Core rules (Draft)

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# CORE CONCEPTS

#### **Missions**: To play a game of **Warhammer 40000** you must first select a **mission**. A **mission** will tell you the **points limit**, how to create the battlefield, deploy your **armies**, any special rules that apply to the battle and how to score **points** and win.

#### **Armies**: Each player commands an **army** of **models**, any mention of “**army**” will refer to the full force under the command of a player

#### **Units and models**: **Models** move and fight in **units**, a **unit** is composed of one or several **models** from the same **datasheet**, **friendly models** and **units** are the ones you control, **enemy models** and **units** are the ones your enemy controls.

#### **Datasheets**: The rules your **models** use are presented in **datasheets**. Each **unit** has a **datasheet** detailing all the rules, equipment, abilities and options the **unit** has.

#### **Keywords**: All **datasheets** have a list of **keywords**, separated into **faction keywords** and other **keywords**. **Faction keywords** can be used to help you decide which **models** to include in your **army**, but otherwise both sets of **keywords** are functionally the same. **Keywords** are sometimes linked to (or ‘tagged’ by) a rule. For example, a rule might say that it applies to **Infantry units**. This means it only applies to **units** that have the **Infantry keyword** on their **datasheet**. The pluralisation (or otherwise) of **keywords** does not affect which **units** the rule in question applies to.

#### **Unit coherency**: A **unit** that contains more than one **model** has to be **set up** and finish all **movements** as a single group. This means each **model** in a **unit** needs to be at all times within **2”** horizontally and **5”** vertically from at least 1 other **model** of the same **unit**, and if the **unit** has more than **5 models** it has to be within **2”** horizontally and **5”** vertically of at least **2** other **models** of the same **unit**, this is called **unit coherency**. If any kind of **move** would make the **unit** be out of **unit coherency** then that **move** cannot be made. If the **unit** would stop being in **unit coherency** by reason of the destruction of a **model**, you may substitute the destroyed **model** by repositioning a **model** of the same **unit** to the destroyed **model**’s position, this is not considered a **movement**.

#### **Engagement range**: **Engagement range** is the zone of threat that all **models** project around them. While **models** are within **1”** horizontally and **5”** vertically from each other they’re considered to be in their **engagement range**. **Models** cannot be set up, end a **normal**, **advance** or **fall back moves** within **engagement range** of any **enemy models**. If for any reason a **model** cannot meet this condition, that **model** is destroyed.

#### **Measuring distances**: You can make a measurement at any time, when doing so always measure from the base of the **model**, if a **model** has no base, measure from the closest point of any part of that **model** instead. If a rule says it applies “within” means any amount of the subject must be in that range to apply, if it says “wholly within” means all parts of the subject must be in that range instead.

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# BEFORE THE BATTLE

1. Find an opponent.

An opponent and their **army** (**units, models, deployment zone**, etc.) are referred to as, for the purpose of rules, as the **enemy.** That being said, you should always go into a game treating your opponent with respect. During a game you should treat their miniatures with as much respect and care, if not more, than that which you treat your own miniatures. And regardless of the outcome of the game, both players should leave the table with an amicable attitude to each other.

While these rules try to cover every situation you may encounter in the battlefield, inevitably disagreements over the interpretations of a given situation or a certain rule will appear during a game, in these moments both players are encouraged to compromise and agree upon a resolution in good faith and fairness to each other.

1. Decide **Battle Size** and **Game Mode**

To ensure a game of Warhammer 40,000 has relatively balanced odds for both players, said players must have **armies** that remain within a **points limit** (more on this in step 3 of this section), this **points limit** is defined by the **battle size**, as agreed upon by both players. The typical battle sizes are as follows:

| Battle size | |
| --- | --- |
| Skirmish | 1000 points |
| Clash | 1500 points |
| Storm | 2000 points |
| Massacre | 3000 points |

Furthermore, a **Game Mode** must be agreed upon. The two main **Game Modes** are **Open Play** and **Narrative Play.**

**Open Play** is a symmetric game mode where the winner is decided by who has the most **Victory Points** by the end of **Battle Round 5.** The **Deployment Zones,** placement of **Objective Markers**, criteria for scoring **Victory Points,** and any additional rules are decided in step 4.

