

# 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

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