

HERESY

EPIC BATTLES IN THE 40K UNIVERSE

Created and Maintained by

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Version 2.0 (updated March 26th, 2005)

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INTRODUCTION

About a year or so after I embarked on coordinating the NetEpic project my desire to build a homegrown, scratch built system grew to the point where I knew I had to try. Heresy is the fruit of that. Heresy tries to represent massed combat in the 40 universe in 6mm scale. I wanted to reflect more “gritty” game mechanics that usually get left out in most game systems like morale, true command and control and combined arms tactics. I hope to have come close to attain such a lofty goal!

I have included armies and units of all the newer figures produced by ForgeWorld and GW/Fanatic Games.

These rules are being constantly tested and updated. As always, I appreciate your input.

Happy Gaming!

Peter Ramos

Heresy Author

GAME COMPONENTS

To play Heresy you’ll need a suitable tabletop or section of floor to set up your army. The playing surface should be at least 6 by 4 feet (roughly 185 by 125cm), although smaller and larger areas can be used as space and resources permit.

Terrain will enhance the game but is not mandatory (you can imagine it’s a desert or icy tundra).

Of course you will need miniatures. Although Heresy is based in the Warhammer 40,000 universe, you are not required to purchase actual GW miniatures. Any 6mm model range available can serve as proxies.

Heresy uses ten-sided dice to resolve most of combat so you’ll need a handful of these.

You do not need to own any previous version of Epic (or net epic) to play this game. Counters, templates, and tables have been computer-generated for your use. The game is meant to be as self-contained as possible.

GAME OBJECTIVE

As in any war game, the objective is to defeat the enemy. Specific victory conditions are outlined in the “Winning the Battle” section, along with options on the types of battle to be fought. Alternatives will range from set piece battles to siege (defensive) battles. Setup, deployment, duration, and victory conditions will be different for each type of battle.

TERMINOLOGY

These are some terms that will occur frequently throughout the Heresy rules:

Battlegroup: generic term used to refer to a grouping of detachments on the tabletop. The number of detachments in a battlegroup can vary considerably depending on the army.

Detachment: term used to refer to a grouping of models.

Stand: used to refer to a single base with models attached to it. The number of models on the base may vary. While there is no specific stand size we recommend 20 x 20mm for infantry, and cavalry models and no greater than 40 x 40mm for larger models. Models like titans can be based in circular or square bases of an appropriate size to house the model.

Model: used to refer to a single miniature on the tabletop, whether as part of a stand or as an individual figure.

UNIT STATISTICS

All units have the following characteristics:

Move: How far model may move given its orders.

Armor value: How tough the model is to destroy.

Accuracy: How good the model is shooting its weapons.

Assault value: How good is the model in close combat.

Morale: How well trained and disciplined the model is.

Leadership: A model's leadership effectiveness (if any).

Mastery Level: The strength of a model's psychic attacks (if any).

Weapons have three characteristics: range, penetration (how well it punches through armor), and firepower (how many attack dice the weapon has). Note that the probability of scoring a hit depends on who is firing the weapon (firing unit's accuracy characteristic), not on the qualities of the weapon itself.

TURN SEQUENCE

I. Initiative

II. Combat Phase

- a. Activation, movement and shooting
- b. Assault combat

III End Phase

I: INITIATIVE

An initiative roll determines who activates a battlegroup first. Rolling a d10 and adding the leadership bonus of your army's highest-ranking leader determines initiative. High roller takes the initiative and may choose to activate first or let his opponent select one of his battlegroups and activate first. Re-roll in case of a tie. Each player alternates activating battlegroups until all units eligible to be activated have done so.

The winner of the initiative also gains the "last action" privilege. This confers the advantage of activating one selected battlegroup last in the combat phase regardless of how many more battlegroups the opponent has. This last battlegroup may be of any type and need not be declared beforehand.

II: COMBAT PHASE

ACTIVATION

Once initiative is determined the player will select a battlegroup to activate. In order to successfully activate a battlegroup the player must first pass an activation roll. The roll is determined as follows:

D10 + battlegroups current morale value + battlegroups leadership bonus (if any) – suppression penalty ≥ 9

A modified roll of 9 or more means the battlegroup has been activated and the player may move and fire the models in that battlegroup. A failed activation roll means that the battlegroup may move up to its standard move (it may NOT double move), OR fire (not both). It may NOT initiate assault combat (but defends normally). Once a player fails an activation check the player MUST pass the activation to his opponent. A player may voluntarily pass his activation if he has battlegroups that are eligible to be activated. Once BOTH players pass activation the combat phase ends and the assault phase begins. This means that a phase may end “prematurely” if one player “passes” to wait and see what the other player does and that player too passes. So it is not a good idea to “just” pass an activation since the other player may end the phase prematurely to his advantage.

After a successful activation the player may attempt to activate a second battlegroup during that same activation. This battlegroup may belong to the same commander as the first battlegroup activated or it may be another battlegroup from an entirely different commander on another point of the battlefield. A successful activation roll is required, but each additional battlegroup beyond the first that is activated incurs in a cumulative -2 penalty.

Example:

A battlegroup of tactical IG passes its activation roll. The IG player decides to activate a battlegroup of Leman Russ tanks to support it. Since it would be the second battlegroup to be activated during this current activation the roll would incur in a -2 penalty. If a third battlegroup were attempted the penalty would be -4. Once the player fails play passes to his opponent. Once his opponent fails he begins anew selecting battlegroups and the cycle of penalties begins anew depending on amount of battlegroups selected beyond the first.

Regardless of success a player is NEVER obligated to activate additional battlegroups if it is not desired. There are instances where the activation roll may be further modified or even automatic. These will be addressed in the corresponding section of the rules or in the appropriate army list.

MOVEMENT

Once activation is determined that player may move all models in the battlegroup as well as fire any weapons it may have. Models may move any fraction of their maximum move or none at all. Models are allowed any number of turns along their movement (see restrictions for assault movement below). Models capable of firing may do so at any point of their move (beginning, middle or end of their move). Once all models in a battlegroup has moved and fired it is considered “inactive” and its actions are done for that turn.

A battlegroup may opt to forego firing their weapon that turn and move up to DOUBLE their standard movement allotment. This is done either to engage in assault combat or as a strategic move to get somewhere in a hurry. In either event the unit may NOT fire any weapons.

Assault combat is discussed in depth in the appropriate section below.

UNIT COHERENCY

The models that form some organizational structure don't move independently of one another. They move at a certain distance from one another, known as *unit coherency*.

In Heresy, most model-to-model coherencies are 5cm. This means that all models that form a given battlegroup must be, at most, 5cm away from at least one other model that forms the same battlegroup.

Certain events such as combat may place one or more models out of coherency. When this occurs the player must bring those models into coherency during their next move. However, if the model(s) does not move, those models may remain out of coherency. They may remain out of coherency as long as they are stationary.

TERRAIN

Usually, battlefields have terrain features that affect the movement of models. How fast or slow a given model moves depends on the model's means of propulsion. Heresy divides these means into several types:

Foot: any models that walks or run.

Cavalry: any model that uses some sort of creature as means of locomotion.

Wheeled vehicles: encompasses all vehicles that have wheels as means of movement.

Tracked vehicles: includes the whole variety of tank-type vehicles with tracks.

Grav Vehicles: grav-drive vehicles skim over the ground without actually touching it. It is the best means of propulsion.

Walkers: encompasses all mechanical, legged models such as Titans and Knights and smaller walkers like sentinels and dreadnoughts.

Note that some model may be designated as just “wheeled” or “grav”. These models are usually artillery/gun platforms that are neither a light vehicle nor an armored vehicle. Wheeled/grav are means of movement not a skill. Thus check if the unit is a light unit or armored and apply their abilities accordingly. Models that are SOLELY “wheeled/grav” (the do not have the light vehicle or armored unit skill) are treated for purposes of shooting and assault as infantry.

The following table shows the penalty or bonus that apply to a particular propulsion type when crossing a given terrain feature. Each number refers to the amount of movement points it costs to move one centimeter in a particular terrain type.

TABLE 1. TERRAIN EFFECTS

Propulsion Types	Terrain Types								
	Open Ground	Craters Ruins	Light woods	Dense Woods	River	Marsh	Mountains	Buildings	Roads
Foot	1	1	1	2	2	4	4	1	½
Cavalry	1	2	2	4	2	X	X	X	½
Wheeled vehicles	1	X	2	X	X	X	X	X	½
Tracked vehicles	1	2	2	4	X	X	X	X	¾
Grav vehicles*	1	1	2	4	X	X	X	X	1
Walkers	1	1	1	2	1	4	X	X	1

X=IMPASSABLE

½, ¼= it cost only a fraction of 1 movement point to move through terrain with a road.

* Values apply if the grav-vehicle physically enters such a terrain, such as Woods (any type). It may skim over such terrain treat it as if it was open ground, but forfeits cover modifiers the terrain would normally apply.

EXTRA TERRAIN FEATURES

These are additional terrain features not covered in the standard table.

Treat hills, gullies and rough ground as craters and ruins

Treat bushes and hedges as light woods.

Treat large rocks as Mountains

TOWED UNITS

Some vehicles may tow other models in order to deploy them in a quick fashion. Towable models will receive a “towed” designation. The towed model must spend its entire movement for the turn in order to ‘limber’ (become attached to the towing unit) or ‘unlimber’ (detach from the towing unit and become combat-ready). A model may not limber and unlimber in the same turn. Any model with transport capabilities may tow a “towable” model at its standard movement rate (“strategic” double rate moves may also occur). Note that, although the towed models move is consumed to limber/unlimber, it is towed at the towing vehicle’s movement rate. Players may not target the limbered model while the towing vehicle is intact. If the towing vehicle is destroyed, the towed unit remains where it was when the towing unit was destroyed and may subsequently be fired upon. Towed units or the towing unit may not double move in the same activation limbering or unlimbering occurs.

HIDDEN TROOPS AND MOVEMENT (OPTIONAL)

By mutual consent players may use the rules for hidden movement. Only battlegroups composed SOLELY of models designated as infantry and light vehicles may perform hidden movement. All other model types are too noisy and may not perform hidden movement. A battlegroup that has mixed model types (mixed with non-infantry, non-light vehicles) may not perform hidden movement.