**Narrative Play** is a game mode where victory exists as a more abstract idea. All rules dictating whether a given player achieves victory by the end of the game are determined and agreed upon by both players, refer to Crusade rules.

1. Prepare a **Mobilisation Document.**
2. Prepare the **Battlefield**
3. Deployment
4. Determine defender/attacker and first turn

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# THE BATTLE ROUND

Each **battle round** comprises **both player’s turns**.

Each **player’s turn** consists of **5 phases**:

### 1. Hero phase

This phase is comprised of the next steps

1. **Scoring**, earning **Command Points (CP)** and battlefield and mission rules, the players score **points** as indicated by the mission scoring rules, both players also gain **1 CP** and battlefield and mission rules are resolved.
2. **Heroes** issue **commands**, **psychic abilities** and other **army** and **unit** abilities that are resolved in the **hero phase** are resolved. Every **hero** can issue 1 **command** per **turn** unless stated otherwise.

### 2. Movement Phase

In this **phase** all **eligible units** can **move** around the battlefield, there are **3** types of **moves** that can be performed in the **Movement phase**, if the **unit** performs none it is said to **remain stationary**

1. **Normal move   
   Move** the **units** up to a number of inches equal to its **movement characteristic**, the **unit** must always end the **movement** out of **engagement range** of any **enemy models**.
2. **Advance**The **unit** moves up to its **movement characteristic + D6”**. The **unit** must always end the **movement** out of **engagement range** of any **enemy models**. Mind that **units** that **advance** will not be able to **shoot** or **charge** under normal circumstances.
3. **Fall back**

May only be taken by **units** that are currently engaged in **combat** with an **enemy unit**. The **unit** moves up to its **movement characteristic** away from the **unit** it was engaged with. The **unit** must always end the **movement** out of **engagement range** of any **enemy models**. Mind that **units** that **fall back** will not be able to **shoot** or **charge** under normal circumstances.

The last step in the **movement phase** is the **Reinforcements step**, in which you can, after all of your **units** have **finished moving**, deploy your **reinforcements** as described by the **strategic reserves** rules.

### 3. Shooting Phase

In this **phase**, one at a time, all **units** that have **not advanced** or **fell back** this turn,may **shoot** their ranged weapons against **enemy units** **within range of the selected weapons and visible to the unit**. A **unit** can only be selected to **shoot** once per **phase**. A **unit** can’t **shoot** its **ranged weapons** if it’s within **engagement range** of an **enemy unit** unless it is a **Vehicle** or a **Monster**.

To **shoot** the enemy follow the instructions:

1. Before a **unit** shoots, **declare the targets of all of its ranged weapons**, a **unit** may allocate all of its **weapons** to a single objective or split it among several. All **attacks (A)** from a single **weapon** must be allocated to the same objective.
2. In any order, roll to **hit** for each **attack**. The roll you need to score for the **hit** to be successful is determined by the **ballistic skill (BS)** of the attacking unit, adding any modifiers that may apply. An **unmodified hit roll of 1** (the plague marine sneezed just as it pressed the trigger) **will always be a miss**, and an **unmodified hit roll of 6** (the terrified guardsman firing blindly from the trench gets lucky) **will always be successful**. The **hit** roll can **never be modified for more than +1 and less than -1**.
3. All of the failed **hit** rolls are discarded and the rest are rolled again in a **wound** test. To determine which dice pass the **wound** test you’ll need to compare the total **strength (S)** of the **attack** with the **toughness (T)** of the enemy.

