



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 MOVE-MENT

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.

