affect.
* The unit can move vertically up CLIMBABLE terrain without penalty
* -1 to hit when firing HEAVY type weapons in a turn in which the model moved in any way.

BATTLESUIT

* The unit moves through DENSE terrain a half speed.
* The unit cannot move vertically through terrain.
* This unit can fire ranged weapons while in CQB but can only target units within CQB range of it.
* -1 to hit with HEAVY type weapons while within CQB range

VEHICLE

* The unit cannot move through DENSE terrain.
* The unit moves at half speed over DIFFICULT and DEFENSIVE terrain.
* The unit cannot move vertically through terrain.
* This unit can fire all weapons without penalty no matter what Stance it is affected by.
* This unit can fire ranged weapons while in CQB but can only target units within CQB range of it.
* -1 to hit with HEAVY type weapons while within CQB range

MONSTER

* The unit moves through DENSE terrain a half speed.
* The unit moves at half speed over DIFFICULT and DEFENSIVE terrain.
* The unit moves at half speed when moving vertically through terrain.
* This unit can fire all weapons without penalty no matter what Stance it is affected by.
* This unit can fire ranged weapons while in CQB but can only target units within CQB range of it.
* -1 to hit with HEAVY type weapons while within CQB range

**Movement Types**

JUMP

* The unit does not count vertical movement towards its total distance moved.
* The unit can move through enemy units and terrain as if it were not there but cannot end its move within CQB range of any enemy unit or within any IMPASSIBLE terrain.

FLY

* The unit does not count vertical movement towards its total distance moved.
* The unit can move through enemy units and terrain as if it were not there but cannot end its move within CQB range of any enemy unit or within any IMPASSIBLE terrain.
* The unit is not affected by terrains negative or positive effects.

AIRCRAFT

* The unit does not count vertical movement towards its total distance moved.
* The unit can move through enemy units and terrain as if it were not there but cannot end its move within CQB range of any enemy unit.
* The unit is not affected by terrains negative or positive effects.
* The unit must move in a straight line directly forwards and can make a total of two 90 degree pivot turns that must be separated by at least the distance of the units minimum move.
* This unit cannot enter CQB unless with another AIRCRAFT.
* if the unit leaves the board it is not considered destroyed and is instead moved to the players reserves.

**Moving Your Units**

To start your moment phase select a unit to move and move each model directly forward the amount of inches listed on the units Move (M) section of their Statblock plus any bonuses that apply to them, remembering that the units move must end with it maintaining Unit Coherency, and that each model must not move in such a way as to allow its base or hull to intersect with the base or hull of any other model.

A moving model can pivot on the spot any number of times during their move unless it is an AIRCRAFT type model, if a pivot would cause the base or hull of a model to intersect with the hull or base of any other model then that pivot cannot be made.

When moving a unit containing models with differing move values, move each model separately their specific move value ensuring that Unit Coherency is maintained.

A unit cannot move within 2” of any enemy unit at any point during their move.

When moving a model you must measure from the edge of the models base or hull closest to the direction of travel and that spot must be placed exactly at the end of the move distence.

When that unit has completed its move you can select another unit to move until all units in your army have moved.

**Maneuver Move**

If a unit has been set to the maneuver stance it can make a maneuver move in addition to its normal move, this move is made at the same time as its normal movement. For a Maneuver move roll a D6 and move the unit that number in inches, this move does not have to be in the same direction as your normal move.

**Repositioning**

Some models in a unit are required to remain stationary to complete other actions in the turn as such a unit can declare that it is repositioning and while some models in the unit are considered to be stationary all others may move up to half their movement speed so long as the unit maintains unit coherency.

**CQB Range**

CQB range is defined as 2” from any model in a unit. During the movement phase a unit and any models associated with it cannot move through or finish their move within this area.

If a unit starts the Movement phase within CQB range of an enemy unit it can only make a tactical retreat move.

**Tactical Retreat**

When a unit Tactically Retreats the unit can move up to its normal move value and can move within 2” of the units that it is already within 2” of but cannot charge that turn and suffers a -1 to hit when shooting and a -1 to cast Psychic Powers. If the unit is in the Maneuver stance it cannot make a maneuver move directly after Tactically retreating.

**Transports**

Some units in a players army may have the TRANSPORT Keyword and can contain a number of models as specified on its Datasheet. A unit may Either embark or disembark a TRANSPORT unit at the start or end of its move but may not do both in the same turn.

When embarking all models of a unit must be within 2” of the hull or base of the TRANSPORT, the unit to be transported is then removed from the board and a note is made of which unit is in which TRANSPORT.

When disembarking all models of the unit that is exiting the transport must be placed within 2” of the transports hull or base and not within 2” of any enemy units, any models that cannot be placed are considered destroyed that turn by the opponent.

