



4th Edition SRD

OBJECTIVE

The following book is a Standard Reference Document sourced from the Warhammer 40,000 4th Edition Core Rule book.

This document paraphrases the essential text of its source while removing all superfluous commentary in order to be a more useful tool for those needing a rules reference.

Where deemed necessary the phrasing has been modified for clarity, though the editors erred on the side of caution and strove to make no changes to the function of the rules, nor neglect any edge cases where possible.

Please bear in mind this is still a draft version, therefore you might find technical or grammatical errors. If you'd like to help please contact the original editor at nusranon.tg@gmail.com or post directly on the dedicated 40k 4th Edition Battle Bible thread on [/tg/](#).

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INTRODUCTION

OVERVIEW

The sections on Characteristics, The Turn, The Movement Phase, The Shooting Phase, The Assault Phase and Morale contain all the basic rules you need to play (the Core Rules).

Additional sections on Characters, Unit Types, a Universal Special Rules directory, Force Organization, and Missions add additional detail to the game and round out the Complete Rules.

Sections on Special Missions, Battle Missions, Raid Missions, Break-through Missions, Campaigns, Combat Patrols, and Kill Teams add additional content in the form of Supplementary Rules, however have not been included in this document as they exceed the scope.

THE MOST IMPORTANT RULE

Have fun while playing, and try to ensure the other player(s) are also having fun by being an agreeable opponent.

REQUIRED MATERIALS

The following will be required to play a game of Warhammer 40,000 4th Edition:

- The Core Rules (optionally: the Complete Rules)
- Two or more players
- A selection of miniatures for all players
- A firm, level surface to play on, ideally 6' x 4' in size
- A selection of terrain, such as hills, walls, ruined buildings, wreckage, jungle or woods
- The relevant Codex books for the miniatures in use
- A measuring device, such as a ruler or retractable tape measure marked in inches
- Six-sided dice, 20 should suffice, and optionally a Scatter Die
- A pen and paper for record keeping
- A set of flamer, Blast, and Large Blast templates

DICE ROLLS

All dice rolls in Warhammer 40,000 use a standard six-sided die ("d6" henceforth).

Roll d6

Roll d6 and compare the face value to the target number.

Roll Xd6

Roll a number of d6 equal to X and sum the values to obtain the result.

Roll d6X

Roll a d6, then multiply the face value by X to obtain the result.

Roll d3

Roll a d6, then divide by 2. Round this result up to the nearest whole number to obtain the result.

Alternate Scatter dice

If you don't have a scatter dice, take a sharpie marker and make one using any plain dice, using two opposing direct hits, and four arrows.

Re-rolls

When a rule calls for a re-roll, pick up the d6 to be re-rolled and roll them again. The new face value is always the final result, even if it is worse than the first. No single die can be re-rolled more than once regardless of the source of the re-roll.

MODELS

OVERVIEW

The miniatures used to play the game are referred to as models in the rules text. Each model is an individual playing piece with its own capabilities. When the term “model” is used in the rules it applies to both Non-Vehicle and Vehicle models. If the term “Non- Vehicle Model” is used the rule only applies to Non-Vehicle Models, and likewise for Vehicle Models.

Model base & height guidelines are conventions that affect all models used in a game of Warhammer 40,000 4th Edition.

NON-VEHICLES & VEHICLES

Non-vehicle models are the most common in the game and use a standard profile as described in the Characteristics Section (see page 5).

Vehicle Models

Includes all vehicles that enclose the crew. Small vehicles such as Bikes are not included and are dealt with as Non-Vehicle Models.

MODEL BASING GUIDELINES

Non-Vehicle Models on bases occupy the area of their base for the purpose of all rules, even if limbs or other elements overhang. Vehicle Models and Non-Vehicle Models that have no base use the area occupied by the model's main body or hull instead.

Citadel miniatures come with bases that are to be used with the model, if using proxy miniatures attempt to match the base size for the model you are proxying. Having a reasonably larger than normal base is acceptable, but a smaller than normal base for the model is not. Here's the suggested list:

Infantry

25 - 32mm

Heavy or Larger Infantry

40-50mm

Walkers, Monstrous Creatures

64 - 80mm

Bike, Jetbikes, Cavalry

90mm oval base, or 40mm round on post.