Hidden movement may occur IF:

1. The battlegroup is in terrain that they can hide in (any terrain except open ground and fortifications- its obvious someone is defending!).
2. No enemy model has direct line of sight with ANY model in the battlegroup attempting to hide.

Both of these conditions MUST be satisfied for the battlegroup to be considered hidden. The player should remove the hidden models from the battlegroup and substitute them with ONE “hidden” counter. A hidden counter has a movement of 20cm REGARDLESS of the units that compose the hidden battlegroup. A hidden counter may NOT double move. A hidden battlegroup remains hidden until:

1. ANY model from the hidden battlegroup fires.
2. ANY model from the hidden battlegroup enters a terrain feature that doesn’t support hidden movement (as open ground).
3. ANY model for the hidden battlegroup is spotted. All units have a spotting range of 15cm, except recon units that spot at a greater range (see unit skill).

In any of these circumstances ALL units are revealed and placed within 15cm of the hidden counter as the player desires.

Hidden battlegroups may NOT be fired upon or targeted in any way.

FIRING

TARGET SELECTION AND LINE OF SIGHT

Once a battlegroup is activated, it may fire at any enemy unit in weapons range and line of sight. Firing may occur at any point of the models movement. To fire at a target, normally the whole model must be seen; if any part is obscured, treat it as in cover and assign the appropriate cover modifier (use the modifiers according to the terrain or structure that’s obscuring line of sight).

Although the player may select any model as a target, certain unit skills may make this difficult or impossible (skills and their effects are fully explained under Unit Skills).

You may not pre-measure the distance between your model and your opponent's models. If after measuring you find that you fall short of the weapon's maximum range than the unit firing has spent its shots in vain and may not fire again that turn. This is valid even for models with multiple weapons systems since they must nominate all targets before firing begins. The sole exception to this rule is titans where each weapon is treated as a separate entity (although the activating the titan counts as "one" activation).

LINE OF SIGHT AND INTERVENING MODELS

All models EXCEPT infantry block line of sight if it's intervening between the firing model and target.

FIRE AND DAMAGE RESOLUTION

Before going into the actual mechanics, let's review some important concepts:

Accuracy: this is the "to hit" number for that model with a given weapon. Note that this characteristic indicates how good a model is firing that weapon. The same weapon in the hands of other, less trained troops will be less effective (reflected in a higher accuracy characteristic). The accuracy is dependent on the user, not the weapon.

Armor value: represents the amount of protection a model has. It ranges from 1-10, with higher values affording greater protection. A shot that penetrates the armor usually eliminates the model.

Weapons have three vital characteristics involved with firing:

Firepower: a measure of "how much" ordnance a weapon can fire at one pull of the trigger or push of the button. Each point of firepower is one d10 the player gets to roll to see if he hits the target (using the model's accuracy characteristic).

Penetration: is an index of the weapon's capability to punch through armor. This is expressed as a number, ranging from 1 to 5. This indicates the bonus added to the roll of one d10 to see if the shot has penetrated armor.

Range: this represents the effective distance at which a weapon can do damage. The ordnance probably travels a lot farther than the range indicated, but after the maximum range indicated the effect is negligible. All ranges are written as A/B, where "A" is short range with no firing penalty and "B" is long range (incurring in a -2 penalty to the accuracy and penetration rolls). In case of artillery, "A" is the minimum range to which a target can be targeted (under this range the artillery piece can not fire at it) and "B" the maximum range of the artillery piece. Some ranges are expressed in a single number. This means there is no short range or long range for this weapon.

Once the player determines that his selected target is in range, determine how much firepower the weapon the unit is armed with allots. This is the total amount of dice you'll roll to see if you hit. The target number used is the same as the firing unit's accuracy characteristic. Every die roll equal to or greater than the model's accuracy indicates a "hit".

Example:

A battlegroup of 4 Space Marine stands fires at a battlegroup of 8 Ork stands. Each Marine stand is armed with bolters that have a firepower value of 1. This gives the Marine player 4 dice in total to shoot with. To see if it hits the target number is the Space Marine's accuracy that is a 7. The Marine player rolls a 1, 5, 7 and 9. The Marine player scores two hits since only two die rolls are equal to or exceed the target number of 7. No modifiers are applied to the roll because the units were in the short range of the weapons.

Once the amounts of hits are determined we must determine if damage occurs. All weapons have a penetration value given in the weapon description. This number is added to your d10 roll to attempt to penetrate the target's armor. Each modified die roll that is equal to or exceeds the target's armor value scores ONE point of damage. Damage points are known as *damage rating*. Damage rating is a score equal to how many hits a model can take before being destroyed; usually, only very powerful models have more than one damage point.

Example:

The Space Marine player has inflicted two hits on the Ork player. The penetration value of a bolter is 1. The armor value of the Ork is 4. The Marine player rolls ONE d10 and rolls a 5. He then adds the armor's penetration value to the die roll to obtain the total modified roll of 6 (roll of 5 + penetration value of 1 = 6). The total score of 6 is greater than the Ork's armor value of 4 and thus one damage point is inflicted. The Marine player rolls another penetration die for his second hit and rolls a 2. The total modified score in this case (3) is less than the Ork's armor of 4 it fails to penetrate and the Ork stand remains in action.

Some models may fire all their weapons in the same activation if they have more than one weapon system (like Titans), but most vehicles can only fire either their main weapons or their anti-personnel weapons in a given activation. Unit skills may permit to fire all weapons regardless of the restriction. When firing at models with a mixed composition (infantry mixed with vehicles) the player firing must declare what model type is being firing at.

REACTION FIRE

Battlegroups that have not been activated yet during the turn may "reaction fire" to interdict the movement of enemy units. As the opponent's battlegroup moves during its activation the player may interrupt the opponent's move at any point and declare reaction fire. Once declared, the firing battlegroup must pass an activation check to be able to fire. If the check is failed the battlegroup may fire but at a -2 penalty (hurried and disorganized fire) and regardless of casualties caused the target unit may continue its movement (no chance of interdiction of movement, only casualties). If the check is successful (accurate, coherent fire) it may fire all eligible weapons immediately without penalty. Reaction fire may ONLY occur within a weapons standard range, NOT long range.

If the battlegroup fired upon suffers casualties due to successful reaction fire (in other words reaction fire from a unit that passed its reaction fire roll) it must make a successful morale check to continue its movement or remain at the point where the firing occurred. It may still fire if it has not done so, but it cannot move any further.

FIRING AND MOVEMENT

A vehicle in movement offers a less stable firing platform than one that remains stationary. To reflect this any vehicle that moves and fires during its activation receives a -1 penalty to its accuracy. This penalty is cumulative with range penalties.

FIRING AND FAILED ACTIVATION

A battlegroup that fails activation may opt to fire OR move (but not both). If it opts to fire it does so at a -1 penalty (hurried disorganized fire).

TEMPLATE WEAPONS

There are weapons that do not use firepower, but a template to resolve fire. Place these templates from the shooting unit to its intended target or in the case of artillery wherever the barrage lands. All units at least half under the template will be hit. No roll is required; the units are hit once the template is placed. Roll for penetration as per the standard rules to determine casualties.

ARMORED UNIT FIRE

Most armored units possess large guns as well as anti-infantry weapons like heavy bolters. The player must select if a given model will fire its main weapons or anti-infantry weapons; it may not fire both in the same turn unless some unit skill permits it.

FIRING ARC

A weapon's firing arc depends on what type of mount it is placed upon. There are several mount types in the game:

Turret: weapons mounted on a turret have a firing arc of 360 degrees

Traverse turret: weapons possess a 180 degrees forward arc.

Swivel mount: this mount affords a 90-degree forward firing arc from the side the weapons on.

Fixed mount: the weapon may fire in a 45-degree angle in its forward arc. Fixed mounts on grav-drive vehicles have their firing arc increased to 90-degrees due to maneuverability.

WEAPON TYPES

All weapons in the game fall into three broad categories:

All-purpose weapons: Most armored units' weapons are of this type. All-purpose weapons are just as good for killing troops and armored units (most battle-cannon and lasers fall in this category).

Armor piercing: These weapons excel at punching through armor, but aren't so good against small infantry targets. Such a weapon may cause extra damage to target if it rolls high enough. Armor piercing weapons cause an additional point of damage for every 3 full points above the minimum required to penetrate the target's armor. This bonus only applies to targets that are light units or armored units; infantry targets are too small and nimble, and negate this advantage. For purposes of suppression, armor-piercing weapons are at half their firepower value versus infantry, but at full value versus light/armored units.

Example:

A shadow sword tank fires its mighty volcano cannon at a titan with armor 9. Its total modified roll is 13. It causes 1 point of damage for being greater than the targets armor and an additional point of damage for the 3 points its score surpassed the targets armor for a total of two. The remainder (in this case one point, since the roll was 13) is ignored since you need three FULL points to inflict an extra damage point.

Anti-infantry: This category is comprised of small arms or low-caliber weapons that are usually insufficient to penetrate heavy armor. Anti-infantry weapons may ONLY penetrate models with the armored unit skill on a roll of 10. This represents the very slim chance of anti-infantry weapons penetrating heavy armor. They may suppress armored units at one half of their base firepower value (after modifying for any skills) and full value against infantry and light armored units.

SIDE AND REAR ARMOR

Models designated as 'armored' usually have the thickest armor in their front arc. Armor values are reduced by 1 for side armor, and rear armor values are reduced by 2. Air attacks are considered to hit the top of the vehicle, where the armor value is the same as rear armor (-2 penalty to armor).

COVER

An obstacle to a clear shot is defined as cover. There are many types of cover, with varying effects on the shooter as well as the units in cover.

Soft cover: Represents cover where the obstacle offers little resistance to incoming firepower (woods or bushes) or covers a small portion of the target (craters, rubble). Soft cover confers a -1 penalty to the shooter's accuracy roll and +1 to the target's armor value.

Hard Cover: Provides a substantial barrier to fire where most of the target is not seen or the material is of sufficient resilience (buildings). Hard cover confers a -2 penalty to the shooter's accuracy roll and a +2 bonus to its armor value.