If a TRANSPORT model is destroyed while it contains any units the player whose units they are must roll a D6 for each model transported, on a 1 the model must take a deadly wound. Those unit/s are then deployed within 2” of the TRANSPORT before it is removed from the board, any models that cannot be deployed are considered destroyed by the opponent.

Any rules that are implemented upon the destruction of the TRANSPORT are used after the transported units have been deployed.

**Reinforcements**

At the end of any of a players movement phases, except the first one, any number of your reserves can be called in as reinforcements.

When a unit is called in it must be deployed according to the following table, however it cannot be deployed within 9” of any of the opponents units, if a model cannot fit on the board when deployed it is considered destroyed that turn by the opponent.

|  |  |
| --- | --- |
| Turn Number | Deployment Location |
| 2 | Within 9” of the players deployment board edge. |
| 3 | Within 9” of the edges of the board except the edge of or within the opponents deployment zone. |
| 4 | Within 9” of the edges of the board except within the opponents deployment zone. |
| 5+ | Within 9” of any board edge including within the opponents deployment zone. |

Any reserves that are not called in by the end of the battle are considered destroyed by the opponent.

## Psychic Phase

Some units in OpenHammer have the PSYCHIC Keyword this allows them to incarnate Psychic Abilities and engage in a Mind War in the Psychic Phase.

To start the Psychic Phase select a PSYCHIC unit from your army that is on the board, with that PSYCHIC unit you can attempt to incarnate a number of Psychic Abilities up to the incarnation limit listed on the Units Datasheet. A unit can only be selected to incarnate psychic abilities once per turn and once all PSYCHIC units have been selected the Psychic Phase ends.

**Incarnating Psychic Abilities**

When you have selected a PSYCHIC unit and a Psychic ability for it to use you must then pass an incarnation test. Before the test is made your opponent has the opportunity to enter a Mind War to stop the incarnation if they have a unit with the ability to enter a Mind War within 24” and visible to the incarnating unit. Roll 2D6, add any bonuses to the roll; if you have rolled higher than the DC of the Ability it is attempting to incarnate then it is successful and the effects are applied. If however the Incarnation test was 11+ then apply the additional effects of the ability.

**Mind War**

If a mind war has been declared and the declaring unit is within 24” and visible to the incarnator of the Psychic ability then roll 2D6 and add any bonuses to the result, compare the result to the incarnator’s roll and if the Mind War roll is higher the Incarnation fails. However if the Mind War roll is successful and 11+ the Ability Backlashes and hits the incarnator.

Eg.

Player 1 attempts to incarnate Psychic Shield and rolls a 7, successfully incarnating the ability. Granting a +1 armor save to the target

Player 2 attempts to initiate a Mind War with player 1’s Psychic unit and rolls an 11. This both nullifies the ability so is effect isn't granted to the target and as the roll was over 11, the power rebounds on Player 1’s Psychic Unit causing it to suffer a -1 to its armor save until player 1’s next Psychic Phase.

**Perils of the Void**

When a PSYCHIC unit rolls a double 1 or a double 6 on their incarnation test before bonuses, they suffer The Perils of the Void and take D3 Deadly Wounds. If the unit is destroyed as a result of the Perils of the Void then all units within 6” of the PSYCHIC unit also suffer D3 Deadly Wounds.

**Psychic Operations**

Instead of Incarnating any Psychic Powers a PSYCHIC unit may conduct a Psychic Operation which may either be detailed on the units Datasheet or on the Mission Briefing for the game you are playing.

Psychic Operations follow the rules of Strategic Operations Listed on page #

**Universal Psychic Abilities**

All PSYCHIC units in OpenHammer know the Psychic Strike and Psychic Shield abilities in addition to any other abilities known through their army book, they are the only abilities that can be used multiple times a turn by different PSYCHIC units within your army.

**Psychic Strike**

Difficulty Class (DC): 5

Add 1 to the DC of psychic strike for every time after the first that it is incarnated in this phase.

If incarnated select a visible unit within 24”, that unit suffers D3 deadly wounds.

If incarnated with a Psychic roll of 11+, the unit suffers an additional D3 deadly wounds.

Backlash, Incarnator suffers D3 deadly wounds.

**Psychic Shield**

Difficulty Class (DC): 6

Add 1 to the DC of psychic strike for every time after the first that it is incarnated in this phase.

If incarnated select a visible unit within 18”, that unit gains +1 save until your next psychic phase.

If incarnated with a Psychic roll of 11+, the unit gains an additional +1 to their save until your next psychic phase.

Backlash, Incarnator suffers -1 to their save until our next psychic phase.

## Shooting Phase

To start the shooting phase select one unit from our army that is on the board and choose targets for all of its eligible shooting attacks.

