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<Work in progress...>

PART I INTRODUCTION

WHAT IS THIS

<Unfinished is what it is>

FYI: Red text = Work In Progress, Unfinished, TODO...

PART II PARTS OF A MODEL

A GAME OF MODELS

In a way, N.E.W. 40,000 is all about the models of endless variety – small, big, elegant, spiny, tentacly, and so on. And this variety is partly what makes the game so interesting, but it also introduces a complication: since there is little consistency in what the models look like (driven further by the possibility that the players made their own, custom models), it's impossible to provide hard and fast rules about how the game should behave in every situation imaginable and with every combination of models imaginable. Impossible without making the rules unfit for use by humans, at least (and thinking machines are forbidden, as we know).

So, while the rules strive to be as precise as possible, you'll see that in some cases they start to look more like guidelines and suggestions, and in these cases, we assume that the players will interpret the rules in good faith and in the spirit of the game, discussing any ambiguities with their opponents if the need arises.

Fun and enjoyment above all!

IGNORED PARTS OF A MODEL:

Often times, models are sculpted with cool dynamic poses, flying banners, wide-spanning wings, menacing gun barrels and so on. While this does make them look amazing, it sometimes presents a tactical disadvantage — a whole squad of Space Marines getting exposed just because the tip of a barrel of an Autocannon carried by one Marine is sticking out behind a corner always feels bad.

Rather than encourage the players to build their models to be as small and compact (and dull) as possible, N.E.W. 40,000 introduces a concept of **ignored** parts of models, which are, in essence, parts which are obviously there for aesthetic reasons but really shouldn't interact with the game in any way.

Strictly put: For purposes of all rules of the game, including those concerning Line of Sight and measuring distances to and from models, the players should disregard all *ignored* parts of their models completely and resolve all other rules as if these parts didn't exist at all. If a model has a base, that base is considered a part of that model for all intents and purposes.

So, how to determine which parts of a model should be ignored?

For Models with Bases:

Parts of a model, such as limbs, horns, spikes, weapons, wings, and others, that protrude beyond the edges of the model's base (as viewed from above), are to be ignored.

Also, decorative parts, like banners and long weapons, that are within the confines or the base but reach a significant height compared to the rest of the model, should be ignored as well. Use the following guidelines:

- Model's base is one of: 25mm, 28mm, 32mm, 40mm - parts over 2" of height should be ignored.
- Model's base is one of: 50mm, 60mm parts over 3" of height should be ignored.
- Model's base is wider than 60mm parts over 6" of height should be ignored.

Given the wide variety of the models that exist in the game, the rules above will not always be completely clear or accurate. Make sure to discuss this with your opponent, before the game starts, for all the models you think could represent a problem later in the game.

For Models without Bases:

(alternatively, for models with a hull)

By default, no parts of a model with a hull are ignored. However, if any of these models have significantly large decorative parts, such as banners, spikes, antennae, and similar, it is recommended that players talk before the game and reach a decision on which parts of these models will be ignored.

For Aircraft:

ACTIVE PARTS OF A MODEL:

Another thing that feels bad in the game is getting shot (or similar) from an unexpected place, like from the tip of a tail of a monster, from the tracks of a tank, from the top of a carried banner, and so on, because these parts can often protrude behind/over walls and similar without you realizing it.

Necron Overlords could fire Tachyon Arrows from their knees.

To fix this, N.E.W. 40,000 defines another concept, similar to ignored parts of models – **active** parts of models. Basically, these are the parts of models from which you can draw a Line of Sight when making attacks, manifesting psychic powers, just generally making models interact with their environment.

In rules terms, active parts of a model are all its parts except those listed below:

- Ignored parts (as defined earlier);
- Legs, tentacles acting as legs, wheels, tracks, and other similar limbs and parts used for locomotion;
- Wings (unless weapons are mounted directly on the wings).

Unless they would be ignored (as defined above), torsos, heads, arms and weapons are always active parts. For various vehicles without a base, together with aircraft, 'main' structural parts of their hulls, as well as turrets and weapon mounts are considered active.

Note that this allows for models to be targeted with attacks by models which they cannot target themselves.

As before, these rules can get murky when confronted with myriad different models that exist, so discuss this with your opponent prior to the game.

MODEL VISIBILITY:

A model's visibility - whether it's visible, and if yes, to what degree - is always defined from the point of view of another model.