If **strength** is **double or more** than **toughness**, wound on **2+**

If **strength** is **bigger** than **toughness**, wound on **3+**

If **strength** is **same** as **toughness**, wound on **4+**

If **strength** is **smaller** than **toughness**, wound on **5+**

If **strength** is **half or less** than **toughness**, wound on **6+**

1. All of the failed **wound** rolls are now discarded and the enemy will try to **save** the successful **wounds** by choosing to roll on their **armor save (SV)** modified by any **armor penetration (AP)** or **invulnerable save**, that cannot be modified, if any. An **unmodified save roll of 1** will **always fail**.
2. All of the **saved attacks** are discarded, and the rest are the **successful attacks** that **damage** the target. The enemy will now assign the **attacks** to the **models** on their **unit**, the **model** loses **wounds** equal to the attack's **damage characteristic**, **an already damaged model must be the target of any further attacks** until it is destroyed, and **any overkill damage from a single attack that would destroy a model is lost**.

### 4. Charge Phase

In this **phase**, **friendly units** can **charge** the **enemy** to get into **engagement range** and start **melee combat**.

To **charge** follow the next steps:

1. Declare all of the **friendly units** that will be **charging** and against which **enemy units** they will be **charging** to, a **charge** is legal only if the **charging** and **charged** units are **12”** away or less from each other. A **unit** may **charge** against **multiple units** at the same time, but **if it cannot end its charge move in engagement range of all of them, the charge will fail**.
2. One by one resolve the **charges**, to know if a **charge** is successful, roll **2D6**, the result is the amount of **inches** the **unit** can **move** in its **charge movement**. The **charge** is successful if the **unit** can finish the **movement** in **engagement range** of all of its **targets**. If the **charge** fails then **move** the **unit** to **half the result of the charge rounding down in the direction of the charged unit**.

### 5. Fight phase

In this **phase** players **units** engage in **melee combat**. Follow the next instructions to resolve the **fight phase**:

1. **Units** (both **friendly** and **enemy**) begin resolving the **fight phase** in order of the following **initiatives**:

I. **Units** that have **charged** this **turn** and have the **Fights First** ability

II. Remaining **units** with the **Fights First** ability

III. Remaining **units** that have **charged** this turn

IV. All other **units** eligible to **fight**

1. The **player** with an **eligible unit** of highest **initiative** selects a **unit** from the highest **initiative** available to them to **fight**. If both **players** have **units** in the same **initiative**, the current turn’s **player** takes priority.
2. Active **models** in **units** can make a **pile-in move** before fighting up to **3”** (**models** doing so must end this **move** closer to **enemy models** and remain in **unit coherency**).
3. To resolve **melee attacks** in a **unit**, select one **melee weapon** per **model** and resolve as if it were the **shooting phase** (**units** cannot get **benefits of cover** against **melee weapons** and they use their **weapon skill (WS)** to **hit**), only **models** in **engagement range** of the **enemy** or **models** within **half an inch** of a **friendly model** of the same **unit** that is in **engagement range** of the **enemy** are eligible to **fight**.
4. After all **eligible models** in the **unit** have finished their **attacks** the **unit** may make a **consolidate move** up to **3”** closer to the nearest **enemy model** while maintaining **unit coherency**, the **unit** may instead **consolidate** towards the nearest **objective marker** if there is **no remaining enemy models within 3”**, but only if this would put the **unit** in range of the **objective marker**.
5. Repeat these steps until all **eligible units** have fought.

A **unit** can only **fight** once per **turn**, continue resolving the steps above for **all eligible units** until all are resolved.

# DATASHEETS

Every **unit** in the game has a **datasheet** that lists its **characteristics**, **abilities**, **wargear**, **keywords,** etc.

### Characteristics

The **characteristics** are the basic statlines that every **unit** in the game shares. These are the next:

* Movement (**M**)
* Ballistic skill (**BS**)
* Weapon skill (**WS**)
* Strength (**S**)
* Toughness (**T**)
* Save (SV)
* Wounds (**W**)
* Leadership (**L**)
* Objective control (**OC**)

### Abilities

**Abilities** are special rules that may apply during the game, some of them are unique to the **unit** and some of them might be **core**, some may be **wargear abilities** which are only applied if the relevant piece of **wargear** is equipped.

**Aura abilities** affect all **models within** a **given range**, a **model** projecting an **aura ability** it’s **always considered to be within its own range**. A **model within** the **range** of **multiple auras** with the **same effect** can **only be affected by one of them**.