**Selecting Targets**

When you have selected a unit to shoot you next need to determine if there is any enemy units within

range of its ranged attacks and if you have line of sight to them.

To determine line of sight draw a line between one of the models in your unit to one of the models in the target unit that is 1” wide. If that line is unobstructed by OBSCURING terrain features then that unit is considered to be able to see its target and has line of sight.

**Protect the Officer**

A unit that contains CHARACTER models, that do not have more than 10 wounds, cannot be targeted while there are any units from the same army within 6” them. Unless the units are on the following list or the firing unit cannot draw a line of sight to any of those units.

* A VEHICLE unit
* A CHARACTER unit
* An AIRCRAFT unit

**Bodyguards**

Some units main job is to protect important CHARACTER units. Each time a CHARACTER is hit by an attack in the shooting or CQB phases and they are within 3” of a BODYGUARD unit, the wounds must be taken on the BODYGUARD unit instead of the CHARACTER.

**Indirect Fire**

Some ranged weapons have the “Indirect” trait, these weapons have the option of firing at targets that the cannot draw a line of sight too. When an Indirect weapon is fired at a target without a line of sight, all shots with that weapon are resolved at a -1 to hit.

**CQB**

Units that are fighting in CQB cannot normally fire their ranged weapons unless they are either MONSTER or VEHICLE units, or unless the weapon in question has the CQB trait.

**Explosive Weapons**

Some ranged attacks are explosive in nature and have the “Explosive” trait. When rolling to deside a variable amount of shots from an explosive weapon, if the target unit has more than 5 models the weapon is considered to have a minimum of 3 shots; likewise if the target unit has more than 10 models the weapon is considered to have a minimum of 6 shots and if the target has 20+ models then the weapon is considered to have the maximum amount of shots it can have without the need to roll.

Explosive weapons are very dangerous to anyone close to their target, even the firer of the weapon and as such can never be fired in CQB!

**Weapon Types**

all ranged weapons have a Type in their Statblock that determines both how the weapon behaves and how many shots it gets, this is made up of a name eg. Assault, Heavy, Pistol, and a number. The number determines how many shots a weapon fires per shooting attack and will either be a whole number or a variable dice roll.

The different types of weapon default to Open Hammer are listed below although some armies may have additional types in there specific army books and should be discussed by the players before the game.

**Assault**

Assault weapons can be selected to fire when a unit in the ASSAULT stance makes a charge in the Charge phase but only if they have not been fired in the Shooting Phase.

**Heavy**

Heavy weapons are powerful lethal weapons and as such have no other benefits for being Heavy.

**Automatic**

Automatic Weapons that are fired at a target under half their maximum range double the number of shots that the weapon fires that attack. If the weapon has a variable number of shots then apply the doubling after the number of shots has been rolled for.

**Grenade**

When a unit shoots, up to 1 in 5 models in that unit can throw grenades instead of shooting their normal weapons.

**Pistol**

Pistol Weapons can be fired in the shooting phase even if the unit that fires them is in CQB. Pistols can also be selected to fire when a unit in the ASSAULT stance makes a charge in the Charge phase but only if they have not been fired in the Shooting phase.

**Resolving Shooting Attacks**

In OpenHammer attacks are resolved by passing several checks in order, there are also bonuses and debuffs that may be applied to each of these checks that must be added or subtracted after the dice have been rolled.

For to hit and to wound rolls the communalative bonus or negative value can never be more than +2

eg. 1. a shot has -1 to hit but also +2 to hit, this would result in a communalative bonus of +1 (-1+2 = +1).

2. a shot has 1 to hit but also a +5 to hit, this would result in a comunalative bonus of +2 (-1+5 = +4 however the bonus can never be more than +2 and so is reduced to that number.)

1. Determine the number of shots
2. roll to hit
3. Opponent rolls any dodge save
4. Opponent rolls any amour save
5. roll to wound
6. determine damage
7. Opponent rolls any ignore wounds save
8. allocate wounds
9. remove casualties

### **Determine the Number of Shots**

Check the number of shots in the Type field of the weapons Statblock, if the unit is firing multiple of the same weapon from models with the same Balistic Skill then add all the shots together and roll them all at once for convenience.

### Roll to Hit

For each shot that was determined above, roll 1D6 and apply any pluses or negatives applicable to each result. Compare the results to the Ballistic Skill (BS) of the firing model and any results that are over the value of the models BS are considered to have hit the target. No roll can ever be modified beyond a 6+ or below a 2+.

### Roll to Dodge

If the model targeted has a rule that allows them to make a dodge save the player who controls the target unit should now roll 1D6 for each hit allocated to that model and ignore any hits where the dodge save is sucessful.