Fortified cover: These are structures designed to be used as cover under battlefield conditions (trenches, pillboxes, forts, etc.). Fortified cover confers a -3 penalty to the shooter's accuracy roll and a +3 bonus to the target's armor value.

All cover penalties are cumulative with weapon range penalties or penalties from other sources (such as psychics).

Sometimes penalties to the accuracy roll will require a roll higher than 10. In these cases, a natural roll of 10 will still hit the target, but the target gains a +1 armor bonus for every point by which the target number exceeds 10. For example, an accuracy roll with a target number of 14 hits on a roll of 10, but the target receives a +4 armor bonus. This is cumulative with any cover bonuses.

Example:

Imperial Guard troops with an accuracy characteristic of 8 attack a unit of Orks in a fortified bunker. Since the IG stands are attacking a fortified position, they receive a -3 penalty to their accuracy, raising their target number to inflict a hit from 8 to 11. The Guard troops will hit on a roll of 10, but the Orks receive an extra +1 to their armor value (cumulative with the bonuses they receive from the fortification itself). In this example, if hit, the Orks would have an armor value of 8 (orks have an armor value of 4, plus 3 from the fortification, plus 1 because the roll needed to hit is 11, which is 1 point more than 10).

No armor bonus may increase armor above a value of 10. This is the maximum armor allowable in the game.

DAMAGE RATING FOR DEFENSIVE STRUCTURES

Some structures (like buildings and fortifications) will have an armor value and damage rating just like certain vehicles. These are suggested values; feel free to change them to suit your tastes.

Wooden structure (Ork buildings): armor value 5, DR 2

Cement/stone/concrete (regular buildings): armor value 7, DR 4

Reinforced concrete and steel (fortifications) armor value 9, DR 6

Models that occupy structures that collapse receive penetration strength 1 hit (+1 bonus to penetration rolls). The models use their own armor rating or that of the structure they occupy as the target number whichever is greater. This simulates the greater protection afforded by structures as well as their inherent escape routes.

ARTILLERY

Artillery models are activated like other ground units. However most artillery may not move AND fire in the same activation. Therefore a player must choose to move OR fire, but he cannot do both in the same activation. Unit skills may modify this.

ARTILLERY AND FAILED ACTIVATION

Battlegroups that contain artillery models that fail activation may ONLY move, not fire. Unit skills may modify this.

ARTILLERY FIRE DESIGNATION AND RESOLUTION

Artillery is in effect a ranged template weapon. Once it is determined where the barrage lands, place the template and all models at least half underneath it are hit. Simply roll for penetration as per standard rules to determine casualties.

Artillery covers a wider area when its attacks land than conventional direct fire weapons. To represent this artillery attacks use a *barrage template*. This is a marker placed over the desired area of attack and indicates that all models under it may be potential targets

Artillery may fire in one of two ways:

Open sheaf: Each model in the battery fires individually, using one template. In this manner, artillery may cover a larger area but is less likely to inflict casualties. The template used is the 6cm-diameter standard template. Open sheaf barrage templates that consist of 2 or more templates must touch the first template when they are placed. In

cases where open sheaf barrages scatter, roll scatter once for the whole attack, and then place all other templates touching the first. Multiple templates may overlap, but this does not confer additional opportunities to damage or penetrate (use concentrated barrage for that).

Concentrated barrage: All models in the battery fire at roughly the same place. The area of effect is larger than what a single artillery model firing in open sheaf could muster, but is far short of the multiple templates such an open sheaf battery could accomplish. The great advantage of concentrated fire is that the likelihood of casualties is increased. The concentrated barrage uses a large-than-standard diameter template.

ARTILLERY STRIKE

Battlegroups with artillery models must pass an activation roll in order to act just like any other battlegroup. However unlike models with direct fire weapons artillery models can not acquire line of sight to a target on their own. Due to the high command and control demands of coordinating an artillery strike only command and recon models may acquire line of sight in order for artillery models to fire. Therefore the line of sight to hit a target via artillery strike is that of the command/recon model NOT the artillery model. The communications between the command/recon model and the artillery model is not always optimal, especially under battlefield conditions. Therefore in order for the artillery strike to land on target a leadership test by the commander/recon unit must be passed.

On a successful leadership test the artillery strike lands right on target with no deviation. On a failed test the artillery strike scatters 2d10 cm in a random direction. To determine the direction you can use a d12 (or a GW artillery scatter die).

In summary, an artillery strike requires a successful activation of the battlegroup the artillery belongs to as well as a leadership test to secure an accurate artillery strike.

ARTILLERY INDIRECT FIRE

A battlegroup with artillery may fire without the benefit of line of sight from command/recon units. This however is highly erratic. The player must designate where the artillery strike will land and it will MANDATORILY scatter 4d10 cm in a random direct. Only HEF rounds may be used this way as MAK rounds require better accuracy to do damage.

ARTILLERY FIRE RESOLUTION

Once it is determine where the attack falls any models half under the template are hit. Roll for penetration according to the ordinance used for each affected model as per the standard rules regarding resolution of penetration. In an open sheaf attack roll a penetration die for each model under the template. In case of a concentrated attack roll for penetration as per ordinance used just like an open sheaf attack, but add +1 to the penetration die roll per artillery model beyond the first. This penetration bonus is in addition to any penetration bonus afforded by the ordinance.

Example: a battlegroup of 6 Basilisk artillery guns fires open sheaf artillery strikes to their intended target using HEF ordinance. This ordinance has a penetration of ½ its roll versus vehicles and normal versus infantry. After determining where the templates lands he places one barrage template for each model in the battery since it is an open sheaf attack (for a total of 6 templates). Each model that is half under the barrage template receives an automatic hit and the firing player rolls the penetration die for each model and applies the result. If the battery decided to make a concentrated attack it would place a single barrage template for all models in the battery and would gain a bonus of +5 to the penetration roll for the 5 artillery models beyond the first that participated in the attack.

ARTILLERY ORDINANCE

There are two types or ordinance use by most armies:

- HEF (High Explosive Force) - this ordinance has a penetration of ½ its rolled value versus armored units and full value versus all other targets.

- MAK (Multiple Armor Killer) - this ordinance has a penetration equal to its roll for ALL types of targets.

The cost of an artillery battery ONLY include HEF ordinance. MAK availability increases unit cost by 50%

Other ordinance types available will be specified in the army's description.

ARTILLERY BLIND OR SMOKE ROUNDS

Most artillery (unless otherwise stated) may fire smoke or blind rounds instead of their standard combat ordnance. Both types of rounds impede line of sight. A shooter's accuracy rolls are reduced by -1 for each smoke template the line of sight to the target passes through. Blind rounds reduce a shooter's accuracy by -3. Blind rounds place a single standard template; smoke rounds place 2 standard templates. All fired rounds of this nature are considered converging artillery shots the whole unit fires to get this effect.

The shooting player as he sees fit may place smoke templates in any arrangement as long as the templates touch each other. The duration of blind and smoke rounds is ONE turn. They are removed in the end phase of each turn (end phase of the turn they were fired).

Standard rules for artillery strikes apply.

ARTILLERY AND REACTION FIRE

Artillery may NOT reaction fire.

ARTILLERY AND COVER

The most effective way to avert the devastating effects of artillery is to hide in effective cover. To keep things simple, any cover that cancels the artillery's ability to cause suppression also negates any possible damage. See below under suppression and the effects of cover.

SUPPRESSION

Suppression is the act of limiting an enemy unit's range of motion and activities by hurling a large amount of ordnance its way. Note that suppression is not synonymous with casualties. In fact no casualties need be inflicted to cause suppression. The presence of massive firepower to pin down the enemy is the essence of suppression.

Heresy deals with suppression by using the following equation:

Suppression = total firepower dice \geq number of models in target battlegroup

This equation assumes that a battlegroup with a number of firepower dice greater or equal to the number of models in an enemy battlegroup can effectively suppress that battlegroup. This means that large battlegroups take more firepower to suppress than smaller battlegroups.

Note that no hits need be inflicted to cause suppression. The simple act of firing at the unit will cause suppression if the above equation is fulfilled.

Suppression can be modified by model skills. Space Marines, for example, suppress much more effectively than their standard fire allows because of the *rapid-fire* skill, making smaller Marine battlegroups able to suppress much larger battlegroups with less firepower. Also, armor-piercing weapons are less likely to suppress infantry and therefore suppress less effectively than their standard firepower would allow.

Battlegroups may try to suppress multiple battlegroups as line of sight and available firepower permit. Thus battlegroups with high suppression values due to skills (such as Marines) can effectively suppress multiple enemy battlegroups.

Some models (such as Titans, heavy tanks, and Knights) are immune to the effects of suppression. Some models can't cause suppression, either because their weapons are too primitive or simply lack ranged weapons. As a rule of thumb, any unit with more than one damage rating point is immune to suppression.

A battlegroup that is successfully suppressed may not move unless a successful morale check is made and every model in the unit receives a -1 to its accuracy rolls and assault value per group of chits (see below) until the suppression is lifted. Suppression removal is not automatic. In the end phase, each suppressed battlegroup must roll a morale check to remove the effects of suppression. The battlegroup may act normally in the next turn unless suppressed again.

A battlegroup may be suppressed multiple times by incoming fire in the same phase by different battlegroups. Every time suppression occurs, add a *suppression chit*. As the amount of suppression chits increase so do the penalties inflicted on the suppressed battlegroup. Also the more chits a battlegroup has the more difficult is the morale check to remove these chits is as well as it compromises the battlegroups ability to activate and morale.

Leadership is also affected in the case of command type units. A related penalty to the leadership characteristic is also imposed (see table below).

The following table lists the penalties the battlegroup suffers according to the amount of chits inflicted on it and it also lists the morale penalty the unit incurs when it makes its check in the end phase to remove suppression and penalty to leadership if the unit is a command model.

TABLE 2. SUPPRESSION MORALE PENALTIES

Number of chits on battlegroup	Penalty to accuracy and assault value	Morale/leadership characteristic/ activation penalty
1-2	-1	No penalty
3-4	-2	-1
5-6	-3	-2
7+	-4	-3

SUPPRESSION REMOVAL

The removal of suppression chits is not automatic. A morale check must be performed to remove suppression chits. If a morale check is successful you remove all accumulated chits and become unsuppressed. If the morale check fails, you lose only half the total amount of chits (rounded down). Rules regarding morale and morale checks are discussed below.