***Firing Deck X***: Some **Transport** models have ‘**Firing Deck x**’ listed in their **abilities**. Each time such a **model** is selected to **shoot**, you can select up to ‘**x**’ **models embarked** within it. Then, for each of those **embarked models**, you can select one **ranged weapon** that **embarked model** is equipped with. Until that **Transport model** has resolved all of its **attacks**, it counts as being equipped with all of the **weapons** you selected in this way, in addition to its other **weapons**.

***Lone Operative****:* Unless part of an **Attached unit**, this **unit** can only be selected as the target of a **ranged attack** if the **attacking model** is **within 12"**.

***Stealth****:* If every **model** in a **unit** has this **ability**, then each time a **ranged attack** is made against it, **subtract** **1** from that **attack’s Hit roll**.  
  
***Feel No Pain X+****:* Some models have ‘**Feel No Pain x+**’ listed in their **abilities**. Each time a **model** with this **ability** suffers **damage** and so would lose a **wound** (including **wounds** lost due to **mortal wounds**), roll one **D6**: if the result is **greater than or equal** to the number denoted by ‘**x**’, that **wound** is ignored and **is not lost**. If a **model** has more than one **Feel No Pain ability**, you can only use **one of those abilities** each time that **model** suffers **damage** and so would **lose a wound**.

***Deadly Demise X***: Some **models** have ‘**Deadly Demise x**’ listed in their **abilities**. When such a **model** is **destroyed**, roll one **D6** before **removing it from play** (if such a model is a **Transport**, roll before any **embarked models disembark**). On a **6**, each unit within **6"** of that model suffers a number of **mortal wounds** denoted by ‘**x**’ (if this is a random number, roll separately for each **unit** within **6"**) and all **models embarked** are **immediately destroyed** and are **not eligible** for **emergency disembarkation**.

***Fights First****:* **Units** with this **ability** that are **eligible** to **fight** do so in the **Fights First initiative** order.

***Deep Strike****:* During the **Declare Battle Formations step**, you can set this **unit** in **Reserves** instead of setting it up on the **battlefield**.

If you do, in the **Reinforcements step** of one of any of your turn’s **Movement phase** **except the first one**, you can set up this **unit** anywhere on the **battlefield** that is more than **9"** horizontally away from **all enemy models**.

***Scouts X****:* Some **units** have ‘**Scouts x**’ listed in their **abilities**. Before the **battle starts**, this **unit** can make a **move** of up to **x"**. A **unit** that **moves** using this **ability** must end that **move** more than **9"** horizontally away from **all enemy models**.

***Infiltrators****:* During the **deployment step** before the battle, when you set this **unit** up, it can be set up **anywhere on the battlefield** that is more than **9"** horizontally away from the **enemy deployment zone and all enemy models**.

### Weapon Profiles

**Weapons** come in two groups, ‘**Melee**’ and ‘**Ranged**’, for use in the **fight phase** and the **shooting phase** respectively.  
All **weapons** have **five characteristics**:

* Range (**“**) - How **far away** the **weapon** can **shoot**
* Attacks (**A**) - Dictates **how many attacks** can be made with the **weapon** in the **shooting/fight phase**
* Strength (**S**) - The **ability** of the **weapon** to **overcome the targets toughness**
* Armour Penetration (**AP**) - The **ability** of the **weapon** to **pierce the targets armor**
* Damage (**D**) - Determines how many **wounds** are inflicted to the **target** if it fails its **armor save**.

Note: **Melee weapons** do not have a set **strength** score, instead they **use**

or **modify** the **Strength characteristic** of the **model** wielding it. **Melee range** means the **weapon** can only be used in **melee combat**.

**Weapons** may also have their own **abilities**, known as **weapon abilities**. Here is the list of **core weapon abilities** and their **effects**.