Vehicles

None required, fitting the hull if needed.

There are three broad height bands into which all models fall. These height bands also are used to define terrain features. Height is only used during the Shooting Phase when determining Line of Sight and Target Priority.

Size 1

Used for a selection of miniatures deemed significantly smaller than standard for models.

Size 2

Standard Targets, every model not indicated to be in either of the other two categories.

Size 3

Used for Monstrous Creatures and Vehicles.

CHARACTERISTICS

OVERVIEW

All models have a listing of values known as a Characteristics Profile. The profile differs between Vehicle Models and Non- Vehicle Models. This section is only concerned with the Characteristics of Non-Vehicle Models.

All Characteristics are measured from 0 - 10, where higher is better except for Saves. Models with a Zero Level Characteristic may not test this Characteristic.

THE CHARACTERISTICS PROFILE

The Characteristics Profile looks like this:

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	4	4	4	4	1	4	2	8	3+

THE CHARACTERISTICS IN DETAIL

Here's a quick summary to what it stands for:

Weapon Skill (WS)

Skill in close combat. A Normal Human has WS3.

Ballistic Skill (BS)

Accuracy with ranged attacks. A Normal Human has BS3.

Strength (S)

How hard an attack from this model hits. A Normal Human has S3.

Toughness (T)

The higher this Characteristic, the better it can survive shots or blows. A Normal Human has T3.

Wounds (W)

How much damage a model can take before it can no longer fight.

A Normal Human has W1.

Initiative (I)

Used in close combat to determine which models strike first. A Normal Human has I3.

Attacks (A)

The normal number of attacks a model makes during close combat.

A Normal Human has A1.

Leadership (Ld)

Used in a Leadership Test, typically concerns Morale and Directed Fire. Tested by rolling 2D6, succeeding if the result is less than the Characteristic of the model. A Normal Human has Ld7.

Save (Sv)

The chance to avoid damage when struck or shot, based on armor or natural defenses like chitinous hide. When tested, the roll is a success when the face value of the die is equal or greater to the Characteristic. A Normal Human has Sv 5+.

UNLISTED

Every models have three more values that won't appear on a Characteristics Profile:

MOVEMENT

All models move 6" unless otherwise specified.

TYPE

For the purposes of any special rules, such as Jump Infantry or Monstrous Creatures.

POINT VALUE

The cost to include this model in an Army List for a game of Warhammer 40,000 4th Edition.

VEHICLE CHARACTERISTICS

OVERVIEW

Vehicles have Characteristics that define how powerful they are in a similar way that Non-Vehicle Models do. However, as Vehicles do not fight in the same way their Characteristics are different.

Unlike with Non-Vehicle Models the ranges can exceed 0-10. Models with a Zero Level Characteristic may not test this Characteristic

VEHICLE PROFILE

The Vehicle Characteristics Profile looks like this:

	← Armour →			
	BS	Front	Side	Rear
Predator Annihilator	4	13	11	10

WALKER PROFILE

The Walker Characteristics Profile looks like this:

	← Armour →							
	WS	BS	S	Front	Side	Rear	I	A
Dreadnaught	4	4	7	12	12	10	4	2

VEHICLE CHARACTERISTICS IN DETAIL

Here's a quick summary to what it stands for:

Type

Special rules for different Vehicle types can be found on page ??.

Armour

Separate Armor values are given for the Front (F), Sides (S), and Rear (R) of each Vehicle Model. The values range from 10 - 14 and are used according to the front, side, rear of the Vehicle Model being attacked.

When hit by a shot or blow, roll 1d6 + Strength (of the blow or shot). Compare this result against the Armor value of the facing struck then determine the result according to this chart:

Score vs Armour	Type of Hit
greater than	penetrating hit
equal	glancing hit
less than	no effect

For each Glancing Hit or Penetrating Hit roll on the following table to determine what happens to the Vehicle.

d6	Glancing Hit	Penetrating Hit	Ordnance P. Hit
1	Shaken	Stunned	Stunned
2	Shaken	Stunned + Gun Wrecked	Stunned + Gun Wrecked
3	Stunned	Stunned + Immobilized	Stunned + Immobilized
4	Gun Wrecked	Destroyed	Destroyed
5	Immobilized	Destroyed	Explodes
6	Destroyed	Explodes	Annihilated

(WS), (BS), (S), (I), (A)

Performs the same function as with Non-Vehicle Models. See page 5 for more details on each specific Characteristic.

