Warhammer 40k: Grand Assault

Contents

[Core Concepts 2](#_Toc212671019)

[Map and Measurements 2](#_Toc212671020)

[Before the Game 2](#_Toc212671021)

[Resource Points (RP) 2](#_Toc212671022)

[Ploys 2](#_Toc212671023)

# Core Concepts

In Warhammer 40K: Grand Assault the battle is played out on a **battlefield**, between two **Factions**, each using their own cards called **Ploys** and **Units**, together making an **army**. Every army is divided into a single Hero unit, and any number of Fireteam units. Units are represented by distinct and recognisable miniatures.

This game can be played in Solo, Coop or PvP modes.

Throughout the game you will move your units, and

# Map and Measurements

**Battlefield** should be a rectangle sized anything between 20”x40” to 40”x100”. The size of the battlefield will also impact the length of the game. It should be a flat surface, loosely filled with terrain features to make up a varied terrain where units can both move around, and have places to cover behind.

*Note: As a rule of thumb, terrain features should be around 8”-12” apart from each other.*

Measurements will all be portrayed in inches (“) that you measure between two closest elements of two bases of objects you are comparing distances to and from. It means that you are free to take as liberate approach as you want, as long as you are measuring from a point on the model base. That also includes measuring to terrain features – you measure to their base.

# Before the Game

Your army will be built up throughout the game, as you spend resources on it, and it will dwindle as it gets defeated by the hand of your foes. To set up the game, choose faction you with to play and gather appropriate faction ploys as well as CORE ploys.

## Resource Points (RP)

You start the game with 5 RP and gain one at the beginning of every round. These resource points will be spent to buy new troops, or boost your existing ones through some ploys. There is no upper limit to how many RP you can have.

## Ploys

Ploys are special action cards that you can use during, before or right after your activation. Use these cards to perform additional actions beyond standard capabilities of your units. There are 3 types of those Ploys: Assault (marked as red), Mobility (marked as blue), and Support (marked as green). Assault cards focus on attacking, capturing objectives, pushing your enemies back etc. Mobility cards mostly focus on moving your units around, boosting their mobility, or getting them out of trouble. Support cards can both bolster your unit, or weaken your enemies, or anything in between. Each ploy will have its effect described on it.

At the start of the game assemble your starting deck, consisting of all Core and your faction cards. Then put it next to your **Ploy Market**. At the start of each round, draw and reveal 4 ploys and put them next to the ploy deck. In your turn, you can play up to 2 ploys in total. After activating one, place it in the discard stack. Hero ploys (described right below) are to be placed on the opposite side next to the ploy deck. They can be used once in every turn, so after using them, do not discard them but instead rotate it, to mark it as spent. At the start of each round rotate it back to normal.

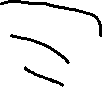
Ploys can be divided into 5 categories:

1. Core: Every player starts their game with these. They are always the same and provide basic actions that are universal for all factions. Core ploys consist of 2 copies of each of the following: Attack, Move, Aid. All 6 of the Core ploys start in your starting deck when you begin the game.
2. Faction: Depending on your faction, your starting deck will be additionally supplied with 2 Assault, 2 Mobility and 2 Support ploys, each of the different, and unique to your faction.
3. Fireteam: Every unit comes with their own two cards that you will add to your deck when you deploy them. They will be marked as “(Unit Name) A” and “(Unit Name) B”. When you deploy another copy of the same unit, add another copies of their cards to the deck. Note that if a ploy specifies the unit name, you can play it on any unit with that name, even if it isn’t the unit that ploy “belongs to”.  
   If you were to draw a card that belongs to a unit that had died, put it away (not in the discard pile), then do it again if you draw the other ploy that belongs to that unit. When you put the card away in this way, do not replace it with another (you will have an empty spot on your Ploy Market). In essence, if a unit dies, you are to put aside both their cards.
4. Hero: Heroes are most important units on your battlefield.

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1. Category



1. Title
2. Fluff text
3. Plot description