* **Assault**: **Assault weapons** can be **shot** even if the **unit has advanced this turn**.
* **Pistol**: **Pistol weapons** can be **fired** even if the **unit** is **within engagement range** of the **enemy** and if it does so it can only **shoot** the **units** in **engagement range of the shooting unit**. If a **model** is equipped with one or more **pistols** and one or more **non-pistol ranged weapons** it cannot **shoot** both types and must **choose** between **pistols** or **non-pistols**.
* **Rapid Fire X**: **Weapons** with **Rapid Fire X** increase their **attack characteristic** by **X** if the **model shooting** it is at **half the range** of the **weapon** away from its **target** or less.
* **Torrent**: **Weapons** with the **Torrent ability automatically hit the target**.
* **Ignores Cover**: **Units targeted** by an **Ignores Cover weapon** cannot get the **Benefit from cover** against **attacks** made by that **weapon**.
* **Lethal Hits**: Each time an **attack** is made with a **Lethal Hits weapon**, a **Critical hit** **automatically wounds** the **target**.
* **Lance**: Each time an **attack** is made with a **Lance weapon**, if a **Charge move** was made by this **model** this **turn** or a **Charge move** was made **against** its **unit**, **add 1 to that attack’s wound roll**.
* **Twin-Linked X**: **Weapons** with **Twin-linked X** increase their **attacks characteristic** by **X** if the **target unit** is **fully visible** to the **attacking model**.
* **Indirect Fire**: **Attacks** from **weapons** with **Indirect Fire** can be made even if the **target** is not **visible** to the **attacking model**. If no **models** in a **target unit** are **visible** to the **attacking unit** when you **select that target**, then each time a **model** in the **attacking unit** makes an **attack** against that **target** using an **Indirect Fire weapon**, **subtract 1 from that attack’s Hit roll** and the **target has the Benefit of Cover** against that **attack**.
* **Precision**: **Weapons** with **Precision** can ignore the **Look Out Sir** rule. You may also **assign** the **successful attacks** made by this **weapon** in a **multi-model target unit** instead of your **enemy**.
* **Blast**: **Weapons** with **blast** gain **+1 more attack** per each **5 models** in the **target unit** and any **units 2”** (including friendly) away or less from the **target** are the **target** of **1 additional attack** and **+1 more per every 5 models** in that **unit** too.
* **Melta**: **Weapons** with **Melta** cannot be **saved** with **invulnerable saves** when **shooting** them at **half their range** and as long as the **target** is not receiving the **benefits of cover**.
* **Heavy**: **Weapons** with **Heavy** have a -1 penaltyto the **hit** roll if the **unit** has **not remained stationary** this **turn**.
* **Hazardous**: After a **model** **shoots** or **fights** with a **Hazardous weapon**, after resolving all the **attacks** roll a **die**: If the result is **1** the **shooting model** is **destroyed** unless it is a **Hero**, a **Vehicle** or a **Monster** in which case it’ll receive **3 mortal wounds** instead.
* **Devastating Wounds**: If a **critical wound** is scored with a **Devastating Wounds weapon**, the **target** cannot **save** that **wound**.
* **Sustained Hits X**: Every time a **critical hit** is scored with a **sustained hits X weapon** add **X** additional successful **hits** to the current **attacks** from that **weapon**.
* **Extra Attacks**: **Weapons** with **Extra Attacks** can be used even if the fighting **model** has already attacked with another **weapon** this **turn**.
* **Anti-Keyword X+** : **Weapons** with the **Anti-Keyword X+** score a **critical wound** against the specified **Keyword** on an **X+** instead of an **unmodified roll of 6**.
* **Combi**: A **Combi** **weapon** can **shoot** its **two profile options** at the same time against the same **target unit** with a penalty of **-1** to **hit**.

### Important keywords

Some keywords define what faction or greater alliance a unit belongs to, while others its very nature and special rules.