UNLISTED

Every Vehicle models have three more values that won't appear on a Vehicle Characteristics Profile:

Transport Capacity

Indicates how many human-sized infantry can be carried by the Vehicle Model.

Access Points

Indicates where non-vehicle models may board a Transport-type Vehicle model.

Fire Points

If the Vehicle Model is not Open-Topped, Fire Points indicates how many passengers can fire their weapons while inside the Vehicle model when being transported.

THE TURN

OVERVIEW

During the course of a game of Warhammer 40,000 4th Edition players alternate taking turns moving and fighting with their Units. During a Turn the player can move and fight with all his units if he wishes. The actions of moving, shooting, and fighting are dealt with one after another.

THE BATTLE ROUND

During each Battle Round of a game of Warhammer 40,000 4th Edition each player gets a Turn and performs their actions in each Phase -- Movement, Shooting, and Assault.

There are as many Turns in a Battle Round as there are players. All players roll a d6 at the start of the Battle Round and complete their Turns in descending order.

THE TURN SUMMARY

A Turn is comprised of the following three distinct phases:

1) Movement Phase

The player can move any of his Units eligible to do so.

2) Shooting Phase

The player can shoot with any of his Units eligible to do so.

3) Assaulting Phase

The player can move any of his Units to assault enemies that are close enough to do so, fighting in close combat. Both forces fight during the Assault Phase but only the player with the active turn can move into an Assault.

ENDING THE GAME

Most games have a limit of six Battle Rounds. However in some Mission Types a player might be able to achieve a victory condition that ends the game immediately. Alternatively a game may be D6 Battle Rounds long, or end when one player concedes, or after a set time has elapsed.

Mission Types will be used for the purposes of Scoring to determine a winner and may be read in detail on page ??.

MOVEMENT PHASE

OVERVIEW

During his Turn a player may move any or all of his Units up to their maximum Movement distance. Once one Unit has completed all of its movement the player selects another Unit and moves that one, and so on until the player has moved all the Units he wishes to move for the current Movement Phase.

A Unit using Random Movement slowed by Difficult Terrain halves the distance rolled (rounding up) unless otherwise specified.

THE MOVEMENT PHASE

The normal Movement of Infantry models is 6". A model may neither move into nor through a gap between friendly models, nor terrain pieces, smaller than its own base size. A model cannot be placed so that it is within base-to-base contact with an enemy model, and must remain at least 1" apart during the

Movement Phase. All models in a Unit move at the speed of the slowest model.

If one model in a Unit moves during this Phase, all members of the Unit are considered to have moved.

MOVEMENT PHASE SUMMARY

The Movement Phase proceeds as this:

1. Choose Unit
The player selects any Unit that has not yet moved this Turn.
2. Move Unit
The player moves any or all models in the Unit up to their maximum movement limit.
3. Repeat

Return to Step One or conclude the Movement Phase.

UNIT COHERENCY

As discussed on page 4. If Unit Coherency is broken (usually due to taking casualties), the models in the unit must be moved to restore Unit Coherency in the next Movement Phase. Until they do so the Unit may not shoot nor launch an assault.

If the Unit cannot move for some reason in its next Turn (e.g. Due to being pinned by shooting), then they must move to restore Unit Coherency as soon as they are able.

TURNING & FACING

As models are moved they can turn by any amount without penalty, to the maximum distance they are able to cover. Infantry can be turned to face their targets during the Shooting Phase and are not penalized for their facing during the Movement Phase.

RANDOM & COMPULSORY MOVEMENT

Some Units are subject to random or compulsory movement. Most commonly this is d6 inches or 2d6 inches and/or moving towards the closest enemy.

Unless otherwise specified in special rules for the Unit, normal penalties for moving through Difficult or Dangerous Terrain always apply.

THE SHOOTING PHASE

OVERVIEW

During the Shooting Phase any or all of a player's Units may fire, but each Unit must complete shooting before moving on to the next.