What follows are a few definitions for several degrees of visibility of model A (the target) from the point of view of model B (the observer).

Note: The definitions below relying on drawing imaginary straight lines from one point to another (they can be not-so-imaginary if you insist to use a laser pointer for this). Some rules of the game, mostly related to terrain features, will state that lines of sight passing through a certain area are "broken". That means that you should consider it impossible to draw lines of sight through these areas (even though in reality it might be possible).

Visible:

Model A is visible to model B is if it possible to draw a straight line, 1mm in thickness, from at least 1 point on the <u>active</u> part of model B to <u>any</u> part of model A, including its base (but not including ignored parts). Other models in the unit of model B never break line of sight (draw the line as if they weren't present). A line passing through a physical hole in a terrain feature, such as a window, is not considered to be passing through that terrain feature for purposes of this rule (and other related rules below).

Completely Visible:

Model A is visible to model B is if it possible to draw straight lines, 1mm in thickness, from at least 1 point on the <u>active</u> part of model B to <u>almost all</u>* parts of model A, including its base (but not including ignored parts). Other models in the unit of model B never break line of sight (draw the line as if they weren't present). A line passing through a physical hole in a terrain feature, such as a window, is not considered to be passing through that terrain feature for purposes of this rule (and other related rules below).

*What "almost all" means is very subjective, but you can consider it 95+% of a model. In other words, if model B can see pretty much the entirety of model A, except maybe a tiny portion of its base or another part on its edge being obscured by a rock on the ground, a tree branch, a corner of a ruin, or similar, then we still consider model A as being completely visible to model B.

Completely Obscured (Not Visible):

If model A is not visible (as defined above) to model B, then we say it's Completely Obscured from the point of view of model B, or simply – Not Visible.

PART III TERRAIN & COVER

TYPES OF TERRAIN:

TODO (Hills, Area Terrain, Obstacles)

Hills:

Hills are the simplest type of terrain. Whether they are separate pieces or sculpted into the battlefield (the game board), their use is to provide elevation and, if they are tall enough, block line of sight. They have no traits (special rules) attached.

Area Terrain:

Terrain features classified as Area terrain have a specific perimeter on the battlefield (if its limits aren't clear from the model itself, the players need to reach an agreement regarding this before the game). Examples of area terrain are forests, craters, buildings and so on.

Models can move up, over and down Area Terrain following the normal rules for movement. A model on or behind Area Terrain uses the normal rules for determining if another model is visible to it, or if it is visible to another model.

Pieces of Area terrain have one or more traits - special rules - that interact with their perimeters (most commonly, they affect models or units that are inside the perimeter one way or another, but there are other effects as well).

Obstacles:

Obstacles include barricades, ruined walls, and other battlefield debris that your models have to move over or around.

Models can move up, over and down Obstacles following the normal rules for movement. A model on or behind an Obstacle uses the normal rules for determining if another model is visible to it, or if it is visible to another model. Obstacles cannot be chosen as the target of an attack.

Obstacles also have traits that most commonly affect ranged attacks targeting models that are standing behind obstacles.

TERRAIN & RANGED ATTACKS:

The presence of terrain features on the battlefield can alter how ranged attacks are resolved – this is arguably their main purpose.

The simplest situation is when a piece of terrain blocks line of sight completely, and then ranged attacks simply cannot be made. However, another common result will be that the presence of one or more terrain features makes the target **Lightly Obscured** or **Heavily Obscured**.

Same as with visibility, asking if a target is obscured or not makes sense only from the point of view of another model.

The specific rules on how to handle terrain when making a ranged attack are as follows:

- When a model makes a ranged attack against another unit, select 1 model in the target unit to resolve the attack against. The selected model must be visible to the attacker and in range of the weapon.
- It's important to understand that, if the attack goes through, it's still up to the defending player to allocate the wound to any model in the unit he wishes, even though all the terrain and cover-related rules are resolved between the attacking model and the selected target model.
- There are infinite ways to draw a line of sight from the attacking model (from any of its active parts) to the target model (to any of its nonignored parts), but the attacking player is free to choose the most beneficial one. For example, when attacking a large model, such as a tank, it's possible that the attacker will see a part of it through a building, forest or similar, and a part of it clearly he can choose to target the part he sees clearly and avoid penalties related to shooting through terrain.