### Roll to Penetrate Armour

For each shot that hit above, the player that controls the target unit now rolls 1D6 and takes the Armour Penetration (AP) value found in the weapons Statblock away from each result as well as any bonuses or negatives. Any armor penetration rolls that are under the armor value of the model being hit are considered to have penetrated the armor of the target.

### Roll to Wound

For each shot that penetrated the targets armor above, roll 1D6 and apply any pluses or negatives applicable to each result. Compare the results to the following table using the Weapons strength (S) value after any bonuses or negatives and the targets Toughness (T) value after any bonuses or negatives, any wound rolls that are over the required roll are considered to have wounded the target and is a successful shot.

|  |  |
| --- | --- |
| **Attacks Strength vs Targets Toughness** | **Roll Required to Wound (D6)** |
| Strength **Three times (or more)** than Toughness | Automatic Success |
| Strength **Twice (or more)** than Toughness | 2+ |
| Strength **Greater** than Toughness | 3+ |
| Strength **Equal** the Toughness | 4+ |
| Strength **Less** than Toughness | 5+ |
| Strength **Half (or less)** the Toughness | 6+ |
| Strength **A Third (or less)** the Toughness | Automatic Fail |

### Determine Damage

Every Weapon in OpenHammer has a Damage value in their Statblock that indicates how many wounds a successful shot does to the target this value may be a whole number or a variable roll. Once you know how much damage each shot has done move on to alocating them to models in the target unit.

### Allocate Wounds

For each shot that wounded the target above, individually allocate each shot to a model chosen by the player who controls the target unit and remove wounds from it equal to the damage value of the weapon. If there is a model that has less than full wounds in the unit targeted then the shots must be applied to that model until it is destroyed.

### Roll Ignore Wounds

If any models that have been allocated wounds have a rule that allows them to ignore wounds the player who controls the target unit should now roll 1D6 for each wound allocated to that model and ignore any that pass the check. Further shots should be allocated to this model until it is destroyed or all shots have been allocated. Deadly Wounds cannot be ignored without the rule specifically mentioning that it also ignores them.

### Remove Casualties

Now remove all models from the target unit that have been destroyed (reduced to 0 wounds) and select another weapon or unit to shoot. If a unit has been destroyed before all shots have been allocated or before an allocated weapon has had a chance to fire at it, these shots are considered lost this round and a weapon cannot select a different target.

**Unbreakable Saves**

Some units or models may have an Unbreakable Save (Sv/++) this save cannot be modified by the attacking weapons AP value and is always rolled at its full value.

A model with an Unbreakable Save may choose to take that save against an attack that would reduce the models normal save to a lower value than the Unbreakable Save.

**Deadly Wounds**

Deadly wounds are special wounds that are inflicted by a variety of different rules weapons and abilities, these wounds automatically inflict damage on a model without any checks or saves made against them. However if the model damaged by a Deadly Wound has an ignore wounds rule it can still attempt to ignore the Deadly Wound.

## Charge Phase

To start the Charge Phase select a unit that is capable of making a charge this turn and then select a target unit to declare a charge against, you can measure the distance to check if your charge would be possible before declaring the charge.

**Charging**

Roll 2D6 and add any negatives or bonuses to the value, if the value is equal or greater than the distance to the target unit the charge is considered a success, move all models in the charging unit towards the target unit a number of inches equal to the charge roll. Any models that can move further than the distance between the two units can use the extra distance to move around the target unit in order to get more models into base to baser contact with models from the target unit.

If the value is less than the distance then the charge has failed, move the charging unit half the distance of the value of the failed charge roll directly towards the target unit.

**Defensive fire and the Assault Stance**

In some situations the unit being charged can fire their ranged weapons at the charging unit in response to the charge, when this happens fire all eligible weapons in the unit even if they have already been fired in the shooting phase this turn; instead of rolling to hit as normal all weapons hit on a 6+ and the range of the shot is considered to be the distance to the charging unit after it has made its charge move. With the exception of the to hit roll all other checks are performed as if it were the shooting players shooting phase.

Any rule that limits what unit can be targeted by shooting fire such as Shield the Leader do not apply to defensive fire.

If the charging unit was in the assault stance and succeeded on there charge roll then the can also fire as if the were defensively firing after the charge move is made, however it may only fire weapons that it has not already fired in the Shooting Phase.

**Heroic Intercession**

When a successful charge is made any CHARACTER belonging to the same army as the charged unit can attempt to perform a Heroic Intercession. This CHARACTER must be eligible to move this turn and must be no further than half its normal move distance away from a model in the charging unit after it has made its charge move.

If a CHARACTER can make a Heroic Intersession immediately move it up to half its movement distance towards the closest charging model while maintaining unit coherency with any other models in its unit.