Every model in a Unit may shoot, but Non-vehicle models can only fire one weapon each. Vehicle Models may be able to fire more than one weapon per model depending on availability of targets. Individual models within a Unit can choose not to shoot.

The whole Unit has to fire its weaponry at a single opposing Unit – you may not split fire between two or more target Units. Once the Shooting Phase is complete the player moves on to their Assault Phase.

MOVING & SHOOTING

If any part of a unit moved during the preceding Movement Phase, the whole unit counts as having moved.

SHOOTING PHASE SUMMARY

The Shooting Phase can be broken down into three steps:

1. Choose a valid Unit to shoot with. The Unit must have at least one model with a Ranged Weapon, a target within range and line of sight to shoot at and neither Falling Back nor being Pinned.
2. Resolve the Shooting Process for said Unit. By following the broken down instructions found further down on this page and the next one.
3. Repeat the above or conclude. You have to stop when you have no more valid Unit to shoot with or you can also decide to stop at any time by yourself.

THE SHOOTING PROCESS

The Shooting Process follows seven major steps:

1) Choose a valid Target

Select an enemy Unit for your shooting Unit to fire at. Your Unit may only fire at the nearest enemy Unit unless

- The nearest enemy Unit is Falling Back.
- The nearest enemy Unit is Locked in Close Combat.
- The Shooting Unit passes at a Ld Test to target a different Unit instead. This Ld Test must be taken even if the Unit automatically passes these tests or don't need to take them.
- The next nearest enemy Unit is Size 3, which may be targeted instead without having to take a Ld Test. If there is another Size 3 Unit farther away than this one, you must pass a Ld Test if you want to target that one instead.

You may not measure range before choosing a target. If you are unsure of what target is closest, the unit should take a Ld Test, then you can determine what target is closest.

2) Line of Sight (LOS) & Range

Check if the enemy Unit is within the listed Range of the Unit's weapon(s), if not those attacks miss automatically. Get down to eye level of the table and see if you can draw an imaginary uninterrupted firing line

from your Unit to the targeted Unit. If not, the attack fails automatically. If both within range and LOS the model is a valid target and you may proceed further. Additionally:

- Infantry models from the shooting Unit's army don't block LOS.
- All Size 3 models block LOS, the exception being Skimmers that are not turned into Wrecks or not Immobilized.
- Models locked in close combat block Line of Sight up to those model's Size.
- Individual models in a Unit must have LOS in order for them to fire.
- Units further than 6" within Area Terrain may not be targeted, nor may they shoot, unless they are taller than the Area Terrain.
- Units may shoot targets behind, or deeper than 6" into Area Terrain if they have a higher elevation, such as from a cliff or building.

3) Roll to Hit

For all models able to Shoot at the target after the previous steps, roll a d6 per shot and compare to a target number equal to 7 – BS. There is normally no such thing as an automatic hit, and a roll of 1 always misses.

Roll all To-Hit dice together. If firing multiple different weapons, roll them separately so to not confuse the Hits, or use dice of a different color to represent the different weapons' shots.

4) Roll to Wound

For all successful Hits, compare the Weapon's Strength against the target's Toughness according to the table below. The number indicated is the minimum face value on a d6 needed for the Hit to cause a Wounding Hit. Results of N mean the Hit has no effect.

		Defender's Toughness									
		1	2	3	4	5	6	7	8	9	10
Weapon's Strength	1	4+	5+	6+	6+	-	-	-	-	-	-
	2	3+	4+	5+	6+	6+	-	-	-	-	-
	3	2+	3+	4+	5+	6+	6+	-	-	-	-
	4	2+	2+	3+	4+	5+	6+	6+	-	-	-
	5	2+	2+	2+	3+	4+	5+	6+	6+	-	-
	6	2+	2+	2+	2+	3+	4+	5+	6+	6+	-
	7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
	8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
	9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
	10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

When determining To Wound rolls, use whatever is the majority of T in the enemy Unit. Where there is no majority, always use the lower of the two values.