Obscurity Level:

As explained thus far, the target of a ranged attack can be Lightly Obscured, Heavily Obscured or neither (by default, the target is simply not Obscured at all).

A rule that states "increase obscurity of the target by one" (or equivalent) means that an unobscured target becomes Lightly Obscured, or a Lightly Obscured target becomes Heavily Obscured.

The effects of these are as follows:

- Lightly Obscured: When resolving a ranged attack against a Lightly Obscured target, the hit roll suffers 1 Impairment.
- Heavily Obscured: When resolving a ranged attack against a Heavily Obscured target, the hit roll suffers 2 Impairments.

Note: A rule that mentions just "Obscured", without any prefix, references either of the above conditions.

COVER SAVES:

The terrain & cover rules introduce a new type of saving throw – the Cover Save.

A cover save is usually conferred to models standing in or behind terrain features with the Light Cover or Heavy Cover trait. When a wound is allocated to a model, it can use its cover save (if any) instead of its armour save or invulnerable save.

Cover saves function like armour saves, with one important difference: when using a cover save, worsen the Armour Penetration of the incoming attack by 1. For example, if a model has a 4+ cover save – against attacks with AP values of 0 or -1, the save is successful on a 4+, against attacks with AP of -2, the save is successful on a 5+, and so on. This effect does NOT stack with special rules – that the defending model may have – that allow it to worsen the AP values of incoming attacks, or that allow it to ignore certain AP values.

Note: If a special rule applies specifically to armour saves or invulnerable saves, it does not apply to cover saves. However, if it applies to all saving throws, then it applies to cover saves as well.

AREA TERRAIN TRAITS:

This section lists the traits that a piece of Area terrain can have.

Cover, Light:

(Commonly referred to as Light Cover)

While an **Infantry**, **Beast** or **Swarm** model is fully within this terrain feature, if it is Sneaking or Taking Cover (see Operations Phase), it gains the following benefit:

 When this model is selected as the target against which a ranged attack is resolved, then during the "Saving Throw" step of the attack sequence, the defending player can choose to either a) add +1 to all Armour Save rolls made during this sequence*, or b) use a 4+ Cover Save instead.

*Again, regardless of which model in the unit the attack was allocated to.

Cover, Heavy:

(Commonly referred to as Heavy Cover)

Heavy Cover functions the same as Light Cover but provides a 3+ Cover Save (instead of 4+).

Dense:

If the line of sight of an attack passes through this terrain feature, increase the obscurity of the target by one. This effect applies cumulatively for each piece of Dense terrain through which the line of sight passes.

Dense, Very:

This functions as Dense terrain with one addition: a line of sight that passes through a span of 3" or more of this terrain feature is considered broken.

Breachable:

Infantry, **Beast** and **Swarm** models can move through the walls, pillars, girders, chains, foliage etc. of this terrain feature without impediment.

Scalable:

Only **Infantry**, **Beast**, **Swarm** and **FLY** models can be set up or end a move on top of this terrain feature (excluding the ground floor).

INFANTRY, BEAST and **SWARM** models can move through the floors, ceilings, and gantries of this terrain feature without impediment.

Difficult Ground:

If a model (except **AIRCRAFT** and those that can **FLY**) starts its move in this terrain feature, or moves through any length of this terrain feature, the total distance it can move is reduced by 2" (down to a minimum of 2"). This applies whenever a model moves for whatever reason, unless explicitly stated otherwise.

Note: This effect is not cumulative if the model moves through multiple pieces of terrain with this trait over the course of a single action.

Obscuring:

Obscuring terrain functions like Dense terrain, with one addition: a line of sight drawn from a model to another model that passes through a piece of Obscuring terrain is broken if none of the two models are within this piece of terrain.

While a model is standing within this terrain feature, it can ignore a length of up to 3" of the terrain feature when targeting other models.

Defensible:

Remove "flat-footed" or +1 Initiative

Exceptions:

- AIRCRAFT and models with a Wounds (W) characteristic of 18 or more cannot benefit from Light Cover and Heavy Cover. Additionally, when determining line of sight to such models, Obscuring and Very Dense terrain is treated as just Dense.
- While a model is standing within a Dense, Very Dense or Obscuring Area terrain feature, it can ignore a length of up to 3" of the terrain feature when determining the obscurity level of its targets.
- Models don't benefit from Light Cover and Heavy cover when the attacking model is within 3" or closer, and also within the same Area terrain feature.