**Charging and Terrain**

When Charging over terrain the same rules apply as when a unit moves over that terrain in the movement phase. If the movement penalty from moving over the terrain causes the charging unit to not be able to get into CQB range with the charged unit, the charge is considered to have failed however the charging unit will move its full charge move instead of half of its charge move.

If a charge that has failed for not rolling high enough on its charge roll and thus moves half of its charge roll through a terrain feature the move is also effected by the terrain and any movement penalties apply.

## CQB Phase

To start the CQB Phase all players take it in turns to choose a unit who is within CQB range of an enemy unit to fight, starting with the player who’s turn it is currently. Units that have charged in the previous Charge phase automatically go first before the back and forth choosing begins, this includes any Heroic Intersessions. If there are charges or Heroic Intersessions from multiple players then they take it in turns to choose one to complete Starting with the player who’s turn it currently is.

**Melee Type Weapons**

Melee weapons are a special type of weapon that can only be used in CQB and as such has no range stat.

When determaning how many attacks to make with a melee weapon you multiply the weapons attacks stat within the type field with the attacks stat of the model that is using it rounded up.

Melee weapons strength is also based upon the Strength (S) characteristic of the model using it, this can take the form of a strength characteristic of “User” which means that its strength is the same as the model using it; there can also be values such as +2 or x2 the former is equal to the users strength stat +2 and the latter is equal to the users strength stat multiplied by 2 rounded up.

**Multiple Melee weapons**

If a model has multiple different melee weapons (excluding multiple profiles of the same weapon) it gains a +1 to its attack (A) stat. This affect does not stack and cannot be applied more than once to a single model.

A model with multiple CQB weapons can split up its attacks between any or all of these weapons when attacking in CQB.

**Fighting in CQB**

When a unit is selected to fight in CQB it can first make a momentum move of up to a quarter of its move value rounded up, this move must be towards the unit or units that it is in CQB range of. The unit then makes its attacks against any enemy units within range.

**Attacking in CQB**

CQB fights are handled very similarly to attacks in the Shooting Phase with some notable exceptions.

When a model fights in CQB you use its Attack (A) statistic in its Statblock and the weapon it is using to determine how many attacks it gets.

The range of all melee attacks is 2” and this cannot be modified by any normal range buffs that might apply to other weapons held by that model.

For to hit and to wound rolls the communalative bonus or negative value can never be more than +2.

The order of operations are as follows, please refer back to the shooting Phase section for explanation on how each stage works.

1. Determine which models are in range
2. Determine the number of attacks
3. roll to hit
4. roll to penetrate armour
5. roll to wound
6. determine damage
7. roll ignore wounds (if applicable)
8. allocate wounds
9. remove casualties

## Atrition Phase

**Leadership Tests**

A leadership test is taken by any unit that has suffered casualties this turn. This test is made by rolling 1D6 for a unit that has taken casualties this turn and adding the number of casualties that have been taken to that roll. If the value of that roll is higher than the highest Leadership (Ld) stat in the unit then half of the difference between the two numbers flee and are removed from the game as casualties.

A roll of 6 will always succeed a Leadership Test, regardless of the leadership number or casualties sustained by a unit, sometimes bloody minded resolve or sheer terror will root a unit in place and stop them from fleeing.

Eg. player 1 has lost 10 models this turn from a unit of 20, they roll a 4 for their leadership test and compare the resulting 14 (10+4) to the units highest leadership of 8. The test is failed with a difference of 6 and so half of that flee (6 / 2 = 3) so 3 more models flee and are removed.

If a unit is destroyed through a Leadership Test the resulting kill is awarded to the player who did the most damage to that unit not including the player who controlled that unit or any players allied with them.

## Terrain

Terrain refers to objects, barriers, and areas around the board that have affects on how the game is played and on how units interact. There is no one size fits all when it comes to terrain rules, some players prefer simple ,easy to remember, and quick to use rules; whereas some players really thrive on crunchy complex rules that open up more game play options. In OpenHammer there are three levels of complexity for our terrain rules: Simple, Standard, and Complex. Each level can be mixed and mached with any other level to create a customized set of terrain rules for any game.

**Terrain With Bases**

Terrain as it may be many different things created by many different people is hard to quantify with simple rules. Much terrain consists of smaller pieces mounted on a base for ease of use and scenic reasons, these bases can cause confusion in rules. For the purpose of rules the base of a terrain piece only counts for area rules such as; difficult, boggy, dense, impassible, defensible, rotten, dangerous, deadly, lethal, demoralizing, and terrifying.

Any terrain rules that block LOS, shield or otherwise have a vertical component ignore the terrains base (if any).

**Level 1: Simple**

This level comprises of as few as possible rules with each element of terrain subject to one or two visually obvious rules.