5) Wound Allocation

After determining the number of Wounding Hits, make Armor Saves for all Hits. When Allocating Wounding Hits, no single model may be said to take all hits (unless it is the only valid target). Once all Wounding Hits and Wounds have been dealt, if excess damage was dealt it is wasted. If only one Sv is being used, once made for all

Wounding Hits Wounds may then be allocated to any models the targeted Unit/s player chooses, so long as there are no multi-Wound models that have already taken a Wound. Wounds must be applied to them first, without “spreading around” the damage to their fellows.

Units with multi-wound models must remove whole multi-wound models as casualties where possible. Wounds cannot be spread around.

Who Can Have A Wound Allocated?

Shooting: Only models in range of the weapon causing the save, or in line of sight, or eligible to have a wound allocated. **Torrent of Fire:** When a unit suffers as many (or more) wounding hits from the firing of a single enemy unit as it has models, the shooting player can nominate one model in the target unit that could be a casualty. This model must make a save against one of the wounding hits.

The owning player can choose which wounding hit the model saves against, and if the model has more than one save, can choose which one. Then all other saves are taken as normal. **Close Combat:** Only Engaged models in close combat are eligible to have wounds allocated to them. Casualties must be removed in such a way that the unit's coherency is maintained.

If a Unit has Mixed Armor

1. Count up models of each Sv value (only valid targets).
2. Determine the majority Sv, in the case of a tie the worst Sv is assumed to be the majority.
3. Apply Wounding Hits to the majority Sv first. If there are any remaining Wounding Hits, apply to any remaining models.
4. Incoming hits form “sets” where every model must have a Wounding Hit allocated before the next set is allocated.

Once determined, check if any have to contend with Armor Piercing for any or all allocated Wounding Hits. If so, resolve those first then roll saving throws.

6) Saving Throws

Each model gets only one Saving Throw, chosen from whichever options they have available to them. For each failed Saving Throw the model takes a Wound.

When Wounds taken = W Characteristic, remove the model.

Instant Death

When Weapon S Characteristic is 2x Target's T Characteristic, multiple Wound models suffer Instant Death on a failed Saving Throw and are immediately killed.

Armor Piercing Weapons (AP)

When the Armor Piercing (AP) value is equal to or lower than the target's Sv the armor is ineffective and the model gets no Saving Throw. If the AP value is higher the target makes a Saving Throw as normal.

Invulnerable Saves

Models with an Invulnerable Save in their Profile may make this Saving Throw if AP negates their normal Sv.

Cover Saves

If a Unit has more models within a piece of Cover than without the entire Unit has a Cover Save. Cover Saves ignore Weapon AP.

Terrain Type	Save	Models Effected
Brushes, Fences	6+	Size 1-2
Crates, Pipes, Partially within	5+	Size 1-3
Wrecks, Ruins, Trenches	4+	Size 1-3
Bunkers, Fortifications	3+	Size 1

7) Morale Checks For Casualties

Any Unit suffering at least 25% casualties to shooting during a single Shooting Phase must make a Morale Test (see page ??).

8) Repeat

Return to Step 1 and resolve Shooting for all Units that have not yet done so.

THE ASSAULT PHASE

OVERVIEW

The Assault Phase is comprised of two parts, Charges and Close Combat. The summary of both is as follows.

CHARGING

The Charge process can be broken down into four steps:

1) Choose Valid Unit

The Unit must have at least one model within assaulting range of a target that it can reach while avoiding obstructions such as Impassable Terrain and/or other enemy Units they don't wish to charge. The Unit can't have fired twice with Pistol(s), shot with Rapid Fire and/or Heavy Weapon(s) nor Falling Back or being Pinned.

2) Declare a Charge

If the Unit fired in the Shooting Phase, it must target the Unit it shot at. The charging Unit may targets multiple enemy Units but may only do so if it could reach them all without losing Unit Coherency. One of the enemy Units must be designated as the primary target, and the charging Unit must move to engage that one first and then the others. If it selects multiple targets and also shot in the Shooting Phase this turn, it must designate that enemy Unit as the primary target.

3) Make an Assault

Start the charge by moving the model that is closest to the target enemy Unit up to its Assault move distance. It must end in base-to-base contact with an enemy model, otherwise the charge fails. If the model succeed, then move each other model in the charging Unit one by one in the same way.