SUPPRESSION AND ARTILLERY UNITS

Artillery is a very powerful suppressor, more so than standard direct fire weapons. To represent this artillery cause one chit of suppression per model of the battery in the attack. In an open sheaf attack, more models may be affected, but only one chit is inflicted (since each model fires one barrage template). On the contrary in a concentrated attack, since all models in the battery fire to one location, one chit per model would be inflicted (if a battery of 6 models makes a concentrated attack then 6 chits of suppression would be inflicted).

SUPPRESSION AND MIXED UNITS

Sometimes fire will either originate from or target a battlegroup with armored models and infantry. To determine the effect of suppression on them, treat the unit as a pure armored or infantry unit depending on what type of model comprises the majority of the models in the battlegroup. If they are equal apply the WORST possible result.

Example:

A battlegroup of 12 Marines with the rapid-fire (suppression firepower 24) skill shoots a battlegroup of 18 Ork boyz and 6 battlewagons. Since there are more infantry than armored units, treat it as infantry for suppression purposes. This means that the Marines would suppress this battlegroup. If the battlegroup would have had 6 Ork boyz and 18 battlewagons then it would be treated as an armored unit and thus the suppression would not have occurred, since the Marine's anti-infantry weapons get half their firepower value when suppressing armored models.

SUPPRESSION AND ARMORED/LIGHT UNITS

Anti-infantry weapons may suppress standard armored units at one half their BASE firepower values. Light units are suppressed at their standard firepower. Armor piercing weapons suppress at their standard firepower value versus armored/light models and at half their base firepower versus infantry.

SUPPRESSION AND COVER

Cover will affect suppression, since it blocks firepower. Models armed with anti-infantry weapons suppress models in cover at half their total firepower (cumulative with any penalties such as firing at armored models in cover).

Cover does not affect the suppression of models with armor-piercing weapons. They suppress at full value.

ARTILLERY SUPPRESSION AND COVER

Artillery using HEF ordinance are affected by cover as follows:

Hard cover reduces the amount of suppression caused per artillery piece by half (round down). This means open sheaf barrages have no effect on models in hard cover. Only concentrated attacks have a chance in inflicting suppression (and damage).

Fortified cover negates suppression (and damage) from artillery unless the artillery unit has the "siege" skill.

Artillery using MAK ordinance are affected by cover as follows:

Hard cover has no effect on MAK rounds they inflict full suppression.

Fortified cover reduces the amount of suppression caused per artillery piece by half (round down). This means open sheaf barrages have no effect on models in hard cover. Only concentrated attacks have a chance in inflicting suppression.

SUPPRESSION AND COMMAND UNITS

Commanders that suffer suppression have their command characteristic reduced by a value equal to that stated in Table 2. Determine the amount of chits inflicted and check under the "morale/leadership penalty" column and reduce the models leadership by the stated penalty. Note this will reduce the models command radius and any action using its leadership characteristic (like calling in for artillery support, rallying, etc.).

ASSAULT COMBAT: ENGAGING

Assault combat occurs when models make base-to-base contact with enemy models. Assault combat is a brutal and deadly affair where the models assault strengths are compared. All models have an assault value indicating how powerful they are in assault combat.

A battlegroup may move up to double its move during the combat phase to engage an enemy battlegroup. Two battlegroups are considered *engaged* when at least half (rounded up) the total number of models in the assaulting battlegroup can reach base-to-base contact with enemy models. If this provision is met, assault combat takes place. Note that models of the battlegroup that is engaged that didn't reach base-to-base contact are also considered engaged. This is to avoid excessive "pickyness" of getting as many troops into base-to-base contact. If you can get at

least half the battlegroup into base to base contact then all are assumed to be in base to base contact. Note that the defending battlegroup engaged is also considered completely engaged and may apply its full assault value.

If less than half of the battlegroup reaches base to base contact, assault combat takes place, but only the models that reached base contact count their full assault value and they rest can only support (see below). This places the battlegroup at a disadvantage since most of its models use their lower support value (usually a value of one unless they have the close support skill).

The battlegroup must take the shortest, most direct route possible to engage in assault combat.

Example:

A clan of 8 Orks charges a platoon of 5 Imperial Guardsmen. The Ork player measures the distance between them and finds 5 Ork stands can reach base-to-base contact with the IG stands. Since 5 stands is more than half the total model strength of the battlegroup, the whole battlegroup is considered engaged.

Unlike firing, which takes place immediately after activating a battlegroup, assault combat is delayed until all activation involving movement and firing is done. This gives both players the opportunity to bring up more reserves or place more battlegroups in assault combat. So battlegroups that are engaged remain so until all other movement and firing is done. Once this occurs, assault combat may begin.

Battlegroups that are *engaged* in assault combat contribute their full assault value to the resolution of assault combat. Battlegroups that are within 15cm of *engaged* units and have line of sight to them may support assault combat, but they only contribute 1 point per stand or model to the resolution of assault combat, regardless of actual assault value. Models with the close support skill add their FULL value (described in the skills section).

Battlegroups that are engaged in close combat may NOT support other assault combats that are taken place within 15cm. Battlegroups may support assault combat even if they have fired previously in the turn.

Note that model skills and abilities may modify a model's assault value or damage inflicted. These are fully described under Model Skills.

ASSAULT COMBAT RESOLUTION

Assault combat resolution is resolved by following these steps:

1. Determine the assault score. This is done by adding up all the assault values from all models engaged in the assault. Add +1 for each friendly model within 15 cm that has line-of-sight to the engaged battlegroup or the full assault value of models with the close support skill.
2. Compare both player scores on the assault bonus table below one player as attacker and the other as defender (It doesn't matter whose the attacker or defender because the table give the bonuses or penalties for both sides in the same way).
3. Determine appropriate column shifts for morale and find the appropriate assault bonus.
4. Select targets from the enemy models engaged in assault combat.
5. Determine how many hits are inflicted on the opposing force.
6. Remove casualties.
7. Roll a morale check for battlegroups that suffered casualties.
8. Retreat battlegroups that fail the check

9. Repeat the above steps until one side are eliminated or have retreated.

Let's expand on these steps:

1. Determine the assault score by adding each model's assault value, plus support from un-engaged models that are within 15cm and have line-of-sight.
2. Once both players determine their score, consult the assault bonus table:

TABLE 3. ASSAULT BONUS TABLE

		Defender's Score								
		1-5	6-10	11-15	16-25	26-40	41-60	61-90	91-135	136+
A t t a c k e r ' s S c o r e	1-5	0/0	0/+1	-1/+2	-2/+3	-3/+3	-3/+3	-3/+3	-3/+3	-3/+3
	6-10	+1/0	0/0	0/+1	-1/+2	-2/+3	-3/+3	-3/+3	-3/+3	-3/+3
	11-15	+2/-1	+1/0	0/0	0/+1	-1/+2	-2/+3	-3/+3	-3/+3	-3/+3
	16-25	+3/-2	+2/-1	+1/0	0/0	0/+1	-1/+2	-2/+3	-3/+3	-3/+3
	26-40	+3/-3	+3/-2	+2/-1	+1/0	0/0	0/+1	-1/+2	-2/+3	-3/+3
	41-60	+3/-3	+3/-3	+3/-2	+2/-1	+1/0	0/0	0/+1	-1/+2	-2/+3
	61-90	+3/-3	+3/-3	+3/-3	+3/-2	+2/-1	+1/0	0/0	0/+1	-1/+2
	91-135	+3/-3	+3/-3	+3/-3	+3/-3	+3/-2	+2/-1	+1/0	0/0	0/+1
	136+	+3/-3	+3/-3	+3/-3	+3/-3	+3/-3	+3/-2	+2/-1	+1/0	0/0

Locate the column that contains the defender's assault score and the row that contains the attacker's assault score. It doesn't matter "who" passes as attacker or defender since the bonuses or penalties are integrated in the same box. We suggest that the side that initiated the assault be the "attacker". The numbers at the intersection are the bonuses/penalties for each side; the number before the slash is the attacker's bonus/penalty, and the number after the slash is the defender's bonus/penalty. This number will be added or subtracted from dice rolls made by that player to inflict casualties on the other side (see below).

3. Determine column shifts due to morale: The player uses the most common morale characteristic of the forces involved in the assault. If the force is equally divided in units of one morale value and another use the LOWER of the two. Use the units' **current morale value** (assaulting fatigued units will yield a greater shift versus assaulting fresh troops). Once the average morale value for each group of combatants is determined consult table 4 (Morale shifts) below to see how many column shifts each player is entitled too. A favorable shift is either DOWN OR to the RIGHT. An unfavorable shift is UP OR to the LEFT depending if you are the attacker or the defender.

Example:

A marine battlegroup of 6 models attacks 10 models of Imperial Guard. 4 Marine models have morale of 7. Since this is the morale value of the majority of the marine models involved in assault combat use 7 as the average morale for that assault combat. In the case of the Imperial Guard all models have morale of 5, so that is the average morale value used for that combat. The Marine player consults the table and receives a +1 favorable shift on the Assault Bonus Table. The Imperial Guard player with an average morale value of 5 gets 0 favorable shifts. A favorable shift is moving one column to the right and an unfavorable is one column to the left.

TABLE 4. MORALE COLUMN SHIFTS

Average morale value	Assault Bonus/penalty Table Shifts
1-2	-2
3-4	-1
5-6	0
7-8	+1
9-10	+2

4. Once the assault bonuses and column shifts for morale have been determined, the maximum number of hits that each side can inflict is determined by the following table:

TABLE 5. ASSAULT COMBAT HITS

Assault Score	Hits
1-5	1
6-10	2
11-15	3
16-25	5
26-40	7
41-60	10
61-90	15
91-135	20
136+	25

Roll one die for each possible hit given in the ‘hits’ column in the table above, using the armor value for armored models and the assault value for infantry/cavalry units. Use the assault value OR armor value (whichever is higher, player’s choice) for light vehicles. Use the assault value OR the armor value (whichever is LOWER) for units just designated as “wheeled/grav” (neither light vehicles nor armored vehicles) as a target number. Note some models may be armored vehicles, but still use their assault value due to their assault combat prowess (greater demons, etc. see each army list for units of this type). If the roll (plus or minus the assault bonus or penalty for that side) is equal to or exceeds the target number, the model is removed as a casualty.