**Blocks**

A block refers to any solid or semi solid object that models physically cant be moved through, this represents buildings, hills, rubble, destroyed vehicles, ruins etc. Blocks have the following rules:

* Blocks Line of Sight and movement through the object, even through gaps in the object eg windows.
* Blocks can be climbed by units capable of climbing and can have units placed on top of them as long as that unit can have its models safely placed on top of it without falling over or off the block.

*Designers Note: If a block is too high for units from one army to climb or one army has no units capable of climbing/ignoring vertical terrain height in movement, then it should be considered that no units can be placed on top of the block to avoid any one sided or game breaking shenanigans.*

**Cover**

Cover refers to any terrain roughly between 1” and 2” tall. This terrain can be either on the board or on top of a block terrain that is short enough to be climbed.

* Any non FLY/AIRCRAFT/ model within 1” of the terrain gains a +1 to their normal armour save if any attack draws LOS through the Cover.
* Blocks Line of Sight only if the model being targeted is completely obscured with the exception of weapons, banners, tails, spiky bits, ect.

**Level 2: Standard**

This level comprises common terrain archetypes though theses may not cover all terrain out there they cover most.

**Building**

* Blocks Line of Sight and movement through the object, even through gaps in the object eg windows.
* Can be climbed by units capable of climbing and can have units placed on top of them as long as that unit can have its models safely placed on top of it without falling over or off the block.

**Ruins**

* -1 to hit models behind this terrain.
* Models except FLY/AIRCRAFT within 1” of this terrain gain a +1 to their normal armor save if any attack draws LOS through the ruin.
* INFANTRY can pass through this terrain, impassible to any model that isn't INFANTRY.
* Models can move vertically through this terrain but must stop on a flat surface.

**Forest**

* -4” to the movement stat of any model within this terrain.
* +1 to armour save while in this terrain.

**Crater**

* -2” to the movement stat of any model within this terrain.
* +1 to the save of any model within the crater itself.
* Any full turn that a unit is within this terrain it must roll 1D6 and on a 6 take a deadly wound.

**Marshes/Rivers**

* for every 1” traveled through this terrain a model must expend 2” of movement.
* Any full turn that a unit is within this terrain it must roll 1D6 and on a 6 take a deadly wound.

**Defenses**

* +2 to armour save while in this terrain.
* +1 to hit with defensive fire while in this terrain.

**Hills/Cliffs**

* Hills block LOS but otherwise don’t have any rules.
* A portion of a hill can be considered a Cliff if it is too steep to place models on it.
* Models can move vertically up Cliffs but must stop on a surface they can stand on without falling over.
* When moving up a Cliff all models must roll a D6 and on a 6 take a Deadly Wound.

**Level 3: Complex**

This level is where you can completely custom build each terrain piece from the ground up with modular rules designed for maximum expressing and flexibility.

Before any terrain is set up all players must discuss what rules they wish to use for each piece of terrain. A list of the rules for each terrain piece should be written down for clarity.

In addition you may use markers placed next to each terrain piece to denote with rules are in affect. *A 3d model of a marker is provided with these rules if you wish to 3d print one.*

**Boggy**

for every 1” traveled through this terrain a model must expend 2” of movement.

**Difficult**

-2” to the movement stat of any model within this terrain.

**Dense**

-4” to the movement stat of any model within this terrain.

+1 to normal armor saves while in this terrain.

VEHICLE and MONSTER units cannot enter this terrain.

**Impassible**

No model can enter or land on this terrain.

**Concealment**

-1 to hit any stationary models within this terrain.

**Cover/Heavy Cover**

* Any non FLY/AIRCRAFT/ model within 1” of the terrain gains a +1 to their normal armor save if any attack draws LOS through the Cover.
* Add an additional +1 to the normal armor save bonus if the terrain is Heavy Cover.

**Defensible**

+1 to normal armor saves while in this terrain.

+1 to hit with defensive fire if charged from outside of this terrain.

**Passable**

INFANTRY can pass through this terrain, impassible to any model that isn't INFANTRY.

**Climbable**

Models can move vertically through this terrain but must stop on a flat surface.

**Translucent**

must be at least 4” tall

-1 to hit models behind this terrain.

Does not block line of sight

**opaque**

must be at least 4” tall

Blocks line of sight to any models behind this terrain

**Breachable**

VEHICLE and MONSTER units can attempt to move through this terrain, roll 1D6 on a 5+ the unit can move through the terrain but the terrain is also destroyed and becomes Difficult and Cover terrain. Replace this terrain with rubble or similar terrain of your choice.