Assault move is 6" by default, unless otherwise specified. A Unit with mixed Assault moves will move at the lowest value of all models in the unit. Rules for Difficult or Dangerous Terrain apply as usual and can cause a charge to fail.

Any charging model must attempt to move into base-to-base contact with an enemy model that has no other charging models in base-to-base contact. If the model cannot do that, then it must end within 2" of another friendly model that is in base-to-base contact. If the model can't do that either, it must attempt to maintain Unit Coherency otherwise the charge fails.

Charging models cannot move through friendly or enemy models nor move within 1" of enemy models from Units they are not charging, nor pass through gaps narrower than their base diameter.

If a Unit should fails its charge it stays in place and doesn't move. Otherwise it is now Locked in Close Combat.

4) Repeat the Above or Conclude

You have to stop when you have no more valid Unit to charge with or you can also decide to stop at any time by yourself. Once you're done, resolve the Close Combat process by following the broken down instructions found on the right.

CLOSE COMBAT

Units that are Locked in Close Combat cannot shoot or be shot at. Blast markers that scatter and templates can land on and affect Locked units. Casualties caused by errant blast markers or templates do not

cause Pinning or Ld Test though. The Close Combat process itself can be broken down into three steps:

1) Pick a Unit Locked in Close Combat

Models in base-to-base contact with an enemy model, or within 2" of a friendly model that is in base-to-base contact with an enemy model, are said to be Engaged. Only these Engaged models (from both armies) can fight in Close Combat and become casualties as a result of it.

2) Determining Attack order

All Engaged models from both armies fight in Close Combat. Begin with the Engaged model(s) with the highest Initiative (I) and work down in descending order through all other models Engaged in the Close Combat. Models that have not attacked yet but are killed by higher Initiative models cannot attack. Models that are Charged while they are within Cover are treated as Initiative 10, as are attackers using Frag or Plasma grenades during their Charge. Cover only affects the first round of combat. After the initial round of combat, models fight at Initiative Order.

3) Check for extra Attacks

Engaged models that charged this Phase get a +1A that only lasts for the first round of combat. This very bonus is canceled if the charged Unit(s) is equipped with Photon Grenades. Engaged models with 2 or more single handed weapons (typically a pistol and close combat weapon, or 2 close combat weapons) get a +1A that is not limited by round, Phase or Turn.

4) Roll to Hit

When rolling To Hit, compare the attacker's WS to the defender's WS on the Chart below to determine the target number to be rolled for a successful Hit. When models attack, calculate a model's To Hit roll based on its individual Weapon Skill.

		Defender's Weapon Skill									
		1	2	3	4	5	6	7	8	9	10
Attacker's Weapon Skill	1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
	2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
	3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
	4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
	5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
	6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
	7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
	8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
	9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
	10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

When determining To Hit rolls, use whatever is the majority of WS among engaged models in the enemy Unit. Where there is no majority, always use the lower of the two values.

5) Roll to Wound

For all successful Hits, compare the Weapon's Strength against the target's Toughness according to the table below. Remember to ac-

count for any bonuses from equipped Weapon Types. The number indicated is the minimum face value on a d6 needed for the Hit to cause a Wounding Hit. Results of N mean the Hit has no effect.

		Defender's Toughness									
		1	2	3	4	5	6	7	8	9	10
Attacker's Strength	1	4+	5+	6+	6+	-	-	-	-	-	-
	2	3+	4+	5+	6+	6+	-	-	-	-	-
	3	2+	3+	4+	5+	6+	6+	-	-	-	-
	4	2+	2+	3+	4+	5+	6+	6+	-	-	-
	5	2+	2+	2+	3+	4+	5+	6+	6+	-	-
	6	2+	2+	2+	2+	3+	4+	5+	6+	6+	-
	7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
	8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
	9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
	10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

When determining To Wound rolls, use whatever is the majority of T among engaged models in the enemy unit. Where there is no majority, always use the lower of the two values.

6) Wound Allocation

After determining the number of Wounding Hits, make Armor Saves for all Hits. When Allocating Wounding Hits, no single model may be said to take all hits (unless it is the only valid target). Once all Wounding Hits and Wounds have been dealt, if excess damage was dealt it is wasted. If only one Sv is being used, once made for all Wounding Hits Wounds may then be allocated to any models the targeted unit's player chooses, so long as there are no multi-Wound models that have already taken a Wound. Wounds must be applied to them first, without "spreading around" the damage to their fellows.