OBSTACLE TERRAIN TRAITS:

This section lists the traits that a piece of Obstacle terrain can have.

Cover, Light:

(Commonly referred to as Light Cover)

While an **Infantry**, **Beast** or **Swarm** model is within 3" of this terrain feature, if it is Sneaking or Taking Cover (see Operations Phase), it gains the following benefit:

• When this model is selected as the target against which a ranged attack is resolved, then during the "Saving Throw" step of the attack sequence, the defending player can choose to either a) add +1 to all Armour Save rolls made during this sequence*, or b) use a 4+ Cover Save instead, unless a line of sight can be drawn can be drawn from an active part of the attacking model to almost all parts of this model without it passing through this feature.

*Again, regardless of which model in the unit the attack was allocated to.

Cover, Heavy:

(Commonly referred to as Heavy Cover)

Heavy Cover functions the same as Light Cover but provides a 3+ Cover Save (instead of 4+).

Dense:

While an **Infantry**, **Beast** or **Swarm** model is within 3" of this terrain feature, it gains the following benefit:

 When this model is selected as the target against which a ranged attack is resolved, increase its obscurity by one, unless a line of sight can be drawn can be drawn from an active part of the attacking model to almost all parts of this model without it passing through this feature.

Breachable:

Infantry, **Beast** and **Swarm** models can move through the walls, pillars, girders, chains, foliage etc. of this terrain feature without impediment.

Scalable:

Only **Infantry**, **Beast**, **Swarm** and **FLY** models can be set up or end a move on top of this terrain feature.

INFANTRY, **BEAST** and **SWARM** models can move through the floors, ceilings, and gantries of this terrain feature without impediment.

Difficult Ground:

If a model (except **AIRCRAFT** and those that can **FLY**) starts its move in this terrain feature, or moves through any length of this terrain feature, the total distance it can move is reduced by 2" (down to a minimum of 2"). This applies whenever a model moves for whatever reason, unless explicitly stated otherwise.

Note: This effect is not cumulative if the model moves through multiple pieces of terrain with this trait over the course of a single action.

Exceptions:

- AIRCRAFT and models with a Wounds (W) characteristic of 18 or more cannot benefit from any traits of obstacles. They also ignore movement penalties from obstacles with Difficult Ground.
- Models don't benefit from Light Cover, Heavy Cover Dense and Very Dense traits of obstacles when the attacking model is within 3" or closer.

NOTABLE TERRAIN INTERACTIONS:

<Intro>

Dense Terrain:

When drawing line of sight from the attacker to the target, the obscurity level of the target is increased by 1 for each piece of Dense Area terrain the line of sight must pass through. It is also increased by 1 if the target is standing behind (from the point of view of the attacker) a Dense obstacle and is within 3" of that obstacle.

Attackers may ignore a length of up to 3" of a Dense Area terrain feature if they are themselves within it.

Very Dense Terrain:

Same as Dense terrain but if a line of sight passes through a span of 3" or more of this terrain feature, it is broken. Only Area terrain can be Very Dense.

Obscuring Terrain:

Obscuring terrain also functions as Dense Terrain, but with an additional effect: A line of sight can only enter OR leave a piece of Obscuring terrain, but not both – otherwise it is broken. This means that if neither the attacker nor the target is within an Obscuring terrain feature, they are not visible to each other through this terrain feature (even if true line of sight could be drawn).

This additional effect does not apply when targeting **AIRCRAFT** and models with a Wounds characteristic of 18 or more.

Difficult Ground:

If a model moves through Difficult Ground for any reason, the maximum distance it can move is reduced by 2'' (down to a minimum of 2'').

Light Cover:

The benefits of Light Cover are gained when an **Infantry**, **Beast** or **Swarm** model is chosen as the target against which a ranged attack is resolved while standing within an Area terrain feature that provides Light Cover, or is behind (from the point of view of the attacker) an obstacle that provides Light Cover (and is within 3" of this obstacle). The benefits are only gained if that model's unit is Sneaking or Taking Cover (see Operations Phase). If all of these conditions are met, then during the "Saving Throw" step of the attack sequence, the defending player can choose to either a) add +1 to all Armour Save rolls made during this sequence*, or b) use a 4+ Cover Save instead.

Heavy Cover:

Same as Light Cover but provides a 3+ Cover Save (instead of 4+).