Any units within this terrain when it is destroyed must roll 1D6 and on a 4+ take 1D3 deadly wounds

**Rotten**

-1 Attack and -1 Ballistic Skill to any model that is within this terrain

**Dangerous/Deadly/Lethal**

* Any unit that spends 1 full turn in this terrain must roll a D6 at the start of their turn on a 6+ they take 1 deadly wound
* For Deadly terrain increase Deadly Wounds taken to D3
* For Lethal terrain increase Deadly Wounds taken to D3 and the dice check to 4+

**demoralizing/Terriflying**

* Any unit within this terrain suffers -1 Leadership.
* For Terrifying terrain add +1 to all leadership tests taken within this terrain.

**Examples**

Some examples are;

* A large mound of corpses might be **Demoralizing**, **Rotten**, **Difficult**
* a river of lava might be **Lethal**, **Boggy**
* a half destroyed building might be **Translucent**, **Passable**, **Breachable**, **Climbable**, C**over**
* a thick forest might be **Concealment**, **Cover**, **Dense**
* a defensive trench might be **Heavy Cover**, **Defensible**

**Custom and Asymmetric Rules**

For some scenarios you may wish to create custom rules for terrain and you should feel totally free to do so, as long as all players agree. There may also be situations where rules may be applied Asymmetrically such as Plague Cultists not being Demoralized by the mountains of corpses they have piled up, these sorts of rules should be considered carefully and applied gently with full consent and knowledge of implications from all players!

With that all said, go out there and enjoy creating custom rules! If you come up with something really cool please let us know on our Github.

## **Scenarios and Missions**

Games of OpenHammer

## **Advanced Rules**

**Mutators**

Mutators are small, modular packs of rules that can be slotted into games of OpenHammer in order to allow different game environments or states of play in a structured way.

For example, a tournament might want to use an extra set of rules to make the games more interesting or flow smoother. In earlier round robin phases the games might cycle through mutators like Night Fighting, Low Gravity, or Entire Board Effects. In later rounds with the higher level players the games might then become Simultaneous Battle Rounds – Alternating Activation and Times Turns.  
All this within the mainline rules of OpenHammer.

When employing Mutators in a game of OpenHammer, all players must be made aware of the Mutators in effect and be able to read how they change the game before agreeing to their inclusion. Mutators are meant as a way to empower players to play in fun and novel ways, not bully unaware or new players!

**Chess Clock**

This mutator employs an external timer or chess clock to impose a time constraint on players

*If the players don’t have access to a chess timer or are playing a game of more than 2 players, the author can highly recommend* [*https://www.chessclock.org*](https://www.chessclock.org/) *for 2 player games and* [*https://www.multiplayerchessclock.com*](https://www.multiplayerchessclock.com/) *for games above 2 players.*

* Before Deployment begins but after the board has been laid out and the scenario chosen, all players should agree on a time constraint for a full battle round to be played in and the timer set to that time. *(30 minutes is a pretty good starting point.)*
* Whenever a player is actively playing their timer must be running and it should be switched to another player whenever they are actively playing, such as rolling saves during a battle round that is not theirs.
* When a players timer runs out they should immediately end their battle round with any unactivated units or unplayed phases remaining so.
* Whenever a player needs to step away from the game or if players need clarification of a rule all timers should be paused until the game can resume.

**Deferred Movement**

This Mutator allows some units to move out of sync with their normal phase structure.

* During the Movement Phase, the active player may opt to defer the movement of 1 or more of their units until a later point in their battle round.
* The amount of units that may defer their movement in this manner is equal to 1 per 500pts of the games size eg. in a 2000pt game 4 units per player may defer their movement per Battle Round.
* If a unit that has deferred its movement fires a weapon or takes any other action that is improved by or requires the unit to be stationary, such as an INFANTRY unit firing a HEAVY type weapon, that unit will not be able to move after the action has been taken.
* If a unit that has deferred its movement hasn’t moved by the end of its controlling players battle round, then the units chance to move has been lost and cannot be carried over to another players battle round or a subsequent turn.

**Entire Board Effects**

This Mutator allows the board to be treated as a terrain piece and assigned terrain effects.

* The entire board is treated as a single piece of terrain and any models placed on the board are considered to be inside of it at all times.
* Before setting up the board all players should decide on what effects the board has. You can choose from the list of terrain effects in this book or any other OpenHammer rules book, or create your own effects if needed.

**Entire Board Effects – Terrain Exclusive**

This Mutator allows the board to be treated as a terrain piece and assigned terrain effects, however any other terrain placed on the board negates the effect of the board.

*Perfect for playing ‘The floor is lava’ with a lethal terrain effect!*

* The entire board is treated as a single piece of terrain and any models placed on the board are considered to be inside of it at all times.
* Before setting up the board all players should decide on what effects the board has. You can choose from the list of terrain effects in this book or any other OpenHammer rules book, or create your own effects if needed.
* Any terrain placed on the board removes the boards effects for anything within the terrain.