Units with multi-wound models must remove whole multi-wound models as casualties where possible. Wounds cannot be spread around.

Who Can Have A Wound Allocated?

Shooting: Only models in range of the weapon causing the save, or in line of sight, or eligible to have a wound allocated. **Torrent of Fire:** When a unit suffers as many (or more) wounding hits from the firing of a single enemy unit as it has models, the shooting player can nominate one model in the target unit that could be a casualty. This model must make a save against one of the wounding hits.

The owning player can choose which wounding hit the model saves against, and if the model has more than one save, can choose which one. Then all other saves are taken as normal. **Close Combat:** Only Engaged models in close combat are eligible to have wounds allocated to them. Casualties must be removed in such a way that the unit's coherency is maintained.

If a Unit has Mixed Armor

1. Count up models of each Sv value (only valid targets).
2. Determine the majority Sv, in the case of a tie the worst Sv is assumed to be the majority.
3. Apply Wounding Hits to the majority Sv first. If there are any remaining Wounding Hits, apply to any remaining models.
4. Incoming hits form "sets" where every model must have a Wounding Hit allocated before the next set is allocated.

Once determined, check if any have to contend with Armor Piercing for any or all allocated Wounding Hits. If so, resolve those first then roll saving throws.

7) Saving Throws

Each model gets only one Saving Throw, chosen from whichever options they have available to them. For each failed Saving Throw the model takes a Wound.

When Wounds taken = W Characteristic, remove the model. Excess wounds are lost. Units of multi-wound models must remove whole models where possible. Once all eligible Engaged models have fought, then proceed to the next step.

Instant Death

When Weapon S Characteristic is 2x Target's T Characteristic, multiple Wound models suffer Instant Death on a failed Saving Throw and are immediately killed.

Cover Saves

Cover does not give any benefit when making Saving Throws in a Close Combat as it is already accounted for in the Determining Attack Order step.

8) Determine Winner of Assault

Total up the number of Wounds inflicted by each side. The side that inflicted the most Wounds is the winner. Note that this does not include excess Wounds as those are discarded. If it is a draw, nothing happens, proceed to Step 12. If one side lost all of its models in the assault, it is counted as a Massacre, proceed to 11.

9) Loser Checks Morale

The loser of the Assault must make a Morale Test (see page ??). If passed, proceed to Step 12. Otherwise go to Step 10.

10) Falling Back & Sweeping Advances

Both the loser and winner roll 1D6+Initiative. If the loser's result is greater than the winner's they break off from the Close Combat successfully and make a Fall Back move. Otherwise the winner makes a Sweeping Advance, causing the loser's Unit to be removed immediately from the board as they are immediately Massacred.

However, if the winning Unit is still Locked in Close Combat with another enemy Unit, or if the Unit currently Falling Back no longer has any model in base-to-base contact with the winner, the winning Unit may not use a Sweeping Advance but may still make a Consolidation move.

11) Consolidation

After winning Close Combat, the victorious Unit may move up to 3" in any direction, or engage new enemy Unit(s) if any are within range. This movement may not be used to embark on a transport Vehicle and the consolidating Unit must maintain Unit Coherency regardless of how it moves. A unit which consolidates into a new Close Combat does not count as Engaged (but is now Locked) until the next Assault Phase.

If the victor caused a Massacre they may move 1D6" instead. Consolidation movement does not trigger Dangerous Terrain tests, nor is it slowed by Difficult Terrain.

12) Pile-in Moves

At this step of the Assault Phase, models in Units that were Locked but not themselves Engaged must move up to 6" in an attempt to contact the same enemy their other members were Engaged with. Both players must Pile-in, beginning with the player whose turn it is currently. This is done the same as moving during a Charge, but does not trigger Terrain Tests (like Consolidation). If the results of the Pile-in does not result in Engaged models both sides then Consolidate, starting with the player whose turn it is.

13) Repeat

Return to Step 1 and resolve Close Combat for all Units that have not yet done so.