The attacker designates what model(s) he wishes to attack, but this is done prior to rolling to determine casualties. He may divide the available hit dice in any way he sees fit amongst eligible targets in the assault combat, but can only remove as casualties those models he designated to attack previously. If all designated models are eliminated then excess hits may be allocated on any additional targets involved in the assault. Note that models with the stealth skill like commanders are still protected by the skill and the full rules for this skill apply.

Once casualties are removed, make a morale check for each battlegroup that suffered losses. Battlegroups that fail morale checks receive the attendant penalties and abandon assault combat at their full assault rate (double standard move). Once casualties and retreating models have moved, begin another turn of assault combat. Repeat this process until all battlegroups on one side have retreated or have been eliminated.

VOLUNTARY RETREAT AND FOLLOW-THROUGH FIRE

Battlegroups may disengage from assault combat prior to the beginning of combat round. To do so, the battlegroup must make a successful morale check. If successful, the battlegroup may move up to its assault rate away from the assault combat (it may not enter another combat or take objectives). The battlegroup is not subject to follow-through fire if friendly battlegroups are still engaged in the combat it just abandoned. Otherwise, the opposing side may use follow-through fire, described below.

Follow-through fire is taken whenever the entire opponent's battlegroups have fled after assault combat and no battlegroups remain engaged. This is a bonus fire action. The victorious units may fire all their weapons at the retreating enemy as they move away (assume no cover modifiers unless the combat is taking place within a terrain feature that confers a bonus). This fire is very deadly and confers a +2 to accuracy rolls.

Example:

A battlegroup of 8 Marine tactical troops (AV 5) and 4 Rhinos (AV 2, armor 6) are engaged by one mob (battlegroup) of 18 Ork boys (AV 4). Marines have morale of 7, Orks 5. The Orks have charged the Marines.

The total assault score is 48 for the Marine player and 48 for the Orks. At this point both players belong to the 41-60 intervals. The Marines gain one shift due to morale placing them at one higher interval (61-90). Each player looks up the appropriate score interval on the Assault Bonus Table. The intersection of the (attacker's) row 41-60 with the (defender's) column 61-90 reads: 0/+1.

The Ork player receives a zero modifier while the Marine player receives a +1 bonus. Each player determines the amount of potential hits by checking the appropriate line of the Assault Hits Table. This number is the number of dice rolled in assault combat to inflict casualties. The Marine player gets 15 and the Ork player gets 10.

The Marine player rolls 1, 2, 2, 3, 4, 4, 5, 5, 6, 6, 7, 8, 8, 9 and 10. Since the marine player gets a +1 bonus the modified die rolls would be 2, 3, 3, 4, 5, 5, 6, 6, 7, 7, 8, 9, 9, 10 and 11. Since 12 modified dice rolls are equal to or higher than the Ork's armor value (4) 12 stands are destroyed. The Ork player rolls his dice and gets scores of 2, 2, 4, 4, 5, 5, 6, 7, 9 and 10. The orks receive no bonus so the original die roll scores are unmodified. He targets the rhinos first. Four rolls equal or exceed the Rhino's armor value of 6 so 4 Rhinos are destroyed. The remaining hits can be assigned to the tactical troops (the only ones left). The Ork player has another 4 hits that exceed the Marines assault value of 5 thus eliminating 4 tactical stands.

The surviving tactical models in the battlegroup must roll for morale to see if it remains in assault combat, as does the remaining ork troop stands, since both their battlegroups suffered casualties in this assault combat turn. If one side makes its morale check and the other doesn't the victor can follow-through fire upon the retreating unit (since there are not more friendly units left in combat). If both fail their morale checks, combat ends and no follow through fire is taken. If both pass their checks another round of assault combat ensues.

ASSAULTING UNITS IN COVER

Battlegroups receiving a charge who are in some sort of cover have an advantage over the attackers. The advantage depends on the cover present. This is due to the fact the overcoming of the obstacle to engage the battlegroup will depend on how well the obstacle protects those lurking there. Jumping over a couple of bushes to engage an enemy is somewhat troublesome, but it can't compare with engaging units in buildings or fortifications. This assault bonus only applies to infantry when defending a position since for all other model types to be in a prepared position is a hindrance rather than an aid in assault combat. Note they still receive the bonuses for cover versus incoming fire, but not the assault bonuses.

Soft cover: each defending unit receives a +1 to assault value

Hard cover: each defending unit receives a +2 to assault value

Fortified cover: defending unit receives a +4 to assault value.

If the terrain piece is large enough for both attacker and defender to fit in, both sides receive the bonus. Individual models in battlegroups may receive the bonus even if others in the battlegroup do not. This applies only if both sides can actually “fit” into the terrain. No bonuses are conferred for just being on the “edge” of a terrain piece.

To assault battlegroups in cover a successful morale check must be passed before movement of the battlegroup is taken. Failed checks means the battlegroup cannot engage in assault combat and counts as activated for the turn.

FIRING INTO ASSAULT COMBAT

Players may elect to direct fire into an assault combat before assault combat initiates. This is dangerous since there is no guarantee friendly forces will be hit. Firing is resolved normally except that a -2 penalty to accuracy rolls is subtracted. This penalty is cumulative with other penalties (range, etc.). If a hit is scored roll a d10. If a 7+ is rolled you have hit your intended target. IF the roll fails you have hit the nearest friendly model in range. You may add +2 to this roll if enemy models outnumber friendly models in assault combat more than 2-to-1, or the target is a heavy tank, knight, praetorian or titan.

ASSAULTING UNITS THAT HAVE NOT BEEN ACTIVATED THAT TURN

1. *Assaulting battlegroups that haven't been activated that turn is a gamble. Such units may reaction fire at their assaulters only if a successful activation test is passed (as per reaction fire rules). However, if passed, they fire with a +2 bonus to their accuracy due to the close quarters of the shooting. If the test is failed they may not fire as per the reaction fire rules and assault combat progresses normally.*

III: END PHASE

This phase takes care of cleanup in preparation for the next turn. Several major things happen in this phase:

1. Morale checks for removing suppression chits, rallying troops and checks for broken troops.
2. Checks for Titan and shield repair.
3. Removal of psychic effect counters.
4. Award victory points and determine victory.
5. Remove smoke and blind templates

Once the end phase is over, proceed to the next turn unless one side has achieved victory.

LEADERSHIP

Units do not wander aimlessly across the battlefield in war. Invariably troops need *commanders* to lead them and guide the army to victory. Units designated as commanders have an additional characteristic called *leadership*.

Leadership represent the commander's effectiveness in inspiring his troops as wells as his command and control over the units he commands. Leadership ratings range from 1-10. The higher the leadership rating the better the commander.

Two main factors are derived from the leadership characteristic. These are:

Command radius- the distance a battlegroup must be from its commander in order to function normally on the battlefield. Battlegroups must be within this distance to consider them “within command” distance. The effect of a battlegroup being out of command radius is specified in each army list. The actual command distance varies from army to army.

Leadership bonus: this is a bonus that the leader confers to his troops within its command radius as a bonus to their morale characteristic or activation rolls. For example a commander with leadership 5 confers a +1 bonus to any battlegroup within its command radius. This is also the bonus used by players to determine initiative, morale check and activation rolls. The table below shows the bonus according to leadership.

TABLE 6. LEADERSHIP BONUSES

Leadership	Bonus
1-3	0
4-6	+1
7-9	+2
10	+3

Command bonuses only apply to other command models if the unit conferring the bonus has a higher leadership characteristic than the unit intended to receive the bonus.

A battlegroup may only receive one leadership bonus from one leader at a time. When more than one leader is in range of a battlegroup only the highest bonus of the highest-ranking leader applies.

Commanders usually form small battlegroups, with supporting staff that are part of the command unit. Command radius can be measured from any of these stands, not necessarily the actual commander.

These extra models also provide protection from enemy fire, since they will attempt to screen the commander. Any time the battlegroup is under fire and takes casualties, the player may remove these supporting staff models instead of the actual commander (the 'look out sir!' effect). Note that even when successfully bypassing the unit's stealth skill the player may still substitute these extra units as casualties, before eliminating the actual command model.

Note that there is no restriction on targeting command models, but usually they will have the stealth unit skill (described under unit skills), that will make actually hitting them very difficult.

When the commander is lost through fire or morale checks (as in a routed state) all the battlegroups are considered out of command. They remain so until they can be reassigned to another leader. Reassigning takes one turn where the affected battlegroups can not activate (they may defend normally).

Commanders have a finite ability to command battlegroups. The amounts of battlegroups they may handle are noted under each list.

MORALE

All models possess a *Morale* characteristic that is a combination of the models training and will to fight. Each battlegroups morale is expressed in three levels: Fresh, Fatigued, and Routed. Each level is associated with a target number that is used for the battlegroups morale checks at that level.

Example:

An Imperial Guard infantry battlegroup has a morale profile of 5/4/3. This means that the battlegroup morale is 5 when fresh, 4 at the fatigued level and 3 at the routed level.

Depending on the scenario played or the player's desires, battlegroup may begin a battle at lower levels of morale.

Each level of morale is associated with specific penalties that affect the battlegroup performance. These are:

Fresh state: is usual starting level of troops. Battlegroups act normally and receive no penalties to act.

Fatigued: Battlegroup is somewhat shaken and tired. All models in unit receive a -2 to their accuracy and assault value. They may initiate assault combat only if a successful morale check is made prior to assault movement. The ability to be activated also suffers due to the lower morale value.

Routed: The Battlegroup has suffered a devastating blow to their morale and has momentarily lost all combat effectiveness. The battlegroup will move at their strategic move rate (double move) towards the owning player's table edge. They may not fire and engage in assault combat. Routed battlegroups engaged in assault combat are destroyed. If they are not rallied they continue to move off the board and if do so are considered destroyed. There is no need to roll for activation for routed battlegroups they automatically move at the mentioned rate. Morale checks is made by rolling a d10 that is equal to or lower than the target number for that level of morale. If successful, the negative effects are averted. If failed, the battlegroup loses one or more levels of morale depending on the situation. A morale counter is used to indicate levels below fresh state.