* **Hero: Units** with this **keyword** can issue **orders** once per **turn** in the **hero phase** and can be designated as the **Warlord** of your **army**. Only one **Warlord** is allowed per **army**.
* **Vehicle: Vehicle units** can offer **cover** to **Infantry units** as if they were a **barricade** and obstruct **visibility** as if they were **terrain features**. They **cannot be deployed**, **move through** or **finish a movement** **inside buildings** unless they have the **Light keyword**, and they **cannot move vertically** unless they also have the **Fly keyword**. They may also **move** **vertically** up to **4”** if they have the **Walker keyword**. **Vehicles** with the **Treaded** or **Wheeled** keywords must also spend **2”** of their **movement** if they **pivot** in **any direction and any amount** each time they **move**, and can only **move** in a **straight direction that feels natural for the anatomy of the Vehicle** otherwise.
* **Monster: Monster units cannot be deployed**, **move through** or **finish a movement** **inside buildings** unless they have the **Light keyword**, and they can **only move vertically** up to **4”** unless they also have the **Fly keyword**.
* **Aircraft:** When you are instructed to **Declare Battle Formations**, **Aircraft models** must start the battle in **Strategic Reserves** instead of being set up on the **battlefield**. Once the **battle** has started, **Aircraft models** are then treated as **Strategic Reserves units** for all rules purposes. Only **units** that are themselves placed into **Reserves** can start the **battle embarked within Aircraft Transport models** that are in **Reserves**. **Aircraft models cannot Advance, Fall Back, Charge or Remain Stationary**. If, when an **Aircraft model** is selected to **move** in the **Movement phase**, any **enemy units** are within **Engagement Range** of it, that **Aircraft model** can still make a **Normal move**. Each time an **Aircraft** **model** makes a **Normal move**, **first move the model straight forward**, and it **must move a minimum of 20”** – all parts of the model’s base must end the move at least this far from where they started. After it has **moved**, it can **pivot on the spot up to 90°** – this does not contribute to how far the **model moves**. If, when making a **Normal move**, any part of an **Aircraft model’s base crosses the edge of the battlefield, or it cannot move a minimum of 20”, that model’s move ends** and it is **placed into Strategic Reserves**. There is no upper limit to how far Aircraft models can move, and **their Move characteristic is therefore 20+”**. If placed into **Strategic Reserves**, an **Aircraft model** will **always arrive from Strategic Reserves in your next turn**. An **Aircraft model** is **never an eligible target for a charge or consolidation move**, and **no melee weapons can be used against it**, all **ranged weapons** shot against it can **only hit on a 6+** regardless of the **attacker’s BS**.
* **Hovercraft: Hovercraft models** are also always considered **Aircraft models** for all rules purposes, with the following differences: A **Hovercraft model** is not required to **move 20+”** in each of your **movement phases** (and is therefore also **exempt** from any associated rules related to the **20+” move**), can **pivot any amount after it moves**, and it is allowed to **Remain Stationary** and **Advance**. **Ranged weapons** shot against it **only hit on a 5+** regardless of the **attacker’s BS**, except if such is **6+**.

# STRATEGIC RESERVES

Before the **battle**, in the **declare battle formations** step, a number of **units**, depending on the **size of the battle**, may be placed in **strategic reserves**.

The combined **points** value of all the **units** you wish to place into **Strategic Reserves** before the **battle** (including those **embarked** within **Transport models** that are themselves placed into **Strategic Reserves**) cannot exceed **25%** of your total **points limit** for your chosen **battle size**, as shown below:

* **Skirmish** - 250 points
* **Clash** - 375 points
* **Storm** - 500 points
* **Massacre** - 750 points

### Arriving from strategic reserves and setting up models

*As the battle rages on, it becomes easier and easier to outflank enemy positions, and options for reinforcing open up.* Your **units** set in **strategic reserves** can only arrive to the **battlefield** from **strategic reserves** during the **Reinforcements step** of the **movement phase**. Your **units** set in **strategic reserves** **cannot arrive in the first battle round**, but from the **second battle round onwards** they **may arrive** with certain **limitations**:

* **2nd battle round**: **Units** arriving from **strategic reserves** can only be set up within **3”** of **your edge of the battlefield** and **9”** away from **all enemy units**.
* **3rd battle round**: **Units** arriving from **strategic reserves** can only be set up within **3”** of **any edge of the battlefield except the enemy’s**, and **9”** away from **all enemy units**.
* **4th and 5th battle rounds**: **Units** arriving from **strategic reserves** can only be set up within **3”** of **any edge of the battlefield**, and **9”** away from **all enemy units**.

