CQB Draft Rules

A Variance Hammer Project

Figure 1: "Variance Hammer Logo"

Contents

- in progress*

Introduction

CQB is a fan-made expansion for Warhammer 40K 8th Edition, intended to support "Zone Mortalis"-style games, introduced by Forge World. These games feature close quarters fighting in tight, often highly enclosed environments, such as Space Hulks, boarding actions, underground mines and within buildings.

Contributing

I'd welcome additional questions, evidence, and discussion of these answers. There are a number of ways to contribute to this document:

- If you have a GitHub account, feel free issue a pull request adding new content, or file an issue if you have a question or would like to prompt a discussion.
- If you *don't* have a GitHub account, you can email me at variancehammer@gmail.com or reach me on Twitter @VarianceHammer or Facebook (http://www.facebook.com/variancehammer)

Guiding Principles

The goal behind *CQB* is to build a set of modular rules to support these kind of games, and support narrative play. The rules themselves are divided into three categories:

- **Core Rules** : These are as close an adaptation of the original Zone Mortalis rules as possible, with a minimum of creative interpretation. Where this interpretation does happen, some commentary is included for how this was arrived at.
- **Optional Rules** : These are rules inspired by other products, sources, etc. that can be added to enhance the feel of the game.
- **Expansions** : There are larger sets of optional rules expressly designed to add a particular type of "flavor" to the game - for example, rules for boarding actions, rules for research stations, etc.

In addition, there is an important note on the design philosophy of *CQB*: **These rules are not balanced**. They are intended for a particular form of narrative game, and as such may favor particular units, armies or army builds.

Notable Deviations

This is a collection of notable deviations from either the original *Zone Mortalis* rules, or the main rulebook for Warhammer 40K:

Zone Mortalis: * Several rules, such as Difficult Terrain and the rules for wrecked vehicles have been removed as they no longer exist in the paradigm of 8th edition. * Removed most mentions of Walkers, as they don't exist as a discrete category anymore - this makes them *less* useful in *CQB*, which is a problem. * Deepstrike Mishap no longer exists as a concept - the new rules reflect an increased risk of losses due to these types of deployments. * Similarly, "Falling Back" now means something entirely different, so the rules for the Morale phase have been entirely rewritten. * Template weapons no longer exist, and so that section has been re-written. I've tried to account for flamers, frag cannons, frag

grenades, etc. But there's no real way at the moment to distinguish what *used* to be a Blast or Template weapon inherently. I think this covers the majority of use cases however.

Main Rulebook: * The nature of *CQB* battles necessitates a departure from the "in terrain" paradigm of 8th Edition back to the 7th Edition paradigm of "behind terrain". Editing the terrain rules is probably the largest wholesale change.

Current Version

0.1

Disclaimer

This web site is completely unofficial and in no way endorsed by Games Workshop Limited.