Example:

An IG battlegroup (5/4/3) is required to make a morale check after suffering casualties in assault combat. It is currently in fresh state. The roll is a 7. Since the roll of 7 is greater than the target number for the fresh state (5) the IG b loses battlegroup morale level (reduced to fatigued) and abandons combat.

Any routed battlegroup that fails an additional check required of it (of any type) is considered destroyed and removed from play (Count them as casualties).

Note that all morale checks do NOT cause loss of morale levels if failed. These checks are sometimes made for success or failure of a given action. Failed checks that result in morale loss of failed action are listed below.

SITUATIONS THAT REQUIRE MORALE CHECKS

It usually requires a strong event or performing a special maneuver in the heat of combat to provoke a check. Following is a list of the most common situations that require a morale check. The statement in parenthesis tells you what happens on a failed check.

1. Charging enemy battlegroup that are in hard or fortified cover (may not engage in assault combat, unit counts as activated for that turn).
2. Suffering casualties in assault combat (lose one morale level and withdrawal from assault combat).
3. Attempting to use reaction fire (may not reaction fire and counts as activated for that turn).
4. To continue moving after suffering casualties from reaction fire (movement stops at the point reaction fire occurs).
5. Assaulting or being assaulted by units that cause fear or terror (lose morale levels or routed, see psychology rules).
6. Psychic attacks (lose one morale level). This is per EACH individual attack from a different psychic unit.
7. Assaulting or being assaulted by Titans (see titan psychology in the titan booklet).
8. Battlegroup has reached break point (lose one morale level).
9. Each turn casualties occur after break point is reached (lose one morale level).
10. To remove the effects of suppression (only half the chits are removed [round down] on a failed check).

11. To move while suppressed (may not move if check is failed).

Most checks are taken immediately after the situation occurs. The exceptions are 8 and 9, which are taken in the end phase.

RALLY

A commander may attempt to rally any battlegroup that is at fatigued level or lower in the end phase. It may rally a number of battlegroups equal to its command bonus +1. To rally the player must roll a d10 and roll equal to or lower than the battlegroups current morale level target number. The commander may add its command bonus to the battlegroups morale characteristic.

Example:

An IG battlegroup has had enough of combat and has fallen to routed status (target number 3). A nearby Commissar (leadership 7) tries to rally them. It rolls a d10 and gets a 5. The player adds the commissar's command bonus of +2 to the morale characteristic of the routed battlegroup (raising the target number from 3 to 5). Since the rally score is equal to the modified morale characteristic of the routed battlegroup, the IG unit stops its headlong run and raises its morale from Routed to Fatigued.

Rallying is not without risk. Rolling a natural 10 (where the die shows a 10 on its face, not counting any modifiers) on any attempt to rally means that further morale loss has occurred. The affected battlegroup will lose an additional morale level; if the battlegroup was already routed, it collapses and is removed from the tabletop as casualties.

A natural roll of 1, however, produces an inspirational effect on the battlegroup. The battlegroups morale level will rise to fresh state regardless of its current level.

Commanders can rally themselves in lieu of rallying a friendly battlegroup.

BATTEGROUP MORALE

The morale of a battlegroup is that of the most common morale value in the battlegroup. IF there are an equal amount of models with differing morale values, then use the LOWEST of both values.

Example:

A battlegroup composed of IG tactical troops with a morale value of 5 confers to the battlegroup a morale value of 5.

A battlegroup of mixed SM tactical and veterans would have the morale of the majority troop type. If they are equal use the LOWER of the two.

PSYCHOLOGY

The rigors of the battlefield, while traumatic, pale in comparison with the true horrors that can appear in the 40k universe. These rules deal with some of those special effects.

LOSS OF LEADERS

The lost of command models may impact greatly on a battlegroups performance. The exact effects of the loss of leaders are detailed in each army list.

Fear: some models, by their reputation, appearance, or deeds, cause fear in their foes. When a model that causes fear charges an enemy model that battlegroup must make morale check. A failed check means the battlegroup immediately loses one morale level with attendant penalties. Battlegroups that desire to charge a battlegroup that causes fear must also make a check. A failed check means it cannot charge the battlegroup that causes fear and it loses its turn. *Fearless* models are immune to the effects of fear, as are models that cause fear or terror themselves.

Terror: the horror that these models inspire defies explanation. When a model that causes terror charges an enemy model, that battlegroup must make a morale check. A failed check means the battlegroups morale is immediately reduced to the routed level with attendant penalties. Battlegroups that desire to charge a battlegroups that causes terror must also make a check. A failed check means it cannot charge the unit that causes terror and it loses its turn. Units that are fearless or cause terror are immune to the effects of terror. Models that cause terror may affect models that cause fear, but the effects suffered are those of fear, not terror.

Fearless: these models are immune to the effects of fear and terror. Note they do suffer standard morale penalties that are required for other events (reaching break point, casualties, etc).

Routed battlegroups that fail another check versus fear or horror are destroyed and removed from play.

MODEL SKILLS

These are special perks and abilities some of the units may possess to enhance combat performance. Skills and their effects will be listed in each army list. Some common skills are listed below.

Note: Command model skills also apply to any transport vehicles or tanks they may occupy as well as its accompanying models (bodyguards).

Archaic troops: these are models with next to no technology to relay precise or complex instructions. Usually they have no ranged attacks or have low penetration, although they may have an area effect. Archaic troops with ranged weapons cannot suppress. They may NOT target units with the stealth skill.

Armored unit: these models are encased in armor. The models are resilient to anti-infantry weapons. Note that a model need not be an actual vehicle to receive this skill, since Titans and Knights may also have it.

Artificial intelligence: these troops are immune to *fear* and *terror* and are assumed to pass any morale checks required of them. They must be totally wiped out to award points to your opponent.

Battlefield repairs: a model with this skill may repair damaged or destroyed units within 20cm by rolling 7+ on a d10. Only armored/light units and walkers are eligible for repairs. A unit with this skill may repair one point of DR per model per turn. Note that some races have varying levels of technology, which may affect the target number for repairs. These exceptions are noted in the individual races' army list.

Close support: models with close support add their full assault value to an assault combat when they are within 15cm, instead of the standard 1 point. These units also double their assault value when directly engaged in close combat. They require line of sight to the supported unit(s) and may support even if they fired previously in the turn.

Demon hunters: such models are adept at fighting the minions of chaos. These models double their assault value when assaulting major or minor demons in assault combat and do not suffer the morale penalties these creatures may cause. They are also immune to fear and terror.

Enhanced fire control: some of the larger more sophisticated vehicles have elaborate fire control systems. Unlike other armored models, these models may fire all weaponry during the same activation and are thus able to fire both main weapons and anti-personnel guns in the same turn.

First Strike: model is equipped with a short ranged attack that occurs just prior to engage in assault combat. Each model with this skill may "fire" an attack and roll for penetration immediately (anti-infantry weapon type). If the attack penetrated the targets armor the model is removed and does NOT participate in assault combat. This skill does not negate the rampage skill.

Flak: these models may fire at flyers without penalty.

Flight packs: models with this skill can over fly terrain, thus ignoring terrain modifiers and modifiers for cover. This ability also extends to fortifications.

Frenzied Assault: models with this skill have superior assault combat capabilities. Models with this skill have their assault value increased by +2 when determining the appropriate interval on the Assault Bonus Table; this bonus does not apply when taking casualties in close combat. If the Frenzied Assault only comes into play versus a specific race, the skill will indicate in parenthesis what army the bonus applies to.

Heavy tank: models with this skill gain a defensive fire versus units that assault it in assault combat. Any models eliminated by the defensive fire may NOT participate in assault combat, thus they are removed as the firing occurs. They may fire all its anti-personnel weapons ONLY, as a bonus fire. This applies even if the unit has been activated previously that turn. Heavy tanks are immune to suppression.

Hero: these models may move and act independently of command models. Also, they may command battlegroups that have lost their own commanders. They are limited to commanding one other battlegroup. Heroes possess a leadership of 7 and command radius of 35cm.

Infiltrate: at deployment, these models may be placed anywhere within double their standard move, as long as they do not come within 20cm of an enemy unit. These models can only use this skill if in a battlegroup with models with the same skill.

Independent unit: such models can reliably remain outside command radius to perform missions. Models with this skill do not suffer the penalties associated with being outside command radius. They also do not enjoy any leadership bonuses the leader may have, and cannot be rallied while outside command radius. To fully use this skill such detachments need to belong to battlegroups solely made up by independent detachments.

Inspiring presence: models with this skill can evoke great efforts from the units they are attached to. Each model in the unit receives +3 its assault value for the purposes of determining the assault score (use the base assault value when determining assault combat casualties). The model(s) with this skill must be part of the battlegroup (within unit coherency) for it to benefit from this skill.

Invulnerability: models with this skill treat armor-piercing fire as normal (all-purpose) fire. They ignore the penetration bonus associated with these weapons.

Jump packs: troops with jump packs ignore terrain modifiers and move 50% more than units without jump packs (already factored into the unit description). Jump packs negate the defender's bonuses for assault combat in soft and hard cover, but not fortified cover.

Knight: these models can deploy in an extended coherency range of 10cm instead of the standard 5cm. Knights also possess a shield, which grants the unit a limited version *Invulnerability* skill, which only applies in the Knight's front arc. Knights are immune to suppression. Knights may use their armor or assault value in assault combat (whichever is greater) for purposes of determining casualties (player's choice).

Light unit: these represent very agile fast attack vehicles such as bikes and landspeeders. Due to these models speed and agility, all incoming fire suffers a -2 penalty to the shooter's accuracy. If the light unit remains stationary, however, the bonus is lost.

Medic: a model with this skill may heal casualties within 20cm by rolling 7+ on a d10. Only foot/cavalry units are eligible for healing. A unit with this skill may heal one point of DR per turn. Note that only one medic may benefit one model at a given time, and a single model may not benefit from two or more medics within range. This bonus may extend to close combat casualties, but the medic must be involved in the assault to confer it.