Any **models** from a **unit** arriving from **strategic reserves** that are **not set up** are considered **destroyed** and **arriving from strategic reserves** is considered a **move**.

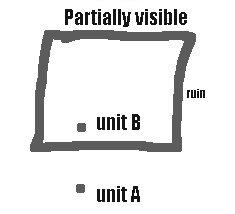
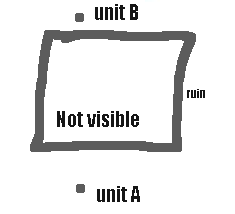
# OTHER GENERAL RULES

This is a list of miscellaneous rules that may apply during the game.

#### **Big Guns Never Tire**: **Monster** and **Vehicle** **units** can **shoot** their **weapons** even when they are in **engagement range** of an **enemy unit**, but will receive a penalty of **-1** to **hit**. **Blast weapons** cannot be **shot** against **engaged units**.

#### **Battleshock**: A **unit** must take a **battleshock test** at the end of the **phase** in which it's been **reduced** to **half its strength or less** (note that if the **unit** was already on **half strength** or less it won't apply for this), a **battleshock test** is **2D6**, passing it if the roll is equal or lower than the best (highest) **leadership characteristic** in the **unit**, if the test is passed nothing happens, if its failed, **X models** will flee the unit and be removed from the game. Where **X** is the difference between the result of the roll and the **leadership characteristic**. If the unit has the **fearless** keyword it will get **X mortal wounds** instead and no **models** will flee the **unit**. In addition, while a **unit** is **battleshocked**, the **unit** will also not be eligible for any **hero**'s **command** unless the **hero** issuing said **command** is within **6".** The unit's **Objective Control characteristic** will be set to **0** and if the **unit** **falls back** from **engagement range** it must take a **desperate escape test**.

#### **Visibility**: Looking from behind of a **model** in a **unit** (for this hypothetical, **unit A**), if models in **unit A** can see **all the parts of all the models** of another **unit** (**unit B**), the **unit B** is said to be **fully visible**, if **models** in **unit A** can see **some of the models and/or some of their parts** of **unit B**, it is said to be **partially visible**. If **models** of **unit A** **can’t see any of the models or any of the parts** of **unit B**, **unit B** is considered **not visible** to **unit A**. Additionally if **models** in **unit A** see any **models** in **unit B** through a **ruin** window or crack and those **models** from **unit B** are **inside the ruin**, **unit B** is considered **partially visible**, but if all **models** of **unit B** are **behind the ruin** instead then **unit B** is considered **not visible** even if **unit A** can technically see them through the windows or cracks. **Visibility** is therefore considered **model to unit**, meaning **models** in the **attacking unit** must **individually have sight** of the **target** in order for it to be **eligible** for said **model’s weapons**.



#### **Benefits of cover**: When **shooting**, if a **target unit** is **partially visible** and any of its **models** is within **1”** or less of the **terrain feature** obscuring it, the **target unit** gains **Benefits of cover**, which grants a **+1** to **save rolls**. Units with a **2+ save** can’t get the **Benefit of cover** if that would improve their save over **3+**.

#### **Attaching units**: For the purposes of this rule, the **hero** is called the ‘**Leader**’ (and when **attached** it’s said to be **leading**) while the **unit** it **attaches** to is called the ‘**Attached unit**’. **Hero units** can deploy **attached** to an **eligible unit** (as described in their **datasheet**) or **attach/detach** from **eligible units** in the **hero phase** if they’re **2”** away or less from said **eligible unit**. While **attached**, all **abilities** from the **attached unit** are shared with the **hero**, but the **hero’s abilities** **aren’t shared** with the **attached unit** unless otherwise specified. Otherwise **attached units** and their **leader’s** are considered to be a **single unit** for all purposes except the **leader** is excluded when recounting for **half strength**.

#### **Look out sir**: While a **Hero unit** is **leading** or **within 3”** of a **friendly unit**, it cannot be **targeted** by **enemy ranged attacks**.