**High Gravity**

This Mutator is for simulating battles on high gravity planets.

* Any time a unit or model is to move, the distance of that move is halved.
* Any unit or model that moves vertically through terrain for any reason must roll a D6 and on a 6+ take 1 deadly wound.
* All weapons of a type other than melee type weapons have their ‘Range’ statistic halved, including any minimum range present.
* Any special rules related to weapons range or extra effects at certain ranges remain unchanged.
* Psychic Powers range is unaffected.

**Low Gravity**

This Mutator is for simulating battles on low gravity planets.

* Any time a unit or model is to move, the distance of that move is doubled.
* Any unit or model that moves for any reason must roll a D6 and on a 6+ take 1 deadly wound.
* All weapons of a type other than melee type weapons have their ‘Range’ statistic doubled, including any minimum range present.
* Any special rules related to weapons range or extra effects at certain ranges remain unchanged.
* Psychic Powers range is unaffected.

**Night Fighting**

This Mutator simulates fighting battles at night under varying conditions.

* Before deployment all players should decide on the level of darkness that the game is to be played under. Pitch Black, Half Moon, or Full Moon.

Pitch black reduces the range a unit can ‘see’ to 12”, Half Moon is 18”, and Full Moon is 24”. no unit can target another outside of these ranges for any reason.

* Before deployment all players can spend upto 20% of the game points limit in additional ‘Night Fighting points’ on specialist equipment for their army.
* Night Fighting equipment is bought on a per unit basis regardless of unit type or size;

Night Vision – 10pts – Unit does not suffer any range reduction from night fighting rules and can see normally.

Searchlight – 5pts – Unit can at any point it its battle round, turn on its searchlight and select a single enemy unit it can ‘see’ to illuminate. Any unit targeting the illuminated unit suffers no range reduction for doing so. The unit with the searchlight can also be targeted with no range reduction for doing so. This effect lasts until the start of the next turn.

Flairs – 5pts – During the shooting phase and in addition to firing any other weapons, the unit may select a point on the board to launch flairs at, this doesn’t require a to hit roll. Place a marker on the spot and any unit that is within 6” of it is illuminated for the rest of the turn and can be targeted without range reduction. If a unit leaves the 6” circle of illumination for any reason the effect on them ends.

* Any unit or model that moves for any reason must roll a D6 and on a 6+ take 1 deadly wound.
* All units have a -1 to hit for shooting and melee regardless of the usage of night fighting equipment.
* In any game using the Simultaneous Battle Rounds Mutator or other alternating activation rules, any unit that has fired a weapon is counted as being illuminated for the rest of the battle round and can be targeted without range reduction.

**Realistic Range**

This Mutator increases the range of all ranged weapons to a more realistic effective range.

* All weapons of a type other than melee type weapons have their ‘Range’ statistic doubled, including any minimum range present.
* Any special rules related to weapons range or extra effects at certain ranges remain unchanged.
* All Psychic Powers may also be Incarnated at double their normal range.

**Simultaneous Battle Rounds**

This Mutator changes how the game flows. All players have one joint battle round that they play together.

*Due to the nature of this Mutator the player who goes first is at a disadvantage in a similar way to the player going second in a regular game. The player who goes last now has more information with which to act on.*

* When a Phase ends for a player instead of moving to the next phase, the next player will play that phase. Once all players have completed a phase, play may move on to the next phase.
* When a unit is damaged, destroyed or otherwise modified during a phase the model/s should not be removed from play, instead mark the damage next to the model/s and note which models are to be removed from play. *(For instance laying them on their side.)* These units may act as if they are still in the same condition that they were at the start of that phase.
* When all players have ended a phase any models that have been destroyed may now be removed from play before the start of the next joint phase.

**Simultaneous Battle Rounds - Alternating Activation**

This Mutator changes how the game flows. All players have one joint battle round that they play together activating units alternately instead of all at once.

*Due to the nature of this Mutator the player who goes first is at a disadvantage in a similar way to the player going second in a regular game. The player who goes last now has more information with which to act on.*

* When a Phase begins the players take turns to activate their units starting with the player who is going first. When a player runs out of units to activate they are considered to have ended the Phase and the remaining players continue alternating until only one player has units to activate.

The player who has units that have not been activated yet after the other players have ended their Phase may now activate all their remaining units at once.

* When a unit is damaged, destroyed or otherwise modified during a phase the model/s should not be removed from play, instead mark the damage next to the model/s and note which models are to be removed from play. *(For instance laying them on their side.)* These units may act as if they are still in the same condition that they were at the start of that phase.
* When all players have ended a phase any models that have been destroyed may now be removed from play before the start of the next joint phase.