Mobile artillery: artillery may move AND fire in the same activation. Mobile artillery can track its own line of sight to the target as well as receive coordinates from command/recon models.

Psyker: model has psychic powers it may use in attack or defense.

Psychic immunity: model with skill are impervious to psychic attack.

Rampage: models with this skill are relentless and always fight at least one round of assault combat, even if gunned down by units who successfully made reaction fire or first strike against them. After assault combat they are removed regardless if they are hit in assault combat or not (assuming they were hit by reaction fire).

Rapid fire: the models firepower dice are doubled for the purpose of determining suppression.

Recon: models with this ability may spot for artillery support by making leadership test. For purposes of spotting for artillery strikes recon units have a Leadership of 5. Recon units may also spot within 30cm.

Regeneration: models with this ability may regenerate one or more points of DR lost during combat. Regeneration occurs immediately after the DR loss occurs (do not wait until the end phase). Roll one dice per DR lost; the roll must equal or exceed the target number listed besides the skill in parenthesis. For units with DR greater than 1, note that any DR points not regenerated at the time they are lost may not be regenerated later—those DR points are lost for the remainder of the game.

Example: A Hive Tyrant with a DR of 3 is shot at multiple times and loses all three DR points. It must immediately check to see how many it can regenerate by rolling 3d10s (one for each DR point). The target number for the Hive Tyrant's Regeneration skill is 5. The player rolls a 9, 5 and 3, thus regenerating 2 of 3 lost DR points. For the remainder of the game, that Hive Tyrant has a DR of 2. Next time the Tyrant is shot at, it may only regenerate a maximum of 2 DR.

Siege: artillery with this skill inflicts D3 DR points per penetrating hit on buildings and fortifications. And negate some forms of cover when they apply suppression.

Sniper: model is trained in hunting for priority targets such as commanders and other units with stealth. In order to successfully target a unit with stealth, it needs to roll higher than its target on a d10 roll. The target receives none of its usual bonuses. If the sniper wins the roll it may target the command unit. This does not by pass the "look out sir!" effect.

Static: the model may not move on its own and may only move if towed by a model capable of towing. Static models are destroyed with required to retreat or their morale is lowered to rout level.

Stealth: the model has jamming devices, camouflage and other equipment in order to pass undetected. Units attempting to fire upon a stealthy unit must beat the stealthy unit's unmodified d10 roll with an unmodified d10 roll of their own. If the stealthy unit wins the roll-off, the firing unit loses its fire for the turn. Leaders or psykers may add their leadership bonus (as per the table on page 23) and Mastery Level to the roll.

Stubborn: these models have a high degree of motivation. Once per turn they may re-roll one failed morale check. This applies ONLY to morale checks involving morale loss. It does NOT extend to any other check that uses the morale like reaction fire for example.

Tank-Killer: models with this skill are very effective in assaulting armored vehicles. In assault combat each model with this skill adds ONE extra hit die in assault combat. These extra dice can only be used versus armored vehicles.

Transport: the model may carry a certain amount of troops, as determined by the vehicle (see individual vehicle descriptions). When a vehicle that is transporting units is destroyed, roll a d10 to penetrate each transported model's armor. The target number will be the transports armor value, or the models own if it is higher. If the roll equals or exceeds the armor value the carried model is destroyed; otherwise, place it within 5 cm of the destroyed transport. It costs a model its transports as well as the model with the transport skill 5cm of movement to embark or disembark. Normally, only units designated as foot can board transports.

Tunneler: these models deploy off-table and may surface anywhere on the tabletop. A command model or recon model must have line of sight to the point they will surface, a successful leadership check is needed for the tunneler to surface on target. If the roll is failed, the tunneler does not surface that turn. If successful it surfaces on target. Tunnelers may surface in areas where the command/recon model has no line a sight. In this case a successful leadership checks the tunneler will surface 2D10cm away from the intended area in a random direction. If the check is failed, the tunneler may not surface that turn. When a tunneler surfaces under a structure of any type, roll for

penetration against that structure. If the structure is penetrated the tunneler inflicts D3 damage points to the structure. If the structure is destroyed by this then the tunneler suffers no damage as it surfaces. However if the building is not destroyed the tunneler receives D3 damage points when penetrated (roll one D10 to see if it penetrates armor. Troops may ONLY disembark if the structure is destroyed.

Unreliable: models with this “skill” have a chance of having their weapons malfunction and perhaps blowing themselves up. Roll to hit as normal; if the *natural* number rolled (not counting any modifiers) is equal to or lower than the number listed in parentheses after the skill, a malfunction occurs and the unit takes a hit.

Example: Unreliable (2) means a to-hit roll of 2 or 1 results in malfunction.

WINNING THE GAME

The conditions for victory as well as deployment and game duration depend on what type of game will be played. All these games do have the following concepts in common:

Victory Points: they represent an award to the player who “breaks” or wipes out an opposing player’s unit.

Break Point: this is the point after which the battlegroups fighting resolve starts to crumble at a rapid pace. Broken battlegroups confer a certain amount of victory points, which is printed on the army cards. The break point is dependent on the battlegroups morale. The amount of casualties it can sustain before reaching this point is determined as follows:

1. Multiply the battlegroups fresh state morale target number by 10.
2. Express the result as a percentage.
3. The result is the percentage of losses the battlegroup has to suffer to become “broken” (round to nearest whole number)

Example:

A battlegroup of Terminators consists of 8 Terminator stands and 4 Land Raiders. Their morale target number at fresh state is 8×10 is 80%

The Terminator unit must suffer 80% casualties before it breaks. In other words, 10 models must be destroyed before the unit breaks ($12 \text{ models} \times 80\% = 9.6$, rounding to nearest whole number = 10 models).

Broken and destroyed units: routed units are worth the same amount of victory points as broken units if they fail to rally from routed status by game’s end. Destroyed units confer a higher amount of victory points than broken units. Each army card has two victory point values listed. The lower value is given for breaking the unit, the higher for destroying it. These values are not cumulative. If a broken unit is destroyed, award Victory Points equal to the difference between the Broken and Destroyed scores to the opponent.

Tyranids and Necron, given their special nature have set break points and increased VP yield.

Roughly speaking there are three types of games:

SET PIECE BATTLE

This is your usual “I’ll meet you here and duke it out” kind of battle. The armies are not really fighting over an objective; the goal is to destroy the enemy’s army.

Deployment: the players may deploy forces within 30cm of their table edge. Up to 25% of the total force may be held in reserve. Before the orders phase of any turn, players may commit reserves by placing them within 10cm of their table edge. Players may attempt a flanking move by rolling a 9 or higher on a d10, adding any leadership

bonuses the highest-ranking leader in their army has. Note units attempting flank movement must be a complete unit with a commander. A failed check means the committed reserves do not appear (but may attempt again next turn). If successful, the player may place the reserves within 10cm of any table edge, including enemy table edges. No flanking maneuvers are allowed in a game's first turn

Victory conditions: the first player to reach or exceed a preset amount of victory points. The amount of victory points needed to achieve victory varies according the *lethality level* the players choose before the games start and total army points played.

There are three lethality levels: minor contact, fully engaged, and bloodbath. Each level requires more victory points for a given army point total to achieve victory as well as lengthening the amount of time the game will last.

CONSULT THE FOLLOWING TABLE FOR THE VICTORY POINT LEVELS:

TABLE 7. VICTORY POINT LEVELS

Total points played per side	Minor contact	Fully engaged	Bloodbath
Up to 500 points	13 VP	25 VP	38 VP
Up to 1000 points	25 VP	50 VP	75 VP
Up to 1500 points	38 VP	75 VP	113 VP
Up to 2000 points	50 VP	100 VP	150 VP
Up to 2500 points	63 VP	125 VP	188 VP
Up to 3000 points	75 VP	150 VP	225 VP
Up to 3500 points	88 VP	175 VP	263 VP
Up to 4000 points	90 VP	200 VP	300 VP
Up to 4500 points	103 VP	225 VP	338 VP
Up to 5000 points	115 VP	250 VP	375 VP
Up to 5500 points	128 VP	300 VP	418 VP
Each additional 500 points	+13 VP	+25 VP	+ 38 VP

SEIZE THE OBJECTIVE

Encompasses all the games where the victor is determined by who hold the vital "objective". Army destruction is still important, but victory can be obtained more quickly if most of the objectives are captured.

Deployment: One objective counter should be placed per 1000 points played. Objectives should be placed at least 30cm apart. Players may set up within 30cm of their table edge and keep up to 25% of their forces in reserve. Flanking maneuver rules apply as normal.

Victory conditions: a player can claim objective if friendly units are within 10cm of the objective and no non-routed enemy units are within the same radius. Each objective is 20 victory points when claimed. Consult the victory point table for lethality level and total VPs needed for victory.

ATTACK AND DEFEND

Any scenario where one player has numerical advantage over the other and one player is already in control of the game's objectives.

Deployment: the defending player sets up first, roughly in the center of the tabletop. The player may arrange the terrain and objectives (1 per 1000 points played) as desired. The defender may deploy in any fashion desired, but may not withhold any reserves; the entire force must be deployed. The attacker should have at least twice as many points to spend as the defender. The attacker deploys after the defender, but may not place units closer than 75cm to the defender's units.

Victory conditions: the attacker receives 20 victory points for every objective taken (follow rules for claiming objectives above) in addition to VPs for breaking and destroying defending units. The defender earns VPs for breaking and destroying attacking units, as well as for game duration. The longer the defender can stave off the attack, the more bonus points he receives. For every turn beyond the third, the defender receives 10 victory points.

The game may end in two ways: one side reaches the VP total for the lethality level played, or the defender loses control of all objectives.

These game scenarios are just recommendations. Feel free to change them to your particular gaming style and taste.

MODEL DEPLOYMENT

Regardless of the type of game, the actual deployment of troops (placing the models on the tabletop) is roughly the same. Each player takes turns placing a single *battlegroup* at a time. A battlegroup is defined as a group of models. Thus, size may vary greatly between armies but still constitute one battlegroup. The player with the lowest overall commander leadership places battlegroups first. In case of equal leadership, roll a d10; lowest roll places first. The player with the higher leadership also gets to place one battlegroup last, regardless of the number of battlegroups the opponent has. Players will alternate placing battlegroups (following the dispositions of deployed forces as stated in each "type" of game (set piece battle, attack and defend, etc.) until all units are placed.

PSYCHIC COMBAT RULES (OPTIONAL)

If only very basic rules for Psykers just add an additional "hit" die in assault combat for every psyker on your side.

All models designated as "psyker" or equivalent may engage in psychic combat. Their Mastery Level rates all models with this capability. Mastery Level determines how many psi-points a unit may receive per turn and how many effects may be activated in one turn.

Psi-points: this represents the amount of raw power a psyker has to cast spells. The Psyker obtains a fixed amount of psi-points at the beginning of the game equal to the psyker's mastery level x 3 (see table 10). At the beginning of EACH turn their psychic reserve is replenished at a rate of 3 point per mastery level. Psykers may consume an amount of points each turn up to its maximum it has available. Points not used that turn are NOT lost and may be transferred or "saved" to the next turn. The psyker may store psi-points equal to the amount it started the game with. Some effects or wargear may permit a psyker to save extra psi-points. If the psyker has no wargear to store psi-points the psyker may NOT do so.

TABLE 8. PSYCHIC MASTERY LEVEL POINTS

Mastery level	Psi points per turn
1	3
2	6
3	9
4	12

SETUP

Before play begins, each player randomly draws one psychic effects card for each mastery level the model has. The player may discard this first card if it is something he can't use (as in the case of a mastery level one psyker drawing a non-spell card). These cards represent the unit's abilities for that game and only the model those cards were drawn for may use them. In large games with many psykers, it is allowed to have duplicate decks of psychic powers of the appropriate type. Note that this only applies to large games where the standard single deck is all used up. You may not use multiple decks unless the first whole deck is used. A player may discard a card that offers equipment (such as a psi-rod) for an actual power that can be cast. This is to help low-level psykers not get stuck with helpful equipment but not powers to cast.

Example:

A Space Marine Librarian with Mastery level 3 may draw 3 spell cards from the Marine psyker deck, has a total of 9 psi-points available per turn, and may activate 3 effects each turn.

Each army/race will have its own deck of psychic powers to draw from. Some units have fixed abilities and do not draw from a deck (e.g., greater demons).

Some armies (chaos) may have a limited spell selection due to their particular patron god. These select only from those spells not the whole deck.

GAME PLAY

A psyker model may use a psychic power when it is activated. The power may be used at any point during movement. The model may fire its conventional attacks as well as its psychic attacks in the same activation. The psyker may activate one power per mastery level as long as it has psi-points to do so. The psyker may "reaction fire" psychic powers if the morale check is successful.

To activate a psychic power the unit spends an amount of points equal to the "cost" printed on the psychic power card. Usually the success of the attack is guaranteed if there is no enemy psyker within range to thwart the attempt. If a power is cast at an enemy model that has a psyker attached to it, or if there is an enemy psyker within 20cm of the target of the psychic attack, it may be dispelled. To determine the attempt's success or failure, each model rolls a d10 and adds its psychic mastery level. If the activating psyker's roll equals or exceeds the dispelling psyker's roll, the activation succeeds; otherwise, the attack is dispelled.

Some skills may render units immune to psychic attack.

Psychic power cards have their psi-point cost listed on them, along with the effects of the power. Powers may have a static value or a variable point cost depending on how powerful the activating player wishes to make it.

Once a psyker model runs out of psi-points it may no longer activate psychic powers that turn. Other abilities, such as the psyker's increased assault ability, remain unchanged.

ASSAULT COMBAT

Psyker models are very strong in assault combat. This is reflected by their high assault values, but also by the fact that they increase the damage done against their opponents. During assault combat, the player with the highest total amount of psychic mastery levels gains a favorable shift on the Assault Bonus Table. Psykers also add one "attack die" per psyker to the assaulting force, over and above those normally determined on the Hits table.

Example:

A Battlegroup of Orks and Space Marines meet in assault combat. The Marine player has 3 psyker models (with Mastery levels 1, 1, and 3 respectively, for a total of 5 Mastery levels), while the Orks have 2 (with Master levels of 1 and 2, totaling 3). Since the Marine player has more total mastery level points than the Ork player, the Marines receive one favorable shift on the Assault Bonus Table. In addition, each player receives 1 extra "attack die" per psyker stand in the assaulting force. This means the Marine player gains 3 extra dice (one per psyker model) and the Orks 2.

Only psykers engaged in assault combat may add their mastery levels in this manner.

FLIER AND AA RULES

ORGANIZATION

Flier and AA models must form part of a battlegroup like any other model. However fliers must belong to battlegroups solely composed of fliers. AA units may form part of any battlegroup as support "groups" so long as the army restrictions permit it.

MOVEMENT

AA models move just like any other ground unit. Fliers, however, behave differently. Fliers spend a brief time over the battlefield accomplish a chosen task and leave the vicinity for their airbase. Therefore, fliers do NOT have a "move" characteristic. The player must choose what mission the fliers are on and they will act accordingly:

1. Air superiority mission- Battlegroups of fliers are on stand by to fly intercept missions to shoot down enemy aircraft. They must pass an activation test and if successful they may fly up to within the range of its weapons and fire them at the enemy flier battlegroup. The intercept course is a straight line from the player's table edge to the enemy models. Once it fires it then returns to base. Enemy models may only fire in defense AFTER it has endured the fire of the fliers on air superiority mission. Note that fliers may be intercepted by AA fire or other battlegroups on air superiority missions as they move in to intercept.
2. Bombing runs- Battlegroups of fliers may attack specific points or models on the battlefield. Once a target is selected the strafing run is a straight line from the player's table edge to the target area. Note that fliers may be intercepted by AA fire or other battlegroups on air superiority missions as they move in to strafe. They may only fire at other fliers in defense, but AFTER they are shot at first. Once the mission is done they return to base.
3. Troop drop- Battlegroups of fliers fly deep into enemy territory to land troops. Once a target is selected the troop drop is a straight line from the player's table edge to the target area. Note that fliers may be intercepted by AA fire or other battlegroups on air superiority missions as they move in to troop drop. The fliers may fire all their weapons prior to landing its troops to clear the landing zone. Troops with the jump/flight pack skill may "drop" to their drop zones without the flier landing. It needs to land for all other troop types. The flier will spend the rest of turn on the ground after it lands and may take off in the next turn. During this time they are vulnerable to all types of ground fire.

FIRING AND SUPPRESSION

Fliers use the same rules for fire resolution as ground units do. See the appropriate section. Fliers cannot be suppressed.

ASSAULT COMBAT

Fliers do not have assault values and never participate in assault combat. They instead shoot at each other with direct fire weapons. Grounded troop drop ships assaulted on the ground have an assault value of ZERO.

ANTI-AIRCRAFT WEAPONS

Due to their speed fliers can not be targeted by most models. It requires sophisticated tracking systems to accurately fire on them. Thus, only models with the AA skill may fire at fliers without penalty. Models with this skill are activated like any other ground model (they act when the battlegroup it belongs to is activated). However, models with the AA skill may activate independently of the battlegroup they belong to in order to provide defensive fire from incoming aircraft. This only affects the specific AA models and not the rest of the battlegroup which can activate on its own if it hasn't done so (just keep track of its activation). Unlike other models AA that remains stationary may activate as reaction fire as many times as it successfully can to provide defensive anti-air cover. AA models that move however do not receive this bonus.

Anti-aircraft weapons can't fire at ground models and aircraft in the same activation.

Battlegroups and models without the flak ability fire at fliers with a -4 penalty.

FLIERS' SKILLS

Intercept: This skill shows how adept at this sort of mission the flier is. The number in parenthesis is a bonus to the reaction roll to determine if an interception is successful. This bonus also applies to morale checks when the flier is hit in combat, since fighter pilots are more capable to handle such danger.

Flying Fortress: fliers with this skill are veritable gun-platforms in the air. This provides great defensive power when the flyer is coming in to land troops or a strafing run. Fliers with this skill shoot BEFORE fliers with air superiority mission do (normally fliers fire AFTER ones with air superiority missions).

FLIERS' AND MORALE

Fliers have morale values like any other unit, however the morale checks and resolution are PER MODEL, not as a battlegroup as per ground battlegroups. The reasons for a check vary from ground battlegroups. All fliers check for morale if HIT by incoming fire (be it from interceptors or ground fire). If the check fails the individual flier aborts and they return to base. Their morale level is lowered one step if the check fails. Note that the check is made if HIT. Even if the armor is not penetrated and the unit survives, it makes a check when a successful hit is made.

Fliers may rally to increase morale, but take ONE full turn to do so. This means fliers cannot participate in missions on the turn they rally (they must be kept inactive the whole turn to attempt rallying in the end phase- a big risk!).

Fliers that rout are removed from play and are counted as eliminated for VP purposes.

WARGEAR CARDS

Each army will have a specialized deck of 15 cards with which the player can further fine-tune his army. Each player will receive one wargear card per 1000 points in his army. Cards are drawn at random. All cards are assigned to a specific battlegroup at the start of the game and may not be reassigned. Very large games may field the whole deck, but no matter the size of the game, there will never be more than 15 cards in play on each side (you may not use multiple copies of the same deck).

Units eligible to receive wargear are stated on the card. Titans may NEVER receive the benefits of wargear cards.

BASIC ARMY CONSTRUCTION

Although each army/race has its own organizational structure, they all follow the same basic rules for army construction.

All battlegroups start with a unit commander: the first step is to purchase commanders to build your army around. Each race/army list has several commander types of different levels of organization. These will have gradually higher leadership characteristics, but more importantly have ability to attach more battlegroups.

Each commander type is limited as to how many battlegroups it may attach. The composition of a battlegroup will vary from army to army.

All unit cards are strictly classified: army detachments come in three types: line, support, and special. Each commander limits the number of each type of detachment that can be bought. A certain amount of detachments make a battlegroup. Line detachments are the standard troops in any army; no limits are placed on how many may be attached to a given command. Support and special detachments are limited due to resource constraints. A commander can locate and field more of these assets if the commander's organizational level is higher.

The detachments themselves will list the type and number of models they are composed of.